

URD5-01

Silent Watch

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

Version 1.0

Round One

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The Duchy of Urnst has always maintained a series of fortresses within the Abbor-Alz Hills as a means to protect and guard against the Empire of the Bright Lands to the south and the treacherous plots of Rary. Now in a matter of one year two of the three primary fortresses have fallen, and rumor holds that the last of the three, Nil Keep, is soon to be destroyed as well. The Ducal Guard, who maintains the fortresses, is worried that these rumors are true, and to that end they are hiring adventurers to investigate these rumors and determine their veracity. The Abbor-Alz are a wild and dangerous place, are you willing to enter them and determine if there is indeed a concerted threat to the Duchy, or if the rumors of the third castle being destroyed are simply rumors. An adventure for characters from APL 2 through 12. This adventure is a Ducal Guard adventure.

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.

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

Playing the Game

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

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

Tracking

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are

considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the 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.

Adventure Background

The Duchy of Urnst has maintained bastions along its southern border to guard against the forces of Rary the Traitor. The most, until recently, important of these bastions have always been Castle Seh, Nil Keep and Knife's Edge Pass. However, the past year has seen Castle Seh destroyed and the staffing at Knife's Edge pass slaughtered by undead. It is not clear if these two events are simple coincidence, or if there is a greater threat that is yet to be revealed.

Adventure Summary

Introduction [Ducal Guard]: New orders arrive that the PCs are to report to Nil Keep for patrol duty guarding the southern borders of the Duchy against danger.

Introduction [Non-Ducal Guard]: Adventurers are being hired to assist the Ducal Guard for one week in covering a projected hole in their guard rotations. They are instructed to proceed to Nil Keep for their orders.

Encounter One [Nil Keep]: The arrival at Nil Keep, and the subsequent issuing of the patrol orders, which leads into *Encounter Two*.

Encounter Two [Long, Dark Patrol]: The PCs are sent out on their first patrol, overnight. A minor raid by Desert Dervishes is encountered.

Encounter Three [Glimpse of the Future Past]: An encounter with a Flan diviner shows the PCs what is happening back at Nil Keep.

Encounter Four [Fire, Brimstone & Death]: The PCs make it back to the remains of Nil Keep in time to search for survivors. There are a few, and they all tell the same story of a mysterious scarred man in red-brown robes who destroyed the Fortress on his own.

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

Encounter Five [Chasing a Flaming Shadow]: Following the trail of the mysterious scarred man, the PCs start to learn something about their quarry. They can possibly learn that he is a devout follower of Pyremius.

Encounter Six [Den of Hidden Flame]: Hidden deep within the Abbor-Alz on the very borders of the Bright Lands is a secret shrine to Pyremius guarded by bound elementals

Encounter Seven [Master of Deadly Fire]: A final showdown with the scarred servant of Pyremius.

Conclusion: The aftermath of the attack, and the accolades that are awarded to the PCs for their role in the rescue of the survivors and their hunting down of those responsible for the attack.

Preparation for Play

First it is important to determine which PCs, if any, are members of the Ducal Guard. This is because it affects both which introduction is used for them, and how many Time Units they pay (i.e. whether the adventure TU can be paid from their banked TU).

Introduction: Ducal Guard

The long-weeks on patrol have finally ended, and it is perhaps with some truly earned relief that you had finally returned to base-camp, expecting some rest from life on the road. However, that is not to be. New orders had arrived while you were away, and it seems that you are to spend more time on the road.

Pass out Player's Handout #1a – Ducal Guard Orders. PCs should rendezvous somewhere about two days outside Nil Keep, at the crossroads that exists there. At that time proceed to *Encounter One*.

Introduction: Non-Ducal Guard

Pass out Player's Handout #1b – Ducal Guard Posting. Anyone who chooses to not respond to this posting is not participating in this adventure, and as such should be handed an Adventure Record and asked to leave the table. Those who do elect to take the mission will meet each other two days outside Nil Keep, at the crossroads. At that time proceed to *Encounter One*.

Encounter One: Nil Keep

High on the peak of a hill overlooking nearby valleys is perched a fortress, gleaming dully in the thin pale light of this early spring day. The bright glint of armored soldiers walking patrol can be seen on the walls, and high above the walls flies the rampant bear flag and lower a second flag. Below its walls sprawls the village of Potsende that spreads down over the slopes of the hill.

The PCs will be accosted by guards when they approach the fortress. To pass through and obtain an audience with the March Warden they have simply to display their orders, or to inform the guards that they are here to assist with the patrols (or something of similar ilk). When they have been allowed into the fortress, read or paraphrase the following as a description.

A guard, armored with scale mail and armed with a longsword and a crossbow, escorts you through the bailey hold into the keep. The massive gates of the keep stand open, although soldiers bearing the insignia of the Ducal Guard guard them. Once inside the keep you are led through a dizzying maze of passages until you reach a single iron-bound oak door, the guard stops, "The March Warden is inside and will see you now."

Allow the PCs to make whatever preparations they wish, although there shouldn't be many.

The room behind the door, while not crude, is Spartan in its décor. The mantle is bare, and the furnishings are plain. There is a large oak desk behind which are a pair of bookcases that overflow with papers. In front of the desk are six wooden chairs, and standing behind the desk is a Suel man in his late forties. He is grey at the temples, and is dressed in the formal uniform of a March Warden of the Ducal Guard.

"Welcome, please be seated. I am Lord Commander Brondel Kruske, March Warden of the West Abbor-Alz. We have a situation that has been brewing and it now demands my attention. Before I can act on this new development, I must have information. To that end we are sending several groups of experienced and resourceful individuals, namely adventurers, on reconnaissance patrols. I would ask that you report on anything that happens to you, since these times are perilous and any fragment of a hint is useful. As pay we are offering you an advance of two healing potions, with an addition of coin on your return. Here is a map of your patrol route; it should take you two days to complete the patrol."


The March Warden is not willing to negotiate on pay, nor will he guarantee any kind of subsequent pay. The following table indicates what potions are issued to the PCs, and how much gold has been offered to them upon completion.

APL	Potions	Gold Pay
2	1 Cure Light Wounds	50
4	2 Cure Light Wounds	75
6	2 Cure Moderate Wounds	100
8	2 Cure Moderate Wounds	150
10	2 Cure Serious Wounds	200
12	2 Cure Serious Wounds	250

The mentioned map is included as *Player's Handout #2 – Patrol Map* and is duplicated, with encounter locations marked, in *DM's Map #1 – Patrol Encounters*.

If the March Warden is asked about what kind of dangers may be encountered on the patrol then he will reply with the following list: angry flan, desert dervishes, wandering undead, random monsters and any filth that is imaginable.

Unless the PCs for some reason choose at this time to not undertake the patrol then you should proceed to *Encounter Two: Long, Dark Patrol*.

 **Lord Commander Brondel Kruske, March Warden West Abbor-Alz:** Suel Ari2 Ftr7; Knowledge (History) +8, Sense Motive +14.

Encounter Two: Long, Dark Patrol


The first day of the patrol passes without incident, however, at the end of the first day, as the PCs are setting camp they will be attacked by a band of Desert Dervishes who are raiding into the Abbor-Alz from the Bright Desert.


Any long-duration spells that are reasonable for the PCs to have pre-cast should be allowed. The dervishes can be spotted at 200 ft. with a DC 25 Spot check (recall the -1 penalty per 10 ft. distance, which is not applied to the DC). If that check fails, then they will automatically be seen at half that distance. Regardless of the starting distance of the encounter, read or paraphrase the following to describe the dervishes.

Men swathed in flowing black robes and armed with composite bows and scimitars gallop towards you on dun-grey steeds screaming a war cry in an odd undulating tongue.


Creatures:


APL 2 (EL 3)

 **Dervish Archer:** hp 9; See Appendix.


 **Dervish Warrior:** hp 12; See Appendix.


APL 4 (EL 5)

 **Dervish Archer:** hp 9; See Appendix.


 **Dervish Warrior (3):** hp 12; See Appendix.


APL 6 (EL 7)


 **Dervish Archer:** hp 27; See Appendix.

 **Dervish Warrior (2):** hp 36; See Appendix.


APL 8 (EL 9)


 **Dervish Archer:** hp 33; See Appendix.


 **Dervish Warrior (2):** hp 44; See Appendix.

 **Dervish Shaman:** hp 26; See Appendix.


APL 10 (EL 11)


 **Dervish Archer:** hp 45; See Appendix.


 **Dervish Warrior (2):** hp 60; See Appendix.

 **Dervish Shaman:** hp 36; See Appendix.

APL 12 (EL 13)

 **Dervish Archer:** hp 57; See Appendix.

 **Dervish Warrior (2):** hp 76; See Appendix.

 **Dervish Shaman:** hp 49; See Appendix.

Tactics: The two warriors will rush forward using their mounted combat abilities to stay at their distance from the PCs while attempting to inflict the greatest damage on the physically weakest PCs. The archer will concentrate on removing spellcasters, and if necessary will use his spells to neutralize melee opponents. The shaman, when present, will seek to initially support and enhance his companions, before turning to the disabling of the PCs using his long-range combat abilities. Due to the peculiar honor code of the dervishes, they will not flee from battle even if they are obviously losing.

Treasure: The following can be recovered.

APL 2: Loot – 208 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 416 gp, Coin – 0 gp, Magic – 0 gp.

APL 6: Loot – 312 gp, Coin – 0 gp, Magic – 0 gp.

APL 8: Loot – 358 gp, Coin – 0 gp, Magic – +1 mighty [+1] composite longbow (225 gp).

APL 10: Loot – 299 gp, Coin – 0 gp, Magic – +1 mighty [+1] composite longbow (225 gp), 7 sleep arrows (11 gp each), 3 divine scroll of cure light wounds (2 gp each), 2 +1 breastplate (112 gp each), lesser metamagic rod of silent spell (250 gp).

APL 12: Loot – 263 gp, Coin – 0 gp, Magic – +1 mighty [+1] composite longbow (225 gp), 7 sleep arrows (11 gp each), 3 divine scroll of cure light wounds (2 gp each), 2 +1 breastplate (112 gp each), 2 +1 scimitar (193 gp each), lesser metamagic rod of silent spell (250 gp).

Developments: This should end the first day of the patrol, and lead into *Encounter Three: Glimpse of the Future Past*.

Encounter Three: Glimpse of the Future Past

Standing in the center of the trail is a withered, wrinkled and otherwise ancient looking Flan woman. She wears long russet robes and her long gray hair blows in the gentle breeze. Turning to face you, her deep brown eyes glint in the sunshine, she

speaks, "I will make a deal for you. I have seen something, which you should know of, for it endangers all of us, but in return for that knowing I would know something from you. I would know what each of you sees of yourself, some small glimpse into your dreams. Will you agree to such a trade of visions?"

The old woman refers to herself as Malkiefe and lives in a simple hut nearby. Those who accept her offer should be taken aside. She wishes to know what they dream of, and in return she will tell each PC the following:

In darkness danger arrived to the protections of the pure. In the light the danger will be revealed, but too late to stop it. Fire, brimstone, death and more are the scarred man's gift to those at the fortress. If you leave now lives can be saved, to tarry here is to doom those few who survive.

PCs may not believe her, nor understand what she is trying to relate. She is not lying, so any attempt to sense her motive will show her to be telling the truth. Any methods that the PCs may have to confirm this revelation that she has passed onto her (divination spells, etc) will succeed and will indicate that there is serious trouble back at Nil Keep.

Regardless of how the PCs return to the Fortress they will arrive there as *Encounter Four* is starting. If the PCs use *teleport* or a similar spell to travel back to the fortress instantaneously then they will find themselves just outside the fortress, similar to where they would find themselves if they used mundane means to travel.

Encounter Four: Fire, Brimstone & Death

The Nil Keep stands before you as it has before, people moving about their business and guards patrolling the walls as normal.

Allow the PCs to decide what they wish to do, before proceeding with the following:

A shudder passes through the ground, faintly visible as a ripple. Moments later, a deep growl can be heard emanating from the keep. Faces turn towards the keep as it is thrown upwards in colossal gouts of flame and rock.

Despite the PCs distance from the primary explosion, they are still within range of the total damage. Use the following to adjudicate the results of the explosion; all PCs receive a Reflex save for half damage.

APL	Damage & Type	Reflex DC
2	1d4 fire & 1d4 crushing	12
4	1d6 fire & 1d6 crushing	14
6	2d6 fire & 2d6 crushing	16
8	3d6 fire & 3d6 crushing	18

10	4d6 fire & 4d6 crushing	20
12	5d6 fire & 5d6 crushing	22

The thunderous sound of the explosion still ringing in your ears momentarily deafens you to the sounds of suffering around you, but soon the sounds of the injured, maimed and otherwise injured populace wash against you in a wave of piteous mewling. Where once stood Nil Keep, there now only remains crumbled ruins of the lower catacombs and the burnt ruins of the village that once existed around it. Everywhere there are fires, and what few people there are who are capable of fighting them are doing so, while others try to rescue those who are trapped inside the few structures that are still standing.

There are dangers associated with attempting the rescue of trapped people. Recovering people will require moving for 1d6 rounds per attempt through hot, smoke-filled air. The hot air deals 1d6 heat damage over the time it takes to recover the person. The smoke filled air requires the PC to make a Fortitude save (DC 15, +1 per previous save) or spend the round choking. For every two rounds that are spent choking the PC will take additional 1d6 points of heat damage. Allow the PCs to rescue up to 25 people.

Additionally, the first rescue has the additional hazard that there is an unstable wall. Use the following "trap" description to simulate the falling wall.

Trap:

All APLs (EL 3)

✦ **Collapsing Wall "Trap":** CR 3; mechanical; touch trigger; no reset; Atk +10 (4d6, stone blocks); Search DC 25; Disable Device DC 20.

After the rescues have been completed, the PCs can search for some evidence of what caused the destruction. Simply asking around will result in the discovery that two people may have seen the assailant.

The first is an old and grizzled Ducal Guard Sergeant, Polant Killastern. He is of average height, and is in his late 40s to early 50s. He is badly injured, including several broken limbs. The following relates his story.

"It was just at the end of my last watch. This fellow, about five feet tall and maybe 180 pounds, came up to the gate at the Fortress where I was keeping watch. He had papers that indicated that he was to be allowed entrance, but something seemed funny about them. I passed on to my commander, but in the end he was cleared through. The odd thing was, he was dressed in dark-russet robes and seemed to be scarred all over his face and hands. Didn't seem too odd at the time, but now it seems to be too much of a coincidence."

✦ **Sergeant Polant Killastern:** Male Human Ftr5.

The second person is a young boy, Ryian Fillen, who was outside the village playing in the fields. He will be very upset and must be convinced to talk. This requires a DC 15 + APL Diplomacy check (treat him as somewhere between Indifferent and Friendly, but only willing to talk is brought to Helpful). Giving him sweets or similar bribes will reduce the DC to 10 + APL. Once he has been convinced to talk he will relate the following.

"I saw a weird man right before the big fire started. He was going south into the desert. He struck me as weird because not many around these parts wear long robes, especially in that peculiar red color that his were. I caught a glimpse of his hand, and that was really weird. It was all wrinkled and scaly looking. Hope that helps."

The boy is willing to take the PCs to the field where he saw the man, in exchange for 3 cp.

🔮 **Ryian Fillen:** Male Flan Com 1.

Development: Once the PCs have word of where the "weird" man is going then proceed to *Encounter Five* for details on tracking him to his lair on the borders of the Bright Desert.

Encounter Five: Chasing a Flaming Shadow

Finding the initial tracks of the scarred man requires a DC 20 Search check. From that point, following him will require a track check each hour, for a total of 8 hours. The DC for the first five hours is 25, while the DC for the last three hours is 20. Anytime the trail is lost the PCs must spend one hour and make a DC 20 Search check to recover the trail.

After five hours (assuming they don't lose the trail) the PCs will enter the *bled* lands that border the Bright Desert. Unlike the Abbor-Alz hills, which are semi-arid granite hills, the *bled* lands are sun-baked rock and sand. There is little moisture and the last three hours of the tracking should also require the Fortitude save in very hot conditions. Such characters must make a Fortitude save each hour (DC 15 + 1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour). Damage dealt by the heat cannot be healed until the characters are out of the heat.

An alternative to using the Survival skill and Track is to make use of divination magic in the form of *find the path*, *locate person*, etc. If neither of these options is available to the PCs they may hire a local guide for 50 gp to follow the trail for them.

Development: Once the lair of the scarred man has been located proceed to *Encounter Six*.

Encounter Six: Den of Hidden Flame

The trail that you have been following has led to a small crevasse that leads into the stony hills of the Abbor-Alz.

The crevasse is 9 ft. wide at the entrance, and narrows to 5 ft. wide when it reaches 40 ft. into the hills. It is 45 ft. deep at the narrow point. Past the bottleneck the crevasse widens into a nearly enclosed chamber. At the back of that chamber is a closed iron door set into the wall. Refer to DM's Map #2 for details of the layout of this encounter and the next.

To the left of the entrance there is a cleverly concealed emblem carved into the rock face. A DC 15 + APL Spot check will reveal a flame shape carved into the rock. A DC 30 Knowledge (Religion) check will show this to be a symbol associated with Joramy, succeeding by 10 or more on this check reveals that it is also associated with Pyremius. Should someone succeed on the higher DC and also succeed on a DC 30 Knowledge (History) check then they will know that the flame is the symbol that was once associated with Ranet, the now dead Suel Goddess of Fire.

A column of fire in the center of the chamber lights the inner chamber. This column is a bound fire elemental that is under instructions to attack any who do not utter a prayer to either Pyremius or Ranet upon entering.

Creature:

APL 2 (EL 1)

🔥 **Fire Elemental, Small:** hp 9; See *Monster Manual*.

APL 4 (EL 3)

🔥 **Fire Elemental, Medium:** hp 26; See *Monster Manual*.

APL 6 (EL 5)

🔥 **Fire Elemental, Large:** hp 60; See *Monster Manual*.

APL 8 (EL 7)

🔥 **Fire Elemental, Huge:** hp 136; See *Monster Manual*.

APL 10 (EL 9)

🔥 **Fire Elemental, Greater:** hp 178; See *Monster Manual*.

APL 12 (EL 11)

🔥 **Fire Elemental, Elder:** hp 204; See *Monster Manual*.

Development: Should the PCs engage the elemental in combat, they will alert the scarred man to their presence and allow him time to prepare.

Encounter Seven: Master of Deadly Flame

Behind the steel door is a chamber lit by flames that lick and burn upon the stone sides of the chamber. Overhead the roof disappears upwards in a continuation of the crevasse, although the roof is not open to the day. At the far end is a man, horribly scarred and burnt, who is wreathed in flame. "How dare you profane this most holy of shrines. Begone infidels lest I be forced to teach to you the lessons of the bitter flame."

The scarred man is at least telling the truth here. The PCs are free to leave, but if they remain longer than 1 round he will attack immediately. If the PCs leave and later return he does not issue his challenge, and simply moves to attack.

Due to his wearing of the *mask of the fire scarred*, a relic of Pyremius, he will not be afraid to catch himself in any fire-based spells he has memorized. Similarly, he will make every attempt to catch as many people in his area of effect spells as possible.

The chamber roof is 75 ft. high here, meaning that the *cometfall* spell, when used, can always appear at the maximum height for his caster level (capping at 75 ft. at APL 12). The chamber is 25 ft. wide at the base of the crevasse here, and is 90 ft. long. The chamber should be considered to be torch lit, unless the PCs bring better illumination with them.

If the scarred man has time to prepare, which is likely, he will cast the following spells (if available) in the following order of precedence: *shield of faith*, and *wall of fire*. The latter should be cast 15 to 20 feet inside the door, and will be maintained with Concentration until combat starts. Once combat has started his preference will be to cast *fire shield* and *sanctuary* to protect himself from damage as needed. He will also make liberal use of his consumables to assist himself if needed.

Creature:

APL 2 (EL 5)

➤ **Scarred Man:** hp 38; See Appendix.

APL 4 (EL 7)

➤ **Scarred Man:** hp 52; See Appendix.

APL 6 (EL 9)

➤ **Scarred Man:** hp 66; See Appendix.

APL 8 (EL 11)

➤ **Scarred Man:** hp 80; See Appendix.

APL 10 (EL 13)

➤ **Scarred Man:** hp 94; See Appendix.

APL 12 (EL 15)

➤ **Scarred Man:** hp 108; See Appendix.

Treasure: The following can be recovered. If any character says that they wish to try on the mask, then allow them to do so and they will henceforth be cursed with it.

APL 2-6: Loot – 3 gp, Coin – 0 gp, Magic – *mask of the fire scarred* (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), *pearl of power* (1st) (83 gp), 3 potions of cure light wounds (4 gp each).

APL 8: Loot – 3 gp, Coin – 0 gp, Magic – *mask of the fire scarred* (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), *pearl of power* (1st) (83 gp), 2 potions of cure serious wounds (62 gp each).

APL 10: Loot – 3 gp, Coin – 0 gp, Magic – *mask of the fire scarred* (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), *pearl of power* (1st) (83 gp), 2 potions of cure serious wounds (62 gp each), *periapt of wisdom* +2 (333 gp), *fire elemental gem* (188 gp).

APL 12: Loot – 3 gp, Coin – 0 gp, Magic – *mask of the fire scarred* (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), *pearl of power* (1st) (83 gp), 2 potions of cure serious wounds (62 gp each), *periapt of wisdom* +2 (333 gp), *fire elemental gem* (188 gp), *cloak of resistance* +3 (750 gp).

Development: This should resolve matters at the hidden temple. If the PCs inquire they can find various holy symbols of Pyremius hidden within the shrine.

Conclusion

The PCs should have been successful at participating in the patrol, assisting in the rescue after the calamity at Nil Keep, tracking down the man responsible, and ultimately killing him. For this alone the PCs are lauded as heroes by the residents (those who are still alive) of Nil Keep and have earned the *Gratitude of the Village of Potsende and Influence with the Ducal Guard*.

If the PCs had the forethought to capture the scarred man and return him to the Ducal Guard alive then they have earned the *Notice of the March Warden of the West Abbor-Alz*.

Finally, should a PC be cursed with the *mask of the fire scarred*, they will likely have to bear its burden for sometime. There will be methods to remove it available in forthcoming adventures, but at this time it is unlikely that they will be able to obtain the services of a sufficiently high level caster.

The End

Experience Point Summary

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

Encounter Two

Defeat the Dervishes

APL2	90 xp
APL4	150 xp
APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp

Encounter Four

Disable, Survive or Bypass the Collapsing Building

All APL's	90 xp
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Encounter Six

Defeat or Bypass the Elemental

APL2	30 xp
APL4	90 xp
APL6	150 xp
APL8	210 xp
APL10	270 xp
APL12	330 xp

Encounter Seven

Defeat the Scarred Man

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

Story Award

For each NPC rescued

All APL's	1 xp per NPC (25 xp max)
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Discretionary roleplaying award

APL2	90 xp
APL4	130 xp
APL6	155 xp
APL8	200 xp
APL10	245 xp
APL12	290 xp

Total possible experience:

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

Treasure Summary

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

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

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

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

the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Two:

APL 2: Loot – 208 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 416 gp, Coin – 0 gp, Magic – 0 gp.

APL 6: Loot – 312 gp, Coin – 0 gp, Magic – 0 gp.

APL 8: Loot – 358 gp, Coin – 0 gp, Magic – +1 mighty [+1] composite longbow (225 gp).

APL 10: Loot – 299 gp, Coin – 0 gp, Magic – +1 mighty [+1] composite longbow (225 gp), 7 sleep arrows (11 gp each), 3 divine scroll of cure light wounds (2 gp each), 2 +1 breastplate (112 gp each), lesser metamagic rod of silent spell (250 gp).

APL 12: Loot – 263 gp, Coin – 0 gp, Magic – +1 mighty [+1] composite longbow (225 gp), 7 sleep arrows (11 gp each), 3 divine scroll of cure light wounds (2 gp each), 2 +1 breastplate (112 gp each), 2 +1 scimitar (193 gp each), lesser metamagic rod of silent spell (250 gp).

Encounter Seven:

APL 2-6: Loot – 3 gp, Coin – 0 gp, Magic – mask of the fire scarred (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), pearl of power (1st) (83 gp), 3 potions of cure light wounds (4 gp each).

APL 8: Loot – 3 gp, Coin – 0 gp, Magic – mask of the fire scarred (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), pearl of power (1st) (83 gp), 2 potions of cure serious wounds (62 gp each).

APL 10: Loot – 3 gp, Coin – 0 gp, Magic – mask of the fire scarred (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), pearl of power (1st) (83 gp), 2 potions of cure serious wounds (62 gp each), periapt of wisdom +2 (333 gp), fire elemental gem (188 gp).

APL 12: Loot – 3 gp, Coin – 0 gp, Magic – mask of the fire scarred (cursed – 0 gp), +1 longsword (193 gp), +1 glamered fullplate (446 gp), pearl of power (1st) (83 gp), 2 potions of cure serious wounds (62 gp each), periapt of wisdom +2 (333 gp), fire elemental gem (188 gp), cloak of resistance +3 (750 gp).

Total Possible Treasure

APL 2: L: 211 gp, C: 0 gp, M: 734 gp – Total: 945 gp (450 gp cap)

APL 4: L: 439 gp, C: 0 gp, M: 734 gp – Total: 1173 gp (650 gp cap)

APL 6: L: 315 gp, C: 0 gp, M: 734 gp – Total: 1049 gp (900 gp cap)

APL 8: L: 361 gp, C: 0 gp, M: 1071 gp – Total: 1432 gp (1300 gp cap)

APL 10: L: 302 gp, C: 0 gp, M: 2149 gp – Total: 2451 gp (2300 gp cap)

APL 12: L: 266 gp, C: 0 gp, M: 3551 gp – Total: 3817 gp (3300 gp cap)

Special

Mask of the Fire Scarred

This mask, fashioned of burnt human flesh, has bonded with you face. In doing so it has covered your body in a shell of burnt skin, protecting you from harm, both physical and elemental. You gain a +1 enhancement to natural armor and resistance 10 to fire.

However, for bearers of the mask who are not Clerics of Pyremius or Ranet, the mask does more than just give you the above benefits. Additionally, each day at dawn a DC 20 Will save must be made or the character takes 2 points of Charisma damage for the day. Finally, the toughened fire-burnt skin of the wearer gives them an arcane spell-failure of 10%.

Finally, when first donned the mask imposes a -2 penalty to Charisma and a -2 penalty to Dexterity that cannot be restored until the mask is removed. The mask can only be removed by a 19th level caster casting remove curse.

(Strong Transmutation) Requirements: Caster Level 19th, Craft Wondrous Item, burnt human flesh, *barkskin*, *resist energy*, *daze*, *bestow curse*; Market Price: 3,000 gp.

Gratitude of the Village of Potsende

Currently this is a generic influence with the residents of the Duchy of Urnst. In time it may have other effects.

Influence with the Ducal Guard

Notice with the March Warden of the West Abbor-Alz

For bringing back the dangerous fire priest who caused the conflagration at Nil Keep you have obtained the respect of Lord Commander Brondel Kruske, the March Warden of the West Abbor-Alz March. This notice can be used as an influence, or it can be redeemed to gain access to the items (at your APL and lower only) that are marked with an asterix (*).

Items for the Adventure Record

Item Access

APL 2

Mask of the Fire Scarred (Cursed; See Above; 0 gp)

+1 *Glamered Full Plate* (Adventure; DMG; 5,350 gp)

Pearl of Power (1st) (Adventure; DMG)

* *Field Provisions Box* (Any; Miniature's Handbook)

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

Access to the *Energy Vortex* spell (Any; Complete Divine)

* Access to the *death ward* armor enhancement (Any; Complete Arcane; +1)

APL 8 (all of APL 6 plus the following):

Potion of Cure Serious Wounds (Adventure; DMG)

* Access to the *slow burst* weapon enhancement (Any; Miniature's Handbook; +1)

* Access to the *arrow catching* shield enhancement (Any; DMG; +1)

Access to the *Cometfall* spell (Any; Complete Divine)

APL 10 (all of APL's 6-8 plus the following):

Sleep Arrow (Adventure; DMG)

Lesser Metamagic Rod of Silent Spell (Adventure; DMG)

Elemental Gem (Fire) (Adventure; DMG)

* *Stone Horse (Courser)* (Any; DMG)

APL 12 (all of APL's 6-10 plus the following):

Cloak of Resistance +3 (Adventure; DMG)

* *Boots of Speed* (Any; DMG)

* *Stone Horse (Destrier)* (Any; DMG)

Combat Appendix – APL 2

Encounter Two

Dervish Archer: Human (Flan) Rgr1; CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +2; Spd 30 ft. (60 ft. on horse); AC 15, touch 12, flat-footed 13 [Dex +2, Armor +3]; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, scimitar) or +4 ranged (1d8+1, mighty [+1] composite longbow); Full Atk +2 melee (1d6+1, scimitar) or +4 ranged (1d8+1, mighty [+1] composite longbow); SA favored enemy (human +2); SQ wild empathy (+2); AL N; SV Fort +3, Ref +4, Will +2; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Handle Animal +5, Hide +5, Jump +4, Knowledge (nature) +5, Listen +6, Ride +6, Spot +6, Survival +6; Mounted Archery, Mounted Combat, Track ^B.

Equipment: masterwork mighty [+1] composite longbow, studded leather armor, military saddle, robes, 4 days rations, scimitar, light warhorse.

Dervish Warrior: Human (Flan) Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 20 ft. (50 ft. on horse); AC 16, touch 11, flat-footed 15 [Dex +1, Armor +5]; Base Atk/Grp: +1/+3; Atk +4 melee (1d6+2, scimitar) or +2 ranged (1d8+2, mighty [+2] composite longbow); Full Atk +4 melee (1d6+2, scimitar) or +2 ranged (1d8+2, mighty [+2] composite longbow); AL N; SV Fort +4, Ref +1, Will +2; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +5; Mounted Combat ^B, Ride-by Attack ^B, Spirited Charge.

Equipment: mighty [+2] composite longbow, breastplate armor, military saddle, robes, 4 days rations, masterwork scimitar, heavy warhorse.

Encounter Seven

Scarred Man: Human Clr5 of Pyremius; HD 5d8+10; hp 38; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 [Dex +1, Natural +1, +9 armor]; Base Atk/Grp: +3/+3; Atk +4 melee (1d8+1, +1 longsword) or +4 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+1, +1 longsword) or +4 ranged (1d8, light crossbow); SQ Resistance 10 (fire), 10% arcane spell failure, rebuke undead (3/day; +2 turn check; 2d6+5 damage); AL NE; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +10 (+14 casting defensively), Knowledge (arcana) +9, Knowledge (Religion) +9, Spellcraft +11; Combat Casting, Martial Weapon Proficiency (longsword), Spell Focus (Evocation).

Equipment: mask of the fire scarred, +1 longsword, +1 glamered fullplate armor, pearl of power (1st), 3 potion of cure light wounds, light crossbow, 40 bolts, holy symbol.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level; 14 + spell level for **evocation**): 0—guidance (2), inflict minor wounds (2), resistance (1); 1st—bane, divine favor, inflict light wounds*, sanctuary, shield of faith; 2nd—cure moderate wounds, **produce flame***, **sound burst** (2); 3rd—contagion*, dispel magic, **searing light**.
*Domain spell.

Deity: Pyremius; *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

Combat Appendix – APL 4

Encounter Two

Dervish Archer: Human (Flan) Rgr1; CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +2; Spd 30 ft. (60 ft. on horse); AC 15, touch 12, flat-footed 13 [Dex +2, Armor +3]; Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, scimitar) or +4 ranged (1d8+1, mighty [+1] composite longbow); Full Atk +2 melee (1d6+1, scimitar) or +4 ranged (1d8+1, mighty [+1] composite longbow); SA favored enemy (human +2); SQ wild empathy (+2); AL N; SV Fort +3, Ref +4, Will +2; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Handle Animal +5, Hide +5, Jump +4, Knowledge (nature) +5, Listen +6, Ride +6, Spot +6, Survival +6; Mounted Archery, Mounted Combat, Track ^B.

Equipment: masterwork mighty [+1] composite longbow, studded leather armor, military saddle, robes, 4 days rations, scimitar, light warhorse.

Dervish Warrior: Human (Flan) Ftr1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 20 ft. (50 ft. on horse); AC 16, touch 11, flat-footed 15 [Dex +1, Armor +5]; Base Atk/Grp: +1/+3; Atk +4 melee (1d6+2, scimitar) or +2 ranged (1d8+2, mighty [+2] composite longbow); Full Atk +4 melee (1d6+2, scimitar) or +2 ranged (1d8+2, mighty [+2] composite longbow); AL N; SV Fort +4, Ref +1, Will +2; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +5; Mounted Combat ^B, Ride-by Attack ^B, Spirited Charge.

Equipment: mighty [+2] composite longbow, breastplate armor, military saddle, robes, 4 days rations, masterwork scimitar, heavy warhorse.

Encounter Seven

Scarred Scarred Man: Human Clr7 of Pyremius; HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 [Dex +1, Natural +1, +9 armor]; Base Atk/Grp: +5/+5; Atk +6 melee (1d8+1, +1 longsword) or +6 ranged (1d8, light crossbow); Full Atk +6 melee (1d8+1, +1 longsword) or +6 ranged (1d8, light crossbow); SQ Resistance 10 (fire), 10% arcane spell failure, rebuke undead (3/day; +2 turn check; 2d6+7 damage); AL NE; SV Fort +7, Ref +5, Will +8; Str 10, Dex 12, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +12 (+16 casting defensively), Knowledge (arcana) +11, Knowledge (Religion) +11, Spellcraft +13; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (longsword), Spell Focus (Evocation).

Equipment: mask of the fire scarred, +1 longsword, +1 glamered fullplate armor, pearl of power (1st), 3 potion of cure light wounds, light crossbow, 40 bolts, holy symbol.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level; 14 + spell level for **evocation**): 0—guidance (2), inflict minor wounds (2), resistance (2); 1st—bane, command, divine favor, inflict light wounds*, sanctuary, shield of faith; 2nd—cure moderate wounds, hold person, **produce flame***, **sound burst** (2); 3rd—bestow curse, contagion*, dispel magic, **searing light**, 4th—**energy vortex**^, **wall of fire***: *Domain spell. ^New Spell, see Appendix I.

Deity: Pyremius; *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

Combat Appendix – APL 6

Encounter Two

Dervish Archer: Human (Flan) Rgr4; CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +2; Spd 30 ft. (60 ft. on horse); AC 15, touch 12, flat-footed 13 [Dex +2, Armor +3]; Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, scimitar) or +8 ranged (1d8+1, mighty [+1] composite longbow); Full Atk +5 melee (1d6+1, scimitar) or +8 ranged (1d8+1, mighty [+1] composite longbow); SA favored enemy (human +2), combat style; SQ wild empathy (+7), animal companion; AL N; SV Fort +5, Ref +6, Will +3; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Handle Animal +8, Hide +9, Jump +8, Knowledge (nature) +10, Listen +9, Ride +11, Spot +9, Survival +9; Endurance ^B, Mounted Archery, Mounted Combat, Rapid Shot ^B, Track ^B, Weapon Focus (longbow).

Equipment: masterwork mighty [+1] composite longbow, studded leather armor, military saddle, robes, 4 days rations, scimitar, bonded light warhorse (link & share spells).

Ranger Spells: (-/1; save DC = 12 + spell level): 1st—*entangle*.

Dervish Warrior: Human (Flan) Ftr4; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +1; Spd 30 ft. (50 ft. on horse); AC 16, touch 11, flat-footed 15 [Dex +1, Armor +5]; Base Atk/Grp: +4/+6; Atk +8 melee (1d6+4, scimitar) or +5 ranged (1d8+2, mighty [+2] composite longbow); Full Atk +8 melee (1d6+4, scimitar) or +5 ranged (1d8+2, mighty [+2] composite longbow); AL N; SV Fort +6, Ref +2, Will +3; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +7, Intimidate +7, Jump +9, Ride +13; Mounted Combat ^B, Ride-by Attack ^B, Skill Focus (ride), Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar) ^B.

Equipment: mighty [+2] composite longbow, breastplate armor, military saddle, robes, 4 days rations, masterwork scimitar, heavy warhorse.

Encounter Seven

Scarred Man: Human Clr9 of Pyremius; HD 9d8+18; hp 66; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 [Dex +1, Natural +1, +9 armor]; Base Atk/Grp: +6/+6; Atk +7 melee (1d8+1, +1 longsword) or +7 ranged (1d8, light crossbow); Full Atk +7/2 melee (1d8+1, +1 longsword) or +7 ranged (1d8, light crossbow); SQ Resistance 10 (fire), 10% arcane spell failure, rebuke undead (3/day; +2 turn check; 2d6+9 damage); AL NE; SV Fort +8, Ref +6, Will +10; Str 10, Dex 12, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +14 (+18 casting defensively), Knowledge (arcana) +13, Knowledge (Religion) +13, Spellcraft +15; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (longsword), Spell Focus (Conjuration), Spell Focus (Evocation).

Equipment: mask of the fire scarred, +1 longsword, +1 glamered fullplate armor, pearl of power (1st), 3 potion of cure light wounds, light crossbow, 40 bolts, holy symbol.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level; 15 + spell level for **conjuration** or **evocation**): 0—guidance (2), inflict minor wounds (2), resistance (2); 1st—bane, bless, command, **divine favor**, inflict light wounds*, sanctuary, shield of faith; 2nd—**cure moderate wounds** (2), hold person, **produce flame***, **sound burst** (2); 3rd—bestow curse (2), contagion*, dispel magic, **searing light**, 4th—**cure critical wounds**, **divine power**, **energy vortex**[^], **wall of fire***, 5th—**fire shield***, **flame strike**. *Domain spell. ^New Spell, see Appendix I.

Deity: Pyremius; *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

Combat Appendix – APL 8

Encounter Two

Dervish Archer: Human (Flan) Rgr5; CR 5; Medium Humanoid; HD 5d8+5; hp 33; Init +2; Spd 30 ft. (60 ft. on horse); AC 15, touch 12, flat-footed 13 [Dex +2, Armor +3]; Base Atk/Grp: +5/+6; Atk +6 melee (1d6+1, scimitar) or +9 ranged (1d8+2, +1 *mighty* [+1] *composite longbow*); Full Atk +6 melee (1d6+1, scimitar) or +9 ranged (1d8+2, +1 *mighty* [+1] *composite longbow*); SA favored enemy (human +4, elves +2), combat style; SQ wild empathy (+8), animal companion; AL N; SV Fort +5, Ref +6, Will +3; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Handle Animal +9, Hide +10, Jump +9, Knowledge (nature) +11, Listen +10, Ride +12, Spot +10, Survival +10; Endurance ^B, Mounted Archery, Mounted Combat, Rapid Shot ^B, Track ^B, Weapon Focus (longbow).

Equipment: +1 *mighty* [+1] *composite longbow*, studded leather armor, military saddle, robes, 4 days rations, scimitar, bonded light warhorse.

Ranger Spells: (-/1; save DC = 12 + spell level): 1st-entangle.

Archer's Light Warhorse: Large Magical Beast (Augmented Animal); HD 5d8+20; hp 42; Init +2; Spd 60 ft.; AC 17, touch 11, flat-footed 15 [Size -1, Dex +2, Natural +6]; Base Atk/Grp: +3/+10; Atk +5 melee (1d4+3, hoof); Full Atk +5 melee (1d4+3, 2 hooves) and +0 melee (1d3+1, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +8, Ref +6, Will +2; Str 17, Dex 14, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Endurance, Run.

Dervish Warrior: Human (Flan) Ftr5; CR 5; Medium Humanoid; HD 5d10+10; hp 44; Init +1; Spd 30 ft. (50 ft. on horse); AC 16, touch 11, flat-footed 15 [Dex +1, Armor +5]; Base Atk/Grp: +5/+7; Atk +9 melee (1d6+4, scimitar) or +6 ranged (1d8+2, *mighty* [+2] *composite longbow*); Full Atk +9 melee (1d6+4, scimitar) or +6 ranged (1d8+2, *mighty* [+2] *composite longbow*); AL N; SV Fort +6, Ref +2, Will +3; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +8, Intimidate +8, Jump +10, Ride +14; Mounted Combat ^B, Ride-by Attack ^B, Skill Focus (ride), Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar) ^B.

Equipment: *mighty* [+2] *composite longbow*, masterwork breastplate armor, military saddle, robes, 4 days rations, masterwork scimitar, heavy warhorse.

Dervish Shaman: Human (Flan) Sor5; CR 5; Medium Humanoid; HD 5d4+10; hp 26; Init +6; Spd 30 ft. (60 ft. on horse); AC 12, touch 12, flat-footed 10 [Dex +2]; Base Atk/Grp: +2/+2; Atk +2 melee (1d6, scimitar) or +5 ranged (1d8, *composite longbow*); Full Atk +2 melee (1d6, scimitar) or +5 ranged (1d8, *composite longbow*); SQ summon familiar; AL N; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 15.

Skills and Feats: Bluff +10, Concentration +10, Knowledge (Arcana) +5, Spellcraft +5; Improved Initiative, Point Blank Shot, Precise Shot.

Equipment: masterwork *composite longbow*, military saddle, robes, 4 days rations, scimitar, light warhorse, spell component pouch.

Sorcerer Spells: (6/7/5; save DC = 12 + spell level): 0-flare, *mage hand*, *message*, *ray of frost*, *resistance*, *touch of fatigue*; 1st-grease, *ray of enfeeblement*, *shield*, *true strike*; 2nd-bull's strength, *scorching ray*.

Encounter Seven

Scarred Man: Human Clr11 of Pyremius; HD 11d8+22; hp 80; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 [Dex +1, Natural +1, +9 armor]; Base Atk/Grp: +8/+8; Atk +9 melee (1d8+1, +1 *longsword*) or +9 ranged (1d8, light crossbow); Full Atk +9/4 melee (1d8+1, +1 *longsword*) or +9 ranged (1d8, light crossbow); SQ Resistance 10 (fire), 10% arcane spell failure, rebuke undead (3/day; +2 turn check; 2d6+11 damage); AL NE; SV Fort +9, Ref +6, Will +11; Str 10, Dex 12, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +16 (+20 casting defensively), Knowledge (arcana) +15, Knowledge (Religion) +15, Spellcraft +17; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (*longsword*), Spell Focus (Conjuration), Spell Focus (Evocation).

Equipment: *mask of the fire scarred*, +1 *longsword*, +1 *glamered fullplate armor*, *pearl of power* (1st), 2 *potion of cure serious wounds*, light crossbow, 40 bolts, holy symbol.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level; 15 + spell level for **conjuration** or **evocation**): 0—guidance (2), inflict minor wounds (2), resistance (2); 1st—bane, bless, command, *divine favor*, doom, inflict light wounds*, sanctuary, shield of faith; 2nd—*cure moderate wounds* (2), hold person, *produce flame**, *sound burst* (2); 3rd—bestow curse (2), contagion*, dispel magic (2), *searing light*, 4th—*cure critical wounds*, *divine power*, *energy vortex*^ (2), *wall of fire**, 5th—*fire shield**, *flame strike*, greater command; 6th—*cometfall*^, harm*. *Domain spell. ^New Spell, see Appendix I.

Deity: Pyremius; *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

Combat Appendix – APL 10

Encounter Two

Dervish Archer: Human (Flan) Rgr7; CR 7; Medium Humanoid; HD 7d8+7; hp 45; Init +2; Spd 30 ft. (60 ft. on horse); AC 15, touch 12, flat-footed 13 [Dex +2, Armor +3]; Base Atk/Grp: +7/+8; Atk +8 melee (1d6+1, scimitar) or +11 ranged (1d8+2, +1 mighty [+1] composite longbow); Full Atk +8/3 melee (1d6+1, scimitar) or +11/6 ranged (1d8+2, +1 mighty [+1] composite longbow); SA favored enemy (human +4, elves +2), combat style, improved combat style; SQ wild empathy (+10), animal companion, woodland stride; AL N; SV Fort +6, Ref +7, Will +4; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Handle Animal +11, Hide +12, Jump +11, Knowledge (nature) +13, Listen +12, Ride +14, Spot +12, Survival +12; Endurance ^B, Manyshot ^B, Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot ^B, Track ^B, Weapon Focus (longbow).

Equipment: +1 mighty [+1] composite longbow, 7 sleep arrows, 3 scrolls of cure light wounds, studded leather armor, military saddle, robes, 4 days rations, scimitar, bonded light warhorse.

Ranger Spells: (-/2; save DC = 12 + spell level): 1st-entangle, longstrider.

Archer's Light Warhorse: Large Magical Beast (Augmented Animal); HD 5d8+20; hp 42; Init +2; Spd 60 ft.; AC 17, touch 11, flat-footed 15 [Size -1, Dex +2, Natural +6]; Base Atk/Grp: +3/+10; Atk +5 melee (1d4+3, hoof); Full Atk +5 melee (1d4+3, 2 hooves) and +0 melee (1d3+1, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +8, Ref +6, Will +2; Str 17, Dex 14, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Endurance, Run.

Dervish Warrior: Human (Flan) Ftr7; CR 7; Medium Humanoid; HD 7d10+14; hp 60; Init +1; Spd 30 ft. (50 ft. on horse); AC 17, touch 11, flat-footed 16 [Dex +1, Armor +6]; Base Atk/Grp: +7/+9; Atk +11 melee (1d6+4, scimitar) or +8 ranged (1d8+2, mighty [+2] composite longbow); Full Atk +11/6 melee (1d6+4, scimitar) or +8/3 ranged (1d8+2, mighty [+2] composite longbow); AL N; SV Fort +7, Ref +3, Will +4; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +10, Intimidate +10, Jump +12, Ride +16; Cleave, Mounted Combat ^B, Power Attack, Ride-by Attack ^B, Skill Focus (ride), Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar) ^B.

Equipment: mighty [+2] composite longbow, +1 breastplate armor, military saddle, robes, 4 days rations, masterwork scimitar, heavy warhorse.

Dervish Shaman: Human (Flan) Sor7; CR 7; Medium Humanoid; HD 7d4+14; hp 36; Init +6; Spd 30 ft. (60 ft. on horse); AC 12, touch 12, flat-footed 10 [Dex +2]; Base Atk/Grp: +3/+3; Atk +3 melee (1d6, scimitar) or +6 ranged (1d8, composite longbow); Full Atk +3 melee (1d6, scimitar) or +6 ranged (1d8, composite longbow); SQ summon familiar; AL N; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 15.

Skills and Feats: Bluff +12, Concentration +12, Knowledge (Arcana) +6, Spellcraft +6; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot.

Equipment: lesser metamagic rod of silent spell, masterwork composite longbow, military saddle, robes, 4 days rations, scimitar, light warhorse, spell component pouch.

Sorcerer Spells: (6/7/7/4; save DC = 12 + spell level): o-flare, ghost sound, mage hand, message, ray of frost, resistance, touch of fatigue; 1st-grease, magic missile, ray of enfeeblement, shield, true strike; 2nd-bull's strength, melf's acid arrow, scorching ray; 3rd-haste, ray of exhaustion.

Encounter Seven

Scarred Man: Human Clr13 of Pyremius; HD 13d8+26; hp 94; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 [Dex +1, Natural +1, +9 armor]; Base Atk/Grp: +9/+9; Atk +11 melee (1d8+1, +1 longsword) or +10 ranged (1d8, light crossbow); Full Atk +11/6 melee (1d8+1, +1 longsword) or +10 ranged (1d8, light crossbow); SQ Resistance 10 (fire), 10% arcane spell failure, rebuke undead (3/day; +2 turn check; 2d6+13 damage); AL NE; SV Fort +10, Ref +7, Will +13; Str 10, Dex 12, Con 14, Int 12, Wis 21, Cha 10.

Skills and Feats: Concentration +18 (+22 casting defensively), Knowledge (arcana) +17, Knowledge (Religion) +17, Spellcraft +19; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (longsword), Spell Focus (Conjuration), Spell Focus (Evocation), Weapon Focus (longsword).

Equipment: mask of the fire scarred, +1 longsword, +1 glamered fullplate armor, pearl of power (1st), 2 potion of cure serious wounds, periapt of wisdom +2, fire elemental gem, light crossbow, 40 bolts, holy symbol.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/ 2+1/1+1; base DC = 15 + spell level; 16 + spell level for **conjuration** or **evocation**): 0—guidance (2), inflict minor wounds (2), resistance (2); 1st—bane, bless, command (2), **divine favor**, doom, inflict light wounds*, sanctuary, shield of faith; 2nd—**cure moderate wounds** (2), hold person (2), **produce flame***, **sound burst** (2); 3rd—bestow curse (2), contagion*, dispel magic (2), **searing light**, 4th—**cure critical wounds** (2), **divine power**, **energy vortex**[^] (2), **wall of fire***, 5th—**fire shield***,

flame strike (2), greater command, slay living; 6th—*blade barrier*, *cometfall*[^], harm*; 7th—*blasphemy*, *fire storm**. *Domain spell. ^New Spell, see Appendix I.

Deity: Pyremius; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

Combat Appendix – APL 12

Encounter Two

Dervish Archer: Human (Flan) Rgr9; CR 9; Medium Humanoid; HD 9d8+9; hp 57; Init +3; Spd 30 ft. (60 ft. on horse); AC 16, touch 13, flat-footed 13 [Dex +3, Armor +3]; Base Atk/Grp: +9/+10; Atk +10 melee (1d6+1, scimitar) or +14 ranged (1d8+2, 19-20/x3, +1 mighty [+1] composite longbow); Full Atk +10/5 melee (1d6+1, scimitar) or +14/9 ranged (1d8+2, 19-20/x3, +1 mighty [+1] composite longbow); SA favored enemy (human +4, elves +2), combat style, improved combat style; SQ wild empathy (+12), animal companion, woodland stride, swift tracker, evasion; AL N; SV Fort +7, Ref +9, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Handle Animal +13, Hide +15, Jump +13, Knowledge (nature) +15, Listen +14, Ride +17, Spot +14, Survival +14; Endurance ^B, Improved Critical (longbow), Manyshot ^B, Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot ^B, Track ^B, Weapon Focus (longbow).

Equipment: +1 mighty [+1] composite longbow, 7 sleep arrows, 3 scroll of cure light wounds, studded leather armor, military saddle, robes, 4 days rations, scimitar, bonded light warhorse.

Ranger Spells: (-2/1; save DC = 12 + spell level): 1st-entangle, longstrider; 2nd-spike growth.

Archer's Light Warhorse: Large Magical Beast (Augmented Animal); HD 5d8+20; hp 42; Init +2; Spd 60 ft.; AC 17, touch 11, flat-footed 15 [Size -1, Dex +2, Natural +6]; Base Atk/Grp: +3/+10; Atk +5 melee (1d4+3, hoof); Full Atk +5 melee (1d4+3, 2 hooves) and +0 melee (1d3+1, bite); Space/Reach 10 ft./5 ft.; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +8, Ref +6, Will +2; Str 17, Dex 14, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Endurance, Run.

Dervish Warrior: Human (Flan) Ftr9; CR 9; Medium Humanoid; HD 9d10+18; hp 76; Init +1; Spd 30 ft. (50 ft. on horse); AC 17, touch 11, flat-footed 16 [Dex +1, Armor +6]; Base Atk/Grp: +9/+12; Atk +16 melee (1d6+6, 15-20/x2, +1 scimitar) or +10 ranged (1d8+3, mighty [+3] composite longbow); Full Atk +16/11 melee (1d6+6, 15-20/x2, +1 scimitar) or +10/5 ranged (1d8+3, mighty [+3] composite longbow); AL N; SV Fort +8, Ref +4, Will +5; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Handle Animal +12, Intimidate +12, Jump +15, Ride +18; Cleave, Greater Weapon Focus (scimitar) ^B, Improved Critical (scimitar), Mounted Combat ^B, Power Attack, Ride-by Attack ^B,

Skill Focus (ride), Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar) ^B.

Equipment: mighty [+3] composite longbow, +1 breastplate armor, military saddle, robes, 4 days rations, +1 scimitar, heavy warhorse.

Dervish Shaman: Human (Flan) Sor9; CR 9; Medium Humanoid; HD 9d4+21; hp 49; Init +6; Spd 30 ft. (60 ft. on horse); AC 12, touch 12, flat-footed 10 [Dex +2]; Base Atk/Grp: +4/+4; Atk +4 melee (1d6, scimitar) or +7 ranged (1d8, composite longbow); Full Atk +4 melee (1d6, scimitar) or +7 ranged (1d8, composite longbow); SQ summon familiar; AL N; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +15, Concentration +14, Knowledge (Arcana) +7, Spellcraft +7; Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Toughness.

Equipment: lesser metamagic rod of silent spell, masterwork composite longbow, military saddle, robes, 4 days rations, scimitar, light warhorse, spell component pouch.

Sorcerer Spells: (6/7/7/7/4; save DC = 13 + spell level): 0-detect magic, flare, ghost sound, mage hand, message, ray of frost, resistance, touch of fatigue; 1st-grease, magic missile, ray of enfeeblement, shield, true strike; 2nd-bull's strength, blur, melf's acid arrow, scorching ray; 3rd-haste, ray of exhaustion, slow; 4th-crushing despair, enervation.

Encounter Seven

Scarred Man: Human Clr15 of Pyremius; HD 15d8+30; hp 108; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20 [Dex +1, Natural +1, +9 armor]; Base Atk/Grp: +11/+11; Atk +13 melee (1d8+1, +1 longsword) or +12 ranged (1d8, light crossbow); Full Atk +13/8/3 melee (1d8+1, +1 longsword) or +12 ranged (1d8, light crossbow); SQ Resistance 10 (fire), 10% arcane spell failure, rebuke undead (3/day; +2 turn check; 2d6+15 damage); AL NE; SV Fort +14, Ref +11, Will +17; Str 10, Dex 12, Con 14, Int 12, Wis 21, Cha 10.

Skills and Feats: Concentration +20 (+24 casting defensively), Knowledge (arcana) +19, Knowledge (Religion) +19, Spellcraft +21; Combat Casting, Empower Spell, Lightning Reflexes, Martial Weapon Proficiency (longsword), Spell Focus (Conjuration), Spell Focus (Evocation), Weapon Focus (longsword).

Equipment: mask of the fire scarred, +1 longsword, +1 glamered fullplate armor, pearl of power (1st), 2 potion of cure serious wounds, periapt of wisdom +2, fire elemental gem, cloak of resistance +3, light crossbow, 40 bolts, holy symbol.

Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 15 + spell level; 16 + spell level for **conjuration** or **evocation**): 0—guidance (2), inflict minor wounds (2), resistance (2); 1st—bane, bless, command (2), **divine favor**, doom, inflict light wounds*, sanctuary, shield of faith; 2nd—**cure moderate wounds** (2), hold person (2), **produce flame***, **sound burst** (2); 3rd—bestow curse (2), contagion*, dispel magic (2), **searing light** (2); 4th—**cure critical wounds** (2), **divine power**, **energy vortex**[^] (2), **wall of fire***; 5th—**empowered searing light**, **fire shield***, **flame strike** (2), greater command, slay living; 6th—**blade barrier**, **cometfall**[^], **empowered energy vortex**[^], harm*; 7th—**blasphemy**, **empowered flame strike**, **fire storm***; 8th—**empowered cometfall**[^], **incendiary cloud***.
 *Domain spell. ^New Spell, see Appendix I.

Deity: Pyremius; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.).

Appendix I – New Rules

Mask of the Fire Scarred

This mask, fashioned of burnt human flesh, has bonded with your face. In doing so it has covered your body in a shell of burnt skin, protecting you from harm, both physical and elemental. You gain a +1 enhancement to natural armor and resistance 20 to fire.

However, for bearers of the mask who are not Clerics of Pyremius or Ranet, the mask does more than just give you the above benefits. Once per day, at the GM's decision, you are stunned for 2d4 rounds as your mind is filled with visions of people being burnt alive, your ears ringing with their screams (no save). Additionally, each day at dawn a DC 20 Will save must be made or the character takes 2 points of Charisma damage. Finally, the toughened fire-burnt skin of the wearer gives them an arcane spell-failure of 10%.

Finally, when first donned the mask imposes a -2 penalty to Charisma and a -2 penalty to Dexterity that cannot be restored until the mask is removed. The Dexterity penalty does not apply to clerics of Pyremius or Ranet.

The mask can only be removed by a 19th level caster casting remove curse. Restoring the wearer's Charisma and their skin to normal requires casting of either limited wish, wish or miracle, although the benefits listed above are lost as soon as the remove curse is cast.

(Strong Transmutation) Requirements: Caster Level 19th, Craft Wondrous Item, burnt human flesh, *barkskin*, *resist energy*, *daze*, *bestow curse*; Market Price: 3,000 gp.

Price Calculation

+1 Natural Armor:	2000 gp
resistance 20 to fire:	66000 gp
2 x 11 x 2000 x 1.5	
stunning effect	-25000 gp
daily Charisma damage	-25000 gp
spell-failure	-5000 gp
-2 Cha	-4000 gp
-2 Dex	-4000 gp
Total:	3000 gp

Cometfall (from COMPLETE DIVINE)

Conjuration (Creation)

Level: Cleric 6, druid 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 400-pound ball of rock and ice

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You conjure a bright, glowing comet, which appears in midair above your enemies, then strikes the ground with tremendous force. The comet appears 5 feet per caster level above the ground or at the ceiling, whichever is lower. The comet immediately falls, dealing 2d6 points of damage per 10 feet fallen to everything in the 10-foot-square area directly below it.

The force of the comet can also knock creatures prone. Creatures who failed their Reflex save are subject to a trip attempt. The comet has a +11 bonus (+7 for effective Strength of 15 and +4 for being Large) on the trip check.

The comet breaks apart on impact, filling the 10-foot square area with dense rubble (as described on page 90 of the *Dungeon Master's Guide*).

Energy Vortex (from COMPLETE DIVINE)

Evocation [Acid, Cold, Fire, Electricity or Sonic]

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius centered on you

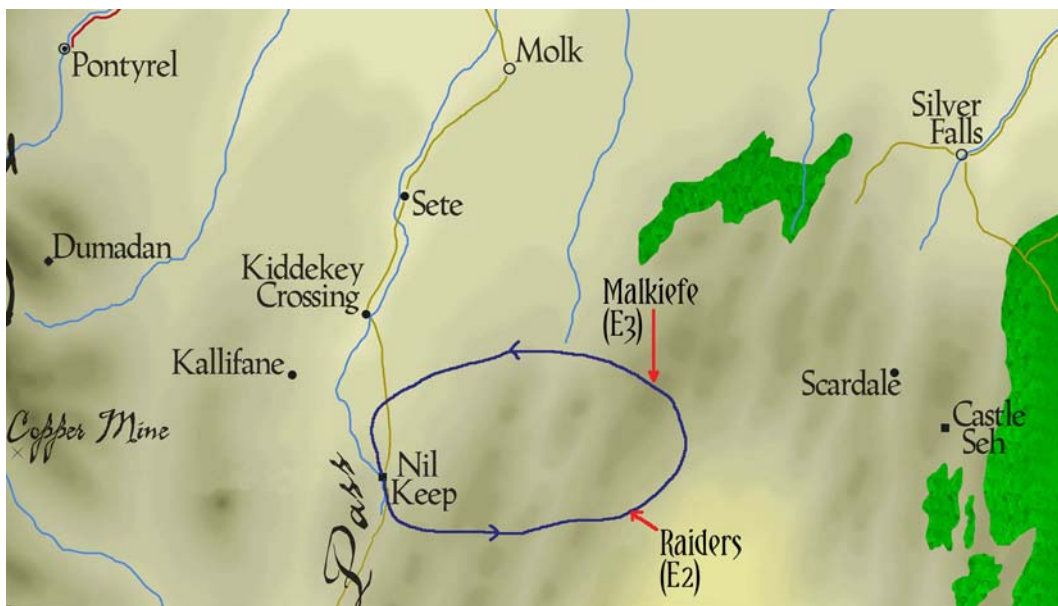
Duration: Instantaneous

Saving Throw: Reflex half

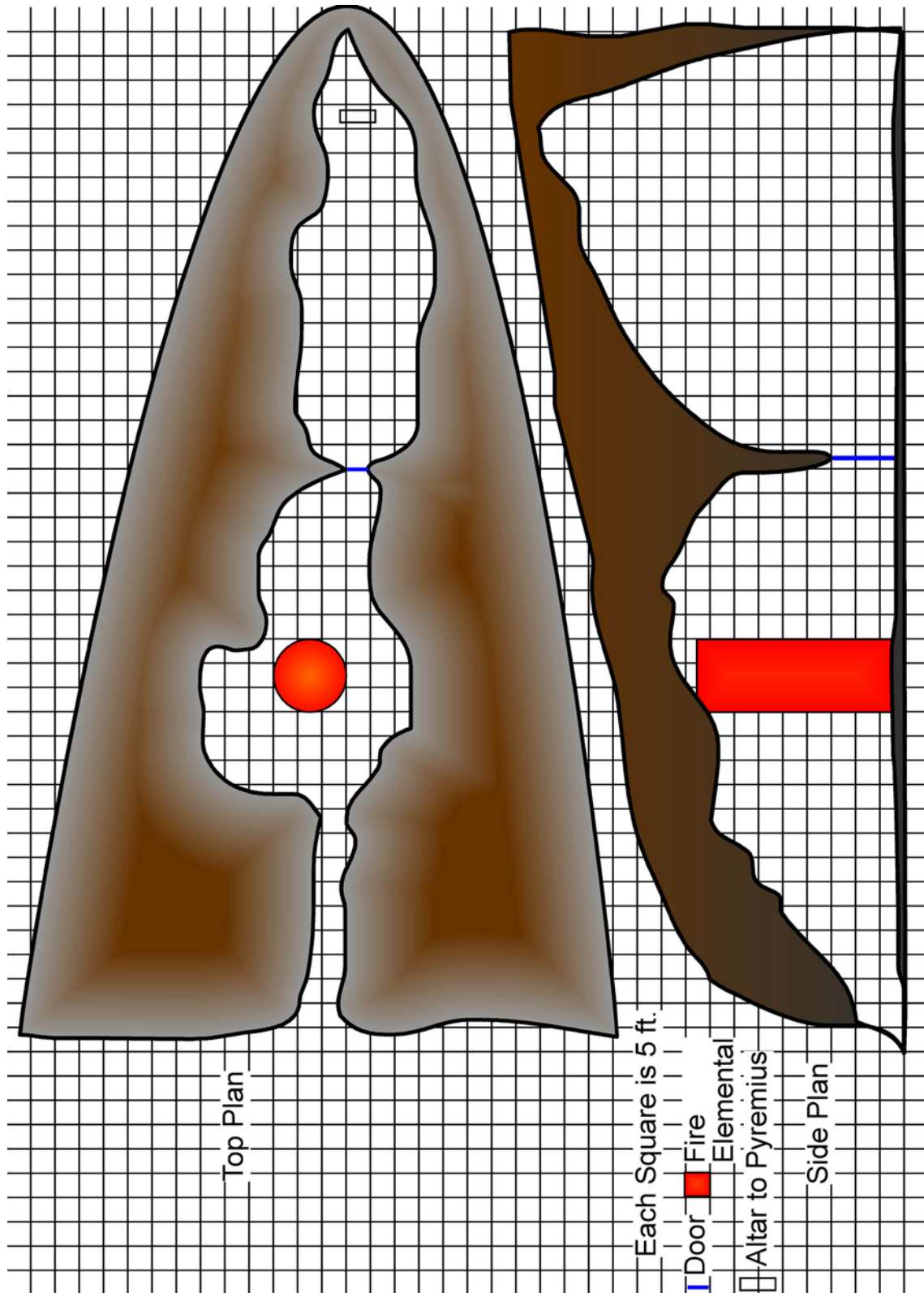
Spell Resistance: Yes

When you cast *energy vortex*, you choose one of five energy types: acid, cold, fire, electricity, or sonic. A blast of that energy bursts in all directions from you, dealing 1d8 points of damage +1 one point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

DM's Map #1 – Patrol Encounters



DM's Map #2 – Den of Hidden Flame



Player Handout #1a – Ducal Guard Orders

There are signs that trouble may be brewing near Nil Keep in the West Abbor-Alz March. To that end we have temporarily assigned you to that March under the supervision of March Warden Luthren Kaste. Your orders are to investigate the abundant rumors of unrest in the area, including potential raids from the Bright Lands. Report your findings to the March Warden. You are expected to have arrived at Nil Keep by no later than the 22nd of Coldeven, CY 595. Tardiness is not acceptable.

You have been selected for this mission because of your previous record for resourcefulness and your demonstrated ability to discover the true causes of problems in the face of great adversity. We trust that these demonstrated capabilities will continue to be displayed in this endeavor.

Signed,

Ellis Lorinar

Commander-in-Chief

20th of Readying, CY 595

Player Handout #1b – Ducal Guard Posting

The following notice was posted at the local tavern and other known locales of interest to adventurers.

The Ducal Guard is seeking proven mercenaries, adventurers and other folk of known good reputation, to undertake a mission of reconnaissance and investigation in the wild-lands that border the Duchy of Urnst. Those who are interested should report to March Warden Luthren Kaste, at Nil Keep in the West Abbor-Alz by no later than the 22nd of Coldeven, CY 595. Tardiness is not acceptable, and only those who have reported on or before the above date will be considered.

Those individuals who are known to possess resourcefulness and who have demonstrated the ability to discover the true causes of problems in the face of great adversity will be given preference during the selection of individuals to undertake the above mentioned mission. We trust that these demonstrated capabilities will continue to be displayed in this endeavor.

Signed,

Ellis Lorinar

Commander-in-Chief

20th of Readying, CY 595

Player Handout #2 – Patrol Map

