

PER4-03

Brother Mine

A One-Round D&D LIVING GREYHAWK[®] Perrenland Regional Adventure

Version 1.0

by Dean Bailey

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The Church of Zilchus has gained the mining rights to an abandoned goldmine near the town of Schwunglestad. Convinced that the mine still holds riches, they have hired Trennan Burken-Vosser, a geologist to investigate its potential. But going into a deep, dark hole can be dangerous. What he really needs is a group of brave adventures to act as bodyguards. Suitable for player characters Levels 1-12.

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

	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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland 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.

Adventure Background

Around two hundred years ago, buried deep in the wild mountains of the Sepia Uplands (which was to eventually be home the town of Schwunglestad), there existed a temple and sanctuary to the Goddess Ulaa. This temple was a place where followers of the mountain goddess could come to find peace and tranquility when they needed to. It was also the resting place of *The Hammer Of Ulaa*, an item which holds religious significance to the goddess and her followers. Then in 402 CY, the temple was infiltrated by an evil mage, Solrina Unlgish, and her underling, in an attempt to find and take possession of The Hammer. This was so that she could learn the secrets of ghosttouch.

Sir Delanit (abbot of the temple) and his clerics fought the intruders. But there was too much opposition and, one by one, the valiant clerics fell to the foul magic of the wizardess. Eventually Sir Delanit stood alone, surrounded by foes aligned to Solrina Unlgish. His warhammer glowed with a holy power! Solrina's minions fell to the abbot like wheat that is reaped by a farmer, but Solrina stepped forward and released a spell that sucked the very life from Sir Delanit's body.

As Sir Delanit fell, his life being pulled from him, he cast his eye to the altar of his Goddess, and begged her to stop Solrina from taking The Hammer. Ulaa, must have heard the prayer, for when Solrina, took The Hammer off Sir Delanit's body, she found that the cave entrance had been sealed! This did not immediately concern the mage, as she had magics that would allow her to be transported through the stone. But when she cast the spell of teleportation, it failed. No matter what she tried, no spell would allow her to pass through the rock and stone. Ulaa, herself, had sealed it against the wizardess – trapping her for all eternity!

For days Solrina paced up and down, but every exit was sealed. Slowly, one by one, her underlings fell, succumbing to weakness and hunger ... until only a handful remained. By then, they knew it was The Hammer that was the cause of the curse. They demanded that Solrina return it to the temple. When she refused, they attacked her. Although weakened herself, she was still a powerful mage. As each attacked her, she struck them down with her magic, until all had fallen ... except for one which struck a fatal blow, then died. As the life was ebbing out of her, Solrina cursed those that had betrayed her. She cursed them to forever serve her and guard the warhammer from all who would take it from her bony grasp!

Adventure Summary

In recent years, the church of Zilchus has lost favour with the people of Perrenland, especially the powerful elite. The common perception is that the church cares for nothing except making money, and is willing to go to any lengths to do so. This perception has been enhanced by a number of less than honest members of the clergy who have greatly tarnished the reputation of the great Guildmaster. But this perception is changing. In the newly founded town of Schwunglestad, the church of Zilchus has started to achieve acceptance.

The church as procured the rights to an abandoned mine near Schwunglestad (in the Sepia Uplands) and has hired a group of adventures to escort a geologist into the system to look for untapped veins of gold. Unbeknownst to the Zilchus clergy, a group of cultists have hidden themselves in a cave near the town.

Also, recent geological activity by Mount Helspaar has opened up a cavern system in the old gold mine. The new cave system leads to an untapped vein of Mithral ore and a forgotten temple of Ulaa.

Encounter One: Help for hire

The adventure opens in the town of Schwunglestad in the Sepia Uplands. The church of Zilchus has gained the mining rights to the old mine near the town. While most people believe the mine to be played out, divinations cast by the church suggest that it would be worthwhile for them to explore it further. To undertake in this task, they have hired a geologist, Trennan Burken-Vosser, to make a survey. The church has also decided that it would be prudent to hire a group of adventures to assist and protect Trennan while he is down the mine. The church offers 100gp per person, but is willing to pay an additional 25gp per APL if the PCs haggle.

Encounter Two: We're not alone

While searching the mine, the party comes across a secret cult. The cultists attack to keep their presence hidden from the people of Schwunglestad. If defeated, the PCs learn the cult leader's name, but nothing regarding the reason of why they exist in the first place.

Encounter Three: All that glitters

The recent earth tremors caused by the geological activity of Mount Helspaar has resulted in a wall of the cave system to split, creating an opening into a new cave system. Whilst exploring the new cave system the party comes across a vein of mithral. While the ore still needs refining, it would be worth a fortune to the church of Zilchus and bring much wealth and future work to the town of Schwunglestad.

Unfortunately, rust monsters, who are quite willing to let the party pass as long as they are left undisturbed, are currently consuming the mithral vein. Living in a symbiotic relationship with the rust monsters is a small colony of endangered Sepian cave toads who are feeding off the insects that are in turn feeding off the rust monsters dung. If the rust monsters are killed these toads will quickly die. The party must now make the ethical decision: should they save the mithral, at the expense of the Rust Monsters eating it; or stop the rust monsters who need to eat it in order to survive?

Encounter Four: The sky is falling

Should the party continue down the passageway into the new cave system, they will come to a fork. On left is what appears to be the entrance to an ancient shrine (or temple) of Ulaa. The right appears to be a normal passage. Both passages show no signs of use. At that moment, there is a loud shudder and an earth tremor causes a cave-in behind the party. If the party has no way of moving through rock then they must move forward to find a way out.

Encounter Five: The ungrateful dead

When Solrina and her minions were first trapped, they wandered the cavern complex, unable to find a way out. While they were wandering, many fell to hunger, fatigue and despair. Cursed to remain trapped, their spirits were unable to find their way to the after life and rose again as undead. Longing to be free of the caverns, they gathered at the fork in the tunnels, unable to travel any further from the graves. Once the cave-in has stopped, these undead attack the party as they decide what direction to take

Encounter Six: Hall of the mountain queen

If the party moves into the temple of Ulaa, they come to a place where the floor is checkerboard with different colours. There is some writing in Oeridian on the wall that states: "Follow the light to find the path from darkness. But beware, Ulaa will punish those that stray." This is a protection placed there by an outside power in the service of Ulaa. The party must step on the stones in the order ascribed to the spectrum of light.

Encounter Seven: A knight's request

When *The Hammer of Ulaa* was stolen, Sir Delanit was commanded to remain as a spirit until it was returned. Now that someone has proven themselves by traversing the protection, the ghost of Sir Delanit will beseech them to defeat the mage, Solrina, and return the warhammer. He promises that he will show them the way out of the

tunnels if they agree. He will also open the way into Solrina's prison.

Encounter Eight: Solrina's prison

Trapped down the right-hand passage, in an undead state, is the evil mage Solrina Unlgish. Here she guards the warhammer with an unearthly madness, knowing that should it be returned to the shire, she would cease to exist, and her soul destroyed.

Conclusion:

When the PCs return to the surface, Trennan makes his report. If the party decided to save the mithral from being consumed, the church promises that some of the ore will be refined and made available to the PCs so they may purchase one mithral item.

If the party decided not to interfere with the natural order of things and let the creatures consume the mithral, the local grove of Druids hear about the great care shown to a natural creature and decide that the PC's are persons that respect the environment. Because of this, they will allow (after the appropriate donation) any PC who wishes to adopt a young pegasus foal. If female, and elven, they will also grant the PC access to a unicorn.

Introduction

If ever there were a frontier town in Perrenland, Schwunglestad would be it. Nestled in the mountains of the Sepia Uplands, everything about this town emanates a feeling of both wildness and adventure. And it is the adventure that draws most people to the town.

On you left of town, as you enter, you can see the noisy, bustling tavern. While still early in the morning, it has already begun a roaring trade. To the right of you is a small dirt track. You have been told that it leads to the animal reserve that was set up by the druids Griffin, Scram Nackle, and others of The Grove. Off in the distance, on the side of one of the mountains, there is a remarkable building that can only be the Skiing Ogre Chalet. It was established in 593 CY by the elf, Quicksilver, and his business consortium.

Rounding a corner, you come to one of the largest structures in the town: the temple to the Old Kerk. Beside this magnificent structure is a small, but tasteful, shrine to Garl Glittergold. It is a monument to the gnomish peoples that share the Sepia with the Perrenese settlers. On the side of the shrine glitters a small plaque, thanking Juan-Sanchez Ramirez Villalobos, gnomish sheriff and gentleman, for his efforts in establishing it.

On the other side of the temple is another shrine. While smaller than the temple of the Old Kerk, it is by no means less grand. The white marble columns and inlaid gold could only mean one thing. This is the Vault of the Great Guildmaster: a shrine dedicated to Zilchus! Outside the shrine stands a statue with its hand outstretched, holding a contract. The locals say that the image of the great Guildmaster is carved in the likeness of Zelbert Matheloot, a faithful of Zilchus, who demonstrated his devotion to the teachings by raising the funds needed in order to build the shrine. Next to the statue, there is a piece of parchment pinned neatly to the wall. It says:

"HELP WANTED. Adventurers needed as an escort for a geological survey. Pays well. Contract required. Apply within."

The shrine of Zilchus has recently acquired the rights to an old gold mine, and hired Trennan Burken-Vosser, a well-known geologist, to survey the mine for possible mineral deposits. They have also decided that it would be prudent to hire on a group of adventures to assist and protect Trennan whilst he is underground.

Should the PCs wish to apply for the escort duty, they will need to talk with Reverend Brother Shekem, who can be found inside the shrine of Zilchus.

Encounter One

Help For Hire

The interior of the shrine is just as opulent as the exterior. In the foyer where you stand, white and gray marble flagstones impressively cross-cross the floor. The walls are covered in polished granite from the neighboring hills. A few wall hangings made of silk and wool show historical Perrenland scenes. Surprisingly the shrine itself does not seem to be overly large, but you see a number of priests move in and out of doorways, carrying parchments of all varieties.

A small man with gray hair and spectacles scurries towards you.

"Hello there! I am Reverend Brother Shekem. How can I assist you in your devotions this day?"

Reverend Brother Shekem is the head priest of the shrine and likes to greet new devotees (so as to size them up himself). Currently, his top priority is to find an escort for the geologist Trennan Burken-Vosser, but is quite happy to answer other questions to the best of his knowledge. Possible questions and answers are given below.

Q. What sort of services does the shrine offer?

"The shrine offers all service associated with the scriptures of Zilchus. We help with all activities that support lawful trade. People can come to us to have contracts drawn up, to hire caravan guards of good reputation, and to have our priests employed as negotiators and brokers for goods. The shrine is also a place where people can store their valuables and know they are safe. Of course, we also offer the more standard services such as healing and intercession with the divine on behalf of the common people."

Q. The church is just interested in making money. They don't care for anyone else?

"You are wrong there. We are interested in promoting trade and commerce. The vast majority of the clergy act fully within the law - both word and spirit. Of course there have been a few misguided members in the past, but all groups have those. Zilchus is not interested in the acquisition of goods without the correct remuneration provided. He leaves that sort of thing to his evil brother."

Q. His brother?

"Yes, the god known as "Kurell". He is the god of thieves and deceit. The writings say that Kurrell abandoned his wife, the Goddess Atroa, and attempted to steal away the Goddess Sotillion, the wife of his brother, Zilchus. However Sotillion rejected his advances. The Goddess Atroa also rejected him for his betrayal. Alone and bitter, he blamed the Great Guildmaster for his own faults. Since then, the two brother-gods have had less than cordial relations."

Q. We are interested in the offer for employment you posted?

"Oh good! Please come this way!" He leads you to a small side door and into a well-furnished office.

"Please, take a seat. So tell me about yourselves, do you have experience with underground exploration or references from any patrons?"

PCs should have little problem convincing him of their qualifications, even 1st level PCs have an air of experience about them. Any PC how is a cleric of either Ulaa or Zilchus will find this easy and they will be assumed to be the leader of the party by Brother Shekem. Dwarves will also be especially favored as having the "right stuff" for this expedition. Favor certs form other scenario will also stand the PCs in good stead with Brother Shekem.

Once the PCs have satisfied him he will nod favorably and say the following.

“As you may or may not be aware, there is an old abandoned gold mine near the town. This has been investigated a number of times, so at first we did not pay much attention to it. Then one day, one of our acolytes was practicing his auguries and questioned the viability and value of the mine. He got a surprising result. The auguries conducted by the acolyte, and further divinations done by higher ranking church members, suggested that it would be worthwhile to investigate the mine.

“As a result, we have acquired the rights and deeds to the mine and are preparing to conduct a mineral survey. We have hired a geologist by the name of Trennan Burken-Vosser to conduct this survey, as he has come highly recommended to us. One of the requests he made was that we also hire an escort for him, as terrible things often find their way into the depths of the earth. Are you interested in this duty? We can offer you a hundred gold pieces apiece.”

This is only Brother Shekem's starting price, and fully expects the PCs to haggle. If they do, he will eventually increase the offer to 100gp + 25gp per APL. If the PCs don't haggle, he will look somewhat disappointed and pull out a contract. Any priest of Zilchus will know that haggling is expected, as will a Knowledge (Religion) check DC 10. Once the PCs agree to a fee, read:

With the price agreed upon, Brother Shekem pulls out a contract and signs it. He then offers the contract for you to place your mark upon it.

If the PCs refuse to sign a contract, he will explain to them that it is for their own protection and is required by the tenets of the Great Guildmaster. The contract simply states that they agree to escort and protect the geologist while on the survey mission. It also states that any goods found are the property of the church, unless it directly relates to a conflict with man or beast. Then it is considered spoils, and title transfers to the party members.

If the party refuses to sign, then Brother Shekem will thank them for their time, but regretfully inform them that their services will not be required after all. This is the end of the adventure for the PCs who will not sign. No one is allowed to sign for them (as signing is a symbol of accepting the word of Zilchus), although barbarians can place a mark and have someone identify it (ie “write “The mark of Orgis of the Silver wolf tribe”).

Any PCs that act insulted by having to sign an agreement will be gently reminded that contracts are part of the province of the Great Guildmaster. Signing a contract is offering up a devotion to him; much the same way as swearing an oath in the name of Pelor is a

devotion to the Shining Father. Reverend Brother Shekem states that he would never offer an insult to the PCs' gods, especially in their own temple, and ask if the players are willing to be just as open-minded.

Reverend Brother Shekem is happy to make minor alterations to the contract (GMs to use their own discretion), but will not hand over any mineral rights.

Once all the party members have signed or left, read (or preferably paraphrase) the following:

After the signing of the contract, Reverend Brother Shekem gently tears off your copy and explains that the tearing pattern of the two halves provides a unique identifier against fraud. He then hands it to you.

“I believe Trennan, the geologist, would like to leave as soon as possible. I will send word to him straight away. In the meantime, I would suggest you make any preparations you need and meet outside this shrine in one hour. Might I suggest you examine our supply of healing potions with one of the clerks at the front desk. They are very reasonably priced. Now if you will excuse me, I have some matters I need to attend to.”

With that, Reverend Brother Shekem gently shows you out.

☛ Reverend Brother Shekem: Male hu, Clr10 (Zilchus), hp 52.

The temple can offer all cleric services that can be provided by a 10th level cleric or lower (at standard prices).

Encounter Two We're Not Alone ...

Read, or preferably paraphrase, the following:

It is doubtful that you have ever met a more enthusiastic fellow as Trennan Burken-Vosser. Within five minutes of meeting him at the shrine, you are on your way without any fuss or favor. By the time you reach the old mine, you already know that Trennan's father was a member of the Vosser clan, and that his mother was from Furyondy. They met when Trennan's father, a member of The Art-Auszug, was temporarily assigned to The Pax as an expert geologist.

But although he talks a lot, once you reach the mine (and start to descend), his frivolity turns to business. While he still chats away like a hyperactive gnome, you admire his concentration and dedication

as he works collecting mineral samples (quite oblivious to any potential danger down here).

Time seems to pass extremely slowly as Trennan continues his work. Somehow, you manage to separate yourselves a little from his position, probably to get a little peace and quiet. It is then that you hear the sound of voices ... further down the passageway you are currently investigating ...

What the PC's are hearing are some cultists further up the passage (80 feet from Trennan's position). Because they are in discussion themselves, they have not yet heard Trennan or the adventurers.

If the PCs manage to get Trennan to be quiet, they can sneak up closer. If they do so, they see two men and a woman talking ...

CLARA: *"I don't care what you think! Balcasis says we don't touch the caravans until we get his go ahead. When we do that, the townsfolk will... What was that? We have intruders! Kill them! People must not know we are here!"*

Trennan, in an attempt to get a closer look has slipped slightly and made a sound. This has alerted the cultists. If the PCs take great measure of keeping Trennan away, then he will sneeze or make some sound to alert them. (Trennan is not trying to do so. He is just unlucky)

If the PCs do not attempt to keep Trennan quiet, the cultists will hear and pass around the corner and attack the party :

APL 2 (EL 2)

☛ **Clara Zaheem:** female human Clr1 (Kurell); hp 9; see *Appendix 1*.

☛ **Kelzim Krandozic:** male half-elf Rog1; hp 7; see *Appendix 1*.

☛ **Geld Palsim:** male half-orc Ftr1 (Kurell); hp 11; see *Appendix 1*.

APL 4 (EL 4)

☛ **Clara Zaheem:** female human Clr2 (Kurell); hp 15; see *Appendix 1*.

☛ **Kelzim Krandozic:** male half-elf Rog2; hp 12; see *Appendix 1*.

☛ **Geld Palsim:** male half-orc Ftr2; hp 18; see *Appendix 1*.

APL 6 (EL 6)

☛ **Clara Zaheem:** female human Clr3 (Kurell); hp 21; see *Appendix 1*.

☛ **Kelzim Krandozic:** male half-elf Rog2/Clr1 (Kurell); hp 18; see *Appendix 1*.

☛ **Geld Palsim:** male half-orc Ftr2/Clr1 (Kurell); hp 24; see *Appendix 1*.

APL 8 (EL 8)

☛ **Clara Zaheem:** female human Clr5 (Kurell); hp 33; see *Appendix 1*.

☛ **Kelzim Krandozic:** male half-elf Rog3/Clr2 (Kurell); hp 29; see *Appendix 1*.

☛ **Geld Palsim:** male half-orc Ftr3/Clr2 (Kurell); hp 37; see *Appendix 1*.

APL 10 (EL 10)

☛ **Clara Zaheem:** female human Clr7 (Kurell); hp 45; see *Appendix 1*.

☛ **Kelzim Krandozic:** male half-elf Rog4/Clr3 (Kurell); hp 40; see *Appendix 1*.

☛ **Geld Palsim:** male half-orc Ftr4/Clr3 (Kurell); hp 50; see *Appendix 1*.

APL 12 (EL 12)

☛ **Clara Zaheem:** female human Clr9 (Kurell); hp 57; see *Appendix 1*.

☛ **Kelzim Krandozic:** male half-elf Rog5/Clr4 (Kurell); hp 51; see *Appendix 1*.

☛ **Geld Palsim:** male half-orc Ftr5/Clr4 (Kurell); hp 63; see *Appendix 1*.

Tactics: The primary concern for the cultists is to stop party from reporting their presence. Clara (and at higher levels Kelzim and Geld) will begin with spells that will hold or incapacitate the PCs. If that fails, they will concentrate their attacks. If there is a priest or paladin of Zilchus in the party, Clara will concentrate on taking them down first and above all else. If they were alerted to the party presence, they will spend Round Zero pre-casting protection spells and buffs.

Treasure: The holy symbols of Kurell have been enchanted so that as soon as its wearer falls unconscious, it crumbles to dust. This may leave one of the clerics without a symbol if they are healed back to conscious by one of their companions. They still have a holy symbol of Zilchus as a decoy if captured. On the body of the cultists there is also the following:

APL 2—loot(142 gp), coin-(58 gp), *Elixir of hiding* (21 gp), *Potion of resist energy (fire)* 20 (58 gp).

APL 4—loot(142 gp), coin-(91 gp), *Potion of cure light wounds-* (4 gp), *Wand of shield of faith*-(63 gp), *Pearl of power lv1* (83 gp).

APL 6—loot(116 gp), coin-(16 gp), *3xPotion of cure light wounds-* (12 gp), *Wand of shield of faith*-(63 gp), *Short sword +1* (193 gp), *Hat of disguise* (150 gp).

APL 8—loot(80 gp), coin-(16 gp), *3xPotion of cure light wounds-* (12 gp), *Wand of shield of faith*-(63 gp),

Short sword +1 (193 gp), *Great sword +1* (196 gp), *Chain shirt +2* (355 gp).

APL 10—loot(77 gp), coin-(7 gp), 3x*Potion of cure light wounds-* (12 gp), *Wand of shield of faith*-(63 gp), *Short sword +1 Screaming* (692 gp), *Great sword +1* (196 gp), *Chain shirt +2* (355 gp), *Heavy steel shield +1* (98 gp), *Quaal's feather token*, *whip* (42 gp), *Broach of shielding* (125 gp).

APL 12—loot(77 gp), coin-(7 gp), 3x*Potion of cure light wounds-* (12 gp), *Wand of shield of faith*-(63 gp), *Short sword +1 Screaming* (692 gp), *Adamantine great sword +1* (446 gp), *Banded mail +1* (117 gp), *Chain shirt +1* (105 gp), *Chain shirt +2* (355 gp), *Heavy steel shield +2* (348 gp), *Dust of illusion* (100 gp).

Development: If the cultists are captured, they will pretend to resist all efforts to make them talk, then admit they are clerics of Zilchus planning to force prices up for profit. This is a practiced lie so assume a “take 20” on the bluff roll. If the roll fails then the character will sense a half truth. Of course Brother Shekem knows nothing about this. The PCs are welcome to tie up any prisoners and leave them there to be picked up and taken back to town for questioning on their way back. Of course, once the cave-in occurs the PCs will have to come back in through the original entrance.

Encounter Three

All That Glitters ...

Read, or preferably paraphrase, the following:

The passage continues past the hideout of the bandits and ends abruptly in a pile of fallen rocks. It appears that something has collapsed the wall and, by the looks of it, revealed a passageway or chamber behind it. It may take some clearing, but it should soon be passable.

If the rocks are cleared, Trennan will move his torch to the entrance.

As the light hits the opening it reveals a large passageway winding off into the distance. The remarkable thing about the passageway is that all along it's twists and turns, the walls reflect the torchlight off a web of silver metal embedded into the rock! Yet it is the stench that is most notable, and large piles of dung covered in crawling cockroaches litter the floor. Quite a few small blue coloured toads bound away from you as the party approaches. Obviously they have been getting a generous bounty from the dung of their host. Trennan ever curious steps up.

*One word escapes Trennan's lips:
“Mithral!”*

But, you are not alone. Against the wall, some 40 feet from the nearest party member, is a large creature with two feathery antennae, covered with armour plates. Wherever this creature's antenna touches the mithral vein, it turns to powder. The creature appears to be feeding off the mithral! Then, suddenly, it turns and looks at you. Then it turns back to consume the mithral, apparently unfazed by your presence. It would be a simple matter to continue down the corridor and leave it alone to finish its meal.

While the ore still needs refining, it would be worth a fortune to the church of Zilchus and bring much wealth and future work to the town of Schwunglestadt. Unfortunately, this creature is currently consuming the mithral vein, and it may be all gone by the time anyone tries to mine it. Your party must now make a decision: should you save the mithral by stopping this creature, or should you allow this creature to live by letting it eat what it clearly needs to survive?

The rust monster is happy to eat the mithral, and will leave the party alone unless directly provoked or attacked. If attacked, it will let out a high pitched scream and defend itself. At higher APLs this will attract other rust monsters within one round. If the party does not attack the beast, they can move past it with no trouble.

Creature: The rust monster(s) will only attack if provoked! Therefore, they have not been included in the EL given towards experience for this scenario. They are not a direct threat to the party, and most parties should opt to avoid them.

APL 2

☛ **Rust Monster (1):** hp 27; see *Monster Manual 3.5 Edition* p.216.

APL 4

☛ **Rust Monsters (2):** hp 27 each; see *Monster Manual 3.5 Edition* p.216.

APL 6

☛ **Rust Monsters (4):** hp 27 each; see *Monster Manual 3.5 Edition* p.216.

APL 8

☛ **Rust Monsters (7):** hp 27 each; see *Monster Manual 3.5 Edition* p.216.

APL 10

☛ **Rust Monsters (10):** hp 27 each; see *Monster Manual 3.5 Edition* p.216.

APL 12

☛ **Rust Monsters (13):** hp 27 each; see *Monster Manual 3.5 Edition* p.216.

Tactics: The rust monster(s) will completely ignore the party unless attacked. If the original rust monster is attacked, it will scream in Round 1. In subsequent rounds the others will come from surrounding passageways further down the tunnel.

Development: If the Rust Monsters are left in peace, they will continue to eat the mithral vein until removed by the church of Zilchus. Only about 1/3 of the vein has been eaten by the time the Church gets to it. The church is happy with the discovery of the vein and rewards the PCs with the *Favour of the church of Zilchus*. At the same time they have gained the *Notice of the Schwunglestad Grove* for not interfering in the habits of a natural creature.

If the PCs stop the Rust Monsters from eating the mithral, then they gain the *Enhanced Favour of the church of Zilchus* which will entitle them to the use of some of the mithral for either crafting an item themselves or having one made for them.

It is impossible to get both the *Enhanced Favour of the Church of Zilchus* and the *Notice of the Schwunglestad Grove*.

Encounter Four The Sky Is Falling

Read, or preferably paraphrase, the following:

The tunnel continues deeper into the mountain. A number of smaller passages lead off, but these finish in dead-ends. Eventually you come to realise that while the tunnel has not seen use for a long time, the floor is quite smooth, as if it once had traffic other than those who were here for the express purpose of mining ...

As you continue deeper, the tunnel splits into a two-way-fork. Not far up the left passage you can see a large stone structure carved into the rock. It almost looks like an old shrine or temple. The right passage continues on before disappearing into the darkness ...

Suddenly, a loud rumble demands your immediate attention, as the very ground begins to shake! Rocks start to fall from the ceiling behind you, as it appears

the tunnel is starting to collapse under the influence of ... an earthquake!

The tunnel in this area is extremely unstable. Recent activity from Mount Helspaar (*Knowledge, Local* DC 10) has caused it to become even more so. Unfortunately, the arrival of the party has caused the ceiling to finally give way. The party really has two choices. They can either move forward or they can try to make it back down the tunnel the way they came.

If they move forward :

With the tunnel collapsing behind you, you charge forward into the intersection. With a loud crash, the entire ceiling of the tunnel collapses behind you! Unless you can move through rock, the only way is forward. The only question is: do you want to go left or right?

If they try to make it back down the tunnel :

With the tunnel starting to collapse, you charge back down the way you came. Suddenly, just ahead of you, a large part of the ceiling falls, blocking your exit. You have no choice by to turn around and try to outrun the collapsing tunnel. Finally, just as you make it to the intersection it stops, and as the dust and rock settles, you can see that the way back is completely blocked. Unless you can move through rock, it looks like you can only go forward. The question is: do you want to go left or right?

The tunnel is completely blocked in the rear for a distance of 60 feet. It will take a long time to dig out, but if any of the party can move through stone then they can escape that way. A *stone to mud* spell will not work, as the area is too unstable and more cave-ins will result. A *stone shape* spell will allow the PC to create a stable tunnel through the fallen rock.

If the party has no options to get past the cave-in they must either go forward to **Encounter Six** (left-hand passage way) if they go down the right hand passageway towards **Encounter Eight** they will find it a stops with a wall of stone and thus a dead end. They can only get past this point when Sir Delanit lets them. Firstly, however, before they can go either way they have to face encounter 5.

Encounter Five The Ungrateful Dead

Read, or preferably paraphrase, the following:

With the dust starting to settle, it is clear that the passage out is blocked. Unless you have a way to move through rock, you must press on and hope that either the left or right hand passage holds a way out. If it doesn't then this place has become your tomb.

At APL 2 or 4 (once a decision on which path to take is made.)

With a decision made, you gather up your gear and prepare to set out. Your thoughts are suddenly interrupted when you hear the sound of a rock hitting stone. Looking up the right-hand passage you see a figure that looks like it has been dead for many years.

At APL 6, 8, 10 or 12 (once a decision on which path to take is made.)

With a decision made, you gather up your gear and prepare to set out. Your thoughts are suddenly interrupted when the air around you chills. You turn quickly as something catches your eye. You swear that it was a figure, as insubstantial as smoke, pass through solid rock into the wall.

These creatures are the undead remains of Solrina's minions that fell to hunger and thirst when trying to find a way out of the caverns. They now wait at the fork, unable to go down the passage towards the mithral vein due to the curse.

Creature: Due to the power of Ulaa, the wraiths, shadows, spectres and greater shadows can only pass into the stone to a distance of 6 feet. They are blocked from going any further.

APL 2 (EL 2)

☞ **Zombies (human commoners) (3):** hp 16 each; see *Monster Manual 3.5 Edition* p.266.

APL 4 (EL 4)

☞ **Wight (1):** hp 27; see *Monster Manual 3.5 Edition* p.255.

☞ **Zombies (human commoners) (2):** hp 16; see *Monster Manual 3.5 Edition* p.266.

APL 6 (EL 6)

☞ **Wraith (1):** hp 32; see *Monster Manual 3.5 Edition* p.258.

☞ **Shadow (1):** hp 19; see *Monster Manual 3.5 Edition* p.221.

APL 8 (EL 8)

☞ **Wraith (1):** hp 32; see *Monster Manual 3.5 Edition* p.258.

☞ **Spectre (1):** hp 45; see *Monster Manual 3.5 Edition* p.232.

APL 10 (EL 10)

☞ **Wraith (1):** hp 32; see *Monster Manual 3.5 Edition* p.258.

☞ **Spectre (1):** hp 45; see *Monster Manual 3.5 Edition* p.232.

☞ **Greater Shadow (1):** hp 56; see *Monster Manual 3.5 Edition* p.221.

APL 12 (EL 12)

☞ **Wraith (2):** hp 32; see *Monster Manual 3.5 Edition* p.258.

☞ **Spectre (2):** hp 45; see *Monster Manual 3.5 Edition* p.232.

☞ **Greater Shadow (2):** hp 56; see *Monster Manual 3.5 Edition* p.221.

Tactics: At APL 2 and 4, the zombies and wight attacks the character closest to them in a mindless fury. At higher APLs, the undead are incorporeal and attack the party using the walls to their best tactical advantage. Sneaky ...

Encounter Six Hall Of The Mountain Queen

Read, or preferably paraphrase, the following:

This ancient shrine looks like it has lay undiscovered for hundreds of years. Great columns stand between the floor and the roof of the cavern, framing two large, intricately carved stone doors. The doors stand open, broken on their supports.

If the PCs succeed at a Knowledge (Religion) check DC 15, they will recognise the symbols and carvings as dedications to the Goddess Ulaa.

There are no traps on the doors (if they are searched), and when the party enters read the following:

Through the doors of the temple, you see a large foyer. At the far end is a short, wide passage of coloured tiles that ends in a door. On either side of the passage are two stone fountains that amazingly still run with water. Above the passageway, carved into the mantle is a set of runes.

All APLs (EL 3)

The final prayer of Sir Delanit tir Rietmârcher to the Goddess Ulaa has protected the temple. On the mantel, carved in Oeridian are the words:

*"From darkness to light must you step,
And the stones of my womb are the way;
For the spectrum of colours are set,
And the goddess will kill those who stray."*

To get past the protection, PCs must step on the stones in order of the light spectrum, starting at darkness (Black) and finishing at light (White). When an incorrect stone is stepped on, the PC will take 1d6 per colour away from the correct one, of holy damage (ie 1d6 for yellow instead of green or 3d6 for orange instead of blue). Players handout #1 shows the colours of the stones, and DM handout #1 shows the number of d6 damage taken is stepped on.

The correct path is Black (Darkness), Red, Orange, Yellow, Green, Blue, Indigo, Violet and White (Light).

A Knowledge (nature) check DC 13+APL will remind a player that when light passes through water a rainbow is created.

A Knowledge (arcana) check DC 13+APL will remind a player that the basis of the prismatic spells is splitting light into its component parts.

A Search check (DC 8+APL) on the fountains will reveal a torch sconce. If a torch is placed in the sconce then the light causes a rainbow to form near through the water. This should also give the players a clue to the answer of the riddle.

The colours of the rainbow are Red, Orange, Yellow, Green, Blue, Indigo and Violet.

If a PC tries to fly over the pattern then they will still take damage as if they step on the stone below them. Unless otherwise stated assume they have done straight up the middle row.

The door at the far end is unlocked and leads to the inner chamber where Sir Delanit rests.

Encounter Seven A Knight's Request

Read, or preferably paraphrase, the following:

The doorway leads into a second chamber. This room is also filled with the same drawings and symbols that were inscribed on the doors and wall of the outer chamber. Many scorch marks and scrapes show that a great battle was fought in here a very long time ago. In the middle of the room is a large pool of water, and next to that is a stone altar with a carving of a

mountain on its side. There is a hole in the middle of the carving that suggests that a stone or gem once resided there.

Before you can move any closer, a mist begins to materialise above the fountain, quickly forming into the figure of a man dressed in half plate and clerical robes.

"Hold your weapons! I mean you no harm. I would talk with you.

"My name is Sir Delanit tir Rietmârcher, Knight and priest to the great Goddess Ulaa. I have need of your help!"

Here are some possible questions (and answers).

Q. PCs: How can we help?

SIR DELANIT: Many centuries ago, this was a place of worship, dedicated to the mountain goddess, Ulaa. Many traveled here as part of their pilgrimage of faith, for here rested the powerful "Hammer of Ulaa", a most holy relic! Then SHE came, Solrina Unglish: a mage of considerable power, it was her intent to steal the hammer! Long we fought her and her minions. My priests fell until I was the last remaining. Swinging my warhammer, I cut them down like a farmer harvests his wheat - until I reached the witch. Then as I raised my warhammer, she muttered a curse so powerful that the very life was sucked out of my body! With my last dying breath, I cried out to Ulaa. I begged her forgiveness in failing her!

The Goddess heard my call, and when Solrina tried to escape with the hammer, a mighty rumble shook the mountain and the tunnel collapsed sealing her in! This did not worry her, for her magics were strong and powerful. She cast another simple spell to teleport her back to her tower, deep in what you now call The Sepia. But it failed. It's magic was blocked! She tried a second spell, this one to move from this plane of existence to another. Again, that failed. Finally, she called upon her magic to shape the very stone into a new tunnel, but as quickly as she could create a tunnel, the mountain would shake all around and cave her in again!

"In desperation, she started wandering the tunnels with her minions, looking for a way out. Eventually, her servants realised that as long as SHE had the hammer, they could not escape! They demanded that she return it, but when she refused they attacked her. She managed to defeat them, but not before they had struck a mortal blow. As she died, she cursed their names with her final breath, cursing them to serve here even in their death!"

"But there was a price for all this. For as long as the hammer is absent from the temple, I am forced to also remain here!"

"That is my story. Will you help me? Will you retrieve the hammer?"

Q. PCs: Where is the hammer now?

SIR DELANIT: "It still lies where Solrina fell, where she has been imprisoned behind a magical stone wall.

If you return the way you came, there was a fork. The right-hand passage leads to Solrina. If you agree to retrieve the hammer you will be able to pass through the wall with my blessing. Beware: she still guards it even in death!"

Q. PCs: But she is a powerful mage! How can we hope to defeat her?

SIR DELANIT: "When she died, her powers were greatly weakened. She is not the mage she was in life."

Q. PCs: We have been trapped here! How can we get out?

SIR DELANIT: "There is a passage here in the temple. It is hidden to all, but I can open it for you!"

Q. PCs: What's in it for us?

SIR DELANIT: "Other than the satisfaction of helping a spirit in need, you will have my gratitude ... and that of my eternal mistress."

What If the PCs do not agree to help him?

SIR DELANIT: "I am sorry for your decision. You obviously do not have what it takes to be true heroes. It is a pity, for the world need heroes, especially seeing as I know what's coming ... [he refuses to elaborate more] Here, the door is open. Return to the surface and live out your lives in peace!"

The scenario is now over for the PCs. Go to the Conclusion.

If the PCs do agree to help him :

SIR DELANIT: "I knew you were heroes! Just what the world needs in the upcoming days of darkness! Go and defeat the undead Solrina and return the hammer to its rightful place. Ulaa's blessing upon you!"

With the blessing the PCs will be able to pass the wall into Solrina's prison.

Q. What do you mean the world needs heroes? What's coming?

SIR DELANIT: "I do not know. I only see darkness ahead. A possibility, nothing more."

Encounter Eight Can't Keep A Bad Witch Down

Read, or preferably paraphrase, the following:

The tunnel to the right continues for about 30ft before ending in a solid wall.

This is a magical wall and PC who have the Blessing of Ulaa from Sir Delanit can walk freely through it. Any stone or missile they fire will also pass through the wall, although no sound will come back to them. Once they step through the wall read the following.

The cavern continues for a few hundred feet. You begin to notice that, with each step, the air around you starts to get colder. It is not a natural cold, as no matter what protection you have it still creeps into your bones.

The tunnel continues before it opens up into a natural cavern. Inside you can see scattered piles of rubbish and debris. Hovering above one of these piles is the shadowy form of a woman. Her face twisted in madness ...

This is the resting place of Solrina and her minions, and the piles of rubbish are their remains. Most of what they were carrying is destroyed by time. The shadowy form is the undead form of Solrina. At APL 2 the *Hammer of Ulaa* will be in one of the piles of rubbish. At APL 4, Solrina is actually carrying it. At higher APLs her minions are using it. See stats in the Appendix 1 for more information.

Creatures: Here rests the spirit of Solrina and at higher APLs, those of her minions. At APL 2, Solrina has returned as a wraith. At APLs 4-12 she is a ghost and retains some of her powers. She knows that if The Hammer is returned to the temple her soul will be forever destroyed and, as such, she fights to the fullest of her abilities to stop this from happening. While her physical spell book lies in tatters, she has used her spirit version to keep a full complement of spells at her disposal. Fortunately for the party, the process of her being turned into a ghost has robbed her of a great deal of her power, and she does not have the full complement of spells which she originally used against Sir Delanit. Phew ...

APL 2 (EL 5)

☛ **Wraith:** hp 32; see *Monster Manual* page 258.

APL 4 (EL 7)

☛ **Solrina Unlgish (Ghost):** Wiz5; hp 40; see *Appendix I*.

APL 6 (EL 9)

☛ **Solrina Unlgish (Ghost):** Wiz5; hp 40; see *Appendix I*.

☛ **Wraiths (2):** hp 33, 32; see *Monster Manual* page 258.

APL 8 (EL 11)

☛ **Solrina Unlgish (Ghost):** Wiz7; hp 54; see *Appendix I*.

☛ **Ghost minion:** Ftr5; hp 40; see *Appendix I*.

☛ **Wraiths (2):** hp 33, 32; see *Monster Manual* page 258.

APL 10 (EL 13)

☛ **Solrina Unlgish (Ghost):** Wiz9; hp 68; see *Appendix I*.

☛ **Ghost minion:** Ftr7; hp 54; see *Appendix I*.

☛ **Wraiths (4):** hp 34, 33, 32; 30 see *Monster Manual* page 258.

APL 12 (EL 15)

☛ **Solrina Unlgish (Ghost):** Wiz11; hp 82; see *Appendix I*.

☛ **Ghost minion:** Ftr9; hp 68; see *Appendix I*.

☛ **Wraiths (8):** hp 34, 33, 33, 32; 32, 31, 31, 30 see *Monster Manual* page 258.

Tactics: At APL 4 and above, Solrina will attempt to use her spells to take out spell casters that can effect her with force effects, as well as any characters with a ghost touch weapon. At higher APLs the wraiths and fighter minion will keep themselves between Solrina and the players.

Treasure: In the pile of remains there can be found:

APL 2—loot(25 gp), coin-(4 gp), *Darkwood heavy shield*-(21 gp).

APL 4—loot(10 gp), coin-(11 gp), *Darkwood heavy shield*-(21 gp), *Arcane scroll phantasmal killer*-(58 gp).

APL 6—loot(10 gp), coin-(36 gp), *Darkwood heavy shield*-(21 gp), *Arcane scroll phantasmal killer*-(58 gp), *Potion of false life*-(25 gp).

APL 8—loot(60 gp), coin-(61 gp), *Darkwood heavy shield*-(21 gp), *Arcane scroll phantasmal killer*-(58 gp), *Hand of the mage* (75 gp), *Potion of false life* (25 gp).

APL 10—loot(52 gp), coin-(61 gp), *Darkwood heavy shield*-(21 gp), *Arcane scroll phantasmal killer*-(58 gp), *Hand of the mage* (75 gp), *Golembane scarab* (208), *Potion of false life* (25 gp).

APL 12—loot(12 gp), coin-(18 gp), *Darkwood heavy shield*-(21 gp), *Arcane scroll phantasmal killer*-(58 gp),

Hand of the mage (75 gp), *Golembane scarab* (208), *Pearl of power lv2* (333 gp), *Potion of false life* (25 gp).

Development: If the party gains the warhammer and attempts to leave the caverns with it, they will discover that all teleportation magic will fail to function (permanent *dimension lock* centered on the hammer.). If they attempt to use magic to shape a new tunnel (*stone to mud*, *shape stone* etc), then the newly created tunnel will collapse due to earth tremors as soon as it is formed.

If they return it to the temple, they will be shown the secret passage to the surface and earn the favour of Sir Delanit.

Conclusion

Once the characters have returned to the surface, they are shown into the office of Brother Shekem. He is extremely pleased with the results of the survey and the mithral rights. All characters are rewarded with the *Favour of the church of Zilchus*. At the same time, if they did not stop the Rust Monsters, they have gained the *Notice of the Schwunglestad Grove* for not interfering in the habits of a natural creature.

If the PCs stop the Rust Monsters from eating the mithral, then they gain the *Enhanced Favour of the church of Zilchus* which will entitle them to the use of some of the mithral for either crafting an item themselves or having one made for them.

It is impossible to get both the *Enhanced Favour of the Church of Zilchus* and the *Notice of the Schwunglestad Grove*.

If the characters did not haggle with Brother Shekem.

APL 2—loot(0 gp), coin-(100 gp).

APL 4—loot(0 gp), coin-(100 gp).

APL 6—loot(0 gp), coin-(100 gp).

APL 8—loot(0 gp), coin-(100 gp).

APL 10—loot(0 gp), coin-(100 gp).

APL 12—loot(0 gp), coin-(100 gp).

If the characters did haggle with Shekem.

APL 2—loot(0 gp), coin-(150 gp).

APL 4—loot(0 gp), coin-(200 gp).

APL 6—loot(0 gp), coin-(250 gp).

APL 8—loot(0 gp), coin-(300 gp).

APL 10—loot(0 gp), coin-(350 gp).

APL 12—loot(0 gp), coin-(400 gp).

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 Two

Defeat cultists

APL2 60 xp; APL4 120 xp; APL6 180 xp;
APL8 240 xp; APL10 300 xp; APL12 360 xp.

Encounter Five

Defeat undead minions

APL2 60 xp; APL4 120 xp; APL6 180 xp;
APL8 240 xp; APL10 300 xp; APL12 360 xp.

Encounter Six

Bypass protection to temple

APL2 90 xp; APL4 90 xp; APL6 90 xp;
APL8 90 xp; APL10 90 xp; APL12 90 xp.

Encounter Eight

Defeat Solrina

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 xp.

Story Award

Haggle with Brother Shekem:

APL2 20 xp; APL4 30 xp; APL6 45 xp;
APL8 55 xp; APL10 70 xp; APL12 85 xp.

Agree to retrieve the *Hammer of Ulaa*:

APL2 20 xp; APL4 30 xp; APL6 45 xp;
APL8 55 xp; APL10 70 xp; APL12 85 xp.

Discretionary roleplaying award

APL2 50 xp; APL4 75 xp; APL6 90 xp;
APL8 115 xp; APL10 130 xp; APL12 145 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350 xp; APL12 1575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you

feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Two: Cultists

APL 2: L: 142 gp; C: 58 gp; M: 79 gp
APL 4: L: 142 gp; C: 91 gp; M: 150 gp
APL 6: L: 116 gp; C: 16 gp; M: 418 gp
APL 8: L: 80 gp; C: 16 gp; M: 804 gp
APL 10: L: 77 gp; C: 7 gp; M: 1583 gp
APL 12: L: 35 gp; C: 10 gp; M: 2405 gp

Encounter Seven: Solrina and Minions

APL 2: L: 25 gp; C: 4 gp; M: 21 gp
APL 4: L: 10 gp; C: 11 gp; M: 79 gp
APL 6: L: 10 gp; C: 36 gp; M: 104 gp
APL 8: L: 60 gp; C: 61 gp; M: 179 gp
APL 10: L: 52 gp; C: 61 gp; M: 387 gp
APL 12: L: 12 gp; C: 18 gp; M: 720 gp

Conclusion: Payment from Zilchus (with Hagglng)

APL 2: L: 0 gp; C: 150 gp; M: 0 gp
APL 4: L: 0 gp; C: 200 gp; M: 0 gp
APL 6: L: 0 gp; C: 250 gp; M: 0 gp
APL 8: L: 0 gp; C: 300 gp; M: 0 gp
APL 10: L: 0 gp; C: 350 gp; M: 0 gp
APL 12: L: 0 gp; C: 400 gp; M: 0 gp

OR

Conclusion: Payment from Zilchus (without Hagglng)

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 100 gp; M: 0 gp
APL 6: L: 0 gp; C: 100 gp; M: 0 gp
APL 8: L: 0 gp; C: 100 gp; M: 0 gp
APL 10: L: 0 gp; C: 100 gp; M: 0 gp
APL 12: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 0 gp; M: 0 gp - Total: 400 gp
APL 4: L: 0 gp; C: 0 gp; M: 0 gp - Total: 600 gp
APL 6: L: 0 gp; C: 0 gp; M: 0 gp - Total: 800 gp
APL 8: L: 0 gp; C: 0 gp; M: 0 gp - Total: 1250 gp
APL 10: L: 0 gp; C: 0 gp; M: 0 gp - Total: 2100 gp
APL 12: L: 0 gp; C: 0 gp; M: 0 gp - Total: 3000 gp

Special

The favour of Sir Delanit tir Rietmârcher. For the appropriate donation, the spirit of Sir Delanit tir Rietmârcher can be summoned at a shrine or temple to Ulaa and will enhance a weapon with the flaming ability, or teach a PC with the Craft Arms and Armour feat how to create the enhancement. The PC must pay the difference in cost for the new item. Write used across this text when the favor is redeemed.

The enhanced favour of Sir Delanit tir Rietmârcher. Any cleric or paladin of Ulaa can call the spirit of Sir Delanit tir Rietmârcher to enhance a weapon with the holy ability, by making a donation to the Temple of Ulaa. The PC must pay the difference in cost for the new item. Write used across this text when the favor is redeemed.

The favour of the Church of Zilchus. The church of Zilchus is pleased with your performance and as a bonus they offer free standard lifestyle whenever the PC is in Schwunglestad for the duration of a Perrenland regional adventure.

The enhanced favour of the Church of Zilchus. The Church of Zilchus is delighted at the discovery and

securing of the vein of mithral. As a bonus they promise the PC that enough mithral will be set aside so that they can make or buy one item made of the precious metal. Write the name of this weapon or armor here _____.

The notice of the Schwunglestad Grove. Hearing that the PC would rather place the care and well being of a natural creature above monetary gain, they have decided that they are of the correct character to be offered the chance to adopt a Pegasus as a cohort (for a small donation of 3000gp to the grove). The Pegasus still needs to be trained, but starts with a friendly attitude towards the PC. If the character is female and elven, they gain access to a unicorn cohort instead.

Items for the Adventure Record

Item Access

APL 2:

Darkwood heavy shield (Adventure, DMG)
Elixir of hiding (Adventure, DMG)
Potion of resist energy (fire) 20 (Adventure, DMG)

APL 4: (All of APL 2 plus the following)

Wand of Shield of faith (Adventure, Caster Level 1, DMG)
Arcane scroll of phantasmal killer (Adventure, Caster level 7, DMG)
Pearl of power lv1 (Adventure, DMG)

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

Potion of false life (Adventure, S&F)
Hat of disguise (Adventure, DMG)

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

Hand of the mage (Adventure, DMG)
Chain shirt +2 (Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)

Short sword +1 screaming (Adventure, AEG)
Scarab, golembane (Adventure, DMG)
Quaal's feather token, whip (Adventure, DMG)
Broach of shielding (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)

Adamantine great sword +1 (Adventure, DMG)
Pearl of power lv2 (Adventure, DMG)
Dust of illusion (Adventure, DMG)
Heavy steel shield +2 (Adventure, DMG)

Appendix One – Monsters.

Encounter 2: We're not alone

APL 2

☛ **Clara Zaheem:** Female Human Clr1; CR 1; Medium Humanoid (Human); HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) [[+4 chain shirt, +2 shield]]; BA/G +0/+2; Atk +3 melee (1d6+2/19-20 x2, short sword) or +0 ranged (1d8/ 19-20x2, light crossbow); Full Atk +3 melee (1d6+2/19-20 x2, short sword) or +0 ranged (1d8/ 19-20x2, light crossbow); SQ Spells, spontaneous casting; AL CN; SV Fort +3, Ref +0, Will +5; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +2, Concentration +4, Disguise +3, Knowledge (religion) +3, Spellcraft +3; Combat casting, Weapon proficiency (Short sword).

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (3/3 base DC = 13 + spell level): 0—[*create water, detect magic, guidance*]; 1st—[*entropic shield**, *bless, shield of faith*].

*Domain spell. *Domains:* [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork short sword, light crossbow, chain shirt, heavy steel shield, wooden holy symbol (Kurell), bolts(10), *elixir of hiding, potion of resist energy (fire)* 20, 348 gp

☛ **Kelzim Krandozic:** Male Half-elf Rog1; CR 1; Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 dex, +4 chain shirt]]; BA/G +0/+0; Atk +1 melee (1d6/18-20x2, rapier) or +3 ranged (1d8/19-20x2, light crossbow); Full Atk +1 melee (1d6/18-20x2, rapier) or +3 ranged (1d8/19-20x2, light crossbow); SA sneak attack +1d6; SQ Immunity sleep, low light vision, trapfinding; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +6, Bluff +5, Disable Device +5, Disguise +5, Escape Artist +6, Hide +6, Listen +6, Move Silently +6, Spot +6, Tumble +6; Combat Expertise.

Trapfinding: The rogue is able to find and disarm traps with a DC greater than 20.

Possessions: Masterwork rapier, light crossbow, masterwork chain shirt, bolts(10)

☛ **Geld Palsim:** Male Half-orc Ftr1; CR 1; Medium Humanoid (Orc); HD 1d10+1; hp 11; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [[+1 dex, +6 banded

mail]]; BA/G +1/+5; Atk +7 melee (2d6+6/19-20x2, great sword) or +2 ranged (1d8/19-20x2, light crossbow); Full Atk +7 melee (2d6+6, great sword) or +2 ranged (1d8, light crossbow); SQ Darkvision 60ft.; AL CN; SV Fort +3, Ref +1, Will +1; Str 18, Dex 12, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +3, Ride +2; Power attack, Weapon focus (great sword).

Possessions: Masterwork great sword, light crossbow, banded mail, bolts(10)

APL 4

☛ **Clara Zaheem:** Female Human Clr2; CR 2; Medium Humanoid (Human); HD 2d8+2; hp 15; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) [[+4 chain shirt, +2 shield]]; BA/G +1/+3; Atk +4 melee (1d6+2/19-20 x2, short sword) or +1 ranged (1d8/19-20 x2, light crossbow); Full Atk +4 melee (1d6+2/19-20 x2, short sword) or +1 ranged (1d8/19-20 x2, light crossbow); SQ Spells, spontaneous casting; AL CN; SV Fort +4, Ref +0, Will +6; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +2, Concentration +5, Disguise +4, Knowledge (religion) +3, Spellcraft +4; Combat casting, Weapon proficiency (Short sword).

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (4/4 base DC = 13 + spell level): 0—[*create water, detect magic, guidance, read magic*]; 1st—[*entropic shield**, *bless, cause fear, magic weapon*].

*Domain spell. *Domains:* [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork short sword, light crossbow, chain shirt, heavy steel shield, wooden holy symbol (Kurell), bolts(10), *potion of cure light wounds, wand of shield of faith, pearl of power lvl1, 548 gp*

☛ **Kelzim Krandozic:** Male Half-elf Rog2; CR 2; Medium Humanoid (Elf); HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 dex, +4 chain shirt]]; BA/G +1/+1; Atk +2 melee (1d6/18-20x2, rapier) or +4 ranged (1d8/19-20x2, light crossbow); Full Atk +2 melee (1d6/18-20x2, rapier) or +4 ranged (1d8/19-20x2, light crossbow); SA sneak attack +1d6; SQ Evasion, immunity sleep, low light vision, trapfinding; AL CN; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +7, Bluff +6, Disable Device +6, Disguise +6, Escape Artist +7, Hide +7, Listen +7, Move Silently +7, Spot +7, Tumble +7; Combat Expertise.

Evasion (Ex): At 2nd level, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Trapfinding: The rogue is able to find and disarm traps with a DC greater than 20.

Possessions: Masterwork rapier, light crossbow, masterwork chain shirt, bolts(10)

✦ **Geld Palsim:** Male Half-orc Ftr2; CR 2; Medium Humanoid (Orc); HD 2d10+2; hp 18; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [[+1 dex, +6 banded mail]]; BA/G +2/+6; Atk +8 melee (2d6+6/19-20x2, great sword) or +3 ranged (1d8/19-20x2, light crossbow); Full Atk +8 melee (2d6+6/19-20x2, great sword) or +3 ranged (1d8/19-20x2, light crossbow); SQ Darkvision 60ft.; AL CN; SV Fort +4, Ref +1, Will +1; Str 18, Dex 12, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Cleave, Ride +2; Power attack, Weapon focus (great sword).

Possessions: Masterwork great sword, light crossbow, banded mail, bolts(10)

APL6

✦ **Clara Zaheem:** Female Human Clr3; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) [[+4 chain shirt, +2 shield]]; BA/G +2/+4; Atk +5 melee (1d6+3/19-20 x2, *short sword*+1) or +2 ranged (1d8/19-20 x2, light crossbow); Full Atk +5 melee (1d6+2/19-20 x2, *short sword*+1) or +2 ranged (1d8/19-20 x2, light crossbow); SQ Spells, spontaneous casting; AL CN; SV Fort +4, Ref +3, Will +6; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +2, Concentration +6, Disguise +4, Knowledge (religion) +3, Spellcraft +6; Combat casting, Lightening reflexes, Weapon proficiency (Short sword).

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (4/4/3 base DC = 13 + spell level): 0—[*create water*, *detect magic*, *guidance*, *read magic*]; 1st—[*entropic shield**, *bless*, *cause fear*, *magic weapon*]; 2nd —[*Invisibility**, *hold person*, *spiritual weapon*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: *Short sword*+1, light crossbow, chain shirt, heavy steel shield, wooden holy symbol (Kurell), bolts(10), *potion of cure light wounds*, *wand of shield of faith*, *hat of disguise*, 98 gp.

✦ **Kelzim Krandozic:** Male Half-elf Rog2/Clr1; CR 2; Medium Humanoid (Elf); HD 2d6+1d8+3; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 dex, +4 chain shirt]]; BA/G +1/+1; Atk +2 melee (1d6/18-20x2, rapier) or +4 ranged (1d8/19-20x2, light crossbow); Full Atk +2 melee (1d6/18-20x2, rapier) or +4 ranged (1d8/19-20x2, light crossbow); SA sneak attack +1d6; SQ Evasion, immunity sleep, low light vision, spells, spontaneous casting, trapfinding; AL CN; SV Fort +3, Ref +6, Will +3; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +7, Bluff +6, Concentration +5, Disable Device +6, Disguise +6, Escape Artist +7, Hide +7, Listen +7, Move Silently +7, Spot +7, Tumble +7; Combat Expertise, Improved feint.

Evasion (Ex): At 2nd level, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Trapfinding: The rogue is able to find and disarm traps with a DC greater than 20.

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (3/3 base DC = 11 + spell level): 0—[*detect magic*, *guidance*, *read magic*]; 1st—[*entropic shield**, *magic weapon*, *shield of faith*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork rapier, light crossbow, masterwork chain shirt, bolts(10), *potion of cure light wounds*.

✦ **Geld Palsim:** Male Half-orc Ftr2/Clr1; CR 3; Medium Humanoid (Orc); HD 2d10+ 1d8+3; hp 24; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [[+1 dex, +6 banded mail]]; BA/G +2/+6; Atk +8 melee (2d6+6/19-20x2, great sword) or +3 ranged (1d8/19-20x2, light crossbow); Full Atk +8 melee (2d6+6/19-20x2, great sword) or +3 ranged (1d8/19-20x2, light crossbow); SQ Darkvision 60ft.; AL CN; SV Fort +6, Ref +1, Will +3; Str 18, Dex 12, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Concentration +2, Intimidate +4, Ride +2; Cleave, Improved sunder, Power attack, Weapon focus (great sword).

Spells Prepared (4/4 base DC = 11 + spell level): 0—[*create water*, *detect magic*, *guidance*, *read magic*]; 1st—[*entropic shield**, *cause fear*, *magic weapon*, *shield of faith*].

*Domain spell. *Domains*: [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork great sword, light crossbow, banded mail, bolts(10), *potion of cure light wounds*.

APL8

☛ **Clara Zaheem**: Female Human Clr5; CR 5; Medium Humanoid (Human); HD 5d8+5; hp 33; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18) [[+6 *chain shirt*+2, +2 shield]]; BA/G +3/+5; Atk +6 melee (1d6+3/19-20 x2, *short sword*+1) or +3 ranged (1d8/19-20 x2, light crossbow); Full Atk +6 melee (1d6+2/19-20 x2, *short sword*+1) or +3 ranged (1d8/19-20 x2, light crossbow); SQ Spells, spontaneous casting; AL CN; SV Fort +5, Ref +3, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +3, Concentration +9, Disguise +6, Knowledge (religion) +3, Spellcraft +8; Combat casting, Lightening reflexes, Weapon proficiency (Short sword).

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (5/5/4/3 base DC = 13 + spell level): 0—[*create water*, *detect magic*, *guidance* (2), *read magic*]; 1st—[*entropic shield**, *bless*, *cause fear*, *divine favor*, *magic weapon*]; 2nd —[*Invisibility**, *hold person* (2), *spiritual weapon*], 3rd —[*Protection from energy**, *prayer*, *summon monster III*].

*Domain spell. *Domains*: [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: *Short sword*+1, light crossbow, *chain shirt*+2, large steel shield, wooden holy symbol (Kurell), bolts(10), *potion of cure light wounds*, *wand of shield of faith*, 98 gp.

☛ **Kelzim Krandozic**: Male Half-elf Rog3/Clr2; CR 5; Medium Humanoid (Elf); HD 3d6+2d8+5; hp 29; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 dex, +4 *chain shirt*]]; BA/G +3/+3; Atk +4 melee (1d6/18-20x2, rapier) or +6 ranged (1d8/19-20x2, light crossbow); Full Atk +4 melee (1d6/18-20x2, rapier) or +6 ranged (1d8/19-20x2, light crossbow); SA sneak attack +2d6; SQ Evasion, immunity sleep, low light vision, spells, spontaneous casting, trapfinding, trap sense+1; AL CN; SV Fort +5, Ref +6, Will +5; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +8, Bluff +7, Concentration +6, Disable Device +7, Disguise +7, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Spot +8, Tumble +8; Combat Expertise, Improved feint.

Evasion (Ex): At 2nd level, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Trapfinding: The rogue is able to find and disarm traps with a DC greater than 20.

Trap sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on reflex saves and a +1 dodge bonus to AC against attacks by traps.

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (4/4 base DC = 11 + spell level): 0—[*create water*, *detect magic*, *guidance*, *read magic*]; 1st—[*entropic shield**, *cause fear*, *magic weapon*, *shield of faith*].

*Domain spell. *Domains*: [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork rapier, light crossbow, masterwork chain shirt, bolts(10), *potion of cure light wounds*.

☛ **Geld Palsim**: Male Half-orc Ftr3/Clr2; CR 5; Medium Humanoid (Orc); HD 3d10+ 2d8+5; hp 37; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [[+1 dex, +6 banded mail]]; BA/G +4/+8; Atk +10 melee (2d6+7/19-20x2, *great sword*+1) or +5 ranged (1d8/19-20x2, light crossbow); Full Atk +10 melee (2d6+7/19-20x2, *great sword*+1) or +5 ranged (1d8/19-20x2, light crossbow); SQ Darkvision 60ft.; AL CN; SV Fort +7, Ref +2, Will +5; Str 19, Dex 12, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Concentration +2, Intimidate +4, Ride +2; Cleave, Improved sunder, Power attack, Weapon focus (great sword).

Spells Prepared (4/4 base DC = 11 + spell level): 0—[*create water*, *detect magic*, *guidance*, *read magic*]; 1st—[*entropic shield**, *cause fear*, *magic weapon*, *shield of faith*].

*Domain spell. *Domains*: [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: *Great sword*+1, light crossbow, banded mail, bolts(10), *potion of cure light wounds*.

APL10

☛ **Clara Zaheem**: Female Human Clr7; CR 7; Medium Humanoid (Human); HD 7d8+7; hp 45; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19) [[+6 *chain shirt*+2, +3 *heavy shield*+1]]; BA/G +5/+7; Atk +8 melee (1d6+3/19-20 x2 +1d6 (sonic), *short sword*+1

screaming) or +5 ranged (1d8/19-20 x2, light crossbow); Full Atk +8 melee (1d6+2/19-20 x2 +1d6 (sonic), *short sword+1 screaming*) or +5 ranged (1d8/19-20 x2, light crossbow); SQ Spells, spontaneous casting; AL CN; SV Fort +6, Ref +4, Will +8; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Bluff +5, Concentration +11, Disguise +7, Knowledge (religion) +3, Spellcraft +9; Augmented summoning, Combat casting, Lightening reflexes, Weapon proficiency (Short sword).

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (6/6/5/4/2 base DC = 13 + spell level): 0—[*create water, detect magic, guidance (3), read magic*]; 1st—[*entropic shield**, *bleed*, *cause fear, divine favor, magic weapon, sanctuary*]; 2nd — [Invisibility*, *hold person (2), spiritual weapon, summon monster II*], 3rd —[*Protection from energy*, bestow curse, prayer, summon monster III*], 4th — [Confusion*, *summon monster IV*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: *Short sword+1 screaming*, light crossbow, *chain shirt+2*, *heavy steel shield+1*, wooden holy symbol (Kurell), bolts(10), *potion of cure light wounds*, *wand of shield of faith*, *quaal's feather token-whip*, *broach of shielding*, 42 gp.

☛ **Kelzim Krandozic:** Male Half-elf Rog4/Clr3; CR 7; Medium Humanoid (Elf); HD 4d6+3d8+7; hp 40; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 dex, +4 chain shirt]]; BA/G +5/+5; Atk +6 melee (1d6/18-20x2, rapier) or +8 ranged (1d8/19-20x2, light crossbow); Full Atk +6 melee (1d6/18-20x2, rapier) or +8 ranged (1d8/19-20x2, light crossbow); SA sneak attack +2d6; SQ Evasion, immunity sleep, low light vision, spells, spontaneous casting, trapfinding, trap sense+1, uncanny dodge; AL CN; SV Fort +5, Ref +8, Will +5; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +9, Bluff +8, Concentration +7, Disable Device +8, Disguise +8, Escape Artist +9, Hide +9, Listen +9, Move Silently +9, Spot +9, Tumble +9; Combat Expertise, Improved feint, Improved initiative.

Evasion (Ex): At 2nd level, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Trapfinding: The rogue is able to find and disarm traps with a DC greater than 20.

Trap sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1

bonus on reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (4/4/2 base DC = 11 + spell level): 0—[*create water, detect magic, guidance, read magic*]; 1st—[*entropic shield**, *cause fear, magic weapon, shield of faith*]; 2nd—[Invisibility*, *spiritual weapon*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork rapier, light crossbow, masterwork chain shirt, bolts(10), *potion of cure light wounds*.

☛ **Geld Palsim:** Male Half-orc Ftr4/Clr3; CR 7; Medium Humanoid (Orc); HD 4d10+3d8+7; hp 50; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [[+1 dex, +6 banded mail]]; BA/G +6/+10; Atk +12 melee (2d6+9/19-20x2, *great sword+1*) or +7 ranged (1d8/19-20x2, light crossbow); Full Atk +12/+7 melee (2d6+9/19-20x2, *great sword+1*) or +7 ranged (1d8/19-20x2, light crossbow); SQ Darkvision 60ft.; AL CN; SV Fort +8, Ref +3, Will +5; Str 19, Dex 12, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Concentration +3, Intimidate +4, Ride +3; Cleave, Improved sunder, Power attack, Quick draw, Weapon focus (great sword), Weapon specialization (greatsword).

Spells Prepared (4/4/2 base DC = 11 + spell level): 0—[*create water, detect magic, guidance, read magic*]; 1st—[*entropic shield**, *cause fear, magic weapon, shield of faith*]; 2nd—[Invisibility*, *spiritual weapon*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: *Great sword+1*, light crossbow, banded mail, bolts(10), *potion of cure light wounds*.

APL12

☛ **Clara Zaheem:** Female Human Clr9; CR 9; Medium Humanoid (Human); HD 9d8+9; hp 57; Init +0; Spd 30 ft.; AC 21 (touch 11, flat-footed 21) [[+6 *chain shirt+1*, +4 *heavy shield+2*, +1 *ring of protection*]]; BA/G +6/+8; Atk +10 melee (1d6+3/19-20 x2 +1d6 (sonic), *short sword+1 screaming*) or +4 ranged (1d8/19-20 x2, light crossbow); Full Atk +10/+5 melee (1d6+2/19-20 x2 +1d6 (sonic), *short sword+1 screaming*) or +6 ranged (1d8/19-20 x2, light crossbow); SQ Spells, spontaneous

casting; AL CN; SV Fort +7, Ref +5, Will +10; Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats: Bluff +7, Concentration +13, Disguise +8, Knowledge (religion) +3, Spellcraft +9; Augmented summoning, Combat casting, Lightening reflexes, Weapon focus (Short sword), Weapon proficiency (Short sword).

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (6/6/6/5/4/2 base DC = 14 + spell level): 0—[*create water*, *detect magic*, *guidance* (3), *read magic*]; 1st—[*entropic shield**, *bleed*, *cause fear*, *divine favor*, *magic weapon*, *sanctuary*]; 2nd — [Invisibility*, *hold person* (3), *spiritual weapon*, *summon monster II*], 3rd — [Protection from energy*, *bestow curse*, *dispel magic*, *prayer*, *summon monster III*], 4th — [Confusion*, *divine power*, *summon monster IV*(2)]; 5th — [Break enchantment*, *flame strike*, *summon*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: *Short sword*+1, *screaming*, light crossbow, *chain shirt*+2, *heavy steel shield* +2, wooden holy symbol (Kurell), bolts(10), *potion of cure light wounds*, *wand of shield of faith*, *ring of protection* +1, *dust of illusion*, 60 gp.

➤ **Kelzim Krandozic:** Male Half-elf Rog5/Clr4; CR 9; Medium Humanoid (Elf); HD 5d6+4d8 +9; hp 51; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 15) [[+4 dex, +5 *chain shirt*+1]]; BA/G +6/+6; Atk +11 melee (1d6/18-20x2, rapier) or +10 ranged (1d8/19-20x2, light crossbow); Full Atk +11/+6 melee (1d6/18-20x2, rapier) or +10 ranged (1d8/19-20x2, light crossbow); SA sneak attack +3d6; SQ Evasion, immunity sleep, low light vision, spells, spontaneous casting, trapfinding, trap sense+1, uncanny dodge; AL CN; SV Fort +6, Ref +9, Will +6; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +10, Bluff +9, Concentration +8, Disable Device +9, Disguise +9, Escape Artist +10, Hide +10, Listen +10, Move Silently +10, Spot +10, Tumble +10; Combat Expertise, Improved feint, Improved initiative, Weapon finesse (rapier).

Evasion (Ex): At 2nd level, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Trapfinding: The rogue is able to find and disarm traps with a DC greater than 20.

Trap sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1

bonus on reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Spontaneous casting (Ex): The cleric can convert prepared spells into a *cure* spell of equal or lower level.

Spells Prepared (5/5/3 base DC = 11 + spell level): 0—[*create water*, *detect magic*, *guidance*(2), *read magic*]; 1st—[*entropic shield**, *cause fear*, *doom*, *magic weapon*, *shield of faith*]; 2nd—[Invisibility*, *hold person*, *spiritual weapon*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Masterwork rapier, light crossbow, *chain shirt*+1, bolts(10), *potion of cure light wounds*.

➤ **Geld Palsim:** Male Half-orc Ftr5/Clr4; CR 7; Medium Humanoid (Orc); HD 5d10+ 4d8+9; hp 63; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17) [[+1 dex, +7 *banded mail*+1]]; BA/G +6/+10; Atk +12 melee (2d6+9/17-20x2, *great sword*+1) or +7 ranged (1d8/19-20x2, light crossbow); Full Atk +12/+7 melee (2d6+9/17-20x2, *great sword*+1) or +7 ranged (1d8/19-20x2, light crossbow); SQ Darkvision 60ft.; AL CN; SV Fort +8, Ref +3, Will +5; Str 19, Dex 12, Con 12, Int 8, Wis 12, Cha 10.

Skills and Feats: Concentration +4, Intimidate +4, Ride +4; Cleave, Improved critical (great sword), Improved sunder, Power attack, Quick draw, Weapon focus (great sword), Weapon specialization (greatsword).

Spells Prepared (5/5/3 base DC = 11 + spell level): 0—[*create water*, *detect magic*, *guidance*(2), *read magic*]; 1st—[*entropic shield**, *cause fear*, *doom*, *magic weapon*, *shield of faith*]; 2nd—[Invisibility*, *hold person*, *silence*].

*Domain spell. **Domains:** [Luck (May re-roll one roll a day before the DM has declared the result a success or failure); Trickery].

Possessions: Adamantine *great sword*+1, light crossbow, *banded mail* +1, bolts(10), *potion of cure light wounds*.

Encounter 8: Can't keep a bad witch down

APL4

➤ **Solrina Unlgish (Ghost):** Female Human Ghost Wiz5; CR 7; Medium undead (incorporeal); HD 5d12; hp 40; Init +2; Spd 30 ft, fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [[+2 Dex, +3 Deflection]];

BA/G +2/+2; Atk +4 melee (1d6 + 1d4 ability points, touch) or -4 melee (1d8 x3, *Hammer of Ulaa*); Full Atk +4 melee (1d6 + 1d4 ability points, touch) or -4 melee (1d8 x3, *Hammer of Ulaa*); SA Corrupting touch, draining touch, malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +1, Ref +3, Will +5; Str 10, Dex 14, Con -, Int 17, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Hide +10, Listen +13, Spellcraft +11, Search +10, Spot +13; Combat casting, Scribe scroll (b), Spell mastery (fireball, ray of exhaustion, scorching ray) (b), Weapon focus (ray).

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

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its

touch attack or with a ghost touch weapon (see *Ghostly Equipment*, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

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

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

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

Spells Prepared (4/4/3/2 base DC = 13 + spell level): 0—[*Daze, flare, ray of frost* (2)]; 1st—[*mage armor, magic missile, ray of enfeeblement, sleep*]; 2nd—[*scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Fireball, ray of exhaustion*].

Spellbook: 0—[All from PHB]; 1st—[*Identify, mage armor, magic missile, ray of enfeeblement, sleep, true strike, unseen servant*]; 2nd—[*Obscure object, scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Fireball, ray of exhaustion*].

Possessions: *Hammer of Ulaa*

APL6

➤ **Solrina Unlgish (Ghost):** Female Human Ghost Wiz5; CR 7; Medium undead (incorporeal); HD 5d12; hp 40; Init +2; Spd 30 ft, fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [[+2 Dex, +3 Deflection]]; BA/G +2/+2; Atk +4 melee (1d6 + 1d4 ability points, touch) or -4 melee (1d8 x3, *Hammer of Ulaa*); Full Atk +4 melee (1d6 + 1d4 ability points, touch) or -4 melee

(1d8 x3, *Hammer of Ulaa*); SA Corrupting touch, draining touch, malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +1, Ref +3, Will +5; Str 10, Dex 14, Con -, Int 17, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Hide +10, Listen +13, Spellcraft +11, Search +10, Spot +13; Combat casting, Scribe scroll (b), Spell mastery (fireball, ray of exhaustion, scorching ray) (b), Weapon focus (ray).

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

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

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

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

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

Spells Prepared (4/4/3/2 base DC = 13 + spell level): 0—[*Daze, flare, ray of frost* (2)]; 1st—[*mage armor, magic missile, ray of enfeeblement, sleep*]; 2nd—[*scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Fireball, ray of exhaustion*].

Spellbook: 0— [All from PHB]; 1st—[*Identify, mage armor, magic missile, ray of enfeeblement, sleep, true strike, unseen servant*]; 2nd—[*Obscure object, scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Fireball, ray of exhaustion*].

Possessions: *Hammer of Ulaa*

APL8

☛ **Solrina Unlgish (Ghost):** Female Human Ghost Wiz7; CR 9; Medium undead (incorporeal); HD 7d12; hp 54; Init +6; Spd 30 ft, fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [[+2 Dex, +3 Deflection]]; BA/G +3/+3; Atk +5 melee (1d6 + 1d4 ability points, touch); Full Atk +5 melee (1d6 + 1d4 ability points, touch); SA Corrupting touch, draining touch, malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +2, Ref +4, Will +6; Str 10, Dex 14, Con -, Int 17, Wis 12, Cha 16.

Skills and Feats: Concentration +10, Hide +10, Listen +14, Spellcraft +13, Search +10, Spot +15; Combat casting, Improved initiative, Scribe scroll (b), Spell mastery (fireball, ray of exhaustion, scorching ray) (b), Weapon focus (ray).

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

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

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

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

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

Spells Prepared (4/5/4/3/1 base DC = 13 + spell level): 0—[*Daze, flare, ray of frost* (2)]; 1st—[*mage armor, magic missile* (2), *ray of enfeeblement, sleep*]; 2nd—[*scorching ray* (2), *see invisibility, touch of idiocy*]; 3rd—[*Fireball, ray of exhaustion, slow*]; 4th—[*Phantasmal killer*].

Spellbook: 0—[All from PHB]; 1st—[*Identify, mage armor, magic missile, ray of enfeeblement, sleep, true strike, unseen servant*]; 2nd—[*Obscure object, scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Dispel magic, fireball, ray of exhaustion, slow*]; 4th—[*Enervation, phantasmal killer*].

➤ **Ghost minion:** Male Human Ghost Ftr5; CR 7; Medium undead (incorporeal); HD 5d12; hp 40; Init +5; Spd 30 ft, fly 30 ft. (perfect); AC 12 (touch 12, flat-footed 11) [[+1 Dex, +1 Deflection]] or (ethereal) 21 (touch 11, flat-footed 20) [[+1 Dex, +8 Full plate, +2 heavy shield]]; BA/G +5/+8; Atk +8 melee (1d8+3, *hammer of Ulaa*) or +5 melee (1d6, touch) or (against ethereal foes) +8 melee (1d6+3, touch); Full Atk +8 melee (1d8+3, *hammer of Ulaa*) or +5 melee (1d6, touch) or (against ethereal foes) +8 melee (1d6+3, touch); SA Corrupting touch; malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +4, Ref +2, Will +2; Str 16, Dex 13, Con -, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +1, Hide -1, Listen +11, Ride +9, Search +8, Spot +11; Blind fighting, Cleave,

Combat reflexes, Improved initiative, Powerattack, Weapon focus (longsword).

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

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

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

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

Possessions: Hammer of Ulao

APL10

☛ **Solrina Unlgish (Ghost):** Female Human Ghost Wiz9; CR 11; Medium undead (incorporeal); HD 9d12; hp 68; Init +6; Spd 30 ft, fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 13) [[+2 Dex, +3 Deflection]]; BA/G +4/+4; Atk +6 melee (1d6 + 1d4 ability points, touch); Full Atk +6 melee (1d6 + 1d4 ability points, touch); SA Corrupting touch, draining touch, malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +3, Ref +5, Will +7; Str 10, Dex 14, Con -, Int 18, Wis 12, Cha 16.

Skills and Feats: Concentration +12, Hide +10, Listen +14, Spellcraft +16, Search +11, Spot +15; Combat casting, Improved counterspell, Improved initiative, Scribe scroll (b), Spell mastery (fireball, ray of exhaustion, scorching ray) (b), Weapon focus (ray).

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

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space;

moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

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

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

Spells Prepared (4/5/5/4/3/1 base DC = 14 + spell level): 0—[*Daze, flare, ray of frost* (2)]; 1st—[*mage armor, magic missile* (2), *ray of enfeeblement, sleep*]; 2nd—[*scorching ray* (3), *see invisibility, touch of idiocy*]; 3rd—[*Fireball* (2), *ray of exhaustion, slow*]; 4th—[*Enervation, phantasmal killer, shout*]; 5th—[*Cloudkill*].

Spellbook: 0—[All from PHB]; 1st—[*Identify, mage armor, magic missile, ray of enfeeblement, sleep, true strike, unseen servant*]; 2nd—[*Obscure object, scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Dispel magic, fireball, ray of exhaustion, slow*]; 4th—[*Enervation, fire shield, phantasmal killer, shout*]; 5th—[*Cloudkill, feeblemind*].

☛ **Ghost minion:** Male Human Ghost Ftr7; CR 9; Medium undead (incorporeal); HD 7d12; hp 54; Init +5; Spd 30 ft, fly 30 ft. (perfect); AC 12 (touch 12, flat-footed 11) [[+1 Dex, +1 Deflection]] or (ethereal) 21 (touch 11, flat-footed 20) [[+1 Dex, +8 Full plate, +2 heavy shield]]; BA/G +7/+10; Atk +10 melee (1d8+3, *hammer of Ulaa*) or +7 melee (1d6, touch) or (against ethereal foes) +10 melee (1d6+3, touch); Full Atk +10/+5 melee (1d8+3, *hammer of Ulaa*) or +7/+2 melee (1d6, touch) or (against ethereal foes) +10/+5 melee (1d6+3, touch); SA Corrupting touch; malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +5, Ref +3, Will +3; Str 16, Dex 13, Con -, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +2, Hide +0, Listen +11, Ride +11, Search +8, Spot +11; Blind fighting, Cleave, Combat reflexes, Improved initiative, Powerattack, Weapon focus (longsword), Weapon specialization (longsword).

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter

the target's space. If the save fails, the ghost vanishes into the target's body.

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

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

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

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

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

Possessions: Hammer of Ulaa

APL12

☛ **Solrina Unlgish (Ghost):** Female Human Ghost WIZ11; CR 13; Medium undead (incorporeal); HD 11d12; hp 82; Init +6; Spd 30 ft, fly 30 ft. (perfect); AC

15 (touch 15, flat-footed 13) [[+2 Dex, +3 Deflection]]; BA/G +5/+5; Atk +7 melee (1d6 + 1d4 ability points, touch); Full Atk +7 melee (1d6 + 1d4 ability points, touch); SA Corrupting touch, draining touch, malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +3, Ref +5, Will +8; Str 10, Dex 14, Con -, Int 18, Wis 12, Cha 16.

Skills and Feats: Concentration +14, Hide +10, Listen +14, Spellcraft +18, Search +11, Spot +15; Craft wondrous items, Combat casting, Improved counterspell, Improved initiative, Scribe scroll (b), Spell mastery (fireball, ray of exhaustion, scorching ray) (b), Weapon focus (ray).

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

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

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its

touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

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

Spells Prepared (4/5/5/5/4/2/1 base DC = 14 + spell level): 0—[*Daze, flare, ray of frost* (2)]; 1st—[*mage armor, magic missile* (2), *ray of enfeeblement, sleep*]; 2nd—[*scorching ray* (3), *see invisibility, touch of idiocy*]; 3rd—[*Fireball* (2), *ray of exhaustion* (2), *slow*]; 4th—[*Enervation* (2), *phantasmal killer, shout*]; 5th—[*Cloudkill, summon monster V*]; 6th—[*Flesh to stone*].

Spellbook: 0—[All from PHB]; 1st—[*Identify, mage armor, magic missile, ray of enfeeblement, sleep, true strike, unseen servant*]; 2nd—[*Obscure object, scorching ray, see invisibility, touch of idiocy*]; 3rd—[*Dispel magic, fireball, ray of exhaustion, slow*]; 4th—[*Enervation, fire shield, phantasmal killer, shout*]; 5th—[*Cloudkill, dominate person, feeblemind, summon monster V*]; 6th—[*Chain lightning, flesh to stone*].

☛ **Ghost minion:** Male Human Ghost Ftr9; CR 11; Medium undead (incorporeal); HD 9d12; hp 68; Init +6; Spd 30 ft, fly 30 ft. (perfect); AC 13 (touch 13, flat-

footed 11) [[+2 Dex, +1 Deflection]] or (ethereal) 21 (touch 11, flat-footed 20) [[+1 Dex, +8 Full plate, +2 heavy shield]]; BA/G +9/+12; Atk +12 melee (1d8+3, *hammer of Ulaa*) or +10 melee (1d6, touch) or (against ethereal foes) +12 melee (1d6+3, touch); Full Atk +12/+7 melee (1d8+3, *hammer of Ulaa*) or +10/+5 melee (1d6, touch) or (against ethereal foes) +12/+7 melee (1d6+3, touch); SA Corrupting touch; malevolence, manifestation; SQ Rejuvenation, spells, turn resistance +4; AL LE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 14, Con -, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +2, Hide +0, Listen +11, Ride +11, Search +8, Spot +11; Blind fighting, Cleave, Combat reflexes, Improved critical (longsword), Improved initiative, Powerattack, Weapon focus (longsword), Weapon specialization (longsword).

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

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

Possessions: Hammer of Ulaa

Appendix Two – New Rules

New Magic Items

Hammer of Ulaa (Holy relic)

This hammer is a holy relic of Ulaa. In normal hands it is a +1 Ghost touch warhammer. In the hands of a cleric or paladin of Ulaa it becomes a +3 Holy, Ghost touch warhammer. If anyone but the unlawful owner attempts to remove it from the mountain temple in the Sepia, the power of Ulaa causes the tunnels to collapse, trapping thief. A permanent *dimension lock* spell is also activated.

Potion of false life (Sword and Fist page 77)

The drinker gains 1d10+3 temporary hit points. The effect lasts 3 hours.

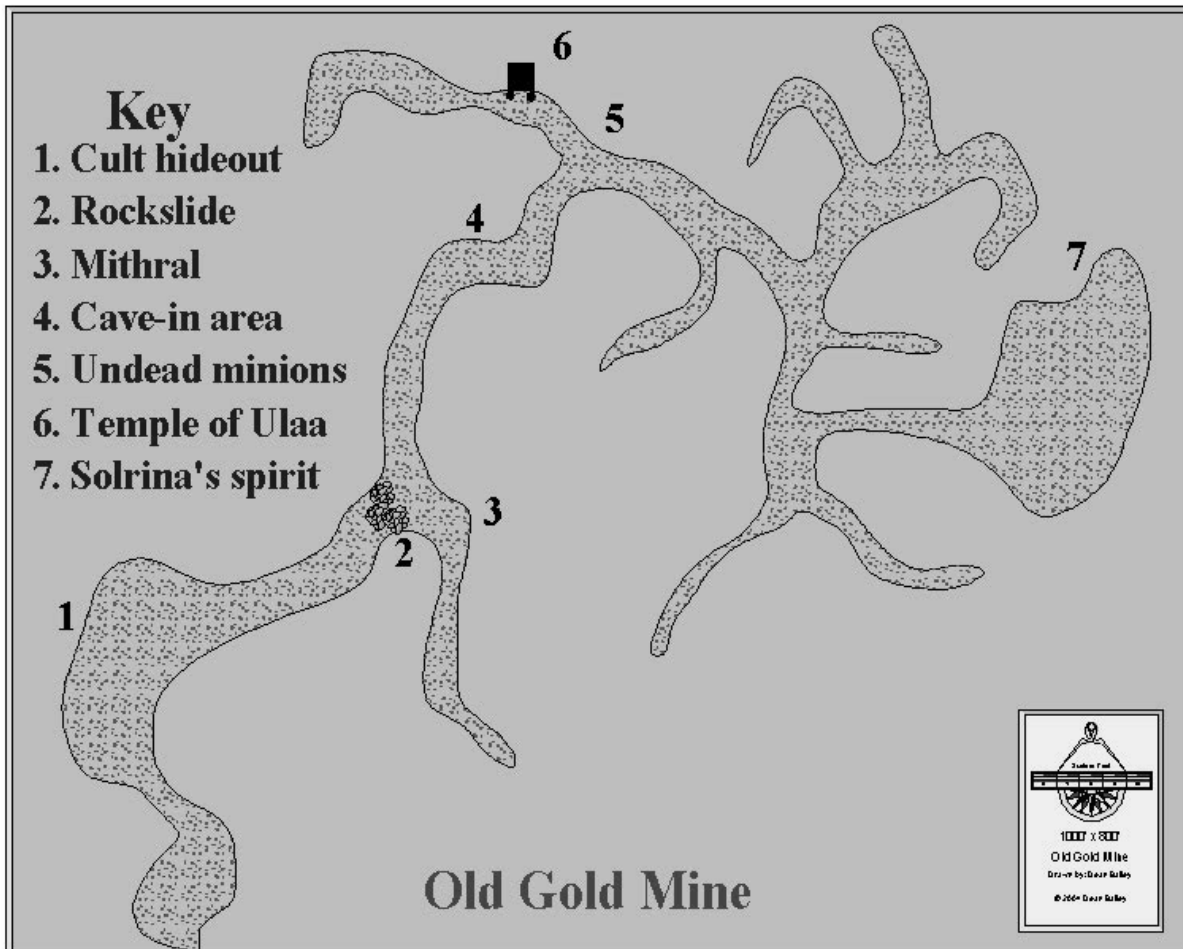
Caster Level: 3rd; *Prerequisites:* Brew Potion, *endurance*; *Market Price:* 300 gp.

Screaming (Weapon Special ability - Arms and Equipment Guide page 97)

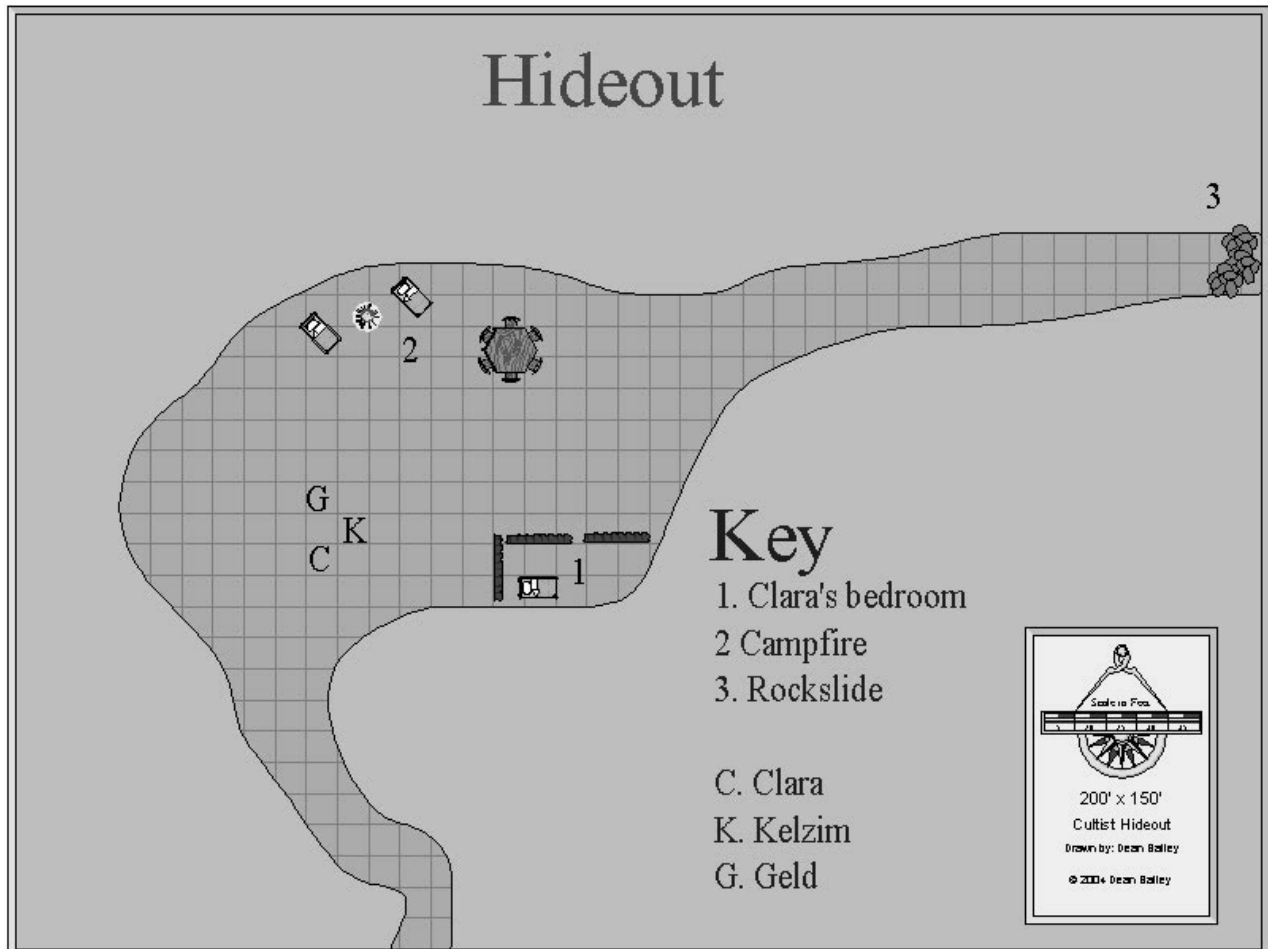
Upon command, a *screaming weapon* emits a low hum that is grating upon the ears but does not harm the wielder.. The acid does not harm the hands that hold the weapon. If it hits a target, it produces a high-pitched sound and deals +1d6 points of bonus sonic damage on a successful hit. Bows, crossbows and slings with this ability bestow the acid energy upon their ammunition. *Screaming weapons* don't deal this bonus damage if the target is within a *silence* spell. They have no additional adverse effects on creatures with unusually acute hearing, although such creatures dislike them.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *shout* or *sound burst*; *Market Price:* +1 bonus.

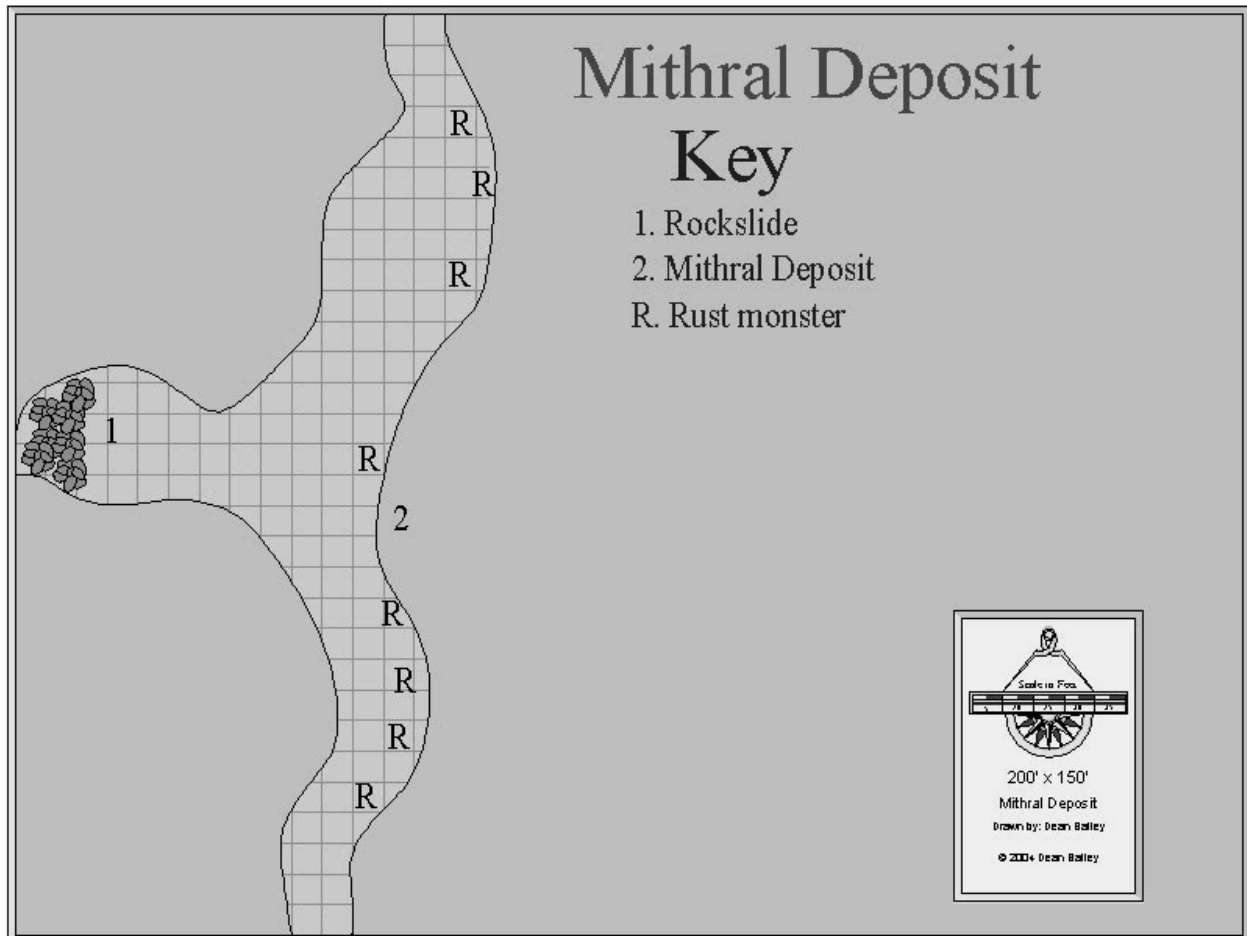
DM Map #1 – Old Gold Mine



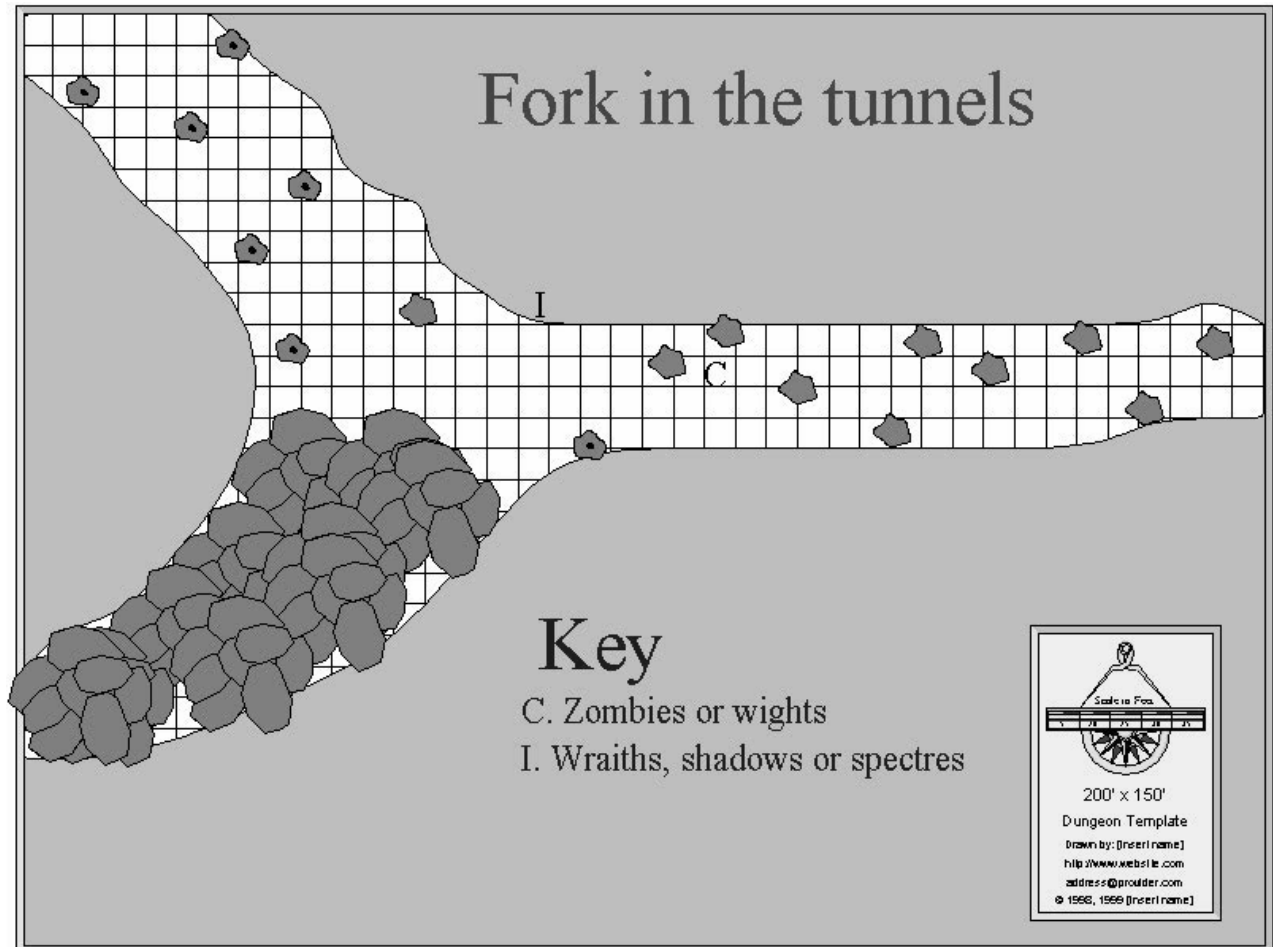
DM Map #2 – Cultist Hideout



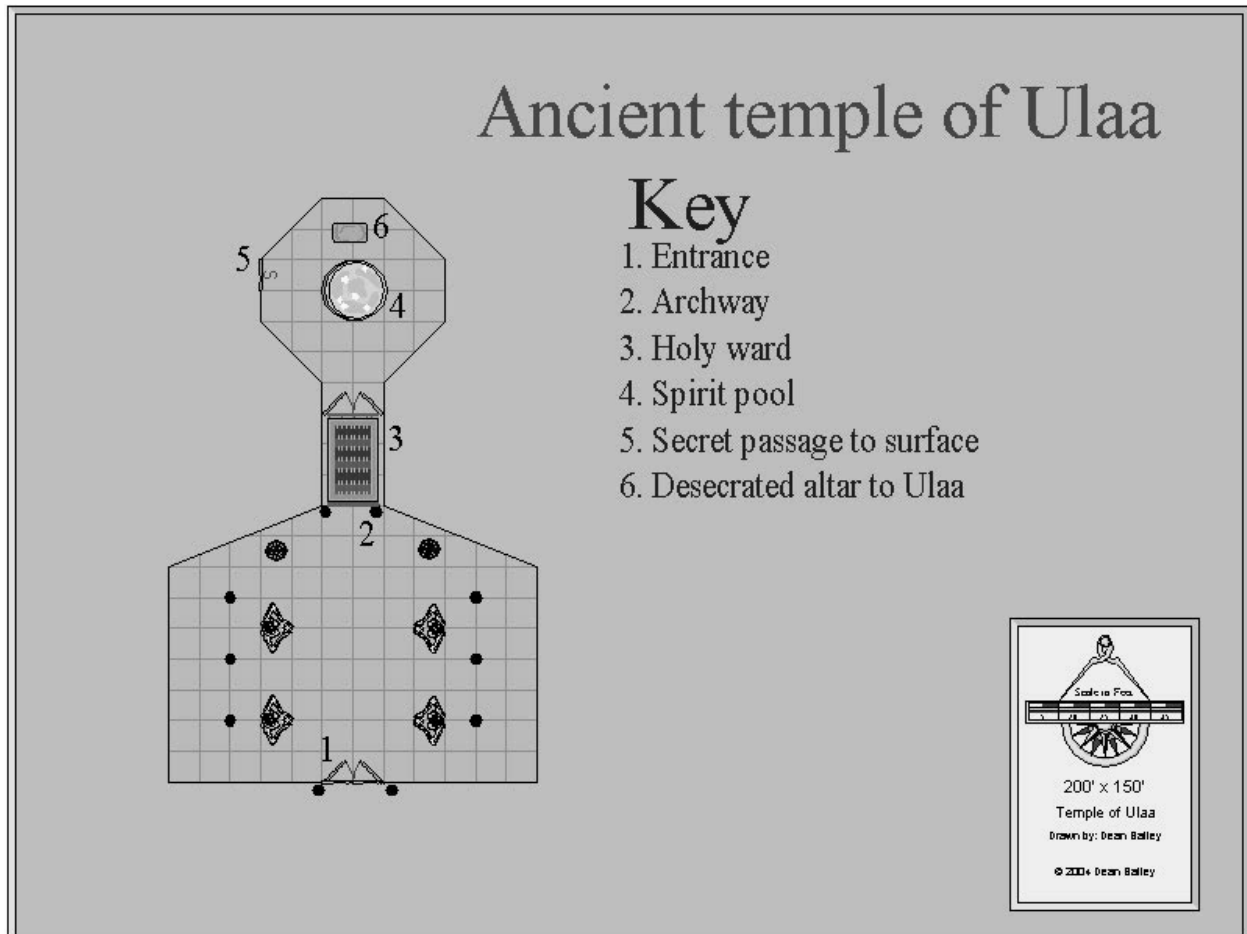
DM Map #3 – Mithral deposit and Rust monsters



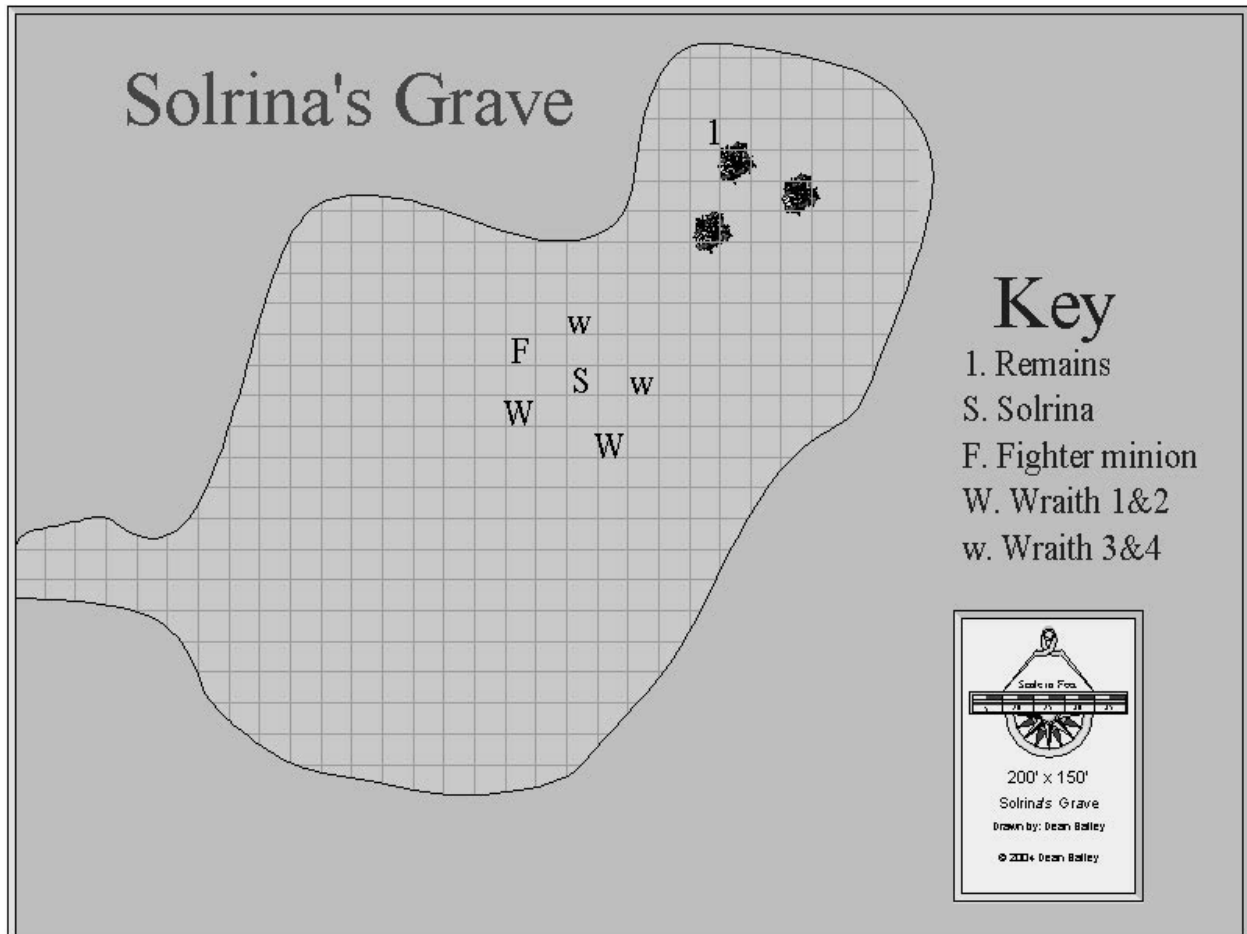
DM Map #4 – Fork in tunnels



DM Map #5 – Temple of Ulaa



DM Map #6 – Solrina's Grave site



Tile floor pattern (Encounter 6) – DM chart #1

When a tile is stepped on, the PC takes the number of d6 damage as shown. If the tile is blank then it is the correct tile.

4	8	6	5	1	
1	5	2	6		3
6	1	3		4	1
1	4		3	1	5
4	4	3		4	2
2	4		3	1	2
2		2	5	3	4
6		5	2	3	2
3	5		2	8	1

Player Handout #1 – Floor tile pattern (Encounter Six)

G	S	O	Y	V	W
W	O	B	R	V	G
S	B	Y	I	O	V
I	R	B	W	I	S
S	W	R	G	W	O
B	V	Y	I	G	R
G	O	S	V	B	I
V	R	I	Y	G	Y
Y	B	S	O	W	R

G = Green
S = Black
O = Orange
Y = Yellow
V = Violet
W = White
B = Blue
R = Red
I = Indigo