

ULP3-04

Wrapped in Death

**A One-Round D&D[®] LIVING GREYHAWK[®]
Principality of Ulek Regional Adventure**

by Christopher Reed

What dark secrets lie near the village of Cassius? Remnants of invaders and a mysterious mage have residents on the jump. Will you be able to unravel the truth, before being fitted for a burial shroud?
A Principality of Ulek regional adventure for APLs 4-12.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their

characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

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

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) 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 two-round Regional adventure set in the Principality of Ulek. All in-region characters pay two Time Units to participate in the adventure, while out-of-region characters pay four Time Units. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

Adventure Summary and Background

This is the twenty-fourth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

Back in 584 CY, the village of Cassius was attacked by a Pomarj force seeking to gain a foothold in the Lortmil Hills before pressing onward.

Fortunately for the Principality of Ulek, the Royal Army was able to force the Pomarjian ogre leader (or hill giant on higher APLs), Gron, and the orcs and ogres under his grip away from the village. Unfortunately, a number of the Pomarjian humanoids were able to escape and soon they found a nearby cave to hide in. Due to the heavy losses the Pomarjian force had sustained, Gron decided to wait in the cave until the Principality of Ulek let their guard down. During his wait, he ordered his troops to expand the cave and seek other uncovered underground areas that could be reached from their current position. Soon Gron grew very sick. Realizing his life was ending, he ordered that upon his death his body should be specially handled, which included a form of mummification process. Zabel, an orc shaman, would conduct the mummification process. When Gron finally did pass on, several of his most loyal ogre minions also undertook the process. Gron was buried in a newly discovered natural chamber deep within the Lortmil Hills. Over the next few months, the rest of the Pomarjian forces died due to a variety of reasons including starvation and battles with the Royal Army.

Recently an arcane necromancer named Emblemet, a follower of the Warlord, has

rediscovered the Pomarjian force's lair by accident.

Emblemet has been searching for a legendary item known as the *Ring of Death*. His search has led him through the village of Cassius and ultimately to the Pomarjian mausoleum. As for the *Ring of Death*, Emblemet knows it is quite close but has been unable to determine its exact location. Unfortunately for Emblemet, his undead minions are unable to assist in this search due to the magical nature of the ring.

With Emblemet, but against her will was Mendareta, Emblemet's captive love interest. Preferring death to life in Emblemet's captivity, Mendareta took her own life and has manifested as a ghost in the area where she died. She knows of Emblemet's intense interest in locating the *Ring of Death* and stresses to the PC's that finding this evil item, keeping it from the minions of the Warlord and destroying it should be the priority of any hero. Due to his demented love for Mendareta, Emblemet has kept her body well preserved within the caves below.

The PCs begin the adventure having just arrived in the small village of Cassius in the Lortmil Hills. Royal Army PCs have been sent here to ensure the safety of the village. Mine Ranger PCs have been sent here to check on the rumors of a nearby cave and explore further, if possible. Travel through the village has always been light but the happenings in the Disputed Territory have led the other (non-Royal Army and non-Mine Ranger) PCs here.

The PCs can wander about the small village of Cassius and make small purchases from the few shops that are located here. The PCs can also talk with the various village folk they come across. Each of the folks the PCs visit is quite interested in the adventurers, since they rarely receive visitors. The only other recent visitor was a wizardly gentleman, Emblemet, who was seeking some type of magical ring. He left the village about a month ago and hasn't been seen since.

Nearing the caves the PCs learned about in the village of Cassius, the PCs can attempt to search for clues, such as tracks. Due to the heavy rains that passed through here only two nights prior, little can be learned outside the caves.

Entering the caves, the PCs run into a large area with several pools of water created by the numerous stalactites and stalagmites here. Covering the floor are bones and decayed corpses of roughly human (orcs) and larger (ogre) size. Upon entering, the bones form into numerous undead skeletons that attack without fear. The

number of skeletons is based on the party's APL plus the total number of cleric levels in the party.

There are seemingly no exits from this area but investigation of the pools of water reveals that one of them conceals an underwater passageway after a five-foot drop.

Upon entering the pool of water, the PCs learn that the tunnel extends for at least thirty feet. On the other end of the tunnel, waiting over the exiting pool of water is at least one wraith. (There are more wraiths at higher APLs.) The wraith enters the pool, attacking the PCs while they are in the tunnel filled with water. An underwater combat with the wraith ensues.

After dealing with the underwater combat with the wraiths, the PCs discover the wraith's lair and a natural tunnel heading onward. Continuing onward, they encounter a falling block trap with weight of the block and falling distance based on APL.

Entering this area, it is easy to determine that it was dug out due to the relatively straight walls compared to the previously natural tunnels. On both the right and left walls are three large vertical caskets. Within several of the caskets are mummified ogres (using the template from *Savage Species*). On higher APLs, to increase the challenge of this particular fight, the mummified ogres may also be spellstitched. On the far wall is a set of large double doors that are double locked but not trapped.

Passing through the double doors, the PCs see the next room seems to hold the final resting-place of some creature of importance due to the large stone coffin resting in the back of the room. Instead, the stone coffin is empty but trapped with a poisonous gas. Hidden near the ceiling just behind the stone coffin is a secret door that leads to a spiral staircase down.

The old wooden spiral staircase leads down for a distance depending on the party's APL. Due to the spiral staircase's old and decaying condition, any weight over 250 pounds causes it to break, sending the PCs crashing down.

Upon reaching the bottom of the spiral staircase, either by foot, flight or fall, the PCs see a narrow natural passageway leading into a spacious cavern. In the back of the cavern are seven caskets, one of which displays several strange markings upon it. Inside this casket is Gron, who is now a mummified spellstitched ogre (or hill giant on higher APLs). To increase the challenge on higher APLs the mummified spellstitched ogre (or hill giant) is covered in brown mold, plus a pet of the

ogre (or hill giant) leader, a mummified spellstitched bat, is hiding on the ceiling.

Upon entering this side area, the PCs see a human female's body (Mendareta) lying on a large boulder. Her white dress is stained with blood due to a self-inflicted wound. Mendareta took her own life instead of continuing to be held in Emblem's captivity.

Soon after the PCs enter this area, Mendareta, in ghost form, enters the room and pleads with the PCs to:

- 1) Slay Emblem for his crimes against not only her, but also those whom he has killed and wrongfully raised into undead.
- 2) Ensure that all the undead located in these caves are destroyed.
- 3) Take her body to the village of Hyle and give it a proper burial.

This area houses Emblem's current resting-place. Emblem sleeps, prepares and eats his meals here. While very basic, it serves his needs. Located here are Emblem's notes, which make mention to a magical, yet extremely evil, ring known as *The Ring of Death*. His notes state that the ring is close but still hasn't been located. His notes also state that his undead minions have been unable to aid in the search, likely due to the magical nature of the ring. His notes also include mention of a more powerful necromancer, whom he takes orders from. This unnamed necromancer directly serves the Warlord.

Emblem's notes also make mention of an upcoming series of attacks on several nearby villages (including Cassius) in which Emblem's undead minions will only be a minor part of the Warlord's forces.

As the PCs start to head out of the cave, they find Emblem waiting for them in the large entrance cavern. The arcane necromancer Emblem (with a cleric necromancer, Coulton, on higher APLs) returned to the caves while the PCs were exploring the deeper sections and quickly realized that someone had intruded into his lair. Emblem decided to wait until the intruders emerged from the pool of water via the hidden passage before confronting them with force (aided by Coulton on higher APLs).

NOTE: This adventure is both a Royal Army and Mine Ranger mission.

Introduction

Before starting the adventure:

1) Check to see which PCs are members of the Royal Army Principality of Ulek meta-gaming organization. Give those PCs Player's Handout #1.

2) Check to see which PCs are members of the Mine Ranger Principality of Ulek meta-gaming organization. Give those PCs Player's Handout #2.

Once all the Army and Mine Ranger PC's (if any) have been given a chance to read the special handouts, continue with the following:

You make your way into the village of Cassius in the Lortmil Hills on this humid morning. Some of you have been directed here, while others have come for your own reasons.

During your travels you haven't seen a single traveler, so traffic through the village is apparently very light.

Continue with the first encounter.

Encounter 1: Cassius

Having entered the village of Cassius, the PCs are open to talk to anyone they find or wander about visiting the few shops that can be found here. The shops include:

- ❖ Sylonia's General Store
- ❖ Sotorrie's Spirits
- ❖ Furmenta's Beasts of Burden

Sylonia's General Store

Sylonia Siruliulus runs this general store. Originally started by her husband Cirlus, she has continued its operation after his death in 584 CY.

Cirlus, a member of the Royal Army, died at the hands of several ogres while protecting the village of Cassius from a Pomarjian force seeking to gain a foothold in the Lortmil Hills before pressing onward.

Sylonia is "rough around the edges" and can be taken as being gruff or even mean. This attitude was developed by the loss of her husband. She has no other family, so the general store is now her life.

The general store is an average sized building near the middle of town. Basic goods of all types can be found here. (All goods from the Player's Handbook can be purchased here). The goods

found here are packed tightly to maximize the space that is available.

If asked about any rumors or recent happenings, Sylonia informs the PCs that about a month ago, a thin stranger came to town and purchased various goods from her. She heard that he went to explore some caves just east of here but since the battle with the Pomarjian forces (in 584 CY) no one has dared to investigate that area.

Sylonia Siruliulus (female human Exp4; Appraise +5, Gather Information +5, Intimidate +5, Knowledge (History) +7, Knowledge (Local) +7, Sense Motive +8, Speak Language (Common, Dwarven, Halfling), Spot +3) merchant

Description: Sylonia is a 28-year-old female human (Oeridian). She has dark brown hair that ends just past the top of her shoulders. She is 5 foot, 4 inches tall and is on the trim side. She has tan skin and grey eyes. She wears comfortable clothes that do not impede upon her work. Sylonia is "rough around the edges" and can be taken as being gruff or even mean. This attitude was developed by the loss of her husband. She has no other family, so the general store is now her life.

Sotorrie's Spirits

Sans Sotorrie runs this little tavern. He says little and seems a bit bored or perhaps glum. Actually, he is sad due to the recent passing of his wife. With his two children all grown up and having moved on to other parts of the Principality of Ulek, he now lives by himself.

If asked about any rumors or recent happenings, he informs the PCs that he has heard several rumors about a wizardly fellow coming into the village about a month ago looking for some magical ring. From what Sans hears (he didn't actually meet the fellow) the guy was pretty intent on finding it.

His tavern is small but quaint. He has two rooms for rent for folks who need a place to rest for the evening.

Sans Sotorrie (male human Exp5; Alchemy +2, Bluff +7, Gather Information +10, Heal +1, Innuendo +5, Listen +8, Profession (Brewer) +5, Read Lips +5, Sense Motive +5, Speak Language (Common, Dwarven, Halfling)) merchant

Description: Sans is an aged male human (Suel). He is about 5 foot, 7 inches tall with thinning hair. His skin is fair and his eyes are pale blue. He wears a white shirt and a pair of brownish

trousers. He is sad due to the recent passing of his wife. With his two children all grown up and having moved on to other parts of the Principality of Ulek, he now lives by himself.

Furmenta's Beasts of Burden

Fruud Furmenta runs this shop that sells various beasts of burden, but only those that can be found in the Player's Handbook. Fruud loves to be around animals, whether it is training them or just playing with them. The only thing Fruud loves more than animals is his family. His wife, Labreea, recently had twin boys (Olquar and Magtar).

His store is quite small but he does have a good bit of fenced in area to hold all of the animals.

He has recently sold a number of animals to the farmer Cocistian Quaspus, who lives east of town.

If asked about any rumors or recent happenings, he remembers a wizardly man coming to town about a month ago who wished to purchase a horse. However, for some reason every animal seemed afraid of him and thus he left empty handed.

Fruud Furmenta (male human Exp3; Animal Empathy +8, Handle Animal +8, Knowledge (Nature) +6, Listen +4, Profession (rancher) +2, Ride +8, Speak Language (Common, Dwarven), Spot +4) merchant

Description: Fruud is a 30-year-old male human (Oeridian). He is six feet tall and bulky. He has dark tan skin and blue eyes. He wears comfortable clothes that do not impede upon his work. Fruud loves to be around animals, whether it is training them or just playing with them. The only thing Fruud loves more than animals is his family.

Other notable NPCs that PCs could talk to that could assist them in this adventure include:

- ❖ Cocistian Quaspus (human farmer)
- ❖ Brusk Hammerstone (dwarven herdsman)
- ❖ Bubby Bluebottle (halfling kid)

Other Notable NPCs

Cocistian Quaspus

Cocistian's farm lies between the village of Cassius and the caves that are the PC's ultimate mission for this day.

If Cocistian is sought by the PCs, he is found working his fields. His property borders on Brusk Hammerstone extensive fields and pastures. If asked about any recent oddities, Cocistian can tell the PCs about a gentleman who was seeking a magical ring and the location of several caves just east of the village and his farm. Cocistian is unsure why anyone would want to venture there, as in 584 CY a Pomarjian force was driven back by the Principality of Ulek Royal Army. The orcs and ogres that survived the battle are said to have escaped to these caves. Since that day, no one from the village has gone near them for fear of what could lie there.

Cocistian Quaspus (male human Com2; Knowledge (nature) +5, Profession (farmer) +5) farmer

Description: Cocistian is a middle aged human (Suel) man. He is about 5 feet, 9 inches tall, thin but muscular. His fair skin is ruddy red and his eyes are light blue. While working in his fields, he wears a pair of brownish trousers and a well-worn pair of sandals. He prefers to keep his back bare. He should be played like an old southern farmer complete with accent.

Brusk Hammerstone

Brusk herds sheep and cattle on a hill near Cocistian's farm. His land lies between the village of Cassius and the caves that are the PC's ultimate mission for this day.

If Brusk is sought by the PCs, he is tending to his animals. If asked about any recent oddities, Brusk can tell the PCs about a gentleman who was seeking a magical ring and the location of several caves just east of the village and Brusk's lands. Brusk sent him away, as something with this man just didn't seem right.

Brusk Hammerstone (male dwarf Com2; Handle Animal +5, Profession (herdsman) +5) herdsman

Description: Brusk is an aging dwarf. He is just a hair over 4 feet tall. He is bulky with deeply tanned skin and dark eyes. He wears a dull brown suit while performing his chores.

Bubby Bluebottle

Bubby Bluebottle should be used if the PCs are dragging or wandering about off track, in order to get the adventure going again.

Bubby is a young halfling boy who has lots of questions and lots to say. He'll point the PCs to three locations (see above) and two others (see notable NPCs) asking them if they knew this or that about them.

Bubby Bluebottle (male human Com1; Listen +4, Spot +4) kid

Description: Bubby is a young halfling boy. He is about 2 feet tall and quite thin. His skin is ruddy and his eyes are black. His clothes are tattered and dirty. Always questioning, always talking and hungry too, that's Bubby.

Encounter 2: Search for Clues

After a walk of about thirty minutes, you near some cave entrances that might be the ones you heard about back in the village of Cassius.

Allow the PCs to take any precautions they would like, such as casting preparatory spells or searching for clues. Due to the heavy rains that passed through here two nights prior, it requires a Search check (DC 35) to notice a set of human footprints. Those with the Track feat who succeed at the DC notice the footprints head away from the cave entrance. Nothing else of interest can be found here.

Encounter 3: The Dead

When the PCs enter the cave, continue with the following:

As you climb down several rocks to enter the cave, you are able to peer about inside using the late morning sunlight filtering into the cave. With the aid of this sunlight, it appears that a short, wide tunnel lies before you before it expends into a large cavern of some type.

Allow the PCs a moment before continuing onward.

As you continue into the cave, you can see the large cavern contains six pools of water as well as numerous stalactites and stalagmites scattered about the chamber. While you gaze at them and their natural beauty, you hear a

droplet of water fall into one of the pools. You do not see any other passages leading into this area.

The rest of the scene here is much more unpleasant as you see the floor is covered with the bones and decaying corpses of several roughly human and larger size figures.

Suddenly, a light wind caresses your back, brushing past you. As it does, some of the dirt on the cave's floor rises into the air. As the dirt rises, so do the bones, forming menacing skeletons. A host of skeletons of various sizes now stand before you with undead claws seeming ready to dig deep into your living flesh.

The medium-size skeletons are the remains of dead orcs, while the large skeletons are the remains of ogres.

Once the PCs have defeated the skeletons, they may wonder where to continue. Attempts to locate a secret door are unsuccessful, as there simply aren't any here. But investigation of the pools of water reveals that one of them conceals a water-filled passageway after a five-foot drop. The other pools of water are only a few feet in depth and lead nowhere.

Thus to continue the adventure, the PCs must enter the pool of water, following the tunnel to where it leads. Once they begin to do this, continue with the next encounter.

NOTE: Once the PCs enter the pool of water and move into the underwater tunnel, they enter the area of an *unhallow* spell. A *dispel magic* effect has been tied to the *unhallow* spell. Thus for the remainder of the event (starting with encounter four until encounter eleven):

- 1) The site is guarded by a *magic circle against good* effect.
- 2) All turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.
- 3) The *dispel magic* spell has been fixed to the *unhallow* site. It's at a caster level equal to Emblemets' (see Appendix I, Encounter Twelve, at the appropriate APL) and acts as a targeted *dispel* against everything that enters this site or is cast/used within this site. Any magic item that is suppressed by this effect remains suppressed until it leaves this area.

Additionally, due to a special ceremony that Emblemets has performed to Nerull within this area, all undead gain a +2 turning resistance.

These effects are only for encounters four through eleven.

APL 4 (EL 2)

Medium-size Skeleton (6): hp 12 each; see *Monster Manual*.

APL 6 (EL 4)

Medium-size Skeleton (9): hp 12 each; see *Monster Manual*.

Large Skeleton (1): hp 24; see *Monster Manual*.

APL 8 (EL 6)

Medium-size Skeleton (9): hp 12 each; see *Monster Manual*.

Large Skeleton (6): hp 24 each; see *Monster Manual*.

APL 10 (EL 8)

Medium-size Skeleton (14): hp 12 each; see *Monster Manual*.

Large Skeleton (9): hp 24 each; see *Monster Manual*.

APL 12 (EL 10)

Medium-size Skeleton (14): hp 12 each; see *Monster Manual*.

Large Skeleton (14): hp 24 each; see *Monster Manual*.

Encounter 4: Water Wraiths

When the first PC steps into the pool of water, continue with the following.

Stepping into the murky pool, goose bumps form on your skin due to the coolness of the water. As you feel and look around, you are able to determine that there is a five-foot tunnel completely underwater just a mere five feet down from the surface of this pool. How long the tunnel extends is impossible to determine.

Upon entering the pool of water and proceeding into the underwater tunnel, the PCs learn that the tunnel extends for at least thirty feet. On the other end of

the tunnel out of the view of the PCs, waiting over the exit from the passage is at least one wraith. (There are more wraiths at higher APLs.) The wraith enters the passage area, attacking the PCs while they are in the tunnel filled with water. An underwater combat with the wraith ensues. Since the wraith is undead and incorporeal it does not need to breathe or make swim checks.

PC can either swim or walk through the tunnel.

PCs can swim one-quarter speed as a move-equivalent action or one-half speed as a full-round action. PCs walking on the bottom of the tunnel can move at one-half speed as a move-equivalent action or at full speed as a full-round action.

Please see DM's Aid #3 for rules on underwater combat.

APL 4 (EL5)

Wraith (1): hp 40; see *Monster Manual*.

APL 6 (EL7)

Wraith (2): hp 40 each; see *Monster Manual*.

APL 8 (EL8)

Wraith (3): hp 40 each; see *Monster Manual*.

APL 10 (EL10)

Advanced Wraith (3): hp 75 each; see Appendix 1: NPCs.

APL 12 (EL12)

Advanced Wraith (6): hp 75 each; see Appendix 1: NPCs.

Encounter 5: Wraith's Lair and a Block to the Head

Having dealt with the water wraiths, each of you pulls yourself out of the water on the other side of the water-filled tunnel. You quickly see the empty wraith's lair plus water slopped around the edges of the pool you stand next to. This is obviously how the water wraiths knew you had entered the tunnel.

A single natural tunnel looms before you.

Quickly drying yourself off, you continue onward down the tunnel.

Down the tunnel a bit (see the appropriate map) is a falling block trap that is triggered by stepping on a particular five-foot by ten-foot square area.

Once having dealt with the trap, continue with the next encounter.

APL 4 (EL 1)

Falling Block Trap: CR 1; mechanical; location trigger; repair reset; Atk +5 ranged (2d6); Search (DC 21); Disable Device (DC 20). *Note:* The block is 5 ft. by 10 ft.

APL 6 (EL 2)

Falling Bolt Trap: CR 2; mechanical; location trigger; repair reset; Atk +10 ranged (4d6); Search (DC 25); Disable Device (DC 25). *Note:* The block is 5 ft. by 10 ft.

APL 8 (EL 3)

Falling Bolt Trap: CR 3; mechanical; location trigger; repair reset; Atk +15 ranged (6d6); Search (DC 29); Disable Device (DC 25). *Note:* The block is 5 ft. by 10 ft.

APL 10 (EL 4)

Falling Bolt Trap: CR 4; mechanical; location trigger; repair reset; Atk +20 ranged (8d6); Search (DC 34); Disable Device (DC 25). *Note:* The block is 5 ft. by 10 ft.

APL 12 (EL 5)

Falling Bolt Trap: CR 5; mechanical; location trigger; repair reset; Atk +25 ranged (10d6); Search (DC 37); Disable Device (DC 25). *Note:* The block is 5 ft. by 10 ft.

Encounter 6: Mummified Ogres

Continuing down the natural tunnel, an eerie silence fills the air. Soon the tunnel leads into an excavated square room. It is forty feet long and wide and twenty feet tall. Resting against both side walls are three large caskets with a length of at least twelve feet. Painted on each of the caskets is a picture of a large humanoid creature, apparently that of a giant. Several broken urns litter the room. On the opposite side of the room from you is a set of large wooden double doors.

Abruptly, several of the caskets burst open, revealing a horrifying sight.

Stepping out of the caskets is one (or more) mummified ogre. On higher APLs, the mummified ogres have been spellstitched.

They attack until destroyed. On APLs 4-8, the mummified ogres simply attack in melee with their slam attacks. On APLs 10 & 12, the spellstitched-mummified ogres first attempt to use their spell-like abilities, while keeping spread out and then move into melee with their slam attacks.

The caskets and broken urns have no value and are empty.

The large wooden double doors are double locked but not trapped. The double doors can be opened with two successful Open Lock (DC 25) checks. Alternatively, they can be battered down (DC 25). The doors have are two inches thick have a hardness of 5 and 20 hit points. Once the PCs have found a way through the doors, continue with the next encounter.

APL 4 (EL 5)

Mummified Ogre (1): hp 33; see Appendix 1: NPCs.

APL 6 (EL 7)

Mummified Ogre (2): hp 33 each; see Appendix 1: NPCs.

APL 8 (EL 8)

Mummified Ogre (3): hp 33 each; see Appendix 1: NPCs.

APL 10 (EL 10)

Spellstitched Mummified Ogre (4): hp 33 each; see Appendix 1: NPCs.

APL 12 (EL 12)

Spellstitched Mummified Ogre Fighter (4): hp 45 each; see Appendix 1: NPCs.

Encounter 7: Final Resting Place?

Passing through the double doors, you see it leads to another room. This room is forty feet in length, twenty feet in width and twenty feet high.

At the back of the room is a large stone coffin resting firmly on the floor. The stone coffin is trimmed in gold and has several carvings on the side of it.

The large stone coffin is not as it appears. While PCs may believe it to be the final resting place of some now dead creature or perhaps the lair of some nasty, evil creature, it is merely a stepping stone to a large secret door in the ceiling that leads to a spiral staircase and a trap for the curious and/or greedy.

PCs who lift the lid off the coffin (Strength check: DC 15) set off a trap that releases a poisonous gas (see below).

PCs searching the ceiling of the room just over the stone coffin can, with a successful Search check (DC 25), locate a secret trap door that leads to a spiral staircase that heads down.

All APLs (EL 3)

Poisonous Gas Trap: CR 3; mechanical; location trigger; repair reset; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). *Note:* Trap releases brain dust (Confusion/1d4 Wis).

Encounter 8: Spiral Staircase

Having found the secret trap door that was hidden over the stone coffin, you proceed down a short tunnel until you came to an enormous spiral staircase that resides in front of you now.

The spiral staircase is made out of wood and appears to have seen better days, as numerous scratches and chips can be seen on them. Additionally, several stairs are broken or altogether missing.

The wooden spiral staircase leads straight down for over one hundred and twenty feet. Due to the spiral staircase's old and decaying condition, any weight over 250 pounds causes it to break sending the PCs crashing down at a distance dependant solely on APL. (at APL 4 the distance is quite smaller then at APL 12.)

Once the PCs have gotten to the bottom of the spiral staircase, continue with the next encounter.

APL 4 (EL 1)

Collapsing Stairs: CR 1; mechanical; location trigger; repair reset; no attack roll necessary (2d6); Search/Knowledge [Engineering] (DC 20).

APL 6 (EL 2)

Collapsing Stairs: CR 2; mechanical; location trigger; repair reset; no attack roll necessary (4d6); Search/Knowledge [Engineering] (DC 20).

APL 8 (EL 3)

Collapsing Stairs: CR 3; mechanical; location trigger; repair reset; no attack roll necessary (6d6); Search/Knowledge [Engineering] (DC 20).

APL 10 (EL 4)

Collapsing Stairs: CR 4; mechanical; location trigger; repair reset; no attack roll necessary (8d6); Search/Knowledge [Engineering] (DC 20).

APL 12 (EL 5)

Collapsing Stairs: CR 5; mechanical; location trigger; repair reset; no attack roll necessary (10d6); Search/Knowledge [Engineering] (DC 20).

Encounter 9: Oh My Mummy!

Upon reaching the bottom of the spiral staircase, you see a narrow natural passageway that leads into a spacious cavern. In the back of the cavern are seven large caskets, like the ones you have previously seen. However, the one in the middle is at least fifteen feet tall, unlike the others that are about twelve feet tall. Additionally, you notice that this larger casket has several strange markings on it in addition to the painted picture of a large humanoid or giant.

There is also an opening on either side of the cavern extending into other areas just out of view.

Inside the casket is Gron, a mummified spellstitched ogre (or hill giant on APL 12). He attacks in melee using his slam attacks. He only uses his spell-like abilities as a last resort.

Starting at APL 6, Gron is covered in brown mold. Brown mold feeds on warmth, drawing heat from anything around it. Living creatures within 5 feet of it take 3d6 points of cold subdual damage. Fire brought within 5 feet of the mold causes it to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it. Since Gron is undead, the brown mold has no effect on him.

Starting at APL 10, the PCs also encounter (2 at APL 10 and 6 at APL 12) spellstitched-mummified bats, some of Gron's former pets. They are hiding on the ceiling and require a successful Spot check (DC 24) to notice. They use their spell-like abilities, first using *magic jar* and then

enervation to slow down the PCs and then attacking in melee if pressed into the situation.

On APL 12, Gron and his pet bats are augmented by six mummified ogres. They reside in the other caskets in the room. They attack the nearest PC.

All these creatures attack until destroyed.

APL 4 (EL 6)

Gron, Spellstitched Mummified Ogre: hp 33; see Appendix 1: NPCs.

APL 6 (EL 8)

Gron, Spellstitched Mummified Ogre: hp 33; see Appendix 1: NPCs.

APL 8 (EL 10)

Gron, Spellstitched Mummified Ogre Ftr2: hp 45; see Appendix 1: NPCs.

APL 10 (EL 13)

Gron, Spellstitched Mummified Hill Giant: hp 92; see Appendix 1: NPCs.

Spellstitched Mummified Bat (2): hp 7 each; see Appendix 1: NPCs.

APL 12 (EL 15)

Gron, Spellstitched Mummified Hill Giant: hp 92; see Appendix 1: NPCs.

Spellstitched Mummified Bat (6): hp 7 each; see Appendix 1: NPCs.

Mummified Ogre (6): hp 33 each; see Appendix 1: NPCs.

Encounter 10: Friendly Ghost

Entering this side area, you see a human female's body lying atop a large boulder. Her white dress is stained with blood.

The human female's body is that of Mendareta. Her white dress is stained with blood due to a self-inflicted wound. Mendareta took her own life instead of continuing to be held in Emblem's captivity.

Soon after the PCs enter this area, Mendareta, in ghost form, enters the room and pleads with the PCs to:

- 1) Slay Emblemēt for his crimes against not only her, but also those he has killed and wrongfully raised into undead, to use for his vile purposes.
- 2) Ensure that all the undead located in these caves are destroyed.
- 3) Take her body to the village of Hyle and give it a proper burial.

If the PCs refuse to do any of three tasks for her or attempt to attack her, she weeps uncontrollably and eventually wanders off. She will not attack the PCs regardless of any actions they take against her.

If asked questions, the ghost of Mendareta tries to answer as best she can. She knows the following:

- 1) The person behind the spellstitched undead is Emblemēt, an arcane necromancer and follower of Nerull.
- 2) Emblemēt has caused the death of numerous people and brought them into an undead life.
- 3) Emblemēt had a love interest in her, holding her captive when she didn't feel the same way towards him.
- 4) Emblemēt is seeking a magical but evil ring, known as the *Ring of Death*. Unfortunately, she knows nothing further about this ring except that he has not discovered it and seems to be having trouble doing so.
- 5) Emblemēt left the caves two days ago, perhaps to make arrangements for a large battle that is set to take place. She believes that many of the towns and villages on the eastern edge of the Principality of Ulek will be attacked by undead forces. These forces will be controlled by a powerful necromancer who is the Warlord's right hand man. She is unsure when Emblemēt might return.
- 6) Emblemēt is sometimes visited by a cleric of Nerull named Coultin.
- 7) She has been dead for several weeks and does not wish to return to the land of the living.

Encounter 11: No One's Home

Entering this area, you see it has recently been used. Two small cots have been set up, along with a makeshift wooden table and two aging wooden chairs. Away from all of this is the repulsive sight of some strange markings next to the blood covered profane altar to an evil god.

This area is Emblemēt's current resting place. Emblemēt is the arcane necromancer who found this cave and spellstitched the mummified creatures located here.

Emblemēt sleeps, prepares and eats his meals here. While very basic, it serves his needs. Located here are Emblemēt's notes, which make mention to a magical, yet extremely evil, ring known as *The Ring of Death*. His notes state that the ring is close but still hasn't been located. His notes also state that his undead minions have been unable to aid, likely due to some magical property of the ring. His notes also include mention of a more powerful necromancer, whom he takes orders from. This unnamed necromancer directly serves the Warlord.

Emblemēt's notes also make mention of an upcoming attack on a variety of nearby villages, including Cassius, in which Emblemēt's undead minions will only be a minor part of the host.

Nothing else of interest lies here and Emblemēt is nowhere to be found. (at least until the PCs make their way out of this blasphemous place).

Encounter 12: Oh . . . There You Are!

When the PCs head back to the surface, continue with the following:

Heading back in the direction you came, you manage to find a way back up the unsteady stairs with new and unsettling information. You reach the wraith's lair, where the underwater tunnel is your final obstacle before making it back to the surface.

Waiting for the PCs in the large cavern that contains six pools of water is Emblemēt, an arcane necromancer and follower of Nerull. While the undead horrors had resided here before he came, it was he who heightened their power and commanded them. At APL 12, Coultin, a cleric of Nerull, accompanies him.

While the PCs were exploring his home, he returned to find the skeletons defeated and water

from the pool on the floor. Thus, he knew someone had been here, so he has been patiently waiting until they came back through the pool of water.

While exiting the pool of water, PCs receive a -20 circumstance penalty to both Hide and Move Silently checks. Also, it is likely only one PC will be out of the underwater tunnel when combat starts.

Emblemet is a slightly mad, so during combat he shouts various things to the PCs including:

- 1) ***"What have you done with my lover?"***
- 2) ***"Death is upon you, why not join me instead?"***
- 3) ***"I will find it, I will find the Ring of Death!"***
- 4) ***"Why have you invaded my home?"***
- 5) ***"Even if you defeat me, waves of death shall roll over your land."***

Some of these are small hints on various items.

When combat starts, Emblemet first drinks his *potion of haste* and then focuses on using his spells and magic items. He only attacks in melee if these options are exhausted. Coultin, for APL 12, attacks in melee whenever possible.

APL 4 (EL 4)

Emblemet: Male Human Sor4; hp 21; see Appendix 1: NPCs.

APL 6 (EL 6)

Emblemet: Male Human Sor6; hp 31; see Appendix 1: NPCs.

APL 8 (EL 8)

Emblemet: Male Human Sor8; hp 41; see Appendix 1: NPCs.

APL 10 (EL 10)

Emblemet: Male Human Sor10; hp 51; see Appendix 1: NPCs.

APL 12 (EL 12)

Emblemet: Male Human Sor10; hp 51; see Appendix 1: NPCs.

Coultin: Male Human Clr9; hp 76 (67); see Appendix 1: NPCs.

Conclusion

Having survived the undead and their evil arcane necromantic master, you leave the profane cave near the village of Cassius.

Check to see if any PCs are planning to take the body of Mendareta back to the village of Hyle for burial. If they do so, Mendareta's father (Tataric), being a cleric of St. Cuthbert is willing to teach clerics, druids, paladins, and rangers with a home region of the Principality of Ulek a new spell called *detect disease*. As the judge, you should ensure that the PC's home region is indeed the Principality of Ulek.

Details of this new spell can be found in the Treasure Summary plus this event's AR.

Also, members of the Royal Army and/or Mine Rangers earn a commendation for their part in this mission.

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 to each character.

Encounters 3: The Dead

Defeat skeletons.

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	120 XP

Encounter 4: Water Wraiths

Defeat wraiths.

APL 4	120 XP
APL 6	150 XP
APL 8	180 XP
APL 10	210 XP
APL 12	240 XP

Encounter 5: Wraith's Lair and Block to the Head

Survive trap.

APL 4	30 XP
APL 6	30 XP
APL 8	30 XP
APL 10	30 XP

APL 12

30 XP

Encounter 6: Mummified Ogres

Defeat the mummified creatures.

APL 4	120 XP
APL 6	150 XP
APL 8	180 XP
APL 10	210 XP
APL 12	240 XP

Encounter 8: Collapsing Stairs

Survive trap.

APL 4	30 XP
APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

Encounter 9: Oh My Mummy!

Defeat the mummified creatures.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	270 XP
APL 12	330 XP

Encounter 12: Oh . . . There You Are!

Defeat the flesh golems.

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	210 XP
APL 12	270 XP

Role-play Experience

Good role-play throughout the event.

APL 4	90 XP
APL 6	135 XP
APL 8	180 XP
APL 10	225 XP
APL 12	270 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Treasure Key:

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

Encounter 9: Oh My Mummy!

Strip and sell the mummified spellstitched ogre's (or hill giant's) ring.

APL 4: L: 0 gp; C: 0 gp; M: *boots of the winterlands* (Value 208 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *boots of the winterlands* (Value 208 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *boots of the winterlands* (Value 208 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *boots of the winterlands* (Value 208 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *boots of the winterlands* (Value 208 gp per character).

Encounter 12: Oh . . . There You Are!

Strip and sell the necromancer's gear.

APL 4: L: 1 gp; C: 0 gp; M: *cloak of resistance* +2 (Value 333 gp per character); *everburning torch* (Value 7 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of fly* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); *potion of remove blindness/deafness* (Value 62 gp per character); *potion of water breathing* (Value 62 gp per character).

APL 6: L: 1 gp; C: 0 gp; M: *cloak of resistance* +2 (Value 333 gp per character); *everburning torch* (Value 7 gp per character); *necklace of acid balls [type II]* (Value 225 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of fly* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); *potion of remove blindness/deafness* (Value 62 gp per character); *potion of water breathing* (Value 62 gp per character).

APL 8: L: 1 gp; C: 0 gp; M: *cloak of resistance* +3 (Value 750 gp per character); *everburning torch* (Value 7 gp per character); *necklace of acid balls [type II]* (Value 225 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of fly* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); *potion of remove blindness/deafness* (Value 62 gp per character); *potion of water breathing* (Value 62 gp per character).

APL 10: L: 1 gp; C: 33 gp; M: *cloak of resistance* +3 (Value 750 gp per character); *everburning torch* (Value 7 gp per character); *necklace of acid balls [type II]* (Value 225 gp per character); *periapt of health* (Value 625 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of fly* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); *potion of remove blindness/deafness* (Value 62 gp per character); *potion of water*

breathing (Value 62 gp per character); *ring of feather falling* (Value 183 gp per character).

APL 12: L: 214 gp; C: 100 gp; M: *cloak of resistance* +4 (Value 1333 gp per character); *everburning torch* (Value 7 gp per character); *necklace of acid balls [type II]* (Value 225 gp per character); *periapt of health* (Value 625 gp per character); *potion of cure serious wounds* (Value 62 gp per character); *potion of fly* (Value 62 gp per character); *potion of haste* (Value 62 gp per character); *potion of remove blindness/deafness* (Value 62 gp per character); *potion of water breathing* (Value 62 gp per character); *ring of feather falling* (Value 183 gp per character).

Total Possible Treasure

APL 4: L: 1 gp; C: 0 gp; M: 858 gp;

Total: 859 gp (600 gp)

APL 6: L: 1 gp; C: 0 gp; M: 1083 gp;

Total: 1084 gp (800 gp)

APL 8: L: 1 gp; C: 0 gp; M: 1500 gp;

Total: 1501 gp (1250 gp)

APL 10: L: 1 gp; C: 33 gp; M: 2308 gp;

Total: 2342 gp (2100 gp)

APL 12: L: 214 gp; C: 100 gp; M: 2778 gp;

Total: 3053 gp (3000 gp)

Special

o Royal Army Commendation

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Principality of Ulek Royal Army, have received this commendation.

o Mine Rangers Commendation

For successfully defeating a potential threat to the Principality of Ulek, you, a member of the Mine Rangers, have received this commendation.

u Necklace of Acid Balls (Type II)

This necklace functions just like a *Necklace of Fireballs (Type II)* except that the type of damage is acid instead of fire.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, Energy Substitution, *fireball*; *Market Price:* 2,700 gp; *Weight:* 2 lbs.

o Tataric Instructs

This PC has gained access to the following spell:

Detect Disease

Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1

Components: V, S

Casting Time: 1 action

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

Target or Area: One creature, one object, or a 5-ft. cube.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object or area has been diseased or can deliver a disease. You can determine the exact type of disease with a successful Wisdom check (non-magical disease DC 20; magical disease DC 25). A character with the Heal skill may try a Heal check (DC as above) if the Wisdom check fails, or may try the Heal check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Item Access

APL 4

Boots of the Winterlands

Cloak of resistance +2

Everburning torch

Potion of cure serious wounds

Potion of fly

Potion of haste

Potion of remove blindness/deafness

Potion of water breathing

APL 6

Necklace of acid balls [type II]

APL 8

Cloak of resistance +3

APL 10

Periapt of health

Ring of feather falling

APL 12

Cloak of resistance +4

Appendix I: NPCs

Encounter 4

Advanced Wraith: Medium-Size Undead (Incorporeal); HD 10d12; hp 75; Init +7 (Dex, Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atks +8 melee (1d4 plus 1d6 permanent Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +16, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +17; Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative.

Encounter 6

APL 4 (EL 5)

Mummified Ogre (1): Large Undead; HD 4d12+3; hp 33; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10 plus disease, slam); SA Despair (DC 14), disease (DC 14); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits; AL LE; SV Fort +4, Ref -1, Will +3; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

APL 6 (EL 7)

Mummified Ogre (2): Large Undead; HD 4d12+3; hp 33 each; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10 plus disease, slam); SA Despair (DC 14), disease (DC 14); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits; AL LE; SV Fort +4, Ref -1, Will +3; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

APL 8 (EL 8)

Mummified Ogre (3): Large Undead; HD 4d12+3; hp 33 each; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10 plus disease, slam); SA Despair (DC 14), disease (DC 14); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits; AL

LE; SV Fort +4, Ref -1, Will +3; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

APL 10 (EL 10)

Spellstitched Mummified Ogre (4): Large Undead; HD 4d12+3; hp 33 each; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10 plus disease, slam); SA Despair (DC 14), disease (DC 14); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 16; AL LE; SV Fort +6, Ref +1, Will +5; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *grease*, *lightning bolt*. Caster level 4th; save DC 11 + spell level.

APL 12 (EL 12)

Spellstitched Mummified Ogre Fighter (4): Large Undead Ftr2; HD 6d12+3; hp 45 each; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +11 melee (2d6+10 plus disease, slam); SA Despair (DC 15), disease (DC 15); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 16; AL LE; SV Fort +9, Ref +1, Will +5; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +7, Listen +2, Spot +2; Blind-Fight, Improved Initiative, Power Attack, Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *grease*, *lightning bolt*. Caster level 6th; save DC 11 + spell level.

Encounter 9

APL 4 (EL 6)

Gron, Spellstitched Mummified Ogre: Large Undead; HD 4d12+3; hp 33; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10 plus disease, slam); SA Despair (DC 14), disease (DC 14); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 16; AL LE; SV Fort +6, Ref +1, Will +5; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *lightning bolt*, *mage armor*. Caster level 4th; save DC 11 + spell level.

Possessions: *ring of coolness*.

APL 6 (EL 8)

Gron, Spellstitched Mummified Ogre: Large Undead; HD 4d12+3; hp 33; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10 plus disease, slam); SA Despair (DC 14), disease (DC 14); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 16; AL LE; SV Fort +6, Ref +1, Will +5; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *lightning bolt*, *mage armor*. Caster level 4th; save DC 11 + spell level.

Possessions: *ring of coolness*.

APL 8 (EL 10)

Gron, Spellstitched Mummified Ogre Fighter: Large Undead; HD 6d12+3; hp 45; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +11 melee (2d6+10 plus disease, slam); SA Despair (DC 15), disease (DC 15); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 16; AL LE; SV Fort +9, Ref +1, Will +5; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +7, Listen +2, Spot +2; Blind-Fight, Improved Initiative, Power Attack, Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *lightning bolt*, *mage armor*. Caster level 6th; save DC 11 + spell level.

Possessions: *ring of coolness*.

APL 10 (EL 13)

Gron, Spellstitched Mummified Hill Giant: Large Undead; HD 12d12+3; hp 92; Init -2 (Dex); Spd 30 ft.; AC 16 (touch 7, flat-footed 16); Atks +17/+11 melee (2d6+13 plus disease, slam); SA Despair (DC 18), disease (DC 18), rock throwing; SQ DR 10/+3, fire vulnerability, resistant to blows, undead traits, turn resistance +2, rock catching;

SR 20; AL LE; SV Fort +10, Ref +4, Will +8; Str 28, Dex 6, Con -, Int 2, Wis 14, Cha 21.

Skills and Feats: Climb +11, Jump +11, Spot +6; Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *lightning bolt*, *mage armor*. Caster level 4th; save DC 15 + spell level.

Possessions: *ring of coolness*.

Spellstitched Mummified Bats (2): Diminutive Undead; HD 1/4d12+3; hp 7 each; Init +1 (Dex); Spd 5 ft., 40 ft. (good); AC 23 (touch 15, flat-footed 18); Atks +1 melee (1d3-3 plus disease, slam); SA Despair (DC 15), disease (DC 15); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 15; AL LE; SV Fort +4, Ref +5, Will +6; Str 4, Dex 13, Con -, Int 2, Wis 18, Cha 8.

Skills and Feats: Listen +11, Move Silently +5, Spot +11; Toughness.

Spell-Like Abilities: 3/day - *magic missile*, *melf's acid arrow*; 1/day - *cloudkill*, *darkness*, *enervation*, *flame arrow*, *magic jar*, *ray of enfeeblement*, *stinking cloud*, *wall of fire*. Caster level 1st; save DC 9 + spell level.

APL 12 (EL 15)

Gron, Spellstitched Mummified Hill Giant: Large Undead; HD 12d12+3; hp 92; Init -2 (Dex); Spd 30 ft.; AC 16 (touch 7, flat-footed 16); Atks +17/+11 melee (2d6+13 plus disease, slam); SA Despair (DC 18), disease (DC 18), rock throwing; SQ DR 10/+3, fire vulnerability, resistant to blows, undead traits, turn resistance +2, rock catching; SR 20; AL LE; SV Fort +10, Ref +4, Will +8; Str 28, Dex 6, Con -, Int 2, Wis 14, Cha 21.

Skills and Feats: Climb +11, Jump +11, Spot +6; Toughness, Weapon Focus (greatclub).

Spell-Like Abilities: 3/day - *flaming sphere*, *magic missile*; 1/day - *fireball*, *glitterdust*, *lightning bolt*, *mage armor*. Caster level 4th; save DC 15 + spell level.

Possessions: *ring of coolness*.

Spellstitched Mummified Bats (6): Diminutive Undead; HD 1/4d12+3; hp 7 each; Init +1 (Dex); Spd 5 ft., 40 ft. (good); AC 23 (touch 15, flat-footed 18); Atks +1 melee (1d3-3 plus disease, slam); SA Despair (DC 15), disease (DC 15); SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits, turn resistance +2; SR 15; AL LE;

SV Fort +4, Ref +5, Will +6; Str 4, Dex 13, Con -, Int 2, Wis 18, Cha 8.

Skills and Feats: Listen +11, Move Silently +5, Spot +11; Toughness.

Spell-Like Abilities: 3/day - *magic missile*, *melf's acid arrow*, 1/day - *cloudkill*, *darkness*, *enervation*, *flame arrow*, *magic jar*, *ray of enfeeblement*, *stinking cloud*, *wall of fire*. Caster level 1st; save DC 9 + spell level.

Mummified Ogre (6): Large Undead; HD 4d12+3; hp 33 each; Init -2 (Dex); Spd 20 ft.; AC 15 (touch 7, flat-footed 15); Atks +9 melee (2d6+10, slam); SA Despair, disease; SQ DR 5/+1, fire vulnerability, resistant to blows, undead traits; AL LE; SV Fort +4, Ref -1, Will +3; Str 24, Dex 6, Con -, Int 2, Wis 14, Cha 12.

Skills and Feats: Climb +5, Listen +2 Spot +2; Toughness, Weapon Focus (greatclub).

Encounter 12

APL 4 (EL 4)

Emblem: Male Human Sor4; Medium-size human; HD 4d4+8; hp 21; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d4-1 [crit 19-20], dagger); AL NE; SV Fort +5, Ref +5, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +13, Knowledge (arcana) +1, Knowledge (undead) +3; Combat Casting, Improved Initiative, Weapon Finesse (touch).

Spells Known (6/7/4; base DC = 13 + spell level): 0 – *detect magic*, *disrupt undead*, *flare*, *light*, *ray of frost*, *read magic*; 1st – *chill touch*, *mage armor*, *shield*; 2nd – *ghoul touch*.

Possessions: silver dagger, *cloak of resistance* +2, *everburning torch*, *potion of cure serious wounds*, *potion of fly*, *potion of haste*, *potion of remove blindness/deafness*, *potion of water breathing*.

APL 6 (EL 6)

Emblem: Male Human Sor6; Medium-size human; HD 6d4+12; hp 31; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4-1 [crit 19-20], dagger); AL NE; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +15, Knowledge (arcana) +1, Knowledge (undead) +4; Combat Casting, Dodge, Improved Initiative, Weapon Finesse (touch).

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – *arcane mark*, *detect magic*, *disrupt undead*, *flare*, *light*, *ray of frost*, *read magic*; 1st – *cause fear*, *chill touch*, *mage armor*, *shield*; 2nd – *ghoul touch*, *scare*; 3rd – *vampiric touch*.

Possessions: silver dagger, *cloak of resistance* +2, *everburning torch*, *necklace of acid balls* [type II], *potion of cure serious wounds*, *potion of fly*, *potion of haste*, *potion of remove blindness/deafness*, *potion of water breathing*.

APL 8 (EL 8)

Emblem: Male Human Sor8; Medium-size human; HD 8d4+16; hp 41; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4-1 [crit 19-20], dagger); AL NE; SV Fort +7, Ref +7, Will +11; Str 8, Dex 14, Con 14, Int 10, Wis 15, Cha 16.

Skills and Feats: Concentration +17, Knowledge (arcana) +1, Knowledge (undead) +5; Combat Casting, Dodge, Improved Initiative, Weapon Finesse (touch).

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0 – *arcane mark*, *detect magic*, *disrupt undead*, *flare*, *light*, *ray of frost*, *read magic*, *resistance*; 1st – *cause fear*, *chill touch*, *mage armor*, *magic missile*, *shield*; 2nd – *ghoul touch*, *scare*, *spectral hand*; 3rd – *fireball*, *vampiric touch*; 4th – *enervation*.

Possessions: silver dagger, *cloak of resistance* +3, *everburning torch*, *necklace of acid balls* [type II], *potion of cure serious wounds*, *potion of fly*, *potion of haste*, *potion of remove blindness/deafness*, *potion of water breathing*.

APL 10 (EL 10)

Emblem: Male Human Sor10; Medium-size human; HD 10d4+20; hp 51; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4-1 [crit 19-20], dagger); AL NE; SV Fort +8, Ref +8, Will +12; Str 8, Dex 14, Con 14, Int 10, Wis 15, Cha 16.

Skills and Feats: Concentration +19, Knowledge (arcana) +1, Knowledge (undead) +6; Combat Casting, Dodge, Improved Initiative, Spell Focus (necromancy), Weapon Finesse (touch).

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0 – *arcane mark*, *detect magic*, *disrupt undead*, *flare*, *guidance*, *light*, *ray of frost*, *read magic*, *resistance*; 1st – *cause fear*, *chill touch*, *glitterdust*, *mage armor*, *magic missile*, *shield*; 2nd – *ghoul touch*, *scare*, *spectral hand*; 3rd

– fireball, lightning bolt, vampiric touch, 4th – enervation, fire shield; 5th – cone of cold.

Possessions: silver dagger, cloak of resistance +3, everburning torch, necklace of acid balls [type II], periapt of health, potion of cure serious wounds, potion of fly, potion of haste, potion of remove blindness/deafness, potion of water breathing, ring of feather falling.

APL 12 (EL 12)

Emblem: Male Human Sor11; Medium-size human; HD 11d4+22; hp 56; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4-1 [crit 19-20], dagger); AL NE; SV Fort +9, Ref +9, Will +13; Str 8, Dex 14, Con 14, Int 10, Wis 15, Cha 16.

Skills and Feats: Concentration +20, Knowledge (arcana) +2, Knowledge (undead) +6; Combat Casting, Dodge, Improved Initiative, Spell Focus (necromancy), Weapon Finesse (touch).

Spells Known (6/7/7/7/6/4; base DC = 13 + spell level): 0 – arcane mark, detect magic, disrupt undead, flare, guidance, light, ray of frost, read magic, resistance; 1st – cause fear, chill touch, glitterdust, mage armor, magic missile, shield; 2nd – ghoul touch, scare, spectral hand, web; 3^d – fireball, lightning bolt, stinking cloud, vampiric touch; 4th – enervation, fear, fire shield; 5th – animate dead, cone of cold.

Possessions: silver dagger, cloak of resistance +4, everburning torch, necklace of acid balls [type II], periapt of health, potion of cure serious wounds, potion of fly, potion of haste, potion of remove blindness/deafness, potion of water breathing, ring of feather falling.

Coultin: Male Human Clr9; Medium-size human; HD 9d8+27(18); hp 76 (67); Init +1 (Dex); Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atks +12/+7 melee (2d4+7 [crit x4], scythe); AL NE; SV Fort +8, Ref +4, Will +9; Str 16 (14 w/o bull's strength), Dex 12, Con 16 (14 w/o endurance), Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +20, Knowledge (religion) +12; Blind-Fight, Combat Casting, Extra Turning, Power Attack, Skill Focus (Concentration).

Spells Known (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – detect magic, detect magic, detect poison, guidance, read magic, resistance; 1st – cause fear*, cure light wounds, divine favor, ~~endure elements [fire] (pre-cast)~~, ~~endure elements [cold] (pre-cast)~~, shield of faith;

2nd – ~~bull's strength (pre-cast)~~, darkness, death knell*, ~~endurance (pre-cast)~~, hold person, resist elements; 3rd – dispel magic, magic circle against good*, ~~magic vestment (pre-cast)~~, protection from elements, protection from elements; 4th – freedom of movement, ~~greater magic weapon (pre-cast on scythe)~~, unholy blight*, 5th – slay living*, spell resistance.

*Domain spell. *Domains:* Death (Death touch once per day); Evil (Cast evil spells at +1 caster level.)

Possessions: full plate armor, masterwork scythe, *potion of haste*.

Player's Handout 1: Royal Army Member's Note

Dear Noted Member of the Royal Army,

As part of your duties, you are asked to ensure the safety of the village of Cassius. Please go there and talk to the folk who live there. Any findings should be investigated upon in full.

A report will be needed upon completion of your mission.

Good Day,

Master Sergeant Turk Axegrinder

Player's Handout 2: Mine Ranger's Member Note

Dear Noted Member of the Mine Rangers,

As part of your duties, you are asked to seek out the caves near the village of Cassius, investigate them and report back with any details that you learn. Quickness and steadiness are needed in said mission.

First go to the village of Cassius and find a group that will ensure your success in the mission.

Good Day,

General Brunar Blackhand of the Mine Rangers

DM's Aid 1: Map #1

DM's Aid 2: Map #2

DM's Aid #3: Underwater Rules

The D&D rules don't cover underwater combat specifically, so please follow these rules when the characters are underwater. Some of them are repeated from the D&D rules, but this way the DM has all the relevant rules in one place.

Breathing

All surface-dwelling creatures must have some means of breathing underwater. Spells, such as *water breathing*, plus magic items, such as *potions of water*, *necklaces of adaptation*, *pearls of the sirines*, *rings of elemental command (water)*, *iridescent ioun stones*, and *helms of underwater action* all would be prove helpful to PCs.

Drowning

Any PC can hold his breath for a number of rounds equal to twice her Constitution score. After this period of time, the PC must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by one. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 hp). The following round, she drops to -1 hit points and is dying. In the third round, she drowns. Native water breathers cannot drown underwater. The Endurance feat bonus can be used for this check.

Combat

If character or monster doesn't have a swimming speed (or freedom of movement effect), it suffers a -2 penalty to attacks and damage when underwater. Any slashing weapon, blunt weapon, claw attacks, or tail attack also inflicts half damage. Even if the character or monster has a swimming speed (such as native aquatic species), it still inflicts half damage with slashing or blunt weapons (but not claws) unless it has a freedom of movement effect. Piercing melee weapons and specially designed piercing missile weapons do normal damage underwater. Thrown weapons and missile weapons not designed to work underwater are useless underwater. Crossbows, being self-propelled, work somewhat underwater. Reduce range increment to 30 ft.,

and reduce damage dealt in half. The maximum Dex bonus that can be applied while underwater is +2. Characters who have lower Dex maximum allowances due to armor are still constrained to the lowest number.

When firing from a dry area into water, a self-propelled missile (crossbow bolts) travels as normal while in the dry area. Once it enters water, range is reduced as mentioned above and all applicable penalties come into effect. In addition, any missile fired from a dry area into water has a max reach of its range increment, including the distance traveled while in a dry area. Beyond that the missile is considered to be ineffective and does not deal damage. The reverse, firing from water into a dry area, is the same.

Example: a light crossbow (range increment 80 ft.) while underwater has a range increment of 30 ft. If fired from 10 ft. inside a dry area into water, once the bolt enters the water it will only travel 20 ft. more before becoming useless.

Magic Items

Being underwater has numerous effects on magic items. Some have their effects altered while others are non-functional.

Potions, dusts, oils, and powders do not function underwater except within a pocket of air or the use of a helm of underwater action. They are diluted by water and dispersed before they can be consumed.

Submersion alters spell effects from magic items in the same way it alters spells. A wand of fireballs, for example, would not function just as a fireball spell would not.

Magical weapons whose non-magical equivalents do not function underwater also do not function. Maces, hammers, etc., would be useless unless a freedom of movement spell is used. Bows are useless underwater, and crossbows suffer the penalties described above in Combat. Note that a freedom of movement spell does not affect missile weapons, only melee weapons.

Bags of holding are destroyed if opened underwater. Water, which weighs 65 pounds per cubic foot, would rush in, overload, and rupture the bag.

It is assumed that scrolls are kept inside a watertight case and therefore safe from the effects of submersion. Once a scroll case is opened underwater, a Fort save (DC 20, with a save bonus of 2 + one-half caster level) must be made. A failure indicates damage resulting in the loss of 1d4 spells.

Movement

There are two common ways for a PC to travel underwater. The first is swimming, which is covered in the Swimming section below. The second is sinking to the bottom and walking. A character can walk at a rate equal to one-half of his land movement per round (due to the bulky equipment).

Speaking

Surface-dwelling characters can only produce normal, undistorted speech through the help of magic devices and spells. In the absence of this aid, the casting of spells that require verbal components is impossible. Additionally, *helms of underwater action*, *rings of freedom of movement*, *pearls of sirines*, or airy water spell allow normal speech.

Spells

Spells are altered by the underwater world. Spells whose effects require air (such as fire-based spells) do not work underwater. Spells with electrical effects act as fireball spells centered on the effect itself, or the beginning of the effect (as in the case of a lightning bolt), doing their dice in electrical damage. Creatures that cannot breathe underwater cannot be summoned underwater. All other spells work as described.

Wizards' spellbooks must be stored in water-resistant pouches or protected in some way from the effects of submersion. Only spellbooks made specifically to be used underwater can be opened and used while a wizard is submerged. If an unprotected spellbook is exposed to water, it must make a Fort save (DC 20, with a save bonus of 2 + one-half owner's level) for every full day of immersion to avoid being damaged. A failure indicates that 1d8 spells have been destroyed. For the purposes of this tournament, effects on components or holy symbols are ignored entirely.

Swimming

Characters make swimming checks each round to see if they move forward in the water. A successful swim check (DC 10), required each round, allows the characters to swim one-half speed as a full-round action or one-quarter speed as a move-equivalent action. If the characters fail, they make no progress through the water. If they fail by 5 or more, they start to drown.

STORY SUMMARY

for use at Weekend in the Principality of Ulek #3.

Please fill out the following and return the results to Christopher Reed at fltriad@aol.com.

1. Did any PC spend the extra time (1 TU) to take Mendareta's body back to Hyle for proper burial? YES NO

a) If so, who?

Real Name:

Character Name:

RPGA #:

2. Did any PC spend the extra time (1 TU) to learn the new spell?

YES

NO

a) If so, who?

Real Name:

Character Name:

RPGA #:

3. Did the characters defeat all of the undead?

YES

NO

4. Did the characters defeat Emblemets?

YES

NO

5. Did any characters receive the Royal Army Commendation?

YES

NO

a) If so, who?

Real Name:

Character Name:

RPGA #:

6. Did any characters receive the Mine Rangers Commendation?

YES

NO

a) If so, who?

Real Name:

Character Name:

RPGA #:
