

ULP4-04

Ring of Death

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

Version 1.1

by Christopher Reed

Death lingers near the village of Summervale. Are you able to destroy the ring of death, yet keep yourself and others from being a casualty in the maddening war with the Warlord? 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 Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

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.

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.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

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

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

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

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

Adventure Background and Summary

This is the thirty-second regional 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.

The *ring of death*, while powerful, is also cursed. But even so, many desire it for their own use. Made from silver and the bone of men, it was crafted along side the *ring of life* many dwarven generations ago. Both rings were crafted by Wasella Silverforge, a female dwarven cleric of Berronar Truesilver and Ilde Holderhek, a female dwarven cleric of Abbathor disguised as a cleric of Berronar Truesilver.

Originally, the two rings were designed for good but Ilde ensured that one of the rings was corrupted with greed and evil. The two rings were given to two dwarven nobles, but the ring that Ilde had corrupted quickly led her to kill one of these nobles and take it for herself. Many years passed with the ring, now known as the *ring of death*, upon her finger. Eventually, Ilde was slain by a young human man named Palus Gnirreh. While this should have been the end of the cursed ring, it called out to Palus. The ring did not desire to be claimed by a man but knew that it would not survive unless it was. Palus could not resist this "calling" and thus took the ring for himself. When he returned home to his new wife, Pareda, the ring called out to her, begging for her to take the ring from Palus. So Pareda asked her husband, Palus, for the ring but it had already corrupted him with greed and he refused to give it to her. The ring continued to call for her and after an intimate night between the two, Pareda turned upon her husband and killed him. She then took the ring for herself.

Now that Pareda had the ring, she began to understand its full powers. When fully attuned to the user, the ring increases the wearer's ability to rebuke or control undead and offers the bearer additional abilities as well. One of these applies only to female humanoids, who grow more beautiful, gaining an enhancement bonus to their Charisma when wearing the ring.

However, with its powers, it also had several curses, which the ring tried to keep hidden from Pareda. First, the ring desires to be upon the hand of a woman, having been created by two of them. But those who come in contact with the ring sometimes desire it for themselves, as the ring calls out to folks telepathically, urging them to take the ring (this usually only happens when a male wields the ring or the ring bearer is slain). Secondly, the wearer can not gift (give, lend, etc.) the ring to another (although they could sell it), and they have virtually no desire to remove it from their finger. Next, any male humanoid who wears it suffers the misfortune of growing progressively ghoulish. Lastly, any female humanoid who wears the ring who then gives birth to a child is instantly killed. The child is always female, and the ring appears on the child's finger at its birth.

This last curse is what caused the death of Pareda, for before she took the ring from her now-deceased husband, Palus, she had become pregnant with her first child. With the death of Pareda, came the birth of Frandicca. Frandicca grew up wearing the ring, as its powers and curses were unknown to anyone save her now dead mother, Pareda. Frandicca, like her mother, learned of the powers of the ring and even recorded and documented them. She even learned of the curses after many years, but not until she too had become pregnant with her own first child. However, this discovery did not bring her sorrow for she knew that the ring would one day keep her descendants and the village they lived in alive by keeping an eager undead army at bay. So, the ring was passed again and again from mother to daughter for many human generations.

But this ended twenty years ago when Suidarta died due to the birth of Dawana Gnirreh. However, instead of the ring being given to Dawana, Kretan, Suidarta's husband and Dawana's father, took the ring so that the evil could not be passed onto his daughter. Kretan had learned of the ring and seen its powers but did not wish for it to fall upon his only child. So he took the ring with the hopes of destroying it forever and left Dawana with his brother's family. But the ring proved to have a will of its own and far greater than that of Kretan. So instead of the ring being destroyed, Kretan kept the ring for himself and the ring, with all its evil, greed, and death, endured.

However, a little over two years ago, a chance encounter between Dawana and her now ghoulish father occurred. Dawana took a visit to the next village (Dunharrow) over from Summervale to trade some of her wares. While on her way, something from off the trail caught her eye. Perhaps, this was due to the ring sensing Dawana nearby and calling to her to come closer. So Dawana investigated and found a ghoulish creature that was her father (unbeknownst to Dawana) hiding in the nearby bushes. Kretan instantly grabbed Dawana so that he could attempt to calm her down as, besides the ring, there was nothing he desired more than to talk to his only child. He was sure that this must be his daughter as she looked exactly like his now deceased wife, Suidarta.

Dawana wished to flee from fright but the calling of the ring was too great. So Dawana drew a dagger and cut into the creature that was her father. In shock, Kretan attempted to grab his daughter, but she pulled away from him and as she did the ring went with her too.

At first, Kretan did not notice the absence of the ring but soon he discovered his misfortune. He has tried several times to regain the ring, first for himself and secondly to remove the curse from his daughter, but to no avail.

Now, Dawana has learned the powers of the ring and uses it to protect her village from the undead armies that have plagued the Disputed Territory for the last few years. However, she is unaware of the curses. This is evident in the fact that she has taken a fancy to a new inhabitant in the village, Jarent. Jarent is a cleric of Nerull disguised as a simple farmhand. He is disguised is merely to gain the *ring of death* from Dawana's hand. However, instead of trying to force it from her, Jarent has decided to win Dawana's heart so that he can learn move about the ring's power before taking it from her for the good of the Warlord.

Thus far, Jarent's plan has worked as he has "won" Dawana's heart and gotten her to agree to run away with him. Now, only the actions of the PCs can prevent the *ring of death* from falling into the hands of those driven by greed and death.

There are two possible beginnings, both beginning in the city of Havenhill. If any PC is a member of the Royal Army, they are asked at midday to investigate the village of Summervale to ensure that it has not been overrun by undead. Scouting reports have come in that a small undead force is making their way to the village but have oddly ignored other settlements along the way. If any PC is not member of the Royal Army, while in the Stuck Pig for lunch, they are asked by a young human female to check on the village of Summervale, and specifically her family, as she has heard rumors about the Royal Army sending a small force to investigate the village to ensure that it has not been overrun.

The PCs, Royal Army and non-Royal Army, join together at the city gates of Havenhill in the early afternoon. They likely realize that they are on the same mission but for different people.

The PCs heading together as one group towards the village of Summervale encounter nothing in their first day of travel. However, the next day, when they are one mile away from the village, is a different case. At this point, they see numerous undead creatures (numbers, sizes and types are dependant on APL) who are seemingly waiting for something here just outside the village of Summervale.

Heading onward to the village, the PCs encounter a strange creature. The creature is a medium-sized (about four-feet tall) humanoid with graying flesh that is drawn tightly across its bones. It resembles a ghoul but in fact it is not. Rather it is the father, Kretan, of Dawana Gnrirreh,

who has been cursed by the *ring of death*. (A reference to Dawana can be found in **ULP2-o8 Vanished**.)

Kretan asks the PCs to retrieve the cursed ring from Dawana and return it to him so he can permanently destroy it. He informs them that he speaks to his brother (Hicus), Dawana's uncle, once a month. Hicus knows that he has been cursed but not the reason why. Kretan has learned from his brother that Dawana has taken fancy to a gentleman who is new to the village. He fears that this fancy might lead to a possible marriage with a child in the future and thus her early death due to the *ring of death*.

As the PCs enter the village of Summervale, they have the opportunity to explore the village as they desire. Places to visit include several local shops, the local tavern/inn and Dawana's home. These are broken up into sub-encounters.

Upon investigation, the PCs discover that Dawana has run away with a gentleman named Jarent. Her best friend is missing too. Dawana's uncle (Kretan's brother), Hicus, has gone off looking for both the girls.

Dawana is unaware of the fact that Jarent is a cleric of Nerull and that he is marrying her so that he can gain the *ring of death* for his own use. Jarent wishes to gain the power of the ring to help aid the Warlord's right-hand man, an unnamed necromancer, in the war against the Principality of Ulek.

The PCs might also be able to pick up other clues and pieces of information about the *ring of death*, Jarent and Dawana within the village.

After investigation within the village and discovery that Dawana has run away, her best friend is missing and Kretan's brother, Hicus, has gone looking for them, the PCs head in the direction that Dawana is believed to have left.

On their way there, the PCs might notice some tracks that lead to the dead body of Hicus. Hicus was killed by several of Jarent's men to ensure that his marriage to Dawana was not blocked by anyone.

As they continue, the PCs discover that a small wedding between Dawana and Jarent has been arranged. Besides Dawana and Jarent, the PCs easily see a priest of Phyton (really Nerull) presiding over the ceremony, Dawana's best friend and maid-of-honor and the best man, an underling of Jarent and follower of Nerull. Also, hiding in the trees are several followers of Nerull who were placed there by Jarent to ensure the wedding is not stopped.

The hidden followers of Nerull, the disguised priest of Phyton, Jarent's best man and Jarent himself all fight the PCs once seen. If defeated and Dawana is still alive, she refuses to give the PCs that which they seek, the *ring of death*. Thus, they must find a way to get it from her.

With the ring now in hand, or (likely) more like on one of their fingers, the PCs take leave from the village of Summervale to return to Kretan. Once the PCs meet up with Kretan, he asks them for the ring so that he can permanently destroy it. However, Kretan has no intention of doing so, but rather keeping the ring for himself. In fact, he does not know how.

If the PCs refuse to give him the *ring of death*, he attacks the wearer/owner hoping to take the ring and flee with it. If the PCs do not kill him, he attempts to follow them and try again to reclaim the ring.

With the *ring of death* in hand and the safety of the village of Summervale ensured, the PCs head back to the city of Havenhill. The PC with the ring on finger starts to hear voices in their head and the eyes of others falling upon the ring. At this point, this is merely another role-playing opportunity.

DM NOTE: This is a PoU Royal Army scenario.

Introduction

There are two possible beginnings, both beginning in the city of Havenhill.

For PCs who are a member of the Royal Army:

While stationed in the city of Havenhill, you were called by your commanding officer to meet with him just after lunch. Having done so, you were informed that you are to investigate the village of Summervale to ensure that it has not been taken by undead. Scouting reports have come in that a small undead force is making their way to the village but have oddly ignored other settlements along the way. Directions to the village of Summervale were given to you before being dismissed.

You now find yourself gathering your gear together so you can head to the gates of the Havenhill and onto the village of Summervale as requested.

For PCs who are not members of the Royal Army:

An afternoon meal is what your empty belly needed, so being in the city of Havenhill, you decided to head to a tavern called the Stuck Pig.

As you enter, you easily see that the establishment is in a buzz. Various conversations fill the air. Two elves in the corner discuss their supposed meeting with the prince, while half a dozen dwarfs listen to their friend about an encounter with three giants. Countless other dialogues fill your ears, as you make way to an open table.

After ordering a hearty meal and a stout drink, you see a young human lady enter the establishment. She glances around before heading to speak with the dwarven owner Rugdenner. After a quick conversation with the lady, Rugdenner points in

your direction. The lady eyes your group for a moment before approaching.

Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to run the tavern; barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

The young human lady is Elisia Hubedellin. She bluntly asks the PCs to check on the village of Summervale and her family that lives there. She has heard rumors that the Royal Army is sending a small force to investigate the village to ensure that it has not been overrun. Elisia is unsure what has overrun the village nor does she have any monetary items (gems, jewels, magical items, coins) that she can give the PCs for their aid. She merely pleads with the "heroes" for their help.

Elisia can provide directions to the village of Summervale for those PCs who are interested.

Encounter One: Togetherness

Read the following to all PCs:

Having been asked to check on the village of Summervale, you make way to the northern gates of the city of Havenhill.

If the group is composed of both Royal Army and non-Royal Army PCs, they meet up at this time. This can be handled while are stopped by the guards at the gates.

The PCs are searched before they are allowed to leave the city. If any an item banned in the Principality of Ulek is found upon them, it is immediately taken from the PC. Such an occurrence should be noted on their AR and their MIL updated immediately.

Nothing else of interest can be learned here about the village of Summervale. Nor does anything of important. Please continue with the next encounter.

Encounter Two: The Undead

Having left the busy and crowded city of Havenhill behind you, you make way over the flowing hills onto the village of Summervale. As the first day comes to an end, you have encountered nothing of interest save various wildlife creatures such as a pair of chubby squirrels, a trio of noisy blue jays and numerous others creatures.

Travel the next day is at a snail's pace, as the rains and rolling hills slow your progress. However, by

nightfall the rains have dissipated allowing you to gaze upon the stars through a cloudless sky.

As you rise the next morning, a heavy morning fog looms over you. Even after eating a morning meal and readying yourself for the several hours of travel needed to reach Summervale, the thick fog remains.

Be sure to get a marching order from the PCs at this point.

After an hour of travel, the dense fog starts to clear. As it does so, you see numerous fallen humanoid creatures lying scattered about two hundred and fifty feet away. Several robed figures move about, seemingly checking on their status.

The robed figures are actually spellstitched wights (along with a huecuva on APLs 10 and 12). They are searching the bodies to ensure no living remain and for any possible items of interest. Neither remains. The dead were slain by other undead no longer present, so they do not rise as wights.

A Spot check (DC 40) is needed to see that robed figures seem unnatural.

The undead creatures, which are spread out, do not attack until the PCs draw closer (to 180 feet) or attack. They use spells/spell-like abilities whenever possible. If using area effect spells, they use them where the most PCs will be affected. If using target spells, they focus their attacks together in an attempt to quickly kill a PC.

APL 4 (EL 7)

☛ **Spellstitched Wights (3):** hp 36 each; see Appendix One.

APL 6 (EL 9)

☛ **Advanced Spellstitched Wights (3):** hp 72 each; see Appendix One.

APL 8 (EL 11)

☛ **Advanced Spellstitched Wights (6):** hp 72 each; see Appendix One.

APL 10 (EL 13)

☛ **Advanced Spellstitched Wights (6):** hp 72 each; see Appendix One.

☛ **Huecuva (1):** hp 84; see Appendix One.

APL 12 (EL 15)

☛ **Advanced Spellstitched Wights (9):** hp 72 each; see Appendix One.

☛ **Huecuva (1):** hp 111; see Appendix One.

If any of the PCs are infected with huecuva blight, see the entry in the Treasure Summary.

Encounter Three: Kretan Gnrreh

Having dealt with the undead creatures lurking outside of the village, you process onward to Summervale which is but a mile away now. Five minutes into your trek, a strange ghoul-like humanoid creature of about four feet tall darts in front of your path. Its graying flesh is drawn tightly across its bone. It wears a simple loincloth and carries two short swords, one in each hand.

The creature looks at you for a moment, as it surveys each of you with its large bug-like eyes. As it does so, it cocks its head as almost in thought. Its weapons hang loosely in its hands.

After a few moments, the creature starts to speak to you in a scratchy and coarse voice, "Yesss . . . Kretan sees you and needs you. Please retrieve a most cursed ring for Kretan. Kretan's daughter, Dawana, who know not her father, has the ring. Please get the cursed ring from her, so I can crush it, smash it, break it. But please don't hurt Dawana." The creature then points to the village of Summervale and looks at you, "Will you help Kretan?"

This creature is Kretan; a most cursed human man who once wore the *ring of death*. But as per the background, he lost it to his daughter Dawana Gnrreh. (A reference to Dawana can be found in **ULP2-o8 Vanished**.)

Kretan means the PCs no harm, but if they attack he will defend himself. Instead Kretan wishes to talk with the PCs. He hopes to convince the PCs to gather the *ring of death* from Dawana and return it to him so he can permanently destroy it. He honestly believes he will destroy it, despite the longing he will feel to keep it once it is returned to him and the fact that he hasn't gotten any idea how one would destroy it. He won't share this information with the PCs, however.

Time is of the essence here, since he has learned from his brother Hicus, who he sees once a month, that Dawana has taken a fancy to a gentleman who is new to the village. Kretan knows that if she is to marry that her first born will result in her certain death if she possesses the cursed ring. Thus, he wishes for the PCs to get the ring and return it to him, so he can destroy it.

If asked why he doesn't do it, Kretan states that he would likely be unsuccessful due to his current state. He does not know of a cure and isn't worried about it as he has grown quite used to it over the last dozen or so years. Instead, his concern lies with his daughter, Dawana.

He can offer the PCs nothing save his gratitude. If the PCs do not agree to retrieve the ring for him, allow them continue the scenario but find a way to continue the

story to the end. If the PCs do agree, he wildly dances around with much glee. Regardless of the choice the PCs take, continue with the next encounter.

If the PCs attack Kretan:

APL 4 (EL 4)

☛ **Kretan Gnirreh:** Male Human Rgr4; hp 30; see Appendix One.

APL 6 (EL 6)

☛ **Kretan Gnirreh:** Male Human Rgr6; hp 45; see Appendix One.

APL 8 (EL 8)

☛ **Kretan Gnirreh:** Male Human Rgr8; hp 66; see Appendix One.

APL 10 (EL 10)

☛ **Kretan Gnirreh:** Male Human Rgr10; hp 83; see Appendix One.

APL 12 (EL 12)

☛ **Kretan Gnirreh:** Male Human Rgr12; hp 99; see Appendix One.

Encounter Four: Summervale

Having dealt with the undead creatures skulking outside of Summervale and the strange creature known as Kretan, you continue onward to the village.

As you near Summervale, you see the village seems to be in perfect order. Several young children play with sticks, while their mothers go about their daily work. A few men work hard on their laborious duties.

At this point, the PCs are free to roam the village. Places of note include:

1. Dawana's home
2. Dawana's friend's (Salli) home
3. Spring Dale Inn
4. General Store
5. The Clothery
6. Jarent's house

Dawana's Home

You decide to make way to the home of Dawana. Having asked for directions, you know that she lives with her Uncle Hicus and his family.

As you near the place, you see an aging lady of average height with long graying hair vigorously

scrubbing various garments in a large soapy cleaning tub. She appears to be in her forties.

As you approach, she stops at the work before you and looks up at you.

The lady is Dawana's Aunt Jewels. She is cleaning the family's dirty clothes. If asked about Dawana, she conveys to the PCs that Dawana has run away with a gentleman named Jarent just this very morning. Her best friend, Salli is also missing. However, Hicus has gone looking for her, for the girls own safely.

She knows little about Jarent as he is relatively new to the village, having only moved here a few months back. She and her husband Hicus don't dislike Jarent but have concerns about how quickly Dawana's and her relationship is moving along.

If asked to see Dawana's room, she denies access as they are strangers but she will answer any question they might have. She can provide directions to any of the places of note (see above). Unfortunately, Jewels knows little but has totally faith in her husband's ability to locate them.

If asked about undead or evil humanoids, she states that the possibility is always there but has not seen any in some time.

Salli's Home

Having learned that Dawana's friend Salli is also missing, you have decided to check at her place for any possible clues.

Following the directions given to you, you make your way to her family's house.

As you near the place, you see a short mature woman with wide hips sitting on the porch. Her arms are wrapped around her knees and she seems to be muttering something. Several young children sit around her. An older child, perhaps in his teens, is seemingly trying to comfort the woman.

The lady is Salli's mother Dotra. The children around Dotra are her children. They are fearful of where Salli might be. They have heard that Dawana is also missing. They hope and believe the two young ladies are together. They know that Dawana's uncle, Hicus, is looking for the two girls and are now merely waiting for his return. They can provide directions to any of the places of note (see above).

If they are asked about undead or evil humanoids, they state that the possibility is always there but has not seen any in some time.

Spring Dale Inn

Being in Summervale, you have decided to go to the only inn in town, the Spring Dale Inn.

As you draw near, you see that the inn is in need of some repair. The roof has several small holes in it

and some of the wood siding seems to be rotting away.

Regardless, you make your way inside. Inside you see the owner of the establishment Dail Sprong, a husky gentleman with whitening temples and fat, grubby hands. Several patrons currently are being served by a clumsy, absent-minded young lady with dirty blonde hair and a fair figure.

Once the PCs enter the establishment, Dail Sprong orders the young serving girl, Dorra, to take care of their needs.

Dorra has heard about Dawana, Salli and Jarent's disappearance but has no opinion of her own on the matter. It is not that she does not care but rather that she is not overly bright and usually lets others do the thinking for her. If asked questions, she directs the PCs to Dail.

If Dail is asked about Dawana, Salli or Jarent, he states that he has heard the unfortunate news. He believes that Jarent is up to no good, one way or another. But he has no proof in the matter.

If asked about undead or evil humanoids, he states that he has heard rumors that they are quite near to the village but cannot confirm this rumor.

The other patrons here have nothing to add with respects to information, but don't hesitate to add some good, clean role-playing here.

General Store

You decide to stride over to the local general store to check on a variety of possibilities.

As you make your way inside, a heavy putrid scent assaults your nose as your eyes gaze upon the dusty place. A good day of elbow grease would do this place good.

After a few moments, the owner of the establishment Gery Plumps, a thin man with strong arms and with a wiry black mustache greets you.

Gery has any adventuring gear from the PH (page 128) plus all tools and skill kits. He has nothing else of interest for sale.

If asked about Dawana, her friend Salli or Jarent, he has little to say and isn't even aware that they have all disappear or run away.

If they are asked about undead or evil humanoids, he eyes the PCs suspiciously saying nothing.

The Clothery

One interesting place within the village of Summervale is The Clothery, a shop that sells clothing of all types.

As you make your way inside the small shop, a leather smell fills your nose. The floors are a bit dirty and could use a good broom.

Cruddrum, the hunched owner, quickly rushes to greet his newest potential customer.

Cruddrum is an aging man in his late fifties. He is a fine clothier but specializes in footwear. In fact, he has a special pair of boots (boots of striding and springing) for sale.

If informed about Dawana, her friend Salli or Jarent, he takes the news to heart. He thinks highly of Dawana, as she has always been quite nice to him. However, he is distrusting of Jarent, as the man always seemed a bit nervous when he came to his (Cruddrum's) shop. He does know of a scenic locale just outside the village that the PCs might wish to check out. (This is the location that Hicus is going to check out.)

If they are asked about undead or evil humanoids, he winces stating that he hopes they are not near at hand.

Jarent's House

You have decided to check out the newest member of the village, Jarent.

Upon arriving at his small home on the edge of the village, you see that it is quite sheltered, with windows all closed and the curtains drawn.

All doors (hardness 5, hp 10, Open Lock DC 20) and windows (hardness 1, hp 1, Open Lock DC 20) are locked. The PCs can easily break in without being noticed. Once inside, they discover that Jarent's home is oddly quite bare. Only simply furnishings remain save a single love letter from Dawana that can be found with a successful Search check (DC 10) that was left behind by Jarent in error. The letter notes her acceptance to "run off" with him.

Additionally, with a successful Search check (DC 30), the PCs find a well-hidden holy symbol of Nerull.

Nothing else of interest or value can be found here.

Encounter Five: Giving Chase

When the PCs head off in the direction Hicus took to look for Dawana and Salli, continue with the following:

Having investigated the two girl's disappearance in the village of Summervale, you head off in the direction Hicus took to locate them. Doing so leads you into a small forested area. The sounds of a babbling creek can be heard nearby.

At this point in time get a marching order from the PCs. Once this is done, allow them to take any precautions they desire including the casting of spells and/or using various skills like Search.

Those PCs who successfully search (Search or Survival DC 20) the area find half a dozen or so footprints of humanoid creatures of medium size. PCs who make DC 30 on that check also notice several droplets of blood on the ground. Those PCs with the Track feat who made the Survival check realize that five individuals traveled deeper into the woods, while three individuals have seemingly dragged off a medium-sized humanoid into the bushes. If the latter is investigated, the PCs find that Hicus has been killed. Three arrows stick out of his torso.

When the PCs continue to follow deeper into the forest, along the path, continue with the next encounter. The tracks follow the path for those who wish to follow them; those with the Track feat that made the Survival check above can do so.

Encounter Six: Breaking Up the Wedding

You continue your search deeper into the forest with the sounds of the babbling creek nearby. You trek for another twenty minutes or so, before...

At this point in time, have each PC make two Spot and Listen checks. The first set of checks (DC 10) is to see and/or hear a small wedding taking place for Dawana and Jarent. Dawana's friend Salli is her maid-of-honor. Besman is Jarent's best man and Cedrick is the priest. However, like Jarent, Besman and Cedrick are really followers of Nerull, a fact unknown to Dawana and Salli.

The second set of checks is to see and/or hear the three hidden Nerull followers (opposed by their Hide checks).

Once the checks are made, the PCs are ninety feet away from Dawana and thirty feet away from a forest clearing. The forest clearing is centered on Dawana and has a sixty-foot radius. The Nerull followers are off to the sides of the PCs and just thirty feet away.

Once combat starts:

1. Salli falls prone in fear.
2. Dawana stands still wondering the reason for the conflict for one round, before casting *sanctuary* on herself.
3. Jarent starts to buff himself up with spells and then rushes into melee.
4. Cedrick and Besman casts spells from a distance on the PCs.
5. The Nerull followers attempt to keep at a distance using their short bows in ranged combat.

All APLs

☛ **Dawana:** Male Human Clr3; hp 21; see Appendix One.

☛ **Salli:** Male Human Com2; hp 6; see Appendix One.

APL 4 (EL 7)

☛ **Jarent:** Male Human Clr3; hp 21; see Appendix One.

☛ **Cedrick:** Male Human Clr2; hp 15; see Appendix One.

☛ **Besman:** Male Human Sor2; hp 9; see Appendix One.

☛ **Nerull Followers (3):** Male Human Rog2; hp 12 each; see Appendix One.

APL 6 (EL 9)

☛ **Jarent:** Male Human Clr5; hp 34; see Appendix One.

☛ **Cedrick:** Male Human Clr4; hp 30; see Appendix One.

☛ **Besman:** Male Human Sor4; hp 18; see Appendix One.

☛ **Nerull Followers (3):** Male Human Rog4; hp 24 each; see Appendix One.

APL 8 (EL 11)

☛ **Jarent:** Male Human Clr7; hp 48; see Appendix One.

☛ **Cedrick:** Male Human Clr6; hp 45; see Appendix One.

☛ **Besman:** Male Human Sor6; hp 27; see Appendix One.

☛ **Nerull Followers (3):** Male Human Rog6; hp 36 each; see Appendix One.

APL 10 (EL 13)

☛ **Jarent:** Male Human Clr9; hp 61; see Appendix One.

☛ **Cedrick:** Male Human Clr8; hp 60; see Appendix One.

☛ **Besman:** Male Human Sor8; hp 36; see Appendix One.

☛ **Nerull Followers (3):** Male Human Rog8; hp 48 each; see Appendix One.

APL 12 (EL 15)

☛ **Jarent:** Male Human Clr11; hp 75; see Appendix One.

☛ **Cedrick:** Male Human Clr10; hp 67; see Appendix One.

☛ **Besman:** Male Human Sor10; hp 45; see Appendix One.

☛ **Nerull Followers (3):** Male Human Rog10; hp 60 each; see Appendix One.

Once combat is over, Dawana, if still alive, demands an explanation. If asked for the *ring of death*, she refuses to give it to the PCs.

PCs can attempt to persuade her to cooperate with them on a successful Diplomacy check (DC 40). Dawana starts at Hostile and must be moved to Friendly, but the DC is increased due to the influence of the ring. Reduce the DC by 10 if significant proof can be provided to her that Jarent was evil or a Nerull follower.

To gain the ring from Dawana, the PCs likely will have to:

1. Persuade her to cooperate (see above) and then purchase it from her (the curse prevents her from giving it away, but not from selling it to a PC for any price the PC offers if she is convinced it is cursed and needs to be destroyed and that the PCs will do so).
2. Steal the ring.
3. Subdue or kill her and take the ring.

Ensure to keep track of who takes the *ring of death* from Dawana and/or places it on their finger. Those you wear the ring are cursed with it and thus gain it on their AR (see the Treasure Summary). (NOTE: Only one PC per table can get the *ring of death*.) Anyone who touches the *ring of death* must make a Will save (DC 14) or put the ring on their finger. If the saving throw is successful, the nearest PC must make the same saving throw as noted above. If this second PC's saving throw is successful, continue until all PCs have success made one saving throw.

Encounter Seven: The Ring

If the PCs killed Kretan in Encounter Three, skip to the next encounter.

If the PCs did not kill Kretan, continue with the following:

Leaving the village of Summervale behind you, you start your trek away. After about twenty minutes, a strange but familiar ghoul-like creature suddenly leaps in front of you.

"Do you have it? Do you have the ring of death?"

The creature is, of course, Kretan. He seeks the *ring of death* (the ring the PCs possesses, although they might not realize its name at this point) so it can be destroyed, but with the cursed ring so close, Kretan is unable to resist and now wishes to keep the ring for himself, but he will not admit this to the PCs. He will plead, beg, cry, whine and even do a song and dance for the PCs if they give him the ring.

However, if a PC is now wearing the ring, they have no desire to give it up and will greatly oppose this idea. They will need to be convinced (Diplomacy DC 30) to let

Kretan "buy" the ring (PCs cannot gain gold beyond the treasure cap for selling the ring to Kretan).

So the PCs have two opinions, give the ring to Kretan or be attacked by Kretan.

APL 4 (EL 4)

☛ **Kretan Gnirreh:** Male Human Rgr4; hp 30; see Appendix One.

APL 6 (EL 6)

☛ **Kretan Gnirreh:** Male Human Rgr6; hp 45; see Appendix One.

APL 8 (EL 8)

☛ **Kretan Gnirreh:** Male Human Rgr8; hp 66; see Appendix One.

APL 10 (EL 10)

☛ **Kretan Gnirreh:** Male Human Rgr10; hp 83; see Appendix One.

APL 12 (EL 12)

☛ **Kretan Gnirreh:** Male Human Rgr12; hp 99; see Appendix One.

Encounter Eight: The Curse Begins

This encounter is an optional, role-playing encounter if someone now possesses the cursed *ring of death*. If time is available, and the encounter is applicable, it should be run, but it is not critical to the event.

Continue with the following, ensuring to focus on the wearer of the ring.

With the ring of death, now upon your finger . . . <<point to player who's PC now wears the ring>> you and your group make your way back to the city of Havenhill. Once inside, you <<point again>> start to hear whispered voices in your subconscious. You see an elder lady walk by, her eyes fixated upon your hand. A mumbled voice sounds within your head.

As you proceed onward, you see many eyes of those around you gazing upon your most precious possession. They want it, but for now, you have it.

Allow the wearer of the *ring of death* to grow paranoid in what might soon follow, then proceed to the Conclusion.

Conclusion

If the PCs were *not* successful in dealing with the Nerull followers in the village of Summervale:

You have missed your opportunity to help the side of good this day. Hopefully, others will be successful where you were not.

And the adventure ends here.

If the PCs were successful in dealing with the Nerull followers in the village of Summervale but gave the *ring of death* to Kretan Gnirreh:

You have dealt with a most evil plot this day and trusted Kretan to destroy the cursed ring of death. What lies ahead, time can only tell.

Royal Army PCs earn the Commendation from the Royal Army (see the Treasure Summary)

If the PCs were successful in dealing with the Nerull followers in the village of Summervale and did *not* gave the *Ring of death* to Kretan Gnirreh:

You have dealt with a most evil plot this day and decided not to trust Kretan to destroy the cursed Ring of death for whatever reason. What lies ahead, time can only tell.

Royal Army PCs earn the Commendation from the Royal Army (see the Treasure Summary)

The End

Experience Point Summary

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

Encounter Two

Defeat the undead

- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Encounter Three or Seven

Defeat Kretan

- APL 4 – 120 xp.
- APL 6 – 180 xp.
- APL 8 – 240 xp.
- APL 10 – 300 xp.
- APL 12 – 360 xp.

Encounter Six

Defeat the followers of Nerull

- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.
- APL 12 – 315 xp.

Total Possible Experience

- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 xp.
- APL 12 – 1,575 xp.

Treasure Summary

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

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

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

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

adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 4: L: 0 gp; C: 0 gp; M: 0 gp.

APL 6: L: 0 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: 0 gp.

APL 10: L: 128 gp; C: 0 gp; M: gauntlet of rust (958 gp), boots of levitation (625 gp).

APL 12: L: 128 gp; C: 0 gp; M: gauntlet of rust (958 gp), boots of levitation (625 gp), mask of the skull (1,833 gp).

Encounter Three or Seven:

APL 4: L: 52 gp; C: 0 gp; M: oil of magic vestment +4 (200 gp).

APL 6: L: 52 gp; C: 0 gp; M: oil of magic vestment +4 (200 gp), oil of greater magic weapon +4 (200 gp).

APL 8: L: 52 gp; C: 0 gp; M: oil of magic vestment +4 (200 gp), oil of greater magic weapon +4 (200 gp), wand of entangle – 1st level caster (63 gp), rope of climbing (250 gp).

APL 10: L: 52 gp; C: 0 gp; M: oil of magic vestment +4 (200 gp), oil of greater magic weapon +4 (200 gp), wand of entangle – 1st level caster (63 gp), rope of climbing (250 gp), gloves of swimming and climbing (520 gp).

APL 12: L: 52 gp; C: 0 gp; M: oil of magic vestment +4 (200 gp), oil of greater magic weapon +4 (200 gp), wand of entangle – 1st level caster (63 gp), rope of climbing (250 gp), gloves of swimming and climbing (520 gp), dust of dryness (71 gp), cape of the mountebank (840 gp).

Encounter Six:

APL 4: L: 171 gp; C: 0 gp; M: 3 potions of shield of faith +5 (75 gp each), 3 potions of cat's grace (25 gp each), 3 potions of barkskin +2 (25 gp each), cloak of charisma +2 (333 gp), periapt of wisdom +2 (333 gp), oil of shillelagh (50 gp), potion of barkskin +4 (75 gp).

APL 6: L: 171 gp; C: 0 gp; M: 3 potions of shield of faith +5 (75 gp each), 3 potions of cat's grace (25 gp each), 3 potions of barkskin +2 (25 gp each), 3 pinches of dust of illusion (100 gp each), cloak of charisma +2 (333 gp), wand of burning hands – 1st level caster (63 gp), periapt of wisdom +2 (333 gp), pearl of power – 1st level (83 gp), oil of shillelagh (50 gp), potion of barkskin +4 (75 gp), hat of disguise (150 gp).

APL 8: L: 171 gp; C: 0 gp; M: 3 potions of shield of faith +5 (75 gp each), 3 potions of cat's grace (25 gp each), 3 potions

of barkskin +2 (25 gp each), 3 pinches of dust of illusion (100 gp each), ring of swimming (208 gp), ring of sustenance (208 gp), ring of feather falling (183 gp), cloak of charisma +2 (333 gp), wand of Melf's acid arrow – 3rd level caster (375 gp), periapt of wisdom +2 (333 gp), pearl of power – 1st level (83 gp), robe of bones (200 gp), oil of shillelagh (50 gp), potion of barkskin +4 (75 gp), hat of disguise (150 gp), bead of force (250 gp).

APL 10: L: 171 gp; C: 0 gp; M: 3 potions of shield of faith +5 (75 gp each), 3 potions of cat's grace (25 gp each), 3 potions of barkskin +2 (25 gp each), 3 pinches of dust of illusion (100 gp each), ring of swimming (208 gp), ring of sustenance (208 gp), ring of feather falling (183 gp), dust of disappearance (292 gp), lens of detection (292 gp), gloves of arrow snaring (333 gp), cloak of charisma +4 (1,333 gp), wand of Melf's acid arrow – 3rd level caster (375 gp), periapt of wisdom +4 (1,333 gp), pearl of power – 1st level (83 gp), robe of bones (200 gp), oil of shillelagh (50 gp), potion of barkskin +4 (75 gp), hat of disguise (150 gp), bead of force (250 gp), ring of minor energy resistance – fire (1,000 gp).

APL 12: L: 171 gp; C: 0 gp; M: 3 potions of shield of faith +5 (75 gp each), 3 potions of cat's grace (25 gp each), 3 potions of barkskin +2 (25 gp each), 3 pinches of dust of illusion (100 gp each), ring of swimming (208 gp), ring of sustenance (208 gp), ring of feather falling (183 gp), dust of disappearance (292 gp), lens of detection (292 gp), gloves of arrow snaring (333 gp), 3 oils of greater magic weapon (250 gp each), ring of counterspells (333 gp), greater slaying arrow - dwarf (338 gp), chime of opening (250 gp), cloak of charisma +4 (1,333 gp), wand of magic missile – 9th level caster (563 gp), periapt of wisdom +4 (1,333 gp), pearl of power – 1st level (83 gp), robe of bones (200 gp), pearl of power – 2nd level (333 gp), oil of shillelagh (50 gp), potion of barkskin +4 (75 gp), hat of disguise (150 gp), bead of force (250 gp), ring of minor energy resistance – fire (1,000 gp), rod of paralysis (1,833 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 223 gp; C: 0 gp; M: 1,366 gp – Total: 1,589 gp (650 gp).

APL 6: L: 223 gp; C: 0 gp; M: 2,162 gp – Total: 2,385 gp (900 gp).

APL 8: L: 223 gp; C: 0 gp; M: 4,059 gp – Total: 4,059 gp (1,300 gp).

APL 10: L: 351 gp; C: 0 gp; M: 9,856 gp – Total: 10,207 gp (2,300 gp).

APL 12: L: 351 gp; C: 0 gp; M: 16,625 gp – Total: 16,976 gp (3,300 gp).

Items for the Adventure Record

Special

☛ Commendation from the Royal Army

Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to purchase the following items: ring of protection +2 and ring of protection +3.

✦ Ring of Death

Only one PC per table will receive this ring (and if this PC already played **ULP4-05 Death to Undeath**, they don't gain the ring either). This PC put the ring on his/her finger and is now cursed by it. They did not "sell" it to Kretan, and now they can't remove it under any circumstances (except as noted in future adventures). The ring isn't fully attuned to the PC yet, so its effects are limited.

The wearer of the *ring of death* gains an increased ability to effect undead. Any spell or effect this PC uses that involves controlling, rebuking, or creating undead is used as if the PC's caster level was increased by 2. The wearer can *detect undead* at will. The ring functions as a *ring of sustenance* for the bearer.

If the bearer is female, they gain a +2 enhancement bonus to Charisma. However, they also suffer a -1 profane penalty to all Diplomacy, Intimidate, and Bluff checks against other females. This penalty increases by one for each adventure the bearer participates in after this one. If the wearer gives birth once she has worn the ring (assuming the ring is still in existence somewhere), she is instantly slain with no chance of *resurrection* or *raising*. Finally, a female bearer is compelled to take a certain path into the future; she must participate in **ULP4-05 Death to Undeath** as one of her next 10 adventures (no exceptions).

If the bearer is male, he is slowly disfigured by the ring, appearing more and more ghoulish. His Charisma suffers a -1 profane penalty which increases by one for each adventure the bearer participates in after this one. A male bearer is compelled to take a certain path into the future; he must participate in **ULP4-05 Death to Undeath** as one of her next 10 adventures (no exceptions).

If two or more PCs at the same table have the ring, have them roll d20s. Highest roll has the ring and the other PC "loses" it for the adventure. They believe the winner has stolen it and will refuse to provide direct assistance to that PC throughout the adventure. The ring returns to both individuals at the end of the adventure.

Strong Necromancy; CL: 13th; *Prerequisites*: can't be created; *Market Price*: can't be sold except as noted in future adventures; *Weight*: 0 lbs.

✦ Huecuva Blight

Your PC has been infected with a disease called huecuva blight. The incubation period is one day; at the end of that time, the disease deals 1d2 points of Str and Con damage. An infected PC must make a saving throw (Fort DC 14) each day thereafter or take another 1d2 points of Str and Con damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Con (and dies), makes two consecutive successful saves (and is thus cured), or receives magical treatment (such as a *remove disease* spell). If this disease is not cured before this adventure is concluded, the PC must make seven checks for each TU spent after this adventure until the PC dies or is cured.

Item Access

APL 4:

- ❖ Boots of Striding and Springing (Adventure, DMG)
- ❖ Oil of Magic Vestment +4 (Adventure, DMG)
- ❖ Potion of Shield of Faith +5 (Adventure, DMG)
- ❖ Potion of Barkskin +4 (Adventure, DMG)

APL 6 (APL 4 Items plus):

- ❖ Oil of Greater Magic Weapon +4 (Adventure, DMG)
- ❖ Dust of Illusion (Adventure, DMG)
- ❖ Wand of Burning Hands (1st level caster, Adventure, DMG)
- ❖ Pearl of Power – 1st level (Adventure, DMG)
- ❖ Hat of Disguise (Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ Wand of Entangle (1st level caster, Adventure, DMG)
- ❖ Rope of Climbing (Adventure, DMG)
- ❖ Ring of Swimming (Adventure, DMG)
- ❖ Ring of Sustenance (Adventure, DMG)
- ❖ Ring of Feather Falling (Adventure, DMG)
- ❖ Wand of Melf's Acid Arrow (3rd level caster, Adventure, DMG)
- ❖ Robe of Bones (Adventure, DMG)
- ❖ Bead of Force (Adventure, DMG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ Gauntlet of Rust (Adventure, DMG)
- ❖ Boots of Levitation (Adventure, DMG)
- ❖ Gloves of Swimming and Climbing (Adventure, DMG)
- ❖ Dust of Disappearance (Adventure, DMG)
- ❖ Lens of Detection (Adventure, DMG)
- ❖ Gloves of Arrow Snaring (Adventure, DMG)
- ❖ Cloak of Charisma +4 (Adventure, DMG)
- ❖ Periapt of Wisdom +4 (Adventure, DMG)
- ❖ Ring of Minor Energy Resistance - Fire (Adventure, DMG)

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ *Mask of the Skull* (Adventure, DMG)
- ❖ *Cape of the Mountebank* (Adventure, DMG)
- ❖ *Dust of Dryness* (Adventure, DMG)
- ❖ *Oil of Greater Magic Weapon +5* (Adventure, DMG)
- ❖ *Rod of Paralysis* (Adventure, A&EG)
- ❖ *Ring of Counterspells* (Adventure, DMG)
- ❖ *Greater Slaying Arrow - Dwarf* (Adventure, DMG)
- ❖ *Chime of Opening* (Adventure, DMG)
- ❖ *Wand of Magic Missile* (9th level caster, Adventure, DMG)
- ❖ *Pearl of Power – 2nd level* (Adventure, DMG)

Appendix One: NPCs

Encounter Two

APL 4

Spellstitched Wight: CR 4; Medium undead; HD 4d12; hp 36; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); Base Atk +2, Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., DR 5/magic, SR 17, turn resistance +2, undead traits, +2 profane bonus to saves (already adjusted below); AL LE; SV Fort +3, Ref +4, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Spell-like Abilities: 3/day – *scorching ray*, *magic missile*; 1/day – *fireball*, *lightning bolt*, *blindness/deafness*, *mage armor*; as 4th level sorcerer; save DC 12 + spell level.

APLs 6 to 12

Advanced Spellstitched Wight: CR 6; Medium undead; HD 8d12; hp 72; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); Base Atk +4, Grp +5; Atk +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee (1d4+1 plus energy drain, slam); SA create spawn, energy drain, spell-like abilities; SQ darkvision 60 ft., DR 5/magic and silver, SR 18, turn resistance +2, undead traits, +2 profane bonus to saves (already adjusted below); AL LE; SV Fort +4, Ref +5, Will +9; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 16.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Blind-Fight, Improved Initiative.

Spell-like Abilities: 3/day – *scorching ray*, *magic missile*; 1/day – *fireball*, *lightning bolt*, *blindness/deafness*, *mage armor*; as 8th level sorcerer; save DC 13 + spell level.

APL 10

Huecuva: Huecuva Clr9; CR 11; Medium undead; HD 9d12+3; hp 84; Init +1; Spd 20 ft.; AC 29, touch 11, flat-footed 28 (+1 Dex, +4 natural, +10 armor, +4 shield); Base Atk +6/+1, Grp +9; Atk +9 melee (1d6+3 plus disease, slam) or +12 melee (1d8+5, warhammer); Full Atk +9/+4 melee (1d6+3 plus disease, slam) or +12/+7 melee (1d8+5, warhammer); SA huecuva blight, rebuke undead 4/day, spells; SQ DR 10/silver, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +6, Will +13; Str 17, Dex 12, Con -, Int 4, Wis 20, Cha 12.

Skills and Feats: Concentration +15, Knowledge (religion) +5, Spellcraft +7; Combat Casting, Greater Spell Focus (Evocation), Power Attack, Spell Focus (Evocation), Toughness^B, Weapon Focus (warhammer).

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level, evocation 17 + spell level): 0 – *detect magic*, *detect magic*, *guidance*, *guidance*, *resistance*, *resistance*; 1st – *bane*, *bless*, *divine favor*, *doom*, *entropic shield*, *protection from*

good^{*}, *shield of faith*; 2nd – *align weapon*, *bull's strength*, *desecrate*^{*} (*pre-cast*), *hold person*, *owl's wisdom*, *sound burst*; 3rd – *dispel magic*, *magic circle against good*^{*}, *magic vestment* (*pre-cast*), *magic vestment* (*pre-cast*), *prayer*; 4th – *divine power*, *greater magic weapon* (*pre-cast*), *inflict critical wounds*, *unholy blight*^{*}; 5th – *flame strike*, *righteous might*, *slay living*^{*}.

^{*}Domain spell. Domains: Death (death touch); Evil (+1 caster level for evil spells).

Possessions: full plate armor, heavy steel shield, warhammer, gauntlet of rust, boots of levitation.

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease* spell).

In life, this huecuva was a 9th-level human cleric.

APL 12

Huecuva: Huecuva Clr12; CR 14; Medium undead; HD 12d12+3; hp 111; Init +1; Spd 20 ft.; AC 31, touch 11, flat-footed 30 (+1 Dex, +4 natural, +11 armor, +5 shield); Base Atk +9/+4, Grp +13; Atk +13 melee (1d6+6 plus disease, slam) or +17 melee (1d8+5, warhammer); Full Atk +9/+4 melee (1d6+3 plus disease, slam) or +17/+12 melee (1d8+6, warhammer); SA huecuva blight, rebuke undead 4/day, spells; SQ DR 10/silver, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +6, Will +13; Str 18, Dex 12, Con -, Int 4, Wis 20, Cha 12.

Skills and Feats: Concentration +18, Knowledge (religion) +5, Spellcraft +10; Combat Casting, Greater Spell Focus (Evocation), Power Attack, Spell Focus (Evocation), Toughness^B, Weapon Focus (warhammer).

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level, evocation 17 + spell level): 0 – *detect magic*, *detect magic*, *guidance*, *guidance*, *resistance*, *resistance*; 1st – *bane*, *bless*, *divine favor*, *doom*, *doom*, *entropic shield*, *protection from good*^{*}, *shield of faith*; 2nd – *align weapon*, *bull's strength*, *desecrate*^{*} (*pre-cast*), *hold person*, *owl's wisdom*, *sound burst*; 3rd – *bestow curse*, *dispel magic*, *magic circle against good*^{*}, *magic vestment* (*pre-cast*), *magic vestment* (*pre-cast*), *prayer*; 4th – *divine power*, *greater magic weapon* (*pre-cast*), *inflict critical wounds*, *spell immunity*, *unholy blight*^{*}; 5th – *flame strike*, *mass inflict light wounds*, *righteous might*, *slay living*^{*}, *spell resistance*; 6th – *create undead*, *harm*, *mass inflict moderate wounds*.

^{*}Domain spell. Domains: Death (death touch); Evil (+1 caster level for evil spells).

Possessions: full plate armor, heavy steel shield, warhammer, gauntlet of rust, boots of levitation, mask of the skull.

Huecuva Blight (Su): Victims hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to the disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saves, or receives magical treatment (such as a *remove disease* spell).

In life, this huecuva was a 9th-level human cleric.

Encounter Three and Seven

APL 4

Kretan Gnirreh: Male Human Rgr4; CR 4; Medium humanoid (human); HD 4d8+8; hp 30; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+3 Dex); Base Atk +4, Grp +4; Atk +8 melee (1d6/19-20, short sword); Full Atk +6 melee (1d6/19-20, short sword) and +6 melee (1d6/19-20, short sword); SA favored enemy (undead); SQ wild empathy; AL CN; SV Fort +6, Ref +7, Will +3; Str 10, Dex 16, Con 15, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +7, Hide +10, Jump +7, Listen +9, Move Silently +10, Spot +9, Survival +9; Endurance^B, Improved Initiative, Track^B, Two Weapon Defense, Two-Weapon Fighting^B, Weapon Finesse (short sword).

Spells Prepared (1; base DC = 12 + spell level): 1st – *longstrider*.

Possessions: 2 masterwork short swords, *oil of magic vestment* +4.

APL 6

Kretan Gnirreh: Male Human Rgr6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+3 Dex); Base Atk +6/+1, Grp +6; Atk +11 melee (1d6/19-20, short sword); Full Atk +9/+4 melee (1d6/19-20, short sword) and +9/+4 melee (1d6/19-20, short sword); SA favored enemy (1-undead, 2-animal); SQ wild empathy; AL CN; SV Fort +7, Ref +8, Will +4; Str 10, Dex 16, Con 15, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +9, Hide +12, Jump +9, Listen +11, Move Silently +12, Spot +11, Survival +11; Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Track^B, Two Weapon Defense, Two-Weapon Fighting^B, Weapon Finesse (short sword), Weapon Focus (short sword).

Spells Prepared (2; base DC = 12 + spell level): 1st – *delay poison*, *longstrider*.

Possessions: 2 masterwork short swords, *oil of magic vestment* +4, *oil of greater magic weapon* +4.

APL 8

Kretan Gnirreh: Male Human Rgr8; CR 8; Medium humanoid (human); HD 8d8+24; hp 66; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+3 Dex); Base Atk

+8/+3, Grp +8; Atk +13 melee (1d6/19-20, short sword); Full Atk +11/+6 melee (1d6/19-20, short sword) and +11/+6 melee (1d6/19-20, short sword); SA favored enemy (1-undead, 2-animal); SQ swift tracker, wild empathy, woodland stride; AL CN; SV Fort +9, Ref +9, Will +4; Str 10, Dex 16, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +11, Hide +14, Jump +11, Listen +13, Move Silently +14, Spot +13, Survival +13; Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Track^B, Two Weapon Defense, Two-Weapon Fighting^B, Weapon Finesse (short sword), Weapon Focus (short sword).

Spells Prepared (2/1; base DC = 12 + spell level): 1st – *delay poison*, *longstrider*; 2nd – *cat's grace*.

Possessions: 2 masterwork short swords, *oil of magic vestment* +4, *oil of greater magic weapon* +4, *wand of entangle* (1st level caster), *rope of climbing*.

APL 10

Kretan Gnirreh: Male Human Rgr10; CR 10; Medium humanoid (human); HD 10d8+30; hp 83; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+3 Dex); Base Atk +10/+5, Grp +10; Atk +15 melee (1d6/17-20, short sword); Full Atk +13/+8 melee (1d6/17-20, short sword) and +13/+8 melee (1d6/17-20, short sword); SA favored enemy (1-undead, 2-animal, 3-plant); SQ evasion, swift tracker, wild empathy, woodland stride; AL CN; SV Fort +10, Ref +10, Will +5; Str 10, Dex 16, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +13, Hide +16, Jump +13, Listen +15, Move Silently +16, Spot +15, Survival +15; Endurance^B, Improved Critical (short sword), Improved Initiative, Improved Two-Weapon Fighting^B, Track^B, Two Weapon Defense, Two-Weapon Fighting^B, Weapon Finesse (short sword), Weapon Focus (short sword).

Spells Prepared (2/2; base DC = 12 + spell level): 1st – *delay poison*, *longstrider*; 2nd – *barkskin*, *cat's grace*.

Possessions: 2 masterwork short swords, *oil of magic vestment* +4, *oil of greater magic weapon* +4, *wand of entangle* (1st level caster), *rope of climbing*, *gloves of swimming and climbing*.

APL 12

Kretan Gnirreh: Male Human Rgr12; CR 12; Medium humanoid (human); HD 12d8+36; hp 99; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 11 (+3 Dex); Base Atk +12/+7/+2, Grp +12; Atk +17 melee (1d6/17-20, short sword); Full Atk +15/+10/+5 melee (1d6/17-20, short sword) and +15/+10/+5 melee (1d6/17-20, short sword); SA favored enemy (1-undead, 2-animal, 3-plant); SQ evasion, swift tracker, wild empathy, woodland stride; AL CN; SV Fort +11, Ref +11, Will +6; Str 10, Dex 17, Con 16, Int 10, Wis 14, Cha 4.

Skills and Feats: Climb +15, Hide +18, Jump +15, Listen +17, Move Silently +18, Spot +17, Survival +17; Endurance^B, Greater Two-Weapon Fighting^B, Improved Critical (short sword), Improved Initiative, Improved Two-Weapon Defense, Improved Two-Weapon Fighting^B, Track^B, Two Weapon Defense, Two-Weapon

Fighting^B, Weapon Finesse (short sword), Weapon Focus (short sword).

Spells Prepared (2/2/1; base DC = 12 + spell level): 1st – delay poison, longstrider; 2nd – barkskin, cat's grace; 3rd – darkvision.

Possessions: 2 masterwork short swords, oil of magic vestment +4, oil of greater magic weapon +4, wand of entangle (1st level caster), rope of climbing, gloves of swimming and climbing, dust of dryness, cape of the mountebank.

Encounter Six

All APLs

Dawana: Female Human Clr3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11 (+1 armor); Base Atk +2, Grp +2; Atk +2 melee (1d3, fist); Full Atk +2 melee (1d3, fist); SA rebuke undead; AL CN; SV Fort +4, Ref +1, Will +5; Str 10, Dex 10, Con 12, Int 10, Wis 15, Cha 18.

Skills and Feats: Diplomacy +10, Knowledge (religion) +6; Extra Turning, Improved Turning, Iron Will.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – create water, mending, mending, purify food and drink; 1st – cure light wounds, disguise self, ~~endure elements [fire] (pre-cast)~~, sanctuary; 2nd – delay poison, invisibility*, zone of truth.

*Domain spell. Domains: Luck (good fortune); Trickery (bluff, disguise & hide class skills).

Possessions: wedding dress (treat as padded armor), holy symbol of Olidammara, ring of death.

Salli: Female Human Com2; CR 1; Medium humanoid (human); HD 2d4; hp 6; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +1, Grp +0; Atk +0 melee (1d3-1, fist); Full Atk +0 melee (1d3-1, fist); AL NG; SV Fort +0, Ref +1, Will +0; Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha 14.

Skills and Feats: Craft +7; Endurance, Skill Focus (craft).

APL 4

Jarent: Male Human Clr3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +2, Grp +4; Atk +5 melee (1d6+2, staff); Full Atk +5 melee (1d6+2, staff); AL NE; SV Fort +4, Ref +2, Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Bluff +8, Concentration +11; Combat Casting, Iron Will, Weapon Focus (staff).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – detect magic, detect magic, guidance, resistance; 1st – cause fear*, divine favor, magic weapon, shield of faith; 2nd – bear's endurance, bull's strength, death knell*.

*Domain spell. Domains: Death (death touch); Trickery (bluff, disguise & hide class skills).

Possessions: full plate armor, heavy steel shield, staff, oil of shillelagh, potion of barkskin +4.

Cedrick: Male Human Clr2; CR 2; Medium humanoid (human); HD 2d8+4; hp 15; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1, Grp +0; Atk +0

melee (1d6-1, staff); Full Atk +0 melee (1d6-1, staff); AL NE; SV Fort +5, Ref +0, Will +8; Str 8, Dex 10, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Knowledge (history) +5, Knowledge (religion) +5; Greater Spell Focus (evocation), Spell Focus (evocation).

Spells Prepared (4/4+1; base DC = 15 + spell level, evocation 17 + spell level): 0 – detect magic, detect poison, guidance, resistance; 1st – bane, bless, doom, obscuring mist, protection from good*.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide class skills).

Possessions: staff, periapt of wisdom +2.

Besman: Male Human Sor2; CR 2; Medium humanoid (human); HD 2d4+4; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +1, Grp +0; Atk +0 melee (1d6-1, staff); Full Atk +0 melee (1d6-1, staff); AL NE; SV Fort +2, Ref +4, Will +4; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 18.

Skills and Feats: Bluff +9, Concentration +7; Greater Spell Focus (evocation), Spell Focus (evocation).

Spells Known (6/5; base DC = 14 + spell level, evocation 16 + spell level): 0 – acid splash, daze, flare, ray of frost, resistance; 1st – burning hands, color spray.

Possessions: staff, cloak of charisma +2, weasel familiar.

Familiar—Weasel: tiny animal; HD ½d8; 4 hp; Init +1; Spd 5 ft.; AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); BA/Grp +1/-11; Atk/Full Atk bite +5 melee (1d3-4); Space/Reach 2½ ft./0 ft.; SA attach; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link; SV Fort +2, Ref +4, Will +4; Str 3; Dex 15; Con 10, Int 6, Wis 12; Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Nerull Followers (3): Male Human Rog2; CR 2; Medium humanoid (human); HD 2d6+4; hp 12 each; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); Base Atk +1, Grp +1; Atk +1 melee (1d6/19-20, short sword) or +5 ranged (1d6/19-20, shortbow); Full Atk +1 melee (1d6/19-20, short sword) or +5 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance +8, Climb +5, Hide +8, Jump +5, Listen +6, Move Silently +8, Spot +6, Tumble +8; Point Blank Shot, Rapid Shot.

Possessions: masterwork studded leather armor, masterwork shortbow, 20 arrows, short sword, potion of shield of faith +5, potion of cat's grace, potion of barkskin +2.

APL 6

Jarent: Male Human Clr5; CR 5; Medium humanoid (human); HD 5d8+5; hp 34; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +3, Grp +5; Atk +6 melee (1d6+2, staff); Full Atk +6 melee (1d6+2, staff); AL NE; SV Fort +5, Ref +2, Will +8; Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Bluff +10, Concentration +13; Combat Casting, Iron Will, Weapon Focus (staff).

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – detect magic, detect magic, detect poison, guidance, resistance; 1st – cause fear*, divine favor, magic weapon, protection from good, shield of faith; 2nd – align weapon, bear's endurance, bull's strength, death knell*; 3rd – magic vestment, magic vestment, nondetection*.

*Domain spell. Domains: Death (death touch); Trickery (bluff, disguise & hide class skills).

Possessions: full plate armor, heavy steel shield, staff, oil of shillelagh, potion of barkskin +4, hat of disguise.

Cedrick: Male Human Clr4; CR 4; Medium humanoid (human); HD 4d8+8; hp 30; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3, Grp +2; Atk +2 melee (1d6-1, staff); Full Atk +2 melee (1d6-1, staff); AL NE; SV Fort +6, Ref +1, Will +9; Str 8, Dex 10, Con 14, Int 10, Wis 21, Cha 10.

Skills and Feats: Knowledge (history) +7, Knowledge (religion) +7; Greater Spell Focus (evocation), Heighten Spell, Spell Focus (evocation).

Spells Prepared (5/5+1/3+1; base DC = 15 + spell level, evocation 17 + spell level): 0 – detect magic, detect poison, guidance, guidance, resistance; 1st – bane, bless, doom, doom, obscuring mist, protection from good*; 2nd – bear's endurance, invisibility*, sound burst, sound burst.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide class skills).

Possessions: staff, pearl of power [1st-level caster], periapt of wisdom +2.

Besman: Male Human Sor4; CR 4; Medium humanoid (human); HD 4d4+8; hp 18; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +2, Grp +1; Atk +1 melee (1d6-1, staff); Full Atk +1 melee (1d6-1, staff); AL NE; SV Fort +3, Ref +5, Will +5; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 19.

Skills and Feats: Bluff +11, Concentration +13; Combat Casting, Greater Spell Focus (evocation), Spell Focus (evocation).

Spells Known (6/7/4; base DC = 14 + spell level, evocation 16 + spell level): 0 – acid splash, daze, flare, ray of frost, read magic, resistance; 1st – burning hands, color spray, magic missile; 2nd – scorching ray.

Possessions: staff, cloak of charisma +2, wand of burning hands (1st level), weasel familiar.

Familiar—Weasel: tiny animal; HD 1/2d8; 9 hp; Init +1; Spd 5 ft.; AC 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); BA/Grp +2/-10; Atk/Full Atk bite +6 melee (1d3-4); Space/Reach 2 1/2 ft./0 ft.; SA attach; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, deliver touch spells; SV Fort +2, Ref +4, Will +5; Str 3; Dex 15; Con 10, Int 7, Wis 12; Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Nerull Followers (3): Male Human Rog4; CR 4; Medium humanoid (human); HD 4d6+8; hp 24 each; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3

armor); Base Atk +3, Grp +3; Atk +3 melee (1d6/19-20, short sword) or +8 ranged (1d6/19-20, shortbow); Full Atk +3 melee (1d6/19-20, short sword) or +8 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 18, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance +11, Climb +7, Hide +11, Jump +7, Listen +8, Move Silently +11, Spot +8, Tumble +11; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: masterwork studded leather armor, masterwork shortbow, 20 arrows, short sword, potion of shield of faith +5, potion of cat's grace, potion of barkskin +2, dust of illusion.

APL 8

Jarent: Male Human Clr7; CR 7; Medium humanoid (human); HD 7d8+7; hp 48; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +5, Grp +7; Atk +8 melee (1d6+2, staff); Full Atk +8 melee (1d6+2, staff); AL NE; SV Fort +6, Ref +3, Will +9; Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Bluff +12, Concentration +15; Combat Casting, Endurance, Iron Will, Weapon Focus (staff).

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – detect magic, detect magic, detect poison, guidance, guidance, resistance; 1st – cause fear*, divine favor, entropic shield, magic weapon, protection from good, shield of faith; 2nd – align weapon, bear's endurance, bull's strength, cure moderate wounds, death knell*; 3rd – magic vestment, magic vestment, nondetection*; 4th – confusion*, divine power.

*Domain spell. Domains: Death (death touch); Trickery (bluff, disguise & hide class skills).

Possessions: full plate armor, heavy steel shield, staff, oil of shillelagh, potion of barkskin +4, hat of disguise, bead of force.

Cedrick: Male Human Clr6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +4, Grp +3; Atk +3 melee (1d6-1, staff); Full Atk +3 melee (1d6-1, staff); AL NE; SV Fort +7, Ref +2, Will +10; Str 8, Dex 10, Con 14, Int 10, Wis 21, Cha 10.

Skills and Feats: Knowledge (history) +9, Knowledge (religion) +9; Greater Spell Focus (evocation), Heighten Spell, Maximize Spell, Spell Focus (evocation).

Spells Prepared (5/5+1/4+1/3+1; base DC = 15 + spell level, evocation 17 + spell level): 0 – detect magic, detect poison, guidance, guidance, resistance; 1st – bane, bless, doom, doom, obscuring mist, protection from good*; 2nd – bear's endurance, invisibility*, sound burst, sound burst, sound burst; 3rd – blindness/deafness, dispel magic, magic circle against good*, prayer.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide class skills).

Possessions: staff, pearl of power [1st-level caster], periapt of wisdom +2, robe of bones.

Besman: Male Human Sor6; CR 6; Medium humanoid (human); HD 6d4+12; hp 27; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +3, Grp +2; Atk +2 melee (1d6-1, staff); Full Atk +2 melee (1d6-1, staff); AL NE; SV Fort +4, Ref +6, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 19.

Skills and Feats: Bluff +13, Concentration +15; Combat Casting, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation).

Spells Known (6/7/6/4; base DC = 14 + spell level, evocation 16 + spell level): 0 – acid splash, daze, flare, ray of frost, read magic, resistance, touch of fatigue; 1st – burning hands, color spray, mage armor, magic missile; 2nd – scorching ray, touch of idiocy; 3rd – fireball.

Possessions: staff, cloak of charisma +2, wand of Melf's acid arrow (3rd level), weasel familiar.

Familiar—Weasel: tiny animal; HD ½d8; 13 hp; Init +1; Spd 5 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); BA/Grp +3/-9; Atk/Full Atk bite +7 melee (1d3-4); Space/Reach 2½ ft./0 ft.; SA attach; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; SV Fort +2, Ref +4, Will +6; Str 3; Dex 15; Con 10, Int 8, Wis 12; Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Nerull Followers (3): Male Human Rog6; CR 6; Medium humanoid (human); HD 6d6+12; hp 36 each; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 armor); Base Atk +4, Grp +4; Atk +4 melee (1d6/19-20, short sword) or +10 ranged (1d6/19-20, shortbow); Full Atk +4 melee (1d6/19-20, short sword) or +10 ranged (1d6/x3, shortbow); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +9, Will +3; Str 10, Dex 18, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Balance +13, Climb +9, Hide +13, Jump +9, Listen +10, Move Silently +13, Spot +10, Tumble +13; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: masterwork studded leather armor, masterwork shortbow, 20 arrows, short sword, *potion of shield of faith* +5, *potion of cat's grace*, *potion of barkskin* +2, *dust of illusion*, *ring of swimming* (follower #1), *ring of sustenance* (follower #2), *ring of feather falling* (follower #3).

APL 10

Jarent: Male Human Clr9; CR 9; Medium humanoid (human); HD 9d8+9; hp 61; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +6/+1, Grp +8; Atk +9 melee (1d6+2, staff); Full Atk +9/+4 melee (1d6+2, staff); AL NE; SV Fort +7, Ref +4, Will +11; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +14, Concentration +17; Combat Casting, Diehard, Endurance, Iron Will, Weapon Focus (staff).

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – detect magic, detect magic, detect poison,

guidance, guidance, resistance; 1st – cause fear*, divine favor, entropic shield, magic weapon, protection from good, shield of faith; 2nd – align weapon, bear's endurance, bull's strength, cure moderate wounds, cure moderate wounds, death knell*; 3rd – cure serious wounds, magic vestment, magic vestment, nondetection*, protection from energy; 4th – confusion*, divine power, greater magic weapon; 5th – righteous might, slay living*.

*Domain spell. Domains: Death (death touch); Trickery (bluff, disguise & hide class skills).

Possessions: full plate armor, heavy steel shield, staff, oil of shillelagh, *potion of barkskin* +4, hat of disguise, bead of force, ring of minor energy resistance (fire).

Cedrick: Male Human Clr8; CR 8; Medium humanoid (human); HD 8d8+16; hp 60; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +6/+1, Grp +5; Atk +5 melee (1d6-1, staff); Full Atk +5/+0 melee (1d6-1, staff); AL NE; SV Fort +8, Ref +2, Will +13; Str 8, Dex 10, Con 14, Int 10, Wis 24, Cha 10.

Skills and Feats: Knowledge (history) +11, Knowledge (religion) +11; Greater Spell Focus (evocation), Heighten Spell, Maximize Spell, Spell Focus (evocation).

Spells Prepared (6/6+1/5+1/5+1/3+1; base DC = 17 + spell level, evocation 19 + spell level): 0 – detect magic, detect poison, guidance, guidance, resistance, resistance; 1st – bane, bless, command, doom, doom, obscuring mist, protection from good*; 2nd – bear's endurance, hold person, invisibility*, sound burst, sound burst, sound burst; 3rd – blindness/deafness, blindness/deafness, dispel magic, invisibility purge, magic circle against good*, prayer; 4th – sound burst (heightened), sound burst (heightened), summon monster IV, unholy blight*.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide class skills).

Possessions: staff, pearl of power [1st-level caster], periapt of wisdom +4, robe of bones.

Besman: Male Human Sor8; CR 8; Medium humanoid (human); HD 8d4+16; hp 36; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +4, Grp +3; Atk +3 melee (1d6-1, staff); Full Atk +3 melee (1d6-1, staff); AL NE; SV Fort +4, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 22.

Skills and Feats: Bluff +15, Concentration +17; Combat Casting, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation).

Spells Known (6/8/8/6/4; base DC = 16 + spell level, evocation 18 + spell level): 0 – acid splash, daze, detect magic, flare, ray of frost, read magic, resistance, touch of fatigue; 1st – burning hands, color spray, mage armor, magic missile, shield; 2nd – false life, scorching ray, touch of idiocy; 3rd – displacement, fireball; 4th – shout.

Possessions: staff, cloak of charisma +4, wand of Melf's acid arrow (3rd level), weasel familiar.

Familiar—Weasel: tiny animal; HD ½d8; 18 hp; Init +1; Spd 5 ft.; AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural); BA/Grp +4/-8; Atk/Full Atk bite +8 melee (1d3-4); Space/Reach 2½ ft./0 ft.; SA attach; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, deliver touch

spells, speak with master, speak with animals of its kind; SV Fort +2, Ref +4, Will +7; Str 3; Dex 15; Con 10, Int 9, Wis 12; Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Nerull Followers (3): Male Human Rog8; CR 8; Medium humanoid (human); HD 8d6+16; hp 48 each; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 armor); Base Atk +6/+1, Grp +6; Atk +6 melee (1d6/19-20, short sword) or +12 ranged (1d6/19-20, shortbow); Full Atk +6/+1 melee (1d6/19-20, short sword) or +12/+7 ranged (1d6/x3, shortbow); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +10, Will +4; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +15, Climb +11, Hide +15, Jump +11, Listen +12, Move Silently +15, Spot +12, Tumble +15; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: masterwork studded leather armor, masterwork shortbow, 20 arrows, short sword, *potion of shield of faith* +5, *potion of cat's grace*, *potion of barkskin* +2, *dust of illusion*, *ring of swimming* (follower #1), *ring of sustenance* (follower #2), *ring of feather falling* (follower #3), *dust of disappearance* (follower #1), *lens of detection* (follower #2), *gloves of arrow snaring* (follower #3).

APL 12

Jarent: Male Human Clr11; CR 11; Medium humanoid (human); HD 11d8+11; hp 75; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +8 armor, +2 shield); Base Atk +8/+3, Grp +10; Atk +11 melee (1d6+2, staff); Full Atk +11/+6 melee (1d6+2, staff); AL NE; SV Fort +8, Ref +4, Will +12; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +16, Concentration +19; Combat Casting, Diehard, Endurance, Iron Will, Weapon Focus (staff).

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level): 0 – *detect magic*, *detect magic*, *detect poison*, *guidance*, *guidance*, *resistance*; 1st – *cause fear**, *command*, *divine favor*, *entropic shield*, *magic weapon*, *protection from good*, *shield of faith*; 2nd – *align weapon*, *bear's endurance*, *bull's strength*, *cure moderate wounds*, *cure moderate wounds*, *death knell**; 3rd – *bestow curse*, *cure serious wounds*, *magic vestment*, *magic vestment*, *nondetection**, *protection from energy*; 4th – *confusion**, *divine power*, *freedom of movement*, *greater magic weapon*; 5th – *righteous might*, *slay living**, *spell resistance*; 6th – *mislead**, *word of recall*.

*Domain spell. Domains: Death (death touch); Trickery (bluff, disguise & hide class skills).

Possessions: full plate armor, heavy steel shield, staff, oil of shillelagh, *potion of barkskin* +4, *hat of disguise*, *bead of force*, *ring of minor energy resistance* (fire), *rod of paralysis* (A&EG).

Rod of Paralysis: This rod is created out of sickly pink coral and topped with spikes like those on a puffer fish. The spikes constantly produce an exotic venom that has paralytic qualities. These rods are commonly created by

kuo-toas, who are immune to the effects they produce. Anyone struck by the rod must succeed on a Fort save (DC 25) or be paralyzed for 1d4 rounds. The wielder can also expend a charge to cast *hold person* and *hold animal* 2/day and *hold monster* 1/day (as a 9th level caster). The rod holds 50 charges, but the poison lasts indefinitely. CL 9th; Prerequisites: Craft Wondrous Item, *hold monster*, *hold person*; Market Price 22,000 gp.

Cedrick: Male Human Clr10; CR 10; Medium humanoid (human); HD 10d8+23; hp 78; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +7/+2, Grp +6; Atk +6 melee (1d6-1, staff); Full Atk +6/+1 melee (1d6-1, staff); AL NE; SV Fort +9, Ref +3, Will +14; Str 8, Dex 10, Con 14, Int 10, Wis 24, Cha 10.

Skills and Feats: Knowledge (history) +13, Knowledge (religion) +13; Greater Spell Focus (evocation), Heighten Spell, Maximize Spell, Spell Focus (evocation), Toughness.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1; base DC = 17 + spell level, evocation 19 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *guidance*, *resistance*, *resistance*; 1st – *bane*, *bless*, *command*, *doom*, *doom*, *obscuring mist*, *protection from good**; 2nd – *bear's endurance*, *hold person*, *invisibility**, *sound burst*, *sound burst*, *sound burst*; 3rd – *blindness/deafness*, *blindness/deafness*, *dispel magic*, *invisibility purge*, *magic circle against good**, *prayer*; 4th – *cure critical wounds*, *sound burst* (heightened), *sound burst* (heightened), *summon monster* IV, *unholy blight**; 5th – *flame strike*, *flame strike*, *mislead**, *spell resistance*.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level); Trickery (bluff, disguise & hide class skills).

Possessions: staff, *pearl of power* [1st-level caster], *pearl of power* [2nd level], *periapt of wisdom* +4, *robe of bones*.

Besman: Male Human Sor10; CR 10; Medium humanoid (human); HD 10d4+20; hp 45; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +5, Grp +4; Atk +4 melee (1d6-1, staff); Full Atk +4 melee (1d6-1, staff); AL NE; SV Fort +5, Ref +7, Will +10; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 22.

Skills and Feats: Bluff +17, Concentration +19; Combat Casting, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation).

Spells Known (6/8/8/7/6/4; base DC = 16 + spell level, evocation 18 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *detect poison*, *flare*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st – *burning hands*, *color spray*, *mage armor*, *magic missile*, *shield*; 2nd – *false life*, *flaming sphere*, *scorching ray*, *touch of idiocy*; 3rd – *displacement*, *fireball*, *lightning bolt*; 4th – *ice storm*, *shout*; 5th – *cone of cold*.

Possessions: staff, *cloak of charisma* +4, *wand of magic missile* (9th level), *weasel familiar*.

Familiar—Weasel: tiny animal; HD ½d8; 22 hp; Init +1; Spd 5 ft.; AC 19, touch 14, flat-footed 17 (+2 size, +2 Dex, +5 natural); BA/Grp +5/-7; Atk/Full Atk bite +9 melee (1d3-4); Space/Reach 2½ ft./0 ft.; SA attach; SQ low-light vision, scent, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its

kind; SV Fort +3, Ref +5, Will +8; Str 3; Dex 15; Con 10, Int 10, Wis 12; Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

Nerull Followers (3): Male Human Rog10; CR 10; Medium humanoid (human); HD 10d6+20; hp 60 each; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 armor); Base Atk +7/+2, Grp +7; Atk +7 melee (1d6/19-20, short sword) or +13 ranged (1d6/19-20, shortbow); Full Atk +7/+2 melee (1d6/19-20, short sword) or +13/+8 ranged (1d6/x3, shortbow); SA sneak attack +5d6; SQ defensive roll, evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +11, Will +5; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +17, Climb +13, Hide +17, Jump +13, Listen +14, Move Silently +17, Spot +14, Tumble +17; Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

Possessions: masterwork studded leather armor, masterwork shortbow, 20 arrows, short sword, *potion of shield of faith* +5, *potion of cat's grace*, *potion of barkskin* +2, *dust of illusion*, *oil of greater magic weapon* +5, *ring of swimming* (follower #1), *ring of sustenance* (follower #2), *ring of feather falling* (follower #3), *dust of disappearance* (follower #1), *lens of detection* (follower #2), *gloves of arrow snaring* (follower #3), *ring of counterspells* (follower #1), *greater slaying arrow - dwarf* (follower #2), *chime of opening* (follower #3).

Critical Event Summary

For Use at Oasis

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

1. Did the PCs breakup the wedding between Dawana and Jarent? YES NO
2. Did the PCs physically attack Dawana? YES NO
(Please provide player's name, PC name & RPGA #)
3. Did the PCs attack Kretan Gnirreh on their first encounter with him? YES NO
4. Did the PCs kill Kretan Gnirreh on their first encounter with him? YES NO
5. What happened to each Nerull followers?

a) Jarent	KILLED	CAPTURED	ESCAPED
b) Cedrick	KILLED	CAPTURED	ESCAPED
c) Besman	KILLED	CAPTURED	ESCAPED
d) Follower #1	KILLED	CAPTURED	ESCAPED
e) Follower #2	KILLED	CAPTURED	ESCAPED
f) Follower #3	KILLED	CAPTURED	ESCAPED
6. Did the PCs attack Kretan Gnirreh on their second encounter with him? YES NO
7. Did the PCs kill Kretan Gnirreh on their second encounter with him? YES NO
8. What happened to the *ring of death*? NOT RECOVERED
GIVEN TO KRETAN
KEPT BY PC
9. If the *ring of death* was kept by a PC, who was it?
(Please provide player's name, PC name & RPGA #)