

URD3-04

A Friend in Need

A One-Round D&D LIVING GREYHAWK® Duchy of Urnst Regional Adventure

Version 1.0

Round 1

by Daniel Thomson

Rumors of dangerous beasts have drawn yourself and other adventures to Leukish like ants to a picnic. While in the city an old acquaintance stands accused of murder. Can the PCs' uncover the web of deception before time runs out? A Living Greyhawk adventure for APLs 4 through 10 set in the Duchy of Urnst.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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 three 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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.

Meta-org Considerations:

Players who are members of certain Duchy of Urnst meta-orgs are afforded certain additional benefits in this scenario over others. The following meta-orgs have the listed benefits during this scenario:

Diplomatic Corps: If a member of this meta-org possesses the Knowledge (Underworld) skill, they may make a single check (DC 15), to contact shady characters within Leukish. From them, they may make one Gather Information Check (DC 15) to learn the following:

- Something big is in the works in Leukish. Word on the street has it there is going to be a big shakedown with the merchants tonight

Ducal Guard: This scenario may count as a Ducal Guard scenario for purposes of time units if the character has *East March* as their home march.

Honored of the House: If a character has chosen Leukish as the home city for their Noble House, they incur no lifestyle costs as per the *Honored of the House* meta-org document.

Merchant Trading Rights: If the character has a certificate with House Faeldon, they receive a +2 circumstance bonus to all skill checks when dealing with Darmin Faeldon during the scenario. Additional benefits are listed where they apply.

Adventure Background

When Duke Justinian increased the taxes of the churches and brought about the Temple Coalition revolt, the Syrulites found a large percentage of their minor schemes and plans disrupted within the duchy as many members were routed from positions within prominent rival faiths. With the collapse and subsequent abandonment of the other churches, the cult of Syrul suffered a terrible blow.

Now, decades later, the cult has finally repaired a lot of the damage they suffered. Cultists are now situated in positions of power within many of the renewed churches within Urnst, as well as within a few of the more powerful Merchant house. The recent collapse of House Teranor has not hurt their cause either.

However, with their setback in the small village of Thallin, the cult of Syrul has been able to recover their financial losses and put their plans into motion later than originally hoped. Through a few minor acts of piracy on the Nyr Dyv, as well as acts of banditry both within the duchy and outside, they are finally ready to implement their plot against the duchy.

To aid in their plot to cripple the Duchy, Syrulites have been operating in the lands held by Iuz as well as some of the lawless regions of the once powerful Great Kingdom. There, with the use of powerful magics, cult members have been polymorphing dangerous monsters and beasts into common animals: dogs, sheep, cattle, horses, etc. Then, with the aid of their merchant insiders, they have been bringing these animals into the Duchy through Leukish with the Customs Officers unaware of what the creatures truly were.

The animals were then sold to Noble houses, and brought into temple property by Syrulites located therein. To test the city's defenses and to evaluate the effectiveness of their plan, a few of the animals had the powerful spells they were placed under dispelled. This resulted in dire beasts, otyughs, and in one case even a behir to appear quite suddenly well within the city. Most of the creatures did minor damage before being captured or killed (in the case of the behir it was quickly dispatched by a band of adventurers who just happened to be in the market at the time it 'appeared').

Now, with polymorphed creatures located across the city, the Syrulites are nearly ready to implement their plan. Just one more card needs to be played, and they will have their revenge. They wish to completely upset trade within Leukish so as to ensure the city collapses upon itself.

The cult has kidnapped the head of nearly every major merchant house within Leukish, and seeks to sacrifice them to their goddess during the time when both Celene and Luna are full: Midsummer's Night, the 4th day of Richfest!

Adventure Summary

A Friend in Need is different from most other adventures in that most of the encounters are fluid and can take place in any order, or be returned to over and over. They are listed below in no particular order.

Introduction: The PCs have been lured to Leukish by the rumors of monsters and other creatures mysteriously appearing in the midst of the city, and of the city watch's consternation at finding no evidence of where they come from. They will have found there is little lodging

available in Leukish at this time due to travelers for Richfest.

A Friend in Need: While the PCs are awaiting word from the City Watch, they are noticed by a (hopefully) old friend: Beal, a merchant from Nellix. Nellix informs them he has recently seen Cern, the former sheriff of Thallin. Cern's wife, the Lady Nayln of House Faeldon has been arrested recently for the murder of Kerwin Faeldon. Perhaps the PCs should speak to Cern.

The City Watch: If the PCs choose not to visit with Cern, and instead insist on speaking with the City Watch, they will be informed that there has not been any monster attacks in at least a couple of weeks, and they believe whatever danger there was has passed, and they no longer need the services of the PCs. They can ask questions here about the murder of Kerwin Faeldon.

A Meeting with Cern: The PCs speak with Cern, and learn the details of the crime to which his wife has been charged. Cern says the PCs could either speak with the Lydians (clergy of Lydia) who conducted the initial investigation, or they speak with Darmin Faeldon, who has succeeded to the head of the Merchant House.

The Church of Lydia: Investigations with the Lydian clergy reveals they have used divinations and ascertained the proof of the Lady Nayln's guilt. The PCs are welcome to provide whatever evidence they wish to provide of her innocence, but it must pass magical scrutiny. The PCs can even see the body of Kerwin, which is currently lying in state here (he is not Suel, and thus not at the temple of Wee-Jas)

Darmin Faeldon: Speaking with Darmin Faeldon reveals a mild, unassuming man who despises Nayln. Investigations with him will reveal he obviously has something hide, and any attempts to read his thought or perform other will result in the PC taking damage. A successful investigation here will lead the PCs to search the merchant House's main warehouse in the docks.

Faeldon Warehouse: The Faeldon Warehouse is the site of the Cult of Syrul. Investigations here will reveal many erroneous shipments from across the Nyr Dyv. A Secret entrance to part of the sewers can be located in the office.

The Temple of Syrul: Located under the Darmin warehouse is the temple of Syrul within Leukish.

A: In the entrance to the Cult's lair, the PCs will encounter the initial temple guards, animated objects constructed to appear as skeletons.

B: This chamber hides more temple guardians; Mimics that act to stop the further trespasses of the party.

C: The final encounter culminates with the PCs entering the temple proper as the High Priest begins the final ceremony that will end with the mass sacrifice of the merchant captives.

A New Mystery (optional): As the High priest is put down, another figure which had fled from the ceremony may be chased. Higher level Parties may succeed in catching the figure. Otherwise, the figure escapes

Special DM's Information

One of the major difficulties facing players in this adventure will be dealing with the unprepared, especially in-so-much as they are being thrust directly into encounters they may not have properly prepared for. As a result, this adventure will test the players' ingenuity as well as their characters' abilities. Additionally, characters will need to begin the adventure with spell selection already chosen, and unless they have kept a spell slot open, will need to complete the adventure with the spells they have chosen.

During the course of this adventure, high-level characters will have access to spells that could derail the plot if not handled properly. Below are some spells that could throw the plot off, and some suggestions on how to handle them.

Augury (Clr 2): This spell can only provide information up to one half-hour in the future, and then only for weal or woe. DMs are free to adjudicate this spell as they see fit.

Commune (Clr 5): This spell will only allow Yes/No type answers. Some typical questions and their answers are below:

Did Nayln commit the murder? Unclear. (*This is a valid answer as the gods are not omniscient. PH pg 186*)

Is Darmin involved? Yes.

Is Cern involved? No.

Commune with Nature (Animal 5/Drd 5): No effect within the city.

Contact Other Plane (Brd 5, Sor/Wiz 5): Agents of Syrul will intercept this spell and all results pertaining to questions about Nayln will be lies. As the cult has felt Darmin has outlived his usefulness any answers to questions about his involvement will be truthful.

Discern Lies (Clr 3/Pal 4): This spell will only discern actual falsehoods. If the person being questioned truly believes what they are saying (even if it is not true), this spell will not detect that. I.E. an NPC sees an illusion of a pink elephant, and fails his Will Save believing it to be a

real pink elephant. *Discern Lies* will not reveal the pink elephant as false (even though it is) as the NPC truly believes what he saw.

Divination (Clr 4/Knowledge 4): This spell works as Augury, but with more information. Below are some typical questions, and the answers PCs will receive if they are successful:

Will Nayln die for the murder?

Under crates and down darkened holes, a fell rite will lead to the guilty. *(This is a clue to high priest who is currently conducting a fell sacrifice to Syrul under the Faeldon warehouse in the cult's temple.)*

Will we find the true murderer?

One who is both hairy and not knows the truth.

Lesser Planar Ally (Clr 4): The ally will have no information pertaining to the plot. The cost is the same as detailed in the Living Greyhawk Campaign Sourcebook.

Speak with Animals (Clr 2, Drd 2, Rgr 1): The players will not be able to contact any animals who may have been witness to the crime.

Speak with Dead (Clr3): Speaking with Kerwin's body will fail as he has already been subjected to the spell.

Zone of Truth (Clr 2): Any captured flunkies will know nothing about the plot to kill Kerwin, as a result, there is no truth to force out of them. They will still be evasive and refuse to answer any questions.

For any spell not covered above, use the aforementioned spells as a guideline..

Introduction

Across the Duchy rumors tell of monsters and other foul beasts mysterious appearing inside the city of Leukish, causing much destruction before they are quickly dealt with. Many of these rumors tell that the city watch, frustrated by lack of evidence of where the beasts come from has been requesting the aid of adventurers in dealing with this threat facing the city.

Arriving at the city during the week of Richfest, you are not surprised to find the city's many inns and boarding houses already full with celebrants and merchants in town for the festivities. You have been able to locate rooms at a smaller inn near the docks by the name of The Torn Sail, and now you find yourself on the morning of the 4th day of Richfest, having your morning meal among a few other adventuring types hoping today you may hear from the city watch regarding some potential employment.

At this time the characters can introduce themselves to one another, and it is likely that at higher APLs most may already be known to each other.

Players can also take this time to make a Gather Information check (taking 10 is allowed) to see what they have learned about the recent situation in Leukish. The DC the players beat will give them that level of Information plus those of a lower level.

DC5: Monsters have been randomly popping up in Leukish doing some damage before they are killed or captured.

DC10: Some of the monsters are of a type that is seldom if ever seen from around the Duchy. One of the creatures was even a BEHIR! This was the last incidence within the city, and that was almost two weeks ago.

DC15: Some prominent members of the Merchant guild have gone missing recently. While it does seem strange to some they are gone, officials within the guild have stated they have gone to Greyhawk for some high-level trade negotiations

DC20: Because it has been nearly two weeks since the last monster attack, the city watch has said they are no longer recruiting adventurers to deal with attacks. Some still suspect the Guards will still offer reward for information regarding the attacks.

DC25+: Master Kerwin Faeldon was found murdered in his chambers last night. Priests of Lydia were summoned to the house and after speaking with the man's spirit have located his murderer within the ranks of the house.

Encounter One: A Friend in Need

Player(s) have played Never the Same Thing Twice:

If any of the characters present have played *Never the Same Thing Twice*, read the following text:

As you are awaiting word from the city watch on whether there is still some employment available within the city, a middle-aged man approaches your table, a large hulking man follows closely behind. In the dim light of the tavern you recognize the smiling face as that of Beal, a merchant you had journeyed with once while traveling to Nellix. Obviously the

large man behind him must then be Jerom, his ever-present bodyguard.

Beal will be quite happy to meet the characters, and will remember each of them by name. Jerom, quite out of character for him, give each of those characters a great bear-hug, ladies included.

After any unfamiliar characters have been introduced, Beal will briefly inquire how the characters have been, where they have traveled and will generally happy to see them again. Once everyone who has not meet Beal has been introduced, continue with Beal's story below.

"I'm afraid I have some dire news. A good friend of mine, and someone you know too I might add, has been arrested for the murder of Master Kerwin Faeldon of House Faeldon: the Lady Nayln."

"You remember her? She oversaw House Faeldon's operations in the village of Thallin. Well, after that horrible incident a while ago with the doppelganger, her house recalled her back to Leukish, and shut down their facilities in Thallin. It was quite hard on the village, but the community still survives. Cern, her paramour followed her to Leukish, and they were wed."

"Well, I saw Cern earlier this day when I was at Faeldon's Warehouse at the docks. He had just spoken with the new Head of the House, Darmin Faeldon. He told me he implored Darmin to speak with the watch on behalf of his wife, to declare her innocence of the charges, but Darmin refused him, telling him the watch had irrefutable evidence of her guilt in the crime."

"Well, I empathized with Cern over his plight, but I assumed until I saw you that there was little I could do. Please my friends. You have saved my life when I thought it was lost. I know Nayln cannot be guilty of this crime, please save her. She is to be executed for the crime at daybreak tomorrow."

Once Beal has finished his tale, and the players accept, proceed to *Questions* below.

Players have not played Never the Same Thing Twice:

If no one in the party has meet Beal before today, read the following:

As you are awaiting word from the city watch on whether there is still some employment available within the city, you notice a middle-aged man, with a large hulking warrior following closely behind. The

man approaches the bar and orders a drink, and then sullenly looks around the taproom before his eyes fall on you.

After approaching your table, he clears his throat and introduces himself.

"Good-day to you gentle sirs [and ladies], my name is Beal. I am a merchant from Nellix. The man behind me," he gestures to the large figure behind him, "is my bodyguard Jerom. You appear to be honest folk, and I wonder if I might inquire of you a small favor?"

After the players have given him leave to continue:

"Thank you noble sirs [and ladies], I am afraid I have received some horrible news. A good friend of mine these past few years has just told me of his wife being arrested by members of the watch for the murder of Master Kerwin Faeldon of the same Merchant House."

He takes a moment to collect himself before he continues.

"As I was saying, a friend of mine has been arrested for the murder of Master Kerwin Faeldon of House Faeldon: the Lady Nayln of House Faeldon."

"She oversaw House Faeldon's operations in the village of Thallin east of here. About a year ago, there was a big scandal that rocked House Faeldon. A cult of Nerull operated in the area, and with the help of a doppelganger, they kidnapped merchants and then sold their wares to House Faeldon, which had operations in the area.

I was captured when I traveled through Thallin, but a band of adventurers I was traveling with saw through the ruse, and was able to defeat the cultists and rescue me. Her house recalled her back to Leukish, and shut down their facilities in Thallin. It was quite hard on the village, but the community still survives. The local Sheriff, and her paramour, Cern, followed her Leukish, and they were wed."

Well, I saw Cern earlier this day when I was at Faeldon's Warehouse at the docks. He had just spoken with the new Head of the House, Darmin Faeldon. He told me he implored Darmin to speak with the watch on behalf of his wife, to declare her innocence of the charges, but Darmin refused him, telling him the watch had irrefutable evidence of her guilt in the crime.

Well, I empathized with Cern over his plight, and told him I would seek out some help for him, though until I saw you I was without hope. Please my

friends. It was adventurers like you who saved my life when I thought it was lost. I know Nayln cannot be guilty of this crime, please save her. She is to be executed for the crime at daybreak tomorrow.

Beal has little to offer the players at this time, and if they seem reluctant he will play on their possible classes if possible. For example: if a player is a cleric of Heironeous, Pelor or St Cuthbert, he will strive to impress upon the players his belief in Nayln innocence, and that if they do not help, and innocent lady will die for a crime she did not commit, and an evil person will evade justice.

Ultimately though, the final choice is up to the players. If they do not wish to take this job at this time, and wish instead to see the city watch about the job dealing with the monster attacks, proceed to Encounter 2. Beal tells the PCs they can find him here.

The players will likely have some questions. Here is what Beal can tell them:

Who is Darmin Faeldon?

Darmin Faeldon was a lower ranking member of the household. He has been placed in charge of the house.

If he is a low ranking member, why is he in charge? Who was the heir?

Darmin's cousin, Saria, is the heir to the house. She has been vacant from the house for over a week now, and is believed to be in Greyhawk on business with the Merchant's Guild.

What evidence is there against Nayln?

Beal does not know, but Cern can provide that information.

Where can they find Cern?

Him and Nayln have a modest house near the docks.

Where can they find Darmin?

Darmin spends his days at the house's offices just down the street from the Faeldon Warehouse at the docks.

Encounter Two: The City Watch

The main offices of the city watch are located just across from the formidable Leukish Castle. Assembled in the small square before the main offices are many other adventurers, all appearing to be quite displeased with a note that has been tacked to a post near the main doors.

When the players read the note, they find it states the following:

Due to the lack of additional incidents of creatures attacking the city, be it known that forthwith there is no longer a call for persons of ability to investigate these attacks.

If the players insist on still speaking with someone regarding this avenue of employment, they will be left to wait with no-one coming to see them. The watch has grown tired of others bothering them seeking a job where none is to be had. If a player tries to flex his political clout (spend influence, flaunt his position in the Ducal Guard, etc), it will not matter. There is no job with the watch at this time.

If, on the other hand, they wish to speak with someone regarding the arrest of Lady Nayln, their wait is short before they are ushered in to speak with Captain Berwon.

Asking to speak to with someone regarding the arrest of Lady Nayln, you are ushered into the office of Captain Berwon.

After a few minutes Berwon enters the office. He is a typical Suel male, with his blonde hair cropped short, and a short, neatly kept beard and mustache. His eyes, a pale blue, are steely and hard, and take in each of you in turn. He sits behind his desk, and then looking at no-one in your group in particular states, "You wish to ask about the arrest of one lady Nayln of Faeldon?"

Berwon can the players the following information about the arrest of Nayln:

- She was arrested last night at her house after the clerics of Lydia spoke with the spirit of Kerwin Faeldon.
- He does not know what information was obtained from Kerwin's body by magic. They would have to speak with the Lydians for this information.
- Cern has not been implicated at this time for aiding in the murder, though he is being watched.
- Under Ducal Law, Nayln has been found guilty for the crime, and she will be executed in the morning.
- Nayln's only hope is for evidence to be brought forward that proves her innocence beyond a doubt. Such evidence must of course pass the most stringent of magical inspection.

- If the players wish to see the body, it is being held in state at the Church of Lydia. Kerwin is not Suel, and so not afforded the rites of the temple of Wee-Jas.
- The players may not have access to the crime scene, not matter what rank they pull (be it ducal guard, or however much influence they are willing to spend).

After speaking with Captain Berwon, and exhausting all information, the players can speak with Cern, Darmin or the clerics of Lydia.

Encounter Three: A Meeting with Cern

Following the directions given to you by Beal, you easily locate the residence of Cern and Nayln, a large, yet modest home only a few blocks from the docks.

Knocking on the door, you only have a wait a few seconds before the door is forcefully pulled open, a somewhat surprised man stands on the other side. His hair is matted and unkempt, and his chin is covered with a day's growth of stubble. Most shocking of all are his eyes, which are puffy and red rimmed. It is obvious he has been crying. You know that the man standing before must be Cern

Cern will be somewhat surprised at seeing the PCs (whether he has met any of them before or not), as he has been anxiously awaiting word from either Beal, the city watch, the clerics of Lydia, or anyone else for that matter with any authority. After he takes a few minutes to collect himself together, he will ask the party in.

Cern shows you into his home, and into a small salon just to the side from the front entrance. After offering you some refreshments, he takes a chair closest to the door, and asks what he can do for you, all the while anxiously looking back at the door every few seconds.

Cern will remember any PCs who have played in *Never the Same Thing Twice*, and he will direct almost all conversation towards them, otherwise, he will speak at whoever seems the most forceful member of the party (have each PC make an Intimidate Check, making a note of who scored the highest, if there is a tie for the highest, re-roll so there is a winner), and thus, to his mind the leader.

If Cern does remember any of the party, he will launch into his story, imploring the party to help him, otherwise, he will wait for them to tell him that they are here to help him and his wife.

"I thank you for your help friends, and I will tell you I know. It was in the middle of the night when the watch arrived and invaded our home. They said that my wife, my sweet Nayln, had murdered her patron. She declared her innocence of course, as did I, but they would not hear of it. They had infallible proof they said of her guilt, that Kerwin's spirit itself spoke of her guilt, and that was all they needed."

Cern stops speaking for a moment as he looks towards the door, as if hoping at any moment his love will walk through it. Letting a brief sob he turns back to you.

"I know she could not have done so, as I was with her all evening. We had dinner with Darmin, and then took in a play at the theatre, and then came home and retired for the evening. She was never away from me long enough to do what it is claimed she has done."

"Please, I implore you, save my wife from this crime and I will be forever in your debt!"

The party is free to ask Cern all manner of questions. He is aware of the following:

- They had dinner with Darmin. He did seem a little preoccupied during the meal.
- They went to see a recent play titled *"The Fool on the Road"* about the comical travels of a Bard on the Road of Skulls leading to Dorakaa, in the lands of Iuz.
- After the play they returned home and went to bed.
- The guards showed up around midnight and placed Nayln arrest.
- He spoke with Darmin first thing in the morning. He appeared nonplused about Nayln's arrest, and claimed there was little he could do, though he promised he would at least try.

If the PCs have already been to speak with the clerics of Lydia, or return to speak with Cern after speaking with them, Cern will recall that yes, Nayln had indeed spoken with Kerwin earlier that day. It was concerning some discrepancies on some shipping manifests, and she was concerned about it. Kerwin had said he would look into it today. He was in good health, and had asked the two of them to dinner on the final night of Richfest

Encounter Four: The Church of Lydia

By far the brightest and most well-attended of the churches of Leukish, with so much stained glass you wonder what holds the roof up. The effect is dazzling to the eye, and the acoustics are also well-designed, as you can hear the quiet singing of the single performer from any part of the nave.

After a short wait, you are finally shown to side chamber of the temple where you may speak with Evenn Light, High Priestess of Lydia.

"Greetings," she says in a melodic voice as she arrives in the small chamber, a couple of temple guards quietly to either side. "I am, Evenn Light. I understand you are investigating the murder of Kerwin Faeldon by the Lady Nayln. A most favored woman she must be if strangers seek to prove her innocence. I must assure you though, that we have investigated this crime most diligently at the behest of the city watch, and she is most certainly guilty of the crime.

She then proceeds to tell of how last night she was summoned to the estate of Kerwin Faeldon, and found him slain. After speaking a small prayer over his body, she infused the body with enough life that she may ask it questions regarding his death. A scribe was present to truthfully record the exchange and she will gladly allow the party to make a copy of the transcripts.

After she hands the party the papers upon which the conversation is recorded, she leaves the room, clearly indicating the audience is over.

Give the players handout #1, which shows the questions and the answers that were asked.

Do you know who it was who killed you?

Yes.

Who was it who killed you?

Nayln Faeldon.

How did she kill you?

She came to speak with me a second time tonight, and when my back was turned, she stabbed me with a poisoned blade.

Has she had reason in the past to kill you?

Not that I know of.

Does she live within the city?

Yes.

Do you wish to be brought back from death?

No.

After reading through the document, observant players should note that Kerwin made reference to Nayln having already spoken with him about some inconsistencies with some shipping records. They can speak with either Darmin or Cern about this.

If the party requests to be shown Kerwin's body they are taken to a small funerary chamber beneath the temple where Kerwin's body lies in state. Any attempts to speak with dead will fail as the body has already been subjected to that spell earlier that day. Players may try and determine the type of poison used (with a *detect poison* spell). If they are successful, the poison will be revealed to be deathblade poison.

If the players ask about a weapon, they will be told that none was found with the body.

Encounter Five: Darmin Faeldon

The offices of House Faeldon are located a few blocks from the docks, and are quite well kept. The building is not outlandish in its exterior décor, though it is obviously different from its neighbors, and the small yard is well tended.

Players may make a Knowledge (architecture and engineering) check (DC 15) to tell that the house is not done in typical Suel architecture, and a result of 20+ will reveal that the architecture is more typical of the kingdom of Aerdy (the Great Kingdom).

You are greeted at the door by a Flan servant, and shown to a large office in the back, where you are met by a small Oeridian man. His black hair is combed neatly to one side in a vain attempt to hide his balding pate. On his upper lip he sports a thick, bushy mustache, rivaled in their bushiness by his eyebrows. When he rises from his chair to greet you, he stands barely taller than a dwarf, and you guess his height being barely above five feet.

"Greetings," he says in small, and meek voice, "My name is Darmin Faeldon, I understand you are looking into the murder of my Uncle."

Darmin is a gracious host, and willing to answer any and all questions put to him. He is quite good at bluffing, and truly believes he can lie to the party about anything. The only thing he has difficulty with is lying about Nayln. Darmin hates Nayln to such an extent he suffers a -5 penalty to his bluff checks when Nayln is involved. Further, he has been placed under a *psychic poison* spell (see *Appendix II*) this morning by the high priest of

Syrul, so he is not worried if the party casts any divination spell on him. He can provide the following information:

- He has assumed control of the House until his cousin Saria returns from Greyhawk. (Bluff 28)
- He is quite saddened by Nayln murdering his Uncle (Bluff 16)
- He is doing everything he can to help Nayln (Bluff 16)
- He is not involved in the murder of his uncle (Bluff 26)
- DMs can use information provided in the background to answer any other questions and make any required bluff rolls if needed.

Whenever the conversation turns to Nayln, PCs can make a Sense Motive check (DC 15), to notice that he actually seems quite pleased by the situation she finds herself in.

As the PCs are speaking with Darmin, (and preferably before they cast any spell on him), a servant will interrupt and inform Darmin that some merchants from Nyronde are there to speak with him. Darmin will excuse himself, and leave the players unattended in his office for a few minutes. At this time, if the players should want to search his desk, they can locate a small journal (Search DC 15). They will not have time to read it before they hear Darmin returning (Listen Check DC 5), but they could take it. Inside the journal, are Darmin's thoughts, detailing his involvement with an evil cult (he does not ever name it), as well as his committing the murder of his uncle while magically disguised as the Lady Nayln (give the PCs Player Handout #2). This evidence is enough to halt the execution of Nayln, and after a short investigation, prove her innocence.

If the PCs should cast either a mind-affecting spell or divination spell on Darmin, they must make a will save (DC 16), or suffer from the *psychic poison* spell that is currently affecting him (see *Appendix II* for the effects of the spell).

If the PCs should ultimately try to intimidate Darmin (DC 16), to force any information out of him, he will collapse into a shaking, fearful ball. He is not worried about anything the PCs may claim they are able to do to him, as he is more fearful of what the High Priest of Syrul has said he would do to him. At this point there is little more that can be gleaned from Darmin.

ALL APLS

👑 Darmin Faeldon: Male Human Exp6; Medium Humanoid ; HD 6d6; hp 21; Init +0; Spd 30; AC 10; Atk +4 (1d4, Dagger); AL NE; SV Fort +2, Ref +2, Will +9; STR 10, DEX 10, CON 10, INT 12, WIS 15, CHA 14.

Skills: Appraise +10, Bluff +13, Diplomacy +13, Gather Information +11, Intimidate +11, Listen +11, Sense Motive +13, Speak Language (Common, Dwarven, Oeridian, Suel). *Feats:* Iron Will, Skill Focus: Bluff, Skill Focus: Diplomacy, Skill Focus: Sense Motive.

Possessions: Dagger.

Encounter Six: Faeldon Warehouse

Ultimately, the PCs investigations should lead them here. If the PCs do not think of this on their own, have Cern or Beal make the suggestion to the party. Even the City Watch (if they turn Darmin over to the watch) can ask the party if they found any evidence there as a hint.

The Faeldon warehouse is located a few buildings back from the docks, those closer held either by long established merchant houses, or the noble families themselves. Oddly though, the warehouse seems strangely silent given the other bustle on the docks.

There are only two entrances to the Faeldon warehouse: a small side door on the western side, and the larger double-doors on the north through which the wares are brought in and out of the warehouse by. Both doors are locked, but neither is trapped. If a player has trading rights with House Faeldon, they are assumed to have a key that will open the locks on the warehouse.

Locked side wooden door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20

Locked double wooden doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Lock DC 20

Once the party has made their way into the warehouse they will find there are four areas they can search.

A. Main Storage: This large room is currently filled with stacks of crates, barrels, chest, and other items familiar to merchants. The party can search this room all they wish (it would take hours to search every crate), but they will find nothing of value.

B. Secondary Office: This small office is provided for visiting merchants to complete paperwork, manifests, and as a general waiting room. There is nothing of value or of interest in this room.

C. File Room: This small closet houses the current year's records, shipping manifests, payroll and other important documents. If characters take the current shipping manifests from this room and compares them with the manifests kept in Darmin's office, they have a chance to detect the discrepancies Nayln was concerned with. See Darmin's Office below for details.

D. Darmin's Office: This office is located at the end of the hall. The office contains a desk, chair, and bookshelf.

If the characters search the desk (DC 15), they find a set of shipping manifests hidden in a false panel on the side of the desk. These manifests can be compared to those held in the File room (room C). If PCs do compare them, allow them to make a Forgery skill check (DC 15), to notice there is a discrepancy between the number of animals that came in from ships arriving from Alhaster (Bandit Kingdoms) and Radigast City. Players with trade rights with House Faeldon get a +5 competence bonus to reading these manifests. In addition, players with any of the following profession can gain a cumulative +2 bonus for each profession skill (Accounting, Bookkeeping, Merchant) This evidence is enough for the city watch to begin tracking down some of the monsters that arrived in the city.

A successful search check (DC 20) will find the secret trap door in the corner of Darwin's office behind his desk. The trap door is not locked or trapped.

Trap door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18

Encounter Seven: The Temple of Syrul

Underneath the Faeldon warehouse is the secret temple of Syrul. The temple is a small area with only a few permanent residents: the human guards and the mimics. Tonight though, things are different. Almost all members of the cult are present to participate in the grand sacrifice of the merchants and other temple captives to their goddess Syrul in the hopes she will grant them a great boon for the onset of the grand scheme they hope to begin tomorrow.

Opening the trap door reveals a ladder leading down into the end of short corridor that ends at a simple wooden door.

The door is neither locked nor trapped. Listening at door reveals nothing about what lies beyond.

Locked wooden door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18

A. Into Danger

The door swing open into a large chamber, a single door across from you appears to be the only exit from the room. Arrange around the perimeter of the room stand 10 large skeletons, each holding a sword as if in salute.

As soon as anyone steps more than 10 feet into the room without uttering the phrase "Syrul Sees All", some (or possibly all) of the skeletons standing around the edge of the room will 'animate' and advance upon the party.

Creatures: The skeletons are in reality statues, elaborately carved from alabaster. As a result any turn undead attempt will fail, as will any other spell that targets undead. Each round the PCs are in combat with the 'skeletons' they may make a Spot Check (DC 20+APL) to notice they are not really skeletons. If a PC has five or more ranks in Knowledge, Undead, allow them a +2 synergy bonus to the spot check. Finally, if a PC is in physical, melee combat with the Skeletons, allow them a +5 bonus to their spot check to determine the ruse. At APL 12, one of the statues is actually a stone golem, but is otherwise identical to the others.

Tactics: At APL 6 and above, the animated statues will be using the swords two handed, dealing extra damage. Because of the deceptive construction of the constructs and their use of weapons, the EL of this encounter has been increased by 1.

APL 4 (EL 6)

🦴 Large Skeletal Animated Objects (2): See Appendix I.

APL 6 (EL 8)

🦴 Large Skeletal Animated Objects (4): See Appendix I.

APL 8 (EL 10)

🦴 Large Skeletal Animated Objects (8): See Appendix I.

APL 10 (EL 11)

🦴 Large Skeletal Animated Objects (10): See Appendix I.

APL 12 (EL 13)

🦴 **Large Skeletal Animated Objects (9):** See *Appendix I*.

Stone Golem: See *Monster Manual*. It fights with a huge greatsword (+18/+13 melee, 2d8+13/19-20 damage).

B. Hidden Guards

Opening the door reveals a large chamber, the flagstones painted a garish red. The room has little furnishings; only an intricate wooden throne, before which stands a large pulpit, an open tome sitting upon it. Only a single door on the other side of the room marks any other entrance.

The door on the other side of the chamber is a false door, and once the players enter the room, they notice a cabinet placed against the wall in behind the door. There are two secret doors in the room (search DC 20), one on both the north and south walls.

At the various APLs, the furniture is actually a mimic(s), in the following order:

- APL 4: Cabinet.
- APL 6: Cabinet & Throne
- APL 8: Cabinet, Throne & Pulpit
- APL 10 and 12: Cabinet, Throne, Pulpit & False Door

The mimic(s) are aware of the PCs the moment the door is opened. If any PC enters the room by more than 10 feet, it will form a mouth and begin to scream: ***Guards, Intruders! Guards!*** This should be assumed by most PCs to be a *magic mouth* spell, as that is what the mimics are hoping for. GM's can take this opportunity to make a secret Spellcraft check (DC30) for PCs to determine that the *magic mouth* seems a little odd, otherwise, Allow the PCs each a chance to do one or two things; cast buff spells, set up an ambush at the other door, etc.

Tactics: This encounter can be extremely difficult to handle in the proper way, and DMs are strongly encouraged to follow the instructions given here

After each PC has had an opportunity to do something (remember to include the less vocal PCs to limit any 'back-tracking' of players complaining "I wanted to do this"), the guards will open the secret door, players should roll for initiative at this time, and combat will start from that point.

There are three possible ways the mimic(s) will be treated by PCs:

PCs will ignore the mimics and prepare for an ambush, likely near the false door:

If PCs have not detected the mimic(s) (i.e. *true seeing*), they will ready actions to attack PCs moving through their threatened squares, casting spells, or using ranged attacks within their threatened squares **AFTER COMBAT WITH THE FIGHTERS START**. With this ploy, the PCs will likely be caught unawares and will be at a loss as to how to proceed. If after one or two rounds (this is dependant on how the fighters are faring, and the tactics PCs are employing), they will instead enter combat at the top of the initiative round (pg 62 DMG) taking action that is most debilitating to the players (threatening spellcasters, closing the door to the hallway and separating players, etc.)

PCs will hang back outside the room and try and use magic on the on the 'furniture':

If the PCs are able to detect the mimics for what they are, and immediately attack, talk about attack or something similar (remember the mimics have a +11 to their listen checks), they will yell out a warning for the guards.

PCs will attack the furniture.

If after the mimic(s) start yelling out a warning, and the players attack the 'furniture' in the room, the Guards will enter combat at the start of the initiative order (pg. 62 DMG).

The fighters drink their potions and then after leaving their room move to attack archers, seeking to destroy their weapons through the use of their Sunder feat. At higher APLs, they will try and bull rush archers into the threatened areas of the mimic guards if possible, otherwise they will seek to destroy bows, weapons, or any other weapons (they feel the best offensive is to eliminate their opponent's ability to mount an offensive). They will only make one or two attempts depending on their opponent's combat ability. If they are losing, they will try and take down the biggest threat first.

APL 4 (EL 6)

🦴 **Mimic (1):** hp 52; see *Monster Manual*.

🦴 **Guards, Ftr1 (4):** hp 12 or 19; see *Appendix I*.

APL 6 (EL 8)

🦴 **Mimics (2):** hp 52; see *Monster Manual*.

🦴 **Guards, Ftr2 (4):** hp 20 or 27; see *Appendix I*.

APL 8 (EL 10)

- ☛ **Mimics (3):** hp 52; see *Monster Manual*.
- ☛ **Guards, Ftr4 (4):** hp 36 or 43; see *Appendix I*.

APL 10 (EL 12)

- ☛ **Mimics, Advanced 10 HD (4):** hp 75; see *Appendix I*.
- ☛ **Guards, Ftr6 (4):** hp 52 or 71; see *Appendix I*.

APL 12 (EL 13)

- ☛ **Mimics, Advanced 10 HD (4):** hp 75; see *Appendix I*.
- ☛ **Guards, Ftr8 (4):** hp 68 or 89; see *Appendix I*.

C. The Great Evil

The hallway beyond the secret door is paved with more of the red flagstones, and the walls are carved with bas-relief depictions of great hag astride a nightmarish horse. Below her cities topple and fall, while in some of the images a great being with bat wings and wielding fire is also depicted.

The air here seems unnaturally cold.

The bas-relief shows images of Syrul toppling cities through trickery and deceit, while the other being is her sometime conspirator, Pyremius. A Knowledge (religion) check of 15 will reveal the identity of the two (one check for each). Worshipers of a Suel God get a +2 competence bonus to this check.

The cold here is a result of the lingering evil of the temple of Syrul beyond the great double doors. If a character currently has a *detect evil* active at this time, they will notice a faint aura of evil surrounding everything: doors, floor, wall, ceilings, etc.

The doors are not locked, nor are they trapped. Characters may make a Listen check (DC 10) to hear Kelrith intoning the liturgy to Syrul that will culminate in the sacrifice of the merchant heads.

Opening the double doors reveals a large chamber, obviously a temple to some secret cult. At the far end of the chamber a large statue of an old crone dominates a dais, atop which stands a human male, his arms raised to the idol. Before him, tightly bound atop an altar lies a human female. Scattered about the chamber are approximately a dozen other humans, raising wicked daggers, bound captives before them.

It appears at the moment that you have entered the room undetected.

The characters have indeed surprised the clergy in the middle of their rite, however, not all present are unaware. Standing by each pillar is a single guard. These guards were standing in the outer hall, when they heard the mimic's warning. They then drank their potions, and moved quietly into the temple to take up a position to protect the celebrants. The PCs will have to make a spot check (DC 20), to quickly notice that there are four people who do not seem distracted. Both the PCs and the 4 guards may make a single partial action.

APL 4 (EL 7)

- ☛ **Kelrith, Clr4:** hp 23; see *Appendix I*.
- ☛ **Priests of Syrul, Clr2 (2):** hp 15; see *Appendix I*.
- ☛ **Guards, Ftr1:** hp 12 or 19; see *Appendix I*.
- ☛ **Cultist (10):** Com1; hp 4. Noncombatant.

APL 6 (EL 9)

- ☛ **Kelrith, Clr6:** hp 33; see *Appendix I*.
- ☛ **Priests of Syrul, Clr4 (2):** hp 27; see *Appendix I*.
- ☛ **Guards, Ftr2 (4):** hp 20 or 27; see *Appendix I*.
- ☛ **Cultist (10):** Com1; hp 4. Noncombatant.

APL 8 (EL 11)

- ☛ **Kelrith, Clr8:** hp 43; see *Appendix I*.
- ☛ **Priests of Syrul, Clr6 (2):** hp 39; see *Appendix I*.
- ☛ **Guards, Ftr4 (4):** hp 36 or 43; see *Appendix I*.
- ☛ **Cultist (10):** Com1; hp 4. Noncombatant.

APL 10 (EL 7)

- ☛ **Kelrith, Clr10:** hp 53; see *Appendix I*.
- ☛ **Priests of Syrul, Clr8 (2):** hp 51 or 67; see *Appendix I*.
- ☛ **Guards, Ftr6 (4):** hp 52 or 71; see *Appendix I*.
- ☛ **Cultist (10):** Com1; hp 4. Noncombatant.
- ☛ **Large Fire Elemental:** hp 60; see *Monster Manual*; summoned by *lesser planar ally*.

APL 12 (EL 7)

- ☛ **Kelrith, Clr12:** hp 63 or 101; see *Appendix I*.
- ☛ **Priests of Syrul, Clr10 (2):** hp 63 or 83; see *Appendix I*.
- ☛ **Guards, Ftr8 (4):** hp 68 or 89; see *Appendix I*.

☛ **Cultist (10):** Com1; hp 4. Noncombatant.

☛ **Large Fire Elemental:** hp 60; see *Monster Manual*, summoned by *lesser planar ally*.

Tactics: The guards will make an initial shot at the first lightly armored person they see entering the room. They will then rush to attack, forcing them out of the room if they can. The guards will use their Sunder ability to try and destroy weapons, bows etc.

Kelrith has already injured Saria (the victim on the altar) to the point where she is bleeding to death, (at start of combat at -3 hit points). As soon as he learns of an attack, he will cast *Death Knell* on Saria. If he succeeds, she fails the saving throw and the spell is successful. He will then cast sanctuary, and then *protection from good* upon himself, followed by other protective spells as he can. As soon as he sees anyone cast a spell, he will cast *silence* on either the pillars, or the doorway as needed to hinder enemy casters. He will remain at the back casting spells as needed, or if attacked, he will spontaneously inflict wounds as needed.

The two lesser priests will stand back, cast *protection from good* upon themselves, and then follow-up with either *bane* or *command* as needed. They will also cast silence where it will best hinder opponents.

The commoners, will attempt to flee past any PCs back up to the city

At APL 10 and 12, Kelrith will have summoned a *lesser planar ally* to be present for the grand rite. The ally will fight, but will leave upon the death of Kelrith should it survive longer than Kelrith.

As soon as Kelrith is struck an injury that will kill him/drop him below 0 hp, he will utter the following, directed at the PC that struck the final blow:

As a killing blow is dealt to the high Priest, his face contorts with rage, hatred and contempt. Blood frothing from his lips, he looks at [name of PC who struck killing blow], his eyes almost glowing with hatred and he speaks. "May the Oathbreaker forever bring you only sorrow and betrayal for as long as her unholy Fane in Seltaren stands!"

With his dying breath, he has cursed you, and you see a dark shape seem to slip from his body and envelop you.

At this point, the selected PC must make an immediate Will Save (see **The Curse of Kelrith**) below for details, or suffer the effects of the Curse. (APL 4 & 6: DC 16, APL 8 & 10: DC 21)

The Curse of Kelrith

Kelrith, high priest of Syrul, is invested with evil and Malignance from his patron god. So great is his evil, that when he is slain, he is able to utter one final curse upon the PC that has struck him down. The effect of his dying curse is as follows:

While the curse is in effect, the character has a harder time calling upon favors owed to him (must expend 2 favors for every one favor require normally) and is not able to earn any additional influence as he exudes an aura of 'distrust' and no one will want to be associated with him. Additionally, if the PC has the Leadership Feat, his effective Leadership score has a -4 penalty.

So powerful is Kelrith's dying curse, that his soul has bound the power of the curse to the PC, and will require the intervention of a spellcaster of at least 15th level to circumvent it by means of *remove curse*. It is also considered 15th level for purposes of removal by *break enchantment* or *greater dispelling*. Of course, a *limited wish*, *miracle* or *wish* will also remove it. The curse is tied to the power of the Altar of Syrul in Seltaren, and the destruction of this altar can also remove the curse. This option will be explored in a future adventure or interactive mini-mission.

Development: During the combat, the players may notice a shadowing figure flee down the western passage. If they choose to follow, then proceed to **A New Mystery**.

Optional Encounter (APLs 8-12 only): A New Mystery

Use DM Map #3 for this encounter.

As you were defeating the cultists, you noticed another figure that was standing apart from the rest near a passage that descends deeper into the earth. Following the passage, you eventually come upon an area where the passageway has been collapsed. It appears that with a bit of work, the passage can be cleared.

At APL 4 & 6, the work will prove fruitless and the characters will not be able to continue. At APL 8 & 10, the players can, with the expenditure of an additional TU, clear the corridor and continue down.

Players that do continue will follow the passage further down until the eventually come upon another chamber, deeper within the depths of the earth under Leukish.

After following the passage for a while as it winds under the earth, you eventually see the soft glow of light coming from ahead.

The players have this moment to buff, or prepare. Advancing forward they see the light emanates from a chamber at the end of the corridor.

The light comes from a lamp set atop a desk. Seated at the desk is a man dressed in rich robes. Standing a silent vigil around the chamber are eleven humanoid being, their flesh wrapped with strips of rotting cloth.

The figure is in reality an Avolakia (*Monster Manual II*, see *Appendices I and III*). As the PCs approach, it will begin to talk to what it determines to be the strongest fighter type person in the group (wearing the heaviest armor, usually in the lead, etc), and try to use it's quickened *suggestion* ability to suggest they are clearly outnumbered and they would do better to flee and never return. As soon as it has made a subject flee, it will revert to it's own form to combat, using it's poison ability on other foes, and then revert back to humanoid form and use it's suggestion ability on them.

The figures wrapped in cloth appear to all be mummies. Only one of them is in fact a mummy, the rest are actually ghouls or wights (depending on APL), dressed in the wrapped cloth to add to their frightening effect. The mummy will move to attack first creatures frozen with fear, dealing a single attack to them, before moving on to fight others. Players will need to make a will save upon first seeing the mummy.

APL 8 (EL 12)

☛ **Ghouls, Advanced 3 HD (10):** hp 24; see *Appendix I*.

☛ **Mummy:** hp 45; see *Monster Manual*.

☛ **Avolakia:** hp 83; see *Appendix I*.

APL 10 (EL 13)

☛ **Wights, Advanced 8 HD (10):** hp 56; see *Appendix I*.

☛ **Mummy, Advanced 12 HD:** hp 87; see *Appendix I*.

☛ **Avolakia:** hp 83; see *Appendix I*.

APL 12 (EL 14)

☛ **Wights, Advanced 8 HD (10):** hp 56; see *Appendix I*.

☛ **Mummy, Advanced 12 HD:** hp 87; see *Appendix I*.

☛ **Avolakia Cleric:** hp 120; see *Appendix I*.

Development: The tunnel leads further into the Underdark, and is not covered in the scope of this adventure. After following the tunnel for a short ways, it opens into a large underground lake with no visible means to cross. This area will be explored further in future adventures.

Treasure: The avolakia has a considerable hoard of gold, platinum, and art objects, valued as stated in the treasure summary.

Conclusion

After the players have defeated the cultists, they are able to rescue the bound captives. They will discover that the young girl was Saria Faeldon (Knowledge Nobility, Duchy of Urnst DC 18). If no-one in the group is able to tell who she is, the other captives will be able to do so. The merchants, thankful for being rescued, will provide the characters with any needed healing, raise dead, or resurrection they may need at the end of the adventure, or if not needed at the moment, they will pay for such one time in the future. They will also provide players with item access as an additional reward (sold at full cost of course). See Additional Rewards below.

The players should be able to hand over to the Guard the conflicting shipping manifests to the city watch. This will go a long way to explaining the recent influx of monster within the city, and will aid the watch in rounding up some of them (but not all). The watch will grant the PCs some small reward for their actions, even though they were not hired (see treasure for total amount).

If the PCs also hand over Darmin's journal, they succeed in saving the life of Nayln, and Darmin is found guilty of the crime of Murder, and executed for his crimes.

The temple of Syrul in Leukish is shattered, the servants scattered, and will take a long while to recover, but there is still the mention of the Fane of Syrul in Seltaren, as well as the mysterious creature that was seen/defeated deep beneath Leukish.

Cern, Nayln and Beal, thankful for the efforts of the PCs will gladly reward them by providing contacts with the wizards of Leukish for the purpose of upgrading magic items.

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 Seven, Room A

Defeat the skeletal statues

APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 330 xp; APL12 390 xp

Encounter Seven, Room B

Defeat the guards and mimics

APL4 180 xp; APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 390 xp

Encounter Seven, Room C

Defeat the clerics of Syrul

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

Story Award

Turned Darmin and his files over to City Watch:

APL4 75 xp; APL6 100 xp; APL8 125 xp; APL10 150 xp; APL12 175 xp

Discretionary roleplaying award

APL4 60 xp; APL6 80 xp; APL8 100 xp; APL10 120 xp; APL12 140 xp

Total possible experience:

APL4 675 xp; APL6 900 xp; APL8 1125 xp; APL10 1350 xp; APL12 1545 xp

Optional Encounter (APL 8-12, only, 1 TU)

Defeat the avolakia:

APL8 360 xp; APL10 390 xp; APL12 420 xp

Discretionary roleplaying award

APL8 112 xp; APL10 135 xp; APL12 157 xp

Total possible experience:

APL8 472 xp; APL10 525 xp; APL12 577 xp

Total possible experience with optional encounter included:

APL8 1597 xp; APL10 1875 xp; APL12 2122 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Seven, Room A: Into Danger

APL 4: L: 42 gp

APL 6: L: 63 gp

APL 8: L: 63 gp

APL 10: L: 63 gp

APL 12: L: 63 gp

Encounter Seven, Room B: Hidden Guards

APL 4: L: 107 gp

APL 6: L: 107 gp

APL 8: L: 207 gp

APL 10: L: 307 gp

APL 12: L: 241 gp; M: 4 suits of *+1 banded mail* (117 gp each per suit, 468 gp each total)

Encounter Seven, Room C: The Great Evil

APL 4: L: 182 gp; M: *+1 heavy mace* (193 gp each)

APL 6: L: 174 gp; M: *+1 heavy mace* (193 gp each), *+1 banded mail* (117 gp each)

APL 8: L: 274 gp; M: *+1 heavy mace* (193 gp each), *+1 banded mail* (117 gp each), 2 suits of *+1 chainmail* (108 gp each per suit, 216 gp each total)

APL 10: L: 307 gp; M: 3 *+1 heavy maces* (193 gp each per mace, 579 gp), *+1 banded mail* (117 gp each), *+1 large steel shield* (98 gp each), 2 suits of *+1 chainmail* (108 gp each per suit, 216 gp each total), 2 *+1 small wooden shields* (96 gp each per shield, 192 gp each total)

APL 12: L: 241 gp; M: *+2 heavy mace* (693 gp each), *+1 banded mail* (117 gp each), *+1 large steel shield* (98 gp each), 2 *+1 heavy maces* (193 gp each per mace, 386 gp), 2 suits of *+1 chainmail* (108 gp each per suit, 216 gp each total), 2 *+1 small wooden shields* (96 gp each per shield, 192 gp each total)

Conclusion

APL 4: C: 50 gp

APL 6: C: 100 gp

APL 8: C: 150 gp

APL 10: C: 200 gp

APL 12: C: 250 gp

Total Possible Treasure

APL 4: L: 342 gp; 50 gp; M: 182 gp – Total: 574 gp

APL 6: L: 363 gp; C: 100 gp; M: 291 gp – Total: 754 gp

APL 8: L: 463 gp; C: 150 gp; M: 607 gp – Total: 1220 gp

APL 10: L: 949 gp; C: 200 gp; M: 930 gp – Total: 2079 gp

APL 12: L: 997 gp; C: 250 gp; M: 1718 gp – Total: 2965 gp

Optional Encounter (APL 8-12 only, 1 TU)

APL 8: C: 100 gp; M: *cloak of resistance +2* (333 gp each), *brooch of shielding* (120 gp each, subtract 4 gp for each 5 hp absorbed)

APL 10: C: 250 gp; M: *cloak of resistance +2* (333 gp each), *brooch of shielding* (120 gp each, subtract 4 gp for each 5 hp absorbed)

APL 12: C: 500 gp; M: *cloak of resistance +2* (333 gp each), *brooch of shielding* (120 gp each, subtract 4 gp for each 5 hp absorbed)

Total Possible Treasure with Optional Encounter Included

APL 8: L: 463 gp; C: 250 gp; M: 1060 gp – Total: 1773 gp

APL 10: L: 949 gp; C: 450 gp; M: 1383 gp – Total: 2782 gp

APL 12: L: 997 gp; C: 750 gp; M: 2171 gp – Total: 3918 gp

Special

Favor of the Leukish Merchants: Having been rescued from certain death, the merchant heads of Leukish find themselves in your debt. At a future date or immediately after this adventure, they are willing to use their influence on your behalf to procure the casting of powerful magic, free of charge. This favor may be redeemed for the casting of any of the following spells, at the minimum caster level except where noted: *break enchantment* (11th level), *flesh with stone*, *greater dispelling*, *greater restoration*, *heal*, *raise dead*, *regenerate*, *remove curse* (11th level), *resurrection* or *stone to flesh*.

The spell in question must be acquired in the city of Leukish. This favor may only be redeemed in scenarios set in the Duchy of Urnst. Redemption outside of the city

of Leukish requires the expenditure of 1 TU in travel time.

Optionally, this favored may be redeemed to act as the favor of any Duchy of Urnst merchant or noble merchant house of the player's choice, but only for the purposes of redeeming favors or for accessing metagaming opportunities that require multiple favors of the same house or favors of specific houses. This use of the favor does not require travel.

Gratitude of the Merchant Beal: In return for your aid, Beal, Cern and Nayln have introduced you to a pair of powerful wizards in Leukish. These wizards will upgrade magical items for you, charging the full price difference between the original item and the upgrade item. *Note:* this is not a favor or influence point, and cannot be used as such.

The Curse of Kelrith

Kelrith, high priest of Syrul, has cursed you with his dying breath.

While the curse is in effect, you character have a harder time calling upon favors owed to you, and must expend two favors for every one favored that would normally be required to gain a benefit. You are also unable to earn any additional influence as you exude an aura of "distrust" and few want to be associated with you. Additionally, if you have the Leadership Feat, your effective Leadership score has a -4 penalty.

So powerful is Kelrith's dying curse that his soul has bound the power of the curse to you, and it requires the intervention of a spellcaster of at least 15th level to circumvent it by means of *remove curse*. It is also considered 15th level for purposes of removal by *break enchantment* or *greater dispelling*. Of course, a *limited wish*, *miracle* or *wish* will also remove it. The curse is tied to the power of the Altar of Syrul in Seltaren, and the destruction of this altar can also remove the curse.

Items for the Adventure Record

Item Access

APL 4:

Upgrade existing +1 weapon to +2 (regional)

Upgrade existing +1 armor or shield to +2 (regional)

Upgrade existing +1 amulet of natural armor, +1 bracers of armor, or +1 cloak of protection to +2 (regional)

APL 6:

APL 4 Items

APL 8:

APL 4 & 6 Items

+2 *cloak of resistance* (adventure)

Brooch of shielding (adventure)

APL 10:

APL 4, 6 & 8 Items

Upgrade existing +2 *bracers of health*, *cloak of charisma*, *gloves of dexterity*, *headband of intellect* or *periapt of wisdom* to +4 (regional)

APL 12

APL 4, 6, 8 & 10 Items

+2 *heavy mace* (adventure)

Appendix I: Stat Blocks

APL 4

Encounter Seven, Room A

👁 **Large Skeletal Animated Objects (2):** CR 3; Large Construct; HD 4d10; hp 22 (each); Init +0; Spd 30 ft.; AC 15 (touch 9, flat-footed 15); Atk +5 melee (2d6+3/19-20, greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SQ Hardness; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Init -, Wis 1, Cha 1.

Possessions: Greatsword (used one-handed).

Hardness (Ex): The constructs are hardness 8 (alabaster).

Encounter Seven, Room B

👁 **Guards (4):** Suel human Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +4 melee (1d8+3/19-20, longsword); or +2 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Jump +0, Listen +2; Expertise, Power Attack, Sunder.

Possessions: Longsword, heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~potion of aid~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid*: hp 19; Atk +5 melee; +3 ranged; +1 moral bonus to saves vs. fear effects.

Encounter 7, Room C

👁 **Kelrith:** Male Suel human Clr4; CR 4; Medium-size humanoid; HD 4d8; hp 25; Init +1, Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +4 melee (1d8+1, +1 *heavy mace*); SA Rebuke undead 5/day; AL NE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 12, Con 10, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +4, Concentration +7, Knowledge (arcana) +4, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Empower Spell, Skill Focus: Bluff.

Cleric spells prepared (5/5/4; base DC = 13 + spell level): 0 – *detect magic*, *guidance* (2), *resistance* (2); 1st – *bane*, *cause fear*, *protection from good*^{*}, *sanctuary*, *shield*

of faith, 2nd – ~~*bull's strength*~~, *calm emotions*, *death knell*, *invisibility*^{*}.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 *heavy mace*, masterwork banded mail, masterwork large steel shield.

Special: Kelrith has precast *bull's strength*, altering his statistics as follows: Atk +5 melee (1d8+2, +1 *heavy mace*); Str 13.

👁 **Priests of Syrul (2):** Suel human Clr2; CR 2; Medium-size humanoid; HD 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +2 melee (1d8+1, heavy mace); SA Rebuke undead 4/day; AL NE; SV Fort +6, Ref +0, Will +5; Str 12, Dex 10, Con 12, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +6, Knowledge (arcana) +2, Spellcraft +5; Combat Casting, Great Fortitude.

Cleric spells prepared (4/4; base DC = 12 + spell level): 0 – *cure minor wounds*, *detect magic*, *guidance*, *resistance*, 1st – *bane*, *command*, *entropic shield*, *protection from good*^{*}.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Heavy mace, chainmail, small wooden shield.

👁 **Guards (4):** Suel human Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +4 melee (1d8+3/19-20, longsword); or +2 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +3, Jump +0, Listen +2; Expertise, Power Attack, Sunder.

Possessions: Longsword, heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~potion of aid~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid*: hp 19; Atk +5 melee; +3 ranged; +1 moral bonus to saves vs. fear effects.

👁 **Cultists (10):** Com1; hp 4. Noncombatant.

APL 6

Encounter Seven, Room A

🦴 **Large Skeletal Animated Objects (4):** CR 3; Large Construct; HD 4d10; hp 22 (each); Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed 14); Atk +5 melee (2d8+4/19-20, huge greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SQ Hardness; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Init -, Wis 1, Cha 1.

Possessions: Huge greatsword.

Hardness (Ex): The constructs are hardness 8 (alabaster).

Encounter Seven, Room B

🛡️ **Guards (4):** Suel human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +5 melee (1d8+3/19-20, longsword); or +3 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Jump +1, Listen +2; Expertise, Improved Trip, Power Attack, Sunder.

Possessions: Longsword, heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~potion of aid~~, ~~potion of bull's strength~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid* and *bull's strength*: hp 27; Atk +8 melee (1d8+5/19-20, longsword); +4 ranged; Str 20; Jump +3; +1 moral bonus to saves vs. fear effects.

Encounter 7, Room C

☛ **Kelrith:** Male Suel human Clr6; CR 6; Medium-size humanoid; HD 6d8; hp 35; Init +1, Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +5 melee (1d8+1, +1 *heavy mace*); SA Rebuke undead 5/day; AL NE; SV Fort +5, Ref +3, Will +8; Str 10, Dex 12, Con 10, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +9, Knowledge (arcana) +4, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Empower Spell, Skill Focus: Bluff, Spell Focus: Enchantment.

Cleric spells prepared (5/5/5/4; base DC = 13 + spell level; 15 + spell level for Enchantments): 0 – *detect magic, guidance* (2), *resistance* (2); 1st – *bane, cause fear, protection from good**, *sanctuary, shield of faith*; 2nd – ~~*bull's strength*~~, *calm emotions, death knell, invisibility**, *silence*; 3rd – *blindness/deafness, dispel magic, magic circle against good**, ~~*magic vestment*~~.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 *heavy mace*, +1 *banded mail*, masterwork large steel shield.

Special: Kelrith has precast *bull's strength* and *magic vestment* (on his shield), altering his statistics as follows: AC 22 (touch 11, flat-footed 22); Atk +6 melee (1d8+2, +1 *heavy mace*); Str 13.

☛ **Priests of Syrul (2):** Suel human Clr4; CR 4; Medium-size humanoid; HD 4d8+4; hp 27; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d8+1, masterwork heavy mace); SA Rebuke undead 4/day; AL NE; SV Fort +7, Ref +3, Will +6; Str 12, Dex 10, Con 12, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +3, Spellcraft +7; Combat Casting, Great Fortitude, Lightning Reflexes.

Cleric spells prepared (5/4/4; base DC = 12 + spell level): 0 – *cure minor wounds, detect magic, guidance, resistance* (2); 1st – *bane, command, ~~endure elements~~, entropic shield, protection from good**, 2nd – *darkness, desecrate**, *hold person, silence*.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Masterwork heavy mace, chainmail, small wooden shield.

Special: The clerics have precast *endure elements* (fire) on themselves.

☛ **Guards (4):** Suel human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +5 melee (1d8+3/19-20, longsword); or +3 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Jump +1, Listen +2; Expertise, Improved Trip, Power Attack, Sunder.

Possessions: Longsword, heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~*potion of aid, potion of bull's strength*~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid* and *bull's strength*: hp 27; Atk +8 melee (1d8+5/19-20, longsword); +4 ranged; Str 20; Jump +3; +1 moral bonus to saves vs. fear effects.

☛ **Cultists (10):** Com1; hp 4. Noncombatant.

APL 8

Encounter Seven, Room A

🦴 **Large Skeletal Animated Objects (8):** CR 3; Large Construct; HD 4d10; hp 22 (each); Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed 14); Atk +5 melee (2d8+4/19-20, huge greatsword) Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SQ Hardness; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Init -, Wis 1, Cha 1.

Possessions: Huge greatsword.

Hardness (Ex): The constructs are hardness 8 (alabaster).

Encounter Seven, Room B

👤 **Guards (4):** Suel human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 36 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +8 melee (1d8+3/19-20, masterwork longsword); or +5 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +6, Ref +2, Will +3; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Jump +3, Listen +3; Expertise, Improved Disarm, Improved Trip, Iron Will, Power Attack, Sunder.

Possessions: Masterwork longsword, heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~*potion of aid, potion of bull's strength, potion of heroism.*~~

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid, bull's strength* and *heroism*: hp 43; Atk +13 melee (1d8+5/19-20, longsword); +7 ranged; SV Fort +8, Ref +4, Will +5; Str 21; Handle Animal +8, Jump +7, Listen +5; +1 moral bonus to saves vs. fear effects.

Encounter 7, Room C

☛ **Kelrith:** Male Suel human Clr8; CR 8; Medium-size humanoid; HD 8d8; hp 45; Init +1, Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +7/+2 melee (1d8+1, +1 heavy mace); SA Rebuke undead 5/day; AL NE; SV Fort +6, Ref +3, Will +10; Str 10, Dex 12, Con 10, Int 12, Wis 18, Cha 14.

Skills and Feats: Bluff +10, Concentration +9, Hide +2, Knowledge (arcana) +4, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Empower Spell, Skill Focus: Bluff, Spell Focus: Enchantment.

Cleric spells prepared (6/6/5/5/4; base DC = 14 + spell level; 16 + spell level for Enchantments): 0 – *cure minor wounds*, *detect magic*, *guidance* (2), *resistance* (2); 1st – *bane*, *cause fear*, *cure light wounds*, *protection from good**, *sanctuary*, *shield of faith*; 2nd – ~~*bull's strength*~~, *calm emotions*, *death knell*, *invisibility**, *silence*; 3rd – *blindness/deafness*, *dispel magic*, *invisibility purge*, *magic circle against good**, ~~*magic vestment*~~; 4th – *dismissal*, *divine power*, *poison*, *unholy blight**.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 heavy mace, +1 banded mail, masterwork large steel shield.

Special: Kelrith has precast *bull's strength* and *magic vestment* (on his shield), altering his statistics as follows: AC 22 (touch 11, flat-footed 21); Atk +8/+3 melee (1d8+2, +1 heavy mace); Str 13.

☛ **Priests of Syrul (2):** Suel human Clr6; CR 6; Medium-size humanoid; HD 6d8+6; hp 39; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d8+1, masterwork heavy mace); SA Rebuke undead 4/day; AL NE; SV Fort +8, Ref +4, Will +7; Str 12, Dex 10, Con 12, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Knowledge (arcana) +4, Spellcraft +9; Combat Casting, Great Fortitude, Lightning Reflexes.

Cleric spells prepared (5/5/5/3; base DC = 12 + spell level): 0 – *cure minor wounds*, *detect magic*, *guidance*, *resistance* (2); 1st – *bane*, *command*, ~~*endure elements*~~, *entropic shield*, *protection from good**, 2nd – *darkness*, *desecrate**, *hold person*, *silence*, *sound burst*; 3rd – *dispel magic*, *magic circle against good**, ~~*magic vestment*~~.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Masterwork heavy mace, +1 chainmail, small wooden shield.

Special: The clerics have precast *endure elements* (fire) on themselves and *magic vestment* on their shields, altering their statistics as follows: AC 19 (touch 10, flat-footed 19).

☛ **Guards (4):** Suel human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 36 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +8 melee (1d8+3/19-20, masterwork longsword); or +5 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +6, Ref +2, Will +3; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Jump +3, Listen +3; Expertise, Improved Disarm, Improved Trip, Iron Will, Power Attack, Sunder.

Possessions: Masterwork longsword, heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~*potion of aid*~~, ~~*potion of bull's strength*~~, ~~*potion of heroism*~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid*, *bull's strength* and *heroism*: hp 43; Atk +13 melee (1d8+5/19-20, longsword); +7 ranged; SV Fort +8, Ref +4, Will +5; Str 21; Handle Animal +8, Jump +7, Listen +5; +1 moral bonus to saves vs. fear effects.

☛ **Cultists (10):** Com1; hp 4. Noncombatant.

Optional Encounter

☛ **Ghouls, Advanced 3 HD (10):** CR 2; Medium-size undead; HD 3d12; hp 24; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1 and paralysis, bite), +0 melee (1d3 and paralysis, 2 claws); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

See the *Monster Manual* for information on the ghouls' special abilities.

☛ **Avolakia:** CR 10; Large aberration; HD 10d8+30; hp 83; Init +3; Spd 20 ft.; AC 18 (touch 18, flat-footed 15); Atk +10 melee (2d6+4 plus poison, bite), +8 melee (1d4+2, 8 claws); Reach 10 ft.; SA Poison, spell-like abilities, suggestion; SQ Darkvision 60 ft., defensive aura, fire resistance 10, immunities, regeneration 4, SR 21; SV Fort +8, Ref +8, Will +14; Str 19, Dex 16, Con 17, Int 16, Wis 21, Cha 22.

Skills and Feats: Bluff +14, Concentration +14, Diplomacy +18, Intimidate +8, Sense Motive +18, Spellcraft +11; Combat Casting, Combat Reflexes, Dodge, Multiattack, Quicken Spell-like Ability.

Languages: Avolakia, Common, Undercommon, Suloise.

Poison (Ex): An Avolakia delivers its poison (Fort save DC 18) with each successful bite attack. The initial damage is 1d6 Wisdom damage, and the secondary damage is 2d6 Wisdom damage.

Spell-like Abilities: At will – *chill touch, cause fear, detect magic, disrupt undead, gentle repose, ghoul touch, halt undead, mage hand, polymorph self* (humanoid form only), *read magic, spectral hand*; 3/day – *animate dead*, create *undead, enervation, vampiric touch*. Caster level 14th; Save DC 16 + spell level.

Suggestion (Sp): When in humanoid form, an avolakia has a melodic and hypnotic voice. By speaking soothingly to any one creature in range that understands its spoken words, the avolakia can create an effect identical to that of a quickened *suggestion* spell (caster level 10th; Will save DC 19). An opponent in eye contact with the creature while it makes its suggestion takes a –2 penalty on the saving throw. The avolakia can use this ability a number of times a day equal to its charisma modifier (usually 6 times per day).

Defensive Aura (Sp): an avolakia has a +6 deflection bonus to its Armor Class. This ability is always in effect.

Fire Resistance (Ex): The slime that an avolakia constantly exudes grants it fire resistance 10. It also helps the creature escape more easily (see Skills, below).

Immunities (Su): Because of its close association with undead, the avolakia has developed immunity to cold, disease, energy drain, and paralysis.

Regeneration (Ex): An avolakia takes normal damage from acid, fire, and electricity.

Skills: Because of the slime it constantly exudes, an avolakia gains a +10 competence bonus on Escape Artist checks.

Possessions: brooch of shielding, cloak of resistance +2.

APL 10

Encounter Seven, Room A

🦴 **Large Skeletal Animated Objects (10):** CR 3; Large Construct; HD 4d10; hp 22 (each); Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed 14); Atk +5 melee (2d8+4/19-20, huge greatsword) Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SQ Hardness; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Init -, Wis 1, Cha 1.

Possessions: Huge greatsword.

Hardness (Ex): The constructs are hardness 8 (alabaster).

Encounter Seven, Room B

🦴 **Mimics, Advanced 10 HD (4):** CR 5; Large aberration; HD 10d8+30; hp 75 (each); Init +1; Spd 10 ft.; AC 13 (touch 10, flat-footed 12); Atk +10 melee (1d8+6, slam); Reach 10 ft.; SA Adhesive; SQ Mimic shape, acid immunity; AL N; SV Fort +6, Ref +4, Will +8; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +14, Listen +13, Spot +9; Skill Focus (Disguise).

See the *Monster Manual* for information on the mimics' special abilities.

🛡️ **Guards (4):** Suel human Ftr6; CR 6; Medium-size humanoid; HD 6d10+12; hp 52 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +10/+5 melee (1d8+3/19-20, masterwork longsword); or +8 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +7, Ref +3, Will +4; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +8, Jump +5, Listen +4; Expertise, Improved Disarm, Improved Trip, Iron Will, Knockdown*, Power Attack, Sunder.

Possessions: Masterwork longsword, masterwork heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~potion of aid~~, ~~potion of bull's strength~~, ~~potion of heroism~~, ~~potion of endurance~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid*, *bull's strength*, *endurance* and *heroism*: hp 71; Atk +15/+10 melee (1d8+5/19-20, longsword); +11 ranged; SV Fort +11, Ref +5, Will +6; Str 21, Con 19; Handle Animal +10, Jump +9, Listen +6; +1 moral bonus to saves vs. fear effects.

* See *Appendix II* for details on this feat.

Encounter 7, Room C

☛ **Kelrith:** Male Suel human Clr10; CR 10; Medium-size humanoid; HD 10d8; hp 55; Init +1, Spd 20 ft.; AC 21 (touch 11, flat-footed 19); Atk +8/+3 melee (1d8+1, +1 heavy mace); SA Rebuke undead 5/day; AL NE; SV Fort +7, Ref +4, Will +11; Str 10, Dex 12, Con 10, Int 12, Wis 18, Cha 14.

Skills and Feats: Bluff +11, Concentration +11, Hide +6, Knowledge (arcana) +4, Knowledge (religion) +8, Spellcraft +9; Chain Spell**, Combat Casting, Empower Spell, Skill Focus: Bluff, Spell Focus: Enchantment.

Cleric spells prepared (6/6/6/5/5/4; base DC = 14 + spell level; 16 + spell level for Enchantments): 0 – cure minor wounds, detect magic, guidance (2), resistance (2); 1st – bane, cause fear, cure light wounds, protection from good*, sanctuary, shield of faith; 2nd – ~~bull's strength~~, calm emotions, death knell, invisibility*, silence (2); 3rd – blindness/deafness, dispel magic, invisibility purge, magic circle against good*, ~~magic vestment~~, 4th – dismissal, divine power, ~~lesser planar ally~~, poison, unholy blight*; 5th – chained hold person, dispel good*, healing circle.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

** See Appendix II for details on this feat.

Possessions: +1 heavy mace, +1 banded mail, +1 large steel shield.

Special: Kelrith has precast *bull's strength* and *magic vestment* (on his armor), altering his statistics as follows: AC 23 (touch 11, flat-footed 23); Atk +9/+4 melee (1d8+2, +1 heavy mace); Str 13. He has also summoned a large fire elemental by casting *lesser planar ally*.

☛ **Priests of Syrul (2):** Suel human Clr8; CR 8; Medium-size humanoid; HD 8d8+8; hp 51; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +8/+3 melee (1d8+2, +1 heavy mace); SA Rebuke undead 4/day; AL NE; SV Fort +9, Ref +4, Will +9; Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Knowledge (arcana) +5, Spellcraft +11; Combat Casting, Empower Spell, Great Fortitude, Lightning Reflexes.

Cleric spells prepared (6/6/5/5/3; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, guidance, light, resistance (2); 1st – bane, command, ~~endure elements~~, entropic shield, magic weapon, protection from good*; 2nd – darkness, desecrate*, hold person, silence, sound burst; 3rd – contagion, dispel

magic, magic circle against good, ~~magic vestment~~, meld into stone, 4th – ~~empowered endurance~~, freedom of movement, unholy blight*.*

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 heavy mace, +1 chainmail, +1 small wooden shield.

Special: The clerics have precast *endure elements* (fire) and *empowered endurance* on themselves and *magic vestment* on their armor, altering their statistics as follows: hp 67; AC 19 (touch 10, flat-footed 19); SV Fort +11; Con 14; Concentration +14.

☛ **Guards (4):** Suel human Ftr6; CR 6; Medium-size humanoid; HD 6d10+12; hp 52 (each); Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +10/+5 melee (1d8+3/19-20, masterwork longsword); or +8 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +7, Ref +3, Will +4; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +8, Jump +5, Listen +4; Expertise, Improved Disarm, Improved Trip, Iron Will, Knockdown*, Power Attack, Sunder.

Possessions: Masterwork longsword, masterwork heavy crossbow, 20 bolts, banded mail, large wooden shield, ~~potions of aid, potions of bull's strength, potions of heroism, potions of endurance.~~

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid, bull's strength, endurance* and *heroism*: hp 71; Atk +15/+10 melee (1d8+5/19-20, longsword); +11 ranged; SV Fort +11, Ref +5, Will +6; Str 21, Con 19; Handle Animal +10, Jump +9, Listen +6; +1 moral bonus to saves vs. fear effects.

* See Appendix II for details on this feat.

☛ **Cultists (10):** Com1; hp 4. Noncombatant.

Optional Encounter

☛ **Wights, Advanced 8 HD (10):** CR 5; Medium-size undead; HD 8d12; hp 56; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +7, Hide +10, Listen +10, Move Silently +16, Search +7, Spot +10; Blind-fight, Weapon Focus (slam).

See the *Monster Manual* for information on the wights' special abilities. The Fortitude save to remove the negative levels from their slam attacks has a DC of 16.

☛ **Mummy, Advanced 12 HD:** CR 5; Medium-size undead; HD 12d12+3; hp 87; Init –1; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atk +9 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +4, Ref +5, Will +10; Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +11, Listen +12, Move Silently +11, Spot +12; Alertness, Lightning Reflexes, Toughness.

See the *Monster Manual* for information on the mummy's special abilities. The Will save against the mummy's despair effect has a DC of 18.

☛ **Avolakia:** CR 10; Large aberration; HD 10d8+30; hp 83; Init +3; Spd 20 ft.; AC 18 (touch 18, flat-footed 15); Atk +10 melee (2d6+4 plus poison, bite), +8 melee (1d4+2, 8 claws); Reach 10 ft.; SA Poison, spell-like abilities, suggestion; SQ Darkvision 60 ft., defensive aura, fire resistance 10, immunities, regeneration 4, SR 21; SV Fort +8, Ref +8, Will +14; Str 19, Dex 16, Con 17, Int 16, Wis 21, Cha 22.

Skills and Feats: Bluff +14, Concentration +14, Diplomacy +18, Intimidate +8, Sense Motive +18, Spellcraft +11; Combat Casting, Combat Reflexes, Dodge, Multiattack, Quicken Spell-like Ability.

Languages: Avolakia, Common, Undercommon, Suloise.

Poison (Ex): An Avolakia delivers its poison (Fort save DC 18) with each successful bite attack. The initial damage is 1d6 Wisdom damage, and the secondary damage is 2d6 Wisdom damage.

Spell-like Abilities: At will – *chill touch*, *cause fear*, *detect magic*, *disrupt undead*, *gentle repose*, *ghoul touch*, *halt undead*, *mage hand*, *polymorph self* (humanoid form only), *read magic*, *spectral hand*; 3/day – *animate dead*,

create *undead*, *enervation*, *vampiric touch*. Caster level 14th; Save DC 16 + spell level.

Suggestion (Sp): When in humanoid form, an avolakia has a melodic and hypnotic voice. By speaking soothingly to any one creature in range that understands its spoken words, the avolakia can create an effect identical to that of a quickened *suggestion* spell (caster level 10th; Will save DC 19). An opponent in eye contact with the creature while it makes its suggestion takes a –2 penalty on the saving throw. The avolakia can use this ability a number of times a day equal to its charisma modifier (usually 6 times per day).

Defensive Aura (Sp): an avolakia has a +6 deflection bonus to its Armor Class. This ability is always in effect.

Fire Resistance (Ex): The slime that an avolakia constantly exudes grants it fire resistance 10. It also helps the creature escape more easily (see Skills, below).

Immunities (Su): Because of its close association with undead, the avolakia has developed immunity to cold, disease, energy drain, and paralysis.

Regeneration (Ex): An avolakia takes normal damage from acid, fire, and electricity.

Skills: Because of the slime it constantly exudes, an avolakia gains a +10 competence bonus on Escape Artist checks.

Possessions: *brooch of shielding*, *cloak of resistance* +2.

APL 12

Encounter Seven, Room A

🦴 **Large Skeletal Animated Objects (9):** CR 3; Large Construct; HD 4d10; hp 22 (each); Init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed 14); Atk +5 melee (2d8+4/19-20, huge greatsword) Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SQ Hardness; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Init -, Wis 1, Cha 1.

Possessions: Huge greatsword.

Hardness (Ex): The constructs are hardness 8 (alabaster).

Encounter Seven, Room B

🦴 **Mimics, Advanced 10 HD (4):** See stats for **APL 12**.

🛡️ **Guards (4):** Suel human Ftr8; CR 8; Medium-size humanoid; HD 8d10+16; hp 68 (each); Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +13/+8 melee (1d8+4/19-20, masterwork longsword); or +10 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +8, Ref +5, Will +4; Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +10, Jump +8, Listen +5; Expertise, Improved Disarm, Improved Trip, Iron Will, Knockdown*, Lightning Reflexes, Power Attack, Sunder.

Possessions: Masterwork longsword, masterwork heavy crossbow, 20 bolts, +1 *banded mail*, large wooden shield, ~~*potion of aid*~~, ~~*potion of bull's strength*~~, ~~*potion of heroism*~~, ~~*potion of endurance*~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid*, *bull's strength*, *endurance* and *heroism*: hp 89; Atk +17/+12 melee (1d8+6/19-20, longsword); +12 ranged; SV Fort +15, Ref +7, Will +6; Str 22, Con 19; Handle Animal +12, Jump +12, Listen +7; +1 moral bonus to saves vs. fear effects.

* See *Appendix II* for details on this feat.

Encounter 7, Room C

☛ **Kelrith:** Male Suel human Clr12; CR 12; Medium-size humanoid; HD 12d8; hp 65; Init +1, Spd 20 ft.; AC 21 (touch 11, flat-footed 21); Atk +11/+5 melee (1d8+2, +2 heavy mace); SA Rebuke undead 5/day; AL NE; SV Fort +8, Ref +7, Will +12; Str 10, Dex 12, Con 10, Int 12, Wis 19, Cha 14.

Skills and Feats: Bluff +12, Concentration +13, Hide +7, Knowledge (arcana) +5, Knowledge (religion) +9, Spellcraft +10; Chain Spell**, Combat Casting, Empower Spell, Lightning Reflexes, Skill Focus: Bluff, Spell Focus: Enchantment.

Cleric spells prepared (6/7/6/6/5/4/3; base DC = 14 + spell level; 16 + spell level for Enchantments): 0 – *cure minor wounds, detect magic, guidance* (2), *resistance* (2); 1st – *bane, cause fear, cure light wounds* (2), *protection from good**, *sanctuary, shield of faith*; 2nd – ~~*bull's strength*~~, *calm emotions, death knell, invisibility**, *silence* (2); 3rd – *blindness/deafness, dispel magic, invisibility purge, magic circle against good**, ~~*magic vestment*~~, *prayer*; 4th – *dismissal, divine power, lesser planar ally, poison, unholy blight**, 5th – *chained hold person, dispel good**, *healing circle, slay living*; 6th – *empowered (twice) endurance, harm, mislead*.*

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

** See *Appendix II* for details on this feat.

Possessions: +2 heavy mace, +1 banded mail, +1 large steel shield.

Special: Kelrith has precast *bull's strength, empowered (twice) endurance* and *magic vestment* (on his armor), altering his statistics as follows: hp 101; AC 25 (touch 11, flat-footed 25); Atk +12/+6 melee (1d8+3, +1 heavy mace); SV Fort +11; Str 13, Con 17. He has also summoned a large fire elemental by casting *lesser planar ally*.

☛ **Priests of Syrul (2):** Suel human Clr10; CR 10; Medium-size humanoid; HD 10d8+10; hp 63; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +9/+4 melee (1d8+2, +1 heavy mace); SA Rebuke undead 4/day; AL NE; SV Fort +10, Ref +5, Will +10; Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +14, Knowledge (arcana) +6, Spellcraft +12; Combat Casting, Great Fortitude, Lightning Reflexes, Spell Focus (Necromancy).

Cleric spells prepared (6/6/6/5/4/3; base DC = 13 + spell level, Necromantic spells 15 + spell level): 0 – *cure minor wounds, detect magic, guidance, light, resistance* (2); 1st – *bane, command, ~~endure elements~~, entropic shield, magic weapon, protection from good**, 2nd – ~~*bull's strength*~~, *darkness, desecrate**, *hold person, silence, sound burst*; 3rd – *contagion, dispel magic, magic circle against good**, ~~*magic vestment*~~, *meld into stone*; 4th – ~~*empowered endurance, freedom of movement, greater magic weapon, unholy blight*~~*, 5th – *dispel good**, *healing circle, righteous might*.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 heavy mace, +1 chainmail, +1 small wood shield.

Special: The clerics have precast *bull's strength, endure elements* (fire) and *empowered endurance* on themselves, *greater magic weapon* on their maces and *magic vestment* on their armor, altering their statistics as follows: hp 83; AC 20 (touch 10, flat-footed 20); Atk +12/+7 melee (1d8+6, +3 heavy mace); SV Fort +12; Str 14, Con 16; Concentration +16.

☛ **Guards (4):** Suel human Ftr8; CR 8; Medium-size humanoid; HD 8d10+16; hp 68 (each); Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +13/+8 melee (1d8+4/19-20, masterwork longsword); or +10 ranged (1d10/19-20, heavy crossbow); AL NE; SV Fort +8, Ref +5, Will +4; Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +10, Jump +8, Listen +5; Expertise, Improved Disarm, Improved Trip, Iron Will, Knockdown*, Lightning Reflexes, Power Attack, Sunder.

Possessions: Masterwork longsword, masterwork heavy crossbow, 20 bolts, +1 banded mail, large wooden shield, ~~*potion of aid, potion of bull's strength, potion of heroism, potion of endurance*~~.

Special: Adjust the guard's statistics as follows after they have consumed their *potions of aid, bull's strength, endurance* and *heroism*: hp 89; Atk +17/+12 melee (1d8+6/19-20, longsword); +12 ranged; SV Fort +15, Ref +7, Will +6; Str 22, Con 19; Handle Animal +12, Jump +12, Listen +7; +1 moral bonus to saves vs. fear effects.

* See *Appendix II* for details on this feat.

☛ **Cultists (10):** Com1; hp 4. Noncombatant.

Optional Encounter

✦ **Wights, Advanced 8 HD (10):** CR 5; Medium-size undead; HD 8d12; hp 56; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +7, Hide +10, Listen +10, Move Silently +16, Search +7, Spot +10; Blind-fight, Weapon Focus (slam).

See the *Monster Manual* for information on the wights' special abilities. The Fortitude save to remove the negative levels from their slam attacks has a DC of 16.

✦ **Mummy, Advanced 12 HD:** CR 5; Medium-size undead; HD 12d12+3; hp 87; Init –1; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atk +9 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +4, Ref +5, Will +10; Str 17, Dex 8, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +11, Listen +12, Move Silently +11, Spot +12; Alertness, Lightning Reflexes, Toughness.

See the *Monster Manual* for information on the mummy's special abilities. The Will save against the mummy's despair effect has a DC of 18.

✦ **Avolakia cleric:** Avolakia cleric 3; CR 13; Large aberration; HD 13d8+52; hp 120; Init +6; Spd 20 ft.; AC 17 (touch 17, flat-footed 15); Atk +13 melee (2d6+5 plus poison, bite), +11 melee (1d4+2, 8 claws); Reach 10 ft.; SA Poison, spell-like abilities, suggestion, rebuke undead 11/day; SQ Darkvision 60 ft., defensive aura, fire resistance 10, immunities, regeneration 4, SR 21; SV Fort +12, Ref +8, Will +20; Str 21, Dex 14, Con 18, Int 16, Wis 26, Cha 26.

Skills and Feats: Bluff +16, Concentration +18, Diplomacy +21, Intimidate +10, Sense Motive +22, Spellcraft +12; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Multiattack, Quicken Spell-like Ability.

Languages: Avolakia, Common, Undercommon, Suloise.

Cleric spells prepared (4/5/4; base DC = 18 + spell level): 0 – *cure minor wounds*, *detect magic*, *guidance*, *read magic*; 1st – *command*, *cure light wounds*, *doom*, *protection from good**, *sanctuary*; 2nd – *cure moderate wounds*, *desecrate**, *hold person*, *resist elements*.

* Domain spell. Deity: Syrul. *Domains:* Evil (Evil spell cast at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Poison (Ex): An Avolakia delivers its poison (Fort save DC 19) with each successful bite attack. The initial damage is 1d6 Wisdom damage, and the secondary damage is 2d6 Wisdom damage.

Spell-like Abilities: At will – *chill touch*, *cause fear*, *detect magic*, *disrupt undead*, *gentle repose*, *ghoul touch*, *halt undead*, *mage hand*, *polymorph self* (humanoid form only), *read magic*, *spectral hand*; 3/day – *animate dead*, *create undead*, *enervation*, *vampiric touch*. Caster level 14th; Save DC 18 + spell level.

Suggestion (Sp): When in humanoid form, an avolakia has a melodic and hypnotic voice. By speaking soothingly to any one creature in range that understands its spoken words, the avolakia can create an effect identical to that of a quickened *suggestion* spell (caster level 10th; Will save DC 21). An opponent in eye contact with the creature while it makes its suggestion takes a –2 penalty on the saving throw. The avolakia can use this ability a number of times a day equal to its charisma modifier (usually 6 times per day).

Defensive Aura (Sp): an avolakia has a +6 deflection bonus to its Armor Class. This ability is always in effect.

Fire Resistance (Ex): The slime that an avolakia constantly exudes grants it fire resistance 10. It also helps the creature escape more easily (see Skills, below).

Immunities (Su): Because of its close association with undead, the avolakia has developed immunity to cold, disease, energy drain, and paralysis.

Regeneration (Ex): An avolakia takes normal damage from acid, fire, and electricity.

Skills: Because of the slime it constantly exudes, an avolakia gains a +10 competence bonus on Escape Artist checks.

Possessions: brooch of shielding, cloak of resistance +2.

Appendix II: Spells and Feats

New Spell

Psychic Poison

Abjuration [Evil]

Level: Clr4, Sor/Wiz4

Components: V,S,M/DF

Casting Time: 10 minutes

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

Area: 50-ft.-radius spread, or one single object or creature that can fit in that area

Duration: 1 hour/level

Save: Will negates

The caster taints an area, creature or object so that anyone casting a mind-affecting or divination spell at the creature or object or within the area is subject to a psychic poison (see below for effect).

Initial Damage 1d6 Int

Secondary Damage 1d6 Int

Sword and Fist Feat

Knockdown [General]

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Tome and Blood

Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any special that specifies a single target and has a range greater than touch. The chained spell then affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and

no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4.

A chained spell uses up a spell slot three levels than the spell's actual level.

Monster Manual II

Quickened Spell-Like Ability [General]

The creature can use a spell-like ability with a moment's thought.

Benefit: Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell-like ability – in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round. A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Each of a creature's spell-like ability can be quickened only once per day, and the feat does not allow the creature to exceed its normal usage limits for any ability.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day.

Player Handout #1

Do you know who it was who killed you?

Yes.

Who was it who killed you?

Nayln Faeldon.

How did she kill you?

She came to speak with me a second time tonight, and when my back was turned, she stabbed me with a poisoned blade.

Has she had reason in the past to kill you?

Not that I now of.

Does she live within the city?

Yes

Do you wish to be brought back from death?

No.

Player Handout #2

The final two entries in Darmin's Journal read:

3rd of Richfest, 593

My patron has offered me a great boon! She who is the great betrayer has granted or exalted leader the means to enable me to both get my revenge on that accursed harlot, Nayln, and at the same time ascend to the head of my house ahead of Saria. Tonight, I will visit my worthless uncle, and in the guise of Nayln I will finally see my life's quest come true. He will be dead, and Nayln convicted of her crimes. Glory to the Lady of Lies!

4th of Richfest, 593

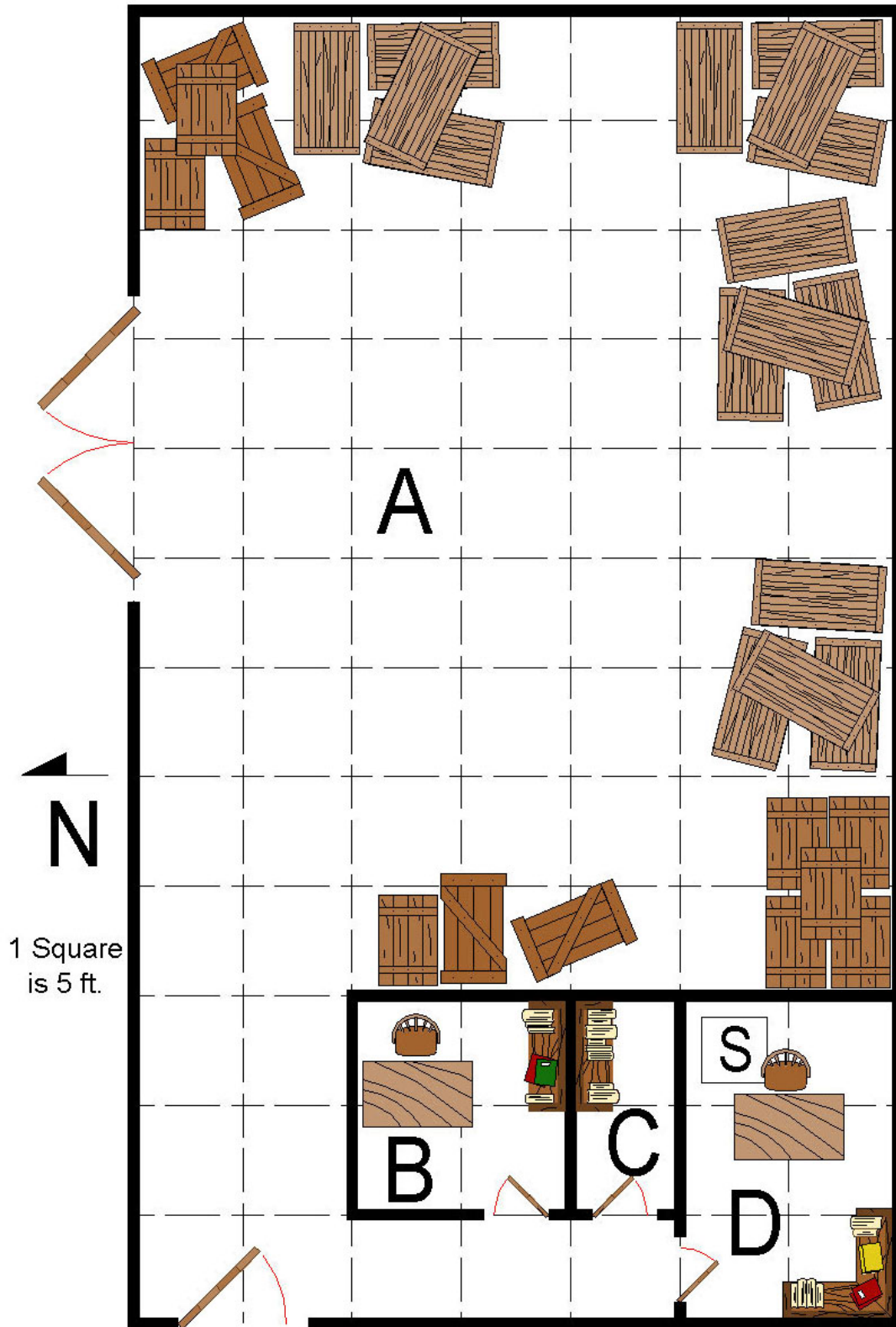
I cannot believe how quickly the normally useless guards are. Scarcely was the deed done when they were taking Nayln into custody. She is to be executed for her crimes tomorrow. By then, Saria will be sacrificed to the Dark Lady, and I will be free to work unopposed within our house!

Cern, the fool, came to me in the early hours, begging me to help his wife! It was all I could stomach to promise him aid. BAH! If only there was a way I could have implicated him in this crime, but alas, I will have to settle with the knowledge he will watch his love die!

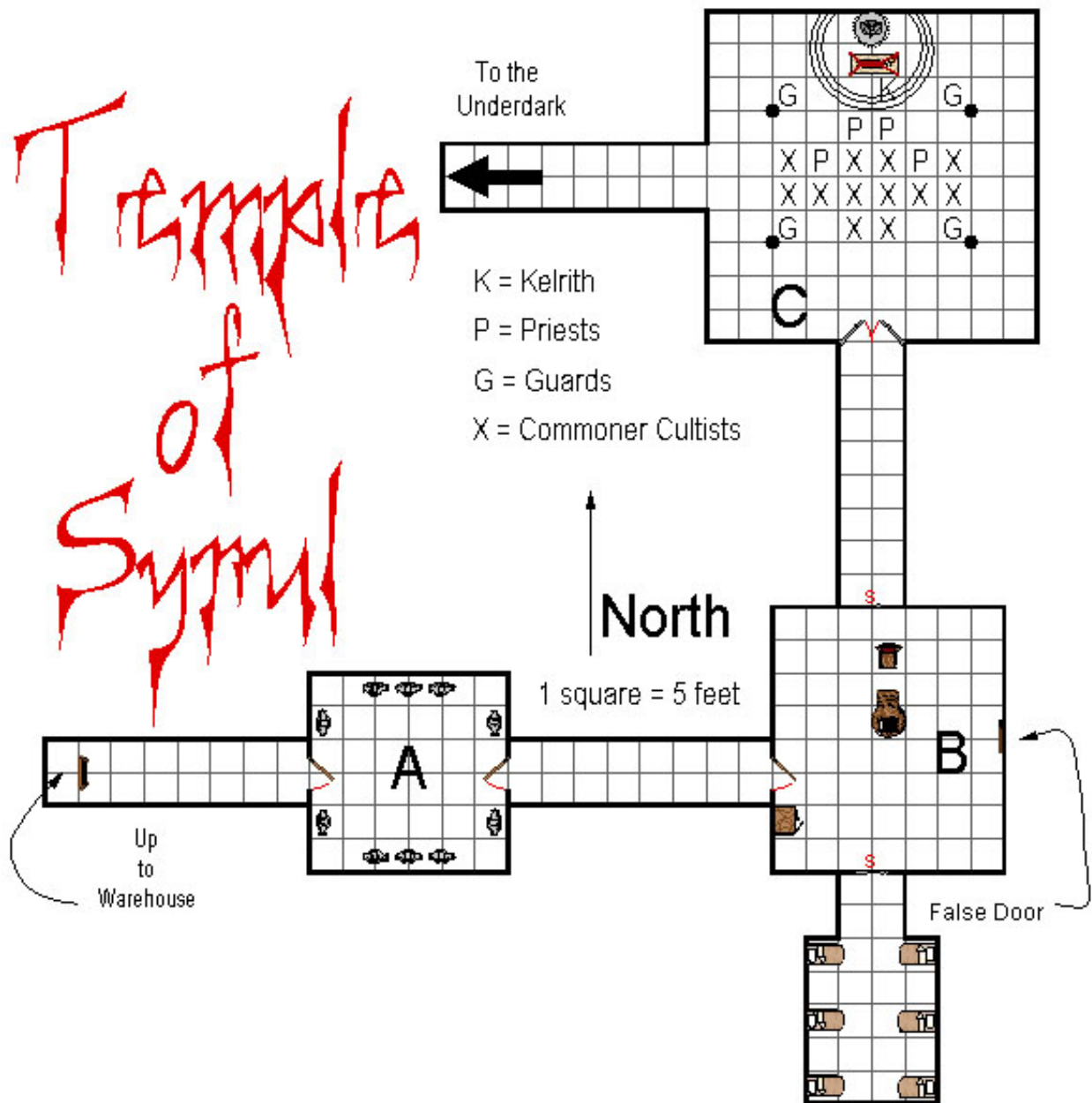
How I wish I could be present at the temple tonight for the grand sacrifice to our Mistress! It would be glorious I am told. A score of our city's most prominent members sacrificed to She Who is the Great Betrayer, one who constantly works against them, must be the ultimate betrayal for them. HAH! I am sure the irony is lost on all the fools.

Tomorrow harkens a new day on Leukish, and soon, the city will fall to us!

DM's Map #1



DM's Map #2



DM's Map #3

