

The Venomous Temple

A One-Round D&D LIVING GREYHAWK[®] Principality of Naerie Regional Adventure

Version 1.5

Round 1

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A few months ago, a group of heroes entered the tomb of Satyr's Horn and found instructions on how to enter an underground temple of Pyremius, which vanished long ago. So far, no one has survived while trying to pass the three deadly entrances to the temple, but now, the instructions on how to pass the entrances have been found. Great deeds, perils and treasures await heroes who dare to enter the temple. But rumors have spread far and wide...

A one-round adventure for APLs 2–8. A stand-alone sequel to “The Living and the Dead”.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

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 Website, 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*.

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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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

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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Travel In The United Kingdom of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the United Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of the United Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

The congregation of Pyremius in Greenrock was led from the temple of that god built in 6078 SD. They fell on 3rd Flocktime 6097 SD (CY 582) at the hand of its head priest, Zeltixor. Their deaths were caused by a botched summoning ritual, which released a demon from the lower planes into the very heart of the temple. Most of the priests died by the four arms of a foul glabrezu, but a handful survived and fled from the temple. Zeltixor was one of the survivors who fled into the harsh wilderness of the Iron Hills, only to die in an ancient tomb in a nearby hill.

Nine years after the fall, a small hamlet was founded only few miles away from the abandoned temple. Much of the area was deforested to provide farmland and the temple entrance was discovered. Since then, few men have had sufficient courage or folly to enter and none that have return. Three deadly traps guard the temple.

Adventure Summary

This is site-based adventure and therefore encounters can occur in any order, but here is a summary the most likely order for the adventure.

The characters arrive in the remote hamlet of Greenrock. Those who have played “The Living and the Dead” (the first part of this series) are already familiar with the place. From Greenrock they will get instructions on how to find the temple and pass the deadly traps. They will also receive requests to retrieve items from the temple.

Finding the temple and getting inside should be easy, unless the characters succeed in spotting the ambushers just outside the entrance.

Overview:

Great Ceremonial Hall: A glabrezu, the very essence of evil, which caused the fall of the congregation, is bound to the ceremonial hall. The characters should be discouraged to test his might. A glabrezu is as an obstacle that should be avoided.

Goubreh Isrim: The right hand man of the formet head priest Zeltixor, is the undead guardian of the head priest's office.

Accommodation: The few priests who survived the immediate attack of the glabrezu, crawled away to die of their wounds outside the ceremonial hall. They now haunt their old accommodation.

Library: The library is guarded with a summoning trap to prevent non-privileged members from entering the library.

Priests' Meeting Hall: The Oracle has lived here, surviving over ten years of imprisonment by using *create food and water* spells.

Out of the temple: If the characters were unable to spot the ambush before, they will be ambushed by group of Redcloaks (Scarlet Brotherhood) after they get out of temple.

Introduction

The characters arrive in Greenrock during the late morning. If a character participated in the first part, “The Living and the Dead”, they come back to continue where they left off.

Read aloud or paraphrase the following:

You have traveled back to Greenrock, drawn by an invitation from Varsarlør, eldest of Greenrock. The letter was brief, stating only that he has found a way to enter the Venomous Temple.

If the character was not involved in the events of “The Living and the Dead”, they are here to find out if the recent rumors are true.

Read aloud or paraphrase the following:

After a long journey through forest and hills of Ingmalt's Barony, you have finally reached the small hamlet of Greenrock. You are here because of recent rumors, which say that the eldest of Greenrock has discovered a way to enter an abandoned temple said to contain great treasures for brave adventurers to claim for their own.

This place, Greenrock, seems to be a small and peaceful community built at the feet of the Iron Hills.

You and few other adventurers are standing on the main street of Greenrock. There is an inn to your left and a shrine of Heironious and a general store on the right.

The main trail seems to continue over a sturdy wooden bridge, which crosses a stream.

Give the PCs opportunity to make introductions, if they don't already know each other.

The center of Greenrock is quiet at this time of day, but the characters can ask for guidance from any of the buildings. If characters are asking where they can find the eldest of the hamlet, they get the same answer everywhere, except if they end up in the shrine of Heironious.

Read aloud or paraphrase the following:

“Varsarlør the Elder lives in a mansion on the other side of Rockpath. After the bridge, you see Atroa's shrine on the left, and a meeting hall on the right. Turn to the right and

continue following the bank until you see a line of oaks that lead you to the manor of Varsarlör."

If the party enters shrine of Heironious, Cranelarn "Beacon" Gyraldren, enthusiastic paladin of Heironious, asks for their help.

☛ **Cranelarn "Beacon" Gyraldren:** male Oeridian human Pal1 (Heironious); see Appendix 1.

"Welcome travelers, if you are seeking for light and valor, you have come to the right place. The valor and honor of Heironious lightens this sacred room. I'm Cranelarn Gyraldren, follower of Heironious, god of all valour, and keeper of this shrine. How may I serve you?"

If the party mentions that they are here seeking the temple of Pyremius (ask about the temple or just a direction to Varsarlör), Cranelarn wants to aid the party in their crusade against evil.

"Of course I will help you. For your honorable crusade against the evil creations of Pyremius (disrespect and disgust can be seen in his face when he says Pyremius' name aloud), I want to give you a blessing from Heironious."

Cranelarn takes a small wooden box from a table and opens it. Inside the box are three vials.

"These are vials of holy water, blessed by clerics of Heironious in Naerie City. I want you to take these, and use them to smite the enemies of Heironious.

"Wise and respected Varsarlör lives in a wooden mansion on the other side of Rockpath. Follow the main trail over the bridge and turn right when you see a meeting hall on the right. Continue following the Rockpath until you see a path of oaks, it will lead you to the manor."

If the PCs follow the directions they will soon find themselves at the mansion. Read aloud or paraphrase the following:

You stand in front of a medium-sized wooden manor. Judging by the colour of the timber beams, the building is only few years old. A big iron knocker adorns the double doors, but before you get in the reach for it, an old man opens the doors. He is slender, gray haired, and his face is wrinkled. A token denoting him as the Eldest is hanging over the green robe he wears.

"There you are, good day to you! You are here because of temple, right? Step inside and I shall tell you what I know."

Varsarlör leads the characters to a lobby, there are two doorways leading to right and left, and wide stairs going up. He leads the characters through the left entrance to a simple but pleasant living room. There is big oak table and he gestures for the character to sit. After everyone is seated, he sits at the end of the table.

"For the last few months I have searched for the meaning for those writings found in Satyr's Horn. From Ekehold's library I finally found a book recovered from captured red cloak that confirmed my doubts about the writings. They are instructions on how to pass three deadly arches found in an underground temple of Pyremius. The temple entrance was found over a year ago when woods were cut down for farmland. A few curious lumberjacks tried to enter the temple, but they were slain immediately, and now I know the reason.

"I didn't find out why the temple was abandoned or anything about its history, but I hope you can help me with that. The writings tell that a revered oracle of the Poisoner resided within the temple, so I assume it was important to that foul faith.

"I ask you to enter the temple and make sure that it doesn't pose a threat to our community. I want you to report to me anything you find out about the temple. If there is anything alive or anything that can enlighten me as to what happened, I want you to bring it to me. What do you say? Will you help me?"

"I cannot offer you any reward, but I can ask Westor to give you a large discount on his prices. That should lower his prices to bearable level. And I can promise that Fionyann will heal you best she can for free. And, of course, you can keep anything you find in there, if it is not tainted by the touch of the Poisoner or his servants"

Varsarlör hands over a parchment written in Ancient Suloise. The parchment has three foul prayers (snake prayer, murderous prayer, and fiery prayer) that should let characters pass the guarding traps. If none of the characters speak Ancient Suloise, Varsarlör will translate the prayers and write them phonetically in Common. When the characters read back the translation he doesn't appear entirely convinced, but continues:

"That sounds about right. The temple entrance is near, a little over two miles from here, and there is a decent trail to it. Just follow the trail to the north and turn west when you come to the crossing of three trees. Follow the trail until it comes to a farm, from there you can see the entrance a few hundred feet in your right."

Assuming the PCs leave, as they follow the oak path away from Varsarlor's manor, they see a mounted man riding towards them. The man is Dolrich, a trusted officer of House Drien. Dolrich was sent to Greenrock to make discreet enquiries into the rumors. If they are confirmed, Sir Guandrem Drien will look into how they may be used to further his own political aims.

Read aloud or paraphrase the following:

You see ahead a man riding towards the manor. The bearded middle-aged man is stout and his face is marked with obvious battle wounds. He wears a coat of chainmail over a traveler's outfit. Over the chainmail is gray and red livery. An ornate lance is strapped to the saddle.

A successful DC 15 Knowledge (nobility and royalty) check or successful DC 20 Knowledge (Splintered Sun) check reveals that the livery to be of House Drien. As he rides up, Dolrich will rein his steed in and speak to the PCs:

"Good day...hmmm...distinguished adventurers. I am Dolrich of Eragern, representative of Sir Guandrem, knight of the influential House Drien an ruler of prosperous Eragern town and environs.

☛ **Dolrich of Eragern:** male Oeridian human Ftr5; see Appendix 1

☛ **Heavy warhorse:** hp 30; see *Monster Manual* page 273.

House Drien: A successful DC 15 Knowledge (nobility and royalty) check or successful DC 20 Knowledge (Splintered Sun) check reveals that House Drien is a lesser noble house here in Ingmalt's Barony. House Drien's history is short and bloody. Most of its members have served (or are currently serving) in the military.

Subordination: A further successful DC 15 Knowledge (nobility and royalty) check or successful DC 20 Knowledge (Splintered Sun) check reveals that House Drien are vassals of House Oedil, the rulers of the Ingmalt Barony.

Sir Guandrem: A successful DC 20 Knowledge (nobility and royalty) check or successful DC 25 Knowledge (Splintered Sun) check reveals that Sir Guandrem is an ambitious noble with little influence or wealth. He served a long career as a captain of House Oedil's guard, becoming well known for his fighting talents. As the eldest son, he became the ruler of House Drien four years ago when his father Jenes died.

Dolrich is keen to know the PCs business:

"Might you have any business with the recent rumors?" Dolrich asks.

If party tell him that they are in their way to the temple, Dolrich make a demand:

"This task is being carried out in House Drien's fief. Therefore, I demand you to report to me immediately after completing your investigations. I will go to the Boar's Fortitude inn after meeting Varsarlor. Come there immediately when you find out anything."

Dolrich has nothing further to say and rides off. Following Varsarlor's directions, the PCs will easily find their way to the entrance to the Temple itself. Proceed to Encounter 1.

Encounter 1: The Other Company

A band of Scarlet Brotherhood is hiding near the temple entrance. The entrance is continuously guarded by one of them. They have instructions to let anyone go in, but to ambush anyone leaving the temple. The group's task is to retrieve any valuable information and relics from the temple.

PCs approaching the temple may spot the SB observer on an opposed Spot check vs the observer's Hide. In daytime the observer is the member of troupe who is best in hiding. The remainder of the group are in a temporary camp set over two hundred feet back into the forest (and so out of sight).

If at least one of the characters spots the observer, the observer tries to escape to the forest. Read aloud or paraphrase the following:

You get a glimpse of something a couple of feet into the forest. A man wearing a red cloak stands up from behind a bush. The man apparently saw that you spotted him, because he quickly turns and flees into the forest.

The observer will flee away from where his companions are camped. If caught he will pretend to be a curious local named Durendenn, drawn by tales of the temple's wealth. It will require magic or an opposed Sense Motive check vs "Durendenn's" Bluff to detect this lie. If challenged as to why he is lying, the observer will refuse to say anything further, even on pain of death.

If none of the characters spot the guard, continue to Encounter 2 and return to this encounter when they come out of the temple.

Endgame Ambush

Creatures: A group of Scarlet Brotherhood agents has set up an ambush for the PCs as they emerge from the temple. Have the PCs make an opposed Spot check vs the worst of the agents' Hide checks. Those PCs who succeed at the check can act in the surprise round.

As the PCs emerge from the temple, read aloud or paraphrase the following:

Just when you step out of the archway, you see a man with a crossbow aimed at you. Behind him, another human is forming arcane gestures with his hands.

Tactics: One ambusher (preferably not a spellcaster) moves to the entrance to listen for the party as they emerge from temple, which he will do automatically unless the PCs are making an effort to move silently (in which case, have the scout make an opposed Listen check vs the worst of the PCs Move Silently checks). The Brotherhood spellcasters try to cast as many combat boosting spells as possible before they attack. The SB cleric starts the battle by casting *bane*. The other members of group use crossbows, swapping to melee weapons when the PCs get close.

APL 2 (EL 2)

☛ **Sheyda:** female Suel human Clr1 – Wee Jas; see Appendix 2.

☛ **Ari Shahmid:** male Suel human Rog1; see Appendix 2.

APL 4 (EL 3)

☛ **Sheyda:** female Suel human Clr1 – Wee Jas/Wiz1; see Appendix 3.

☛ **Remehr Paryeh:** male Suel human Ftr1; see Appendix 3.

APL 6 (EL 4)

☛ **Sheyda:** female Suel human Clr1 – Wee Jas/Wiz1; see Appendix 4.

☛ **Ari Shahmid:** male Suel human Rog1; see Appendix 4.

☛ **Remehr Paryeh:** male Suel human Ftr1; see Appendix 4.

APL 8 (EL 6)

☛ **Remehr Paryeh:** male Suel human Ftr3/Clr1 – Syrul; see Appendix 5.

☛ **Ari Shahmid:** male Suel human Rog4; see Appendix 5.

Treasure: The following treasure is available here, assuming the PCs defeat the Brotherhood agents and loot their bodies:

APL 2: Loot: 22 gp [silver holy symbol of Wee Jas (2 gp), chainmail (12 gp), heavy steel shield (1 gp), studded

leather armor (2 gp), light crossbow (2 gp) thieves tools (2 gp), flask of alchemist's fire (1 gp)]; Coin: 46 gp.

APL 4: Loot: 236 gp; [silver holy symbol of Wee Jas (2 gp), wizard's spellbook (216 gp), splint mail (16 gp), light crossbow (2 gp)]; Coin: 16 gp; Magic: *wand of detect magic** (23 gp).

APL 6: Loot: 243 gp [silver holy symbol of Wee Jas (2 gp), wizard's spellbook (216 gp), studded leather armor (2 gp), light crossbow (2 gp), thieves tools (2 gp), flask of alchemist's fire (1 gp), splint mail (16 gp), light crossbow (2 gp)]; Coin: 376 gp; Magic: *wand of detect magic** (23 gp), *oil of levitate* (25 gp).

APL 8: Loot: 318 gp [splint mail (16 gp), masterwork ranseur (25 gp), wizard's spellbook (216 gp), light crossbow (2 gp), silver unholy symbol of Syrul (2 gp), studded leather armor (2 gp), masterwork light crossbow (27 gp), masterwork short sword (25 gp), thieves tools (2 gp), flask of alchemist's fire (1 gp)]; Coin: 33 gp; Magic: *wand of detect magic** (23 gp), *oil of levitate* (25 gp).

Detect magic Results: *wand of detect magic* (Faint Divination); *oil of levitate* (Faint Transmutation).

*37 charges left; no indication of functions.

Development: If the characters spotted and defeated the Scarlet Brotherhood agents and haven't entered the temple, proceed to Encounter 2; otherwise proceed to the Conclusion.

Encounter 2: The Venomous Temple

Read aloud or paraphrase the following:

In front of you, you see a large arch made of gray stone. Immediately inside the entrance, stairs descend into darkness.

The Venomous Temple has following features, unless noted otherwise in a specific area description:

Doors: The doors in the temple are stone. They are neither locked nor stuck. Standard doors are as follows:

☛ **Iron Doors:** 2 in. thick, hardness 10; hp 60; AC 5; break DC 28.

☛ **Secret Stone Doors:** 4 in. thick, hardness 8; hp 60; AC 5; break DC 28; Search DC 20 to notice.

Walls and floors: Walls in the temple are hewn stone walls.

☛ **Hewn Stone Walls:** Minimum 3 ft. thick, hardness 8; hp 540; AC 3; break DC 50; Climb DC 22*.

☛ **Hewn Stone Floors:** A DC 10 Balance check is required to run or charge across the surface. Failure means the character can't move in this round.

Ceilings: Ceilings are arched hewn stone. At highest point of arch, the ceiling reach height of 9 feet, and the lowest point is 5½ feet high.

Light: There are no active light sources, unless otherwise noted. For every 30 feet of wall there is a burnt out torch in a sconce.

Development: When the characters leave the temple proceed to Encounter 2, unless they have already made it before entering the temple.

R1. Stairs to the Temple

Read aloud or paraphrase the following:

The wide stairs descend rapidly underground. The arched corridor is 10 feet high. A smell of damp pervades the air.

The stairs are moist due rainwater flooding in, but because there hasn't been rain for last few days, the stairs are not dangerously wet.

E1. Snake Arch

Read aloud or paraphrase the following:

The stairway descends 10 feet before leveling out into a 10 feet long passage, in the middle of which is a carved archway. The carvings show a huge snake wriggling around the corridor walls.

Trap: The arch is trapped to prevent unbelievers entering the temple. The trap is triggered when any living creature larger than tiny passes under the arch without saying the command phrases (snake prayer of Pyremius in Ancient Suloise).

☛ **Cloudkill Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; command phrase bypass; spell effect (heightened [6th-level] *cloudkill*, 11th-level wizard, as the spell *cloudkill* 20 ft. radius, DC 24 Fortitude save negates); Search DC 29; Disable Device DC 29. *Cost:* 33,000 gp.

Troubleshooting: All three traps are extremely potent but they are not calculated as a challenge in the scenario, because the characters should have specific instructions how to pass them. If anyone is about to trigger a trap, a DC

10 Intelligence check should be allowed, or some other kind of warning given to all characters at the place.

E2. Blade Arch

Read aloud or paraphrase the following:

Beyond the Snake Arch, the stairway descends a further 10 feet before leveling out into a 10 feet long passage, in the middle of which is a carved archway. The carvings show blades whirling around the corridor walls.

Trap: The trap is very similar to the previous *cloudkill* trap, and same trigger and bypass (murderous prayer of Pyremius in Ancient Suloise) apply to this trap also.

☛ **Blade Barrier Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; command phrase bypass; spell effect (*blade barrier*, 11th-level cleric, 11d6, DC 24 Reflex save negates); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp.

E3. Fiery Arch

Read aloud or paraphrase the following:

Beyond the Blade Arch, the stairs descend 10 feet to a carved archway leading into a room. The carvings show flames roaring around the corridor walls.

Trap: The trap is very similar to the previous *cloudkill* trap, and same trigger and bypass (fiery prayer of Pyremius in Ancient Suloise) apply to this trap also.

☛ **Flame Strike Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; command phrase bypass; spell effect (*flame strike*, 9th-level cleric, 9d6 fire and divine, DC 22 Reflex save halves); Search DC 30; Disable Device DC 30. *Cost:* 22,500 gp.

R2. Entrance Hall

Read aloud or paraphrase the following:

The entrance hall is 20 feet square. A pair of massive closed iron double doors stand to right and left and in the wall directly ahead. In the nearest corners are two round pools filled with dark liquid. The most remarkable features in this room are two statues in the far corners. The statue on the right portrays a robed man holding a longsword in his hands. His face is demonic and his ears are like the wings of a bat. The left statue is exactly the same, except that it is holding a whip in its hands.

The pools are harmless water pools, and the liquid seems dark because the pools are filthy. A successful DC 15 Knowledge (religion) check reveals that the statues portray Pyremius, lesser deity of fire, poison, and murder.

Double Doors:

🔒 **Iron Door:** 2 in. Thick; hardness 10; hp 60; Break DC 28.

R4. Accommodation

Read aloud or paraphrase the following:

The doors open to 25 feet wide square room, which obviously seems to be an accommodation chamber. Over a dozen beds are lined against the walls, all in bad condition. A sudden chill emanates from the room. Something here is very wrong.

Creatures: Those few clerics who succeeded in crawling out of the great ceremonial hall died of their wounds here. The embarrassment of their failed summoning didn't grant them a peaceful death, instead they turned into undead, to haunt the temple for eternity.

Tactics: Undead have darkvision up to 60 feet, so they will notice visible creatures when they enter the room if they don't try to enter silently. They attack anything that disturbs their eternal misery.

APL 2 (EL 2)

🔪 **Human Skeleton (6):** hp 6; see *Monster Manual* p 225 and Appendix 2.

APL 4 (EL 3)

🔪 **Human Zombie (4):** hp 16; see *Monster Manual* page 265 and Appendix 3.

APL 6 (EL 6)

🔪 **Human Ghost Clr2 - Pyremius (2):** hp 14; see *Monster Manual* p116 and Appendix 4.

APL 8 (EL 8)

🔪 **Human Ghost Clr4 - Pyremius (2):** hp 28; see *Monster Manual* p 116 and Appendix 5.

Treasure: The following treasure is available here:

APL 2: Loot: 16 gp [flask of alchemist's fire x2 (3 gp), heavy steel shield x6 (10 gp), heavy mace x6 (6 gp)]; Coin: 28 gp;

APL 4: Loot: 8 gp [heavy steel shield x4 (6 gp), heavy mace x4 (4 gp)]; Coin: 83 gp;

APL 6: Loot: 4 gp [silver unholy symbol of Pyremius x2 (4 gp)]; Coin: 101 gp;

APL 8: Loot: 4 gp [silver unholy symbol of Pyremius x2 (4 gp)]; Coin: 477 gp; Magic: *efficient quiver* (150 gp), *elixir of sneaking* (20 gp), *oil of bless weapon* (8 gp), *divine scroll of hide from undead*, *delay poison* and *summon monster I* (25 gp).

Detect magic Results: *efficient quiver* (Moderate Conjuration); *elixir of sneaking* (Faint Illusion); *oil of bless weapon* (Faint Transmutation), *divine scroll of hide from undead*, *delay poison* and *summon monster I* (Faint Conjuration).

*37 charges left; no indication of functions.

R5. Guest Room

Read aloud or paraphrase the following:

The doors open into a small 5 feet long passage, which in turn opens into a 35 feet wide by 10 feet long room. The room is well furnished, although time hasn't been kind. A wooden chest of drawers and chair stand against the left wall. Further into the room are a large bed, a wardrobe, and a bureau. The bed is made, but the cover, pillows and sheets look rotten.

All the drawers are unlocked and empty, as are wardrobe and bureau. When the summoning took place, the temple had no visitors.

R6. Stairs to Library

Read aloud or paraphrase the following:

A set of 5 feet wide stairs ascend ahead. The stairs are 35 feet long and open into a room.

R7. Library

Read aloud or paraphrase the following:

This 15 feet square room has another entrance, a door on the right wall. The walls are lined with bookshelves, most of them empty and in bad shape. In the middle of the room is a small bookstand.

The few usable books are written in Suloise and all of them concern either summoning or the church of Pyremius. They are worthless to normal merchants, but Varsarlor or people interested in those particular fields of study might find them useful.

Trap: The library was protected against nosy apprentices, who tried to defy the rules and use library. The trap is set to activate when a creature of small size or larger enters the library without saying the password. The trap wasn't meant to be deadly, just to make a point. The trap was and still is a

one-shot trap, easily replaced with a new one, if someone sets it off. The password was supplied only to members with clerical status.

At APL 2 the trap has already been set off.

APL 4 & 6 (EL 2)

☛ **Glyph of Warding trap:** CR 2; spell; spell trigger; no reset; spell effect (*glyph of warding* [*summon monster I*], 5th-level cleric); Search DC 28; Disable Device DC 28. *Cost:* 350 gp to hire NPC spellcaster.

☛ **Fiendish Snake, small viper:** hp 4; see *Appendix 3 and 4*

APL 8 (EL 3)

Glyph of Warding trap: CR 3; spell; spell trigger; no reset; spell effect (*glyph of warding* [*summon monster II*], 5th-level cleric); Search DC 28; Disable Device DC 28. *Cost:* 350 gp to hire NPC spellcaster.

☛ **Fiendish Snake, medium viper:** hp 9; see *Appendix 5*

Treasure: The following treasure is available here:

APL 4: Coin: 33 gp;

APL 6: Coin: 33 gp;

APL 8: Loot: 31 gp [flask of alchemist's fire x4 (6 gp), vial of antitoxin x6 (25 gp)]; Coin: 66 gp;

R9. Kitchen

Read aloud or paraphrase the following:

This 25 feet wide and 10 feet long room was once the kitchen. A big scorched and stained fireplace is in the left end of the room. The opposite wall has a 10 feet wide table against it.

R10. Storage

Read aloud or paraphrase the following:

This 20 feet by 10 feet room must have been used for storage. Rat eaten sacks of grain, crumbs of rotten bread, and rat filth are everywhere. The walls are lined with wooden shelves and three barrels are in one corner.

There are no consumables left. The barrels could hold ale, but all of it is evaporated or leaked, only the smell of yeast remains.

R11. High Priest's Office

Read aloud or paraphrase the following:

About 15 feet wide and extending 20 feet in length, this room was some sort of study or office. The most remarkable feature of this room is that the left wall is covered with a large red curtain. The right wall is lined with empty bookshelves. At the wall opposite the door is a large table and a big chair behind it. In the chair sits the remains of a man writing on a parchment. Behind the chair, a fine ornamental longsword is mounted to the wall.

All the parchments on the table, except one (Player's Handout One), are either blank or filled with the same writing. Besides the parchments, on the top of table are quill, ink vials (dried or empty), sealing wax, and a key (to the chest in R12).

Creatures: Goubreh Isrim, the right hand man of head priest Zeltixor fell in battle, and returned as one of the undead to take charge of the temple after the head priest was gone.

Tactics: Goubred attacks anyone intruding the office that he claims his, pursuing them everywhere, except great ceremonial hall or outside.

APL 2 (EL 3)

☛ **Shadow:** hp 19; see *Monster Manual* p221 and Appendix 2.

APL 4 (EL 5)

☛ **Wraith:** hp 32; see *Monster Manual* p257 and Appendix 3.

APL 6 (EL 7)

☛ **Spectre:** hp 45; see *Monster Manual* p232 and Appendix 4.

APL 8 (EL 8)

☛ **Bodak:** hp 58; see *Monster Manual* p28 and Appendix 5.

Treasure: The following treasure is available here and in R12:

APL 2: Coin: 33 gp; Magic: *Suloise blade of thunder* (692 gp).

APL 4: Coin: 50 gp; Magic: *Suloise blade of thunder* (692 gp).

APL 6: Coin: 301 gp; Magic: *Suloise blade of thunder* (692 gp).

APL 8: Coin: 156 gp; Magic: *Suloise blade of thunder* (692 gp).

Detect magic Results: *Suloise blade of thunder* (Faint Necromancy).

R12. High Priest Private Quarters

Read aloud or paraphrase the following:

Behind the curtain, this room is 25 feet wide and 10 feet long. The room is sparsely furnished, a simple bed, a chest, and a wardrobe.

The bedclothes and clothes in the wardrobe are extremely moth-eaten. An average lock secures the chest but the key from R11 unlocks it.

🔒 **Strong Wooden Chest:** 1–1/2 in. thick, hardness 5, hp 15, Break DC 23, Open Lock DC 25.

Treasure: The chest contains all the coins indicated in above treasure block.

R13. Dining Room

Read aloud or paraphrase the following:

After 10 feet, the entrance open to 20 feet wide and 25 feet long room. Two 15 feet long tables are in line with the room, surrounded with long benches on both sides. Simple cutlery is arranged on both tables.

The cutlery is usable but basically worthless.

R14. Great Ceremonial Hall

Read aloud or paraphrase the following:

From the double doors this room is 30 feet wide and 45 feet long. The room has an altar and two doors at the far end, and most of the space between is occupied by rows of broken pews. On the left wall is a stone balcony 15 feet over the floor, running the full length of the room with a solid stone railing. Near the double doors are two statues resembling fiery women carrying large snakes around their naked bodies. These features are as nothing compared to the enormous creature standing in the middle of the room. The creature stands over 15 feet tall, and its broad shoulders are almost level with the balcony. The creature's skin is pitch black, it's gazing violet eye glows in the darkness. Its head is doglike with sharp fangs. The creature's four well-muscled arms are tense, ready to strike at this very moment. The upper arms end in powerful pincers, the lower ones are clawed hands.

A fatally flawed summoning ritual brought a glabrezu here. The summoned creature was supposed to be a tamed retriever designed to carry out a mission to seek and destroy a traitor of the congregation. The glabrezu has completely desecrated the area.

Creatures: The Glabrezu is bound to the hall, and it cannot leave, but in here it is as deadly as anywhere.

Botched summoning: The summoning botched fatally by calling more powerful and uncontrolled demon, but at the same time it caused other unexpected effects. The summoned Glabrezu is bound to the great ceremonial hall (as hedged person version of *binding* spell), including all its powers. None of its abilities can reach beyond the room; meaning that any area of effect of its abilities must be within the room. Although very reluctant to use the power anyway, the glabrezu can't use its summoning ability. Furthermore, the fiend is imprisoned by a *wall of force* erected by one of the fleeing Pyremians just outside the area of the binding (meaning that the fiend cannot dispel it unless he persuades someone else to do so). This also prevents foolhardy PCs from rushing into a probably fatal battle with the creature.

Troubleshooting: The glabrezu is not meant to be defeated by characters, although high level characters could survive for few rounds against its might. If the characters are foolhardy or overconfident about their talents, they should be strongly encouraged to avoid this encounter. A few hints about the power of this demon could be given like reminding the party that this creature must have defeated the entire congregation alone or a DC 15 Knowledge (the planes) check to know the demon type and realize its power. In any case they will have to deal with the *wall of force* (caster level 15th) to even get at the fiend.

Tactics: Good perception skills and *true seeing* ability give glabrezu good chances to notice the characters early. It uses one round to *detect magic* and if necessary it casts *dispel magic* to suppress it. After these it prefers to use *confusion* and prove it's pure melee superiority against the fools who dare to challenge it. The fiend will try to taunt the PCs into dispelling the *wall of force* and attacking it

👉 **Glabrezu:** hp 174; see *Monster Manual* page 43 and Appendix 1.

Note: This encounter is untiered as the PCs are not supposed to attack the fiend and deserve everything they get if they do.

R16. Priest Meeting Hall

Read aloud or paraphrase the following:

This was obviously some sort of meeting room, 15 feet wide and 30 feet long. Like the previous hall, it is 25 feet high and has a balcony running 15 feet over the floor. An enormous stone table is set in the center of the room with nine uncomfortable chairs around it. Three more chairs lie

broken under the balcony. An old grey man in the tattered remains of ceremonial vestments sits here. He has a crazed look in his eyes

Shesfeh the Oracle broke the chairs in one of his many attempts to get on to the balcony. The table is way too heavy to be moved by Shesfeh alone.

Creatures: The Oracle mentioned in “The Living and Dead” is in this chamber. He is trapped here because he cannot climb to balcony without aid, and any attempt to pass the glabrezu would be suicide. He has survived the past ten or so years with *create food and water* spells. He has made it by thinking day after day that someone will come and rescue him, after all, he was very important connection between the congregation and their god.

Tactics: If Shesfeh finds out that the characters are not sent here by followers of Pyremius, he will fight as best he can, but his spell selection is ill suited for battle. Shesfeh didn't survive all these years just to die at the hands of pitiful temple robbers, but he will surrender if his hit points drop below half.

All APL's (EL 5)

☛ **Shesfeh At Ofehr “The Oracle”:** male Suloise human Clr5 - Pyremius; see Appendix 1.

Treasure: The following treasure is available here:

APL 2: Loot: 2 gp [silver unholy symbol of Pyremius (2 gp)]; Coin: 72 gp; Magic: *potion of aid* (25 gp), *Suloise hammer of thunder* (692 gp).

APL 4: Loot: 2 gp [silver unholy symbol of Pyremius (2 gp)]; Coin: 67 gp; Magic: *potion of aid* (25 gp), *Suloise hammer of thunder* (692 gp).

APL 6: Loot: 2 gp [silver unholy symbol of Pyremius (2 gp)]; Coin: 138 gp; Magic: *potion of aid* (25 gp), *Suloise hammer of thunder* (692 gp).

APL 8: Loot: 2 gp [silver unholy symbol of Pyremius (2 gp)]; Coin: 236 gp; Magic: *potion of aid* (25 gp), *Suloise hammer of thunder* (692 gp).

Detect magic Results: *potion of aid* (Faint Enchantment), *Suloise hammer of thunder* (Faint Necromancy).

Conclusion

The tale of brave heroes descending into the unknown has spread through the village and they are hailed as heroes back in Greenrock.

Dolrich of Eragern: If the party report to Dolrich, he says that they have won the Favour of House Drien. Dolrich

tells the characters that they have made a powerful ally and that they will be the first ones approached if House Drien ever encounters a task requiring such skills in future.

If however the PCs do not report, they will earn the Disfavour of House Drien.

Varsarlör: If the characters report back to Varsarlör about the temple, he listens eagerly, asking detailed questions.

If the characters were able to bring any written information or the Oracle alive, Varsarlör is most grateful and promises to praise them to the Baron of Ingmalt. If the Oracle is alive, Varsarlör promises to imprison him for questioning.

If the party tell Varsarlör about the glabrezu, he is very worried, happy that it is currently bound, but fearing for future. He asks the characters to promise not tell anyone about the existence of the demon, fearing that some forces in the current political situation might want to exploit it in their schemes.

Varsarlör also wants to reward the characters with the accolade of Niruc, protectors of the village

☛ **Niruc, local hero of Greenrock:** Niruc is an honorable rank achieved by few, mostly local heroes and great elders. A Niruc is not bound to the village, but they receive benefits in social interactions in the area (+2 circumstance bonus to Diplomacy, Gather Information, and Bluff checks in village of Greenrock).

☛ **Disfavor of House Drien:** Character must pay 25 % tax of any treasure found in House Drien's fief, until she or he has done a favor for House Drien.

☛ **Favor of House Drien:** A favor of House Drien grants access to *+1 vicious lance* (Frequency: Regional, Source DMG).

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The End

Experience Point Summary

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

Encounter 1: The Other Company

Defeating the Scarlet Brotherhood Troupe:

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	180 XP

Encounter 2: The Venomous Temple

Defeating the undead Goubreh Isrim:

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	240 XP

Defeating the undead priests:

APL2	60 XP
APL4	90 XP
APL6	180 XP
APL8	240 XP

Passing the *glyph of warding* trap:

APL2	N/A
APL4	60 XP
APL6	60 XP
APL8	90 XP

Defeating the Oracle:

APL2	150 XP
APL4	150 XP
APL6	150 XP
APL8	150 XP

Capturing the Oracle alive:

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP

Discretionary Role-playing award

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP

Total Possible Experience:

APL2	450 XP
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APL4	675 XP
APL6	900 XP
APL8	1125 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1: The Other Company

APL 2: Loot: 22 gp; Coin: 46 gp; Magic: 0 gp
APL 4: Loot: 236 gp; Coin: 16 gp; Magic: 23 gp
APL 6: Loot: 243 gp; Coin: 376 gp; Magic: 48 gp

APL 8: Loot: 318 gp; Coin: 33 gp; Magic: 48 gp

Encounter 2: The Venomous Temple

Accommodation:

APL 2: Loot: 19 gp; Coin: 28 gp; Magic: 0 gp
APL 4: Loot: 10 gp; Coin: 83 gp; Magic: 0 gp
APL 6: Loot: 4 gp; Coin: 101 gp; Magic: 0 gp
APL 8: Loot: 4 gp; Coin: 477 gp; Magic: 203 gp

High Priest's Office:

APL 2: Loot: 0 gp; Coin: 33 gp; Magic: 692 gp
APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 692 gp
APL 6: Loot: 0 gp; Coin: 301 gp; Magic: 692 gp
APL 8: Loot: 0 gp; Coin: 156 gp; Magic: 692 gp

Library:

APL 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp
APL 4: Loot: 0 gp; Coin: 33 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 33 gp; Magic: 0 gp
APL 8: Loot: 31 gp; Coin: 66 gp; Magic: 0 gp

Priest Meeting Hall:

APL 2: Loot: 2 gp; Coin: 72 gp; Magic: 717 gp
APL 4: Loot: 2 gp; Coin: 67 gp; Magic: 717 gp
APL 6: Loot: 2 gp; Coin: 138 gp; Magic: 717 gp
APL 8: Loot: 2 gp; Coin: 236 gp; Magic: 717 gp

Total Possible Treasure

APL 2: Loot: 43 gp; Coin: 179 gp; Magic: 1409 gp –
Total: 450 gp
APL 4: Loot: 248 gp; Coin: 249 gp; Magic: 253 gp –
Total: 750 gp
APL 6: Loot: 10 gp; Coin: 700 gp; Magic: 100 gp – Total:
900 gp
APL 8: Loot: 200 gp; Coin: 900 gp; Magic: 200 gp –
Total: 1300 gp

Note: Though the total gold in the module exceeds the treasure caps for each APL, each PC may not earn more than the total amounts given above.

Special

☛ **Suloise Blade of Thunder:** In the hands of any character other than a pureblood Suel, this sword acts as a *+1 longsword*. In the hands of a pureblood Suel, it becomes a *+1 thundering longsword* (+1d8 points of bonus sonic damage on a successful critical hit). Ancient Suloise prayers to Pyremius are written in the blade and the hilt (prayers of fire, murder, and poison).

Faint necromancy; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*; Market Price: 8,315 gp; Cost to Create: 4,315 + 320 XP.

☛ **Suloise Hammer of Thunder:** In the hands of any character other than a pureblood Suel, this heavy mace acts as a *+1 warhammer*. In the hands of a pureblood Suel, it becomes a *+1 thundering warhammer* (+1d8 points of bonus sonic damage on a successful critical hit). Ancient Suloise prayers to Pyremius are written in the head and the grip (prayers of fire, murder, and poison).

Faint necromancy; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*; Market Price: 8,312 gp; Cost to Create: 4,312 + 320 XP.

Items for the Adventure Record

☛ **Suloise Blade of Thunder:** In the hands of any character other than a pureblood Suel, this sword acts as a *+1 longsword*. In the hands of a pureblood Suel, it becomes a *+1 thundering longsword* (+1d8 points of bonus sonic damage on a successful critical hit). Ancient Suloise prayers to Pyremius are written in the blade and the hilt (prayers of fire, murder, and poison).

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Faint necromancy; Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*; Market Price: 8,312 gp; Cost to Create: 4,312 + 320 XP.

☛ **Niruc, local hero of Greenrock:** Niruc is an honorable rank achieved by few, mostly local heroes and great elders. A Niruc is not bound to the village, but they receive benefits in social interactions in the area (+2 circumstance bonus to Diplomacy, Gather Information, and Bluff checks in village of Greenrock).

☛ **Disfavor of House Drien:** Character must pay 25 % tax of any treasure found in House Drien's fief, until she or he has done a favor for House Drien.

☛ **Favor of House Drien:** A favor of House Drien grants access to *+1 vicious lance* (Frequency: Regional, Source DMG).

☛ **Sheyda's Spellbook**

0–*resistance, acid splash, detect poison, detect magic, read magic, daze, dancing lights, flare, light, ray of frost, ghost sound, disrupt undead, touch of fatigue, mage hand, mending, message, open/close, arcane mark, prestidigitation, 1st–ray of enfeeblement, color spray, expeditious retreat, enlarge person, bestow wound, disguise self.* Market Price: 2,615 gp.

Item Access

APL 2

potion of aid (Frequency Any, Caster Level 3rd, Source DMG)

Suloise blade of thunder (Frequency Adventure, Caster Level 5th, Source See above)

Suloise hammer of thunder (Frequency Adventure, Caster Level 5th, Source See above)

APL 4 (All of APL 2 plus the following)

wand of detect magic (Frequency Any, Caster Level 1st, Source DMG)

Sheyda's Spellbook (Frequency Adventure, Source See above)

APL 6 (All of APLs 2–4 plus the following)

oil of levitate (Frequency Any, Caster Level 3rd, Source DMG)

APL 8 (All of APLs 2–6 plus the following)

divine scroll of hide from undead, delay poison and summon monster I (Frequency Adventure, Caster Level 3rd, Source DMG)

oil of bless weapon (Frequency Adventure, Caster Level 1st, Source DMG)

elixir of sneaking (Frequency Adventure, Caster Level 5th, Source DMG)

efficient quiver (Frequency Adventure, Caster Level 9th, Source DMG)

Appendix 1: All APL's

☛ **Cranelarn "Beacon" Gyraldren:** Male Oeridian human Pal1 (Heironious); CR 1; Medium-size humanoid; HD: 1d10+1; hp 7; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19–20, longsword) or +4 melee (1d4+3/19–20, dagger); Full Atk +5 melee (1d8+3/19–20, longsword) or +4 melee (1d4+3/19–20, dagger); SA Smite evil 1/day; SQ Aura of good, *detect evil*; AL LG; SV Fort +3, Ref -1, Will +1; Str 17, Dex 8, Con 12, Int 10, Wis 13, Cha 16. .

Skills and Feats. Concentration, Diplomacy +4, Handle Animal +4, Heal +3, Knowledge (the Splintered Sun) +1, Knowledge (nobility and royalty) +1, Knowledge (religion) +2, Ride +1, Sense Motive +2; Weapon Focus (longsword), Mounted Combat.

Aura of good (Ex): Cranelarn's aura of good is equivalent to that of a 1st-level cleric of a good deity.

Detect Evil (Sp): Cranelarn can use *detect evil* at will as the spell.

Smite Evil (Su): Once per day, Cranelarn may attempt to smite evil with one normal melee attack. He adds +3 to his attack roll and deals 1 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Possessions. Breastplate, heavy steel shield, longsword, dagger, traveler's outfit, wooden holy symbol of Heironious, belt pouch, 9 sp.

☛ **Dolrich of Eragern:** Male Oeridian human Ftr5; CR 5; Medium-size humanoid; HD: 5d10+15; hp 45; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +5; Grp +7; Atk +9 melee (1d8+5/x3, +1 vicious lance) or +9 melee (1d8+2/19–20, masterwork longsword) or +6 ranged (1d8/19–20, light crossbow); Full Atk +9 melee (1d8+5/x3, +1 vicious lance) or +9 melee (1d8+2/19–20, masterwork longsword) or +6 ranged (1d8/19–20, light crossbow); AL LN; SV Fort +7, Ref +2, Will +5; Str 15, Dex 12, Con 16, Int 13, Wis 15, Cha 17. .

Skills and Feats. Climb +6, Diplomacy +5, Handle Animal +5, Intimidate +5, Jump +6, Knowledge (Splintered Sun) +3, Knowledge (nobility and royalty) +3, Listen +3, Ride +5, Swim +4; Weapon Focus (Lance), Mounted Combat, Power Attack, Iron Will, Weapon Focus (longsword), Weapon Specialization (Lance).

Possessions. Chainmail, heavy steel shield, +1 vicious lance, masterwork longsword, light crossbow,

10 crossbow bolts, traveller's outfit, heavy warhorse, bit and bridle, military saddle, belt pouch, 12 gp.

☛ **Shesfeh At Ofehr "The Oracle":** Male Suloise human Clr5 - Pyremius; CR 5; Medium-size humanoid; HD: 5d8-10; hp 17; Init -4; Spd 30 ft.; AC 6, touch 6, flat-footed 6; Base Atk +3; Grp +0; Atk +0 melee (1d6-3, quarterstaff) or +1 melee (1d8-2, *suloise hammer of thunder*); Full Atk +0 melee (1d6-3, quarterstaff) or +1 melee (1d8-2, *suloise hammer of thunder*); SA Rebuke undead 6/day; SQ Aura of evil; AL NE; SV Fort +2, Ref -3, Will +9; Str 4, Dex 2, Con 6, Int 14, Wis 20, Cha 17.

Skills and Feats. Concentration +6, Knowledge (religion) +10, Knowledge (the planes) +10, Spellcraft +10; Extend Spell, Spell Focus (Divination), Greater Spell Focus (Divination).

Aura of Evil (Ex): Shesfeh's aura of evil is equivalent to that of a 5th-level cleric of an evil deity.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 15 + spell level): 0—*create water, purify food and drink, light, light, light*; 1st—*sanctuary, endure elements, detect evil, detect good, protection from good**; 2nd—*owl's wisdom, silence, augury, shatter**; 3rd—*daylight, create food and water, contagion**.

*Domain spell. Domains: Destruction: *smite* 1/day, melee attack with +4 to hit and +5 damage; Fire: 6 times per day, Shesfeh can turn or destroy water creatures as a good cleric turns undead. Shesfeh can rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. This granted power is a supernatural ability.

Languages: Common, Ancient Suloise, Infernal.

Possessions. Quarterstaff, *potion of aid, suloise hammer of thunder*, silver unholy symbol of Pyremius, scholar's outfit, cleric's vestments.

☛ **Glabrezu:** CR 13; Huge outsider (Chaotic, Extraplanar, Evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft.; AC 27, touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk +20 melee (2d8+10, 2 pincers) and +18 melee (1d6+5, 2 claws) and +18 melee (1d8+5); Space/Reach 15 ft./15 ft.; SA Improved grab, spell-like abilities, *summon demon*, SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft., true seeing; SR 21; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks); Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires—but unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

Appendix 2: APL 2

☛ **Human Cleric Skeleton (6):** CR 1/3; Medium undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +1; Atk +1 melee (1d8+1, heavy mace) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d8+1, heavy mace) or +1 melee (1d4+1, 2 claws); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Undead Traits: Skeleton is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Possessions: Heavy steel shield, heavy mace, wooden unholy symbol of Pyremius.

☛ **Shadow:** CR 3; Medium undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk +3 melee (1d6 Str drain, incorporeal touch); Full Atk +3 melee (1d6 Str drain, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Undead Traits: Shadow is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

☛ **Sheyda:** Female Suloise human Clr1 - Wee Jas; CR 1; Medium-size humanoid; HD: 1d8+2; hp 7; Init -2; Spd 20 ft.; AC 15, touch 8, flat-footed 15; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, shortspear) or -2 ranged (1d6+2, shortspear); Full Atk +2 melee (1d6+2, shortspear) or -2 ranged (1d6+2, shortspear); SA Rebuke undead 8/day; SQ Aura of evil; AL LE; SV Fort +4, Ref -2, Will +5; Str 15, Dex 6, Con 14, Int 16, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +3, Heal +5, Knowledge (arcana) +7, Knowledge (religion) +7, Knowledge (the planes) +5, Listen +4, Spellcraft +7; Combat Casting, Extra Turning.

Aura of Evil (Ex): Sheyda's aura of evil is equivalent to that of a 1st-level cleric of an evil deity.

Cleric Spells Prepared (3/2+1; save DC 13 + spell level): 0—*light, read magic, detect magic*; 1st—*sorrow, protection from good, cause fear**

*Domain spell. Deity: Wee Jas. Domains: Death (Death touch 1/day), Magic (Sheyda can use scrolls, wands, and other devices with spell completion or spell trigger activation as a 1st-level wizard).

Languages: Common, Old Oeridian, Ancient Suloise, Flan.

Possessions: Silver holy symbol of Wee Jas, chainmail, heavy steel shield, shortspear, traveler's outfit, cleric's vestments, backpack, bedroll, bucket, scroll case, flint and steel, common lamp, 1-pint flask of oil, belt pouch, waterskin, trail rations x5, spell component pouch, dark red mask with numerous lapis lazuli gems (120 gp), 13 gp.

☛ **Ari Shahmid:** Male Suloise human Rog1; CR 1; Medium-size humanoid; HD: 1d8+2; hp 7; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/19–20, short sword) or +3 ranged (1d8/19–20, light crossbow); Full Atk +2 melee (1d6+2/19–20, short sword) or +3 ranged (1d8/19–20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding;

AL CN; SV Fort +2, Ref +5, Will +1; Str 14, Dex 17, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +5, Bluff +6, Climb +4, Disguise +4, Forgery +3, Hide +7, Jump +4, Knowledge (the Splintered Sun) +3, Listen +5, Move Silently +7, Open Lock +5, Search +5, Sleight of Hand +5, Tumble +7; Quick Draw, Improved Initiative.

Trapfinding: Ari can use the Search skill to find traps with Search DCs higher than 20.

Sneak Attack (Ex): Anytime Ari's target is denied a Dexterity bonus to AC, or when he flanks a target, Ari deals an additional 1d6 points of damage on a successful melee attack.

Languages: Common, Ancient Suloise.

Possessions: Studded leather armor, heavy wooden shield, light crossbow, 10 crossbow bolts, short sword, dagger, traveller's outfit, thieves tools, winter blanket, caltrops, 1 piece of chalk, crowbar, fishhook, flint and steel, grappling hook, hooded lantern, belt pouch, 50 ft. silk rope, sack, soap, 1-pint flask of oil, waterskin, whetstone, flask of alchemist's fire, white pearl (90 gp), moss agate (40 gp), 13 gp.

Appendix 3:

APL 4

🦋 **Human Cleric Zombie (4):** CR ½; Medium undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft. (can't run); AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, heavy mace) or +2 melee (1d6+1, slam); Full Atk +2 melee (1d8+1, heavy mace) or +2 melee (1d6+1, slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Undead Traits: Zombie is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Possessions: Heavy steel shield, heavy mace, wooden unholy symbol of Pyremius.

🦋 **Wraith:** CR 5; Medium undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp —; Atk +5 melee (1d4 plus 1d6 Con drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Con drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Undead Traits: Wraith is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability

scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

🦋 **Fiendish small viper:** CR 1; small outsider; HD 1d8+1; hp 5; Init +5; Spd 20 ft.; fly 20 ft. average, climb 20 ft., swim 20 ft. AC 20, touch 16, flat-footed 15; Base Atk +0; Grp -4; Atk +6 melee (1d2 plus poison, bite); Full Atk +6 melee (1d2 plus poison, bite); SA Poison, *smite good*; SQ Scent, *darkness* 3/day, darkvision 60 ft., poison immunity, Acid, cold, electricity and fire resistance 10, DR 5/magic, SR 11; AL LE; SV Fort +3, Ref +7, Will +1; Str 10, Dex 21, Con 13, Int 5, Wis 12, Cha 4.

Skills and Feats: Balance +15, Climb +15, Hide +15, Listen +11, Spot +11, Swim +6; Weapon Finesse.

Poison (Ex): Injury; DC 10 Fort; Primary damage 1d6 Con; Secondary damage 1d6 Con;

Smite good (Su): Once per day the half fiend may make a normal melee attack to deal 1 point of extra damage.

🦋 **Sheyda:** Female Suloise human Clr1 - Wee Jas/Wiz1; CR 2; Medium-size humanoid; HD: 1d8+1d4+4; hp 12; Init -2; Spd 20 ft.; AC 8, touch 8, flat-footed 8; Base Atk +0; Grp +2; Atk +2 melee (1d6+2,

shortspear) or -2 ranged (1d6+2, shortspear); Full Atk +2 melee (1d6+2, shortspear) or -2 ranged (1d6+2, shortspear); SA Rebuke undead 8/day; SQ Aura of evil, summon familiar; AL LE; SV Fort +4, Ref -2, Will +7; Str 15, Dex 6, Con 14, Int 16, Wis 16, Cha 12.

Skills and Feats: Concentration +7 (Benefits for Combat Casting not figured), Decipher Script +5, Diplomacy +3, Heal +5, Knowledge (arcana) +8, Knowledge (religion) +8, Knowledge (the planes) +5, Listen +5, Spellcraft +8; Combat Casting, Extra Turning, Scribe Scroll.

Aura of Evil (Ex): Sheyda's aura of evil is equivalent to that of a 1st-level cleric of a evil deity.

Cleric Spells Prepared (3/2+1; save DC 13 + spell level): 0—*light, read magic, detect magic, 1st—sorrow, protection from good, cause fear**

*Domain spell. Deity: Wee Jas. Domains: Death (Death touch 1/day), Magic (Sheyda can use scrolls, wands, and other devices with spell completion or spell trigger activation as a 1st-level wizard of one-half cleric level).

Wizard Spells Prepared (3/2; save DC 13 + spell level): 0—*ray of frost, mage hand, message, 1st—bestow wound, expeditious retreat, ray of enfeeblement.*

Wizard's Spellbook: 0—*resistance, acid splash, detect poison, detect magic, read magic, daze, dancing lights, flare, light, ray of frost, ghost sound, disrupt undead, touch of fatigue, mage hand, mending, message, open/close, arcane mark, prestidigitation, 1st—ray of enfeeblement, color spray, expeditious retreat, enlarge person, bestow wound, disguise self.*

Languages: Common, Old Oeridian, Ancient Suloise, Flan.

Possessions: Silver holy symbol of Wee Jas, *wand of detect magic* (37 charges), shortspear, traveler's outfit, cleric's vestments, backpack, bedroll, bucket, scroll case, flint and steel, common lamp, 1-pint flask of oil, belt pouch, waterskin, trail rations x5, spell component pouch, wizard's spellbook, eye agate, 13 gp.

 **Remehr Paryeh:** Male Suloise human Ftr1; CR 1; Medium-size humanoid; HD: 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (2d4+3/x3, ranseur) or +2 ranged (1d8/19–20, light crossbow); Full Atk +4 melee (2d4+3/x3, ranseur) or +2 ranged (1d8/19–20, light crossbow); AL NE; SV Fort +4, Ref +1, Will +2; Str 15, Dex 13, Con 15, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +6, Intimidate +2, Jump +4, Ride +5, Spot +3, Swim +3; Improved Toughness, Weapon Focus (Ranseur), Combat Reflexes.

Languages: Common.

Possessions: Splint mail, ranseur, light crossbow, 10 crossbow bolts, backpack, bedroll, 1 sq.yd. canvas, crowbar, flint and steel, grappling hook, 1-pint flask of oil, 10-foot pole, trail ration x5, 50 ft. hempen rope, sack, soap, spade, torch x3, waterskin, whetstone, bloodstone (60 gp), 13 gp.

Appendix 4:

APL 6

☠ **Human Clr2 Ghost (2):** CR 4; Medium undead (Incorporeal); HD 2d12; hp 14; Init +1; Spd fly 30 ft. (good); AC 15, touch 15, flat-footed 14; Base Atk +1; Grp -; Atk +2 melee (incorporeal touch) or +2 melee (1d4+1/19–20, dagger); Full Atk +2 melee (incorporeal touch) or +2 melee (1d4+1/19–20, dagger); SA Rebuke undead 7/day, corrupting gaze, corrupting touch, frightful moan, horrific appearance, malevolence, manifestation, telekinesis; SQ Aura of evil, rejuvenation, turn resistance +4, undead traits; AL NE; SV Fort +3, Ref +1, Will +7; Str 12, Dex 12, Con -, Int 14, Wis 15, Cha 18.

Skills and Feats: Heal +7, Hide +9, Knowledge (religion) +7, Listen +12, Search +10, Spellcraft +7, Spot +13; Iron Will, Lightning Reflexes.

Undead Traits: Ghost is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Aura of Evil (Ex): Ghost's aura of evil is equivalent to that of a 2nd-level cleric of an evil deity.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save DC 15 or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save DC 15 or

become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20+2) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level): 0—*inflict minor wounds, inflict minor wounds, guidance, virtue, light*; 1st—*cause fear, doom, bane, burning hands*.*

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Fire (Ghost can turn or destroy water creatures as a good cleric turns undead. Ghost can rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Ghost can use these abilities up to 6 times per day. This granted power is a supernatural ability.).

Languages: Common, Ancient Suloise, Flan.

Possessions: silver unholy symbol of Pyremius, dagger.

☛ **Spectre:** CR 7; Medium undead (Incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +3; Grp —; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Undead Traits: Spectre is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a

spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

☛ **Fiendish small viper:** CR 1; small outsider; HD 1d8+1; hp 5; Init +5; Spd 20 ft.; fly 20 ft. average, climb 20 ft., swim 20 ft. AC 20, touch 16, flat-footed 15; Base Atk +0; Grp -4; Atk +6 melee (1d2 plus poison, bite); Full Atk +6 melee (1d2 plus poison, bite); SA Poison, *smite good*, SQ Scent, *darkness* 3/day, darkvision 60 ft., poison immunity, Acid, cold, electricity and fire resistance 10, DR 5/magic, SR 11; AL LE; SV Fort +3, Ref +7, Will +1; Str 10, Dex 21, Con 13, Int 5, Wis 12, Cha 4.

Skills and Feats: Balance +15, Climb +15, Hide +15, Listen +11, Spot +11, Swim +6; Weapon Finesse.

Poison (Ex): Injury; DC 10 Fort; Primary damage 1d6 Con; Secondary damage 1d6 Con;

Smite good (Su): Once per day the half fiend may make a normal melee attack to deal 1 point of extra damage.

☛ **Sheyda:** Female Suloise human Clr1 - Wee Jas/Wiz1; CR 2; Medium-size humanoid; HD: 1d8+1d4+4; hp 12; Init -2; Spd 20 ft.; AC 8 (touch 8, flat-footed 8) [-2 Dex]; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, shortspear) or -2 ranged (1d6+2, shortspear); Full Atk +2 melee (1d6+2, shortspear) or -2 ranged (1d6+2, shortspear); SA Rebuke undead 8/day; SQ Aura of evil, summon familiar; AL LE; SV Fort +4, Ref -2, Will +7; Str 15, Dex 6, Con 14, Int 16, Wis 16, Cha 12.

Skills and Feats: Concentration +7 (Benefits for Combat Casting not figured), Decipher Script +5, Diplomacy +3, Heal +5, Knowledge (arcana) +8, Knowledge (religion) +8, Knowledge (the planes) +5, Listen +5, Spellcraft +8; Combat Casting, Extra Turning, Scribe Scroll.

Aura of Evil (Ex): Sheyda's aura of evil is equivalent to that of a 1st-level cleric of an evil deity.

Cleric Spells Prepared (3/2+1; save DC 13 + spell level): 0—*light, read magic, detect magic*; 1st—*sorrow, protection from good, cause fear*.*

*Domain spell. Deity: Wee Jas. Domains: Death (Death touch 1/day), Magic (Sheyda can use scrolls, wands, and other devices with spell completion or spell trigger activation as a 1st-level wizard).

Wizard Spells Prepared (3/2; save DC 13 + spell level): 0—*ray of frost, mage hand, message, 1st—bestow wound, expeditious retreat, ray of enfeeblement.*

Wizard's Spellbook: 0—*resistance, acid splash, detect poison, detect magic, read magic, daze, dancing lights, flare, light, ray of frost, ghost sound, disrupt undead, touch of fatigue, mage hand, mending, message, open/close, arcane mark, prestidigitation, 1st—ray of enfeeblement, color spray, expeditious retreat, enlarge person, bestow wound, disguise self.*

Languages: Common, Old Oeridian, Ancient Suloise, Flan.

Possessions: Silver holy symbol of Wee Jas, *wand of detect magic* (37 charges), shortspear, traveler's outfit, cleric's vestments, backpack, bedroll, bucket, scroll case, flint and steel, common lamp, 1-pint flask of oil, belt pouch, waterskin, trail rations x5, spell component pouch, wizard's spellbook, silver comb with moonstones (550 gp), eye agate (10 gp), 36 gp.

 **Ari Shahmid:** Male Suloise human Rog1; CR 1; Medium-size humanoid; HD: 1d8+2; hp 7; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/19–20, short sword) or +3 ranged (1d8/19–20, light crossbow); Full Atk +2 melee (1d6+2/19–20, short sword) or +3 ranged (1d8/19–20, light crossbow); SA Sneak attack +1d6; SQ Trapfinding; AL CN; SV Fort +2, Ref +5, Will +1; Str 14, Dex 17, Con 14, Int 12, Wis 12, Cha 14.

Trapfinding: Ari can use the Search skill to find traps with Search DCs higher than 20.

Sneak Attack (Ex): Anytime Ari's target is denied a Dexterity bonus to AC, or when he flanks a target, Ari deals an additional 1d6 points of damage on a successful melee attack.

Languages: Common, Ancient Suloise.

Possessions: Studded leather armor, heavy wooden shield, *oil of levitate*, light crossbow, 10 crossbow bolts, short sword, dagger, traveller's outfit, thieves tools, winter blanket, caltrops, 1 piece of chalk, crowbar, fishhook, flint and steel, grappling hook, hooded lantern, belt pouch, 50 ft. silk rope, sack, soap, 1-pint flask of oil, waterskin, whetstone, flask of alchemist's fire, rich purple corundum (1000 gp), 3 pp, 20 gp.

 **Remehr Paryeh:** Male Suloise human Ftr1; CR 1; Medium-size humanoid; HD: 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (2d4+3/x3, ranseur) or +2 ranged (1d8/19–20, light crossbow); Full Atk +4 melee (2d4+3/x3, ranseur) or +2 ranged (1d8/19–20, light

crossbow); AL NE; SV Fort +4, Ref +1, Will +2; Str 15, Dex 13, Con 15, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +6, Intimidate +2, Jump +4, Ride +5, Spot +3, Swim +3; Improved Toughness, Weapon Focus (Ranseur), Combat Reflexes.

Languages: Common, Ancient Suloise.

Possessions: Splint mail, ranseur, light crossbow, 10 crossbow bolts, backpack, bedroll, 1 sq.yd. canvas, crowbar, flint and steel, grappling hook, 1-pint flask of oil, 10-foot pole, trail ration x5, 50 ft. hempen rope, sack, soap, spade, torch x3, waterskin, whetstone, alexandrite (500 gp), banded eye (15 gp) x4, 4 pp, 10 gp.

Skills and Feats: Balance +5, Bluff +6, Climb +4, Disguise +4, Forger

Appendix 5:

APL 8

☠ **Human Clr4 Ghost (2):** CR 6; Medium undead (Incorporeal); HD 4d12; hp 28; Init +5; Spd fly 30 ft. (good); AC 15, touch 15, flat-footed 14; Base Atk +3; Grp —; Atk +4 melee (incorporeal touch) +4 melee (1d4+1/19–20, dagger); Full Atk +4 melee (incorporeal touch) or +4 melee (1d4+1/19–20, dagger); SA Rebuke undead 7/day, corrupting gaze, corrupting touch, frightful moan, horrific appearance, malevolence, manifestation, telekinesis; SQ Aura of evil, rejuvenation, turn resistance +4, undead traits; AL NE; SV Fort +4, Ref +2, Will +9; Str 12, Dex 12, Con —, Int 14, Wis 16, Cha 18.

Skills and Feats: Heal +9, Hide +9, Knowledge (religion) +9, Listen +14, Search +12, Spellcraft +8, Spot +14; Iron Will, Lightning Reflexes, Improved Initiative.

Undead Traits: Ghost is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Aura of Evil (Ex): Ghost's aura of evil is equivalent to that of a 4th-level cleric of an evil deity.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save DC 16 or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save DC 16 or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20+4) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents

it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Cleric Spells Prepared (4/4+1/3+1; save DC 13 + spell level): 0—*inflict minor wounds, inflict minor wounds, guidance, virtue, light*; 1st—*cause fear, doom, bane, obscuring mist, burning hands**; 2nd—*silence, shatter, darkness, produce Flame**.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Fire (Ghost can turn or destroy water creatures as a good cleric turns undead. Ghost can rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Ghost can use these abilities up to 6 times per day. This granted power is a supernatural ability.).

Languages: Common, Ancient Suloise, Flan.

Possessions: silver unholy symbol of Pyremius, dagger.

☠ **Bodak:** CR 8; Medium undead (Extraplanar); HD 9d12; hp 58; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +4; Grp +5; Atk +6 melee (1d8+1, slam); Full Atk +6 melee (1d8+1, slam); SA Death gaze; SQ Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +11, Move Silently +10, Spot +11; Alertness, Dodge, Improved Initiative, Weapon Focus (slam).

Undead Traits: Bodak is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

☠ **Fiendish medium viper:** CR 2; medium outsider; HD 2d8+2; hp 11; Init +5; Spd 20 ft.; fly 20 ft. average, climb 20 ft., swim 20 ft. AC 19, touch 16, flat-footed 16; Base Atk +1; Grp +2; Atk +6 melee (1d4+1 plus poison, bite); Full Atk +6 melee (1d4+1 plus poison, bite); SA Poison, *smite good*, SQ Scent, *darkness* 3/day, darkvision 60 ft., poison immunity, Acid, cold, electricity and fire resistance 10, DR 5/magic, SR 11; AL LE; SV Fort +4, Ref +8, Will +1; Str 12, Dex 21, Con 13, Int 5, Wis 12, Cha 4.

Skills and Feats: Balance +16, Climb +15, Hide +16, Listen +12, Spot +11, Swim +7; Weapon Finesse.

Poison (Ex): Injury; DC 11 Fort; Primary damage 1d6 Con; Secondary damage 1d6 Con;

Smite good (Su): Once per day the half fiend may make a normal melee attack to deal 2 points of extra damage.

☠ **Remehr Paryeh:** Male Suloise human Ftr3/Clr1 - Syrul; CR 4; Medium-size humanoid; HD: 3d10+1d8+8; hp 35; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +6; Atk +8 melee (2d4+3/x3, masterwork ranseur) or +4 ranged (1d8/19–20, light crossbow); Full Atk +8 melee (2d4+3/x3, masterwork ranseur) or +4 ranged (1d8/19–20, light crossbow); SA Rebuke undead 2/day; SQ Aura of evil; AL NE; SV Fort +6, Ref +2, Will +5; Str 16, Dex 13, Con 15, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +7, Hide +2, Intimidate +2, Jump +5, Listen +3, Ride +7, Spot +4, Swim +5; Improved Toughness, Weapon Focus (Ranseur), Combat Reflexes, Hold the Line, Close-Quarters Fighting.

Aura of Evil (Ex): Remehr's aura of evil is equivalent to that of a 1st-level cleric of an evil deity.

Cleric Spells Prepared (3/2+1; save DC 12 + spell level): 0—*light, detect magic, virtue*; 1st—*bane, protection from good, disguise self**.

*Domain spell. Deity: Syrul. Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise, and Hide skills added to list of cleric class skills).

Languages: Common, Ancient Suloise.

Possessions: Splint mail, *wand of detect magic* (37 charges), masterwork ranseur, light crossbow, 10 crossbow bolts, backpack, bedroll, 1 sq.yd. canvas, crowbar, flint and steel, grappling hook, 1-pint flask of oil, 10-foot pole, trail ration x5, 50 ft. hempen rope, sack, soap, spade, torch x3, waterskin, whetstone, silver unholy symbol of Syrul, Sheyda's spellbook, chrysoberyl (70 gp), silver ewer (50 gp), 12 gp.

☛ **Ari Shahmid:** Male Suloise human Rog4; CR 4; Medium-size humanoid; HD: 4d8+8; hp 28; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d6+2/19–20, masterwork short sword) or +8 ranged (1d8/19–20, masterwork light crossbow); Full Atk +6 melee (1d6+2/19–20, masterwork short sword) or +8 ranged (1d8/19–20, masterwork light crossbow); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 14, Dex 18, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +7, Bluff +9, Climb +4, Decipher Script +3, Disguise +4, Escape Artist +6, Forgery +3, Gather Information +4, Hide +11, Jump +4, Knowledge (local [the Splintered Suns]) +3, Listen +8, Move Silently +11, Open Lock +6, Search +5, Sleight of Hand +11, Swim +4, Tumble +11, Use Rope +6; Quick Draw, Improved Initiative, Flick of the Wrist.

Trapfinding: Ari can use the Search skill to find traps with Search DCs higher than 20.

Sneak Attack (Ex): Anytime Ari's target is denied a Dexterity bonus to AC, or when he flanks a target, Ari deals an additional 2d6 points of damage on a successful melee attack.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Ari takes no damage with a successful saving throw.

Trap Sense (Ex): Ari has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

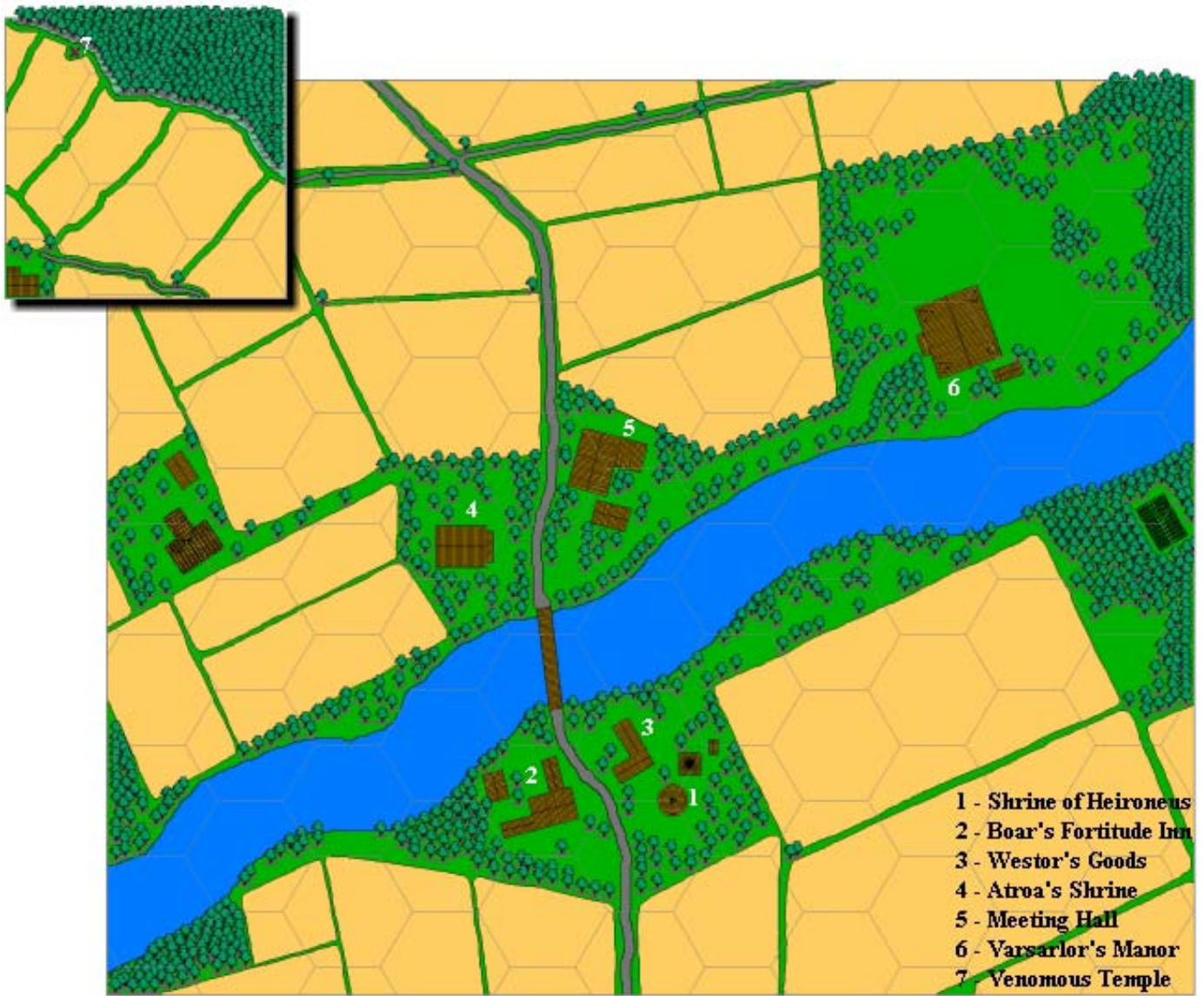
Uncanny Dodge (Ex): Ari can react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. He still loses any Dexterity bonus to AC if immobilized.

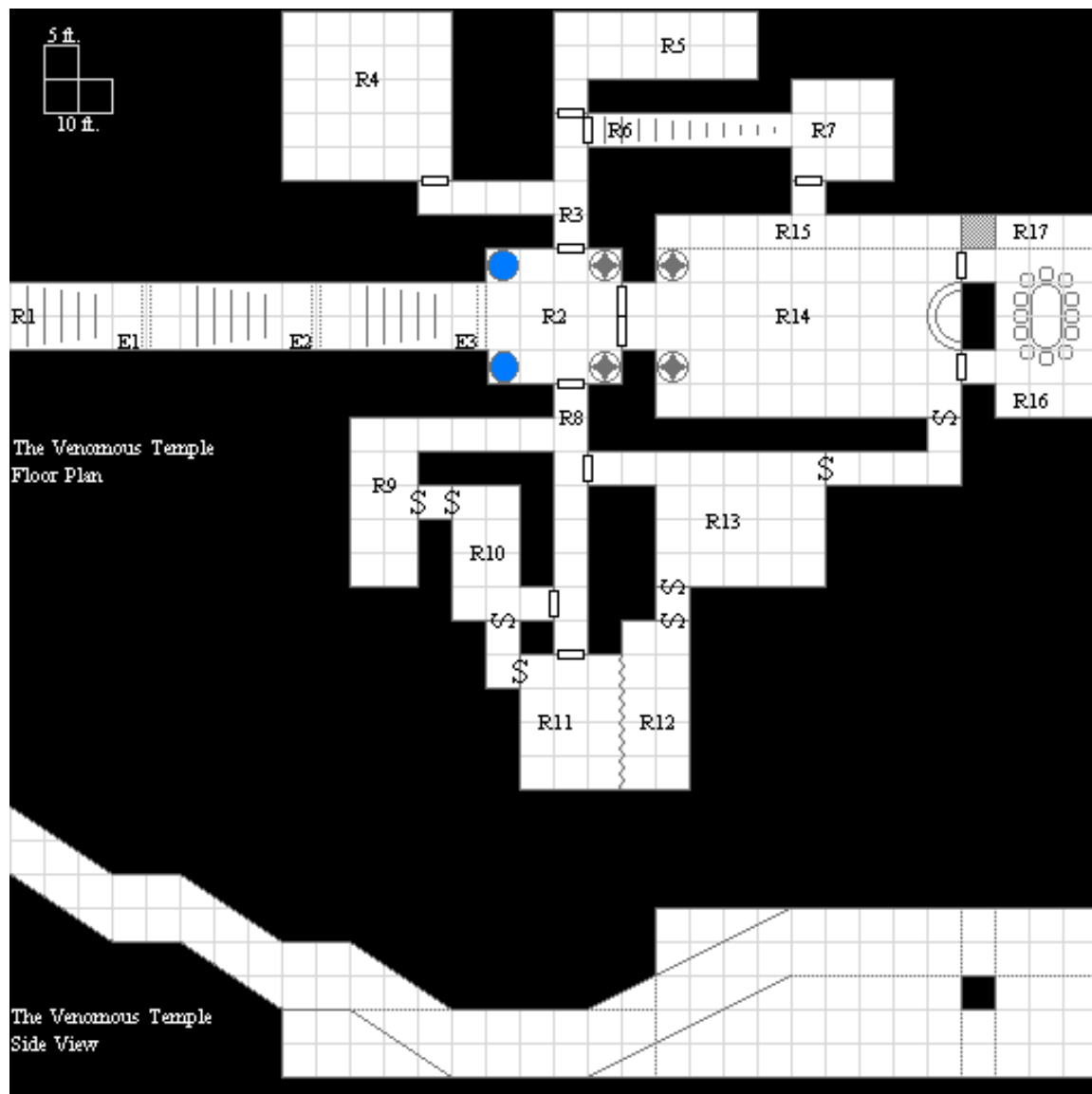
Languages: Common, Ancient Suloise.

Possessions: Studded leather armor, heavy wooden shield, *oil of levitate*, masterwork light crossbow, 10 crossbow bolts, masterwork short sword, dagger, traveller's outfit, thieves tools, winter blanket, caltrops, 1 piece of chalk, crowbar, fishhook, flint and steel, grappling hook, hooded lantern, belt pouch, 50 ft. silk rope, sack, soap, 1-pint flask of oil, waterskin, whetstone, flask of alchemist's fire, malachite (10 gp) x3, 1 pp, 26 gp.

Appendix 6: Maps







Appendix 7: New Rules Items

New Spells

Bestow Wound

Transmutation

Level: Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If the caster is wounded, she can cast this spell and touch a living creature. The creature takes the caster's wounds as damage, either 1 point of damage per caster level or the amount needed to bring the creature up to her maximum hit points, whichever is less. The caster heals that much damage, as if *cure* spell had been cast on her.
Material Component: A small eye agate at least 10 gp.

Sorrow

Enchantment [Evil, Mind-Affecting]

Level: Bard 1, Cleric 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Grief and sadness overcome the subject. She takes a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: A tear.

New Feats

Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such ability, you add the damage you

deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed checks to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Flick of the Wrist [General]

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Appendix 8: Osfelred

👑**Osfelred “Greenrock” (hamlet):** Conventional; AL NG; 100 gp limit; Assets 850 gp; Population 170; Isolated (human 96, halfling 2, elf 1, half-elf 1).

Authority Figures: Varsarlor, NG male oeridian human Ari1 (Eldest of Hamlet).

Important Characters: Felmeren, LN male human War5 (constable, captain of guard, and member of council); Zargarn, N male human War2 (deputy); Riannara, LN female human War2 (deputy), Karlhaser, N male human Com11 (master of farmers and member of council); Fionyann, NG female human Clr2 of Atroa (high priestess of Atroa's shrine and member of council); Cranelarn “Beacon” Gyraldren, LG male oeridian human Pal1 of Heironious; Saracern, N male hal-elf Rgr1 (master of hunters and member of council); Ejuak Sverann, CG male human Ftr6 (keeper of Boar's Fortitude Inn); Westor Greenfeet CG female halfling Brd2 (keeper of Westor's Goods); Elliend, NE male suloise human Ftr3 (Scarlet Brotherhood agent, true identity unknown in Greenrock); Zamyr Quill'son, CG male halfling Adp1; Silquesar Casfelrath, CG female elf Drd4.

Bear's Fortitude Inn

Due to the remote location, the inn is not busy place, especially in the daytime when local people are at their duties. Visitors occasionally pass through the hamlet and so Ejuak Sverann has common and poor lodgings available at normal price (5 sp for common or 2 sp for poor per day), but the more important part of his business is food and drink. Ejuak's wife, Firin, is an excellent cook and her menu contains meals from common to good (5 sp for common or 2 gp for good per day).

The inn consists of private quarters, lodging room (common and poor parts), and a hall with ten tables for customers.

Osfelred is a small hamlet on the edge of a tiny stream, Rockpath (Esselfern). The hamlet is an agricultural community of ordinary hard-working people. Layout of the hamlet is scattered and the center only contains a few public buildings. Osfelred's more familiar name is Greenrock, after the green mossed rocks in Rockpath. Rockpath itself is too narrow and shallow to travel with vessels larger

daring to take the shortcut. The trail leads 20 miles north-west to the town of Eragern, and south-east towards a road which ends up in the town of Ekehold.

than a canoe, so a trail is used for travelling. The trail is used seasonally by the residents to take commodities to outside markets, and occasionally by traveler's

Player Handout 1: High Priest's Diary

Flocktime 1, 6097 morning. One of the acolytes, Embaud, is missing. His possessions are still in dormitory untouched. I will scry for him after praying.

Flocktime 1, 6097 noon. The scrying revealed that Embaud is on his way to Ahlissa, and he was openly wearing symbols of Hextor. Embaud turned out to be a traitor, disguised as a member sent here from Tilvannot Peninsula. I ordered the Clerical Council to meet immediately to consider possible actions.

Flocktime 1, 6097 evening. By my vote, the Council decided to start a summoning ritual tomorrow morning. The hunter might get him before the border.

Flocktime 2nd, 6097 morning. The Council decided that we shall proceed with the summoning ritual; they see Embaud's betrayal as too serious to be left unpunished. The Hunter called from lower planes will be bound to seek and take him out.

Flocktime 2nd, 6097 evening. The ritual is exhausting, and I am continually forced to use divine power to endure this. Fortunately the ritual will be finished before midnight; my body couldn't stand any longer.

Flocktime 4th, 6097 Nothing to report.

Flocktime 5th, 6097 Nothing to report.

Flocktime 6th, 6097 Nothing to report.

Flocktime 7th, 6097 Nothing to report.

Flocktime 8th, 6097 Nothing to report.

Flocktime 9th, 6097 Nothing to report.

...same text continues up to today (the ink has ended after a year and thereafter the writings are just scratches in the parchment).