

NYR5-02

Divine Right

A One-Round D&D LIVING GREYHAWK[®]

Nyrond Regional Adventure

Version 1.1

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A brutal killing. A mysterious package. Another glorious day in the Nyrond Imperium. An adventure for characters of APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move

action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Impirium of Nyronnd. Characters native to Nyronnd pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Witches of the Bright

Thousands of years ago, a Flannish Kingdom named Sulm ruled much of the lands that became the Bright Desert. Sulm would have very likely expanded their control into what are now Nyronndese lands had it survived. But the leaders of the Sulm were vain and power hungry and the Kingdom toppled after its final ruler entered into a pact with the evil god Tharizdun to acquire an artifact known as the Scorpion Crown.

Canimarr, a Sulmish scholar of the final days of Sulm, devoted his life to arcane knowledge. Desperate to keep the existence of his arcane discoveries away from the rulers who would use it for improper purposes, he

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

built a series of towers in the Abbor-Alz Mountains to hide away his research. Casting his most powerful spells, he permanently prevented the location from being found through magical and other means.

But Canimarr's female apprentice Beldion slew Canimarr when he was transformed to a manscorpion because of the curse of the Scorpion Crown. Beldion was not a native of Sulm, and was not affected by the curse. Fleeing to the east with several enchanted weapons, Beldion intended to bring an army to return to the towers and then on to the ruined lands of Sulm with the hope of restoring them.

But what happened to Beldion was far beyond her intentions. As she traveled to the East, Beldion learned of the extent of the destruction of Sulm and that the kingdom's destruction was the result of the terrible bargain with Tharizdun. Beldion found a shrine to Tharizdun and, making a sacrifice of blood, prayed to the God of Entropy and Malign Knowledge for the restoration of her homelands. She was answered:

"In the fields on which you stand shall rise a kingdom that will break free of another. When the unmarried woman who should be queen is sacrificed to me upon this altar, your descendants shall once again know the glory of Sulm."

Beldion changed her plans and gathered together what few human survivors that she could find who were dedicated to the restoration of Sulm. Together, they formed a cult that worshipped Tharizdun and lived nomadically in the Bright Desert. Because most of the initial survivors that Beldion gathered were women, a matriarchal society formed.

When the Kingdom of Nyrond broke away from the Great Kingdom, the Witches of the Bright realized that the almost-forgotten prophecy might soon come true. For years, they watched and waited, but Nyrond produced only princesses—never queens.

The Capture and Rescue of Lady Astra Callistor

It was in CY 586 that the Witches of the Bright realized that the opportunity was within their grasp. Archbold had abdicated the throne in favor of his oldest son after Sewardnt's failed assassination attempt. One of Lynwerd's first acts after deposing those disloyal to his father was to convene a secret council of lords and advisors who declared that Lady Astra Callistor—not Sewardnt—shall be Lynwerd's successor to the throne of Nyrond in the event of Lynwerd's death. Although the new act of succession was not widely publicized, a mole planted in Lady Astra's household learned of its promulgation.

The Witches of the Bright moved much of their operations into the Gnatmarsh shortly thereafter, and their existence was not unknown to the locals who sometimes referred to them as the Gnatmarsh Coven.

The Witches of the Bright soon made the acquaintance of Prince Sewardnt. The Prince and the Coven began to work together. The death of King Lynwerd was in their mutual interest.

In 590 CY, the Witches of the Bright captured Lady Astra Callistor and took her to the hidden towers built by Canimarr. She remained the captive of the Witches for four years until she was rescued by adventurers.

Upon her return to Rel Mord, Lynwerd openly acknowledged that Astra Callistor—now known as Princess Astra Callistor was to be his successor to the throne if he did not bear an heir.

The Marriage of Lynwerd I

Fate was similarly unkind to the woman betrothed to Lynwerd—Xenia Sallavarian. While touring the kingdom in 589 CY, Xenia collapsed. She was whisked away to the royal palace, where she remained in a comatose like state for years. Although her condition was clearly unnatural, all of the best divine and arcane spellcasters in the kingdom were unable to help her.

Xenia's final rescue came when a group of adventurers was able to determine the true source of Xenia's condition and stopped the responsible culprit. However, Xenia's recovery was complicated by the machinations of a rival for Lynwerd's affections. Fortunately, adventurers came to the rescue of the Kingdom of Nyrond yet again and Xenia recovered from her comatose state. She and Lynwerd were married immediately afterward.

Sewardnt's Coup

In the evening on the last day of CY594 (three months prior to the events in this scenario), Rel Mord was invaded and conquered by forces loyal to the traitor Prince Sewardnt. With the help of Onyxgate, the invading force appeared magically inside the walls of the city and quickly demolished the city's defenses. Within hours the throne was occupied by Sewardnt, calling himself Emperor. When it was apparent that Rel Mord would fall, King Lynwerd fled. He and Xenia, with the help of the Grey Seer, teleported away and have not been heard from since that day.

Unfortunately for Lynwerd and Queen Xenia, Sewardnt's coup occurred during a personally inopportune time. The queen was six months pregnant when the royal family fled Rel Mord. Xenia's stamina began to deteriorate soon after the royal family fled to the Barren Keep, and the King's remaining available advisors and healers have confined her to bed.

With the clerics of Heironeous off on the borderlands of Almor to face down Onyxgate, Lynwerd contacted Durinken. Durinken declined to attend the queen because Sewardnt has threatened fifty of

Durinken's charges with the purpose of keeping the Raoan high priest under his thumb. Concerned that Xenia would not survive childbirth, Lynwerd caused an agent of the Grey Watch to be dispatched to disguise himself as Durinken.

So begins our story.

Adventure Summary

Pending.

Preparation for Play

Prior to playing the scenario, it will be helpful for the judge to determine:

- Whether any of the PCs have the Favor of High Priest Durinken from NYR1-11 *Temple of Love*.
- Whether any of the PCs participated in NYR2-06 . . . *It's Another (A Ransom Gone Wrong)* and, if so, whether they left on good terms with Aribell, the female bard who was the subject of the titular ransom.
- Whether any of the PCs participated in NYR3-02 *A Trip to the Barren Keep* and, if so, whether they receive the favor of Count Cunal. Obtaining this favor required that they returned Blackmar Huldane to Count Cunal rather than King Lynwerd. Characters with the favor of the king from that scenario should not have also received the Count's favor. (The favors were intended to be mutually exclusive, but were not always awarded that way.)
- Whether any of the PCs are proclaiming a loyalty to Emperor Sewardnt or have obtained any Enmities or Disfavors of King Lynwerd or any parties loyal to him on any Adventure Records.
- Whether any of the PCs participated in NYR5-01 *Don't Cry For Me Nyrond* immediately prior to this adventure.

Introduction: Someday We'll Find It

When the players are ready to begin, please read or paraphrase the following:

The sun rose this morning on the Nyrond Imperium, the name that Sewardnt provided to the Kingdom of Nyrond when he seized its capitol, Rel Mord. You have found yourself on the roads in Mowbrenn traveling with a group of other adventurers.

Have the players provide introduce their characters at this point.

Read or paraphrase the following paragraph, only if one or more of the PCs participated in NYR5-01 *Don't Cry for Me Nyrond* immediately prior to playing this scenario and remained loyal to King Lynwerd:

The assignment given to you by King Lynwerd I, the rightful ruler of Nyrond, was simple. Scout the southern fields and see if Sewardnt was amassing troops to assault the Barren Keep stronghold.

Continue by reading or paraphrasing the following:

As you move on the largely open road, you see a group of what you have come to recognize as Sewardnt's soldiers talking to a male human traveler ahead of you in the distance. Their discussion becomes more insistent and the traveler holds up his open hands. In an instant, one of Sewardnt's men draws a sword and plunges it into the man's chest.

Proceed to Encounter One.

Encounter One: Opportunity Knocks Once, Let's Reach Out and Grab It

To determine the distance from which the PCs are from Sewardnt's men, have the players roll a spot check. The PCs will start the battle at a distance of 200 feet from the combatants.

The PCs have a number of options here. If they choose to avenge the victim, proceed with combat. If they hide and watch, Sewardnt's men will loot the body and ride off, leaving the body in the middle of the road (the PCs may interrupt this process at any time). If the PCs approach Sewardnt's men, the men will bark that the affair is none of their business but will not react with hostility until the PCs do something to initiate. The men are not spellcasters, so the casting of any spell will likely initiate combat.

What has happened is that the Imperial soldiers' leader saw the traveler, decided that he was an easy target and his short sword. He informed his men that the traveler looked suspicious and needed to be questioned. When the man denied any political alliances (a lie), the leader declared him a traitor to the Imperium and killed him.

If the PCs ignore the incident, then the adventure is likely over for them.

APL 2 (EL 4)

🗡️ **Imperial Soldiers (4):** Male human War2; hp 16 each, see Appendix A.

APL 4 (EL 6)

➤ **Imperial Soldiers** (4): Male human War3; hp 25 each, see Appendix B.

APL 6 (EL 8)

➤ **Imperial Soldiers** (4): Male human War5; hp 49 each, see Appendix C.

APL 8 (EL 10)

➤ **Imperial Soldiers** (4): Male human War7; hp 68 each, see Appendix D.

APL 10 (EL 12)

➤ **Imperial Soldiers** (4): Male human War9; hp 83 each, see Appendix E.

APL 12 (EL 14)

➤ **Imperial Soldiers** (4): Male human War11; hp 101 each, see Appendix F.

After the combat, the PCs will likely search the fallen agent. When they do, they will find a disguise kit, majestic clerical robes, and a holy symbol. A brief inventory of the disguise kit indicates that the man obviously intended to disguise himself as an older man. Automatically if the character worships Rao, or with an Intelligence check, a Knowledge (Religion) check, or a Knowledge (Local – NMR) check (DC 10) will permit the character to recognize the holy symbol as a holy symbol of Rao and that the regalia on the robe is such that a robe of this type would only be properly worn in Nyrond by Durinken, who is the high priest of Rao in Rel Mord.

The remainder of this Encounter should proceed based on the abilities and information available to the PCs. Among other possibilities are that the PCs will raise the corpse from the dead or cast *Speak with Dead*. The man's name was Relkar Aroomus. He was an agent of Lynwerd's, sent to "stand in" for Durinken to permit Durinken to leave Rel Mord. The man has no knowledge of Durinken's destination upon leaving Rel Mord. The man received his orders from a superior in the Grey Watch, not from King Lynwerd or the Grey Seer.

Even if the PCs cannot obtain information from the man, they still have the information to guide them towards Durinken in Rel Mord. Durinken is generally believed to have remained in Rel Mord to tend to the poor and injured after the siege.

If the PCs travel to Rel Mord, their journey will take 2 days if on horseback, 4 days if on foot. proceed to Encounter Two.

If the PCs have knowledge of Lynwerd's location and proceed to the Barren Keep, proceed to Encounter Nine. Without Durinken's assistance, Xenia will die while delivering the baby, but the princess will survive.

Encounter Two: There's Not a Word Yet for Old Friends We've Just Met

As the PCs camp on the first evening, they will need to camp in the outdoors. Have them declare their watch order (if any), whether they are camping in a cold camp, and any other preparations that they wish to make. Have everyone who is participating in the first watch roll Spot and Listen checks against a DC of 18. If they succeed at either, they will determine that there is movement on the southern edge of their camp. Aribell is investigating them.

Aribell is the female bard who was "held for ransom" in NYR2-06 . . . *It's Another (A Ransom Gone Wrong)*. While she is typically a very friendly and outgoing person, she is now suspiciously serving as a scout for Count Cunal Huldane's nearby encampment. Aribell's reaction will be much more favorable if she has previously met any of the PCs, but enough has changed that she will still be suspicious.

If the PCs are able to assure Aribell that they are not aligned with Sewarndt, she will inform them that Count Cunal and his entourage are camped nearby and ask that they keep a sharp eye out for assassins. At this time, she will not volunteer any information about why the Count might be outside of the City of Moewbreen, informing the PCs that she is not authorized to provide that information. After satisfying herself that the PCs present no threat to the Count, she will take leave of the party.

Encounter Three:

This roleplaying encounter should play out differently based on the composition of the party. It is important that the information in the "Information" subsection below be imparted to the party. The judge should feel free to improvise as necessary.

Honorable Parties

If the PCs have the favor of the Count or if they have the reputation of loyalty to Lynwerd, the Count will send an agent to invite them to breakfast. He and his advisor will explain the political process to the PCs personally.

Less Scrupulous Parties

If the PCs have a questionable reputation, the Count will dispatch a number of his guards to make sure "in a friendly fashion" that the PCs do not interfere with the Count's travel to Rel Mord. After the Count has an hour's head start, the guards will release the PCs to go their own way. However, one of these guards is a bit of a gossip and

manages to tell the entire story of why the Count is going to Rel Mord before he realizes that he shouldn't.

Anything Else

If the PCs do not fit nicely into the previous encounter (or if the judge believes it would make for a better roleplaying session), Aribell can return to visit the PCs. During the course of her visit, she will explain the purpose of the Count's visit to Rel Mord.

Information

Regardless of how they learn it, it is important for the overall story that the PCs understand the reason that the Count is traveling to Rel Mord. The information is provided in the form of the Count's beliefs, but these beliefs may not necessarily be provided by the Count himself. To the best of his or her ability, the judge is encouraged to roleplay the provision of information and do his or her best to avoid providing the information in the form of an "info dump."

Count Cunal, along with all of the nobility of Nyronnd have been called to Rel Mord by Sewardnt to attend a Council of Lords. The purpose of the Council is simple. Sewardnt demands that the Council recognize him as the rightful ruler of Nyronnd. Although Cunal believes there to be no way that the Council will recognize Sewardnt as the rightful leader, he also recognizes that Sewardnt is too wily to have called the Council if his defeat was imminent.

The Count completely understands that he might be walking into a trap. Nevertheless, he believes that Sewardnt may be counting on those aligned with Lynwerd to stay away from the Council as a method of winning the vote. The Count has left standing orders that Clefan, Cleric of Mayaheine, is to lead in his absence.

By law, he is unable to cast votes by proxy. Uncast votes are considered cast for the position that wins the majority.

Because he is in charge of a County, he will only be entitled to cast one vote at the Council. The Dukes and Duchesses (who rule Duchies rather than Counties) are each entitled to cast 2 votes at the Council.

Cunal's beliefs about how each of the lords will vote are as follows. He is not omniscient about events outside his realm, so the PCs may be in a better position to judge some of the personages than he is.

- The Count of Brackenmoor is a vainglorious opportunist. If he believes that a vote for Sewardnt will increase his personal power, he will not hesitate to vote for Sewardnt.
- The Count of Eventide is difficult to read, but I suspect his lust for power will cause him to lean towards Sewardnt.

- Grevin Damar of the Duchy of Flinthill is a friend of mine and a long time friend of Lynwerd's. His loyalty is beyond question.
- Vernin Talnith of the Duchy of Woodwych is almost undoubtedly going to side with Lynwerd. I cannot imagine her betraying the King.
- I am not certain what evil stirs in Almor, nor am I certain of who will represent that land at the Council. Duke Younard collapsed on the night that Rel Mord fell, and has been acting more and more strangely. Younard is likely mad and even if he does attend the Council, he may well be voting as a puppet of the Scarlet Brotherhood.
- Gamboge's Count is a wild card. How he will vote is anyone's guess.
- The Duke of Korenfluss is likely still on the fence. He will probably abstain from the voting rather than take a position.
- Oberend's Duke is a paladin of Pelor and is known for his adherence to the law. I cannot see any circumstance in which he would vote for Sewardnt. His votes certainly belong to the King.
- The Duke of Womtham is a difficult man to understand. I am certain I will not know how he will vote until he casts it.
- Woodverge is currently without a province leader and will not be able to cast a vote at the Council.

If directly asked, the Count will explain that the Justcrown province is not voted in the proceedings of the Council of Lords. It will not occur to the Count to volunteer this information, however.

If the PCs have any captors from the earlier encounter with Sewardnt's men, Count Huldane will declare them traitors to the crown and order their execution. This sentence will be carried out by his men on the spot.

Count Huldane has no information about Durinken and can only speculate that Durinken would still be treating the poor and injured in Rel Mord unless forcibly removed.

Encounter Four: Troubleshooting

The PCs have very little information, and it is very possible that they will come up with courses of action other than traveling to Rel Mord to meet with Durinken. In particular, high level adventurers may travel the countryside using *teleport* or similar magic. While it will be largely up to the judge to improvise encounters, a few of the more obvious ones are discussed below.

A Trip to the Barren Keep

PCs that have played in NYR5-01 *Don't Cry for Me Nyron* are aware that the King has hidden himself and Queen Xenia at the Barren Keep. The PCs may decide that the Grey Seer is there as well and attempt to report the death of his agent to him. Refer to Encounter Nine to roleplay the reception that the PCs will receive. Assuming that the PCs can satisfy the guard that they are loyal to Lynwerd, they will discover that the Grey Seer is not at the Barren Keep. They will also discover that Xenia is in dire condition as her pregnancy has entered its final days and her health has failed her. She has threatened to slip back into the coma that plagued her for years, and the general concern around the camp is that only the most powerful healing magic will be able to keep her alive.

If this information does not stir the party to go collect Durinken, proceed to Encounter Ten and play out the scenario from that point without Durinken's assistance.

Inside the Gates of Moewbrenn

It is also possible that the PCs will want to travel to Moewbrenn to discuss their find with the temple of Rao there. The only priest available at the current time is Bred Gurren, a 6th level priest of Rao. He will recognize that the robes could only properly be worn by Durinken. He can also cast *Speak with Dead* on the corpse of the traveler to assist putting the PCs on the right course of action.

Sending

The PCs may use *sending* or similar magic to attempt to get word to some of the important personages. The Grey Seer is not available and the caster will know that his or her *sending* did not get through. If a *sending* is sent to Durinken, his response will be to the effect of: "I regret that another has been harmed in this war. I am not convinced that my leaving Rel Mord is the proper course of action."

Encounter Six:

If and when the PCs are within viewing distance of Rel Mord, please read or paraphrase the following:

When you first view the City of Rel Mord from a distance, little seems changed. The grey walls of the city are completely intact, and the normal bustle of merchants in and out of the city seems to be uninterrupted.

As you approach, you see that not everything is as it once was. The crest displayed on the castle towers and near the city gate has been replaced. The new crest is sable and features purple along with the old red. The spires of the Temple of Heironeous,

once clearly visible from any vantage point outside the city, no longer rise above the rooftops.

The purpose of this Encounter is to get the PCs inside the walls of the City of Rel Mord. This should not be an especially difficult task if a modicum of sense and good judgment is used. Assuming that the party wishes to avoid the front gates, the walls can be climbed, flown over, teleported past, or any other reasonable avenue of ingress. Assume that any reasonable plan stated by the players to avoid the guards will work. If the plan used to enter the City is wholly unreasonable reasonable (e.g., "We'll dress in bright colors and try to climb the wall within 20 feet of the front gate in broad daylight while taunting everyone in sight."), have a patrol of guards attack. Use a patrol identical to the patrols found in the next Encounter.

The Gates of Rel Mord

Should the PCs attempt to enter Rel Mord via the front gates, the guard will insist that the PCs permanently relinquish their weapons, magic items, and spell components. He says that those with Sewardt's favor may carry arms in Justcrown, but unauthorized individuals are suspected of being seditionists. "Subversives will not be tolerated." If the PCs protest (as surely they will) he will ask for some sort of license to bear arms. If they present adventurer's licenses or some other identification such as membership in a military organization not authorized by the Emperor he will laugh and tear up the documents right in front of their faces (please note the loss of any certifications on the Adventure Record). He will say something like, "We can't have armed commoners walking about the King's home at their leisure!"

The PCs may yield their equipment in hopes of getting it back. If this happens, they have all of the weapons, armor, magic items, and spell components removed. They can then enter Rel Mord. There are a few signs of battle here and there (some scorched streets, some collapsed buildings), but the city is in good repair for the most part. The PCs may retrieve their weapons by paying the Emperor's exorbitant taxes, which amount to ¼ the total value of their equipment.

The PCs may also attempt to fight their way past the guard and into the City. If this should happen, use a patrol identical to that found in Encounter Seven. The City Guard will be on high alert after the PCs enter the City, and additional men will join any fight outside of the Temple of Rao.

Encounter Seven:

Inside the walls of the City, Sewardt's watch is not going to pay any particular attention to the PCs unless they do something to call attention to themselves. The PCs will be able to make their way to the temple.

When the PCs are prepared to approach the Temple of Rao, please read or paraphrase the following:

The Temple of Rao stands majestically as it always has, a beacon for any who see it. But the surroundings are rather more bleak. The Temple is under the guard of Sewardt's men and several refugees stand a safe distance away from the temple. These men seem to be more alert than others of Sewardt's men that you have seen thus far.

The party need not engage Sewardt's men. They can get into the temple (perhaps using a different door) with appropriate skill checks (Bluff, Disguise, Hide, Move Silently, and other appropriate skills). The skill checks used should make sense in the context of the situation. Whatever skill checks are used, the following DCs need to be obtained to avoid combat:

- **APL 2:** DC 16
- **APL 4:** DC 18
- **APL 6:** DC 22
- **APL 8:** DC 24
- **APL 10:** DC 27
- **APL 12:** DC 29

If the PCs use skill checks to bypass the combat of this Encounter and achieve the DCs reflected above, they should state a viable plan for the use of those skills to bypass the guards. If a viable plan is presented and if the appropriate skill checks are made, the judge should reward xp for the Encounter.

Or the PCs can just fight. If the players inquire and assuming that they did not fight their way past the front gate, they will be reasonably certain that no other guards are in the immediate area to alert.

APL 2 (EL 3)

➤ **Imperial Soldiers (3):** Male human War2; hp 16 each, see Appendix A.

APL 4 (EL 5)

➤ **Imperial Soldiers (3):** Male human War3; hp 25 each, see Appendix B.

APL 6 (EL 7)

➤ **Imperial Soldiers (3):** Male human War5; hp 49 each, see Appendix C.

APL 8 (EL 9)

➤ **Imperial Soldiers (3):** Male human War7; hp 68 each, see Appendix D.

APL 10 (EL 11)

➤ **Imperial Soldiers (3):** Male human War9; hp 83 each, see Appendix E.

APL 12 (EL 13)

➤ **Imperial Soldiers (3):** Male human War11; hp 101 each, see Appendix F.

Encounter Eight:

If the PCs fought in Encounter Seven, they will have approximately 10 minutes to roleplay this encounter before additional patrols of Sewardt's men will storm the temple. If the PCs avoided combat in Encounter Seven, there is no time limit for the Encounter.

After the PCs enter the temple, please read or paraphrase the following:

You enter the temple and find it crowded with refugees. The temple is obviously being used to house the injured and homeless. After explaining your desire to see Durinken, a handsome young acolyte leads you to a small room. There sits Durinken, a pale shadow of the man that you knew. His eyes reveal a deep exhaustion. "Greetings and Rao's serenity be with you," he says as you enter the room. "What brings you to the temple of Rao?"

If any characters have Durinken's favor from NYR1-11 Temple of Love then he will immediately recognize that character and greet them by name.

When Durinken learns the nature of the PCs visit, he will ask the PC's permission to cast some spells of a Divination nature on them. If the PCs acquiesce, he will cast *discern lies*, *detect good*, and *detect evil*. After *discern lies* is cast, Durinken will ask each of the PCs if they are loyal to Lynwerd.

Durinken can explain the reason why the agent was bearing a Durinken disguise. He has been contacted via a *sending* spell asking him to come to the Barren Keep to attend to Queen Xenia. The delivery of Xenia's child is imminent and the Queen threatens to fall back into her coma. Durinken knows that he is wanted because he has a strong command of the healing arts, is able to cast the *greater restoration* spell to assist the queen, and because he is familiar with the queen's health because treated the queen during the length of her coma.

Nevertheless, Durinken is reluctant to leave Rel Mord because Sewardt has threatened to kill fifty peasants if Durinken leaves the temple. This dilemma weighs heavily on his soul, and he will explain this

dilemma to the party and ask them to understand that he is reluctant to do anything that would result in the deaths of innocents.

The party will have to convince Durinken to leave Rel Mord through Diplomacy. This should be automatic if the PCs present a good case that the needs of the realm are more important than the needs of the few. (Durinken is lawful good and inclined to this position anyway). If PCs are unable to present a good case, he will still accompany them if the PCs can achieve a Diplomacy check (DC 15).

It's possible that one of the PCs will remain behind disguised as Durinken. Although the scenario will be over for that PC, the PC will receive the Favor of the Temple of Rao.

Durinken has access to a magical arcane scroll of *teleport* cast at 18th level. This scroll may be able to be used by the party to immediately transfer themselves to the Barren Keep. (This may require them to leave behind animal companions.) The person using the scroll will need to succeed on a caster level check (DC 19).

If no one is able to use the scroll, the party will need to sneak out of town or let Durinken magic them away. Durinken can prepare *wind walk* at the next morning's prayer session.

Encounter Nine:

When the PCs arrive at the Barren Keep, please read or paraphrase the following text. Note that it will be necessary to paraphrase the text if any of the PCs have been permitted to attend the birth.

You have arrived outside the fortress known as the Barren Keep. The keep sits on a rise overlooking a vast wasteland of infertile ground and is surrounded by strong walls. Guards are perched along the perimeters of the walls and announce your arrival. You are quickly met by an escort of Royal Guardsmen who demands your business, but the escort is somewhat calmed when they see that Durinken is among you.

After Durinken explains the purpose of his presence, he is immediately ushered away. The leader of the guard patrol turns to you and states, "Thank you for your service to the crown. Space is scarce here but, if you indeed to stay, I believe that I can find a room for you in the barracks."

"You may roam freely around the keep and its grounds, but the highest floor of the keep is off limits without royal leave. If you have any questions or needs, please find me. My name is Guard Captain Ralmodden." Turning to another patrol member, he continues, "Corporal, can you find a room on the third floor for these friends?"

Maps of the Barren Keep have been reproduced from *A Trip to the Barren Keep* and are presented as Appendices A-E. Corporal Pammen will show the PCs to a room on the third floor on the keep's east side in one of the 10 feet by 15 feet rooms marked "D".

It is possible that one PC will be permitted to attend Queen Xenia. This is only permitted if all of the following are true: the PC has a total modifier in the Heal skill (i.e., Ranks plus Wisdom modifier) equal to APL+6; the PC has access to divine spells; the PC is good-aligned (as detected by Durinken in the earlier encounter); the PC worships a good-aligned god; and the PC answered unequivocally that the PC was loyal to Lynwerd when asked under the influence of the *discern lies* spell. Only one PC will be permitted to attend the queen as too many participants will only get in the way. If any PCs are permitted to attend the queen, distribute Player Handout #1 to that PC.

There is little for the PCs to do in the intervening time. Should they explore the keep, they may find the following:

- The king's force here is a strong guard force, but it is by no means an army. If Sewardt were to send a full army to the keep, it would not stand long. However, sending a full army across the desolate region of the Barrens that surrounds the Barren Keep for days is a very difficult proposition.
- Many of the soldiers here believe that the king is mad for remaining at the Barren Keep when he knows that Sewardt knows his location. They understand that Queen Xenia's condition does not permit her to be relocated again, but many of them believe that Lynwerd should abandon her.
- Players that played in *A Trip to the Barren Keep* may recall that the ground floor of the keep contains a large trap door that falls into a pit below. The trap door is still functional and is still operated by a lever at the throne on the second room balcony.
- Additionally, players may recall that there was a tunnel from an outside wash that led into the stables in the keep. A metal grate has been erected to seal off the wash from the tunnel.

Do not permit the players to spend too much time exploring the keep before moving onto the next section.

Encounter Ten:

The following encounter will occur in the early evening following the PCs arrival at the Barren Keep. Princess Astra Callistor would have teleported onto the Keep shortly before this Encounter, and it is possible that any PCs that stationed themselves on the roof of the keep would have seen her arrival. Astra will recognize and know any PC that accompanied her during the play of

NYR4-01 Towers of the Abbor-Alz. Please read or paraphrase the following:

In the early evening, a Royal Guardsman approaches and tells you that the Princess Astra Callistor has requested your presence. You make your way into a small chamber on the second floor and are greeted by Princess Astra.

"You may or may not have heard the news, but Xenia has borne Lynwerd a daughter. Into the chaos, a girl is born. They have named her Archarzi after Lynwerd's father Archbold and Xenia's family."

"While Archarzi's birth will soon be celebrated by those still loyal to the crown, you may understand that I find no joy in this. The Witches of the Bright seek to sacrifice the rightful female ruler of Nyronde in their mad scheme to restore the Bright Desert to its former glory. In previous times, they desired me because Lynwerd had no proper heir. And, while they still want me as far as I know, they are certainly going to take an interest in Princess Archarzi."

"The other news that you may not have heard is that Sewardt has announced that the Council of Lords declared him the proper leader of Nyronde. The decision is a farce. When the Council deadlocked their votes, Sewardt claimed the authority to cast a tie-breaking vote on behalf of Justcrown Province. But precedent is against Sewardt here, for Justcrown Province has never claimed a vote at the Council of Lords. And even if Justcrown Province was entitled to a vote, that vote could only properly be cast by Lynwerd."

"As odd as it may seem, the Council's vote may be in Archarzi's favor. Sewardt himself has a young daughter who he has recognized as his heir. If the Council has recognized Sewardt, he may not realize that the Witches of the Bright are going to want his daughter. Or he may not care. I am certain that he values the throne far more than his daughter's life."

"Nevertheless, it is known that Lynwerd and Xenia are here at the Barren Keep. No matter what precautions we have taken, I would not be surprised if the Witches attack before Xenia is healthy enough to be moved. The Crown needs all able-bodied hands to prepare for imminent attack. May We count on you?"

If the PCs do not themselves have knowledge of the Witches of the Bright and their motivations, Astra will elaborate. Such information can be found in the Adventure Background.

Astra will explain that she does not have the authority to override Lynwerd's order restricting all but authorized persons from the third floor of the Keep, but will suggest that if fighting breaks out and the PCs

should thereafter find themselves on the third floor defending Princess Archarzi that she will use her considerable influence to make sure that the transgression is overlooked. She will, however, point out that the PCs have free reign of the third floor of the keep, the roof of the keep, and the grounds of the keep.

If inquired about, Astra will explain that Durinken has returned to Rel Mord via a *word of recall* spell.

If inquired about, Astra will explain that Sewardt's daughter is named Sellandia and that she is approximately 4 years old. Nothing is known of the girl's mother.

If inquired about, Astra will indicate that the following provinces voted for Lynwerd at the meeting of the Council of Lords: Orberend (2 votes), Flinthill (2 votes), Mowbrenn (1 vote), Woodwych (2 votes), and Gamboge (1 vote). The following voted for Sewardt at the meeting of the Council of Lords: Almor (2 votes), Korenfluss (2 votes), Eventide (1 vote), Brackenmoor (1 vote), and Womtham (2 votes). No votes were cast on behalf of Woodverge, and the failure of those votes resulted in a tie. Sewardt claimed the right to cast a vote on behalf of Justcrown province and break that tie.

The End if You are Running in the Saturday Slots At GilaCon

Encounter Eleven:

Based on Princess Astra's comments during the previous Encounter, the PCs should be permitted to set a watch and position themselves where they like throughout the keep. The only exception is that the PCs will not be able to position themselves on the third floor, and will be asked to vacate the area by the Royal Guardsmen. If they have to be asked more than once, the PCs will be arrested. PCs who can succeed at Hide and Move Silently checks (DC 25) will not be noticed by the Guardsmen.

During the night, the Witches of the Bright will attack the Keep. The attack will be sudden and severe. This will occur in the middle of the third watch. The Witches have divided themselves into strike forces, and are attacking various points at the Keep. The Keep is being defended by the Royal Guardsmen, and it is only the strike force of witches that are attacking the queen that the PCs need concern themselves with. Such strike force was transported onto the third level of the Barren Keep.

Queen Xenia and Princess Archarzi are in the southeasterly most room marked "D" on the map of the Barren Keep's third floor.

The main strike force transports itself onto the third floor and immediately kills the Royal Guardsmen there.

Thereafter, they begin violently opening doors looking for Princess Archarzi. Assuming that the PCs react immediately, the PCs should encounter the witches three rounds before the witches are able to open the door to the room where Queen Xenia and Princess Archarzi are located. (Assume standard action to force open a door and move equivalent action to move to the next door.) If the PCs wait more than 5 rounds before beginning to move to the third floor, the witches will have just opened the door to Queen Xenia's room. If the PCs have not intervened before the next round, the lead witch will grab Princess Archarzi and activate the idol of *refuge*. This will cause both the lead witch and the baby to disappear.

Queen Xenia is not physically able to participate in this encounter. Nor is she able to muster the energy to use her bardic song.

It is left to the judge's discretion how the PCs will first realize that the keep is under attack. PCs stationed on the roof of the keep may see witches striking from the darkness. PCs stationed near the stairwells on the third floor may hear the combat on the floor above and hear the general call of alarm.

Development: King Lynwerd will arrive just after the combat is ending. He had been having a pre-dawn discussion with one of his commanders in the barracks area. (Appropriately placed PCs may have seen him on the grounds.)

Development: Astute characters will recall that Princess Astra mentioned that the Witches may still want her in addition to Archarzi. In fact, Princess Astra will disappear during the attack unless the PCs affirmatively express that they are going to do something to look for her to check on her welfare. If the PCs do check, they will discover that Astra has handily defeated a separate strike force tasked for her capture. If the PCs do not check, Astra will have disappeared. Please do not give the players a free ride on this matter—Astra should disappear unless they affirmatively express an interest in checking on her welfare.

APL 2 (EL 5)

🔥 **Witch of the Sand, Female Human Clr3:** hp 29; See Appendix A.

🔥 **Zendra the Pathetic, Female Human Clr1:** hp 10; See Appendix A.

🔥 **Witch Necromancer, Female Human Ncr3:** hp 16; See Appendix A.

🔥 **Witch Thugs (2), Female Human War1:** hp 10, 10; See Appendix A.

Tactics: The Witch of the Sand cleric has precast *magic circle against good* on herself, and the Witch Necromancer has precast *mage armor* on herself. The Witch Thugs will drink their potions of *enlarge person* in the first round of combat. Zendra will dedicate herself to buffing and

healing the other witches. The spellcasters will avoid targeting Princess Archarzi in area of effect spells.

APL 4 (EL 7)

🔥 **Witch of the Sand, Female Human Clr5:** hp 41; See Appendix B.

🔥 **Zendra the Pathetic, Female Human Clr3:** hp 30; See Appendix B.

🔥 **Witch Necromancer, Female Human Ncr5:** hp 26; See Appendix B.

🔥 **Shocker Lizard Familiar:** hp 13, See Appendix B.

🔥 **Witch Thugs (2), Female Human War1:** hp 10, 10; See Appendix B.

Tactics: The Witch of the Sand cleric has precast *magic circle against good* on herself, and the Witch Necromancer has precast *mage armor* on herself. The Witch Thugs will drink their potions of *enlarge person* in the first round of combat. Zendra will dedicate herself to buffing and healing the other witches. The spellcasters will avoid targeting Princess Archarzi in area of effect spells.

APL 6 (EL 9)

🔥 **Witch of the Sand, Female Human Clr7:** hp 53; See Appendix C.

🔥 **Zendra the Pathetic, Female Human Clr5:** hp 40; See Appendix C.

🔥 **Witch Necromancer, Female Human Ncr7:** hp 34; See Appendix C.

🔥 **Shocker Lizard Familiar:** hp 17; See Appendix C.

🔥 **Witch Thugs (2), Female Human War3:** hp 26, 26; See Appendix C.

Tactics: The Witch of the Sand cleric has precast *magic circle against good* on herself, and the Witch Necromancer has precast *mage armor* and *shield* on herself. The Witch Thugs will drink their potions of *enlarge person* in the first round of combat. Zendra will dedicate herself to buffing and healing the other witches. The spellcasters will avoid targeting Princess Archarzi in area of effect spells.

APL 8 (EL 10)

🔥 **Witch of the Sand, Female Human Clr9:** hp 88; See Appendix D.

🔥 **Zendra the Pathetic, Female Human Clr7:** hp 52; See Appendix D.

🔥 **Witch Necromancer, Female Human Ncr9:** hp 60; See Appendix D.

🔥 **Shocker Lizard Familiar:** hp 30, See Appendix D.

🔥 **Witch Thugs (2), Female Human War5:** hp 43; See Appendix D.

Tactics: The Witch of the Sand cleric has precast *shield of faith*, *magic circle against good*, *bear's endurance*, and *freedom of movement* on herself, and the Witch Necromancer has precast *mage armor*, *resist energy (electricity)*, *resist energy (fire)*, *shield*, and *stoneskin* on herself. The Witch Thugs will drink their potions of *enlarge person* in the first round of combat. Zendra will dedicate herself to buffing and healing the other witches. Zendra has precast *protection from energy (fire)* and *deathward* on the Witch of the Sand cleric. The spellcasters will avoid targeting Princess Archarzi in area of effect spells.

APL 10 (EL 13)

- 🔥 Witch of the Sand, Female Human Clr11: hp 105; See Appendix E.
- 🔥 Zendra the Pathetic, Female Human Clr9: hp 70; See Appendix E.
- 🔥 Witch Necromancer, Female Human Ncr11: hp 78; See Appendix E.
- 🔥 Shocker Lizard Familiar: hp 37; See Appendix E.
- 🔥 Witch Thugs (2), Female Human War7: hp 59, 59; See Appendix E.

Tactics: The Witch of the Sand cleric has precast *magic circle against good*, *bear's endurance*, and *freedom of movement* on herself and has cast *shield of faith* and *magic vestment* on herself and both of the witch thugs, and the Witch Necromancer has precast *mage armor*, *bear's endurance*, *resist energy (electricity)*, *resist energy (fire)*, *shield*, and *stoneskin* on herself. The Witch Thugs will drink their potions of *enlarge person* in the first round of combat. Zendra will dedicate herself to buffing and healing the other witches. Zendra has precast *protection from energy (fire)*, *deathward* and *dispel good* on the Witch of the Sand cleric. The spellcasters will avoid targeting Princess Archarzi in area of effect spells.

APL 12 (EL 15)

- 🔥 Witch of the Sand, Female Human Clr13: hp 130; See Appendix F.
- 🔥 Zendra the Pathetic, Female Human Clr11: hp 86; See Appendix F.
- 🔥 Witch Necromancer, Female Human Ncr13: hp 94; See Appendix F.
- 🔥 Shocker Lizard Familiar: hp 47; See Appendix F.
- 🔥 Witch Thugs (2), Female Human War9: hp 93, 93; See Appendix F.

Tactics: The Witch of the Sand cleric has precast *magic circle against good*, *bear's endurance*, and *freedom of movement* on herself and has cast *shield of faith* and *magic vestment* on herself and both of the witch thugs and has precast *greater magic weapon* on both of the Witch Thugs' spiked chains, and the Witch Necromancer has precast *mage armor*, *bear's endurance*, *resist energy (electricity)*, *resist energy (fire)*,

shield, and *stoneskin* on herself. Zendra has precast *protection from energy (fire)*, *deathward* and *dispel good* on the Witch of the Sand cleric, and *dispel good* and *deathward* on the Witch Necromancer. The Witch Thugs will drink their potions of *enlarge person* in the first round of combat.

Conclusion

The battle will have fared about as well as the PCs did in their battle with the Witch strike force. If the PCs overwhelmed the Witches, then the strike forces were decimated.

If the PCs were able to prevent the Witches from taking Princess Archazi, they will receive the thanks of the King and Queen.

If the PCs thought to check on Astra, they will receive her thanks and she will note that she again owes them a great debt. Otherwise, Astra will have vanished.

If you are running this event prior to the determination of its critical events, you should fill out the critical event summary and provide it to the event organizer. Event organizers should provide the collected results to the triad.

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 One

Defeat Sewardt's Men

- APL2 120 xp
- APL4 180 xp
- APL6 240 xp
- APL8 300 xp
- APL10 360 xp
- APL 12 420 xp

Encounter Seven

Defeat or Avoid Combat With Sewardt's Men

- APL2 90 xp
- APL4 150 xp
- APL6 210 xp
- APL8 270 xp

APL10 330 xp

APL 12 390 xp

Encounter Eleven

Defeat the Witches

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL 12 450 xp

Discretionary roleplaying award

APL2 90 xp

APL4 135 xp

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL 12 315 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575

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

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

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

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

[pending]

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.

Appendix A – APL 2

Encounter One

Imperial Soldiers (4): Male human War2; HD 2d8+4; hp 16 each; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +2/+5; Atk +6 melee (1d8+3, masterwork longsword), +5 ranged (1d8, longbow); AL NE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Weapon Focus (Longsword).

Possessions: Masterwork Longsword, Longbow, 20 arrows, Club, Masterwork Breastplate.

Encounter Seven

Imperial Soldiers (3): Male human War2; HD 2d8+4; hp 16 each; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +2/+5; Atk +6 melee (1d8+3, masterwork longsword), +5 ranged (1d8, longbow); AL NE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Weapon Focus (Longsword).

Possessions: Masterwork Longsword, Longbow, 20 arrows, Club, Masterwork Breastplate.

Encounter Eleven

Witch of the Sand, Female Human Clr3; (Tharizdun), HD 3d8+8; hp 29; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 20) [+8 Armor, +2 Shield, +1 Nat, +1 Dex]; Base Atk/Grapple: +3/+3; Atk +4 melee (1d8, masterwork morningstar), +4 ranged (1d8, light crossbow); AL NE; SV Fort +5, Ref +2, Will +6; Str 10, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Knowledge (Religion) +7, Sense Motive +5, Spellcraft +7; Combat Casting, Skill Focus (Concentration), Toughness.

Spells Prepared: (4/3+1/2+1; base DC = 13 + spell level): 0—[cure minor wounds (x2), detect magic, light]; 1st—[cause fear (x2), entropic shield, inflict light wounds*]; 2nd—[hold person, shatter*, silence].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup), Amulet of Natural Armor, +1, Idol of Refuge (see refuge spell in PHB).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Zendra the Pathetic, Female Human Clr1 (Tharizdun), HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 19) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +0/+0; Atk +1 melee (1d8, masterwork morningstar), +2 ranged (1d8, light crossbow); AL NE; SV Fort +4, Ref +1, Will +5; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Knowledge (Religion) +5, Spellcraft +3; Combat Casting, Skill Focus (Concentration).

Spells Prepared: (3/2+1; base DC = 13 + spell level): 0—[cure minor wounds (x2), light]; 1st—[bless, cure light wounds, protection from good*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Witch Necromancer, Female Human Ncr3; HD 3d4+6; hp 16; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+4 Armor, +2 Dex]; Base Atk/Grapple: +1/+1; Atk +1 melee (1d6, quarterstaff); AL NE; SV Fort +5, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +8, Craft (Alchemy) +9, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Religion) +9, Spellcraft +9; Skill Focus (Concentration), Point Blank Shot, Precise Shot.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—[acid splash (x2), detect magic, ray of frost]; 1st—[mage armor, magic missile (x2), ray of enfeeblement*]; 2nd—[blindness/deafness*, scare*, scorching ray].

*Necromancy school spell.

Possessions: Quarterstaff, Spell Component Pouch.

Familiar: Rat.

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus. The bonus to

her Fortitude save for the rat familiar is included. The effect of *mage armor* is reflected in her AC and should be eliminated if that spell is dispelled.

Witch Thugs (2), Female Human Warri; HD 1d8+2; hp 10; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +1/+4; Atk +5 melee (2d4+4, masterwork spiked chain), +4 ranged (1d8, longbow); AL NE; SV Fort +4, Ref +3, Will -1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain).

Possessions: Masterwork Spiked Chain, Longbow, 20 arrows, Club, Masterwork Breastplate, Potion of Enlarge Person.

If *Enlarged*: Size Large; Init +2; Spd 20 ft.; AC 16 (touch 11, flat-footed 14) [+5 Armor, +2 Dex, -1 Size]; Base Atk/Grapple: +1/+8; Atk +5 melee (2d6+6, masterwork spiked chain), +2 ranged (2d6, longbow); Reach 20 ft; SV Ref +2; Str 18, Dex 14.

Appendix B – APL 4

Encounter One

Imperial Soldiers (4): Male human War3; HD 3d8+9; hp 25 each; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17) [+5 Armor, +2 Shield, +3 Dex]; Base Atk/Grapple: +3/+6; Atk +7 melee (1d8+3, masterwork longsword), +6 ranged (1d8, longbow); AL NE; SV Fort +5, Ref +4, Will +3; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Toughness, Weapon Focus (Longsword).

Possessions: Masterwork Longsword, Longbow, 20 arrows, Club, Masterwork Breastplate, Heavy Steel Shield.

Encounter Seven

Imperial Soldiers (3): Male human War3; HD 3d8+9; hp 25 each; Init +3; Spd 20 ft.; AC 20 (touch 13, flat-footed 17) [+5 Armor, +2 Shield, +3 Dex]; Base Atk/Grapple: +3/+6; Atk +7 melee (1d8+3, masterwork longsword), +6 ranged (1d8, longbow); AL NE; SV Fort +5, Ref +4, Will +3; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Toughness, Weapon Focus (Longsword).

Possessions: Masterwork Longsword, Longbow, 20 arrows, Club, Masterwork Breastplate, Heavy Steel Shield.

Encounter Eleven

Witch of the Sand, Female Human Clr5 (Tharizdun), HD 5d8+13; hp 41; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 20) [+8 Armor, +2 Shield, +1 Nat, +1 Dex]; Base Atk/Grapple: +3/+3; Atk +4 melee (1d8, masterwork morningstar), +4 ranged (1d8, light crossbow); AL NE; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +13, Knowledge (Religion) +9, Sense Motive +7, Spellcraft +9; Combat Casting, Skill Focus (Concentration), Toughness.

Spells Prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[cure minor wounds (x3), detect magic, light]; 1st—[bless, cause fear (x2), entropic shield, inflict light wounds*]; 2nd—[cure moderate wounds, hold person, shatter*, silence]; 3rd—[blindness/deafness, cure serious wounds, magic circle against good*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup), Amulet of Natural Armor, +1, Idol of Refuge (see refuge spell in PHB).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus. The effect of *magic circle against good* is not reflected in her AC or in her saving throws.

Zendra the Pathetic, Female Human Clr3 (Tharizdun), HD 3d8+6; hp 30; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 18) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +2/+2; Atk +3 melee (1d8, masterwork morningstar), +3 ranged (1d8, light crossbow); AL NE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Knowledge (Religion) +7, Spellcraft +3; Combat Casting, Skill Focus (Concentration), Lightning Reflexes.

Spells Prepared: (4/3+1/2+1; base DC = 13 + spell level): 0—[cure minor wounds (x3), light]; 1st—[bless, cure light wounds(x2), protection from good *]; 2nd—[aid, cure moderate wounds, shatter*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Witch Necromancer, Female Human Ncr5; HD 5d4+10; hp 26; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+4 Armor, +4 Shield, +2 Dex]; Base Atk/Grapple: +2/+2; Atk +2 melee (1d6, quarterstaff); AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Craft (Alchemy) +11, Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Religion) +11, Spellcraft +11; Improved Familiar, Point Blank Shot, Precise Shot.

Spells Prepared (4/4+1/3+1/2+1; base DC = 13 + spell level): 0—[acid splash (x2), detect magic, ray of

frost]; 1st—[mage armor, magic missile (x2), ray of enfeeblement*, shield]; 2nd—[blindness/deafness*, glitterdust, scare*, scorching ray]; 3rd—[fireball, ray of exhaustion*, slow].

*Necromancy school spell.

Possessions: Quarterstaff, Spell Component Pouch.

Familiar: Shocker Lizard.

Note: The effects of *mage armor* and *shield* are included in her AC calculation and the corresponding effect or effects should be eliminated if dispelled.

Shocker Lizard Familiar: Small magical beast; hp 13; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 17 (touch 13, flat-footed 15) [+1 Size, +2 Dex, +4 natural]; BAB/Grapple +2/-2 Atk +3 melee (1d4, bite); SA Stunning shock, Lethal shock; SQ Darkvision 60 ft., Electricity sense, immunity to electricity, low-light vision; AL NE; SV Fort +4, Ref +5, Will +5; Str 10, Dex 15, Con 12, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 nonlethal damage to living opponents (Reflex save DC 12 half). The save DC is Constitution-based.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Witch Thugs (2), Female Human War1; HD 1d8+2; hp 10; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +1/+4; Atk +5 melee (2d4+4, masterwork spiked chain), +4 ranged (1d8, longbow); AL NE; SV Fort +4, Ref +3, Will -1; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain).

Possessions: Masterwork Spiked Chain, Longbow, 20 arrows, Club, Masterwork Breastplate, Potion of Enlarge Person.

If Enlarged: Size Large; Init +2; Spd 20 ft.; AC 16 (touch 11, flat-footed 14) [+5 Armor, +2 Dex, -1 Size]; Base Atk/Grapple: +1/+8; Atk +5 melee (2d6+6, masterwork spiked chain), +2 ranged (2d6, longbow); Reach 20 ft; SV Ref +2; Str 18, Dex 14.

Appendix C – APL 6

Encounter One

Imperial Soldiers (4): Male human War5; HD 5d8+18; hp 49 each; Init +3; Spd 20 ft.; AC 22 (touch 13, flat-footed 19) [+6 Armor, +3 Shield, +3 Dex]; Base Atk/Grapple: +5/+8; Atk +9 melee (1d8+4, +1 longsword), +8 ranged (1d8, longbow); AL NE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Toughness, Weapon Focus (Longsword).

Possessions: +1 Longsword, Longbow, 20 arrows, Club, +1 Breastplate, +1 Heavy Steel Shield.

Encounter Seven

Imperial Soldiers (3): Male human War5; HD 5d8+18; hp 49 each; Init +3; Spd 20 ft.; AC 22 (touch 13, flat-footed 19) [+6 Armor, +3 Shield, +3 Dex]; Base Atk/Grapple: +5/+8; Atk +9 melee (1d8+4, +1 longsword), +8 ranged (1d8, longbow); AL NE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Toughness, Weapon Focus (Longsword).

Possessions: +1 Longsword, Longbow, 20 arrows, Club, +1 Breastplate, +1 Heavy Steel Shield.

Encounter Eleven

Witch of the Sand, Female Human Clr7 (Tharizdun), HD 7d8+17; hp 53; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +5/+5; Atk +6 melee (1d8, masterwork morningstar), +5 ranged (1d8, light crossbow); AL NE; SV Fort +7, Ref +3, Will +8; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Religion) +11, Sense Motive +8, Spellcraft +11; Combat Casting, Improved Initiative, Skill Focus (Concentration), Toughness.

Spells Prepared: (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[cure minor wounds (x4), detect magic, light]; 1st—[bless, divine favor, entropic shield, inflict light wounds*, magic weapon, remove fear]; 2nd—[cure moderate wounds, hold person, shatter*, silence, sound burst]; 3rd—[blindness/deafness, cure serious wounds, magic circle against good*, searing light]; 4th—[cure critical wounds, unholy blight*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup), Idol of Refuge (see refuge spell in PHB).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus. The effect of *magic circle against good* is not reflected in her AC or in her saving throws.

Zendra the Pathetic, Female Human Clr5 (Tharizdun), HD 5d8+10; hp 40; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 18) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +3/+3; Atk +4 melee (1d8, masterwork morningstar), +4 ranged (1d8, light crossbow); AL NE; SV Fort +6, Ref +4, Will +8; Str 10, Dex 12, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +14, Knowledge (Religion) +7, Spellcraft +3; Combat Casting, Skill Focus (Concentration), Lightning Reflexes.

Spells Prepared: (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—[cure minor wounds (x4), light]; 1st—[bless, cure light wounds(x3), protection from good*]; 2nd—[aid, cure moderate wounds, remove paralysis, shatter*]; 3rd—[cure serious wounds, dispel magic, magic circle against good*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Witch Necromancer, Female Human Ncr7; HD 7d4+14; hp 34; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+4 Armor, +4 Shield, +2 Dex]; Base Atk/Grapple: +3/+3; Atk +3 melee (1d6, quarterstaff); AL NE; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +12, Craft (Alchemy) +13, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Religion) +13, Spellcraft +13; Improved Familiar, Point Blank Shot, Precise Shot, Spell Focus (Necromancy).

Spells Prepared (4/5+1/4+1/3+1/1+1; base DC = 13 + spell level, or 14 + spell level if Necromancy): 0—[acid splash (x2), detect magic, ray of frost]; 1st—[mage armor, magic missile (x2), ray of enfeeblement*(x2), shield]; 2nd—[blindness/deafness*, resist energy (electricity), resist energy (fire), glitterdust, scorching ray]; 3rd—[dispel magic, fireball, ray of exhaustion*, slow]; 4th—[fear*, stoneskin].

*Necromancy school spell.

Possessions: Quarterstaff, Spell Component Pouch, Potion of Cure Moderate Wounds.

Familiar: Shocker Lizard (see below).

Note: The effects of *mage armor* and *shield* are reflected in her AC calculation and should be eliminated if those spells are dispelled.

Shocker Lizard Familiar: Small magical beast; hp 17; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 20 (touch 13, flat-footed 18) [+1 Size, +2 Dex, +7 natural]; BAB/Grapple +3/-1 Atk +4 melee (1d4, bite); SA Stunning shock, Lethal shock; SQ Darkvision 60 ft., Electricity sense, immunity to electricity, low-light vision; AL NE; SV Fort +4, Ref +5, Will +6; Str 10, Dex 15, Con 12, Int 9, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 nonlethal damage to living opponents (Reflex save DC 12 half). The save DC is Constitution-based.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Witch Thugs (2), Female Human War3; HD 3d8+6; hp 26; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +3/+6; Atk +8 melee (2d4+4, masterwork spiked chain), +6 ranged (1d8, longbow); AL NE; SV Fort +5, Ref +4, Will +0; Str 16, Dex 16, Con 15, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +6, Jump +6; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Weapon Focus (Spiked Chain).

Possessions: Masterwork Spiked Chain, Longbow, 20 arrows, Club, Masterwork Breastplate, Potion of Enlarge Person.

If Enlarged: Size Large; Init +2; Spd 20 ft.; AC 16 (touch 11, flat-footed 14) [+5 Armor, +2 Dex, -1 Size]; Base Atk/Grapple: +3/+11; Atk +8 melee (2d6+6, masterwork spiked chain), +4 ranged (2d6, longbow); Reach 20 ft; SV Ref +3; Str 18, Dex 14.

Appendix D – APL 8

Encounter One

Imperial Soldiers (4): Male human War7; HD 7d8+24; hp 68 each; Init +3; Spd 20 ft.; AC 24 (touch 13, flat-footed 21) [+7 Armor, +4 Shield, +3 Dex]; Base Atk/Grapple: +7/+10; Atk +11/+7 melee (1d8+4, +1 longsword), +11 ranged (1d8, masterwork longbow); AL NE; SV Fort +9, Ref +7, Will +4; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Lightning Reflexes, Toughness, Weapon Focus (Longsword).

Possessions: +1 Longsword, Masterwork Longbow, 20 arrows, Club, +2 Breastplate, +2 Heavy Steel Shield.

Encounter Seven

Imperial Soldiers (3): Male human War7; HD 7d8+24; hp 68 each; Init +3; Spd 20 ft.; AC 24 (touch 13, flat-footed 21) [+7 Armor, +4 Shield, +3 Dex]; Base Atk/Grapple: +7/+10; Atk +11/+7 melee (1d8+4, +1 longsword), +11 ranged (1d8, masterwork longbow); AL NE; SV Fort +9, Ref +7, Will +4; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Lightning Reflexes, Toughness, Weapon Focus (Longsword).

Possessions: +1 Longsword, Masterwork Longbow, 20 arrows, Club, +2 Breastplate, +2 Heavy Steel Shield.

Encounter Eleven

Witch of the Sand, Female Human Clr9 (Tharizdun), HD 9d8+39; hp 88; Init +5; Spd 20 ft.; AC 27 (touch 14, flat-footed 26) [+10 Armor, +2 Shield, +1 Nat, +1 Dex, +3 Defl]; Base Atk/Grapple: +6/+6; Atk +7 melee (1d8, masterwork morningstar), +7 ranged (1d8, light crossbow); Full Atk +7/+2 melee (1d8, masterwork morningstar), +7 ranged (1d8, light crossbow); AL NE; SV Fort +12, Ref +6, Will +10; Str 10, Dex 12, Con 18, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +19, Knowledge (Religion) +13, Sense Motive +10, Spellcraft +13; Greater Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Toughness.

Spells Prepared: (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—[cure minor wounds (x4), detect magic, light]; 1st—[bless, divine favor, entropic shield, inflict light wounds*, magic weapon, remove fear, shield of faith]; 2nd—[bear's endurance, cure moderate wounds, hold person, shatter*, silence, sound

burst]; 3rd—[blindness/deafness, cure serious wounds, magic circle against good*, magic vestment, searing light]; 4th—[cure critical wounds, divine power, freedom of movement, unholy blight*]; 5th—[flame strike, mass inflict light wounds*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup), Idol of Refuge (see refuge spell in PHB), Amulet of Natural Armor, +1.

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus. The effect of *magic circle against good* is not reflected in her saving throws. The effect of *shield of faith* is included in her AC; the effect of *bear's endurance* is reflected in her hit points, Fortitude save, Concentration skill, and Constitution stat; the effect of *magic vestment* is reflected in her hit points; and the effects of all of these spells may need to be eliminated if any or all of the spells are dispelled.

Zendra the Pathetic, Female Human Clr7 (Tharizdun), HD 7d8+17; hp 52; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 18) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +5/+5; Atk +6 melee (1d8, masterwork morningstar), +6 ranged (1d8, light crossbow); AL NE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 12, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +16, Knowledge (Religion) +7, Spellcraft +3; Combat Casting, Skill Focus (Concentration), Lightning Reflexes, Toughness.

Spells Prepared: (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—[cure minor wounds (x5), light]; 1st—[bless, cure light wounds(x3), protection from good *, remove fear]; 2nd—[aid, cure moderate wounds(x2), remove paralysis, shatter*]; 3rd—[cure serious wounds, dispel magic, magic circle against good*, protection from elements (fire)]; 4th—[cure critical wounds, deathward, unholy blight].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Witch Necromancer, Female Human Ncr9; HD 9d4+36; hp 60; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+4 Armor, +4 Shield, +2 Dex]; Base Atk/Grapple: +4/+4; Atk +4 melee (1d6, quarterstaff); AL NE; SV Fort +7, Ref +5, Will +6; Str 10, Dex 14, Con 18, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +16, Craft (Alchemy) +15, Knowledge (Arcana) +15, Knowledge (History) +15, Knowledge (Local-NMR) +6, Knowledge (Religion) +15, Spellcraft +15; Improved Familiar, Greater Spell Focus (Necromancy), Point Blank Shot, Precise Shot, Spell Focus (Necromancy).

Spells Prepared (4/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, or 16 + spell level if Necromancy): 0—[acid splash (x2), detect magic, ray of frost]; 1st—[mage armor, magic missile (x2), ray of enfeeblement*(x2), shield]; 2nd—[bear's endurance, blindness/deafness*, resist energy (electricity), resist energy (fire), glitterdust, scorching ray]; 3rd—[dispel magic, fireball (x2), ray of exhaustion*, slow]; 4th—[fear*(x2), otiluke's resilient sphere, stoneskin]; 5th—[teleport, waves of fatigue*].

*Necromancy school spell.

Possessions: Quarterstaff, Spell Component Pouch.

Familiar: Shocker Lizard.

Note: The effects of *mage armor* and *shield* are reflected in her AC calculation and should be eliminated if those spells are dispelled. The effects of *bear's endurance* are included in her hit points, Fortitude save, Constitution score, and Concentration skill bonus; and should be eliminated if that spell is dispelled.

Shocker Lizard Familiar: Small magical beast; hp 30; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 21 (touch 13, flat-footed 19) [+1 Size, +2 Dex, +8 natural]; BAB/Grapple +4/+0 Atk +5 melee (1d4, bite); SA Stunning shock, Lethal shock; SQ Darkvision 60 ft., Electricity sense, immunity to electricity, low-light vision; AL NE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 15, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 nonlethal damage to living opponents (Reflex save DC 12 half). The save DC is Constitution-based.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Witch Thugs (2), Female Human War5; HD 5d8+15; hp 43; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15) [+5 Armor, +3 Dex]; Base Atk/Grapple: +5/+8; Atk +10 melee (2d4+4, masterwork spiked chain), +8 ranged (1d8, longbow); AL NE; SV Fort +7, Ref +4, Will +0; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +8, Jump +8; Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Weapon Focus (Spiked Chain).

Possessions: Masterwork Spiked Chain, Longbow, 20 arrows, Club, Masterwork Breastplate, Potion of Enlarge Person.

If Enlarged: Size Large; Init +2; Spd 20 ft.; AC 16 (touch 11, flat-footed 14) [+5 Armor, +2 Dex, -1 Size]; Base Atk/Grapple: +5/+13; Atk +10 melee (2d6+6, masterwork spiked chain), +6 ranged (2d6, longbow); Reach 20 ft; SV Ref +3; Str 18, Dex 14.

Appendix E – APL 10

Encounter One

Imperial Soldiers (4): Male human War9; HD 9d8+33; hp 83 each; Init +3; Spd 20 ft.; AC 25 (touch 14, flat-footed 22) [+7 Armor, +4 Shield, +3 Dex, +1 Defl]; Base Atk/Grapple: +9/+12; Atk +13/+9 melee (1d8+4, +1 longsword), +13/+9 ranged (1d8, masterwork longbow); AL NE; SV Fort +10, Ref +8, Will +5; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Lightning Reflexes, Toughness(x2), Weapon Focus (Longsword).

Possessions: +1 Longsword, Masterwork Longbow, 20 arrows, Club, +2 Breastplate, +2 Heavy Steel Shield, +1 Ring of Protection.

Encounter Seven

Imperial Soldiers (3): Male human War9; HD 9d8+33; hp 83 each; Init +3; Spd 20 ft.; AC 25 (touch 14, flat-footed 22) [+7 Armor, +4 Shield, +3 Dex, +1 Defl]; Base Atk/Grapple: +9/+12; Atk +13/+9 melee (1d8+4, +1 longsword), +13/+9 ranged (1d8, masterwork longbow); AL NE; SV Fort +10, Ref +8, Will +5; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Lightning Reflexes, Toughness(x2), Weapon Focus (Longsword).

Possessions: +1 Longsword, Masterwork Longbow, 20 arrows, Club, +2 Breastplate, +2 Heavy Steel Shield, +1 Ring of Protection.

Encounter Eleven

Witch of the Sand, Female Human Clr11 (Tharizdun), HD 11d8+47; hp 105; Init +5; Spd 20 ft.; AC 28 (touch 14, flat-footed 27) [+10 Armor, +3 Shield, +1 Nat, +1 Dex, +3 Defl]; Base Atk/Grapple: +8/+8; Atk +9 melee (1d8+1, +1 morningstar), +9 ranged (1d8, light crossbow); Full Atk +9/+4 melee (1d8+1, +1 morningstar), +9 ranged (1d8, light crossbow); AL NE; SV Fort +13, Ref +6, Will +12; Str 10, Dex 12, Con 18, Int 12, Wis 20, Cha 10.

Skills and Feats: Concentration +21, Knowledge (Religion) +15, Sense Motive +12, Spellcraft +15; Greater Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Toughness.

Spells Prepared: (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level): 0—[cure minor wounds (x4), detect magic, light]; 1st—[bless, divine favor, entropic shield, inflict light wounds*, remove fear,

shield of faith(x3)]; 2nd—[bear's endurance, cure moderate wounds, hold person, shatter*, silence, sound burst]; 3rd—[blindness/deafness, magic circle against good*, magic vestment (x3), searing light]; 4th—[cure critical wounds(x2), divine power, freedom of movement, unholy blight*]; 5th—[flame strike, mass inflict light wounds*, slay living]; 6th—[harm*, heal].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: +1 Morningstar, Full Plate Armor, +1 Heavy Steel Shield, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup), Idol of Refuge (see refuge spell in PHB), Amulet of Natural Armor, +1.

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus. The effects of *magic circle against good* and *dispel good* are not reflected in her saving throws or AC. The effect of *shield of faith* is included in her AC; the effect of *bear's endurance* is reflected in her hit points, Fortitude save, Concentration skill, and Constitution stat; the effect of *magic vestment* is reflected in her hit points; and the effects of all of these spells may need to be eliminated if any or all of the spells are dispelled.

Zendra the Pathetic, Female Human Clr9 (Tharizdun), HD 9d8+24; hp 70; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 18) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +6/+6; Atk +7/+2 melee (1d8, masterwork morningstar), +7/+2 ranged (1d8, light crossbow); AL NE; SV Fort +8, Ref +6, Will +10; Str 10, Dex 12, Con 14, Int 12, Wis 19, Cha 10.

Skills and Feats: Concentration +18, Knowledge (Religion) +7, Spellcraft +3; Combat Casting, Skill Focus (Concentration), Lightning Reflexes, Toughness(x2).

Spells Prepared: (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—[cure minor wounds (x5), light]; 1st—[bless, cure light wounds(x3), protection from good *, remove fear]; 2nd—[aid, cure moderate wounds(x2), remove paralysis, resist energy, shatter*]; 3rd—[cure serious wounds, dispel magic(x2), magic circle against good*, protection from elements (fire)]; 4th—[cure critical wounds(x2), deathward, unholy blight]; 5th—[dispel good, mass cure light wounds].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Witch Necromancer, Female Human Ncr11; HD 11d4+44; hp 78; Init +2; Spd 30 ft.; AC 22 (touch 12, flat-footed 20) [+4 Armor, +4 Shield, +2 Dex, +2 Nat]; Base Atk/Grapple: +5/+5; Atk +5 melee (1d6, quarterstaff); AL NE; SV Fort +7, Ref +5, Will +7; Str 10, Dex 14, Con 18, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +18, Craft (Alchemy) +17, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Local-NMR) +8, Knowledge (Religion) +17, Spellcraft +17; Improved Familiar, Greater Spell Focus (Necromancy), Point Blank Shot, Precise Shot, Spell Focus (Necromancy).

Spells Prepared (4/5+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level, or 16 + spell level if Necromancy): 0—[acid splash (x2), detect magic, ray of frost]; 1st—[mage armor, magic missile (x2), ray of enfeeblement*(x2), shield]; 2nd—[bear's endurance, blindness/deafness*, resist energy (electricity), resist energy (fire), glitterdust, scorching ray]; 3rd—[blink, dispel magic, fireball (x2), ray of exhaustion*, slow]; 4th—[enervation, fear*(x2), otiluke's resilient sphere, stonework]; 5th—[teleport, cone of cold, waves of fatigue*]; 6th—[eyebite*, flesh to stone].

*Necromancy school spell.

Possessions: Quarterstaff, Spell Component Pouch, Amulet of Natural Armor, +2.

Familiar: Shocker Lizard.

Note: The effects of *mage armor* and *shield* are reflected in her AC calculation and should be eliminated if those spells are dispelled. The effects of *bear's endurance* are included in her hit points, Fortitude save, Constitution score, and Concentration skill bonus; and should be eliminated if that spell is dispelled.

Shocker Lizard Familiar: Small magical beast; hp 39; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 22 (touch 13, flat-footed 20) [+1 Size, +2 Dex, +9 natural]; BAB/Grapple +5/+1 Atk +6 melee (1d4, bite); SA Stunning shock, Lethal shock; SQ Darkvision 60 ft., Electricity sense, immunity to electricity, low-light vision; AL NE; SV Fort +4, Ref +5, Will +8; Str 10, Dex 15, Con 12, Int 11, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8

nonlethal damage to living opponents (Reflex save DC 12 half). The save DC is Constitution-based.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Witch Thugs (2), Female Human War7; HD 7d8+21; hp 59; Init +3; Spd 20 ft.; AC 23 (touch 16, flat-footed 20) [+7 Armor, +3 Dex, +3 Defl]; Base Atk/Grapple: +7/+10; Atk +11 melee (2d4+5, +1 spiked chain), +10 ranged (1d8, longbow); Atk +11/+6 melee (2d4+5, +1 spiked chain), +10/+5 ranged (1d8, longbow); AL NE; SV Fort +8, Ref +5, Will +1; Str 16, Dex 16, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Climb +10, Handle Animal +9, Jump +10, Ride +13, Swim +7; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Improved Trip.

Possessions: +1 Spiked Chain, Longbow, 20 arrows, Club, Masterwork Breastplate, Potion of Enlarge Person.

If Enlarged: Size Large; Init +2; Spd 20 ft.; AC 21 (touch 14, flat-footed 19) [+7 Armor, +2 Dex, +3 Defl, -1 Size]; Base Atk/Grapple: +7/+15; Atk +11 melee (2d6+7, +1 spiked chain), +8 ranged (2d6, longbow); Full Atk +11/+6 melee (2d6+7, +1 spiked chain), +8/+3 ranged (2d6, longbow); Reach 20 ft; SV Ref +4; Str 18, Dex 14.

Note: The effects of *magic vestment* and *shield of faith* that were cast by the cleric are included in their AC calculation and should be eliminated if those spells are dispelled.

Appendix F – APL 12

Encounter One

Imperial Soldiers (4): Male human War11; HD 11d8+39; hp 101 each; Init +3; Spd 20 ft.; AC 25 (touch 14, flat-footed 22) [+7 Armor, +4 Shield, +3 Dex, +1 Defl]; Base Atk/Grapple: +11/+14; Atk +17/+12/+7 melee (1d8+5, +2 longsword), +15/+10/+5 ranged (1d8, masterwork longbow); AL NE; SV Fort +11, Ref +8, Will +5; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Lightning Reflexes, Toughness(x2), Weapon Focus (Longsword).

Possessions: +2 Longsword, Masterwork Longbow, 20 arrows, Club, +2 Breastplate, +2 Heavy Steel Shield, +1 Ring of Protection.

Encounter Seven

Imperial Soldiers (3): Male human War11; HD 11d8+39; hp 101 each; Init +3; Spd 20 ft.; AC 25 (touch 14, flat-footed 22) [+7 Armor, +4 Shield, +3 Dex, +1 Defl]; Base Atk/Grapple: +11/+14; Atk +17/+12/+7 melee (1d8+5, +2 longsword), +15/+10/+5 ranged (1d8, masterwork longbow); AL NE; SV Fort +11, Ref +8, Will +5; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Iron Will, Lightning Reflexes, Toughness(x2), Weapon Focus (Longsword).

Possessions: +2 Longsword, Masterwork Longbow, 20 arrows, Club, +2 Breastplate, +2 Heavy Steel Shield, +1 Ring of Protection.

Encounter Eleven

Witch of the Sand, Female Human Clr13 (Tharizdun), HD 13d8+63; hp 130; Init +5; Spd 20 ft.; AC 30 (touch 15, flat-footed 29) [+11 Armor, +3 Shield, +1 Nat, +1 Dex, +4 Defl]; Base Atk/Grapple: +9/+9; Atk +10 melee (1d8+1, +1 morningstar), +10 ranged (1d8, light crossbow); Full Atk +10/+5 melee (1d8+1, +1 morningstar), +10 ranged (1d8, light crossbow); AL NE; SV Fort +14, Ref +7, Will +14; Str 10, Dex 12, Con 18, Int 12, Wis 22, Cha 10.

Skills and Feats: Concentration +23, Knowledge (Religion) +17, Sense Motive +14, Spellcraft +17; Giant's Toughness, Greater Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Toughness.

Spells

Prepared:

(6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level): 0—[cure minor wounds (x4), detect magic, light]; 1st—[bless, divine favor, entropic shield, inflict light wounds*, remove fear, shield of faith(x3)]; 2nd—[bear's endurance(x3), cure moderate wounds, hold person, shatter*, silence, sound burst]; 3rd—[blindness/deafness, magic circle against good*, magic vestment (x3), searing light]; 4th—[cure critical wounds, divine power, freedom of movement, greater magic weapon (x2), unholy blight*]; 5th—[flame strike(x2), mass cure light wounds, mass inflict light wounds*, slay living]; 6th—[greater dispel magic, harm*(x2), heal]; 7th—[blasphemy, disintegrate*].

*Domain spell. Domains: Destruction (smite 1/day—+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: +1 Morningstar, Full Plate Armor, +1 Heavy Steel Shield, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup), Idol of Refuge (see refuge spell in PHB), Amulet of Natural Armor, +1.

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus. The effects of *magic circle against good* and *dispel good* are not reflected in her saving throws or AC. The effect of *shield of faith* is included in her AC; the effect of *bear's endurance* is reflected in her hit points, Fortitude save, Concentration skill, and Constitution stat; the effect of *magic vestment* is reflected in her hit points; and the effects of all of these spells may need to be eliminated if any or all of the spells are dispelled.

Zendra the Pathetic, Female Human Clr11 (Tharizdun), HD 11d8+28; hp 86; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 18) [+8 Armor, +2 Shield, +1 Dex]; Base Atk/Grapple: +8/+8; Atk +9/+4 melee (1d8, masterwork morningstar), +9/+4 ranged (1d8, light crossbow); AL NE; SV Fort +9, Ref +6, Will +11; Str 10, Dex 12, Con 14, Int 12, Wis 19, Cha 10.

Skills and Feats: Concentration +20, Knowledge (Religion) +7, Spellcraft +3; Combat Casting, Skill Focus (Concentration), Lightning Reflexes, Toughness(x2).

Spells Prepared: (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—[cure minor wounds (x5), light]; 1st—[bless, cure light wounds(x4), protection from good*, remove fear]; 2nd—[aid, cure moderate wounds(x2), remove paralysis, resist energy,

shatter*]; 3rd—[cure serious wounds, dispel magic(x2), magic circle against good*, protection from elements (fire)]; 4th—[cure critical wounds(x2), deathward(x2), unholy blight]; 5th—[dispel good, mass cure light wounds(x2)]; 6th—[harm*,heal].

*Domain spell. Domains: Destruction (smite 1/day+4 bonus on attack, bonus equal to cleric's level on damage), Evil (cast evil spells at +1 caster level).

Possessions: Masterwork Morningstar, Light Crossbow, 10 bolts, Spell Component Pouch, Silver Holy Symbol, Wooden Holy Symbol (backup).

Note: The effect of Spell Focus (Concentration) is included in her Concentration bonus.

Witch Necromancer, Female Human Ncr13; HD 13d4+52; hp 94; Init +2; Spd 30 ft.; AC 22 (touch 12, flat-footed 20) [+4 Armor, +4 Shield, +2 Dex, +2 Nat]; Base Atk/Grapple: +6/+6; Atk +5 melee (1d6, quarterstaff); AL NE; SV Fort +8, Ref +6, Will +8; Str 10, Dex 14, Con 18, Int 19, Wis 10, Cha 8.

Skills and Feats: Concentration +20, Craft (Alchemy) +17, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Local-NMR) +8, Knowledge (Religion) +17, Spellcraft +17; Improved Familiar, Greater Spell Focus (Necromancy), Point Blank Shot, Precise Shot, Spell Focus (Necromancy).

Spells Prepared
(4/5+1/5+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level, or 16 + spell level if Necromancy): 0—[acid splash (x2), detect magic, ray of frost]; 1st—[mage armor, magic missile (x2), ray of enfeeblement*(x2), shield]; 2nd—[bear's endurance, blindness/deafness*, resist energy (electricity), resist energy (fire), glitterdust, scorching ray]; 3rd—[blink, dispel magic, fireball (x2), ray of exhaustion*, slow]; 4th—[enervation, fear*(x2), otiluke's resilient sphere(x2), stoneskin]; 5th—[baleful polymorph, cone of cold], teleport, waves of fatigue*; 6th—[eyebite*, flesh to stone(x2)]; 7th—[finger of death, forcecage].

*Necromancy school spell.

Possessions: Quarterstaff, Spell Component Pouch, Amulet of Natural Armor, +2.

Familiar: Shocker Lizard.

Note: The effects of *mage armor* and *shield* are reflected in her AC calculation and should be eliminated if those spells are dispelled. The effects of *bear's endurance* are included in her hit points, Fortitude save, Constitution score, and Concentration skill bonus; and should be eliminated if that spell is dispelled.

Shocker Lizard Familiar: Small magical beast; hp 47; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 22 (touch 13, flat-footed 20) [+1 Size, +2 Dex, +9 natural];

BAB/Grapple +6/+2 Atk +7 melee (1d4, bite); SA Stunning shock, Lethal shock; SQ Darkvision 60 ft., Electricity sense, immunity to electricity, low-light vision; AL NE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 15, Con 12, Int 11, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 nonlethal damage to living opponents (Reflex save DC 12 half). The save DC is Constitution-based.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

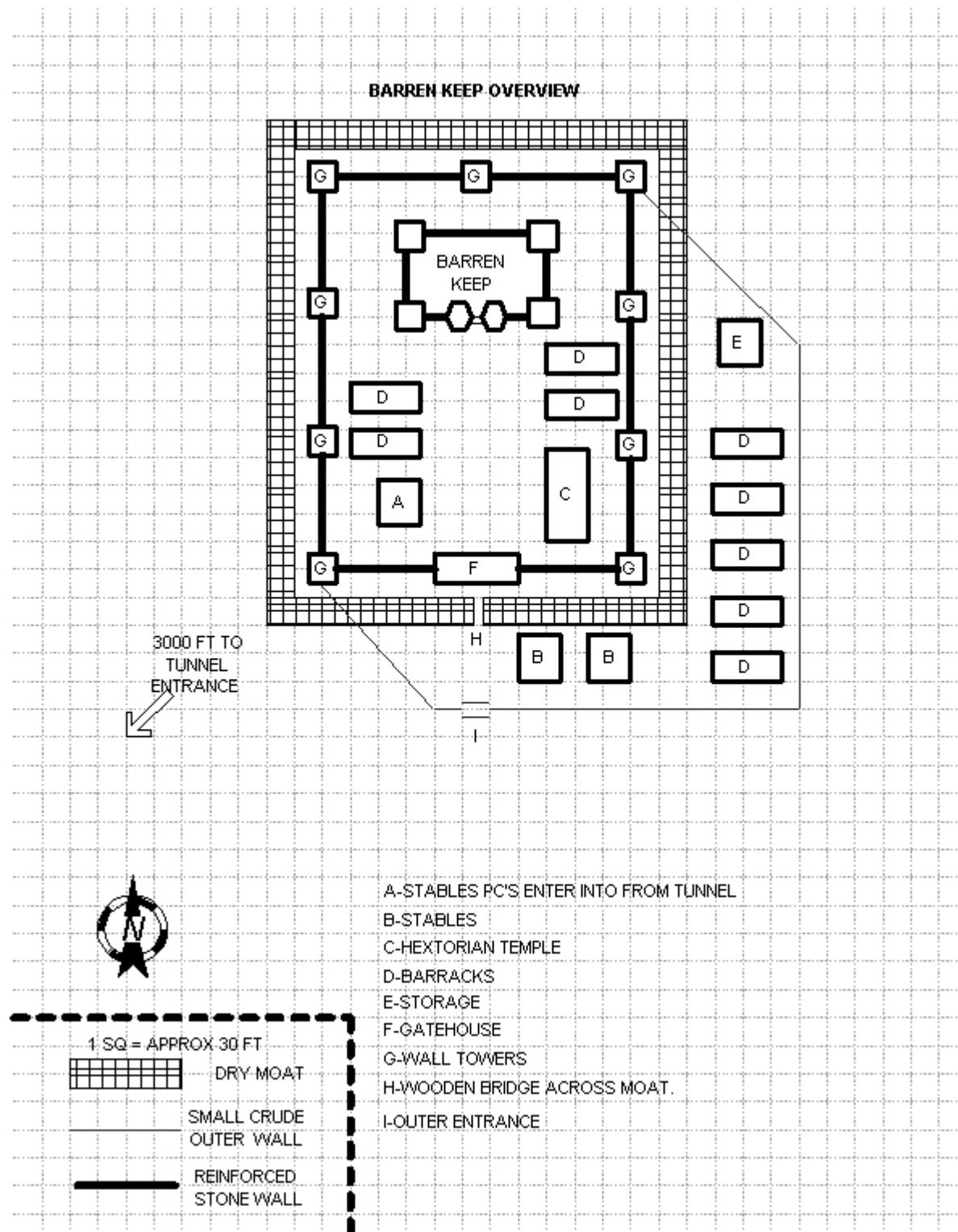
Witch Thugs (2), Female Human War9; HD 9d8+45; hp 93; Init +3; Spd 20 ft.; AC 25 (touch 17, flat-footed 22) [+8 Armor, +3 Dex, +4 Defl]; Base Atk/Grapple: +9/+12; Atk +15 melee (2d4+7, +3 spiked chain), +12 ranged (1d8, longbow); Atk +15/+10 melee (2d4+7, +3 spiked chain), +12/+7 ranged (1d8, longbow); AL NE; SV Fort +11, Ref +6, Will +2; Str 17, Dex 16, Con 20, Int 13, Wis 8, Cha 8.

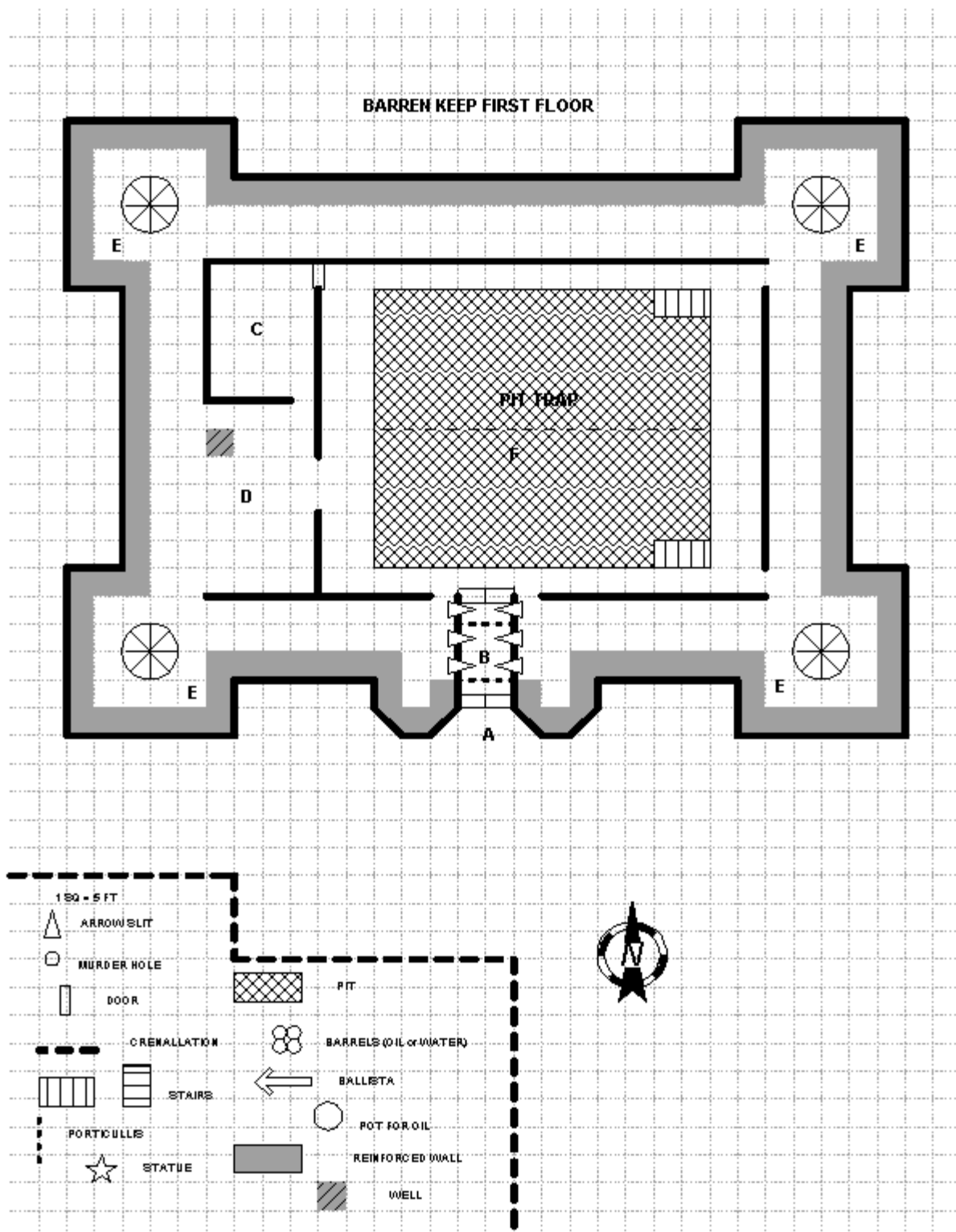
Skills and Feats: Climb +12, Handle Animal +11, Jump +12, Ride +15, Swim +9; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Improved Trip, Knock-Down.

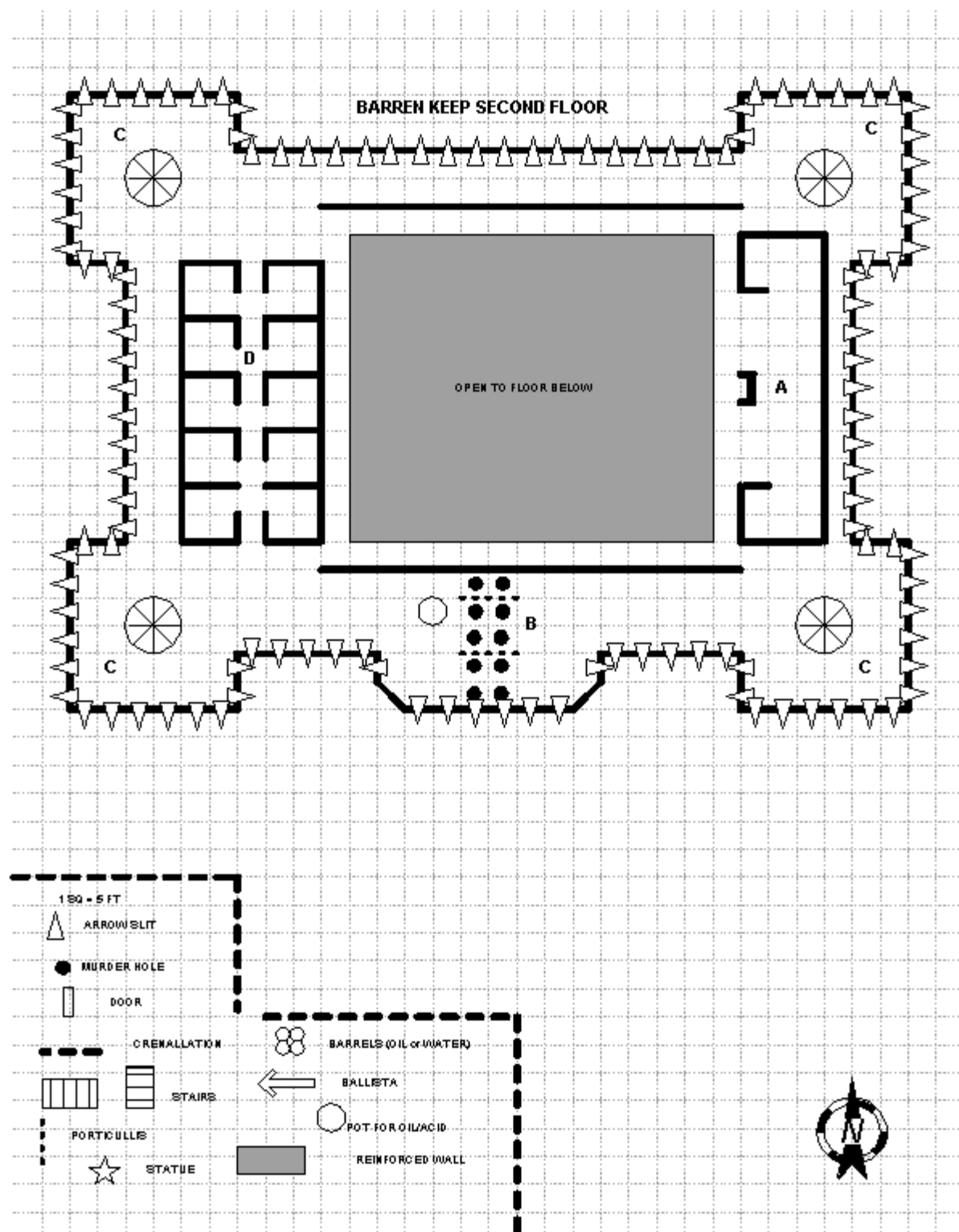
Possessions: Masterwork Spiked Chain, Longbow, 20 arrows, Club, Masterwork Breastplate, Potion ofEnlarge Person.

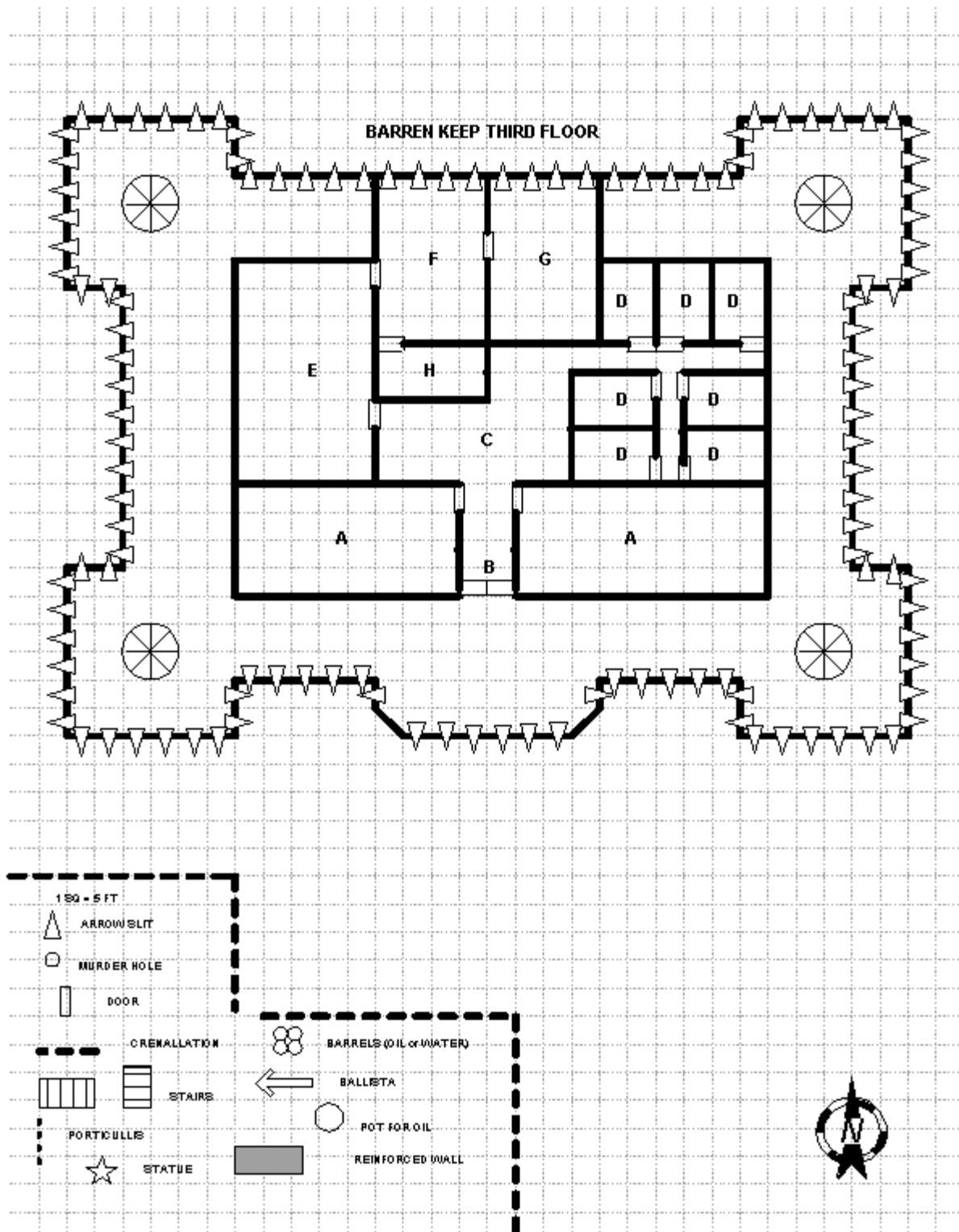
If Enlarged: Size Large; Init +2; Spd 20 ft.; AC 23 (touch 15, flat-footed 21) [+8 Armor, +2 Dex, +4 Defl, -1 Size]; Base Atk/Grapple: +9/+18; Atk +15 melee (2d6+9, +3 spiked chain), +10 ranged (2d6, longbow); Full Atk +15/+10 melee (2d6+9, masterwork spiked chain), +10/+5 ranged (2d6, longbow); Reach 20 ft; SV Ref +5; Str 18, Dex 14.

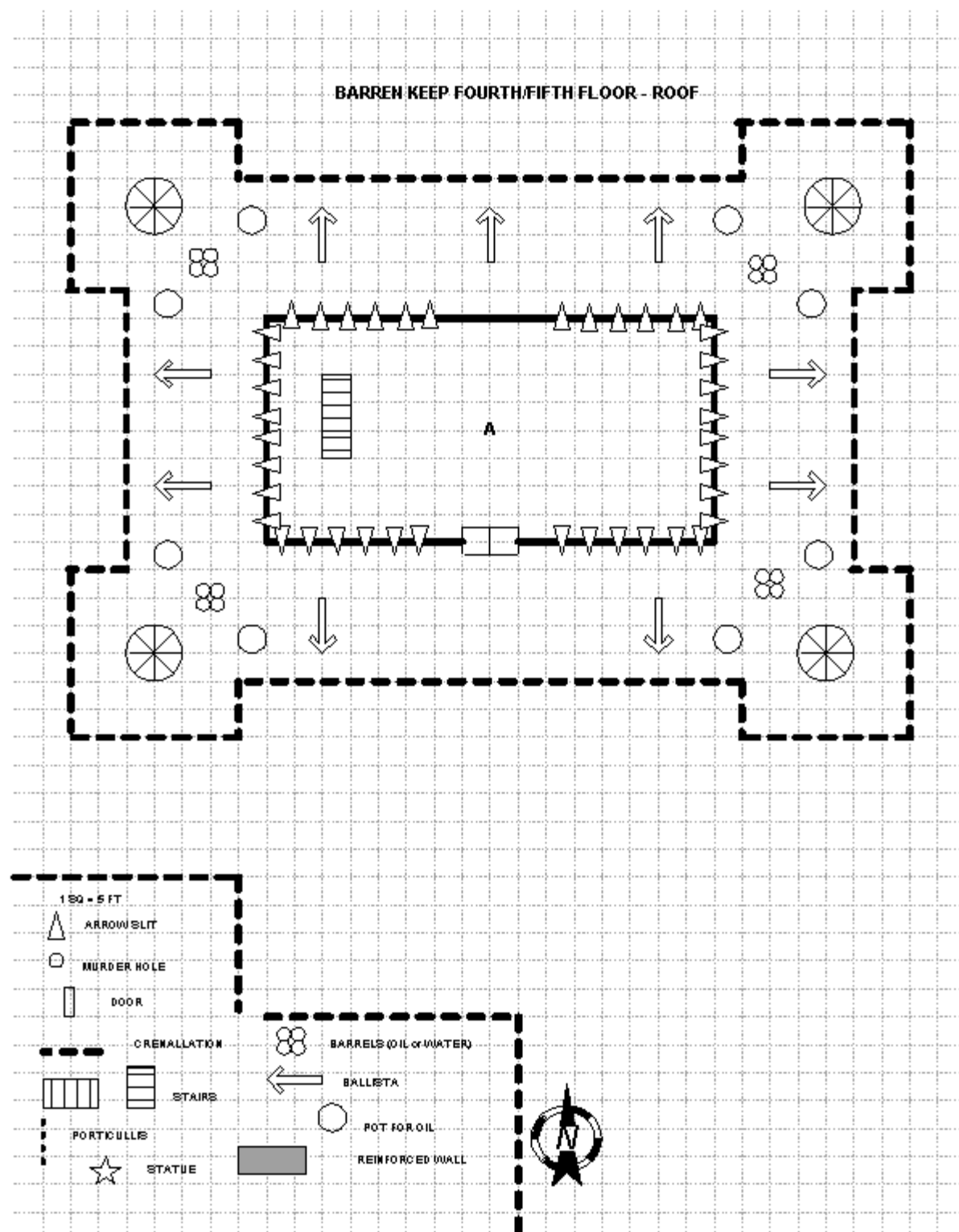
Note: The effects of *magic vestment* and *shield of faith* that were cast by the cleric are included in their AC calculation and should be eliminated if those spells are dispelled. The effects of *greater magic weapon* are included in the attack and damage calculations and should be eliminated if those spells are dispelled. The effects of *bear's endurance* cast by the cleric are included in hit points and fortitude saves and should be eliminated if those spells are dispelled.

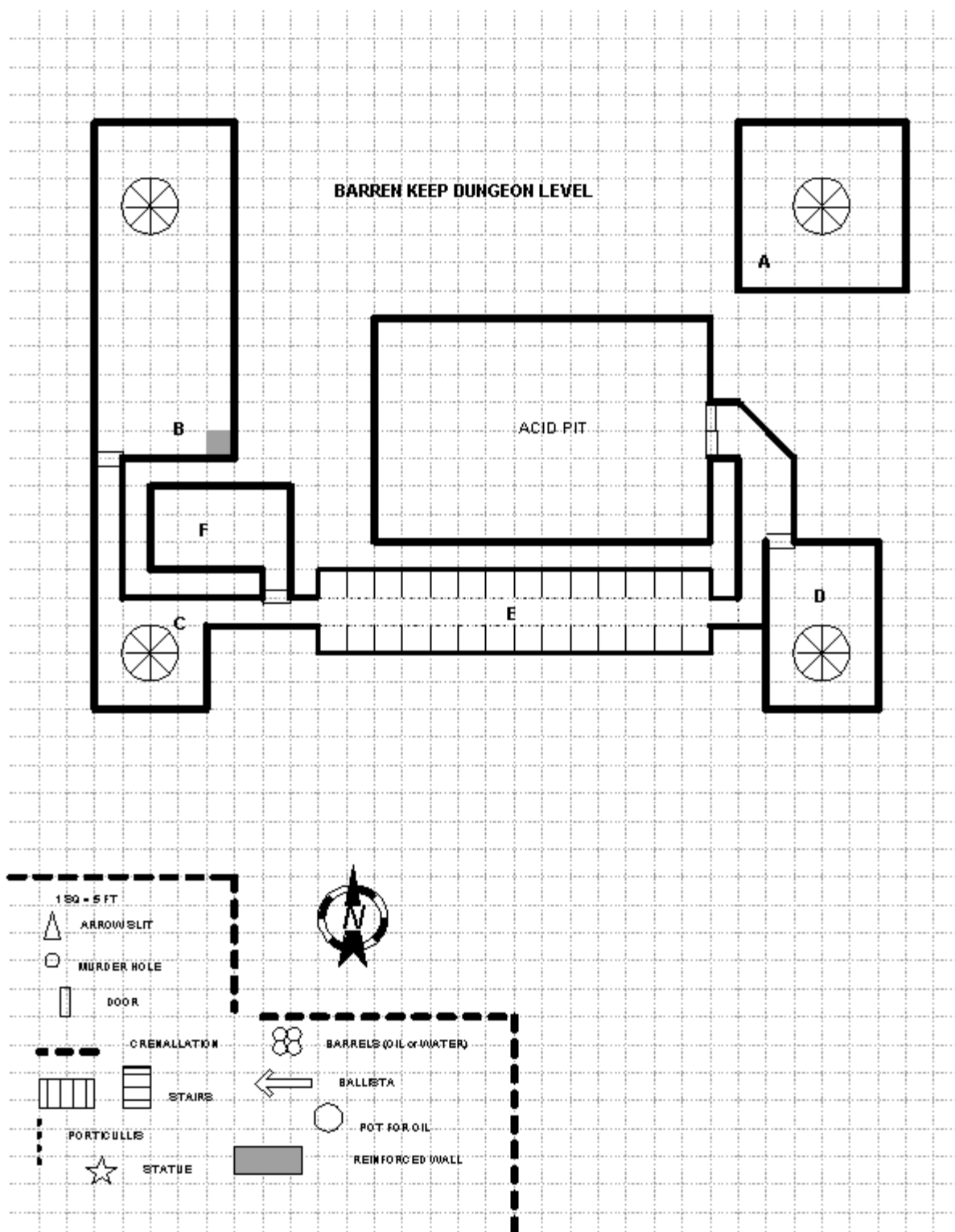












Player Handout #1

The Birth of a Princess

A Royal Guardsman leads you and Durinken to a small room on the third floor of the Barren Keep. Inside, a cleric of Pelor is attending to a patient—a patient that you immediately recognize as Queen Xenia. Her condition might best be described as pained semi-consciousness. “Thank Rao you are here,” exclaims the Pelorite upon seeing Durinken. “She is going to need more help than I can give her. It’s soon.”

The following hours are a blur. You remember using all of your healing talents to restore Xenia to consciousness. You remember Durinken bluntly informing King Lynwerd that he was in the way. You remember impatiently wondering if Durinken could finish the spell in time to keep the Queen from passing beyond the mortal coil.

But mostly you remember Durinken smiling and proudly exclaiming, “It’s a Girl!”