

KEO4-03

Lasting Deeds

A One-Round D&D LIVING GREYHAWK® Keoland Regional Adventure

Version 2.2

by Joseph Russell

Edited by Charles Skidmore and Christian Alipounarian

Playtested by Robert Campbell, Ronald Frye, Kristine Heaver, Paul Heaver, Arthur Martella, and Arthur Speziale

Disturbing rumors of missing persons and strange figures moving around at night have been filtering out of the Duchy of Dorlin. A rain of evil begins to fall within the borders of Keoland. The PCs must stand against the trickle, or it will rain, rain hard, and flood so that all they hold dear will be washed away. A Keoland Regional adventure for APLs 4-12, and Part Four of the Crowning Glory Series that included **Death March**, **Down Trodden**, and **Of Witches and Warlocks**.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

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. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

Time Units and Upkeep

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

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.

Adventure Background

Appendix Two provides details on the Duchy of Dorlin, the setting of this adventure.

Holphin Neheli has just paid a visit to the Viscount Cronin Secunforth III and is making his way back to Dorglast Castle. The rumors that Holphin overhears about abductions in Dorlin hasten his return to the castle. He has not been able to confirm any of the rumors through the either Darkwatch agents nor from any communications from Dorglast.

During his absence, the Doomguard, a highly skilled, secret sub-group of the Darkwatch, has been enacting the will of Duke Cedrian III. They have been gathering up nobles and peasants alike. Those taken are anyone that has been linked or has been rumored to be linked with necromantic practices. Even some members of the (mainstream) Knights of the Malagari have disappeared.

Holphin Neheli's only link to what is going on inside of the Duchy of Dorlin is Baron Jharmok Redlee Neheli. He was the one to send a messenger to Holphin, informing that he should return to Castle Dorglast and find out what is going on. Holphin went to speak the Baron of Shelswake after leaving the Viscount but before returning to the castle. On Holphin's trip back to Dorglast, he has seen the fearful attitude of the populace and is starting to believe some of the rumors. Hurrying to get to Dorglast, he pushes past the town of Shelswake in the mid of night with only a personal manservant and a few men-at-arms at his side.

Atmosphere and Environment

At all stages of this module, it is raining. The rain is omnipresent and makes life miserable for the PCs, as well as adding a bit of atmosphere. For a reminder, a note has been added at the beginning of every encounter about the severity of the rain and its effect on the surroundings.

Preparing for Play

PCs that are members of the Knights of the Malagari will need some background information for the module. Give the first part of **Player Handout #1** to any PC that is ranked Knight in that meta-organization. For those PCs ranked Knight Captain or higher, give them both parts of **Player Handout #1**.

Many parts of this adventure rely on the PCs noticing certain behaviors or actions. To make the adventure move more smoothly and realistically, have the PCs make a number of Spot, Listen and Sense Motive checks in the beginning and write them down. Use these checks as needed in the adventure.

PCs can earn the *Wanted!* status (see the Treasure Summary) during the adventure by casting necromantic spells in the presence of Knights of the Malagari. Other actions that can earn them that status include the

summoning of demonic or infernal creatures, and openly displaying features transformed by the Dragon Disciple or Geomancer alterations. Any PC that radiates evil or has an item that radiates evil will become *Wanted!* if they enter Dorglast Castle. PCs will gain the *Hunted!* status (see the Treasure Summary) during the adventure if they openly display transformations caused by Acolyte of the Skin or Alienist.

Adventure Summary

The PCs are pushing to make it to Shelswake after dark has fallen. Ahead of them on the road, they encounter Lord Holphin's small entourage under heavy attack by members of the Doomguard. The entourage is clearly overwhelmed and the PCs intervene.

The PCs are introduced to Holphin Neheli and he tells them of his worries. He offers to pay them if they can escort him the rest of the way to Dorglast.

The PCs pass several villages along the way. All the villagers are wary of the armed mounted men, and give some more details, rumors and speculation about the mysterious disappearances. The PCs examine a house that a mother and daughter were recently taken, where they gain a small clue as to the nature of the disappearances.

The PCs arrive at Dorglast Castle in the late afternoon. Holphin Neheli thanks the PCs and informs them that he will get in touch with them later and then leaves to speak with his uncle, Duke Cedrian III. The PCs are given rooms at the Castle, as guest of Holphin, and are allowed restricted access to the various rooms and chambers of the castle. PC Darkwatch members have more access to the castle, but they are still restricted from going into certain areas of the castle without permission.

The PCs meet with a herald loyal to King Kimbertos, who is at Castle Dorglast to get a report from Duke Cedrian. The PCs have an opportunity to exchange some information with the Herald.

After a small dinner, Holphin returns to the PCs and tells them more of his fears. He relays that he is being followed everywhere by Malagari and that he has no privacy. He tells the PCs that he saw some new construction being done in a usually vacant area of the castle, and asks the PCs to investigate it and report back to him. Holphin agrees to create a distraction by visiting the Duke, pulling a detail of guards off their regular rounds. Duke Cedrian is known to keep odd hours, so Holphin asks the PCs to go out at about 3 AM.

The PCs will be visited during the middle of the night in their dreams. The man will try to alter some of the memories of recent events to throw them off track in their investigation and toy with their sanity.

The PCs investigate the nascent construction, and find a new cellar area. The cellar conceals a room with a more sinister purpose, a torture chamber and row of cells. The

PCs surprise a small group of the Doomguard who are actively attempting to wring a confession from some innocents (the kidnapped mother and daughter from the earlier village) and combat ensues.

The NPC captives immediately tell the PCs that they heard their jailors talking about catching a 'big fish' and that the Duke himself came to visit them and seemed quite unhinged. The Duke was ranting and raving about being 'meddled' with, and that he wasn't going to put up with it any longer.

At this point, a high-pitched wailing will begin to reverberate throughout the lower levels, accompanied by a rumbling that grows increasingly stronger. Duke Cedrian has ritually enchanted his own son, and the act has released powerful magic throughout the castle.

The PCs follow the noise/are led to the source of the noise, where they discover Duke Cedrian playing with his ritually bound son, and Lord Holphin bound to a rack. The PCs fight the animated spirit of the Duke's son, and save the day... or die trying.

Introduction

A light rain starts to fall as Pelor's face slides beneath the horizon, making the road in front of you a messy proposition. You are still a good half-glass ride from the town of Shelswake, and now the rain looks as though it will be slowing your progress even further.

Encounter One: Neither Rain, Nor Dark of Night ...

The battle in this encounter takes place in a severe rainstorm, with significant lightning flashes in the distance (see the DMG, for details on weather conditions described throughout the adventure). The storm has the following effects on this encounter:

- ❖ Reduces visibility ranges by half, resulting in a -4 penalty to Spot, Listen and Search checks and all ranged weapon attacks.
- ❖ Automatically extinguishes any unprotected flames and has a 50% chance of extinguishing protected ones (such as lanterns).
- ❖ Medium creatures and smaller on the ground must make a Fort save (DC 15). Tiny creatures who fail the save will be knocked prone and rolled 1d4 x 10 feet by the wind, taking 1d4 points of nonlethal damage per 10 feet. Small creatures who fail the save are knocked prone by the force of the wind. Medium creatures who fail the save are unable to move forward against the force of the wind.
- ❖ Large creatures and smaller in the air must make a Fort save (DC 15). Small creatures and smaller who

fail the save will be blown back 2d6 x 10 feet by the wind, taking 2d6 points of nonlethal damage due to battering and buffeting. Medium creatures who fail the save are blown back 1d6 x 10 feet by the force of the wind. Large creatures who fail the save are blown back 1d6 x 5 feet by the force of the wind.

The PCs are forging towards the town of Shelswake in the muck and mire of a dark and wet road when they crest a small rise and see a chaotic scene before them. A small carriage and force of men-at-arms is besieged in the muck by an attacking force.

The ambush the attackers set up was clearly well planned. It has rained for the past several days on and off here, and the attackers dug a ditch in the road, which became filled with water. The carriage struck the ditch, threw the driver and broke an axle, and the attackers rushed out of hiding from their places in the underbrush. As the PCs arrive, the last of the resistance is being overwhelmed.

Cresting a small rise in the road, your eyes rapidly adjust to a confusing tableau in front of you. A small carriage rests in a ditch in the road, obviously foundering. Around the carriage several men dressed in official looking livery lay slumped over. Armed men and women ring the carriage. All the people surrounding the carriage wear surcoats that bear a curious standard: a white sword with raven's wings as a cross guard, on a cobalt field.

Note: If playing at APL 6 or above, mention the presence of the rangers' animal companions here as well. They are listed below with the NPCs.

As you watch, a vicious blow knocks down the last man guarding the carriage. The man tumbles into the ditch, and the lantern he was holding gutters and goes out as it lands in a puddle.

The scene in front of you descends into darkness, as the armed men approach the carriage, naked steel drawn.

The carriage is upright and stuck in the ditch. The defending men-at-arms are either magically asleep or unconscious. Four figures ring the carriage, and they are unaware of the PCs. The PCs gain automatic surprise on the ambushers because the NPCs do not become aware of the PCs until it is too late. The NPCs also did not prepare well for the weather, and will be at a disadvantage in the combat with regards to light sources and the like. For these two reasons, the EL of the encounter has been reduced by a total of two at each APL, reflecting the advantages the PCs have.

APL 4 (EL 5)

✚ **Ragnar, male human Ftr3:** hp 27; see Appendix One.

✚ **Adala, female human Rgr3:** hp 23; see Appendix One.

✦ **Getren, male human Rgr3:** hp 23; see Appendix One.

✦ **Miena, female human Rog3:** hp 18; see Appendix One.

APL 6 (EL 7)

✦ **Ragnar, male human Ftr5:** hp 45; see Appendix One.

✦ **Adala, female human Rgr5:** hp 38; see Appendix One.

✦ **Getren, male human Rgr5:** hp 38; see Appendix One.

✦ **Miena, female human Rog5:** hp 30; see Appendix One.

✦ **Wolves, Animal Companions (2):** hp 15 each; see *Monster Manual*.

APL 8 (EL 9)

✦ **Ragnar, male human Ftr7:** hp 67; see Appendix One.

✦ **Adala, female human Rgr7:** hp 53; see Appendix One.

✦ **Getren, male human Rgr7:** hp 53; see Appendix One.

✦ **Miena, female human Rog5/Ass2:** hp 42; see Appendix One.

✦ **Wolves, Animal Companions (2):** hp 30 each; see Appendix One.

APL 10 (EL 11)

✦ **Ragnar, male human Ftr9:** hp 81; see Appendix One.

✦ **Adala, female human Rgr9:** hp 68; see Appendix One.

✦ **Getren, male human Rgr9:** hp 68; see Appendix One.

✦ **Miena, female human Rog5/Ass4:** hp 54; see Appendix One.

✦ **Dire Weasels, Animal Companions (2):** hp 18 each; see *Monster Manual*.

APL 12 (EL 13)

✦ **Ragnar, male human Ftr11:** hp 99; see Appendix One.

✦ **Adala, female human Rgr11:** hp 83; see Appendix One.

✦ **Getren, male human Rgr11:** hp 83; see Appendix One.

✦ **Miena, female human Rog5/Ass6:** hp 66; see Appendix One.

✦ **Dire Weasels, Animal Companions (2):** hp 18 each; see *Monster Manual*.

Tactics: The attackers will use lethal force on the PCs at the drop of a hat. Any PCs that are obvious Knights of the Malagari will be targeted first, followed by anyone using necromantic magic, items or abilities.

The attackers will not use lethal force on the inhabitant of the carriage, Lord Holphin Neheli. If the one of the PCs is rendered unconscious, Lord Holphin will exit the carriage and attempt to feed them a *potion of cure light wounds*, of which he has three.

Adala and Miena have specially fitted arrows that they will fire in the first round. The arrow makes a whistling noise in flight, and signals the wolves/weasels to attack the PC at which the arrow is fired, even if the arrow misses.

If the PCs hail the attackers before jumping into the fray, they will be brusquely told to “be on your way, on the orders of the Malagari.” If an obvious or announced Malagari PC approaches the attackers, she will immediately be attacked.

Should the PCs watch and do nothing, Lord Holphin is dragged from the carriage, beaten unconscious as he cries out for help piteously and is lashed to a horse. If the PCs STILL do nothing, end the module and award neither gold nor experience for the PCs total lack of motivation.

The combat area is almost completely dark. There is a small lantern lit inside the carriage that provides standard illumination.

The attackers fight to the death. If the NPCs win the battle, they will take any surviving PCs prisoner and imprison them in Dorglast Castle (see *Captured!* in the Treasure Summary).

Development: If the PCs rescue Lord Holphin from the attackers, he is most grateful.

A tall and distinguished man looks your group over and speaks.

“Thanks be to Lydia for your timely intervention, travelers. I am Lord Holphin Neheli, and I’m fortunate that we met this night. Tell me, who are you? I owe you a debt of gratitude, and House Neheli always pays its debts.”

Allow the PCs to introduce themselves to Holphin. He will pay attention carefully as they speak, and thank them profusely during their introductions, clasping the hand of any PC who will let him. He will raise an eyebrow at any PC who is a Knight of the Malagari, but will always be courteous and polite. After the introductions, Holphin will speak again.

Speaking with Holphin

Holphin will approach the PCs once the situation has settled down and speak with them.

“Bad times indeed when a nobleman can be accosted on the roads so near to civilization. I am on pressing business for the Lion Throne. I am headed to Castle Dorglast, several days hence. I have lost all my brave men-at-arms, and it is imperative that I reach the castle quickly. Please, accompany me to Dorglast and be my guest there. I will compensate you well for your time and your efforts.”

The PCs are free to agree or ask more questions. Some possible questions, and suggested answers, are listed below for the DM. Unless noted otherwise, Holphin answers honestly.

Why did these men attack you? “I have no idea.” A successful Sense Motive check DC 20 + the APL will reveal that Holphin quickly eyes one of the bodies as he says this. If pressed, Holphin will say nothing more about it.

Why are you headed to Castle Dorglast? / What are you doing on the road at this time of night? “I am on business for the crown. Unfortunately, I can’t discuss it any further, even with you good folk.”

What is Castle Dorglast? “It is a stronghold of the Malagari. My dear uncle, Duke Cedrian, rules there.”

Can you pay us? (Slightly annoyed tone) “As I’ve already said, you will be well recompensed for your time.”

Eventually the PCs should agree to go. If they refuse, or are exceptionally rude, Holphin will leave them and the module ends on a sour note.

Speaking with the Attackers

If the PCs captured any of the attackers alive, they may be available for interrogation. When the PCs examine the bodies of the attackers, they will note that all four wear surcoats that bear a curious standard: a white sword with raven’s wings as a cross guard, on a cobalt field.

Have the PCs make a Bardic Knowledge, Lore, or Knowledge (either local - Sheldomar Valley Metaregion or mobility) check (DC 15) to recognize the attackers’ coats of arms. If the check is successful, or if the PC is a member of the Darkwatch, they will recognize the coat of arms as belonging to the Knights of the Malagari, but with several color differences. (The original coat of arms is a black sword on a red field.)

The PCs are free to interrogate the captives. Some possible questions, and suggested answers, are listed below for the DM. Holphin will take a dim view of PCs threatening to beat or kill the attackers unless they talk, and will forbid it to be done. The captives are not especially forthcoming with information for the PCs.

Who are you? (Scornful Look) “No one to you.”

Why did you attack this carriage? (Laughter) “Orders.”

Who are you working for? (More Laughter) “You’re daft if you believe I’m going to tell you.”

Are you Knights of the Malagari? (Raises one eyebrow scornfully and laugh slightly) “You’re not as dumb as you look, you know that? That means you know you just stepped in a whole mess of trouble by interfering with our mandate. Release us.”

Why is your coat of arms different then the standard Malagari crest? (Scorn) “You wouldn’t understand.” If a Malagari PC asks this question, the Malagari NPC will spit for emphasis.

Holphin will remain quiet through this exchange, and will deny knowing anything about these Malagari if asked.

The above exchange is likely to provoke a good role-playing opportunity. Any Keoish PC will know of the Malagari and will be hesitant to cross them. The captured Malagari will attempt to browbeat them with this information, telling them in great and gory detail the punishment they will receive for interfering with the duties of a sanctioned Knightly order. Their answers and general lack of concern for any ramifications of their acts, especially in the face of other Malagari that might be present, is a clue that they are operating outside of the normal command structure of the knighthood.

Development: It is up to the PCs what they will do with the attackers; Holphin is unsure himself and defers to the decisions of the PCs in most cases.

If the PCs release the Malagari, they will take their gear and leave, taking the bodies of any comrades with them. If the PCs keep the Malagari’s belongings, then the Malagari will still leave, but will make a point of getting a good long look at every PC, for “future reference.”

Threatening to torture or execute the Malagari is an evil act and therefore not allowed in LIVING GREYHAWK campaign play. Divesting the Malagari of their gear is acceptable, but tying them to a tree or some such action is not, as the woods here are dangerous. Holphin will dismiss any suggestions of the above as unsuitable.

If the PCs want to take the captured Malagari with them, Holphin will reluctantly agree. His strong preference is to confiscate their equipment and send them on their way with enough supplies to get them to the nearest settlement. Holphin will *insist* that the captives be left there; the place is on the way to Dorglast and is less than two days’ travel from the ambush site.

Encounter Two: Family Woes

During this encounter, there is a light drizzle and wind. The skies are overcast.

The PCs will pass several villages along the way. All the villagers are wary of the armed mounted men, and give

some more details, rumors and speculation about the mysterious disappearances. The PCs are given the opportunity to examine the cottage of a family that was recently abducted. This is likely to be the first the PCs have heard of any kidnappings. Holphin will nonchalantly tell the PCs that part of the reason he is on the way to Dorglast is the disappearances. He will tell a PC this in an attempt to appear as though he is growing to trust them.

A day and a half of road lies behind you, soundly defeated by the hooves of your horses. Off in the distance, a village dots the horizon. Figures can be seen guiding plow horses through the fields. The road turns in the direction of the village, and as you approach, you can see a gathering of people in what passes for the town square.

Speaking with the Villagers

As the PCs approach the village, the villagers will abandon the fields and head to the town's center. A crowd of about fifty is gathered in the square. They will be leery about talking with the PCs unless lord Holphin accompanies them or a PC succeeds in a Diplomacy check (DC 25; treat the villagers as unfriendly). If the PCs get a 4 or less on their Diplomacy check, the villagers will harass the PCs until they leave (verbal abuse, throwing tomatoes and rocks, but nothing worse than that).

If the PCs did not make the DC 25 and do not have lord Holphin with them, then the villagers will not speak with them. If the PCs try to Intimidate the villagers to speak, the check is DC 20. The villagers will turn hostile towards the PCs 20 minutes after they leave.

Read the following if the PCs made the Diplomacy or Intimidate check, or if Holphin is with them.

One of the older women of the town turns to you and speaks, "I am Bertrice, mayor of Yarmoth. I am sorry for your poor reception, but don't know who can be trusted anymore. Two nights ago, a mother and daughter were taken from their cottage. No one saw what happened, but the next morning the house was found ransacked and the two were missing."

"It's not like we were too surprised to see Nitara, and her daughter Siona, to go missing. They were strange ones I tell you. Old Faith people. It's said that they venerated the Reaper himself, in the guise of 'Old Man Winter' or some such nonsense."

If the PCs have the captives from Encounter One, the mayor will reluctantly take possession of them.

Examining the Scene of the Abduction

The villagers will let the PCs examine the woman's house to see if they can find any clues about their disappearance.

The small three-room house is on the eastern edge of the village. Like the rest of the buildings, this one is sturdy with only little signs of needing repairs. The inside of the house is another story. The furnishings are overturned, and clothes and other belongings strewn about the rooms.

Search checks reveal the following:

DC 10: The mess was by someone making a deliberate search.

DC 13: The mother and daughter only briefly struggled with their captors.

DC 15: Someone was injured in the struggle. A bloodstain covers part of the floor near the door.

DC 18: On the arch above the barn is an old faith representation of the four seasons. The representation for winter looks similar to a symbol of Nerull. (DM Note: This is not unusual for an Old Faith symbol, and does not represent that the family worships Nerull)

DC 21: The mother and daughter were carried away, not dragged.

DC 23: Four horses were hidden a short distance from the house and the riders rode off southeasterly with their prisoners.

While the PCs are searching the cottage, Holphin will lean in to one PC and say:

"I had heard rumors of abductions, but I had not wanted to believe that such could be taking place in my Uncle's lands. I pity these poor folk."

Beyond what is listed above, there is no further evidence of what happened to the two women, or why. Once a thorough search is completed, Holphin will urge the PCs on to Dorglast.

Encounter Three: Have Fun Storming the Castle!

During this encounter, there is a light drizzle and wind. The skies are overcast. The inside of the castle has a damp feel to it.

When the PCs arrive at Dorglast Castle, it will be late afternoon. Holphin Neheli thanks the PCs and informs them that he will speak with them later, but needs to hold counsel with his uncle, Duke Cedrian III, at once. The PCs are given rooms at the Castle, as guests of Holphin, and are allowed restricted access to the various rooms and chambers of the castle. PC Knights of the Malagari members have more access to the castle, but they are still restricted from going into certain areas of the castle without permission. See Appendix Two for more information about Dorglast Castle.

Off in the distance, a large shape fills the horizon. As you get closer, individual forms begin to become clear. A mass of towers, walls, and buildings are arranged in a sprawling and convoluted complex. The largest of the citadels, Gollunfane, is the palace of the Duke of Dorlin.

The guard at the gate salutes Lord Holphin as you approach and a runner is seen heading towards Gollunfane. The guard captain comes forward, "Welcome back, Lord Holphin. The Duke is eager to speak with you."

Holphin nods. "And I to he. Captain Dersin, these fine people are my guests and will require rooms." Holphin turns to you. "You will have quarters in one of the citadels close to Gollunfane. I will speak with you as soon as I am able." With that, Lord Holphin rides into Dorglast Castle.

If a PC is a Darkwatch Knight Commander

Any PC that is Knight Commander in the Knights of the Malagari can ride up to the castle with Holphin. Holphin will be in various meetings with his uncle and other advisors for most of the day. The PC would not be able to go into the meetings, nor can they hear what is going on inside the rooms, but he can remain outside the door. The Knight Commander will draw all sorts of suspicious stares, and will see the occasional Knight of the Malagari who wears both the standard of the Malagari and one similar to the one that the PCs found on the attackers in Encounter One.

If the PC asks any direct questions to one of the people wearing the insignia about the variant livery, they will be smartly saluted and the Knight will tell the PC that he has been assigned to a special elite unit, but can discuss no more without Duke Cedrian's approval.

Inside Dorglast

Roudin is Duke Cedrian's chamberlain; as such he knows virtually everything that is going on at the castle. He is an old hunchback man whose right leg no longer bends at the knee. Members of the Knights of the Malagari will easily recognize Roudin, as he is always at the Duke's side. Knights of the Malagari will be housed with in their own quarters, about a twenty-minute walk from the quest quarters.

Arriving at one of the smaller citadels, an old crooked-backed man hobbles down the steps. "Welcome to Dorglast Caste. I am Roudin, Duke Cedrian's chamberlain. I understand that you are staying as Lord Holphin's guests. Rooms and servants have been reserved for you. Isalia will guide you to your quarters." Roudin motions to a woman wearing a no nonsense expression on her face. "Enjoy your time here, but mind the guards; there are some places here in Dorglast into which you may not roam."

Roudin will defer any questions the PCs might have to Isalia and/or Holphin upon his return.

Isalia guides you through the labyrinth of corridors and passages inside the citadel. Finally she stops. "These will be your rooms as long as you are guests here at the castle. Now, ring your chamber's bell should you have need of a servant. Mind them and the guards and you will stay out of any trouble. Dinner will be served in three hours."

With that Isalia turns away and heads down the corridor. Servants enter bearing fresh fruit and cool drinks. There is a small sitting room adjoining the suite of rooms, and even a small bath with a copper tub.

The PCs are assigned three rooms to occupy. There will be two servants on call for the PCs at all times. They are at the PCs disposal as guides should they wish to walk about the castle. That said, they would rather not be here and the PCs can easily separate themselves from them should they desire. If they do lose the servants, the PCs can always find their way back to their rooms with the aid of any servant they come across.

Any PC that is ranked Squire or higher in the Knights of the Malagari are familiar enough with the castle to move about without any problems.

Exploring the Castle

The PCs will have the rest of this night and until noon of the following day to explore the castle before Encounter Eight. Until then, there are a number of encounters that can possibly take place, depending on what the PCs do:

- ❖ If the PCs ask the servants to show them around, run Encounter Four.
- ❖ If the PCs wander around alone at any time, run Encounter Five.
- ❖ If the PCs accept the invitation to dinner, run Encounter Six.
- ❖ When the PCs fall asleep, run Encounter Seven. Note that if the PCs sleep in shifts, the PC(s) sleeping at midnight are affected by the events in that encounter.
- ❖ If the PCs hear about the new construction in the castle's lower levels and take it upon themselves to investigate, you may proceed to Encounter Nine. Note that if this happens, you will need to make some *ad hoc* adjustments to the descriptions and the event flow of the module, as the encounter assumes the PCs played through Encounter Eight beforehand.

The servants can give a little history about Dorglast Castle (see Appendix Two). A Knight of the Malagari can give the same background information, as well as any PC

that makes a Knowledge (history), Bardic Knowledge, or Lore check (DC 15).

Rumors and Information in the Castle

The PCs can learn the following when they talk to the different servants in the castle. The Gather Information skill check DCs and their yields are:

DC 2 + APL:

- ❖ “A High Herald came to Dorglast a few days ago. I wonder what his business is with the Duke?”
- ❖ “The older passages within the castle are getting increasingly neglected. No one wants to go there any more.”

DC 5 + APL:

- ❖ “Some of the Knights are dressed in new livery. It’s about time, those old colors were dated.”
- ❖ “Duke Cedrian’s son, Adral, came back to the castle last month from his fostering. He still seems like the troublemaker that he was as a child.”

DC 8 + APL:

- ❖ “Duke Cedrian is a little distant these days. I am glad Lord Holphin is back. Perhaps he can bring the Duke out of his slump.”
- ❖ “Lord Holphin is well liked among the servants and Knights. He doesn’t throw his rank around, unlike the various minor nobles that live here.”
- ❖ “Once I heard someone inside the Duchess’ old reading room. It not been used since she had died. The strange part is when I opened the door no one was there.”

DC 13 + APL:

- ❖ “None of the cleaning servants want to head into the older parts of the castle anymore. Those passages and chambers seem ominous.”
- ❖ “The Knights have been escorting more people through the castle in the middle of the night these past few months.”

DC 18 + APL:

- ❖ “There has been talk among some of the Knights that the Duke is purging the knighthood.”
- ❖ “Most of the Knights no longer walk around the castle alone, they are always moving as a group.”

DC 23 + APL:

- ❖ “The Knights seem leery of each other these days, like they are afraid of one another.”

- ❖ “The Duke has secluded himself in his chambers and doesn’t speak to anyone but Roudin anymore.”
- ❖ “The new guards to the lower levels of the castle don’t let anyone down there anymore. It has become the most heavily-guarded part of the castle.”

Encounter Four: The Copper Piece Tour

During this encounter, there is a light drizzle and wind. The skies are overcast. The inside of the castle has a damp feel to it.

If the PCs ask the servants to show them around, they will get a tour from a comely serving wench named Mikki. She is small and quiet, and seems to be relatively new to Castle Dorglast.

The Tour consists of several points of interest:

- The kitchens, where Mikki works most of the day. They are easily capable of feeding a hundred or more at a banquet.
- The stables, where Duke Cedrian has recently procured, at great cost, a trio of Tusman warhorses. The animals are magnificent beasts, and are very friendly.
- The smithy, where the Malagari sword smiths turn out fine Keoish arms and armor.
- The barracks, where the common men-at-arms are sequestered.
- The walls, which give a magnificent and commanding view of the surrounding countryside – when it’s not pouring.
- The main hall, where Duke Cedrian used to hold grand galas. None has been held in years, though.

If the PCs should wish to step off the beaten path, they will find that many of the side corridors have a permanent guard stationed there. All access to the basement is restricted and if the PCs are caught in the lower levels, they will receive an armed escort from the Doomguards to their rooms.

If the PCs go wandering from their rooms, in a nearby hallway they will hear the sound of soft crying coming from behind a closed door. If they investigate, proceed to Encounter Five.

Encounter Five: Family Ties

During this encounter, there is strong rain and wind against the windows. Rolling thunder can be heard off in the distance. The inside of the castle has a damp feel to it.

During the PCs exploration of Dorglast Castle, they will come across an old library that hasn't seen any use in years. This used to be lady Fedralia's sanctuary against the hustle and bustle of being the Duchess. It has remained undisturbed, except for the occasional cleaning by a maid and when the Duke used to come by and visit.

PCs will hear the sounds of a male child sobbing from beyond the chamber's door, but the sobbing subsides when the PCs open the door. Inside, a few items of interest reside in the room: a covered oil painting and a journal curiously left open in the middle of the floor.

On the other side of the door is a slightly musty reading room. A white sheet covers a large chair near the fireplace set into the eastern wall. A picture hanging above the mantle is draped in a black cloth. On the west wall, a bookcase is nestled, full to overflowing with books. Across from the door, several small stained glass windows are set high in the wall. Underneath the window is a desk draped in a sheet.

Although this room does not appear to be used much, it is still relatively clean. Only a thin layer of dust has settled on the shelves, indicating that the room has been cleaned within the last two weeks. The carpet is old, but still plush and vibrant.

In the middle of the room, a small book rests in the middle of the floor. It is open to a page held with a strip of cloth as a bookmark.

If the PCs investigate the journal, distribute **Player Handout #2**. If the PCs remove the covering on the painting, read the following.

Underneath the black cloth is an oil painting of a young, wealthy couple holding a baby. The inscription on the plaque in the frame reads, "Duke Cedrian Neheli III, Duchess Fedralia Treyvan Neheli, Adral Neheli".

If the PCs examine the books, read the following.

The bookcase holds a number of books on varying subjects detailing the Keoland Empire, romance, poetry, astrology, mystery, botany, and several other subjects.

The crying that the PCs heard obviously came from this room but is gone now. If any PC casts *detect magic*, *detect evil* or *detect undead*, they sense nothing, but will feel a shiver of cold as they concentrate.

Encounter Six: Banquet

During this encounter, there is severe rain and wind against the windows. Roaring thunder and sheets of rain reverberate against the windows. The inside of the castle has a damp feel to it.

The PCs eat dinner with the lesser nobles and wealthy merchants at the castle. The nobles will act like they do not care what the PCs have to say – unless the PCs are nobles themselves, in which case they listen politely. The residents really don't know what has been going on at the castle, and they make sure that it stays that way.

The DM can run the role-playing portion of this encounter, or rely on the read aloud text below to get the requisite information to the players (the adventure assumes the latter, but if you have the time and inclination to run a dialogue, please do so).

Besides the normal residents of Dorglast castle, a High Herald, Malzari Vertear (an Oeridian man), has come to pay a visit. He was sent by the Council of the Lords to get some answers about the abductions. So far he has been stonewalled at every turn. He learned that the PCs had escorted lord Holphin to the castle and he is interested in finding out what the PCs know.

The supper, in fact more like a small banquet, was delicious. The few conversations with the surrounding guests contained more local gossip and slander than anything else. One gentleman that had been occasionally eyeing your group during the meal excuses himself from a small gaggle of nobles and walks over. He is broad-shouldered, with thinning but neatly combed black hair held in place by a silver circlet. A reed flute is tucked in his belt.

"Greetings, gentlemen (and ladies). I am High Herald Malzari Vertear. If you have a moment, I would like to ask you some questions."

Malzari Vertear will ask probing questions about anything the PCs might know about the situation. He will drop subtle hints that the crown would be most grateful for any help they can give, and leave the impression the crown will frown upon and deceit from the PCs. Malzari will not push the PCs too hard, he wants to be the friendly ear. He does not know anything that has been happening. After talking with the PCs for a bit, Malzari will excuse himself and ask the PCs to relay anything of importance to him. The crown must be able to protect itself from all threats.

Encounter Seven: They Keep Calling Me

During this encounter, there is a light drizzle and wind, as the storm temporarily abates. The skies are overcast. The inside of the castle has a damp feel to it.

The PCs bed down for the evening in Dorglast castle. As they sleep, an unknown visitor touches their dreams. This occurs around midnight, or immediately after the first PCs fall asleep should the PCs not slumber before that time. Elves and PCs that remain awake at the time the event happens do not have the dream.

Slumber embraces you like a warm blanket on a rainy night. Released from the rigors of travel, your mind wanders as you sleep.

Cresting a small rise in the road, your eyes rapidly adjust to a confusing tableau in front of you. A small carriage rests in a ditch in the road, obviously foundering. Around the carriage several men dressed in rags lay slumped over. The shambling dead ring the carriage and as you watch, the last man guarding the carriage is knocked unconscious by a vicious blow. The man tumbles into the ditch, and the torch he was holding gutters and goes out as it lands in a puddle. The dead slowly kneel down and start their grisly feast.

Turning to get your bearings, you realize you are seated in a dinner hall. The supper, in fact more like a small banquet, was delicious. Small men with piggish eyes consumed plates piled high with the flesh of fallen angels. One gentleman that had been occasionally eyeing your group during the meal excused himself from a small gaggle of porcine nobles and walked over. He is emaciated, with a rotting scalp that shows hints of bone beneath it, held in place by an iron nail. A flute made of a child's leg-bone is tucked in his belt.

He leans in close and whispers. "You know they're going to eat you tomorrow, right?"

With that, you wake. Dawn light filters in through your window.

Any PCs that are subject to fear-based, mind-affecting magic should make a Will save (DC 10 + APL). Make a note of which PCs fail the check; this will be relevant in Encounter Ten.

Encounter Eight: Smoke and Mirrors

During this encounter, there is strong rain and wind against the windows. Occasionally, roaring thunder is heard. The inside of the castle has a damp feel to it.

In the morning before breakfast, Holphin stops by the PC's room. He wants to know what the PCs might have discovered. He will tell them about his talks with his uncle and some others in the castle.

There is a quick, sharp knock on the chamber door.

When the PCs answer:

Opening the door, you see Lord Holphin Neheli standing there. "Good morning. I hope you all slept well. I only have a few minutes to talk before I have other duties that require my attention. May I come in?"

Upon his invitation inside:

Walking into the chamber, Holphin looks around at everyone present. "Before I begin, I would know everything you might have seen and heard since your arrival."

Lord Holphin will listen and ask probing questions about the details that the PCs give him.

If the PCs ask Lord Holphin about the information they learned in the library, he will be brief about the subject.

"I had spent some of my tutelage here in Dorglast Castle. The duke didn't trust me at first because he and my father, Count Orloc, were rivals. I stayed here until Lady Fedralia's death. A couple of years later, I entered into the service of the Knights of the Malagari and have been with the duke ever since."

Lord Holphin will agree with an assessment that perhaps the duke still distrusts him and maybe that is why he was attacked. But he will not abandon Duke Cedrian - after all, he is family.

Lord Holphin will relate the following to the PCs.

"I have also made some discreet inquiries to those I know I can trust. They say Duke Cedrian has become increasingly agitated, short-tempered, and paranoid. I have had reports of several members of the Knighthood also are among those abducted."

"I did talk with my uncle yesterday and he no longer seemed like his old self. He sees threats and enemies behind every corner. Everywhere I go, I have Knights of the Malagari following me, and they are all members of this new 'elite' unit, whom Cedrian calls the Doomguard." Even in my personal meetings with my uncle, they are omnipresent."

"I fear the worst, that the duke is behind all of these kidnappings, but I can offer neither motive nor proof."

"I have no free access to roam without an escort, but I nonetheless have seen something that intrigued me. One floor below, there were signs of new construction that looks to extend beneath the walls."

Holphin quickly produces a rough map on crude parchment and passes it to you. "I am meeting with Cedrian in about an hour. I anticipate that he will have his guards with him again, but this may work to our advantage. The lion's share of his Doomguards should be present during that meeting; it is time that would allow you to

investigate the area there on the map. Find out what's down there, and then come find me."

Encounter Nine: Confessional

During this encounter, there is severe rain and wind against the windows. Roaring thunder and sheets of rain reverberate against the windows. The inside of the castle has a damp feel to it. The sounds of the storm fade as the PCs move underground. Refer to **DM Aids: Map #1**.

DM Note: If the PCs arrived here without having spoken to Holphin, be prepared to make *ad hoc* changes to this section of the module.

The PCs easily find the part of the castle illustrated by the crude map Holphin gave them. The guards will be strangely absent and the servants nowhere to be seen. The cellar level is dank and wet, and a constant dripping noise seems to reverberate from everywhere. Any character with druid or ranger levels will easily recognize that this part of the castle must be partially in the water table of the surrounding land, and must have been exceptionally difficult to build. Small puddles of water are everywhere.

It takes the PCs ten minutes of walking to find the area indicated on the map. Where the wall is on the map, a crudely hewn stair leads down.

This part of the castle is clearly not on the map Holphin gave you. Where the wall should be, a crudely hewn stair leads downward.

PCs with Stonecunning will know that they are heading east, at an angle of fifteen degrees, and at the bottom of the steps, that they are roughly seventy feet underground. The air down here will remind many of them of a freshly cut mine shaft.

After walking down the seemingly endless stair, you come to a hallway. Rough packed dirt and stone make up the walls, and the odor of freshly turned earth is strong here. An unlit lamp sits at the bottom of the stairs, a full reserve of oil in its base.

The corridor runs a hundred feet before coming to a portal.

A stout iron door bars your path. From the other side, a dim but audible wailing can be heard. It sounds like a woman groaning in anguish.

The door is not locked, but opening it will produce a squealing noise that will alert everyone in the room that the door is opening. A rogue that bothers to make a Search check on the door will notice this potential hazard immediately (DC 0). When the PCs open the door:

In front of you, you see a horrid sight that chills you to your bones. A woman with alabaster skin floats ten feet above the floor, her arms and legs outstretched. She moans in agony and you can see that her arms and legs have spiral gouges in them,

and her blood drips in a fine rain down onto parchments laid out under her feet.

Her eyes alight upon you as the door opens and she starts thrashing and moaning. Blood seems to spray off her, splattering the walls and floor as she writhes.

The woman is Nitara, one of the missing villagers the PCs may have heard about. She was abducted by the Doomguard, and is now being tortured by Cedrian's minions. She is suspended by piano wire (invisible from the vantage point of the PCs) that wraps her arms and legs and causes her bleeding. As the PCs enter the room, Cedrian's minions will step forward to attack them.

☛ **Nitara, female human Com1:** hp 5 (currently 1); AL LN.

As you step into the room, you can discern three figures standing around the woman. In an eerie display of simultaneity, all three of them turn and look at you at the same time. In the light, you can see that they all wear the livery of the Knights of the Malagari, and that all three of them are identical in form and features. The three of them turn to look at each other, then to you. They all speak at the same time, in tones as colorless as the grave.

"They've seen too much."

APL 4 (EL 6)

☛ **Artemis, male human ex-Pal1/Ftr2:** hp 27; see Appendix One.

☛ **Eremis, male human ex-Pal1/Ftr2:** hp 27; see Appendix One.

☛ **Janus, male human Clr3:** hp 23; see Appendix One.

APL 6 (EL 8)

☛ **Artemis, male human ex-Pal1/Ftr3/Rgr1:** hp 44; see Appendix One.

☛ **Eremis, male human ex-Pal1/Ftr3/Rgr1:** hp 44; see Appendix One.

☛ **Janus, male human Clr5:** hp 38; see Appendix One.

APL 8 (EL 10)

☛ **Artemis, male human ex-Pal1/Ftr4/Rgr1/Blk1:** hp 59; see Appendix One.

☛ **Eremis, male human ex-Pal1/Ftr4/Rgr1/Blk1:** hp 59; see Appendix One.

☛ **Janus, male human Clr7:** hp 53; see Appendix One.

APL 10 (EL 12)

☛ **Artemis, male human ex-Pal1/Ftr4/Rgr1/Blk3:** hp 77; see Appendix One.

☛ **Eremis, male human ex-Pal1/Ftr4/Rgr1/Blk3:** hp 77; see Appendix One.

☛ **Janus, male human Clr9:** hp 68; see Appendix One.

APL 12 (EL 14)

☛ **Artemis, male human ex-Pal1/Ftr4/Rgr1/Blk5:** hp 95; see Appendix One.

☛ **Eremis, male human ex-Pal1/Ftr4/Rgr1/Blk5:** hp 95; see Appendix One.

☛ **Janus, male human Clr11:** hp 83; see Appendix One.

Tactics: Artemis will attempt to take the front rank so that Eremis' spiked chain can strike from the rear ranks. Janus uses his spells to protect his brothers, casting offensive spells only if neither is in immediate danger for that round.

If the PCs open the door and wait, the blackguards will immediately cast *corrupt weapon* and Janus will move to the side of the room. Allow the PCs Listen and Spellcraft checks as applicable. In combat, Janus will ready an action to cast *silence* at the feet of an enemy spellcaster if his brothers are not in dire need of healing magics.

The room is a torture chamber/confessional where the Doomguard extracts information from captives without their screams alerting the entire castle. Bloodstained, rusting implements line the walls and the stench of decay and hopelessness permeates the air.

After the combat, the PCs can release the woman and heal her wounds. She is barely conscious, but will point to a door in the north wall with a bloody hand and say:

"Siona... the Duke."

The PCs should take the obvious hook here, but just in case:

Cackling and croaking laughter resounds through the door to the north. The cacophony passes, replaced by the silence of a freshly dug grave.

The chamber in which Encounter Ten takes place is sixty feet from the exit of this room.

Encounter Ten: All the Marbles

During this encounter, there is severe rain and wind against the windows. It is a full fledged thunderstorm with lightning strikes. The inside of the castle has a damp feel to it. The sounds of the storm can't be heard underground. Refer to **DM Aids: Map #2**.

Through the door, and down a short 60 foot corridor, lies the source of the troubles in the Malagari, Duke Cedrian.

He has been driven quite mad by an unknown, outside force and has finally been broken. He has abducted his own son and made him into a half-dead creature. A slaad (the presence of which should be inexplicable to the PCs right now) serves him in his madness (two are present at higher APLs).

The PCs get to a door and can now hear some soft shuffling on the other side. When they open the door, read the following:

The dimly lit room ahead of you is the scene of a gruesome ritual. In a cell in the northeastern corner of the chamber, you see Holphin Neheli gripping the bars of his cell with whitened knuckles, his face frozen in fear. A terrified young girl is with him.

Standing blocking your way is a creature that appears to be some weird cross between a frog and a humanoid. Behind the thing, a bespectacled Duke Cedrian stands at the center of the room, facing you. He holds a terrified, half-dead young man in front of him, grasping him from behind. A single candle sits on the table. Cedrian lurches the boy forward, and as he does so, the shadow cast by the boy's form detaches from the wall and advances on you.

Looking closer you can see the features of the body on the face of the shadow. As it advances towards you, the shadow starts screaming and crying. "Faaaather! Please don't make me do this! No! Cuthbert protect these people!"

Like a twisted marionette, the shadowy figure closes.

Holphin will immediately start screaming from behind the bars of his cage:

"No! NOOO! Do not harm the Duke or Adral! They are Neheli!"

☛ **Duke Cedrian Neheli III:** hp 50; see Appendix One.

☛ **Lord Holphin Neheli:** hp 57; see Appendix One.

☛ **Master Adral Neheli:** hp 9; see Appendix One.

DM Note: At this point, just before you commence combat, read the following to any PCs that failed Will saving throws during Encounter Seven.

The recollection of your awful dream suddenly returns to you, and you realize that your mouth is filled with the taste of what could only be flesh... and somehow, you know that it is your own. Undeath awaits you here, and your fingers go numb with fear.

All affected PCs will be shaken for the duration of the combat. Spells that would counter or work against fear-based effects can be used to mitigate or eliminate the penalty (such as *remove fear* or *calm emotions*).

APL 4 (EL 7)

☛ Red Slaad: hp 58; see *Monster Manual*.

☛ Shadow: hp 27; see *Monster Manual*.

APL 6 (EL 9)

☛ Red Slaad: hp 58; see *Monster Manual*.

☛ Greater Shadow: hp 81; see *Monster Manual*.

APL 8 (EL 11)

☛ Gray Slaad: hp 98; see *Monster Manual*.

☛ Greater Shadow: hp 81; see *Monster Manual*.

APL 10 (EL 13)

☛ Gray Slaad: hp 98; see *Monster Manual*.

☛ Green Slaad: hp 81; see *Monster Manual*.

☛ Dread Wraith: hp 144; see *Monster Manual*.

APL 12 (EL 15)

☛ Death Slaad: hp 147; see *Monster Manual*.

☛ Gray Slaad: hp 98; see *Monster Manual*.

☛ Dread Wraith: hp 144; see *Monster Manual*.

Tactics: There are a lot of complications to this combat, so read the entire section carefully.

- ❖ The “shade” (with statistics identical to a shadow or wraith depending on APL) is the soul of Adral made into a monster. Killing Adral will cause the shade to be destroyed; killing the shade results in Adral’s immediate death. If weapons or spells strike the shade, Adral will recoil in pain. Likewise, if Adral is struck, the shade will react as if it had been struck. Damage to one does not cause damage to the other, except in the case of one or the other being slain as noted above. **The shade cannot be turned or rebuked. It ceases to exist if all light sources in the room are expunged (see below).**
- ❖ ***The slaad will NOT attempt to summon allies to help them in combat.*** The presence of these creatures here is NOT random; they are outcasts of their society, working for the evil being who is orchestrating the events that plague House Neheli. Any slaad that these creatures *did* summon would attack them!
- ❖ Cedrian is completely mad. Nevertheless, he is a duke and the PCs should do their utmost to subdue or incapacitate him without killing him. Adral’s body gives him soft cover (+4 to AC) from attacks in a 180-degree arc in front of him. He will take no action except to scream about “voices” and manipulate his

son’s body. See additional notes about Cedrian in *light sources* below. Note that Cedrian is wearing *goggles of night* (the spectacles mentioned in the description of the Duke). If the shade is destroyed, he immediately lapses into a near-catatonic state.

- ❖ *Light sources* can be found in three places in the room. There is the candle on the table in front of Cedrian, and there are two torches in the northeast and northwest (upper left and upper right on the map). As long as some kind of light source is in the room that is at least as sizable as a candle, the shade can exist. In addition, Cedrian carries a number of coins enchanted with *continual flame* spells, one coin per two APLs of the adventure. If the room is cast into darkness, Cedrian will spend a round fishing a coin out of his pocket and hurling it into the empty northwestern cell. This cell door is locked (DC 20 Strength check to break, or Open Lock check DC 13 + APL to pick the lock). Cedrian will use his coins as best he is able should the light sources continue to be snuffed inside the room. The slaad present will be on guard to counter any attempts to completely darken the room and will act accordingly.

Attempts to completely illuminate the room will fail. The shade’s form draws light into itself, and even a *daylight* spell will become immediately dimmed and shadowed in the presence of the shade.

- ❖ The PCs need to find a way to restrain Duke Cedrian to end the combat. Grappling and pinning him is acceptable. Less acceptable is beating the Duke unconscious with nonlethal damage. If a PC should decide to do that, Holphin will immediately yell for them to not harm the duke again. Any PC that causes nonlethal damage to the Duke will spend time out of play as they catch a slap on the wrist from the crowned heads; they pay an additional one TU per 10 hp of nonlethal damage done to the Duke (rounded down). Note that this is separate and distinct from any penalties the PCs might accrue if they kill Cedrian (see the Conclusion). This TU penalty is unavoidable.

All throughout the combat, the Duke’s son will scream and cry out as the Duke forces him to attack the PCs. Duke Cedrian will take no offensive actions except to manipulate the body of his son, even should the shade be destroyed or rendered useless. None of the NPCs will do anything that will hurt the shade of Adral or the Duke. The PCs can stop the shade from attacking by restraining the Duke. If they do so, the shade will float around forlornly and try to re-enter its body.

Aftershocks

In all cases, the destruction of the shade will leave Duke Cedrian in a near-catatonic state.

If the PCs manage to defeat Cedrian and his cabal without slaying him or Adral, then Adral will be “made whole and restored” from his experience “off camera”.

After the combat, the PCs will find Holphin and a small girl each bound to a rack in the cells of the room. They will thank the PCs profusely as they are freed.

DM Note: This is a HARD FIGHT, especially because the PCs run into Encounters Nine and Ten with little pause. The DM should allow PCs to flee for their lives and to get reinforcements if need be.

If the PCs leave the scene, they return to find Adral dead, the slaad and shade gone, and Cedrian laying in the floor a near-catatonic wreck. Any PCs left behind will have neither been aided nor molested by the creatures. The DM should proceed to Conclusion: Murdered Kin; note that you will need to make some *ad hoc* changes to this conclusion to bring it in line with PC actions.

Conclusion

If the PCs defeated Cedrian and his cabal without killing Adral or Cedrian, proceed to Total Success below. If the PCs killed Adral, either directly or by killing his shade, but did not slay Cedrian, proceed to Murdered Kin below. If the PCs killed Adral and Cedrian, proceed to Capital Crimes below.

Total Success

The PCs were able to defeat Cedrian and his cabal without killing Adral or Cedrian.

Silence reigns once again in the halls of Castle Dorglast. As you release Lord Holphin from the cramped cell where Duke Cedrian had imprisoned him, he speaks.

“Thank you, once again you have saved me from a rather unpleasant fate. I am further indebted to you, as is the entirety of Keoland.”

“I don’t know what Duke Cedrian was doing here, nor what drove him to such madness. I do know that had you fallen, the very men sworn to protect it would have endangered the entire Keoish countryside.”

“The Knights of the Malagari have always been zealous in protecting Keoland from some of the more nefarious elements in the world, but this is too much. Now a rift runs through the Knighthood, I can only pray that not all of Cedrian’s men are corrupt.”

Rubbing at the corners of his eyes as if in pain, Holphin leaves the room, carrying the now-catatonic Duke Cedrian with him.

The PCs earn an Influence Point with Holphin Neheli and an Influence Point with the Knights of the Malagari (Darkwatch); see the Treasure Summary for details.

Continue on to the Epilogue.

Murdered Kin

The PCs killed Adral, either by killing his shade, or killing his physical form. Either way, he cannot be raised.

The body of the Duke’s son heaves once, a spray of blood flies from his mouth, and then just as suddenly he relaxes. His head lolls to one side as a final sigh passes his cracked and bloodstained lips. His eyes go sightless and stare at you accusingly.

Holphin cries out to be freed. When released from his cell, he immediately rushes to the side of the Duke’s son and closes his eyes in pain.

“Adral! Oh, what a loss our kingdom has suffered this day. You would have grown into a fine man indeed.” Holphin’s head jerks around and his eyes go cold as he stares into you.

“You came all this way, and you could not save him? You could not see that destroying one would destroy them both?” Holphin straightens, his voice carrying every ounce of venom that a noble can into the stare that he gives you.

“Go. Heroes. Do not leave the castle until I can resolve this situation. But know that your careless actions have damaged this land nearly as much as whatever Duke Cedrian had planned. Aye, there was evil here, and you may have destroyed it, but in the same breath you cut down one of Keoland’s greatest hopes.”

Rubbing at the corners of his eyes as if in pain, Holphin leaves the room, carrying the now-catatonic Duke Cedrian with him.

Continue to the Epilogue.

The PCs earn an Influence Point with the Knights of the Malagari (Darkwatch); see the Treasure Summary for details.

Capital Crimes

The PCs kill Cedrian, despite Holphin’s warning. This supersedes any success the PCs might have gleaned from saving Adral (but they still gain XP for doing so, for what it’s worth).

Holphin, released from his cell, stands numbly over the body of his uncle, Duke Cedrian. His fist opens and closes convulsively as he continues to stare.

Finally, the sound of approaching Knights rings through the walls of the corridor. As they warily step into the room, several see the body of Duke Cedrian and sink to one knee. Holphin speaks. “Lydia, preserve the soul of this faithful man. Felled before his time, and out of turn, he returns to your bosom now, sunlord.”

Standing, Holphin whips around and points at your group.

"Arrest these men. The charge is murder."

At this point, the PCs will only be able to escape through magical means. Allow any PC with a suitable plan to escape, but that will not preserve them from the wrath of the Lion Throne. Eventually, agents of the Crown capture them and bring them to trial.

The PCs will be put on trial. Any PC who did no damage to the Duke will be absolved of the crime. Any PC who did physical damage to the Duke will be thrown in jail; they pay an additional one TU per 5 hp of damage done to the Duke (rounded down). The PC who struck the killing blow, physically or through magical means, will be *Executed!* (see the Treasure Summary). The PC may be raised afterwards, but will still be *Hunted!* in Keoland (see the Treasure Summary). If a PC sentenced to death has a favor or influence point with King Kimbertos, they may expend that favor to avoid the death sentence, but they must still serve the jail time.

Continue to the Epilogue.

Epilogue

The scaled silhouette swept into the smashed temple of Wastri and looked with disdain at the aftermath of the battle from two weeks ago. The stink of rotting flesh and the buzzing of flies here was nearly overwhelming, but the lone lizard-man found it soothing...

The mangled and butchered body of the last of the Hool's black dragons, Aulicus the Prophet, lay sprawled across the wrecked interior of the chamber. Vermin and small animals coated the corpse like a blanket, enjoying a banquet that would last for months.

The lizardfolk looked down in disgust. "I should leave you here," he rumbled in a low hiss, "as penance for your failure to defeat a handful of warm-bloods." He nearly spit the last words. "Still, the Suel death-lord has his family, and so I must add to mine."

He set down his enormous trident upon a black stone. He retrieved a bowl, filling the latter with his own cold, dead blood. He dropped to one knee, opening up a great tome embossed with his seal, and began reading arcane phrases from within it.

The feasting vermin scattered in all directions as the corpse began to shudder, ratcheting a great leg beneath its shattered bulk and leveraging itself upright. Flesh roiled up from the creature's body, forming over parts that had been eaten by vermin or removed by the humans that had slain him. Only the gaping pits of the dragon's eyes failed to restore themselves to flesh.

His eyes closed in supreme concentration, the lizard-man nevertheless managed to grunt a few words. "You are fortunate... Aulicus. I was there... at Dragotha's creation... saw her restored... in the shadow of White Plume. I know that secret..."

The blood in the bowl boiled and leapt like it had a mind of its own into the gaping maw of the dragon. The lizard-man's eyes snapped open, and he seized his trident. For a long moment, he waited. And then, in the empty black sockets of the dragon's eyes, two baleful pinpricks of crimson light appeared.

Sakatha chuckled. "If at first you don't succeed, Aulicus..."

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter One

Defeat the ambushers

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

Encounter Nine

Defeat the Doomguard

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

Encounter Ten

Defeat the slaad

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

End the combat without killing Adral

- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.
- APL 12 – 315 xp.

Total Possible Experience

- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One

APL 4: L: 320 gp; C: 0 gp; M: 4 *potions of cure light wounds* (4 gp each), *potion of barkskin* +4 (75 gp), *silversheen*

(21 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp), *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp).

APL 6: L: 98 gp; C: 0 gp; M: 4 *potions of cure moderate wounds* (25 gp each), *potion of barkskin* +4 (75 gp), *silversheen* (21 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp), *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), +1 *full plate* (221 gp), +1 *greatsword* (196 gp), *cloak of resistance* +1 (83 gp), +1 *composite longbow* - +3 *Str bonus* (225 gp), 3 +1 *chain shirts* (104 gp each), +1 *buckler* (97 gp), +1 *longsword* (193 gp), +1 *throwing axe* (192 gp), +1 *composite shortbow* - +2 *Str bonus* (210 gp).

APL 8: L: 98 gp; C: 0 gp; M: 4 *potions of cure moderate wounds* (25 gp each), *potion of barkskin* +4 (75 gp), *silversheen* (21 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp), *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), +1 *full plate* (221 gp), +1 *greatsword* (196 gp), 2 *cloaks of resistance* +1 (83 gp each), +1 *composite longbow* - +3 *Str bonus* (225 gp), 3 +1 *chain shirts* (104 gp each), +1 *buckler* (97 gp), +1 *longsword* (193 gp), +1 *throwing axe* (192 gp), +1 *composite shortbow* - +2 *Str bonus* (210 gp), *elixir of vision* (21 gp), *goggles of minute seeing* (104 gp).

APL 10: L: 98 gp; C: 0 gp; M: 4 *potions of cure serious wounds* (63 gp each), *potion of barkskin* +4 (75 gp), *silversheen* (21 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp), *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), +2 *full plate* (471 gp), +1 *flaming greatsword* (696 gp), 2 *cloaks of resistance* +1 (83 gp each), +2 *composite longbow* - +3 *Str bonus* (725 gp), 3 +2 *chain shirts* (354 gp each), +2 *buckler* (347 gp), +1 *keen longsword* (693 gp), +1 *returning throwing axe* (692 gp), +1 *seeking composite shortbow* - +2 *Str bonus* (717 gp), *elixir of vision* (21 gp), *goggles of minute seeing* (104 gp), 2 *rings of protection* +1 (167 gp each), *gauntlets of ogre power* (333 gp).

APL 12: L: 98 gp; C: 0 gp; M: 4 *potions of cure serious wounds* (63 gp each), *potion of barkskin* +4 (75 gp), *silversheen* (21 gp), *quiver of Ehlonna* (150 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp), *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), +2 *full plate* (471 gp), +1 *flaming greatsword* (696 gp), 2 *cloaks of resistance* +1 (83 gp each), +2 *composite longbow* - +3 *Str bonus* (725 gp), 3 +2 *chain shirts* (354 gp each), +2 *buckler* (347 gp), +1 *keen longsword* (693 gp), +1 *returning throwing axe* (692 gp), +1 *seeking composite shortbow* - +2 *Str bonus* (717 gp), *elixir of vision* (21 gp), *goggles of minute seeing* (104 gp), 2 *rings of protection* +1 (167 gp each), 2 *gauntlets of ogre power* (333 gp each), *dust of appearance* (150 gp), *figurine of wondrous power* – *silver raven* (317 gp).

Encounter Nine

APL 4: L: 363 gp; C: 0 gp; M: *elixir of truth* (42 gp), *Quaal's feather token* - *whip* (42 gp), +1 *full plate* (221 gp), +1 *heavy steel shield* (98 gp).

APL 6: L: 32 gp; C: 0 gp; M: *elixir of truth* (42 gp), *Quaal's feather token* - *whip* (42 gp), 3 +1 *full plates* (221 gp each), 2 +1 *heavy steel shields* (98 gp each), +1 *bastard sword*

(195 gp), 3 cloaks of resistance +1 (83 gp each), +1 spiked chain (194 gp), ring of protection +1 (167 gp).

APL 8: L: 32 gp; C: 0 gp; M: elixir of truth (42 gp), Quaal's feather token - whip (42 gp), 3 +1 full plates (221 gp each), 2 +1 heavy steel shields (98 gp each), +1 ghost touch bastard sword (695 gp), 3 cloaks of resistance +1 (83 gp each), +1 bane (human) spiked chain (694 gp), 3 rings of protection +1 (167 gp each), 2 gauntlets of ogre power (333 gp each), 3 periapts of wisdom +2 (333 gp each).

APL 10: L: 32 gp; C: 0 gp; M: elixir of truth (42 gp), Quaal's feather token - whip (42 gp), 2 +1 full plates (221 gp each), +1 heavy steel shield (98 gp), +1 ghost touch bastard sword (695 gp), 3 cloaks of resistance +1 (83 gp each), +1 bane (human) spiked chain (694 gp), 3 rings of protection +1 (167 gp each), 2 gauntlets of ogre power (333 gp each), 3 periapts of wisdom +2 (333 gp each), +2 full plate (471 gp), +2 heavy steel shield (348 gp).

APL 12: L: 6 gp; C: 0 gp; M: elixir of truth (42 gp), Quaal's feather token - whip (42 gp), +1 heavy steel shield (98 gp), +1 ghost touch bastard sword (695 gp), 3 cloaks of resistance +2 (333 gp each), +1 bane (human) spiked chain (694 gp), 3 rings of protection +2 (667 gp each), 2 gauntlets of ogre power (333 gp each), 3 periapts of wisdom +2 (333 gp each), 3 +2 full plates (471 gp each), +2 heavy steel shield (348 gp), +1 heavy mace (193 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 683 gp; C: 0 gp; M: 915 gp – Total: 1,598 gp (650 gp).

APL 6: L: 130 gp; C: 0 gp; M: 4,073 gp – Total: 4,203 gp (900 gp).

APL 8: L: 130 gp; C: 0 gp; M: 7,280 gp – Total: 7,410 gp (1,300 gp).

APL 10: L: 130 gp; C: 0 gp; M: 12,356 gp – Total: 12,486 gp (2,300 gp).

APL 12: L: 104 gp; C: 0 gp; M: 16,099 gp – Total: 16,203 gp (3,300 gp).

Items for the Adventure Record

Special

☛ Captured!

This PC has been captured by the Knights of the Malagari and is imprisoned in Dorglast Castle. After four additional TUs of time lost, the PC has been found in the dungeons and released by Holphin Neheli, with his apologies. The PCs will have all of their gear returned to them. The PCs do not have to pay upkeep costs for this imprisonment.

☛ Executed!

This PC has been executed for the killing of a noble. All of the PC's belongings and money has been confiscated. If this PC is ever brought back to life, treat the PC as Hunted!

☛ Wanted!

Your actions have caught the notice of the Knights of the Malagari; as such you have become wanted. This PC may not participate in any adventure set in the lands in Keoland where the Knights of the Malagari have influence (Duchy of Dorlin, Viscounty of Salinmoor, County of Nimlee, Barony of Dilwyck, County of Marlbridge, Barony of Mill Creek, and the Barony of Axewood). Contact the Keoland Triad at keoland_marf_poc@yahoo.com for details about removing your Wanted! status.

☛ Hunted!

Your actions have caused you to be hunted like an animal. As such you have become part of Keoland's Wanted Dead or Alive list. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for further details.

☛ Influence Point with Holphin Neheli

This PC has earned an influence point with Lord Holphin Neheli. Tally the points of influence you have earned with Holphin Neheli (using ONLY those points earned from the Keoland regional modules **Death March** and **Lasting Deeds**) and consult the table below. You may expend some or all of this influence at the end of any module set in the Sheldomar Valley Metaregion to gain one-time access (Frequency: Adventure) to purchase your choice of one item listed below. You may choose to expend less than the full number of points you have earned, and you may choose to gain access to several lesser items whose influence point cost does not exceed your current total. When expended, mark the influence points as USED.

Expend One Point: ghost touch or bane (undead or evil outsiders only) weapon special ability, circlet of blasting (minor), cloak of charisma +4, gem of brightness, horn of goodness/evil, periapt of health, phylactery of faithfulness, or sacred scabbard (CW).

Expend Two Points: daylight or sacred armor/shield special ability (A&EG), radiant weapon special ability (A&EG), disruption weapon special ability, circlet of blasting (major), horseshoes of a zephyr, phylactery of undead turning, or one slaying arrow (not greater; undead or evil outsiders only).

☛ Influence Point with the Knights of the Malagari (Darkwatch)

You have earned a point of influence with the Knights of the Malagari (also known as the Darkwatch).

Item Access

APL 4/6:

- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Elixir of Hiding (Adventure, DMG)
- ❖ Elixir of Sneaking (Adventure, DMG)
- ❖ Elixir of Truth (Adventure, DMG)
- ❖ Potion of Barkskin +4 (Adventure, DMG)

- ❖ *Quaal's Feather Token - Whip* (Adventure, DMG)
- ❖ *Quiver of Ehlonna* (Adventure, DMG)
- ❖ *Salve of Slipperiness* (Adventure, DMG)
- ❖ *Silversheen* (Adventure, DMG)

APL 8 (APL 4/6 Items plus):

- ❖ *+1 Bane (Human) Spiked Chain* (Adventure, DMG)
- ❖ *+1 Ghost Touch Bastard Sword* (Adventure, DMG)
- ❖ *Elixir of Vision* (Adventure, DMG)
- ❖ *Goggles of Minute Seeing* (Adventure, DMG)

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

- ❖ *+1 Flaming Greatsword* (Adventure, DMG)
- ❖ *+1 Keen Longsword* (Adventure, DMG)
- ❖ *+1 Returning Throwing Axe* (Adventure, DMG)
- ❖ *+1 Seeking Composite Shortbow - +2 Str bonus* (Adventure, DMG)
- ❖ *+2 Buckler* (Adventure, DMG)
- ❖ *+2 Chain Shirt* (Adventure, DMG)
- ❖ *+2 Composite Longbow - +3 Str bonus* (Adventure, DMG)
- ❖ *+2 Full Plate* (Adventure, DMG)
- ❖ *+2 Heavy Steel Shield* (Adventure, DMG)

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

- ❖ *Cloak of Resistance +2* (Adventure, DMG)
- ❖ *Dust of Appearance* (Adventure, DMG)
- ❖ *Figurine of Wondrous Power - Silver Raven* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)

Appendix One: NPCs

All APLs

Duke Cedrian Neheli III, male human Ftr2/Wiz7: CR 9; medium humanoid (human); HD 7d4+2d10+18; hp 50; Init +7; Spd 30 ft. (6 squares); AC 26 (touch 15, flat-footed 23); BAB/Grp +5/+5; Atk +12 melee (1d6+3/18-20/x2, rapier +3); SV Fort +6, Ref +7, Will +5; AL CN; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 14 (16).

Skills & Feats: Concentration +11, Diplomacy +16, Gather Information +10, Intimidate +12, Knowledge (local – Sheldomar Valley) +12, Knowledge (nobility) +12, Spellcraft +12; Combat Casting, Improved Initiative, Improved Toughness*, Lightning Reflexes, Negotiator, Persuasive, Weapon Finesse, Weapon Focus (Rapier).

Wizard Spells Prepared (4/5/4/2/1; DC 12 + spell level): 0 – Detect magic, detect poison, prestidigitation, read magic; 1st – Charm person, detect undead, magic missile x2, unseen servant; 2nd – Eagle's splendor, false life, misdirection, scorching ray, see invisibility; 3rd – Dispel magic, tongues; 4th – Stoneskin.

Possessions: Rapier +3, mithral chain shirt +3, buckler +3, ring of mind shielding, ring of protection +2, periapt of proof against poison, cloak of charisma +2, circlet of persuasion, goggles of night, coins enchanted with continual flame spell (a number equal to half the APL of the adventure).

Lord Holphin Neheli, male human Ari1/Ftr2/Rng5: CR 7; medium humanoid (human); HD 2d10+6d8+8; hp 57; Init +4; Spd 30 ft. (6 squares); AC 19 (touch 13, flat-footed 15); BAB/Grp +8/+9; Atk +13 melee (1d6+2/18-20/x2, +1 ghost touch rapier); Full Atk +13/+8 melee (1d6+2/18-20/x2, +1 ghost touch rapier) or +11/+6 melee (1d6+2/18-20/x2, +1 ghost touch rapier) and +11 melee (1d6+1/19-20/x2, +1 short sword); SQ favored enemies (undead +4, evil outsiders +2), wild empathy; AL N; SV Fort +9, Ref +9, Will +6; Str 12, Dex 17 (19), Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +15, Gather Information +8, Knowledge (history) +3, Knowledge (local) +3, Knowledge (nobility) +5, Knowledge (religion) +6, Listen +6, Move Silently +9, Perform (dance) +3, Profession (Darkwatch investigator) +7, Ride +8, Sense Motive +6, Spot +6, Survival +6; Combat Expertise, Endurance, Improved Trip, Improved Two Weapon Defense, Leadership, Skill Focus (Diplomacy), Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: Ghost touch rapier +1, short sword +1, mithral chain shirt +1, gloves of dexterity +2, cloak of resistance +1, amulet of proof against detection and location, potion of cure moderate wounds, scarab of protection, nobleman's clothes.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st – animal messenger

Master Adral Neheli, male human Ari1: CR ½; medium humanoid (human); HD 1d8+1, hp 9; Init +1; Spd 30 ft. (6 squares); AC 11 (touch 11, flat-footed 10); BAB/Grp +0/+1; Atk None; AL LN; SV Fort +1, Ref +1, Will +3; Str 12, Dex 12, Con 12, Int 15, Wis 12, Cha 14.

Skills & Feats: Bluff +8, Diplomacy +6, Gather Information +6, Intimidate +8, Knowledge (nobility) +6, Sense Motive +5, Spot +5; Deceitful, Persuasive.

Possessions: None.

APL 4

Encounter One

Ragnar, male human Ftr3: CR 3; medium humanoid (human); HD 3d10+6; hp 27; Init +2; Spd 20 ft (4 squares); AC 16 (touch 12, flat-footed 14); BAB/Grp +3/+6; Atk +8 melee (2d6+4, 19-20/x2, masterwork greatsword) or +7 melee (1d8+3/19-20/x2, masterwork longsword); SV Fort +5, Ref +3, Will +3; AL N; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Handle Animal +6, Jump +9, Ride +10. Cleave, Dodge, Iron Will, Power Attack, Weapon Focus (Greatsword)

Possessions: Splint mail, masterwork greatsword, masterwork longsword, heavy warhorse, military saddle, bit and bridle, saddle bags, potion of cure light wounds (x2), potion of barkskin +4, silversheen.

Adala, female human Rgr3: CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +3; Spd 20 ft (4 squares); AC 18 (touch 12, flat-footed 16); BAB/Grp +3/+5; Atk +8 ranged (1d8+2, 20/x3, masterwork composite longbow (+2 Str bonus) or +5 melee (1d8+2/19-20/x2, longsword); SQ Favored enemy (undead +2), wild empathy; SV Fort +5, Ref +6, Will +1; AL LN; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills & Feats: Hide +9, Knowledge (nature) +6. Listen +6, Spot +6, Move Silently +9, Survival +6. Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow)

Possessions: Masterwork composite longbow (+2 Str bonus), 40 arrows, chain shirt, longsword, buckler, quiver of Ehlonna.

Getren, male human Rgr3: CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +2; Spd 20 ft (4 squares); AC 17 (touch 12, flat-footed 16); BAB/Grp +3/+6; Atk +8 ranged (1d6+3/x3, masterwork throwing axe) or +8 melee (1d8+3/19-20/x2, masterwork longsword) Full Atk +6 melee (1d8+3/19-20/x2, masterwork longsword) and +6 melee (1d6 +1/x3, masterwork throwing Axe); SQ Favored enemy (undead +2), wild empathy; SV Fort +5, Ref +5, Will +1; AL LN; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 8.

Skills & Feats: Hide +8, Knowledge (nature) +6. Listen +6, Spot +6, Move Silently +8, Survival +6. Endurance, Track, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (Throwing Axe), Weapon Focus (Longsword)

Possessions: Masterwork throwing axes (2), masterwork longsword, chain shirt, brooch of shielding.

Miena, female human Rog3: CR 3; medium humanoid (human); HD 3d6+6; hp 18; Init +3; Spd 30 ft (6 squares); AC 17 (touch 13, flat-footed 14); BAB/Grp +2/+4; Atk +6 ranged (1d6+2/20/x3, masterwork composite shortbow (14 Str)) or +4 melee (1d8+2/19-20/x2, longsword); SA Sneak attack +2d6, SQ Evasion, trapfinding, trap sense +1; SV Fort +3, Ref +6, Will +1; AL LN; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 8

Skills & Feats: Balance +9, Bluff +5, Climb +9, Hide +9, Jump +8, Listen +6, Move Silently +9, Spot +6, Tumble +9. Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Masterwork chain shirt, masterwork composite shortbow (14 Str), 20 arrows, longsword, *potion of cure light wounds* (x2), *salve of slipperiness*, *elixir of hiding*, *elixir of sneaking*.

Encounter Nine

Artemis, male human ex-Pal1/Ftr2: CR 3; medium humanoid (human); HD 3d10+6; hp 27; Init +2; Spd 20 ft (4 squares); AC 21 (touch 11, flat-footed 20); BAB/Grp +3/+6; Atk +8 melee (1d10+3/19-20/x2, masterwork bastard sword); SV Fort +7, Ref +2, Will +1; AL CE; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide -3, Knowledge (religion) +2, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Sunder, Power Attack, Weapon Focus (Bastard Sword).

Possessions: Masterwork bastard sword, masterwork full plate, silver holy symbol of Nerull, *elixir of truth*.

Eremis, male human ex-Pal1/Ftr2: CR 3; medium humanoid (human); HD 3d10+6; hp 27; Init +2; Spd 20 ft (4 squares); AC 19 (touch 11, flat-footed 18); BAB/Grp +3/+6; Atk +8 melee (2d4+4/20/x3, masterwork spiked chain); SV Fort +7, Ref +2, Will +1; AL CE; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide -3, Knowledge (religion) +2, Ride +6. Cleave, Exotic Weapon Proficiency (Spiked Chain), Power Attack, Improved Sunder, Weapon Focus (Spiked Chain).

Possessions: Masterwork spiked chain, masterwork full plate, silver holy symbol of Nerull, *Quaal's feather token* (whip).

Janus, male human Clr3 of Tharizdun: CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +1; Spd 20 ft (4 squares); AC 23 (touch 11, flat-footed 22); BAB/Grp +2/+3; Atk +4 melee (1d8+1/20/x2, masterwork heavy mace); SA Rebuke undead; SQ Spontaneous casting; SV Fort +5, Ref +2, Will +6; AL CE; Str 12, Dex 12, Con 14, Int 12, Wis 16, Cha 10

Skills and Feats: Concentration +8 (+12 when casting defensively), Diplomacy +6, Knowledge (history) +7, Knowledge (religion) +7. Combat Casting, Greater Spell Focus (Necromancy), Spell Focus (Necromancy)

Cleric Spells Prepared (4/3+1/2+1; DC 13 $\frac{1}{2}$ + spell level): 0 – Create water x2, detect magic, read magic; 1st – Cause fear, cure light wounds, protection from good*, shield of faith; 2nd – Bear's endurance, cure moderate wounds, shatter*

* Domain spell. Domains: Destruction (Smite +4 to hit and +3 damage), Evil (Cast all spells with Evil descriptor at +1 caster level); ‡ Add +2 to DC for Necromancy spells.

Possessions: Masterwork heavy mace, full plate +1, heavy steel shield +1, silver holy symbol of Tharizdun.

APL 6

Encounter One

Ragnar, male human Ftr5: CR 5; medium humanoid (human); HD 5d10+10; hp 45; Init +2; Spd 20 ft (4 squares); AC 20 (touch 12, flat-footed 15); BAB/Grp +5/+8; Atk +11 melee (2d6+7/19-20/x2, greatsword +1) or +8 melee (1d8+3/19-20/x2, masterwork longsword); SV Fort +7, Ref +4, Will +4; AL N; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Handle Animal +6, Intimidate +2, Jump +11, Ride +12. Cleave, Dodge, Iron Will, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Full plate +1, greatsword +1, masterwork longsword, heavy warhorse, military saddle, bit and bridle, saddle bags, *potion of cure moderate wounds* (x2), locking gauntlet, *cloak of resistance* +1, *potion of barkskin* +4, *silversheen*.

Adala, female human Rgr5: CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +3; Spd 20 ft (4 squares); AC 20 (touch 13, flat-footed 18); BAB/Grp +5/+7; Atk +11 ranged (1d8+3, 20/x3, composite longbow (+3 Str bonus) +1) or +7 melee (1d8+2/19-20/x2, longsword); SQ Animal companion, favored enemy (undead +4, evil outsider +2), wild empathy; SV Fort +6, Ref +7, Will +3; AL LN; Str 15, Dex 16, Con 14, Int 10, Wis 11, Cha 8.

Skills & Feats: Hide +11, Knowledge (nature) +8. Listen +8, Spot +8, Move Silently +11, Survival +8. Endurance, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow)

Possessions: composite longbow (+3 Str bonus) +1, 20 arrows, chain shirt +1, longsword, buckler +1, quiver of Ehlonna.

Getren, male human Rgr5: CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 20 ft (4 squares); AC 18 (touch 12, flat-footed 16); BAB/Grp +5/+8; Atk +9 ranged (1d6+4/x3, throwing axe +1) or +10 melee (1d8+3/19-20/x2, longsword +1); Full Atk +8 melee (1d8+3/19-20/x2, longsword +1) and +8 melee (1d6+2/x3, throwing axe +1); SQ Favored enemy (undead +4, evil outsider +2), wild empathy; SV Fort +6, Ref +6, Will +3; AL LN; Str 16, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills & Feats: Hide +10, Knowledge (nature) +8. Listen +8, Spot +8, Move Silently +10, Survival +8. Endurance, Iron Will, Track, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (Throwing Axe), Weapon Focus (Longsword)

Possessions: Longsword +1, throwing axe +1, masterwork throwing axe, chain shirt +1, brooch of shielding.

Miena, female human Rog5: CR 5; medium humanoid (human); HD 5d6+10; hp 30; Init +3; Spd 30 ft (6 squares); AC 18 (touch 13, flat-footed 15); BAB/Grp +3/+5; Atk +8 ranged (1d6+3/20/x3, composite shortbow (14 Str) +1) or +5 melee (1d8+2/19-20/x2, longsword); SA Sneak attack +3d6, SQ Evasion, trapfinding, trap sense +1, uncanny dodge; SV Fort +3, Ref +7, Will +1; AL LN; Str 15, Dex 16, Con 14, Int 11, Wis 10, Cha 8

Skills & Feats: Balance +11, Bluff +7, Climb +11, Hide +11, Jump +10, Listen +8, Move Silently +11, Spot +8, Tumble +11. Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Chain shirt +1, composite shortbow (14 Str) +1, 20 arrows, longsword, *potion of cure moderate wounds* (x2), *salve of slipperiness*, *elixir of hiding*, *elixir of sneaking*.

Encounter Nine

Artemis, male human ex-Pal1/Ftr3/Rgr1: CR 5; medium humanoid (human); HD 4d10+1d8+10; hp 44; Init +2; Spd 20 ft (4 squares); AC 23 (touch 11, flat-footed 22); BAB/Grp +5/+8; Atk +10 melee (1d10+4/19-20/x2, bastard sword +1); SA Favored enemy (human +2); SQ Wild empathy; SV Fort +10, Ref +6, Will +3; AL CE; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +2, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Sunder, Power Attack, Track, Weapon Focus (Bastard Sword).

Possessions: Full plate +1, heavy steel shield +1, bastard sword +1, *cloak of resistance* +1, silver holy symbol of Nerull, *elixir of truth*.

Eremis, male human ex-Pal1/Ftr3/Rgr1: CR 5; medium humanoid (human); HD 4d10+1d8+10; hp 44; Init +2; Spd 20 ft (4 squares); AC 20 (touch 11, flat-footed 19); BAB/Grp +5/+8; Atk +10 melee (2d4+5/20/x3, spiked chain +1); SA Favored enemy (human +2); SQ Wild empathy; SV Fort +10, Ref +6, Will +3; AL CE; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +2, Ride +6. Cleave, Exotic Weapon Proficiency (Spiked Chain), Power Attack, Improved Sunder, Track, Weapon Focus (Spiked Chain).

Possessions: Full plate +1, spiked chain +1, *cloak of resistance* +1, silver holy symbol of Nerull, *Quaal's feather token* (whip).

Janus, male human Clr5 of Tharizdun: CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 20 ft (4 squares); AC 24 (touch 11, flat-footed 23); BAB/Grp +3/+4; Atk +5 melee (1d8+1/20/x2, masterwork heavy mace); SA Rebuke undead; SQ Spontaneous casting; SV Fort +7, Ref +3, Will +8; AL CE; Str 12, Dex 12, Con 14, Int 12, Wis 17, Cha 10

Skills and Feats: Concentration +10 (+14 when casting defensively), Diplomacy +8, Knowledge (history) +9, Knowledge (religion) +9. Combat Casting, Greater Spell Focus (Necromancy), Spell Focus (Necromancy)

Cleric Spells Prepared (5/4+1/3+1/2+1; DC 13½ + spell level): o – Create water x2, detect magic x2, read magic; 1st – Bane, bless, cure light wounds, inflict light wounds*, shield of

faith; 2nd – Bear's Endurance, cure moderate wounds, remove paralysis, shatter*; 3rd – Bestow curse, blindness/deafness, magic circle against good*.

* Domain spell. Domains: Destruction (Smite +4 to hit and +5 damage), Evil (Cast all spells with Evil descriptor at +1 caster level); ‡ Add +2 to DC for Necromancy spells.

Possessions: Masterwork heavy mace, full plate +1, heavy steel shield +1, *cloak of resistance* +1, ring of protection +1, silver holy symbol of Tharizdun.

APL 8

Encounter One

Ragnar, male human Ftr7: CR 7; medium humanoid (human); HD 7d10+14; hp 63; Init +2; Spd 20 ft (4 squares); AC 20 (touch 12, flat-footed 15); BAB/Grp +7/+10; Atk +13 melee (2d6+7, 19-20/x2, greatsword+1) or +11 melee (1d8+3/19-20/x2, masterwork longsword); Full Atk +13/+8 melee (2d6+7, 19-20/x2, greatsword+1) or +11/+6 melee (1d8+3/19-20/x2, masterwork longsword); SV Fort +8, Ref +5, Will +5; AL N; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Handle Animal +6, Intimidate +6, Jump +11, Ride +13. Cleave, Dodge, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: Full plate +1, greatsword +1, masterwork longsword, heavy warhorse, military saddle, bit and bridle, saddle bags, *potion of cure moderate wounds* (x2), locking gauntlet, *cloak of resistance* +1, *potion of barkskin* +4, *silversheen*.

Adala, female human Rgr7: CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +7; Spd 30 ft (6 squares); BAB/Grp +7/+9; AC 20 (touch 13, flat-footed 18); Atk +13 ranged (1d8+3, 20/x3, composite longbow (+3 Str bonus) +1) or +9 melee (1d8+2/19-20/x2, longsword); Full Atk +13/+8 ranged (1d8+3, 20/x3, composite longbow (+3 Str bonus) +1) or +9/+4 melee (1d8+2/19-20/x2, longsword); SQ Animal companion, favored enemy (undead +4, evil outsider +2), wild empathy, woodland stride; SV Fort +7, Ref +8, Will +4; AL LN; Str 15, Dex 16, Con 14, Int 10, Wis 11, Cha 8.

Skills & Feats: Hide +13, Knowledge (nature) +10, Listen +10, Spot +10, Move Silently +13, Survival +10. Endurance, Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow)

Ranger Spells Prepared (1, DC 13 + spell level): Entangle.

Possessions: composite longbow (+3 Str bonus) +1, 20 arrows, chain shirt +1, longsword, buckler +1, quiver of Ehlonna, *elixir of vision*.

Getren, male human Rgr7: CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +2; Spd 30 ft (6 squares); AC 18 (touch 12, flat-footed 16); BAB/Grp +7/+10; Atk +11 ranged (1d6+4/x3, throwing axe +1) or +12 melee

(1d8+3/19-20/x2, *longsword* +1); Full Atk +10/+5 melee (1d8+3/19-20/x2, *longsword* +1) and +10/+5 melee (1d6+2/x3, *throwing axe* +1); SQ Favored enemy (undead +4, evil outsider +2), wild empathy, woodland stride; SV Fort +8, Ref +8, Will +5; AL LN; Str 16, Dex 15, Con 14, Int 10, Wis 11, Cha 8.

Skills & Feats: Hide +12, Knowledge (nature) +10. Listen +10, Spot +10, Move Silently +12, Survival +10. Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (Throwing Axe), Weapon Focus (Longsword)

Ranger Spells Prepared (1, DC 13 + spell level): *Calm Animals*.

Possessions: Longsword +1, throwing axe +1, masterwork throwing axe, chain shirt +1, cloak of resistance +1, brooch of shielding.

Miena, female human Rog7: CR 7; medium humanoid (human); HD 7d6+14; hp 42; Init +7; Spd 30 ft (6 squares); AC 18 (touch 13, flat-footed 15); BAB/Grp +5/+7; Atk +9 ranged (1d6+3/20/x3, *composite shortbow* (14 Str) +1) or +6 melee (1d8+2/19-20/x2, *longsword*); SA Sneak attack +4d6, SQ Evasion, trapfinding, trap sense +2, uncanny dodge; SV Fort +4, Ref +8, Will +2; AL LN; Str 15, Dex 16, Con 14, Int 11, Wis 10, Cha 8

Skills & Feats: Balance +13, Bluff +7, Climb +11, Disguise +3, Hide +13, Jump +12, +10, Listen +10, Move Silently +13, Spot +10, Tumble +13. Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Chain shirt +1, *composite shortbow* (14 Str) +1, 20 arrows, longsword, *potion of cure moderate wounds* (x2), *salve of slipperiness*, *elixir of hiding*, *elixir of sneaking*, goggles of minute seeing.

Wolf, Animal Companion: HD 4D8+8; hp 30; Facing 5/5; Spd: 50 ft AC: 17, Touch 13, Flatfooted 14; BAB/Grapple: +3/+5 Atk: Bite +6 melee (1D8+2); SA: Trip (+2 bonus) SQ: Link, Share Spells, Evasion, Low Light Vision, Scent; AL N; SV Fort +6 Ref +7 Will +1; Str 14 Dex 16 Con 15 Int 2 Wis 12 Cha 6

Skills/Feats: Hide +2, Listen +3, Move Silently +3, Spot +5, Survival +1; Track, Weapon Focus Bite, Improved Natural attack (Bite).

Encounter Nine

Artemis, male human ex-Pal1/Ftr4/Rgr1/Blk1: CR 7; medium humanoid (human); HD 6d10+1d8+10; hp 59; Init +2; Spd 20 ft (4 squares); BAB/Grp +7/+12; AC 24 (touch 11, flat-footed 22); Atk +13 melee (1d10+6/19-20/x2, *ghost touch bastard sword* +1); Full Atk +13/+8 melee (1d10+6/19-20/x2, *ghost touch bastard sword* +1); SA Favored enemy (human +2); SQ Aura of evil, *detect good*, poison use, wild empathy; SV Fort +13, Ref +6, Will +6; AL CE; Str 17 (19), Dex 14, Con 14, Int 10, Wis 12 (14), Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +4, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Sunder, Iron Will, Power Attack, Track, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Blackguard Spells Prepared (1; DC 12 + spell level): 1st – *Corrupt weapon*.

Possessions: Full plate +1, heavy steel shield +1, ghost touch bastard sword +1, cloak of resistance +1, ring of protection +1, gauntlets of ogre power, *perapt of wisdom* +2, silver holy symbol of Nerull, *elixir of truth*.

Eremis, male human ex-Pal1/Ftr4/Rgr1/Blk1: CR 7; medium humanoid (human); HD 6d10+1d8+10; hp 59; Init +2; Spd 20 ft (4 squares); BAB/Grp +7/+12; AC 21 (touch 11, flat-footed 19); Atk +13 melee (2d4+9/20/x3, *Bane (humans) spiked chain* +1); Full Atk +13/+8 melee (2d4+8/20/x2, *Bane (humans) spiked chain* +1); SA Favored enemy (human +2); SQ Aura of evil, *detect good*, poison use, wild empathy; SV Fort +13, Ref +6, Will +6; AL CE; Str 17 (19), Dex 14, Con 14, Int 10, Wis 12 (14), Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +4, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Sunder, Iron Will, Power Attack, Track, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Blackguard Spells Prepared (1; DC 12 + spell level): 1st – *Corrupt weapon*.

Possessions: Full plate +1, *Bane (humans) spiked chain* +1, *perapt of wisdom* +2, cloak of resistance +1, ring of protection +1, gauntlets of ogre power, silver holy symbol of Nerull, *Quaal's feather token* (whip).

Janus, male human Clr7 of Tharizdun: CR 7; medium humanoid (human); HD 7d8+14; hp 53; Init +5; Spd 20 ft (4 squares); AC 24 (touch 11, flat-footed 23); BAB/Grp +5/+6; Atk +7 melee (1d8+1/20/x2, masterwork heavy mace); SA Rebuke undead; SQ Spontaneous casting; SV Fort +8, Ref +4, Will +9; AL CE; Str 12, Dex 12, Con 14, Int 12, Wis 17 (19), Cha 10

Skills and Feats: Concentration +12 (+16 when casting defensively), Diplomacy +10, Knowledge (history) +11, Knowledge (religion) +11. Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Spell Focus (Necromancy)

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; DC 14 $\frac{1}{2}$ + spell level): 0 – Create water x2, *detect magic* x2, light, read magic; 1st – Bane, bless, cure light wounds, doom, inflict light wounds*, shield of faith; 2nd – Bear's endurance, cure moderate wounds, remove paralysis, silence, shatter*; 3rd – Blindness/deafness, cure serious wounds, dispel magic, magic circle against good*; 4th – Cure critical wounds, unholy blight*, poison.

* Domain spell. Domains: Destruction (Smite +4 to hit and +7 damage), Evil (Cast all spells with Evil descriptor at +1 caster level); $\frac{1}{2}$ Add +2 to DC for Necromancy spells.

Possessions: Masterwork heavy mace, full plate +1, heavy steel shield +1, *perapt of wisdom* +2, cloak of resistance +1, ring of protection +1, silver holy symbol of Tharizdun.

APL 10

Encounter One

Ragnar, male human Ftr9: CR 9; medium humanoid (human); HD 9d10+18; hp 81; Init +2; Spd 20 ft (4 squares); AC 22 (touch 12, flat-footed 16); BAB/Grp +9/+12; Atk +17 melee (2d6+10 +1d6 fire, 17-20/x2, *flaming greatsword* +2) or +15 melee (1d8+5/19-20/x2, masterwork longsword); Full Atk +17/+12 melee (2d6+10 +1d6 fire, 17-20/x2, *flaming greatsword* +1) or +15/+10 melee (1d8+5/19-20/x2, masterwork longsword); SV Fort +10, Ref +6, Will +6; AL N; Str 18 (20), Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +4, Handle Animal +6, Intimidate +8, Jump +11, Ride +15. Cleave, Dodge, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: Full Plate+2, *flaming greatsword* +1, masterwork longsword, heavy warhorse, military saddle, bit and bridle, saddle bags, *potion of cure serious wounds* (x2), *gauntlets of ogre power*, *ring of protection* +1, *locking gauntlet*, *cloak of resistance* +1, *potion of barkskin* +4, *silversheen*.

Adala, female Rgr9: CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +7; Spd 30 ft (6 squares); BAB/Grp +9/+11; AC 22 (touch 13, flat-footed 20); Atk +16 ranged (1d8+4/19-20/x3, *composite longbow* (+3 Str bonus) +2) or +11 melee (1d8+2/19-20/x2, longsword); Full Atk +16/+11 ranged (1d8+4/19-20/x3, *composite longbow* (+3 Str bonus) +2) or +11/+6 melee (1d8+2/19-20/x2, longsword); SQ Animal companion, evasion, favored enemy (undead +4, evil outsider +2), wild empathy, woodland stride; SV Fort +8, Ref +9, Will +5; AL LN; Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +15, Knowledge (nature) +12, Listen +12, Spot +12, Move Silently +15, Survival +12. Endurance, Improved Critical (Composite Longbow), Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Ranger Spells Prepared (1, DC 11 + spell level): 1st - Entangle.

Possessions: *composite longbow* (+3 Str bonus) +2, 20 arrows, *chain shirt* +2, longsword, buckler +2, quiver of Ehlonna, *elixir of vision*.

Getren, male human Rgr9: CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +2; Spd 30 ft (6 squares); AC 20 (touch 12, flat-footed 16); BAB/Grp +9/+12; Atk +13 ranged (1d6+4/x3, returning throwing axe +1) or +14 melee (1d8+3+1d6 fire/17-20/x2, *flaming longsword* +1); Full Atk +12/+7 melee (1d8+3+1d6 fire/17-20/x2, *flaming longsword* +1) and +12/+7 melee (1d6 +2/x3, *returning throwing axe* +1); SQ Animal Companion, evasion, Favored enemy (undead +4, evil outsider +2), wild empathy, woodland stride; SV Fort +9, Ref +9, Will +6; AL LN; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +14, Knowledge (nature) +12. Listen +12, Spot +12, Move Silently +14, Survival +10. Endurance, Diehard, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (Throwing Axe), Weapon Focus (Longsword).

Ranger Spells Prepared (1, DC 13 + spell level): *Calm Animals*.

Possessions: *Keen longsword* +1, returning throwing axe +1, masterwork throwing axe, *chain shirt* +2, *ring of protection* +1, *cloak of resistance* +1, *brooch of shielding*.

Miena, female human Rog5/Ass4: CR 9; medium humanoid (human); HD 9d6+18; hp 54; Init +3; Spd 30 ft (6 squares); BAB/Grp +6/+8; AC 19 (touch 13, flat-footed 16); Atk +11 ranged (1d6+4/19-20/x3, *keen composite shortbow* (14 Str) +2) or +7 melee (1d8+2/19-20/x2, longsword); Full Atk +10/+5 ranged (1d6+4/19-20/x3, *Seeking composite shortbow* (14 Str) +1) or +7/+2 melee (1d8+2/19-20/x2, longsword); SA Death attack, poison use, sneak attack +5d6, SQ Evasion, improved uncanny dodge, poison saves at +2, trapfinding, trap sense +2, uncanny dodge; SV Fort +4, Ref +11, Will +4; AL LE; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills & Feats: Balance +13, Bluff +11, Climb +13, Disguise +7, Hide +15, Jump +13, +10, Listen +10, Move Silently +15, Spot +10, Tumble +13. Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy.

Assassin Spells Prepared (4/1, DC 11 + spell level): 1st - Jump, obscuring mist, true strike x2; 2nd - Invisibility.

Possessions: *Chain shirt* +2, *Seeking composite shortbow* (14 Str) +1, 20 arrows, longsword, *potion of cure serious wounds* (x2), *salve of slipperiness*, *elixir of hiding*, *elixir of sneaking*, *goggles of minute seeing*.

Encounter Nine

Artemis, male human ex-Pal1/Ftr4/Rgr1/Blk3: CR 9; medium humanoid (human); HD 8d10+1d8+14; hp 77; Init +2; Spd 20 ft (4 squares); BAB/Grp +9/+14; AC 24 (touch 11, flat-footed 23); Atk +16 melee (1d10+8/17-20/x2, *ghost touch bastard sword* +1); Full Atk +16/+11 melee (1d10+8/17-20/x2, *ghost touch bastard sword* +1); SA Favored enemy (human +2), smite good 2/day; SQ Aura of evil, detect good, poison use, wild empathy; SV Fort +14, Ref +7, Will +7; AL CE; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12 (14), Cha 10.

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +6, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Improved Sunder, Iron Will, Power Attack, Track, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Blackguard Spells Prepared (2/1; DC 12 + spell level): 1st - Corrupt weapon, doom; 2nd - Shatter.

Possessions: Full plate +1, *heavy steel shield* +1, *ghost touch bastard sword* +1, *periapt of wisdom* +2, *Cloak of Resistance* +1, *Ring of Protection* +1, *Gauntlets of Ogre Power*, silver holy symbol of Nerull, *elixir of truth*.

Eremis, male human ex-Pal1/Ftr4/Rgr1/Blk3: CR 9; medium humanoid (human); HD 8d10+1d8+14; hp 77; Init +2; Spd 20 ft (4 squares); BAB/Grp +9/+14; AC 21 (touch 11, flat-footed 20); Atk +16 melee (2d4+10/19-20/x3, *Bane (humans) spiked chain +1*); Full Atk +16/+11 melee (2d4+10/19-20/x3, *Bane (humans) spiked chain +1*); SA Favored enemy (human +2), smite good 2/day; SQ Aura of despair, aura of evil, command undead, dark blessing, *detect good*, poison use, wild empathy; SV Fort +14, Ref +7, Will +7; AL CE; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12 (14), Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +6, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Spiked Chain), Improved Sunder, Iron Will, Power Attack, Track, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Blackguard Spells Prepared (2/1; DC 12 + spell level): 1st – *Corrupt weapon*, *doom*; 2nd – *Shatter*

Possessions: Full plate +1, *bane (humans) spiked chain +1*, *peripart of wisdom +2*, *cloak of resistance +1*, *ring of protection +1*, *gauntlets of ogre power*, silver holy symbol of Nerull, *Quaal's feather token (whip)*.

Janus, male human Clr9 of Tharizdun: CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +5; Spd 20 ft (4 squares); BAB/Grp +6/+7; AC 26 (touch 11, flat-footed 25); Atk +8 melee (1d8+1/20/x2, masterwork heavy mace); Full Atk +8/+3 melee (1d8+1/20/x2, masterwork heavy mace); SA Rebuke undead; SQ Spontaneous casting; SV Fort +9, Ref +5, Will +10; AL CE; Str 12, Dex 12, Con 14, Int 12, Wis 18 (20), Cha 10

Skills and Feats: Concentration +12 (+16 when casting defensively), Diplomacy +10, Knowledge (history) +11, Knowledge (religion) +11. Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Spell Focus (Necromancy).

Cleric Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; DC 15 $\frac{1}{2}$ + spell level): 0 – *Create water x2*, *detect magic x2*, *light*, *read magic*; 1st – *Bane*, *bless*, *cure light wounds*, *doom*, *inflict light wounds**, *protection from good*, *shield of faith*; 2nd – *Bear's endurance*, *cure moderate wounds*, *hold person*, *remove paralysis*, *silence*, *shatter**; 3rd – *Blindness/deafness*, *cure serious wounds*, *dispel magic*, *magic circle against good**, *searing light*; 4th – *Cure critical wounds*, *divine power*, *poison*, *unholy blight*; 5th – *Flame strike*, *mass inflict light wounds**, *righteous might*.

* Domain spell. Domains: Destruction (Smite +4 to hit and +9 damage), Evil (Cast all spells with Evil descriptor at +1 caster level); ‡ Add +2 to DC for Necromancy spells.

Possessions: Masterwork heavy mace, full plate +2, heavy steel shield +2, *cloak of resistance +1*, *ring of protection +1*, *peripart of wisdom +2*, silver holy symbol of Tharizdun.

APL 12

Encounter One

Ragnar, male human Ftr11: CR 11; medium humanoid (human); HD 11d10+22; hp 99; Init +2; Spd 20 ft (4

squares); AC 22 (touch 12, flat-footed 16); BAB/Grp +11/+15; Atk +20 melee (2d6+10 +1d6 fire, 17-20/x2, *flaming greatsword +2*) or +17 melee (1d8+5/19-20/x2, masterwork longsword); Full Atk +20/+15/+10 melee (2d6+10 +1d6 fire, 17-20/x2, *flaming greatsword +2*) or +17/+12/+7 melee (1d8+5/19-20/x2, masterwork longsword); SV Fort +10, Ref +6, Will +6; AL N; Str 18 (20), Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Handle Animal +6, Intimidate +10, Jump +11, Ride +17. Cleave, Dodge, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: Full Plate+2, *flaming greatsword +1*, masterwork longsword, heavy warhorse, military saddle, bit and bridle, saddle bags, *potion of cure serious wounds (x2)*, *gauntlets of ogre power*, *ring of protection +1*, locking gauntlet, *cloak of resistance +1*, *potion of barkskin +4*, *silversheen*.

Adala, female human Rgr11: CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +7; Spd 40 ft (6 squares); BAB/Grp +11/+13; AC 22 (touch 13, flat-footed 20); Atk +18 ranged (1d8+4/19-20/x3, *composite longbow (+3 Str bonus) +2*) or +13 melee (1d8+2/19-20/x2, longsword); Full Atk +18/+13/+8 ranged (1d8+4/19-20/x3, *composite longbow (+3 Str bonus) +2*) or +13/+8/+3 melee (1d8+2/19-20/x2, longsword); SQ Animal companion, evasion, favored enemy (humans +2, undead +4, evil outsider +4), wild empathy, woodland stride; SV Fort +8, Ref +9, Will +6; AL LN; Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +15, Knowledge (nature) +12, Listen +12, Spot +12, Move Silently +15, Survival +12. Endurance, Improved Critical (Composite Longbow), Improved Initiative, Improved Precise Shot, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow)

Ranger Spells Prepared (2/1, DC 11 + spell level): 1st – *Entangle*, *longstrider*; 2nd – *Spike growth*.

Possessions: *composite longbow (+3 Str bonus) +2*, 20 arrows, *chain shirt +2*, longsword, buckler +2, quiver of Ehlonna, *elixir of vision*, *dust of appearance*.

Getren, male human Rgr11: CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +2; Spd 40 ft (4 squares); AC 20 (touch 12, flat-footed 16); BAB/Grp +11/+15; Atk +15 ranged (1d6+5/x3, *returning throwing axe +1*) or +17 melee (1d8+4+1d6 fire/17-20/x2, *flaming longsword +1*); Full Atk +15/+10 melee (1d8+4+1d6 fire/17-20/x2, *flaming longsword +1*) and +15/+10 melee (1d6 +3/x3, *returning throwing axe +1*); SQ Animal Companion, evasion, Favored enemy (humans +2, undead +4, evil outsider +2), wild empathy, woodland stride; SV Fort +9, Ref +9, Will +7; AL LN; Str 16 (18), Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Hide +14, Knowledge (nature) +12. Listen +12, Spot +12, Move Silently +14, Survival +12. Endurance, Diehard, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Track, Two-Weapon

Fighting, Two Weapon Defense, Weapon Focus (Throwing Axe), Weapon Focus (Longsword)

Ranger Spells Prepared (1, DC 13 + spell level): 1st – Calm Animals, ~~Longstrider~~, 2nd – Spike Growth

Possessions: Keen longsword +1, returning throwing axe +1, masterwork throwing axe, chain shirt +2, ring of protection +1, gauntlets of ogre power, cloak of resistance +1, brooch of shielding, figurine of wondrous power – silver raven.

Miena, female human Rog5/Ass6: CR 11; medium humanoid (human); HD 11d6+22; hp 66; Init +3; Spd 30 ft (6 squares); BAB/Grp +8/+10; AC 19 (touch 13, flat-footed 16); Atk +12 ranged (1d6+4/19-20/x3, *keen composite shortbow* (14 Str) +2) or +8 melee (1d8+2/19-20/x2, longsword); Full Atk +12/+7 ranged (1d6+4/19-20/x3, *Seeking composite shortbow* (14 Str) +1) or +8/+3 melee (1d8+2/19-20/x2, longsword); SA Death attack, poison use, sneak attack +6d6, SQ Evasion, improved uncanny dodge, poison saves at +3, trapfinding, trap sense +2, uncanny dodge; SV Fort +5, Ref +12, Will +5; AL LE; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 8

Skills & Feats: Balance +13, Bluff +11, Climb +13, Disguise +12, Hide +15, Jump +13, +10, Listen +10, Move Silently +15, Spot +10, Tumble +13. Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy.

Assassin Spells Prepared (4/3, DC 11 + spell level): 1st – Jump, obscuring mist, true strike x2; 2nd – Alter self, darkness, invisibility.

Possessions: Chain shirt +2, seeking composite shortbow (14 Str) +1, 20 arrows, longsword, *potion of cure serious wounds* (x2), *salve of slipperiness*, *elixir of hiding*, *elixir of sneaking*, goggles of minute seeing.

Encounter Nine

Artemis, male human ex-Pal1/Ftr4/Rgr1/Blk5: CR 11; medium humanoid (human); HD 10d10+1d8+18; hp 95; Init +2; Spd 20 ft (4 squares); AC 26 (touch 13, flat-footed 23); BAB/Grp +11/+16; Atk +18 melee (1d10+8/17-20/x2, *ghost touch bastard sword* +1); Full Atk +18/+13/+8 melee (1d10+9/17-20/x2, *ghost touch bastard sword* +1); SA Favored enemy (human +2), smite good 3/day, sneak attack +1d6; SQ Aura of despair, aura of evil, command undead, dark blessing, detect good, poison use, wild empathy; SV Fort +16, Ref +8, Will +8; AL CE; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12 (14), Cha 10

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +8, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Improved Sunder, Iron Will, Power Attack, Track, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Blackguard Spells Prepared (2/2; DC 12 + spell level): 1st – Corrupt weapon, doom; 2nd – Death knell, shatter

Possessions: Full plate +2, heavy steel shield +1, *ghost touch bastard sword* +1, *periapt of wisdom* +2, cloak of resistance +2, ring of protection +2, gauntlets of ogre power, silver holy symbol of Nerull, *elixir of truth*.

Eremis, male human ex-Pal1/Ftr4/Rgr1/Blk5: CR 11; medium humanoid (human); HD 10d10+1d8+18; hp 95;

Init +2; Spd 20 ft (4 squares); AC 22 (touch 13, flat-footed 20); BAB/Grp +11/+16; Atk +19 melee (2d4+11/19-20/x3, *Bane (humans) spiked chain* +1); Full Atk +18/+13/+8 melee (2d4+11/19-20/x3, *Bane (humans) spiked chain* +1); SA Favored enemy (human +2), smite good 3/day, sneak attack +1d6; SQ Aura of despair, aura of evil, command undead, dark blessing, detect good, poison use, wild empathy; SV Fort +16, Ref +8, Will +8; AL CE; Str 18 (20), Dex 14, Con 14, Int 10, Wis 12 (14), Cha 10.

Skills and Feats: Diplomacy +4, Handle Animal +2, Hide +2, Knowledge (religion) +8, Ride +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Spiked Chain), Improved Sunder, Iron Will, Power Attack, Track, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Blackguard Spells Prepared (2/2; DC 12 + spell level): 1st – Corrupt weapon, doom; 2nd – Death knell, shatter

Possessions: Full plate +2, *bane (humans) spiked chain* +1, *periapt of wisdom* +2, cloak of resistance +2, ring of protection +2, gauntlets of ogre power, silver holy symbol of Nerull, *Quaal's feather token* (whip).

Janus, male human Clr11 of Tharizdun: CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +5; Spd 20 ft (4 squares); BAB/Grp +8/+9; AC 26 (touch 11, flat-footed 25); Atk +11 melee (1d8+2/20/x2, *heavy mace* +1); Full Atk +11/+6 melee (1d8+2/20/x2, *heavy mace* +1); SA Rebuke undead; SQ Spontaneous casting; SV Fort +9, Ref +4, Will +10; AL CE; Str 12, Dex 12, Con 14, Int 12, Wis 18 (20), Cha 10

Skills and Feats: Concentration +14 (+18 when casting defensively), Diplomacy +12, Knowledge (history) +13, Knowledge (religion) +13. Combat Casting, Greater Spell Focus (Necromancy), Improved Initiative, Spell Focus (Necromancy)

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/2+1; DC 15½ + spell level): 0 – Create water x2, detect magic x2, light, read magic; 1st – Bane, bless, cure light wounds, doom, inflict light wounds*, protection from good x2, shield of faith; 2nd – Bear's Endurance, calm emotions, cure moderate wounds, remove paralysis, silence, shatter*; 3rd – Bestow curse blindness/deafness, cure serious wounds, dispel magic, magic circle against good*, searing light; 4th – Cure critical wounds x2, divine power, unholy blight*, poison; 5th – Flame Strike, greater command, mass inflict light wounds*, righteous might; 6th – Heal x2, harm*.

* Domain spell. Domains: Destruction (Smite +4 to hit and +11 damage), Evil (Cast all spells with Evil descriptor at +1 caster level); ‡ Add +2 to DC for Enchantment and Necromancy schools.

Possessions: Heavy mace +1, full plate +2, heavy steel shield +2, cloak of resistance +2, ring of protection +2, silver holy symbol of Tharizdun.

Appendix Two: The Duchy of Dorlin

(Excerpt taken from the Keoland website, keoland.living-greyhawk.com)

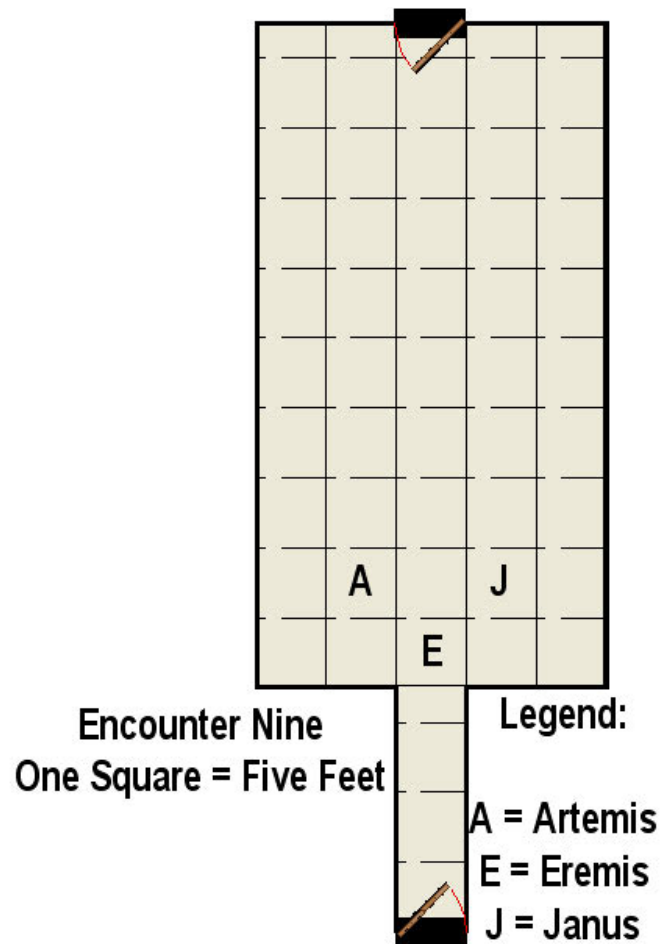
The province is administered from Dorglast Castle (pop. 1,080), an ancient fortress that surrounds a small township some 90 miles northwest of Niole Dra. Located adjacent to the main north-south road to Shibolet, Dorglast Castle is a sprawling walled-complex that is formed by a half dozen small citadels connected together by a labyrinthine set of walls and towers. Reportedly this jumble of edifices comprises no less than two thousand chambers, which may include the vast dungeons below the town. In the open area located between the walls, amidst the shadows of the towers, lies the town proper, which in ancient days held men-at-arms and servants. Built primarily of stone like the citadels, the narrow alleys of the town are crossed by a pair of main roads that pierce the outer walls like points of the compass.

Numerous individuals spend their entire lives within the walls of this place, such is the gloomy and often-decadent existence afforded its residents. Dorglast Castle makes Niole Dra seem vibrant by comparison. The most prominent of the citadels is the palace of the duke, called Gollunfane. The other citadels hold numerous apartments, which are the living quarters of various lesser nobility, many of whom rule minor provinces of Dorlin in absentia. Many Keoish here spend their entire time embroiled in family politics, quasi-scientific research (so-called numerology), or inscrutable artistic pursuits. A great many skilled artisans can be found here, including some of the most gifted in Keoland, many of them jostling for the attention of fickle patrons. Even Rhen-folk have been spotted within these walls, the westernmost point of their annual migrations, particularly during the annual Festival of the Dead held during Needfest when the population of the castle and town swells to double its size.

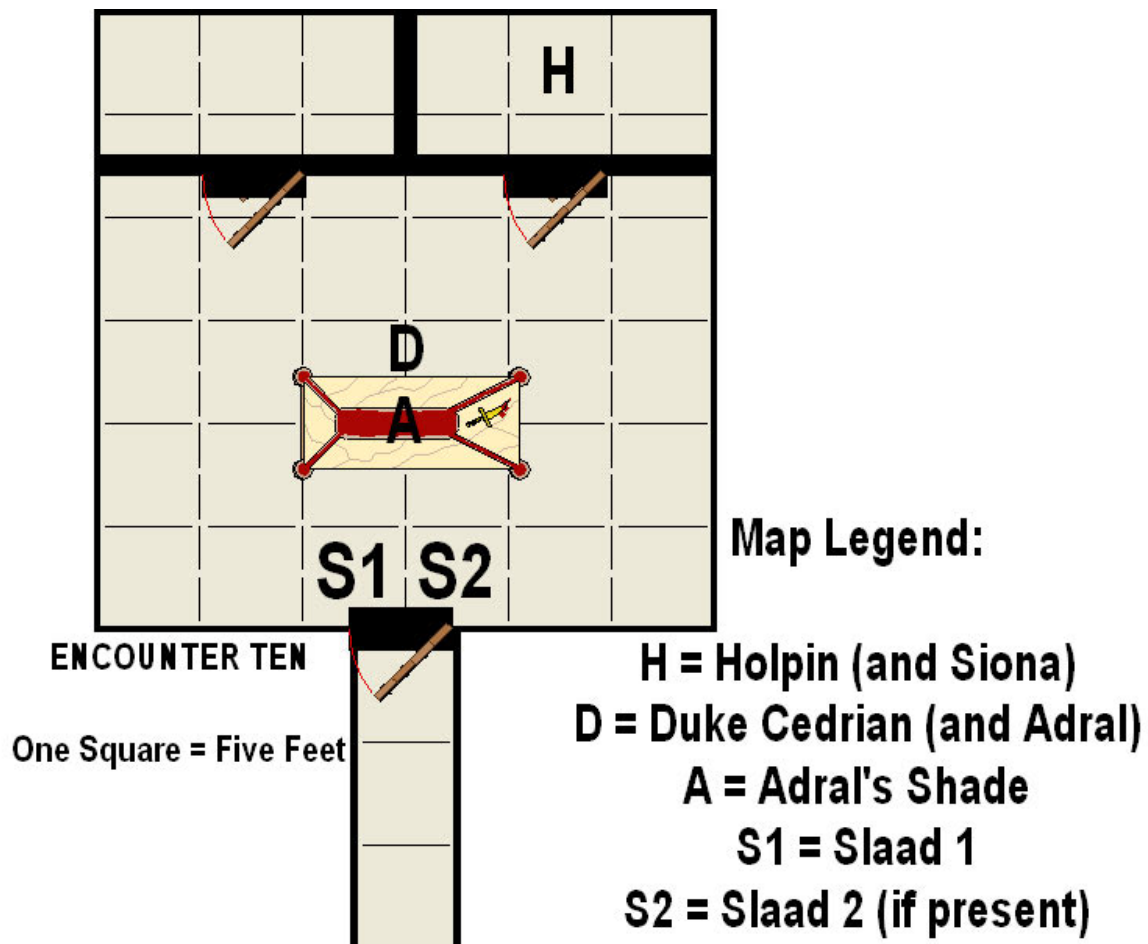
The rest of Dorlin is carved up into various petty baronies and counties, all of which are offered by the Duke to members of his extended family. These lands are not as well worked or as richly harvested as the central marches of the kingdom, but have primarily agricultural economies nonetheless. Sleepy towns and villages dot the landscape, many of which are ruled by absentee lords. The people of these lands are meek and highly superstitious, often ascribing supernatural explanations to events, which require none. Most Neheli are firm believers in the concept of noblesse oblige, but rulership that was once considered just and honorable is now seen as patronizing and neglectful. The Neheli, like their rivals the Rhola, abhor slavery and only a very limited form of indentured servitude is practiced in isolation.

The current Duke of Dorlin is Cedrian III, a young and ambitious lord who has worked hard to hold together his once great house's somewhat flagging fortunes. At one time, the lords of House Neheli were the most influential in the kingdom and it was largely from their wisdom that the founding charter of Keoland was fashioned. The last king before Skotti was Trevlyan III, a member of this ancient house and uncle to Duke Cedrian. This was three decades ago, after years of disease and disquieting rumors of madness damaged their prospects for a long-lived royal dynasty. The current duke has tried to reclaim his family's reputation from the incessant rumor mongering, for he styles himself a prime candidate to succeed Skotti on the throne one day. But chatterbox about midwives being caught at the edge of the Rushmoors carrying freshly born children to be exposed in the wastes is not helping. Cedrian's chief opposition within the family is thought to come from the ill-famed Count Orloc, a baleful lord who rules a small corner of Dorlin near the Rushmoors. In the Court of the Land, Cedrian numbers Baron Markos Skotti and other members of the current royal faction among his chief rivals.

DM Aids: Map #1



DM Aids: Map #2



Player Handout #1: Info for Members of the Knights of the Malagari

Man-at-arms, Squires, or Knights:

There have been rumors of a new elite group that has been formed within the Knights of the Malagari. Only the highest-ranking members of the knighthood know the name of this group. Any questions about this group's existence have been quickly quelled. At the same time, some of the Knight Commanders have become distant and incorporate a new color schema into their outfits.

As for the abductions that have been occurring inside of the Duchy, you do not know who is causing it. Patrols have been sent out, but they have not reported anything back. Some of the missing people are also members of the knighthood and they seem to have disappeared from both on patrol and inside of Dorglast Castle. The lower levels of the castle also have become off-limits to only a select number of Knights.

Knight Commanders:

You have been briefed on the new elite group that has been formed within the Knights of the Malagari. It is called the Doomguard. They answer personally to Duke Cedrian Neheli III. It is unknown to you how lord Holphin Neheli fits into their line of command, but he seems to be on the outside. You are to give these Doomguard any and all help that they request. They are charged to take an aggressive, pro-active to combat the forces of the Whispered One and track down all of his agents in Keoland.

The Doomguard is a recent formation, within the past 4 months. The last time they were active was during the Greyhawk Wars and they were commissioned to hunt down any rogue agents inside of the kingdom.

Player Handout #2: Lady Fedralia's Diary

13 Patchwall, 579

I have been living here at the castle for over a year now and I still get lost in these halls. It would be better if the castle didn't have such a cold and harsh feel. All of these knights walking the halls have me a little on edge. Even that old little hunched over man, Roudin, who serves as Cedrian's chamberlain sends a shiver down my spine at times.

...

27 Coldeven, 580

Everyone is doting over little Adral. For someone so small and helpless, he has everyone wrapped around his little finger. Cedrian's black moods disappear whenever he gets a chance to play with Adral. I know the work he does is important, but I fear it will consume him.

...

9 Goldmonth, 581

My sister's son, Holphin, has come to the castle for his tutelage. He does not seem to have his father's blood flowing through him. I do not know how my sister can live with that man, Count Orloc. My Cedrian is always complaining about that man, and now his son is here at the castle. I just hope that Cedrian does not take out his displeasure with the Count on Holphin.

...

20 Sunsebb, 581

I keep on having these weird dreams. Things that I thought had happened, I now dream as something else. I don't know which version is correct anymore. Just last week, Cedrian was yelling at Holphin about something that Count Orloc had done. Now most of the servants and even the two of them don't remember that conversation. They seem to think that it dealt with Duke Luschan of Gradsul.

...

3 Weafson, 582

I fear for my life these days. I can't shake the feeling that someone or something is manipulating the people here at the castle. I have begun hiding my diaries in my study just in case someone is reading them. I feel like my only friend left here at the castle is Roudin; even Cedrian is keeping me at arms length. The only joys I have is the time I spent with Adral and the rare moments with Holphin.

Critical Event Summary

Did the PCs rescue Adral? Y / N

Did the PCs rescue Lord Holphin? Y / N

Did the PCs tell the Herald about the Duke's involvement in the kidnappings? Y / N

What did the PCs tell the Herald?

Did any of the PCs injure Duke Cedrian? Y / N

If yes, write down their names: _____

Did any of the PCs attempt/succeed to kill Duke Cedrian? Y / N

If yes, write down their names: _____

Were any of the PCs CAPTURED? Y / N

If yes, write down their names: _____

Critical event summaries for this adventure should be turned in to your convention coordinator who should then forward them to Christian Alipounarian [chrisinpm@aol.com] of the Keoland Triad.