

PAL04-01

Lost Soul

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

Version 0.5

Round 1

by Frank Bayer

A lost soul awaits rescue from the Land of the Dead. Will you be able to bring this helpless soul back to the Land of the Living or is she doomed to wander, lost forever?

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.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
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

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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The Theocracy of the Pale. Characters native to The Pale 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

Recently, some priests of Nerull discovered a lost ritual of their dark god. It seemed that this ancient ritual promised the secrets of life and unlife and the way to transform one into the other to any who could pierce its secrets. The priests found many victims and expended their magics according to the ritual instructions and achieved their goal. They pierced the veil from this world into the world of spirits.

Although this discovery in and of itself was amazing, no one has ever managed to pierce the veil of death and walk the land of the dead as a living being, the priests are planning to bring forth the spirits of their greatest priests and have them inhabit new bodies to begin their reigns again.

Activity like this cannot go unnoticed. In fact, a Divine Infiltrator by the name of Shalnor has caught wind of this possible activity. However, vague rumors and speculation has never been enough for the church to mount a strong enough force to truly root out the cult especially when there are so many other problems facing the Pale. Shalnor decided it was time to get some proof.

He sent a Ranger friend of his, a young lady by the name of Shenara Landjumper, out on a scouting mission. If possible, he wanted her to find some evidence of the cult's activities and find the ritual they were proposed to be using.

Shenara managed to find the cult after a number of weeks. She trailed them back to their lair and in a daring move managed to steal the ritual. The priests of Nerull, of course, mounted a party to go after her. In order to prevent the priests from finding the ritual scroll if they caught her, she hid the scroll in a cave she had used on a number of journeys, secreted far back, a place where few people even knew a cave existed.

The priests of Nerull did catch up to her, and began torturing her as to the whereabouts of the scroll. When she did not, but spit in their faces and fight back, the priests decided to simply do

away with her and question her spirit. As the adventure begins, the adventurers find the priests beginning their spells to talk to her spirit.

Adventure Summary

The adventure tells the story of the PCs trying to restore Shenara's spirit to her body. The likely order of events will go something like this:

Encounter One: The Setup

The party meets up with the Nerull priests who seem to be having some trouble contacting Shenara's spirit. The priests try to kill the PCs for intruding upon Nerull business. After the dust settles, the PCs can examine Shenara's body (she is dead). They find a letter from Shalnor of Pholtus (in Ogburg) instructing Shenara to return when her mission has been accomplished. In the letter, there is a postscript to any who find her body in the event she dies. This missive directs them to bring her body to him in Ogburg.

Encounter Two: Meeting with Shalnor

Arriving in Ogburg, the PCs bring Shenara's body to Shalnor, who immediately regrets sending her on a mission that resulted in her death. Shalnor tries to raise Shenara from the dead (using a *raise dead* spell), but is unsuccessful, because Shenara's spirit doesn't seem to be available. Surmising that the priests of Nerull somehow drove Shenara's spirit off, he asks the PCs if they would be willing to retrieve some items that will make his call to her stronger. The two items are a *Ring of Enhancement* and *Spirit Essence*.

Encounters 3 and 4: Retrieving the Items

These two encounters can be done in whatever order the PCs want. Shalnor directs them to the home of a reclusive wizard just a mile or so outside of Ogburg who might know something about a Ring of Enhancement.

The wizard has created such a ring. He originally intended to use it to enhance his own magic while adventuring, but is willing to part with the ring, if the PCs want to work for it.

Because he doesn't get many visitors, he engages the PCs in a puzzle contest. Whatever the outcome happens to be, win or lose, they end up entertaining the old mage so much, he gives them the ring anyway.

Shalnor can also tell the PCs of some local ruins in the woods, which are reputed to be haunted. Again, rumors are not enough to make the Church move on it, so he sends the PCs there in hopes they may find some spirit essence (which is essentially a remnant of the ether left over after a ghost dies). He even gives them a bottle to hold it in.

Arriving at the ruins, the PCs find a number of different buildings. One of them holds the undead, and after bypassing a trap or two, the PCs encounter the local undead who aren't pleased with the PCs visit. Predictably, there's a fight over this conflict of interests and the PCs manage to find the remnants of the ether they are looking for.

Encounter 5: An Undead (?) Visitor

Seeing as how the PCs bested the priesthood of Nerull in the first encounter, the priests try a different tack. Using some help from a Nerull mage, they conjure an image of Shenara who pleads with the PCs. She claims to be happy and not want to be returned to life. She asks the PCs to return the items and leave her in peace.

If the PCs smell a rat, and call the image on it, the Nerull cultists give up the ploy and assault the PCs hoping to take the items.

Encounter 6: Anchors Away

Shalnor takes the items and uses them to call for Shenara's spirit. For extra support, he asks the PCs to act as anchors and call her back. Each PC gets a glimpse of the spirit world and makes an argument to Shenara for her to come back. Their efforts are successful and Shenara's spirit returns.

Conclusion

There are three possible conclusions to the adventure.

Conclusion A assumes that the PCs gather the two items that are needed, and successfully return Shenara's spirit to her body. Shalnor thanks the PCs and says with their help they have thwarted an evil ritual and stopped the cult from unleashing what could have been a great evil.

Conclusion B assumes that the PCs gather the two items needed, but are unsuccessful in their attempt to convince Shenara to return.

Conclusion C assumes the PCs do not return the two items, probably because they are tricked

into bringing them back where they found them (see Encounter 5).

Introduction

There are a number of ways to involve the PCs:

- ❖ If there is a priest of Pholtus in the group, he has been sent to this area to investigate the rumors Shalnor has heard. At the DMs discretion, Shalnor is the one who sent the PC, to check on Shenara's progress.
- ❖ Characters with Argent Vorax rights from COR2-03 *Amidst the Mists and Coldest Frosts* are asked to meet an agent of Charbel in Ogburg to retrieve the latest earnings. The characters are on their way to Ogburg when they get caught up in the events depicted here.
- ❖ PCs who have any money in their pocket may be heading to Ogburg considering that is a major port for trade and the local laws of the Pale are not as strict.
- ❖ PCs could also just be journeying the road together or separately. They could easily be journeying to or from another adventure. In this way, the initial encounter could even be what brings the party together.

Encounter One: The Setup

This encounter begins the adventure, and gives the players the motivation to go to Ogburg.

The mists of the morning are quickly dissipating as you walk the road between Ogburg and Stradsett. The air is quiet and the road is clear. Although just a few hours out of Ogburg, it seems that the trip there will be quiet.

Of course, the trip to/from Ogburg may be a lot more active than the PCs probably hope.

At this point, ask the players if any of them would be together at this point and have them place themselves on the mat where they want before proceeding with your setup and the next portion of the encounter. When everyone is ready, read or paraphrase the following:

A piercing scream breaks the morning quiet. Almost as the scream ends, you hear angry voices, and some brutish grunts. Then, a voice rises in a chant; another scream is heard, then shouting.

The PCs have just heard the Nerull forces disposing of Shenara so they can question her spirit. The PCs can easily discern where the scream came from, just over a nearby hill. If the PCs decide to investigate, read or paraphrase the following:

About 60 feet down the hill you see four men standing around what seems to be the body of a woman. One of the men is dressed in black robes, bearing the symbol of a rotting skull head with a pitted scythe under it. He seems to be weaving a spell, over the woman's body. Two others, one armed with a scythe and dressed in chainmail, the other with a longbow and dressed in a chain shirt, stand nearby. The last is dressed in black robes similar to the first, but his head has been shaved.

The man with the longbow looks up as you crest the hill.

The man with the longbow is on watch for anyone who might notice the activity. He is considered to be taking 10 on his spot check and receives a +5 circumstance bonus for his attentiveness; this gives him a total spot check of 15 plus his spot skill to see any PCs trying to approach using stealth. Regardless of what the PCs say or do, the archer shouts an alarm, and the bald-headed man (the priest) tells the others to leave no witnesses.

Get intentions from the players at this point. When they have stated what they want to do, read or paraphrase the following:

The two men with weapons ready them and head your way. The bald headed figure begins to wave his hands in a mystical pattern.

This is the Nerull group that has killed Shenara. Any PC can recognize the symbol of Nerull on the robes of the priest Knowledge (religion) check (DC 10). Remember, Knowledge checks of DC 10 or lower can be made untrained.

Creatures: (See Appendix A)

- 1 Priest of Nerull
- 2 Warriors
- 1 Nerull Sorcerer

Tactics:

The two warriors engage the party attempting to keep any of the party from engaging the sorcerer and the priest. They will even go so far as to expose themselves to attacks of opportunity

to move to attack PCs who seem to be getting too close (no one said they were too bright).

The sorcerer opens with *magic missile* or *melf's acid arrow* spells on any obvious spell casters. If any PCs get too close, he will use *flare*, *daze*, or *grease* to hinder opponents then back up out of their range. If forced to flee, he tries to use *invisibility* to cover his escape.

The cleric spends the first round of combat casting *hold person* on fighter types or *silence* on spell casters (because the PCs have interrupted his *speak with dead* spell). After that he uses his spells to either bolster the warriors or hinder the PCs whichever is most appropriate. If the warriors drop, he tries to escape, casting a *sanctuary* spell, hoping to buy himself enough time to get away.

Treasure:

chainmail shirt, 2 chainmails, 2 longswords dagger, light mace, 2 *potions of cure moderate wounds*, 100 gp in gems and coin

Development:

After the battle, the PCs will find Shenara's body. Most of her equipment is mangled including her holy symbol of Obad-Hai. The only thing not destroyed is a note from Shalnor to Shenara, briefly giving an overview of what he thinks has been happening in regards to the Nerull cult. A copy of the note is provided at the end of this module (Player Handout #1).

The PCs should realize that, if they are going to follow up on the letter, they probably should take the body with them so Shalnor can see it for himself. If they don't realize this, give any PC an intelligence or Diplomacy check (DC 10) to pick up on it.

When the PCs are ready to go to Ogburg, proceed to Encounter Two.

Encounter Two: Meeting Shalnor

The PCs arrive at Ogburg without further incident. Although the PCs can interact in the city, the only place that is truly important is Shalnor's home near the Temple of Blazing Truth. If the PCs choose, however, to dither around, the few facts below should help the DM in moving the party around the city.

The city of Ogburg is a prodigious trading center in the southeast [of the Pale] and its

leaders display an unusual tolerance for outsiders, which is slowly changing under the new Prelate of Ogburg. Many dissidents who once spoke more freely here than elsewhere now find themselves slowly being forced to curb their speech. The city boasts a population of about 17,400, with a predominant number being human, although there is a sprinkling of other races.

Any citizen knows the location of the Temple and the Way of Truth and can give the PCs precise directions.

If the PCs use up too much time, you can hasten them along by having some city guards approach and question them about Shenara's body if they have it with them. They could also be questioned about their pagan holy symbols or even their heritage if they are not human. If they do have Shenara's body, one of the guards will recognize her and mention this. This same guard will also know of Shalnor and can give the party directions to his quarters on the Way of Truth.

Once the PCs get near the Temple, read the following:

The Temple of Blazing Truth is an impressive structure. Built with marble, silver and gold in intermingling amounts, the church shines like a beacon in the sunlight, almost as if Pholtus himself were smiling upon the building.

The Way of Truth is a narrow street bordering the northern side of the Temple. The street is immaculate and is lined by what appear to be prefectories. You easily find number 3 and knock lightly on the door.

A young priest, Tarquin, answers the door and asks what he can do for them. If the PCs have Shenara's body with them, Tarquin immediately recognizes her as an acquaintance of Shalnor's and rushes to get him while requesting the party wait there. After about 2 minutes, he returns and leads them into Shalnor's apartment.

If they do not have her, but show Tarquin the letter and ask to speak to Shalnor, Tarquin will take the letter to Shalnor and then lead the PCs to his apartment as above.

If the players wish to talk with Tarquin, he should be played as about as friendly and helpful as an Pholtan acolyte can be, which is to say that though he may smile at the PCs, he constantly expounds the greatness of Pholtus while he does so. If any PCs are visibly bearing the symbols of any god other than Pholtus, Tarquin is visibly

disturbed and annoyed by their presence. Although he will try his best to be polite to such PCs, Tarquin will speak to other PCs not wearing these symbols, if given the option.

Tarquin: Male human Clr 2

When the PCs get to Shalnor's apartment, he welcomes the PCs warmly. At first, he thanks them for bringing Shenara to him. In case the PCs ask, the reason he is so happy they did, is because although her parents have long since passed away, he thinks of her as his own daughter. Although her death grieves him, now that she is here, he can try to do something about it.

As Shalnor goes about collecting ritual items, he asks the PCs to tell the story of how they found her and what transpired. The PCs can tell the story as they wish. If the PCs did not recognize the band as being cultists of Nerull, Shalnor can tell them. When they are done, Shalnor tells them that he believes it is within his power to raise her.

Shalnor: Male human Clr 7; hp 60; see Appendix I: NPCs.

Role-Playing Notes: Shalnor is a man approaching 50 winters. Despite his age, he has a full head of brown hair and his limbs still have much strength in them. He tends to be more empathic towards religious beliefs than other Pholtans, so he is not overly bothered by PCs wearing other holy symbols, neither does he force his own views on them. He does his best to answer any PC questions, but is eager to raise Shenara.

If the PCs ask about what Shenara was looking for or the contents of the letter, Shalnor becomes hesitant to tell them. He only has suspicions, after all, and he doesn't want to cause panic by making accusations until he has solid proof. If pressed about it, he can paraphrase the information found in the adventure background.

When the PCs are done talking to him, Shalnor attempts to cast the *raise dead* spell.

Shalnor lays Shenara's body onto a cot in the room. He lights a number of candles around the cot, chanting in a low voice as he does so. You can feel a slight breeze in the air and the hair on the back of your neck rises as you sense divine energy in the air.

Shalnor raises his hands above Shenara's body, chanting a bit louder. His arms stiffen and suddenly there is a large gust of wind blowing out the candles and knocking them

over. Shalnor falls to one knee, trying to catch his breath. When he does so, he rises and looks in your direction.

The spell has failed. At this point, if the PCs have not told Shalnor that the cultists of Nerull were performing a spell or ritual over Shenara when they found her, he asks them now. After questioning them for a bit, Shalnor figures out the following:

- The Nerull priests were either performing some ritual to question Shenara's spirit or hold it captive until they could find out what Shenara knew.
- Because of the PCs interruption, they were unsuccessful.
- Shenara's spirit has fled, and is unable to find her way back.

Let the PCs react as they will; then Shalnor has a brainstorm. He says that there may be a way he and the party to help each other out. The DM should role-play this conversation with the PCs as he/she sees fit, but Shalnor's brainstorm includes the following vital points:

- To recover Shenara spirit, two items need to be used in the ritual.
- The items are not on hand, the PCs will have to go and get them.
- They can, of course, keep whatever they find in their travels, except the two items
- If Shenara knows anything substantial, Shalnor is sure the Church of Pholtus could see itself repaying the favor at some point in the future.

If the PCs accept, Shalnor tells them that the two items they need to recover are a *Ring of Enhancement* and *Spirit Essence*. Both items may be found nearby, so at least traveling shouldn't be a problem.

When the PCs have decided which item they are going after first, turn to the appropriate encounter (either 3 or 4).

If the PCs did not bring Shenara's body, Shalnor send them out to retrieve it and then proceeds as above.

Encounter Three: The Ring

When the PCs choose to go after the *Ring of Enhancement*, Shalnor gives them the following

information (DM should role-play as he/she sees fit):

- Just a mile or two south of Ogburg, there is a small home where a reclusive wizard lives.
- He has long been on the registry of the church and he is also well known for not causing trouble. He has created items in the past for people, so he may know how to create a *Ring of Enhancement*, if he hasn't already.
- His name is Zambaric III.

The PCs can find the home of the wizard described. When the PCs approach, read or paraphrase the following:

Off the path a few hundred feet to the left you see a small pastoral home, much like what you would expect of any farmer. However, unlike other farms, the only evidence anything is growing here is a small garden of tomatoes and cucumbers and many patches of tall grass. Standing in these tall patches of grass are old wooden signs, badly constructed, bearing warnings like: "No Trespassing!" "Strangers will be polymorphed!" There is a small plume of smoke rising from the chimney, indicating there is a fire running inside.

If the PCs knock on the door, they hear a voice say "Go Away! I have enough troll hair for this month!" Persistent PCs who shout questions through the door or continue to knock are met with answers like: "So?" or "Come back some other time – no one's home!" and other such drivel.

However, if the PCs explain who they are and *politely* ask if they may talk to Zambaric, they will hear clicking as multiple locks are opened, and a mage about 60 winters old will open the door and greet the characters with "well... that's different... not many is polite in the Pale these days... polite in the Pale... that might make a good poem... oh! Please...come in."

Zambaric: Male human Wiz 14

Role-playing Notes: Zambaric is an old wizard of around 60 winters. He used to be a traveler all over Greyhawk and had many people who came to him to create magical items for them. He was paid well for his services, but since then, many of his clients have passed and he does not get many visitors. He really has no need of money or magic anymore, the only thing he really wants is some people to talk to. He should be played as a slightly forgetful, but well-meaning wizard. He is

likely to make verbal side notes to himself out loud without writing them down.

At any point, when the PCs ask Zambaric about a *Ring of Enhancement* he becomes wistful, telling them that he has created such an item before, “but the blasted thing just seems to attract spirits.” He also inquires as to why the PCs are asking him for it.

When the PCs tell him, Zambaric has an idea. He simply doesn’t give away his magical creations, but since he has enough gold and magic, he’ll let them have it if they agree to play his puzzle game for fun. As it turns out, Zambaric has a great love for puzzles and word games and he has always wanted to see if his puzzles could stump other people.

If the PCs agree and ask about the rules, Zambaric tells them:

“The rules of the Puzzle are simple enough. Two words are proposed, of the same length; and the Puzzle consists in linking these together by interposing other words, each of which shall differ from the next word in one letter only. Only one letter may be changed in one of the given words, then one letter in the word so obtained, and so on, till we arrive at the other given word. The letters must not be interchanged among themselves, but each must keep to its own place. As an example, the word ‘head’ may be changed into ‘tail’ by interposing the words ‘heal, teal, tell, tall’. I call the given words ‘a Doublet’, the interposed words ‘Links’, and the entire series ‘a Chain’.”

Zambaric has a number of these “word chain” puzzles that he has created. He requires that the PCs solve three of the “chains”, and each “chain” must be done in 5 minutes or less.

Some examples of chains (interposed “links” in parenthesis) that Zambaric might give the PCs:

“Door (boor, book, look) Lock”

“Wheat (cheat, cheap, cheep, creep, creed, breed) Bread”

“Hand (band, bond, fond, food) Foot”

“Fish (fist, gist, girt, gird) Bird”

“Milk (mill, pill, pall) Pail”

“More (lore, lose, loss) Less”

“Dead (lead, lend, lent, lint, line) Live”

As always, the DM may feel free to come up with any other chains he/she can think of.

If the PCs seem to have trouble with the word chains, there are a couple ways the DM can prod them along:

- An Intelligence check (DC 13 + APL)
- A bardic or loremaster knowledge roll (DC 13 + APL)

Each successful roll, gives the PCs the letter to be changed, a DC 25 tells what it should be changed to. Certain spells, such as *Divination* and *Contact Other Plane*, might also, at the DM’s option, give some clues.

Do not let the players use rolls to solve all the puzzles. The fun of this encounter is having the players figure out the answers for themselves.

The DM should also use a watch or other time keeping device so that the PCs use only 5 minutes on each puzzle. If they fail to get the links, Zambaric stops them after the 5 minutes, gives them the answer and gives them another word pair. Once the PCs have successfully completed three “chains,” Zambaric thanks them for providing him with some entertainment and gives them the ring.

It is entirely possible that the PCs do NOT solve three word chains. In this case, Zambaric gives a hearty laugh and tells the PCs that he knew he could stump other people. In fact, he’s so proud of himself, he informs the PCs that the entertainment of watching them struggle with his puzzles was payment enough for the ring. Besides, the way he sees it, the ring never worked the way he wanted so he’s glad to have the PCs take the “useless” thing off his hands.

When the PCs ready themselves to leave, Zambaric tries to get them to promise to return when they are done. He loves hearing stories of what’s going on (remember he loves having people to talk to). He also hints that if they do return, he may have found some items he’d be willing to sell.

Treasure:

If the PCs attempt to *identify* the ring or some such, it will register as a *Ring of Enhancement*, and that it attracts spirits to the wearer of the ring. This item is not described any further in the adventure, as the PCs will not get to keep it, and if they wear it, it will have no in-game effect [unless they bring it to Encounter 4 (see below)].

Encounter Four: Spirit Essence

When the PCs go after the *Spirit Essence*, Shalnor gives them the following information (DM should role-play as he/she sees fit):

- Just a mile or two southwest of Ogburg, there is a small ruin. It used to be a small outpost back in 588, used to watch for forces from Nyronnd seeking to invade through the Gamboge Forest or the Flinty Hills. It was destroyed in a quick skirmish with Flan rebels, and since then has never been rebuilt.
- Rumors have it that the place is haunted, but the church has too much on its plate to send a force to deal with undead that may or may not be there.
- The PCs should begin their search for Spirit Essence there... if it really is haunted, they might be able to get some.
- He gives them a bottle to carry it in. The bottle is just a normal bottle.

Again, the PCs can easily find the ruins mentioned by Shalnor. When they go there, read the following:

You have found the ruins mentioned by Shalnor. It seems he did not lie when he said the outpost had been destroyed, not much of it is left.

It appears that the place used to be a fort of sorts, containing somewhere between 10 and 15 buildings and surrounded by stone walls. Most of the original structures are crumbled leaving only the basest of stones to betray their old location. Four of them, however, are still standing, having withstood some of the ravages of time and war. No sound reaches your ears here; even the wildlife seems to shy away from this area... only the slight wind you feel seems unafraid.

If the PCs choose to examine the buildings, they find three of them empty. The fourth one (chosen by the DM) still has a stone floor. Under the debris in the room, the PCs can find a trapdoor (DC 10), which is locked.

Stone Trap Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

The lock is old and hard to open, but it can be picked (DC 15 + APL). However, there is also a trap on it. Any attempt to pick the lock or break open the door, sets off the trap.

Poisoned Needle Trap: CR 2; +8 ranged (1) plus poison (1 Con/1d6 Str); Fort save resists (DC 15); Search (DC 20); Disable Device (DC 20).

Once the PCs have the door opened, read the following to them:

A yawning hole is revealed to you as you open the trapdoor. Below, you can see a dark room with edges that drift off into darkness. From the light you have you can see the floor about 10 feet below. A musty smell arises from the hole, attesting to how long it has been since this opening has been uncovered. Looking a bit closer, you can see some unopened casks, boxes and crates. There are also small white bones mixed among them.

This used to be a storeroom for the fort, but with the death of the guards and soldiers, it became a grave when it was abandoned. The stone floor is actually 12 feet below, and the characters can take any means they wish to get down there. The dimensions of the room below are 50 x 50. The PCs can only see about 10 feet of the floor below them unless they throw a light source down into the room.

The guards and soldiers killed and dumped here do not rest easily. In fact, they have transformed into undead over the passing of the years and they are eager to rip into some living flesh.

APL 2 (EL4)

Zombie, Commoner: (5) hp 16; see *Monster Manual* page 266

APL 4 (EL7)

Zombie, Ogre: (3) hp 55; see *Monster Manual* page 267

APL 6 (EL9)

Zombie, Gray Render: (3) hp 133; see *Monster Manual* page 267

APL 8 (EL11)

Dread Wraith: hp 104; see *Monster Manual* page 258

Wraith: (2) hp 32; see *Monster Manual* page 258

APL 10 (EL13)

Lich, 11th level human wizard: hp 74; see *Monster Manual* page 166-167

Zombie, Minotaur: (3) hp 81; see *Monster Manual* page 266

APL 12 (EL15)

Lich, 11th level human wizard: hp 74; see *Monster Manual* page 166-167

Zombie, Minotaur: (3) hp 81; see *Monster Manual* page 266

Dread Wraith: hp 104; see *Monster Manual* page 258

Wraith: (2) hp 32; see *Monster Manual* page 258

Tactics: The moving of the stone trap door has alerted the undead to the presence of the PCs. They wait in the fringes of the darkness and attack when the first PC touches the floor. If any of the PCs has the *Ring of Enhancement* from Encounter Three, the undead concentrate their attacks on him or her, unless a more serious threat presents itself.

Treasure:

If the PCs face ghosts at their APL, then when the ghosts are defeated, they can collect the ether when they defeat them. If they faced some other kind of undead, they can find some *Spirit Essence* on the floor off to one side of the room (the ghost that was here has moved on and apparently ether doesn't dissolve too fast)

If the PCs attempt to *identify* the ether, it will register as a *Spirit Essence*, and that it allows a spirit to return to a body without the usual physical trauma. This item is not described any further in the adventure, as the PCs will not get to keep it, and if they carry it, it will have no in-game effect.

Encounter Five: An Undead Visitor (?)

This encounter happens before the PCs return the second item they go after to Shalnor. The forces of Nerull, not wanting to tangle with the PCs again if they can help it, come up with a ruse. Using a *major image* spell (assume it comes from a scroll if the APL is too low for it), a Nerull mage, creates an image in front of the PCs on the way back.

In the middle of the path, hanging in mid-air you see a small glowing spot of white. As you watch, the glow expands into a small ball and then begins to lengthen. Slowly, a humanoid figure takes shape, features indistinct. Even slower, details become obvious, the curly hair of a woman, the pattern on leather armor... the figure finally resolves itself into the figure of Shenara. She looks as she must have in life. Her eyes take you in for the first time, and her voice, high and shaky, but definitely silky comes to you.

The Nerull forces are hiding in the brush, shrubbery and trees along the side of the road. They can be spotted (DC 13 + APL), and if the PCs launch an attack against them, they give up the ruse and attack the PCs outright.

In having the image talk to the PC's, they have it plead with the PCs to return the items that they have collected. She informs them that she has lived long enough and has no wish to return to the living. She is happy with Ehlonna now.

Of course, there are many ways that the PCs could see through this ruse without spotting the Nerull forces. First, a *detect magic* spell will reveal the illusionary nature of what they are seeing, just as a *detect undead* spell will turn up nothing. The PCs can also dispel this illusion with a *dispel magic* spell (DC 16 at APL4 and 6, DC 18 at APL8, DC 20 at APL10, and DC 22 at APL12). Thirdly, quick-witted PCs may note that the image uses the name of Ehlonna for her god, yet Shenara was wearing the symbol of Obad-Hai when they found her. If called on this, the Nerull forces drop the illusion and attack.

PCs might believe the illusion and agree to put the items back. If they ask for the information Shenara had when she died before they do, the image tells them that she could find no trace of the cult.

If the PCs agree to put the items back, the image vanishes and the Nerull forces trail the PCs. If the party heads back to Ogburg without getting rid of the items, the cultists of Nerull will attack.

If the PCs are gullible enough to fall for this, and get rid of the items, Shalnor figures out the ruse when they return and report to him. He sends the PCs back out to get them, but when they return, of course, the Nerulleans have taken them (and killed Zambaric if they return the ring to him). This is the end of the adventure if this occurs. Go to Conclusion C.

Creatures:

The group is not really looking for a fight with the PCs, and attack only if they think the ruse is about to be discovered, or if they think the PCs have no intention of returning the items. If they do fight, use the same NPC's as Encounter One.

Tactics:

As per Encounter One

Treasure:

As per Encounter One

Encounter Six: Anchors Away

Read the following when the PCs return to Shalnor with the final item:

Shalnor once again greets you warmly. Taking the items from you, he puts on the Ring of Enhancement and spreads the Spirit Essence on the body of Shenara. He again lights a number of candles around the cot with her body, chanting in a low voice as he does so. You can feel a slight breeze in the air and the hair on the back of your neck rises as you sense divine energy in the air.

Shalnor raises his hands above Shenara's body, chanting a bit louder. Purple motes of light fall from his hands to rest upon Shenara. In the light, they twinkle like diamonds. Shalnor's arms stiffen.

In a stilted voice, Shalnor asks the PCs to gather around. Anchors are needed to call her back. The PCs are to act as those anchors because he is busy in the casting.

Ask the players who is gathering around the body. The PCs are free to participate or not. For those that do, read the following to them:

Your vision fills with white and then you see that you are standing on a field of endless grass. Bounding across the field is a deer, followed closely by a woman you recognize as Shenara Landjumper wearing leather armor. You notice she is not chasing the deer so much as to catch it, as she is to just be following it, like it's leading her somewhere.

The deer stops about 15 feet away from you. Even from here, you can note a glimmer of intelligence in its eyes, but interestingly enough it does not seem afraid, merely curious.

The woman stops and takes your measure. "Who are you?" she asks after a moment. "More followers of the natural one?"

This is Shenara's spirit. She does not actually realize that she's dead, but she also knows that she's no longer in the Flaness. If asked, her last memory is a flash of light, a feeling of being very cold, and then she woke up in this field. She does not recall the attack by the Nerull forces and has no idea of what the cult is up to if the PCs ask.

The PCs must tell Shenara that she is dead, and convince her to come back to the living if she is to remember what she knows. Mentioning Shalnor's name is a good way to do this as is telling her the story of her demise. Any plausible arguments and stories by the PCs should work, although you may want to call for some Diplomacy or Bluff checks (DC 10 + APL) if they are teetering on the edge. Note that due to her dead condition, the Intimidate skill will not work on her.

If the PCs convince Shenara to come back to the land of the living, the deer fades from view, as does the field and Shenara. The PCs vision fades to black and they find themselves back in the Temple of Blazing Truth. Go to Conclusion A.

If all the PCs fail to convince her to come back, or, if for some reason they attack her or the deer, the entire vision fades and the PC are back in the temple. Go to Conclusion B.

Conclusion A

As your vision comes back to you, you can see Shenara lying on the cot. The candles around it have burned down to small nubs, attesting to the amount of real time you seem to have been gone.

Shalnor is kneeling beside Shenara's cot, gently applying a cold cloth to her forehead. It is with relief that you see Shenara's spirit has apparently followed you back, as she is breathing and sleeping quietly on the cot.

Seeing that you have regained your senses, Shalnor rises and shakes your hands.

Shalnor tells the PCs that they have his gratitude, and the favor of the church of Pholtus. He further informs them that they have restored a good friend to him and possibly helped divert activity that could be a threat to the Pale.

If the PCs ask why Shenara is sleeping, Shalnor tells them that although his magic has fully healed her, he wants to let her sleep. When she awakens, he will find out what she has discovered. If the information is useful, then the errand they just performed was not in vain.

With that, he ushers the party out of the room and closes the door, leaving you with your thoughts.

Life in the Pale will go on, and you feel good to know that perhaps, in your own small way through this act, you have made that life a bit easier for all involved.

Conclusion B

As your vision comes back to you, you can see Shenara lying on the cot. The candles around it have burned down to small nubs, attesting to the amount of real time you seem to have been gone.

Shalnor is kneeling beside Shenara's cot, gently applying a cold cloth to her forehead. His efforts seem to be in vain though; Shenara's body shows no signs of life.

Seeing that you have regained your senses, Shalnor rises. Tears are visible in his eyes.

Shalnor tells the PCs he doesn't know what happened in the land of the dead, but for whatever reason it seems Shenara has chosen not to return. They have his gratitude for trying to help him and his friend and their reward for returning her body to the temple is waiting in the antechamber.

Shalnor then excuses himself, saying only that with Shenara gone, he must see if his magic can reveal the information that Shenara had locked away in her head. There may still be a great evil to come that they don't know about.

With that, he ushers the party out of the room and closes the door, leaving you with your thoughts.

Additional for A and B

If the PC's promised to return to Zamabric, add the following:

Remembering your promise to return to Zambaric with your tale, you visit the old man shortly after leaving Ogburg and regale him for a few hours with your tales of derring-do. He

seems quite impressed, and after you solve a few more of his word chain puzzles, he reveals that he does indeed have a small cache of items he no longer needs and is willing to sell to you.

Conclusion C

The mission has failed. Due to the trickery of the forces of Nerull, the items are now in their hands. Shalnor was furious when you returned to him and told him of your encounter with Shenara's spirit. He quickly deduced it was all an illusion to gain the items, and he appears to be right.

You went back to retrieve the items, but they were already gone, and the mage Zambaric was killed as well.

When the PCs get back to the temple, Shalnor tells the PCs they have his gratitude for trying to help him and his friend and their reward for returning her body to the temple is waiting in the antechamber.

Shalnor then excuses himself, saying only that with Shenara gone, he must see if his magic can reveal the information Shenara had locked away in her head. There may still be a great evil to come that they don't know about.

With that, he ushers the party out of the room and closes the door, leaving you with your thoughts.

The End

Experience Point Summary

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

Encounter One

Defeating the cultists

APL 4: 210 xp

APL 6: 270 xp;

APL 8: 330 xp;

APL 10: 390 xp;

APL 12: 450 xp;

Encounter Two

Role-Playing with Shalnor

APL 4: 15 xp

APL 6: 45 xp;

APL 8: 60 xp;

APL 10: 75 xp;

APL 12: 90 xp;

Encounter Three

Role-Playing with Zambaric

APL 4: 15 xp

APL 6: 45 xp;

APL 8: 60 xp;

APL 10: 75 xp;

APL 12: 90 xp;

Encounter Four

Recovering the Spirit Essence

APL 4: 210 xp

APL 6: 270 xp;

APL 8: 330 xp;

APL 10: 390 xp;

APL 12: 450 xp;

Encounter Five

Defeating the cultists

APL 4: 210 xp

APL 6: 270 xp;

APL 8: 330 xp;

APL 10: 390 xp;

APL 12: 450 xp;

Encounter Six

Convincing Shenara to return

APL 4: 60 xp

APL 6: 90 xp;

APL 8: 120 xp;

APL 10: 150 xp;

APL 12: 180 xp;

Total possible experience:

Normal/with Optional Encounter 5

APL 4: 750 xp

APL 6: 990 xp;

APL 8: 1230 xp

APL 10: 1470 xp

APL 12: 1710 xp

[Sum of all experience awards above.]

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 (sell value)

Encounter One: The Setup

APL 4: L: 1943 gp; C: 95 gp; M: 100 gp

APL 6: L: 13531 gp; C: 225 gp; M: 700 gp

APL 8: L: 31522 gp; C: 355 gp; M: 23225 gp

APL 10: L: 41511 gp; C: 580 gp; M: 32925 gp

APL 12: L: 53479 gp; C: 600 gp; M: 90425 gp

Encounter Five: An Undead Visitor

APL 4: L: 1943 gp; C: 95 gp; M: 100 gp

APL 6: L: 13531 gp; C: 225 gp; M: 700 gp

APL 8: L: 31522 gp; C: 355 gp; M: 23225 gp

APL 10: L: 41511 gp; C: 580 gp; M: 32925 gp

APL 12: L: 53479 gp; C: 600 gp; M: 90425 gp

Encounter Two:

APL A: L: 0 gp; C: 0 gp; M: 0 gp

APL A: L: 0 gp; C: 0 gp; M: 0 gp

APL A: L: 0 gp; C: 0 gp; M: 0 gp

Total Possible Treasure

APL A: L: 0 gp; C: 0 gp; M: 0 gp - Total: 0 gp

APL B: L: 0 gp; C: 0 gp; M: 0 gp - Total: 0 gp

APL C: L: 0 gp; C: 0 gp; M: 0 gp - Total: 0 gp

Special

[Any special items are listed here, including new spells, influence points, items or other notes of interest. Remove this paragraph]

Items for the Adventure Record

Item Access

APL 8

+2 Ring of Protection

+1 Scythe of Spell Storing

Brooch of Shielding

+2 Bracers of Armor

Scroll of Cure Serious Wounds (7th level caster)

Scroll of Magic Missile (5th level caster)

Scroll of Blur (6th level caster)

+1 Thundering Scythe

+1 Shock Composite Longbow (+2 str bonus)

APL 10

+2 Amulet of Natural Armor

Scroll of Magic Missile (9th level caster)

Scroll of Blur (9th level caster)

+1 Thundering Shock Scythe

+1 Frost Shock Composite Longbow (+2 str bonus)

APL 12

+2 Chainmail

Wand of Cure Moderate Wounds

Periapt of Wisdom +4

Scroll of Greater Invisibility (9th level caster)

Cloak of Charisma +4

Special

Favor of Zambaric III

In return for visiting him at his home after the adventure and telling him the tale, Zambaric agrees to do one of the following for each member of the party one time:

Create one of the following magic items:

Any wand from the DMG valued at 5000 gp or less

Any ring from the DMG valued at 5000 gp or less

Any 2 scrolls from the DMG at his caster level of 5th level or below

OR

Enchant any single weapon or armor with a single upgrade to bring the weapon to no greater than a +2 enhancement

The character must pay all costs associated with the magic item or upgrade.

Appendix A: (APL 2)

Encounter 1 (EL 4)

Priest of Nerull: Human Clr 2; CR 2; Medium humanoid; HD 1d8+2; hp 10; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +0; Grp +2; Atk +2 melee (2d4+3/x4, Scythe); Full Atk +1 melee (2d4+3/x4, Scythe); Space/Reach 5ft/5ft; AL NE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +6, Diplomacy +2, Knowledge (Religion) +2, Listen +2, Sense Motive +2, Spellcraft +4, Spot +2; Martial Weapon Prof. (Scythe), Scribe Scroll.

Cleric Spells prepared (save DC 12 + spell level): 0— create water x2, cure minor wounds x2; 1st—protection from good*, bane, cause fear, shield of faith

*Domain Spell. Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save); Evil (you cast evil spells at +1 caster level)

Possessions: chain mail, scythe, dagger, heavy mace, 2 holy symbols of Nerull, scroll of cure light wounds x2, 40 gp.

Sorcerer of Nerull: Human Sor 1; CR 1; Medium humanoid; HD 1d4+2; hp 9; Init +2; Spd 30 ft.; AC 12 (16 w/shield cast) flat-footed 10; Base Atk +0; Grp +0; Atk +2 ranged (1d8/19-20 x2, light crossbow); Full Atk +2 ranged (1d8/19-20 x2, light crossbow); Space/Reach 5ft/5ft; AL NE; SV Fort +4, Ref +1, Will +5; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +6, Knowledge (arcana) +4, Listen +0, Sense Motive +0, Spellcraft +4, Spot +0; Toughness, Rapid Reload.

Sorcerer Spells Known (5/4; save DC 13 + spell level): 0— daze, detect magic, flare, read magic; 1st— magic missile, shield.

Possessions: dagger, light crossbow, scroll of magic missile x2, 20 bolts, 20 gp.

Human Warrior: Human War 1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (2d4+4/x4, Scythe); Full Atk +5 melee (2d4+4/x4, Scythe); Space/Reach 5ft/5ft; AL N; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +0, Ride +4, Sense Motive +2, Spot +2; Power Attack, Weapon Focus (Scythe)

Possessions: chain mail, scythe, dagger, heavy flail, 5 gp.

Human Warrior (archer): Human War 1; CR 1/2; Medium humanoid; HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +4; Atk +5 ranged (1d8[+1 within 30ft]/x3, longbow) or Atk +3 melee (1d10+3/19-20 x2, heavy flail); Full Atk +5 ranged (1d8[+1 within 30ft]/x3, longbow) or Atk +3 melee (1d10+3/19-20 x2, heavy flail); Space/Reach 5ft/5ft; AL N; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +0, Ride +5, Sense Motive +2, Spot +2; Point Blank Shot, Weapon Focus (Longbow)

Possessions: chain shirt, longbow, dagger, heavy flail, 40 arrows, 5 gp.

Appendix A: (APL 4)

Encounter 1 (EL 7)

Priest of Nerull: Human Clr 3; CR 3; Medium humanoid; HD 3d8+6; hp 26; Init +5; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +4; Atk +5 melee (2d4+3/x4, Scythe); Full Atk +4 melee (2d4+3/x4, Scythe); Space/Reach 5ft/5ft; AL NE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +3, Knowledge (Religion) +3, Listen +3, Sense Motive +3, Spellcraft +6, Spot +3; Improved Imitative, Martial Weapon Prof. (Scythe), Scribe Scroll.

Cleric Spells prepared (save DC 13 + spell level): 0— create water x2, cure minor wounds x2; 1st—protection from good*, bane, cause fear, shield of faith; 2nd— death knell*, hold person, spiritual weapon

*Domain Spell. Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save); Evil (you cast evil spells at +1 caster level)

Possessions: chain mail, MW scythe, dagger, heavy mace, 2 holy symbols of Nerull, scroll of cure light wounds x2, 60 gp.

Sorcerer of Nerull: Human Sor 3; CR 3; Medium humanoid; HD 3d4+9; hp 19; Init +2; Spd 30 ft.; AC 12 (16 w/shield cast), touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +4 ranged (1d8/19-20 x2, light crossbow); Full Atk +4 ranged (1d8/19-20 x2, light crossbow); Space/Reach 5ft/5ft; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +11, Knowledge (arcana) +6, Listen +0, Sense Motive +0, Spellcraft +6, Spot +0; Rapid Reload, Skill Focus (concentration), Toughness.

Sorcerer Spells Known (6/6; save DC 13 + spell level): 0— daze, detect magic, flare, ray of frost, read magic; 1st— grease, magic missile, shield.

Possessions: dagger, MW light crossbow, scroll of magic missile x2 (3rd level caster), 20 bolts, 35 gp.

Human Warrior: Human War 4; CR 3; Medium humanoid; HD 4d8+8; hp 34; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (2d4+4/x4, Scythe); Full Atk +9 melee (2d4+4/x4, Scythe); Space/Reach 5ft/5ft; AL N; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +0, Ride +6, Sense Motive +3, Spot +3; Improved Sunder, Power Attack, Weapon Focus (Scythe)

Possessions: chain mail, MW scythe, dagger, heavy flail, 15 gp.

Human Warrior (archer): Human War 4; CR 3; Medium humanoid; HD 4d8+8; hp 34; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +7; Atk +6 ranged (1d8+2[+1 within 30ft]/x3, composite longbow) or Atk +5 melee (1d10+3/19-20 x2, heavy flail); Full Atk +9 ranged (1d8+2[+1 within 30ft]/x3, composite longbow) or Atk +6 melee (1d10+3/19-20 x2, heavy flail); Space/Reach 5ft/5ft; AL N; SV Fort +6, Ref +4, Will +1; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +0, Ride +6, Sense Motive +3, Spot +3; Point Blank Shot, Precise Shot, Weapon Focus (Composite Longbow)

Possessions: chain shirt, MW mighty composite longbow (+2), dagger, heavy flail, 40 arrows, 15 gp.

Appendix A: (APL 6)

Encounter 1 (EL 9)

Priest of Nerull: Human Clr 5; CR 5; Medium humanoid; HD 5d8+10; hp 42; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (2d4+3/x4, Scythe); Full Atk +6 melee (2d4+3/x4, Scythe); Space/Reach 5ft/5ft; AL NE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +4, Knowledge (Religion) +4, Listen +3, Sense Motive +3, Spellcraft +8, Spot +3; Improved Imitative, Martial Weapon Prof. (Scythe), Scribe Scroll.

Cleric Spells prepared (save DC 13 + spell level): 0— create water x2, cure minor wounds x2, detect magic; 1st— protection from good*, bane, cause fear x2, shield of faith; 2nd— death knell*, hold person x2, spiritual weapon; 3rd— magic circle against good*, dispel magic x2

*Domain Spell. Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save); Evil (you cast evil spells at +1 caster level)

Possessions: +1 chain mail, +1 scythe, dagger, heavy mace, 2 holy symbols of Nerull, scroll of cure moderate wounds x2, 90 gp.

Sorcerer of Nerull: Human Sor 5; CR 5; Medium humanoid; HD 5d4+13; hp 29; Init +2; Spd 30 ft.; AC 12 (16 w/shield cast), touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +5 ranged (1d8+1/19-20 x2, light crossbow); Full Atk +5 ranged (1d8+1/19-20 x2, light crossbow); Space/Reach 5ft/5ft; AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +13, Knowledge (arcana) +8, Listen +0, Sense Motive +0, Spellcraft +8, Spot +0; Rapid Reload, Skill Focus (concentration), Toughness.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0— acid splash, daze, detect magic,

flare, ray of frost, read magic; 1st— color spray, grease, magic missile, shield; 2nd— melf's acid arrow, touch of idiocy

Possessions: dagger, +1 light crossbow, scroll of magic missile x3 (3rd level caster), scroll of shield, scroll of invisibility, 20 bolts, 65 gp.

Human Warrior: Human War 6; CR 5; Medium humanoid; HD 6d8+12; hp 50; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +11 melee (2d4+5/x4, Scythe); Full Atk +11/+6 melee (2d4+5/x4, Scythe); Space/Reach 5ft/5ft; AL N; SV Fort +7, Ref +4, Will +4; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +0, Ride +12, Sense Motive +4, Spot +4; Improved Sunder, Iron Will, Power Attack, Weapon Focus (Scythe),

Possessions: +1 chain mail, +1 scythe, dagger, heavy flail, 35 gp.

Human Warrior (archer): Human War 6; CR 5; Medium humanoid; HD 6d8+12; hp 50; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +11 ranged (1d8+2[+1 within 30ft]/x3, composite longbow) or Atk +8 melee (1d10+3/19-20 x2, heavy flail); Full Atk +11/+6 [+9/+4/+9 w/Rapid Shot] ranged (1d8+2[+1 within 30ft]/x3, composite longbow) or Atk +8/+3 melee (1d10+3/19-20 x2, heavy flail); Space/Reach 5ft/5ft; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +0, Ride +13, Sense Motive +4, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Composite Longbow)

Possessions: +1 chain shirt, +1 mighty composite longbow (+2), dagger, heavy flail, 40 arrows, 35 gp.

Appendix A: (APL 8)

Encounter 1 (EL 11)

Priest of Nerull: Human Clr 7; CR 7; Medium humanoid; HD 7d8+14; hp 58; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5; Grp +7; Atk +8 melee (2d4+3/x4, Scythe); Full Atk +8 melee (2d4+3/x4, Scythe); Space/Reach 5ft/5ft; AL NE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +15, Diplomacy +4, Knowledge (Religion) +6, Listen +3, Sense Motive +3, Spellcraft +10, Spot +3; Improved Imitative, Martial Weapon Prof. (Scythe), Scribe Scroll, Skill Focus (concentration).

Cleric Spells prepared (save DC 13 + spell level): 0— create water x2, cure minor wounds x2, detect magic x2; 1st— protection from good*, bless, divine favor, entropic shield, remove fear, shield of faith; 2nd— death knell*, resist energy x2, silence, spiritual weapon; 3rd— magic circle against good*, dispel magic x2, prayer; 4th— unholy blight*, air walk, poison,

*Domain Spell. Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save); Evil (you cast evil spells at +1 caster level)

Possessions: +1 chain mail, ring of protection +2, +1 spell storing scythe (inflict serious wounds stored), dagger, heavy mace, brooch of shielding, 2 holy symbols of Nerull, scroll of cure serious wounds x2, 175 gp.

Sorcerer of Nerull: Human Sor 7; CR 7; Medium humanoid; HD 7d4+17; hp 39; Init +2; Spd 30 ft.; AC 16 (20 w/shield cast), touch 14, flat-footed 14; Base Atk +3; Grp +3; Atk +6 ranged (1d8+1/19-20 x2, light crossbow); Full Atk +5 ranged (1d8+1/19-20 x2, light crossbow); Space/Reach 5ft/5ft; AL NE; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +15, Knowledge (arcana) +10, Listen +0, Sense Motive +0, Spellcraft +10, Spot +0; Rapid

Reload, Skill Focus (concentration), Spell Focus (evocation), Toughness.

Sorcerer Spells Known (6/7/7/5; save DC 13 (14 for evocation) + spell level): 0— acid splash, daze, detect magic, flare, prestidigitation, ray of frost, read magic; 1st— color spray, grease, magic missile, ray of enfeeblement, shield; 2nd— melf's acid arrow, mirror image, touch of idiocy; 3rd— fireball, ray of exhaustion

Possessions: dagger, +1 light crossbow, bracers of armor +2, ring of protection +2, scroll of magic missile x4 (5th level caster), scroll of shield, scroll of blur (6th level caster), scroll of invisibility, 20 bolts, 110 gp.

Human Warrior: Human War 8; CR 7; Medium humanoid; HD 8d8+16; hp 66; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +12; Atk +14 melee (2d4+7/19-20 x4, Scythe); Full Atk +14/+9 melee (2d4+7/19-20 x4, Scythe); Space/Reach 5ft/5ft; AL N; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +12, Sense Motive +5, Spot +5; Improved Critical (Scythe), Improved Sunder, Power Attack, Weapon Focus (Scythe),

Possessions: +1 chain mail, +1 thundering scythe (+3d8 on a confirmed critical), dagger, heavy flail, 90 gp.

Human Warrior (archer): Human War 8; CR 7; Medium humanoid; HD 8d8+16; hp 66; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +8; Grp +10; Atk +14 ranged (1d8+2+1d6[+1 within 30ft]/x3, composite longbow) or Atk +10 melee (1d10+3/19-20 x2, heavy flail); Full Atk +14/+9 [+12/+7/+12 w/Rapid Shot] ranged (1d8+2+1d6[+1 within 30ft]/x3, composite longbow) or Atk +10/+5 melee (1d10+3/19-20 x2, heavy flail); Space/Reach 5ft/5ft; AL N; SV Fort +8, Ref +6, Will +2; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +13, Sense Motive +5, Spot +5; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Composite Longbow)

Possessions: +1 chain shirt, +1 shocking mighty composite longbow (+2), dagger, heavy flail, 40 arrows, 90 gp.

Appendix A: (APL 10)

Encounter 1 (EL 13)

Priest of Nerull: Human Clr 9; CR 9; Medium humanoid; HD 9d8+18; hp 74; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +8; Atk +9 melee (2d4+3/x4, Scythe); Full Atk +9/+4 melee (2d4+3/x4, Scythe); Space/Reach 5ft/5ft; AL NE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +17, Diplomacy +4, Knowledge (Religion) +6, Listen +3, Sense Motive +5, Spellcraft +12, Spot +3; Improved Imitative, Martial Weapon Prof. (Scythe), Scribe Scroll, Skill Focus (concentration), spell focus (enchantment).

Cleric Spells prepared (save DC 14 [15 for enchantments] + spell level): 0— create water x2, cure minor wounds x2, detect magic x2; 1st—protection from good*, bless, divine favor, entropic shield, remove fear, shield of faith; 2nd— death knell*, bulls strength, resist energy x2, silence, spiritual weapon; 3rd— magic circle against good*, dispel magic x2, invisibility purge, prayer; 4th— unholy blight*, air walk, divine power, poison, summon monster iv; 5th— slay living*, greater command

*Domain Spell. Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save); Evil (you cast evil spells at +1 caster level)

Possessions: +1 chain mail, amulet of natural armor +2, ring of protection +2, +1 spell storing scythe (inflict serious wounds stored), dagger, heavy mace, brooch of shielding, 2 holy symbols of Nerull, scroll of cure serious wounds x2, scroll of cure critical wounds x2, 200 gp.

Sorcerer of Nerull: Human Sor 9; CR 9; Medium humanoid; HD 9d4+21; hp 49; Init +6; Spd 30 ft.; AC 18 (22 w/shield cast), touch 16, flat-footed 16; Base Atk +4; Grp +4; Atk +6 ranged (1d8+1/19-20 x2, light crossbow); Full Atk +6 ranged (1d8+1/19-20 x2, light crossbow);

Space/Reach 5ft/5ft; AL NE; SV Fort +5, Ref +5, Will +6; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 18.

Skills and Feats: Concentration +17, Knowledge (arcana) +12, Listen +0, Sense Motive +0, Spellcraft +12, Spot +0; Improved Initiative, Rapid Reload, Skill Focus (concentration), Spell Focus (evocation), Toughness.

Sorcerer Spells Known (6/7/7/7/5; save DC 14 (15 for evocation) + spell level): 0— acid splash, daze, dancing lights, detect magic, flare, prestidigitation, ray of frost, read magic; 1st— color spray, grease, magic missile, ray of enfeeblement, shield; 2nd— glitterdust, melf's acid arrow, mirror image, touch of idiocy; 3rd— fireball, ray of exhaustion, slow; 4th— greater invisibility, ice storm

Possessions: dagger, +1 light crossbow, amulet of natural armor +2, bracers of armor +2, ring of protection +2, scroll of magic missile x4 (9th level caster), scroll of shield, scroll of blur (9th level caster), scroll of invisibility, 20 bolts, 150 gp.

Human Warrior: Human War 10; CR 9; Medium humanoid; HD 10d8+20; hp 82; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +10; Grp +14; Atk +17 melee (2d4+8+1d6/19-20 x4, Scythe); Full Atk +17/+12 melee (2d4+7+1d6/19-20 x4, Scythe); Space/Reach 5ft/5ft; AL N; SV Fort +9, Ref +5, Will +5; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +5, Ride +12, Sense Motive +5, Spot +5; Improved Critical (Scythe), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Scythe)

Possessions: +1 chain mail, +1 shocking thundering scythe (+3d8 on a confirmed critical), dagger, heavy flail, 115 gp.

Human Warrior (archer): Human War 10; CR 9; Medium humanoid; HD 10d8+20; hp 82; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +10; Grp +12; Atk +16 ranged (1d8+2+1d6+1d6[+1 within 30ft]/19-20/x3, composite longbow) or Atk +11 melee (1d10+3/19-20 x2, heavy flail); Full Atk +16/+11 [+14/+9/+14 w/Rapid Shot] ranged

(1d8+2+1d6+1d6[+1 within 30ft]/19-20 x3, composite longbow) or Atk +11/+7 melee (1d10+3/19-20 x2, heavy flail); Space/Reach 5ft/5ft; AL N; SV Fort +9, Ref +7, Will +3; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +5, Ride +13, Sense Motive +5, Spot +5; Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Composite Longbow)

Possessions: +1 *chain shirt*, +1 *frost shocking mighty composite longbow* (+2), *dagger*, *heavy flail*, *40 arrows*, *115 gp*.

Appendix A: (APL 12)

Encounter 1 (EL 15)

Priest of Nerull: Human Clr 11; CR 11; Medium humanoid; HD 11d8+22; hp 90; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +8; Grp +10; Atk +11 melee (2d4+3/x4, Scythe); Full Atk +11/+6 melee (2d4+3/x4, Scythe); Space/Reach 5ft/5ft; AL NE; SV Fort +9, Ref +4, Will +13; Str 14, Dex 12, Con 14, Int 10, Wis 19 (23), Cha 10.

Skills and Feats: Concentration +19, Diplomacy +5, Knowledge (Religion) +7, Listen +6, Sense Motive +8, Spellcraft +14, Spot +6; Improved Imitative, Martial Weapon Prof. (Scythe), Scribe Scroll, Skill Focus (concentration), spell focus (enchantment).

Cleric Spells prepared (save DC 16 [17 for enchantments] + spell level): 0— create water x2, cure minor wounds x2, detect magic x2; 1st— protection from good*, bless, divine favor, doom, entropic shield, protection from chaos, remove fear, shield of faith; 2nd— death knell*, bulls strength, resist energy x2, silence, spiritual weapon, sound burst; 3rd— magic circle against good*, dispel magic x2, invisibility purge, prayer, searing light; 4th— unholy blight*, air walk, divine power, poison, spell immunity, summon monster iv; 5th— slay living*, greater command x2, spell resistance; 6th— create undead*, dispel magic-greater, harm

*Domain Spell. Domains: Death (You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save); Evil (you cast evil spells at +1 caster level)

Possessions: +2 chain mail, ring of protection +2, +1 spell storing scythe (inflict serious wounds stored), dagger, heavy mace, brooch of shielding, 2 holy symbols of Nerull, scroll of cure serious wounds x2, scroll of cure critical wounds x2, wand of cure moderate wounds (10 charges), periapt of wisdom +4, 200 gp.

Sorcerer of Nerull: Human Sor 11; CR 11; Medium humanoid; HD 11d4+25; hp 59; Init +6; Spd 30 ft.; AC 18 (22 w/shield cast), touch 16, flat-footed 16; Base Atk +5; Grp +5; Atk +8 ranged

(1d8+1/19-20 x2, light crossbow); Full Atk +8 ranged (1d8+1/19-20 x2, light crossbow); Space/Reach 5ft/5ft; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 18 (22).

Skills and Feats: Concentration +19, Knowledge (arcana) +14, Listen +0, Sense Motive +0, Spellcraft +14, Spot +0; Improved Initiative, Rapid Reload, Skill Focus (concentration), Spell Focus (evocation), Toughness.

Sorcerer Spells Known (6/8/8/7/7/5; save DC 16 (17 for evocation) + spell level): 0— acid splash, daze, dancing lights, detect magic, flare, light, prestidigitation, ray of frost, read magic; 1st— color spray, grease, magic missile, ray of enfeeblement, shield; 2nd— glitterdust, melf's acid arrow, mirror image, tasha's hideous laughter, touch of idiocy; 3rd— fireball, lighting bolt, ray of exhaustion, slow; 4th— enervation, greater invisibility, ice storm; 5th— feeblemind, waves of fatigue

Possessions: dagger, +1 light crossbow, amulet of natural armor +2, bracers of armor +2, ring of protection +2, scroll of magic missile x4 (9th level caster), scroll of shield, scroll of blur (9th level caster), scroll of greater invisibility (9th level caster) 20 bolts, cloak of charisma +4, 110 gp.

Human Warrior: Human War 12; CR 11; Medium humanoid; HD 12d8+24; hp 98; Init +2; Spd 20 ft.; AC 22, touch 14, flat-footed 20; Base Atk +12; Grp +16; Atk +19 melee (2d4+8+1d6/19-20 x4, Scythe); Full Atk +19/+14/+9 melee (2d4+7+1d6/19-20 x4, Scythe); Space/Reach 5ft/5ft; AL N; SV Fort +10, Ref +6, Will +4; Str 19, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +6, Ride +12, Sense Motive +6, Spot +6; Blind Fight, Improved Critical (Scythe), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Scythe)

Possessions: +1 chain mail, amulet of natural armor +2, ring of protection +2, +1 shocking thundering scythe (+3d8 on a confirmed critical), dagger, heavy flail, 90 gp.

Human Warrior (archer): Human War 12; CR 11; Medium humanoid; HD 12d8+24; hp 98; Init +8; Spd 30 ft.; AC 22, touch 16, flat-footed 19; Base Atk +12; Grp +14; Atk +18 ranged

(1d8+2+1d6+1d6[+1 within 30ft]/19-20/x3, composite longbow) or Atk +14 melee (1d10+3/19-20 x2, heavy flail); Full Atk +18/+13/+8 [+16/+11/+16 w/Rapid Shot] ranged (1d8+2+1d6+1d6[+1 within 30ft]/19-20 x3, composite longbow) or Atk +14/+9/+4 melee (1d10+3/19-20 x2, heavy flail); Space/Reach 5ft/5ft; AL N; SV Fort +10, Ref +8, Will +4; Str 14, Dex 19, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +6, Ride +13, Sense Motive +6, Spot +6; Improved Initiative, Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Composite Longbow)

Possessions: +1 chain shirt, amulet of natural armor +2, ring of protection +2, +1 frost shocking mighty composite longbow (+2), dagger, heavy flail, 40 arrows, 90 gp.

Appendix B: Non-Combat NPCs

Tarquin: Human Clr 2; CR 2; Medium humanoid; HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +0; Grp +2; Atk +2 melee (1d8+2/x2, Heavy Mace); Full Atk +2 melee (1d8+2/x2, Heavy Mace); Space/Reach 5ft/5ft; AL NE; SV Fort +4, Ref +0, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 15.

Skills and Feats: Concentration +6, Diplomacy +4, Knowledge (Religion) +4, Sense Motive +2, Spellcraft +4, Spot +2; Iron Will, Scribe Scroll.

Cleric Spells prepared (save DC 12 + spell level): 0—*cure minor wounds x2; detect magic, Purify Food and Drink 1st—protection from evil*, bless, sanctuary, shield of faith*

*Domain Spell. Domains: Sun (Once per day you can perform an act of greater turning against undead in place of regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.); Good (you cast good spells at +1 caster level)

Possessions: *chain shirt, heavy mace, holy symbol of Pholtus, scroll of cure light wounds, 40 gp.*

Role-Playing Notes: Tarquin should be played as about as friendly and helpful as a Pholtan priest can be, which is to say that though he may smile at the PCs, he constantly expounds the greatness of Pholtus while he does. If any PCs are visibly bearing the symbols of any of the Oeridian wind gods or St. Cuthbert, Tarquin is visibly disturbed and annoyed by their presence. Although he will try his best to be polite to such PCs, Tarquin will speak to other PCs not wearing these symbols, if given the option.

Shalnor: Human Clr 14; CR 14; Medium humanoid; HD 14d8+28; hp 110; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +8; Grp +10; Atk +13 melee (1d8+4/x2, +2 shocking Heavy Mace); Full Atk +14/+9 melee (1d8+4/x2, +2 shocking Heavy Mace); Space/Reach 5ft/5ft; AL NE; SV Fort +11, Ref +4, Will +15; Str 14, Dex 10, Con 14, Int 10, Wis 19 (23), Cha 12.

Skills and Feats: Concentration +21, Diplomacy +10, Knowledge (Religion) +7, Listen +6, Sense Motive +8, Spellcraft +14, Spot +6; Extra Turning, Improved Initiative, Investigator, Leadership, Scribe Scroll

Cleric Spells prepared (save DC 16 + spell level): 0—*create water x2, cure minor wounds x2, detect magic x2; 1st—protection from evil*, bless, divine favor, entropic shield, magic weapon, protection from chaos, remove fear, shield of faith; 2nd—Aid*, augury, owl's wisdom, resist energy, shield other, silence, spiritual weapon, sound burst; 3rd—magic circle against evil*, continual flame, daylight, dispel magic, prayer, searing light; 4th—order's wrath*, divine power, freedom of movement, magic weapon-greater, neutralize poison, restoration, spell immunity; 5th—dispel evil*, flame strike, greater command, mark of justice, raise dead, spell resistance; 6th—blade barrier*, dispel magic-greater, heal, undeath to death, word of recall; 7th—holy word* regeneration, restoration-greater*

*Domain Spell. Domains: Law (You cast law spells at +1 caster level); Good (you cast good spells at +1 caster level)

Possessions: +2 *chain mail, ring of protection +2, dagger, +2 shocking heavy mace, candle of invocation, holy symbol of Pholtus, scroll of cure serious wounds, scroll of cure critical wounds, wand of cure moderate wounds (15 charges), periapt of wisdom +4, 200 gp.*

Role-Playing Notes: Shalnor is a man approaching 50 winters. Despite his age, he has a full head of brown hair and his limbs still have much strength in them. He tends to be more empathic towards religious beliefs than other Pholtans, so he is not overly bothered by PCs wearing other symbols, but neither does he force his own views on them. He does his best to answer any PC questions, but he is eager to raise Shenara.

Zambaric III: Human Wiz 14; CR 14; Medium humanoid; HD 14d4+28; hp 70; Init +6; Spd 30 ft.; AC 18 (22 w/shield cast), touch 16, flat-footed 16; Base Atk +5; Grp +5; Atk +8 ranged (1d8+1/19-20 x2, light crossbow); Full Atk +8 ranged (1d8+1/19-20 x2, light crossbow); Space/Reach 5ft/5ft; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 18 (22), Wis 10, Cha 14.

Skills and Feats: Concentration +17, Knowledge (arcana) +18, Knowledge (local) +7 Spellcraft +18, Craft Magic Arms and Armor, Craft Wand, Forge Ring, Improved Initiative, Scribe Scroll, Spell Focus (enchantment).

Wizard Spells Memorized (4/5/5/5/5/3/3/2; save DC 16 (17 for enchantment) + spell level): 0— acid splash, daze*, detect magic, read magic; 1st— burning hands, color spray, magic missile, ray of enfeeblement, shield, sleep*; 2nd— knock, melf's acid arrow, mirror image, tasha's hideous laughter x2, touch of idiocy*; 3rd— arcane sight, deep slumber*, fireball, lighting bolt, haste, slow; 4th— confusion*, fire shield, globe of Invulnerability-Lesser, greater invisibility, ice storm, stonkskin ; 5th— dismissal, feeblemind*, Leomund's secret chest, telekinesis; 6th— analyze dweomer, geas*, Mordenkain's lubrication, planar binding; 7th— hold person-mass*, arcane sight-greater, forcecage

*= extra enchantment spell gained from specialization

Possessions: dagger, +1 light crossbow, amulet of natural armor +4, bracers of armor +3, ring of protection +3, scroll of magic missile x4 (9th level caster), scroll of shield, scroll of greater invisibility (9th level caster) 20 bolts, headband of intellect +4, 110 gp.

Role-playing Notes: Zambaric is an old wizard of around 60 winters. He used to be a traveler all over Greyhawk and had many people who came to him to create magical items for them. He was paid well for his services, but since then, many of his clients have passed and he does not get many visitors. He really has no need of money or magic anymore, the only thing he really wants is some people to talk to. He should be played as a slightly forgetful, but well-meaning wizard. He is likely to make verbal side notes to himself out loud without writing them down.

Player Handout #1

My dearest Shenara,

There has been disturbing activity in the Pale as of late. News has reached my ears of people disappearing from their homes in the dark of night and of travelers who start their journeys in one town or another but never reach their destination.

Activity like this in the Pale, although disturbing, is to be expected at times. All manner of brigands and monsters lurk in the dark where Pholtus has not yet cast his light, but I believe this to be more than the work of mere brigands or highwaymen. The reason for this is because I have heard rumors that unholy symbols of dark gods like Nerull have been discovered at the sites of the attacks and abductions.

However, vague rumors and speculation have never been enough to convince the church to mount a strong enough force to truly root out any cults or troublemakers, especially when there are so many other problems facing the Pale, such as the constant threat of the Trollmoors and the invasion of the Ether creatures. Therefore, I have decided it is time to get some proof.

I would like to send you, my dearest friend, out on a scouting mission. If possible, please find some evidence of the cult's activities and what their ultimate goal may be. I realize this request may come at an odd time when we have not communicated for so many years, due to your traveling far and wide over the Pale, however, at this time, I need your keen eyes and quick mind.

When you have finished your scouting, please return to me in Ogburg. You will find me in my home near the Temple of Blazing Truth, awaiting your news, whether it be good, bad or inconclusive. Your usual reward will also be waiting for you.

As always, your guide on the One True Path,

Shalnor

Player Handout #1

To Whomsoever finds this letter,

If you are reading this I am surely dead. This is my will. If you have found my corpse along with this letter I ask you to return it and any of my belongings to my long time friend Shalnor at number 3 on the Way of Truth in Ogburg.

If you have not found my corpse or belongings as well, I ask you to at least journey to Ogburg and notify my friend of my demise.

Shalnor will surely reward you for your trouble and time spent in returning my body and possessions to him. Any who plunder my corpse after reading this letter will henceforth have the curse of Obad-hai on their heads until their dying day.

Shenara Landjumper