

SHE6-03

Things to Do in Bissel When You're Dead

A One-Round D&D® LIVING GREYHAWK™ Sheldomar Meta-Regional Adventure

Version 1.1

by Sean Smith

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"Chill and numb from head to toe, icy sun with frosty glow. Why'd you go reaching your sorrow? Why'd you go read no tomorrow? Feel your spirit rise with the priest. Feel your body falling to its knees. Take your walk of remorse, take your body to a corpse," excerpt from *Behind the Wall of Sleep*, by Black Sabbath. A Sheldomar Valley meta-regional adventure for APLs 10-16, and Part Two of the *Shadows over Sheldomar* series.

Note: Players of characters with evil emanations or physical deformities such as alienists, dragon disciples, etc. will not be allowed to participate in this adventure unless steps are made to disguise themselves. PCs *Wanted* or *Banned* from the Kingdom of Keoland or who carry the disfavor of the Court of the Land are likewise prohibited from play in this adventure.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or

read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk Levels of Play

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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 step 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.

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft

(bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Adventure Background

The Drow and their underworld allies are plotting to destabilize and invade the Sheldomar Valley. They have dispatched an emissary from their depths, a powerful beholder codenamed Storm Eye, to unify the enemies of the Sheldomar above ground. In SHE5-05 EYE OF THE STORM, they attempted to build a fortress off the Principality of Ulek. Weapon masters were kidnapped and shadowy deals made with the Sea Prince pirates, the Jagged Blade orcs, and the Thieves Guild of Gradsul city. These plans were discovered, and the weapon makers returned before a great golem-like sea serpent could be constructed. The island base was destroyed, but Storm Eye eluded capture.

The Mist Chameleons, an information gathering and espionage organization working for the government of Bissel have discovered that the Storm Eye has fled to their borders and seeks alliances with the remaining necromancers of Evard's armies.

The Court of the Land has been alerted, and again seeks agents to investigate and discover what vile plots these enemies of the Sheldomar are now designing, and to prevent any alliances between these evil powers.

Adventure Summary

The Court of the Land seeks agents to come to Niolo Dra and report to the Courts newly appointed Operational Special Services chancellor, wife of the Duke of Gradsul, the Lady Maressa of Linth.

Encounter #1 Disturbing the Priest: The PCs meet and are briefed by Lady Maressa of Linth, and Duchess of Gradsul, concerning a new threat to the Sheldomar Valley. An agent from the dark nations beneath the Valley is attempting to form an alliance with necromantic elements in Bissel. They are introduced to a Pelorite War Priest for a briefing on things undead.

Encounter #2 Buried Alive: The PCs black out and awaken sometime later buried alive in individual coffins. Upon breaking out, they make a startling discovery and must quickly adapt to their new powers and transformations.

Encounter #3 Killing Yourself to Live (optional): The player characters have their first flashback, recalling the laboratory and Doctor Steamopolis III, a mad gnomish inventor.

Encounter #4 War Pigs: The characters are ambushed by a clan of undead hunting orcs seeking revenge. The characters learn they are in a graveyard in Bissel as they learn to use their new abilities in combat.

Encounter #5: (optional) Headless Cross: Characters with ties to information gathering meta organizations or who had favor with the Lady Maressa or Duke Luschan VIII find a coded message that reveals a stash of helpful items buried under a headless cross.

Encounter #6 Ancient Warrior: As the characters attempt to recall the events of the past few days, they meet a Minotaur paladin on a holy quest who may provide much needed information and alliance...if the characters can keep him from destroying them first! He tells of the Shadow Gate to the fell necropolis and offers to take the characters there if they prove their true heroic natures in telling him stories of their valor.

Encounter #7 Behind the Wall of Sleep: The PCs travel to the Shadow Gate that will transport the characters to the Plane of Shadow and a shadowy version of Thornward. They must also survive a natural avalanche that occurs as they climb the mountains. The Minotaur learns of a powerful anti-life spell upon the gate, which prevents him from further traveling with the group. It's up to the party to continue and infiltrate the necropolis beyond the gate!

Encounter #8 Anno Mundi (optional): Flashback #2 reveals more of how the PCs came to be buried alive and transformed into undead. This encounter may be skipped if the game is played in a timed convention slot.

Encounter #9 Wicked World: The PCs must figure out a way to infiltrate the shadowy version of Thornward. The player characters can approach a strange necromancer who may provide vital information about recent events and the location of the UnderOerth contingents...for a price.

Encounter #10 Falling off the Edge of the World: If the location of the conclave is discovered, the PCs can gather vital information about the alliance and the planned attack on the Court of the Land. The necromancers covet the Hand of Vecna, a horrible artifact. They can discover books about the fall of Vecna at the hands of Kas and a prophecy that the Hand and Eye will return to the Sheldomar Valley in a cycle of time to plague the living. The beholder will provide lost texts to the cultists in exchange for aid in a surprise attack upon Keoland. Can the characters escape back to Niole Dra in time to alert the Court?

Encounter #11 Born Again: Emerging from the Plane of Shadow, the characters revert to their original forms. They can devise their own way back to the Court, and those who gained any favor with the Minotaur Paladin can receive an *amulet of recall*.

Otherwise, they will have to manufacture their own way back to Niole Dra in Keoland.

Encounter #12 When Death Calls: The Court of the Land is holding an evening garden reception for emissaries of the Yeomanry and Gran March. However, some recently delivered kegs of strange brew hold a horrible surprise.

Encounter #13 The Mob Rules/Iron Man: Preserved zombies break from the casks with magical explosive fireball necklaces attached to them. At higher APLs, there are two waves of attacks, including a golem shaped like the King of Keoland shipped as a "gift" with the brew.

Epilogue: The Wizard: The characters wrap up their adventure with a report to the Lady Maressa and may gain extra access and favors.

Preparation for Play

During preparation, ask the players if they hold any of the following influence or favors that may prove useful during their investigations.

- Favor/Influence with the Court of the Land
- Favor/Influence with Lady Maressa of Linth, or her family (Keoland NPC)
- Membership in an information gathering/rogue meta organization such as the Corporation, Midnight Ravens, Mist Chameleons, Keoland Thieves Guild, Shadowdark Clan.
- High ranking in a Bissel Military organization.
- Favorable Encounter with One-Horn (from SHE5-05 *Eye of the Storm*)

This will help you, the DM, to determine what access they may have to NPCs and avenues to follow for information gathering. In some cases, these characters will also receive access to special items or information that can aid them in achieving their goals.

The following conditions prohibit a character from play of this adventure unless the character takes measures to conceal them, since the character would not be allowed in the region of Keoland:

- Wanted or Hunted in Keoland For any crimes
- Physical alterations from Alienist, Dragon Disciples, centaurs, evil auras; Robe of Vecna wearers, etc. are likewise banned from play in this adventure unless the character takes steps to conceal the physical deformities or evil abjurations emanating from the character. Keoland has strict laws forbidding such afflicted persons, and they certainly won't be allowed into the empire's capital.

***DM NOTE on Overall Adventure:** For part of the adventure the characters will be in the form of strange undead, and they are encouraged to roleplay this dilemma. However, remind them they still retain their memories (mostly), personalities, alignments, and skills, and it is for the safety of the Sheldomar Valley that they undertake this important quest.

The adventure is designed so that characters can avoid most battles after the orc ambush in their undead forms, but don't tell them that! Keep up an element of dread and horror throughout, but do not "punish" the characters that are in these weakened undead forms during play.

Introduction

The player characters begin within the capital of Keoland, the city of Niole Dra, at the gates of the Court of the Land. This body of diplomats and officials help oversee the Sheldomar Valley's politics and has united military ventures in protecting the borders and protectorates of the Sheldomar from invasions and hostile forces within and without.

Regardless of the player characters' next stop, ask them what items they are carrying on their persons, what gold is on them, and where it is located. It is important to note if characters are bringing all their items and wealth with them or if they are banking items and treasure at a safe house they own back home. Characters can make their day-long spell preparations now and note them as well.

DM NOTE: Remind players of characters with evil emanations or physical deformities such as advanced alienists, transformed Masters of Shapes, dragon-kin types, etc that unless steps are made to disguise themselves, they will not be allowed into Niole Dra, and cannot participate in this adventure further.

Encounter One: Disturbing the Priest

Give **Player Handout #1** to the party.

Player characters have all received an identical summons from their mentors or the Court of the Land asking for their aide. Player characters who participated successfully in SHE 5-05 Eye of the Storm should already be acquainted with the Court of the Land.

The massive, ivy-covered walls of Niole Dra welcome you and stand as a barrier against all who would threaten the peace of this nation. The double barbican gates and wide moat protect the main entrances. A secondary curtain wall extends the length of the city with yet another, smaller gate and wall outside that one. The Old King's

Home, Niole Nach Banen, stands at the furthest northern point of the city of Niole Dra. Its towering walls and multiple towers rise a full 180 feet above the curtain wall and offer a commanding view of the entire city. The main entrance is crowded with courtiers, merchants, and nobles, coming and going through its multiple gates and portcullises. An honor guard of twenty of Keoland's pride stand ready to challenge any who wish to pass its gates.

Every twelve hours, the Pride of Keoland stage an elaborate changing of the guard as the current guards are replaced by fresh ones. This event is very popular with visitors to the city and always draws a crowd. Past this open courtyard lie the offices of the Court of the Land, and visiting dignitaries and diplomats from all over the Sheldomar Valley travel and pass along these cobblestone streets.

You have business within its gates and arrive promptly at the first afternoon bell for your appointment.

A page escorts you to a planning room decorated by maps of the Sheldomar Valley. Pin flags and markings show the deployment of Allied armies and forces throughout the Sheldomar with a large concentration of colored flags within Geoff and a cluster of naval forces along the Principality of Ulek most prominent at first glance. Other adventurers are escorted in within minutes of your arrival.

If the DM is familiar with current military deployments for their region, feel free to extrapolate here and add noted regional Units, etc.

A barrel-chested cleric of Pelor, in his late 40's, wearing expensive robes emblazoned in yellow and with the stylizations of the sun upon it awaits you. He smokes a hand-rolled cheroot as he examines a large map of Bissel on the large polished oaken table.

Dodging a waft of heavy smoke across from the map is a svelte, attractive Suel woman in black velvet robes. She wears jewelry that bears the crest of House Linth and the House Rhola – both noble families in Keoland. The page introduces you to Lady Maressa of Linth, and Duchess of Gradsul. The Lady smiles to your company and gestures to her companion.

"This is Father Solas of Pelor, on loan from the Church of Pelor in Bissel." The Pelorite also seems of Suel descent, with a fiery red beard and long hair tied back in a ponytail. His bearing seems more appropriate to an overindulgent lord than a priest. Sizing up your group, the cleric nods once to the Lady Maressa. "Aye, they'll have to do for now. Pelor's Orb is setting, and we have scant

time to interview more freelancers. Please draw seats around the table and join me in fine drink! AH HAA!"

The player characters may introduce themselves to the NPCs and learn the following through roleplay.

On Lady Maressa:

- Player characters may recognize that the Lady Maressa is no longer pregnant. She had twins, a boy and a girl as is common in the House Linth lineage.
- She is married to the Duke of Gradsul, Luschan VIII. The duke is overseeing the Keoland Navy in assisting the Principality of Ulek.
- She has recently retired from overtly running the Shadowdark Thieves Guild, and is now the Chancellor for Operational Special Services for the Court of the Land, organizing spy masters and information gathering groups throughout the entire Sheldomar Valley. She is primary liaison for adventurers and freelance mercenaries hired to assist the Court for various missions and assignments as needed when the Sheldomar is threatened.
- She has brokered an uneasy truce with the Thieves Guild of Gradsul after their involvement in the abductions of the apprentice weapon makers was discovered during SHE5-05 EYE OF THE STORM. The Thieves Guild has curtailed their extracurricular activities and have promised to support Keoland with intelligence gathering against the Crown's enemies.

On Father Solas:

- Father Solas is a War Priest of Pelor who led contingents of powerful adventurers recently against Evard's forces in Bissel and the liberation of Thornward.
- Though primarily a Flan deity, and rare for Suel worship, Father Solas was drawn to calling at an early age when observing Hospitalers of Pelor tended to the refugees of Geoff along the western borders of Keoland. He became a black sheep of his noble family who largely disowned him due to his choice to embrace religion.
- He is originally from Keoland and was instrumental in building a travelers church of Pelor in the Barony of Solas, Upper Flen. This is the only established Church of Pelor in Keoland, built mostly with funds from adventurers. It is a haven for the refugees of Geoff and veterans of the Giant Wars.

- He currently trains clerics and holy warriors in Bissel to fight against the remaining forces of Evard and Vecna. He enjoys fine drink and food, and has gained some girth since retiring from the "adventuring" life.

"Excellent! That's what I like to see, brave adventurers ready to get right down to it!" smiles Father Solas. "Why, if I was twenty years younger, I'd be joining you young pups on this mission. Getting to face hordes of undead, infiltrating a Necropolis full of the Whispered One's scum. Oh, lament...there must be some divine magic to allow me to travel with you..." the elder cleric seems truly heartbroken to be left out of the promised carnage to come. His responsibilities now lie elsewhere.

Lady Maressa interrupts. "Father Solas, let's not get ahead of ourselves. I believe a little background information may be in order for our agents?"

She waves at the air to fan away a large smoke cloud from his burning cigar over the map of Bissel, like some billowing cloudkill magic. She offers an apologetic grimace to you all and rolls her eyes behind the massive cleric.

"Excuse an old Fist of Pelor, I just get so excited when I think of these beacons of justice being thrust into a Necropolis full of vampiric lifesuckers. Why, there's probably a category of undead never before seen on the Prime Material Plane that these glorious heroes will get to face! Ah, the adventuring life...did I tell you the story of how we faced down Evard's forces at Thornward? Nightwings the size of houses. By Pelor's flaming spit that was a row."

A loud cough from Lady Maressa interrupts the old war mace. "Perhaps it will be quicker if I finish up the briefing, Father Solas?" The cleric smiles lost in battles of old and pours another large drought of ale.

"Thanks to the efforts of our agents, we recently stopped an incursion into the valley by spies of the mysterious world below us. Known as the UnderOerth to some, it is a haven of derro, drow, mind flayers, and their ilk. It has come to our attention that these forces are attempting to unite legions of our enemies against the Sheldomar. This would, of course, spell doom to the Valley." She meets your gaze to gauge your reaction to this sobering news. "Have any of you experience in combating these types of enemies?"

She pauses to allow characters to roleplay their past experiences in fighting the UnderOerth enemies of the Sheldomar. When every player character has had an opportunity to comment, she continues.

"Some of you may recount an operation that took place late last year. An island base was destroyed, and alliances with the Jagged Blade Orc tribes and the Sea Prince pirates and their Scarlet Brotherhood masters were successfully severed. However, a legendary beholder known as the Storm Eye escaped capture. Intelligence gained by Bissel's secret police, the Mist Chameleons, has been made available to us. The beholder has moved into Bissel during the recent chaos of the battle of Thornward. It is believed a proposed alliance between the UnderOerth and the remaining forces of Evard the necromancer is at hand."

She gestures to marked areas on the map of Bissel, indicating a graveyard near the dwarven mining town of Ebbernant.

"We have sent advance agents into Bissel, but have lost communications. A meeting or alliance is eminent. We need you to investigate and report back to us here of their plans. There may be beings of great power at work here, and it is preferable that you return with the information rather than engage the enemy and become destroyed or compromised. While the Mist Chameleons support the use of agents of the Court of the Land here, they must disavow any public knowledge of your efforts as the political situation in Bissel is tempestuous at this time. You may be on your own. Will you accept this mission?"

If pressed, the Lady Maressa explains that using outside agents or alerting the Bissel ruling court at this time will cause great delays in action and will alert any enemy spies in Bissel of the Court's plans. Assure Bissel player characters that the Mist Chameleons are apprised of the situation and helped formulate the plans.

When all the characters have sworn to accept the mission and aid the Sheldomar Valley, the mission can continue. The adventure ends for player characters who do not accept, and they are thanked for their time and escorted out of the chambers. As a result, they receive *Disfavor of the Court of the Land*, marked on the AR, and will not be called upon to aid the Court in future adventures. Characters who accept this mission receive **FREE STANDARD UPKEEP** for the duration of this adventure.

"I knew these warriors were of good stock! Exciting stuff this! If you will follow me, we will meet with the Doctor in his laboratory. He has some invention or other to help you in your quest," booms Father Solas. "Step lively, not a moment to lose, just through this door here and up the steps to the tower where..."

Characters who tarry rather than follow Father Solas to the laboratory are urged by Lady Maressa to follow the cleric of Pelor.

She uses sleight of hand skill to palm a small white pebble, shaped like a skull into the hands of characters who are members of any information gathering meta-organization as outlined in the Preparation for Play section. Later, the stone turns into **PLAYER HANDOUT #2**, and you may need multiple copies of this secret message for each individual character who qualifies.

The Pelorite forges ahead up the stairs towards your destiny, remarkably spry for a man of his age and bulk.

"...everything goes black."

Encounter Two: Buried Alive

You are alone, in the dark with no recollection of how you became packed into a tight crate. With barely enough room to move your arms, you press against your confines. The box you are in is wooden, and damp dirt falls into your face and mouth as you push against the barrier. You are filled with a momentary panic as you realize you have no conception of how long you have been trapped here or why. The panic builds as your thoughts narrow onto one thing. Escape. You press with all your might, and the wooden lid eventually cracks wide. You press upwards through the earth – crawling, scrabbling, and digging to see the sky.

You find yourself clawing from the confines of a shallow grave in a desolate graveyard. The gravestone above you looms as you hear moaning and digging sounds around you. Pulling yourself from the damp hole, caked in mud and dust, you are appalled to see other things pulling themselves from nearby graves as well, digging out of the earth. You notice with mounting horror the familiar trappings and clothes of your companions on the grotesque hungry dead that pull themselves upright and shamble towards you, eyes bleached a horrid, lifeless blue-white. A dark cloud moves away from the bloody full moon, and the graveyard is bathed in a sickly reddish glow, allowing you to see a little better. Unfortunately for you!

With a cry of absolute horror from what remains of your dry, grave dirt caked throat, you raise dry, withered, powdery skeletal hands to your face and sob with the realization that you share your companion's fate. You have joined the restless dead!

A successful DC 16 Knowledge (religion) check reveals that each PC now has the physical

characteristics of a necropolitan, an undead creature detailed in Appendix Five. Regardless of the result of the check, pass out Player Handout #1 to each player and give the players a few minutes to adjust their PCs to their new circumstances.

Allow the players some time here to roleplay and introduce their new aspects. When they are ready, continue.

Sharp stabbing pain fills your being as you grip your head to keep the agony away. A white light flashes and blinds you. In your mind's eye, you see images and hear voices fading in and out.

Ask the players if they want to try and recall their memory of the past few days. Take aside the players whose characters pass a Will save (DC 15), and read them Encounter Three.

Con boost items have no effect on the PCs, but other items can be used normally. The PCs regain hit points as per the PHB for normal rest as if they were alive. Otherwise, they are affected as undead; *cure wounds* spells harm them, *cause wounds* spell heal them, and they may be turned.

In the event that a player character is reduced to zero (0) hit points, the undead form is destroyed. The character reforms in five rounds as themselves in necropolitan form. These characters also receive **The Black Sabbath** mark on their ARs for each death they suffer in undead form. This results in a loss of a constitution point, and not a loss of a character level.

Encounter Three: Killing Yourself to Live

You lie on a stone slab, strapped down and clad in loose robes. Standing over you is a gnome in a white doctor's coat with a large syringe containing glowing phosphorous green ichors that bubbles within its glass tubing. On his head is a myriad of glass lenses and devices holding them in place, and magnifying his left eye to an immense proportion. His voice is a high squeak filtered through a spray of saliva.

"Hidey-Ho, sleepy head! Wakey Wakey! Your friends have been most excellent patients," speaks the gnome. "Though this is highly experimental, I promise you have nothing to fear or my name's not Doctor Steamopolis III," proclaims the eccentric gnome doctor as he injects green goo into your arm.

"I haven't had an invention go wrong yet! Well, the gnome submarine did take twelve models. And I still haven't gotten all the kinks out of the underwater crossbow. No matter. I'm sure this will be a smashing success! I've had the most wonderful assistance from the National Academy

of Wizardry on this! Though their knowledge of necromancy does have some frightful holes in practical applications..."

You start to twitch and thrash against your thick bonds, and the pain is excruciating. You feel as if your veins have been split open and molten fire poured in place of your blood. The feeling quickly spreads through your body towards your heart, which feels as if it will explode. The screams of pain you realize are not coming from outside but from your own tortured throat.

An ominous whisper comes from behind you, out of view. "Perhaps we should gag the test subjects, Herr Doktor? We don't need the Court storming in asking questions during such a delicate operation." The accent carries a lilt of old Suel in it.

Though dazed and in more pain than you have ever felt before, you strain to make out a second figure, clad in the distinct robes of the National Academy of Wizardry. On the pale left hand, an ornate silver ring with the head of a wolf or bat like creature seems to snarl at you.

A Knowledge (Nobility) (DC 20) or Bardic Knowledge (DC 25) will identify Lord Lothar as one Lothar Von Reiklande, an NAW researcher whose Suel family has been under suspicion for dealings with the Black Arts and vampirism. Many of Keoland's nobility have spurned and distanced themselves recently from the Von Reiklande's, but the old family still holds some small power, and the family keeps to themselves now within their decaying home of Stokerfel Manor in eastern Keoland.

The gnome's face pushes into yours, filling your vision before you fade into the black again. The magnifying lenses make his beady eyes loom before you in grotesque fashion. "Are you sure of the dosage, Lord Lothar? "The lab animals never had such a strong reaction to the formula."

"Perhaps the rats were made of stronger stuff than these pitiful recruits." The mage sniffs disdainfully as you lose consciousness again.

The vision ends, and you find yourself back in the graveyard, surrounded by your companions who seem likewise afflicted.

Proceed to Encounter Four.

Encounter Four: War Pigs

You have little time to confer as at that moment the sounds of booted feet can be heard running towards your position. Breaking into the grave clearing some 60 feet north of you comes a squad of armored orc warriors.

(in Draconic) "There are the ones the Jagged Blade wants destroyed. Send 'em back to the grave!" shouts the largest orc, clad in mysterious religious symbols and wielding twin short swords. The symbol is a skull on a red crescent moon.

A Knowledge (Religion) (DC 20) check identifies the holy symbol, a skull on a red crescent moon, as belonging to the obscure orc god Shargaas. Known as the Night Lord, the Blade in Darkness and the Stalker Below he is the deity of darkness, thieves, stealth, night and undead for the orcs of the Jagged Blade tribe. Refer to DM Map #1.

APL 10 (EL 10)

Jagged Blade Orc tribe. See Appendix One:

- ✦ **Orc Grunts** (2): male orc Bbn2/War2; hp 36.
- ✦ **Orc Clerics** (2): male orc Clr3; hp 22.
- ✦ **Black Moon, male orc**: hp 60.
- ✦ **Bonzo**: male half-orc "Drummer" Brb3/Ftr2/Pious Templar 1; hp 88.
- ✦ **Wasp**: female half-orc Rng2/Rog4; hp 57.

APL 12 (EL 12)

Jagged Blade Orc tribe See Appendix Two:

- ✦ **Orc Grunts** (6): male orc Bbn2/War2; hp 36.
- ✦ **Orc Clerics** (3): male orc Clr3; hp 22.
- ✦ **Black Moon**: male orc Clr 8 hp 60.
- ✦ **Bonzo**: male half-orc "Drummer" Bbn3/Ftr2/Pious Templar 3; hp 88.
- ✦ **Wasp**: female half-orc Rng2/Rog6; hp 53.

APL 14 (EL 14)

Jagged Blade Orc tribe See Appendix Three:

- ✦ **Orc Grunts** (6): male orc Bbn4/War2; hp 54.
- ✦ **Orc Clerics** (3): male orc Clr5; hp 36.
- ✦ **Black Moon**: male orc Clr 10; hp 74.
- ✦ **Bonzo**: male half-orc "Drummer" Bbn3/Ftr2/Pious Templar 5; hp 108.
- ✦ **Wasp**: female half-orc Rng2/Rog8; hp 65.

APL 16 (EL 16)

Jagged Blade Orc tribe See Appendix Four:

- ✦ **Orc Grunts** (6): male orc Bbn6/War2; hp 73.
- ✦ **Orc Clerics** (3): male orc Clr7; hp 52.

✦ **Black Moon, male orc**: Clr 12 HP 88.

✦ **Bonzo**: male half-orc "Drummer" Bbn3/Ftr2/Pious Templar 7; hp 128.

✦ **Wasp**: female half-orc Rng2/Rog10: hp 77.

The characters' mission has been leaked, and this war band wants revenge on the Court of the Land for their interference during SHE5-05 EYE OF THE STORM. These orcs are well prepared for battling undead as well due to their unique worship. Some characters may recognize Bonzo the ½ orc from that adventure as well. Aren't you glad you filled out that critical events summary?

DM NOTE: In the event that a character is reduced to zero (0) Hit Points, he is destroyed. The character reforms in five rounds in necropolitan form. These characters also receive **The Black Sabbath** mark on their ARs for each death they suffer in undead form.

If the characters received **Player Handout #2** you proceed to Encounter Five.

Tactics: The grunts attempt to use their nets on corporeal undead, then attack with their falchions. One grunt has a *ghost net* for an incorporeal enemy. See Appendix for item stats.

The clerics will cast their cure spells and attempt to touch the undead PCs, "causing" damage to them in their undead states. They are also equipped with Holy Water vials.

The leader, Black Moon, has precast *silence* and *invisibility* on Wasp a round before signaling the attack on the players. He will cast *divine power* and *unholy blight* on the good-aligned undead, or use *searing light* spells on any undead threatening himself. (He's been warned of the PCs transformation). He heals his allies as needed, and uses the cure spells on undead characters as well. Each round he can also quicken turn undead on the nearest undead. This will effect the transformed characters.

Wasp will be invisible at the start of the combat and use a crossbow within 30 feet as a surprise attack if possible, then spring attack and use flanks with the grunts and her *ghost strike* short sword.

Bonzo charges the meanest looking undead and activates his *boots of speed*.

Defeating the orc shaman may uncover a coded message in Orcish. (It is well concealed and needs a DC 30 Search check to uncover in a false-bottomed map case. It needs a Decipher Script DC 30 to decode.) If the characters are able to decipher the message, give them **Player Handout #3**. This short note may be incriminating to Lord Lothar Von Reiklande of the NAW, as he warns the orcs and gives directions to the Bissel Graveyard where the agents are being sent.

Characters may get their revenge at the end of the adventure if they can decipher the magical message, or have an NPC decipher it for them through their Meta-Org connections for example.

Encounter Five: Headless Cross (optional)

If any of the characters received the skull stone from Lady Maressa, give them **Player Hand Out #2**, which will describe some special item access that can be found to aid the undead characters, as well as the location of the Headless Cross.

Following the directions passed to you secretly by the Lady Maressa, you find the headless cross tombstone marked with "591-Here lies the Brewmaster Dunwald Walker-May his mug runneth over."

Buried under the gravestone is a long well sealed lead coffin. This will block *detect magic* spells. It can also be used to transport sunlight sensitive undead during the day and protect them from daylight. Inside can be found a *wand of inflict moderate wounds* (50 charges), a map of the area identifying the Bissel township of Ebbernant, a golden holy symbol of Al'Akbar, and a Scroll: CL 7th: (transmute rock to mud).

A Spot (DC 20) will also find a severed skeletal hand clutching a dirt caked beer stein, with the symbol of the dwarven House Medig upon it. This is an *everfull mug* that produces only Barrier Brew flavored beverages upon command.

(From BIS1-08 *Barrier Brew*) Ebbernant is primarily a Baklunish and dwarven Independent Township of 1000 residents in the Baklunish dominated northwest corner of Bissel. Mainly a town for the miners of the nearby Barrier Peaks and those who want to trade with them, the population is two thirds human, and one part mountain dwarf. Most humans in Ebbernant are Baklunish. The foothills of the Barrier Peaks rise to the north and west, and the banks of the Realstream River runs near.

The Baklunish god Al'Akbar is a demigod of Guardianship and Duty. His holy symbol is the Cup and Talisman, which are artifacts his faithful quest for.

Proceed to Encounter Six.

Encounter Six: Ancient Warrior

"What foulness is this?" booms a deep throated voice from behind a crypt. Entering your clearing cautiously, with a huge falchion drawn is a mighty Minotaur in full plate with only one

horn. He snorts and paws the earth with a huge hoof, as if preparing for a charge.

"You undead scum may have cheated me out of the orcs I have been tracking, but dispatching you fiends in the name of the Cup and Talisman will more than make up for my long pursuit."

ALL APLS (EL 14):

🐉 **One Horn:** male minotaur Pal12 of Al'Akbar; hp 154 (see Appendix Five).

He starts out as hostile to the undead player characters, but diplomacy can be used to prove to this paladin that the player characters are allies.

The EL of this encounter is LOWERED by -2 EL as the characters may use diplomacy to avoid it and are awarded many positive modifiers towards this.

For this encounter, One-Horn will go on an Initiative of 8.

Characters who attempt diplomacy can gain the following modifiers:

- +4 if speaker has had a favorable encounter with One-Horn (SHE5-05 *Eye of the Storm*).
- +2 for Lawful Good PCs
- +2 if a Good Aligned deity holy symbol is visible.
- +4 if the Golden Holy Symbol of Al'Akbar is offered or displayed during talks.
- +2 if the Player Character speaks in Baklunish.
- -4 if other characters cast spells during talks in sight of One-Horn, which he will determine to be a hostile action against him.
- -2 if the Player Characters contain any evil items or curses, for each instance. This is in addition to their current "state"!

The characters only get one chance before One-Horn charges the most armored undead player character, so characters should talk fast! The target Diplomacy (DC 18) will give the minotaur pause and cause him to delay an attack.

If One-Horn is provoked to attack and defeats all the characters, they reform in their necropolitan forms and can attempt to talk to him again, as he loots the fallen orc bodies. If One-Horn is subdued in battle or won over through diplomacy, they can gain a valuable ally in attempting to piece together their lost memories and learn what their mission might be.

"So ye be the heroes sent by the Court of the Land to aide Bissel, ey?" snorts the mighty

Minotaur, sheathing his falchion on his wide back. Towering over you all, he crosses his thick scarred arms, still in disbelief. "They could have picked better disguises for you lot, I'd think. Bissel doesn't take too kindly to undead things, since all that Evard business you know. You certainly all seem undead to my senses. I cannot detect scent, heartbeats, or heat signatures from your bodies. It is as if you are truly the forms you wear. Strong necromancy indeed! I guess it figures that a nation that denies the existence of undead such as Keoland does so loudly would actually be the place where its most powerful magical secrets are guarded."

He thinks to himself a moment, then nods. "By the Cup and Talisman, I will aid you as I can and answer what questions you may have if its in my power to do so. Let's get out of this damnable graveyard, I have a camp in the Barrier Peaks not far from here."

One-Horn can deliver the following information through roleplay after he subjects the characters to a *detect evil* check. He will not address player characters that radiate as evil.

- It has been five days since the meeting in Niole Dra. This can also be determined by studying the stars and moon with a Knowledge (Nature) or Survival (DC 25) check.
- He is on a quest for the Cup and Talisman, artifacts of his faith. It is believed that creatures of the UnderOerth below the earth may have captured one of these items. His holy order believes that an Eye Tyrant known as the Storm Eye knows of their location.
- The Storm Eye is a diplomat from the UnderOerth, in service to drow agents. He has come to the Sheldomar Valley to destabilize governments and attempt alliances with the enemies of the Light. He was thwarted some months ago from uniting an orc tribe, the Jagged Blades, the cutthroat Sea Princes and the Thieves Guild in Gradsul.
- Intelligence gathered by the Mist Chameleons of Bissel has a cadre of necromancers fleeing to the Plane of Shadow, after Evard's fall. It is there that the Storm Eye is believed to have gone, in an attempt to unify the scattered remnants of Evard's defeated army.
- He assumes some necromantic magic must be needed by the Storm Eye and his masters.
- One-Horn knows that there is a portal to the Plane of Shadow two days travels into the

Barrier Peaks. The way may be guarded, however. The party will have to travel at night and take cover during the day.

"Traveling in the Plane of Shadow will be doubly dangerous, and there are no guarantees that any of us will return from such a dangerous place."

Proceed to Encounter Seven.

Encounter Seven: Behind the Walls of Sleep

You avoid wagon traffic, and interacting with any Bissel citizens or travelers as you quest for the Portal to the Plane of Shadow. Your journey takes place at night and brings you deeper into the Barrier Peaks, but your Minotaur guide seems to know what paths to follow through rocks, snow and difficult terrain.

The characters will trigger an avalanche (a trap with a CR equal to APL – 3) at this point as they climb the mountain. Use pg 90 of the DMG for this effect; this is part of the defenses of the gate and is not an entirely natural phenomenon. The listen check is (DC 20) as hearing is difficult in the extreme arctic weather. The avalanche will cause (APL – 2) d6 points of damage to all characters as it plows down the mountain side in a 300 ft wide fury of ice and snow (with a 50% miss chance against the incorporeal) or half that if a Reflex save (DC APL + 5) is made.

Any corporeal character that suffers 25 pts or more will also lose a limb. It will take a true necromancer to "sew" the poor characters' limbs back up! (see Encounter Nine) Players will have to dig themselves free or help each other claw their way out of the ice.

Around a crevasse, up another half mile hiking on snowy dangerous trails that would make a mountain goat think twice brings your group to a cave mouth that would have been easily missed from the snow and ice that now blows and swirls in a curtain around you all in deepest night.

"Through there is one of Evard's black gates." The extreme cold and frost would be devastating to the living, and the trail is twice as treacherous in the dark. In your current state, however it is mere annoyance.

"I'll go first...form up behind me," commands One-Horn. However after several steps, he stops as if caught in some unseen barrier. "By the Cup and Talisman, I cannot break through. There seems to be some form of sorcery keeping me out!"

The cave continues into darkness, and you and your companions feel no such obstructions to your movements.

Alas, this is where our brave NPC Minotaur and the group part ways. A powerful permanent (CL 21) Anti-Life Barrier prevents him from continuing onward. One-Horn will guard the cavern entrance for the characters and wait their return for three days before continuing his quest.

Following the twisting 10 foot wide cave tunnels about a quarter mile inward leads into a large circular chamber 100 feet in diameter.

In the chamber is a large stone throne carved from skulls and the bas reliefs of spiderwebs adorn the stone floor leading to the throne. Behind it a large stone circle archway rises from the floor, wreathing the throne from behind.

No living material can pass through the portal. If an undead being sits on the throne, the gateway to the plane of shadow is activated. A Use Magic Device (DC 15) or Bardic/Knowledge (Arcana) (DC 20) may also reveal the activation sequences.

As you pass through the portal, you are again wracked with intense pain. Pinpricks of light invade your eyes to become daggers into your brain and mind. You reel from the pain of taking a faceful of searing light. Slowly a memory forms; perhaps the shock of passing through the corrupt barrier has allowed you to remember more.

Ask the characters if they want to try and recall the memory. Take aside the players that can pass a Will save (DC 18), and read them Encounter Eight. Otherwise skip to Encounter Nine.

Encounter Eight: Anno Mundi

You lay paralyzed within a wooden box. You get the impression that you are moving somewhere by wagon, the sound of wheels upon the road, the bouncing of the cart under you and the sounds of horses plodding fill your other senses.

Then the crossed steel of battle? Yes! Men dying, their life forces flare up then flicker away, lost to time's tide. Oh heated desire! You strain to move, to join in the taking of life's flame, how you hunger to taste it. Yet you are trapped in the coffin still.

Time is a lost art, as you next remember your crate being loaded upon a river raft, the sound of the flowing Realstream perhaps under you as you make your way into Bissel.

Again, time seems to jump. How long were you paralyzed? Hard to tell. Daylight filters into the coffin from outside through the cracks. You see the skin fallen away from your bones, the lack of taste, of scent, replaced with a sense of life outside the coffins confines. Six healthy men,

their life forces strong are transporting you along the river. A hunger to consume those life forces flits to the forefront of your being. A ravenous hunger you fight to deny.

"Should we check on the cargo? The mage said they'd be out for the trip, but I dunno..." speaks a riverman with a Keogh accent.

"Nah, ye be daft to meddle in the affairs of that one. Like a wolf he is. Never cross a Von Reiklande, no matter what side of the street you find 'em, ya keen? His gold is good enough, and if he wants us to take this cargo to Ebernant's fields of the fallen, that's where we will bury it," replies another in muffled tone.

"They say that family is cursed and deal with the Black Arts! How'd I get talked into graverobbin' fallen militiamen?"

All too soon you are being buried, alone, in the dark. The coffin lowered into the grave, the dank graveyard dirt thuds upon your coffin lid, and drops between the wooden cracks upon your body and face. You want to scream, but you have no mouth. Yet scream wordlessly you do as you are buried alive. In your mind eye screaming for eternity.

The characters pass through the stone portal which takes them to the Plane of Shadow, and the bizarre black and grey alternate city of Thornward. The portal is in the basement of a necromancer, whose job it is to patch up damaged undead.

In the event that the characters travel to the Plane of Shadow by independent means, you may have them arrive within the basement of the necromancers repair shop for ease of play

Proceed to Encounter Nine.

Encounter Nine: Wicked World

Emerging from the stone portal finds you in a large room carved of stone and filled with stone slabs. A toxic place of darkness and power that thrums in the very air. A hidden place that hates the light. The Plane of Shadow is the frontier of world's unknown. The Plane of Shadow is a darkly lighted dimension that overlaps the material plane. Color is bleached from this grey environment.

Shadow Magic spells cast here are 30% as powerful as the conjurations they mimic. Spells with the shadow descriptor cast are maximized. Greater shadow spells here are at 60%.

Spells that generate light or fire must succeed with a Spellcraft check of DC 15+ the level of the spell.

Living creatures that enter here take 1d6 points of damage each round from negative energy and crumble to ash if they reach 0 hit points or less. Spells and magic items that protect against negative energy function normally within these dark lands.

Upon the slabs are human and humanoid bodies covered in bloody white sheets. The bodies all seem to be missing limbs, cut open or otherwise in states of vivisection. A large ten foot wide stone stairs leads upwards out of this mortuary. Two black robes embroidered with small white and silver stars hang on wall pegs near the stairs that lead upwards.

If examined, the bodies all bear the tattered uniforms of either Evard the Blacks minions or Bissel military fallen and taken from the fields of battle for necromantic experiments. All of the Bissel militia bear the emblems of the Srivian Irregulars; a heavy horse and soldier shock troops recently disbanded in Bissel.

The two robes are cursed robes of powerlessness (see DMG pg. 276). The robes appear to be robes of stars. That's what the PCs get for putting on magical garments found hanging in abattoirs!

Patriotic characters may want to bring the bodies out in some way. Several large carts are in the room, and the bodies of the fallen to be loaded and pushed back through the portal back to Bissel for later pick up. This portal will only transport inanimate material and matter, so the corpses of the soldiers are acceptable. You may allow any reasonable plan the players cleverly devise to be successful. If the players think this up on their own, you may gift them with **THE SRIVIAN BLESSING** on their AR at the end of the adventure.

As you travel up the stairs, the clank of machinery and sawing can be clearly heard. You come into a twisted operating theatre-a bloody mirror of a hospitaler's room. A red smocked and masked pudgy human with glittering moving tribal tattoos along his bald head, arms, and naked chest fights spouts of gore and blood as he pushes and holds a jerking, thrashing elven male body strapped to a slab similar to those you saw downstairs. As the tattoos snake around his arms and chest, the man pulls down his mask and sets down his bone saw, wiping blood across his eyes and face. The body of the elf stops twitching after a final death cry.

"By Evard's tentacles, looks like I got me a bleeder..." the man cackles to himself as he wipes the blood from his face with an equally blood caked rag."

If the characters announce their presence or enter the room he detects them readily enough.

"Ah, are you my four o'clock appointments? Please have a seat, I just have to dispose of

this...ahh...patient, and I'll be right with you. I'll have plenty of time to reanimate him later. He's not going anywhere! That's the problem with my job, people are always just dying to see me! Har Har Har." The strange man puts a bloody arm stump into a large metal bucket by his feet, overflowing with body parts.

If the players engage the Necromancer civilly he will open up some to his "new" clients.

"I wish I could offer you all a drink, but I'm afraid the cupboard's been a bit bare since I had to use the last of my servants for spare parts. I'd absolutely kill for a pint of the ol' Barrier Brew meself!"

An examination of the twitching corpse on the slab will note the elven male body is a Valley Elf. Player Characters who participated in SHE 5-05 Eye of the Storm will even recognize the corpse on the slab as an old adversary, Roberto Greenleaf. A playbill clutched in his left hand proclaims THE RESSURECTION TOUR: MITHRIL BALLOON!

"Now then, what will it be? A phylactery for lichdom? Spell stitches, loose limbs or vampiric injections perhaps? I have a special on advancement if you wish to be greater than you are now! I assure you, your unlife is in capable hands with Ozmund Unbourne, necromancer for the rich and infamous! Why I've enhanced anyone who is anyone here in Shadow-ward."

Ozmund Unbourne, male human
Necromancer: Wiz 9/True Necromancer 3 HP
42.

The characters may Bluff, Intimidate, Use Diplomacy or Gather Information with poor Ozmund, who is quite unhinged due to his embracing of the Black Arts, unfortunately. He is a wealth of information however, if pressed correctly. Giving him a fine drink, for instance can add a +2 to the check for Diplomacy or Gathering Information, as will giving him any ancient writings or items of necromantic value, cumulative. After the characters decide how they best wish to press Ozmund for information, consult the following chart:

DC 5

- Shadow-ward is the local's name for the Plane of Shadow version of Thornward
- "You have a loose stitch or two? I would be happy to sew you back up, just lie on the gurney over here." The necromancer will repair any mangled or missing body parts the characters may be suffering from.
- "The strapped down bleeder over there is scheduled for lichdom reanimation. So

far the unique valley elf physiology is proving difficult to fuse to the gift of unlife. He may be better off as a vampire. Hmm. A difficult case, what do you recommend? He was dropped off last week by Shargaas worshipping orcs. They didn't leave a deposit, now that I think on it. I hope they come back soon, this isn't some charity chop shop for meat bags...no offense to present company."

DC 10

- The bodies downstairs were dropped off by remnants of Evard's armies after the failed battle of Thornward in Bissel. There are several powerful necromancers who escaped, and are now deciding what to do next.
- Ozmund believes the necromancers will move on and leave the continent. Some speak of continuing the "great plan".

DC 15

- The "great plan" is the rediscovery of the Eye and Hand of Vecna, and its use to subjugate the Sheldomar Valley. A few of the surviving lieutenants of Evard's armies believe they struck too soon, and should have waited until the artifacts were in their possession before openly attacking the forces of Bissel.
- A beholder has arrived as an emissary of the UnderOerth. He meets with one of the representatives of Evard's here in Shadowward this very day. Its all the talk of the town.

DC 20

- The beholder is known as the Storm Eye. It promises aid in recovering vital information regarding the cyclic return of the Eye and Hand of Vecna to the Sheldomar in return for certain necromantic services and aide in attacking the Court at Niole Dra.
- The meeting is at the Black Library, the guild house for the necromancers. Will you be going there? I have a crate of undead bane poisons I was supposed to deliver, but I'm woefully behind schedule, and my assistants never arrived! Good undead help is so hard to manufacture you know!

If the characters accept, he hands them a signed delivery receipt to show the door guards, which will allow them entry to the Black Library, as well as directions to the recipient within the library.

The crate contains 10 positoxin doses of LICHBANE (type INJURY DC 17; initial damage: 1 Int +1 Wis +1 Cha ability drain; secondary damage: 1d4 Int

+ 1d4 Wis + 1d4 Cha) see *Libris Mortis*. This is a type of poison highly virulent against undead.

Characters who fail to get the necessary information from Ozmund can also encounter the now reanimated corpse of Roberto Greenleaf as they walk by his tied down corpse on their way out. Ozmund won't interfere, as the corpse is just awaiting pick up anyway.

"Ah, help? Can I get a little help over here? I seem to be strapped to a marble slab and my arm sawed off? Excuse me, good people? I'm quite famous I assure you and can reward you!" moans the strapped down wretch.

In exchange for freeing him from his bonds and helping to sew his arm back on, he gives directions to the Black Library as the base for Evard's lieutenants. He does not have any reward sadly, only the hollow promises of a reanimated corpse. He will show the characters to the library, where the gate guards will prove to be big Mithral Balloon fans! Allow the characters entrance while Roberto signs autographs and draws a crowd outside.

Proceed to Encounter Ten.

Encounter Ten: Falling off the Edge of the World

The tall tower near the center of the city proves indeed to be the Black Library. The guards out front are humans, in spiked full plate armor and standing with huge wicked looking halberds.

Fortune favors you, however, because you (show the guards the Necromancers passes/and/or introduce them to their musical idol Roberto Greenleaf!), and you find yourselves in the halls of the Library where stacks of forbidden knowledge and stolen histories line voluminous shelves in a maze like configuration.

The crate is to be delivered to a human grungy cultist in black robes known as Geezer who waits in the Library. He is a collector of old codebooks, and currently is reading over a book on Drow Cryptology and Code Breaking.

👤 **Geezer:** male human Wiz10, Pale Master 4; hp: 52; Decipher Script +12.

He wants some insurance against the lich that is currently taking control of the remnants of Evard's armies. He will allow characters to borrow books from the library, and offer his decipher script abilities in return for the crate of positoxins.

"Are you supporters of the lich that commands here? Master Iommie-Dio was a famous dwarven arms craftsman from the Principality of Ulek who wished to prolong his

life as he studied to complete his knowledge of magical arms crafting. With the gift of unlife, he has continued to study powerful relic crafting magic, and many of Evard's powerful captains carry awesome weapons crafted by the dwarven lich. He commands many of the undead forces here, but there are some amongst the still living necromancers that feel his is more interested in research than in furthering Evard's goal of conquest."

You may note if any of the characters take books from this area, and keep them or turn them over to the Court of the Land for investigations. This will appear on the AR as **Forbidden Knowledge**.

Exploring the first floor leads to a large open circular chamber. Within the chamber are what seems to be dozens of large shadow creatures. In the center of the chamber, a skeletal robed dwarf sized figure converses with what appears to be a projected image of a large reddish hued Beholder. Little inverted unholy symbols dangle from the dwarven lich's black robed sleeves. None of the undead guardians seem to take notice as you enter the room.

As long as the characters do not disrupt or interfere in the proceedings they can overhear the conversation between the legendary fiendish beholder, Storm Eye and Iommie-Dio the dwarven lich.

ALL APLS: *untiered*

➤ **Greater Shadows** (20): hp 81; see *Monster Manual* page 221..

➤ **Nightwings** (6): HP 178; see *Monster Manual* page 197.

➤ **Iommie-Dio**: male dwarf Lich WIZ11; hp 74.

➤ **Projected Image of Storm Eye**, Fiendish Beholder of Legend.

"I think my client will agree to your terms, Master Iommie-Dio. The UnderOerth will provide Evard with access to their vaults of knowledge, and all information we have on the Hand and Eye of Vecna, and in return for this old lore, you will assist us in our operations against the Sheldomar Valley. For my part, I thank you as well for your meeting with me in these most...uncertain times." The beholder's words ooze and bubble from its cruel mouth. The eye stalks wave and snake about, looking all ways at once: however, its great central eye looks upon the lich always.

"This... is... acceptable... to my... Dark Lord. Our minions will make their way to Keoland. Instead of speeches and unity, the Court chambers will run red with the blood of Bissel and Yeomanry dignitaries. They are ghosts waiting to expire. My minions will skin them alive, and

make them crawl and beg for mercy before our Dread Lord. They will call to their gods to no avail, for the Whispered One will strike at the heart of this decadent Empire," promises the lich.

The smile of the beholder is horrid, exposing rows of large, shark-like jagged fangs. "You make Evard proud, and do your lord's work well."

"We must ask you, Storm Eye, how you come to represent the Drow in this endeavor? Your ilk are hardly followers to another's cause," drones the Lich, the inverted unholy symbols clanking musically against its sleeves as it gestures to the Beholder.

"For the nonce, our goals are the same, Master Iommie-dio. I've learned that nothing spins a web of deceit quite like the Spider Queen can." The projected image of the Beholder fades on these last chilling words.

With the audience seemingly over, the shadows begin to drift out through walls and floors, and the lich teleports away, leaving the chambers temporarily empty. However, a small patrol of shadows can just be made out near the ceiling circling the room. On the podium are several large parchments rolled and bound.

The contents hold a map of the Court of the Land chambers in Niole Dra as well as what seems to be a delivery manifest from a tavern in Ebbenant for several large kegs of Barrier Brew and a large statue of King Kimbertos Skotti of Keoland to be delivered from the Bissel dwarven miners to Keoland by wagon train. There is no date on the delivery or when the shipment would have left.

One item of note in this chamber and area that can be recovered are the *Nyoptic Manuscripts* (LM); and *Ectoplasmic Ichor* (LM).

The shadows will mostly ignore the characters. Any reasonable Hide or Move Silently check (DC 15), Bluff (DC 15) or plan to snatch the materials out of the chamber can be deemed successful. Let the characters come up with a magnificent or semi magnificent plan here and compliment them on their ingenuity. If the players alert the shadows of their intentions, they will sound the alarm and summon in the Nightwings.

At this point it should be apparent to the characters that they must leave the Plane of Shadow and report back to Niole Dra.

The characters may exit the Plane of Shadow through their own means, or back through the anti life gate in the Necromancers basement. He will not be home when the characters return to his workshop, as the rest of Mithral Balloon returned and were quite unhappy with his patchwork job on their lead singer and they are down the block having a noisy argument.

Upon returning home through whatever methods, begin Encounter Eleven for all characters.

Encounter Eleven: Born Again

"Perhaps the rats were made of stronger stuff." The mage sniffs disdainfully but this time you hold onto consciousness a while longer. Passing through the portal a second time has triggered another memory within you. Straining to hold on, you are aware of the blonde pale mage leaning over you, studying your reactions to the Mortis venom injected into your being.

"Remarkable! You can almost see the spirit being crushed and wrung from the souls of these wretches. Why, they could even be...formidable if they weren't so pathetically trusting and slavish in their defense of King and Country. Feh." A black raven flies above you circling, then lands on your chest and begins to peck out your left eye.

"Zounds, Lothar! Call off your familiar! They aren't transformed yet...who knows what the loss of an eye will do so soon into the process? I must have pure empirical data! I must! You promised not to interfere in the experiment!" the shrill voice of the gnome doctor and the top of his conical white hat appears to the left of the slab to which you are bound. "Science is above your laws. I am above your law!"

"Oh, very well," sighs Lothar. "Gormenghast, to me."

The crow flies to land upon Lothar's left shoulder and swallows as the Suel mage casts a last glance to your convulsing form. "Plenty of time for that later. Well, be seeing you, heroes..." He turns his back and walks away as...

"...everything goes white."

The characters awake outside the cavern with no recollection of how they crawled or were expelled from the portal and the anti life barrier.

The bright sun burns upon your tearing red eyes, and your skin is raw and sore to the touch. The chill air in your lungs and the fluttery beat of your heart in your breast are welcome, as is the reintroduction of your long lost sense of taste, of smell! It is with great relief you notice your companions going through a similar rebirth. Returned to the form of flesh and the living again!

If the Minotaur, One-Horn was awaiting the party you may add the following:

With a bellow of welcome, One Horn charges up the hill to help you to your feet and press you on your journey to the dread necropolis.

The PCs are now their normal living selves again; however, note any constitution loss now as a result of PC death in undead form as per **THE BLACK SABBATH** on the AR. In addition, the transformation removes the effects of the *Robe of Powerlessness* found in the Plane of Shadow.

- The characters are ravenous hungry and must immediately seek sustenance or be treated as fatigued.
- Those that fail a Will save of DC 10+APL must eat raw flesh and fresh blood to avoid fatigue.
- Characters of Non-Good Alignment receive a -2 to this saving throw. This is a one time craving.
- Spellcasters will recall the spells they started the adventure with, and may take a few rounds to re-buff as needed.

Luckily, there are some mountain goats flocked nearby...Some characters may be alarmed and note this strange behavior however!

Time permitting; feel free to roleplay an encounter with the Minotaur paladin and the characters, in which they may pass on vital information. One-Horn has an *amulet of recall* that will transport up to six people to the Court of the Land, in Niole Dra. He will pass this on to the characters so they may make haste in their return. He has business still in Bissel (his quest for the Cup and the Talisman), and wishes the characters well on their journey.

Proceed to Encounter Twelve.

Encounter Twelve: When Death Calls

After the nightmarish events of the past few days, a return to the streets of Niole Dra seems mundane but most welcome. The stink of draft horses, city refuse dumped into alleyways and unwashed Keogh folk mixed with the sickening sweet perfumes of high society never reeked so deliciously. Ah life! After delivering the fruits of your investigation to the Court, you will be free to pursue your own happiness in whatever way best suits you.

The sun is setting as you enter the courtyard to the Court of the Land. Four large empty wagons bear the dwarven mark and coat of arms of the Barrier Brewery of Bissel upon them. Wagoneers and stablemen tend to huge Bissel horse teams bridled to each wagon.

Each wagon is drawn by a team of six Bissel bred horses. If questioned, the drovers will inform the characters that they have recently delivered two

wagonloads of large kegs full of Barrier Brew to the Court for a large feast and garden party out back tonight. The feast is to welcome visiting diplomats from the Yeomanry and the Gran March.

Characters may be detained by Keoish Royal Guardsmen on patrol, but they can be persuaded to escort the characters to the garden out back, where the garden party reception is being set up with a Diplomacy check (DC 10+APL). Proceed to Encounter Thirteen. If questioned, the guards reply:

"Several large barrels were rolled in, sloshing full o' that Bissel swill. No taste for it have I. The statue of King Kimbertos was quite a likeness, however! Long live the King!"

If the Diplomacy check is failed, the guards will detain the characters while they search for a suitable messenger. During this time the undead will break out and start mauling NPCs. Have the players roll initiative, and consider that the characters are 400 feet from the garden party behind the guards, past twisting paths and around partially blocked terrain. Characters must navigate past panicked crowds, discarded carts of goods, and tables of cake and ice-sculptured rearing lions. This will probably give the upcoming surprise a few rounds of extra rampaging at the party. Proceed to Encounter Thirteen, and remove the box text where they are greeted by Lord Stranofrutta.

Encounter Thirteen: The Mob Rules/Iron Man

A podium with the crests of all the Sheldomar Valley kingdoms and colored bunting and ribbons dominates the northern edge of the garden. Scattered about are several huge kegs of Barrier Brew ale, as well as a constructed outdoor tavern created by druids no doubt! The bar is a bending tree, and the seats are all of giant mushroom caps and shrubbery shaped to wide comfortable looking cushions. Stringed candle lamps hang over the proceedings giving a glow as the sun continues to set. A large well carved stone likeness of King Kimbertos Skotti of Keoland dominates the western area.

Amidst the chaos of workers, maids, food staff, and pages is a diminutive man with a long curled mustachio in purple finery.

He turns to greet you upon your arrival, clapping his hands in excitement. "Ah, how pweasant it is to see my esteemed fwends! But you awe too soon, my comwades' in wevelwey! The pawty is not weady quite yet, and if there is one thing Lord Stranofrutta knows, it's when the pawty stawts!"

With a tremendous explosion, the kegs of Barrier Brew violently erupt, wood and ale flying everywhere and drenching the common folk, servants, and staff in beer. With a horrifying roar, zombies in the tattered remnants of Bissel military shamle forth, tearing into the startled guests!

The party has started a little earlier than planned after all...

A Spot (DC 15) notices the zombies have large necklaces of black orbs strung around them. If the zombies are destroyed with a turning check or with physical damage, the baubles explode as 4d6 fireballs in a 30 ft radius around the zombie.

See DM MAP #2 for the location of the startled guests and the zombies. The villains will attack for maximum civilian destruction. The guests will flee off the map as fast as they can at a speed of 30 ft. radius around all the debris.

There are five representatives from each kingdom of the Sheldomar Valley. The rest are numbered servants and civilians, so you can track the enemies Kill score. Note the final tally of the slain for experience point deductions, and for the critical events summaries.

The dread wraith(s) start inside the statue marked on the map. Roll randomly or follow the marked figures on the map to determine any NPCS that get slain during the carnage, and record them on the Critical Events Summary.

1-4 from Keoland

5-7 from the Yeomanry

8-9 from Bissel

10-11 from Gran March


12-14 from Geoff

15-16 from the Principality of Ulek

17-20 Servants

Their initiative roll is 10 for the GUESTS. The zombies detonate when they are within 5 feet of a living being as a standard action, vibrating and shaking before exploding. That means they must first move up to the target, and detonate the following round regardless of where the target is. The NPC civilians can move 20 ft. in any direction per round. They will move towards the band stand and statue at first if not directed by the PCs to do otherwise.

APL 10 (EL 10)

 **Human Commoner Zombies (10):** hp 20 each; see *Monster Manual* page 266.

☛ “Shifty Pete”, the Dread Wraith: hp 144 (MM pg 258)

APL 12 (EL 12):

The wraiths will not use their Spring Attack feats, preferring to close on civilians and cause maximum havoc. This results in a -1 EL to this encounter.

☛ **Human Commoner Zombies (20):** hp 20 each; see *Monster Manual* page 266.

☛ “Shifty Pete”, “Rusting”; (2) **Dread Wraiths:** hp 144 each; see *Monster Manual* page 258.

APL 14 (EL 10) wave one

Wave one: As per APL 10

☛ **Human Commoner Zombies (20):** hp 20 each; see *Monster Manual* page 266.

☛ “Shifty Pete”, the **Dread Wraith:** hp 144 see *Monster Manual* page 258.

Wave two (EL 12) animates three rounds later. A (+1 EL) is factored for the appearance as a Wave attack on the party here and the contingency spell. Upon Animation a Contingency spell activates a Resist Elements/Acid.

☛ **Statue of King Kimbertos:** Stone Golem, Large Construct; hp 127; see *Monster Manual* page 136; ring of counterspells (Orb of Force).

APL 16 (EL 12)

Wave one (as per APL 12) The wraiths will not use their Spring Attack feats, preferring to close on civilians and cause maximum havoc. This results in a -1 EL to this encounter.

☛ **Human Commoner Zombies (20):** hp 20 each; see *Monster Manual* page 266.

☛ “Shifty Pete”, “Rusting”; (2) **Dread Wraiths:** hp 144 each; see *Monster Manual* page 258.

Wave Two (EL 16) activates three rounds after the initial attack. Upon Animation a Contingency spell activates a Resist Elements/Acid.

☛ **Statue of King Kimbertos;** large construct, Greater Stone Golem hp 345; see *Monster Manual* page 136) ring of counterspells (Orb of Force).

Conclusion: The Wizard

As the threat is contained, Lady Maressa arrives with Father Solas and a large squad of Keoland knights. They dispatch the remaining undead quickly, and begin the process of healing the wounded and calming the panicked guests.

“Well now, I’m sure you have a tale to tell!” booms the smiling Pelor cleric, as his mace of

disruption destroys the last cringing undead thing. “I hope you will share it over a large dinner! Nothing spikes my hunger like a good battle against the forces of evil!”

The characters may roleplay out their reports to the Court members. Characters who impress with their courage and information gathering will gain item access based on APL. They gain **Favor with the Church of Pelor/ Meta Organization Influence Point:** favors on the AR, as well as:

- **APL 10:** blessed bandages (max. 10 ea.).
- **APL 12:** Rod of Defiance, Lyre of the Restful Soul, vest of legends.
- **APL 14:** Tome of Understanding (+1), Tome of Leadership and Influence (+1), Armor of Transport.
- **APL 16:** Sunblade, Rod of Metamagic- Empower, Rogues Vest.

Father Solas is a 17th level Cleric of Pelor, and may offer to remove any ill effects on a player who uses the Fellowship with the Church of Pelor for a donation equal to the cost of a scroll of the same spell as per DMG.

If any of Lady Maressa’s agents report that certain characters did not work to protect the Sheldomar, they will not receive this favor.

If Lothar Von Reiklande’s part in this is revealed, the Court will promise to look in to matters. The NAW wizard is unavailable at this time for any confrontations, having left Niole Dra. His whereabouts are masked and currently unknown. He does have a penchant for wiggling out of any blame and aspersions due to his wealth and Keoish noble title.

Doctor Steamopolis III is apologetic for any discomfort the process has caused. He was given a laboratory and materials to work with by the NAW (Lothar) and was duped by the wizard. He is guilty only of being truly gnomish in all things.

DM NOTE: If the adventure is played during June-July 2006, please fill out the critical events summary for future installments and upcoming meta-regional interactives.

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 Four

Defeat the Orc Raiders

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Encounter Six

Make an alliance with the Minotaur

APL 10-16: 420 xp.

Encounter Seven

Survive the avalanche

APL 10: 210 xp.

APL 12: 270 xp.

APL 14: 330 xp.

APL 16: 390 xp.

Encounter Thirteen

Defend the Court and Defeat the Undead

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Story Award

Return from the Plane of Shadow with information on the Enemy

APL 10: 100 xp.

APL 12: 100 xp.

APL 14: 100 xp.

APL 16: 100 xp.

Discretionary roleplaying award

APL 10: 170 xp.

APL 12: 215 xp.

APL 14: 260 xp.

APL 16: 305 xp.

Total possible experience

APL 10: 1080 xp.

APL 12: 1305 xp.

APL 14: 1530 xp.

APL 16: 1755 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.

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

Encounter Four:

APL 10-16: L: 100 gp, C: 35 gp, M: *ghost net* (1333 gp) *periapt of wisdom* +2 (667 gp), *vest of resistance* +2 (667 gp); *full plate* +1 (442 gp); +1 *mace* (385 gp), +1 *undead bane greatclub* (1384 gp), *vest of resistance* +1 (167 gp), +1 *breastplate* (225 gp), *amulet of health* +2 (667 gp), *boots of speed* (2,000 gp), +1 *ghost strike short sword* (3,052 gp), +1 *silvered short sword* (385 gp), 5 +1 *silver bolts* (39 gp).

Encounter Thirteen:

APL 14: L: 0 gp, C: 10 gp, M: *ring of counterspells* (667 gp).

APL 16: L: 0 gp, C: 10 gp, M: *ring of counterspells* (667 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 10: L: 100 gp, C: 35 gp, M: 11,413 gp – Total: 11,548 gp (2,300 gp).

APL 12: L: 100 gp, C: 35 gp, M: 11,413 gp – Total: 11,548 gp (3,300 gp).

APL 14: L: 100 gp, C: 35 gp, M: 12,080 gp – Total: 12,215 gp (6,600 gp).

APL 16: L: 100 gp, C: 35 gp, M: 12,080 gp – Total: 12,215 gp (9,900 gp).

Items for the Adventure Record

Special

☛ **Favor with the Church of Pelor:** For daring to raid the Plane of Shadow, the Church of Pelor offers this PC training, giving them permanent access to the Sacred Purifier (*Libris Mortis*) prestige class. In addition, you may spend this Favor to gain one of the following benefits. Circle the benefit selected and mark this Favor as USED when it is spent.

Access (Frequency: Adventure) to the following weapon upgrades: *ghost touch*, *sacred* (*Libris Mortis*).

Access to the casting of any one divine spell at CL 18th at normal NPC spellcasting costs.

📖 **A Book of Forbidden Knowledge:** This book details information about forbidden necromantic lore. A PC who can read Abyssal may take one hour to study this book and receive a +2 competence bonus to skill checks involving necromancy for the next twelve hours.

In addition, this PC is now eligible to pursue the True Necromancer (*Libris Mortis*) prestige class. However, the moment this PC takes a single level in that prestige class, they are removed from play in the LG campaign and become an NPC for use by the Sheldomar Valley Triads. If you choose to take a level in True Necromancer, please mark your final AR with REMOVED FROM PLAY and then email scon40@aol.com with your name and email address and your PC's name, class(es), level(s), and home region. Feel free to include a short background on your former PC as well.

Market Price: 320 gp; Weight: 3 lbs.

☛ **The Srivian Blessing:** For your patriotic attempts to give a proper military burial to the fallen Bissel militia you uncovered in the Plane of Shadow, their spirits provide a +2 sacred bonus to your next three saving throws against necromantic or death spells or effects. Mark off the use of these bonuses here: ☐ ☐

☛ **Disfavor of the Court of the Land:** For failing to accept the Court's summons and requests, this PC is prohibited from participating in any adventure that features the Court of the Land.

☛ **The Black Sabbath:** You have been destroyed while in transformed state. For each death in this manner during this adventure, you suffer a permanent loss of 1 point of Con and a finger. These losses can only be removed by the casting of a *restoration* spell, followed by a *regeneration* spell; both must be at CL 20th or higher.

☛ **Robe of Powerlessness:** This PC wore a cursed robe. They are under the effects of the robe until the curse is removed (as per the item's entry in the *Dungeon Master's Guide*).

☛ **Influence:** This PC has gained one Influence Point with a metaorganization they currently have membership in.

Name of Organization:

Item Access

APL 10:

- +1 Bane (Undead) Greatclub (Adventure; *Dungeon Master's Guide*)
- +1 Ghost Strike Short Sword (Adventure; *Libris Mortis*)
- Arcane Scroll of Transmute Rock to Mud (CL 7th; Adventure; DMG)
- Blessed Bandages (Adventure; *Heroes of Battle*; Limit 5)
- Book of Forbidden Knowledge (Adventure; See Above)
- Boots of Speed (Adventure; *Dungeon Master's Guide*)
- Ectoplasmic Ichor (Adventure; *Libris Mortis*; Limit 5)
- Everfull Mug w/ Symbol of House Medig (Adventure; A&EG)
- Ghost Net (Adventure; *Libris Mortis*)
- Goggles of Lifesight (Adventure; *Libris Mortis*)
- Lichbane Positoxin (Adventure; *Libris Mortis*; Limit 5)
- Nyoptic Manuscripts (Adventure; *Libris Mortis*)
- Wand of Cause Moderate Wounds (CL 3rd; Adventure; DMG)

APL 12 (all of APL 10 plus the following):

- *Lyre of the Restful Soul* (Adventure; *Libris Mortis*)
- *Rod of Defiance* (Adventure; *Libris Mortis*)
- *Vest of Legends* (Adventure; *Dungeon Master's Guide II*)

APL 14 (all of APLs 10, 12 plus the following):

- *Armor of Transport* (Adventure; *Heroes of Battle*)
- *Tome of Leadership and Influence +1* (Adventure; DMG)
- *Tome of Understanding +1* (Adventure; *Dungeon Master's Guide*)

APL 16 (all of APLs 10, 12, 14 plus the following):

- *Metamagic Rod, Empower* (Adventure; *Dungeon Master's Guide*)
- *Rogues Vest* (Adventure; *Dungeon Master's Guide II*)
- *Sunblade* (Adventure; *Dungeon Master's Guide*)

Appendix One – APL 10 Encounters

Encounter Three: 'War Pigs' (EL 10)

Orc Grunts of the Jagged Blade Tribe (2): male Orc Barbarian/Warriors Brb2/War2 (worship Shargaas); CR 3; Medium Humanoid (Orc); HD 2d12+2d8+8; hp 36, Init +1; Spd 40 ft., AC 16 (+1 Dex, +5 Armor), touch 11, flat-footed 15; Base Atk +4; Grp +9; Atk +9 (2d4+7/18-20, falchion) or +5 ranged (entangle, net); SA Rage 1/day; SQ darkvision 60 ft; AL NE; SV Fort +8, Ref +1, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +7, Knowledge (religion) +1, Listen +3; Exotic Weapon Proficiency (Net), Iron Will.

Rage (Ex): When they rage, they receive the following changes: **AC** 14, flat-footed 13, touch 9 **hp** 44 (4HD) **Fort** +10, **Will** +3, **Melee** Falchion +11 (2d4+9/18-20) **Grp** +11 **Abilities** Str 24, Con 18.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, falchion, breastplate, battle axe.

One orc possesses a *ghost net** (for use vs. incorporeal).

Orc Clerics Shargaas (2): male Orc Clr 3 (worship Shargaas); CR 3; Medium Humanoid (Orc); HD 3d8+6; hp 22, Init +0; Spd 20 ft., AC 17, touch 10, flat-footed 17 (+7 Armor); Base Atk +2; Grp +3; Atk +3 (1d8+1, heavy mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 7 Wis 16, Cha 12.

Skills and Feats: Concentration +4 (+8 Defensively), Knowledge (religion) +4, Combat Casting, Improved Turning (+1 turn checks).

Rebuke Undead (Su): Can rebuke undead 4/day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+5 on a successful check. **Note:** Their base turning level is 4 since they have Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, half plate, mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (4/3/2; base DC = 13 + spell level): 0— cure minor wounds, detect magic, mending,

resistance; 1st— cure light wounds, detect undead, protection from good^d, remove fear; 2nd— cure moderate wounds (DC 15) x2, invisibility.^d

Black Moon; Orc Cleric of Shargaas: male Orc Clr 6 (worship Shargaas); CR 6; Medium Humanoid (Orc); HD 6d8+12; hp 46; Init +0; Spd 20 ft., AC 19, touch 10, flat-footed 19 (+9, +1 full plate); Base Atk +4; Grp +5; Atk +7 (1d8+2, heavy mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +9, Ref +4, Will +12; Str 12, Dex 10, Con 14, Int 6 Wis 18, Cha 14.

Skills and Feats: Knowledge (religion) +6, Concentration +8; Improved Turning, Iron Will, Quicken Turning.

Rebuke Undead (Su): Can rebuke undead 5/day. A rebuking check is made on 1d20+4, rebuking damage is equal to 2d6+9 on a successful check. **Note:** his base turning level is 7 since he has Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, *periapt of wisdom* +2, *vest of resistance* +2; full plate +1; masterwork mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (5/5/5/4; base DC = 14 + spell level): 0— cure minor wounds, detect magic, guidance, mending, resistance; 1st— cure light wounds, detect undead, protection from good^d, remove fear, silence; 2nd— cure moderate wounds (x2), ghost touch armor, invisibility^d, remove paralysis, 3rd— cure serious wounds, dispel magic, nondetection^d, searing light.

Bonzo, half-orc "Drummer" male: Brb3/Ftr2/Pious Templar 1 (worship Shargaas); CR 6; Medium Humanoid (Half-Orc); HD 3d12+3d10+24; hp 68, Init +0; Spd 40 ft., AC 16, touch 10, flat-footed 16 (+1 Dex, +6 +1 breastplate); Base Atk +6; Grp +10; Atk +12/+7 (1d10+8, +1 undead bane greatclub) vs. Undead +14 hit/+9 hit (1d10+11 plus 2d6 undead bane, greatclub); SA dark vision 60 ft, Orc Blood, Fast Movement, Rage 1/day, Uncanny Dodge, Trap Sense +1, Mettle; SQ darkvision 60 ft.; AL NE; SV Fort +13, Ref +1, Will +6; Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +8, Knowledge (Religion) +6, Listen +12, Weapon Focus (Great Club), True Believer, Power Attack^b, Cleave^b, Weapon Specialization (Great Club)^b, Iron Will.

Rage (Ex): When he rages, the Bongo has the following changed statistics: **AC** 14, flat-footed 14, touch 8; **hp** 80 (6HD) **Fort** +15, **Will** +8, **Melee** vs. undead: +16 hit/+11 hit (1d10+14 plus 2d6 vs.

undead/x2+1 *undead bane greatclub*) Grp +12 **Abilities:**
Str 22, Con 22.

Mettle: If Bonzo makes a successful Will or Fortitude saving throw that would normally reduce the spells effect, he suffers no effect from the spell at all.

Possessions: 2 vials of holy water, +1 *undead bane great club* (+2, +2d6 vs. *undead*), *vest of resistance* +1, +1 *breastplate, amulet of health* +2, masterwork great club.

Wasp: female half-orc Rng2/Rog4; CR 6; Medium Humanoid (Orc); HD 2d8+4d6+12; hp 41; Init +3; Spd 30 ft., AC 18, touch 13, flat-footed 17 (+3 Dex, +1 shield, +4 armor); Base Atk +5; Grp: +9; Atk +10 (1d6+5/19-20, +1 *ghost strike short sword*) or +8/+8 (1d6+5/19-20;+1 *ghost strike short sword*) and (1d6+4/19-20;+1 *silvered short sword*) or +8 ranged (1d8/19-20 light crossbow); SA Sneak Attack +2d6 dmg; SQ trap sense +1, Uncanny Dodge, Evasion, favored enemy: Undead +2 damage and skill checks; Track; AL NE; SV Fort +7, Ref +9, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +11, Move Silently +11, Spot +8, Survival +4, Tumble +11; Dodge, Mobility, Spring Attack, Weapon Focus (Short sword), Two Weapon Fighting, Track.

Favored Enemy (Undead): +2 Damage and skill checks vs. Undead.

Possessions: buckler, chain shirt, +1 *ghost strike** *short sword* (see Appendix), +1 *silvered short sword*, 2 tanglefoot bags, masterwork light crossbow, 15 bolts, 5 +1 *silver bolts*, masterwork thieves tools.

She carries a stone with *silence* precast upon it, and starts the combat *invisible*, and 30 ft. within the cemetery entrance. She will keep her distance from the clerics, but toss the stone if she needs healing.

*See DM Appendix for ghost strike properties.

Appendix Two – APL 12 Encounters

Encounter Three: 'War Pigs'(EL 12)

Orc Grunts of the Jagged Blade Tribe (6): male Orc Barbarian/Warriors Brb2/War2 (worship Shargaas); CR 3; Medium Humanoid (Orc); HD 2d12+2d8+8; hp 36, Init +1; Spd 40 ft., AC 16 (+1 Dex, +5 Armor), touch 11, flat-footed 15; Base Atk +4; Grp +9; Atk +9 (2d4+7/18-20, falchion) or +5 ranged (entangle, net); SA Rage 1/day; SQ darkvision 60 ft; AL NE; SV Fort +8, Ref +1, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +7, Knowledge (religion) +1, Listen +3; Exotic Weapon Proficiency (Net), Iron Will.

Rage (Ex): When they rage, they receive the following changes: **AC** 14, flat-footed 13, touch 9 **hp** 44 (4HD) **Fort** +10, **Will** +3, **Melee** Falchion +11 (2d4+9/18-20) **Grp** +11 **Abilities** Str 24, Con 18

Light Sensitivity (EX): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, falchion, breastplate, battle axe.

One orc possesses a *ghost net** (for use vs. incorporeal).

Orc Clerics Shargaas (3): male Orc Clr 3 (worship Shargaas); CR 3; Medium Humanoid (Orc); HD 3d8+6; hp 22, Init +0; Spd 20 ft., AC 17, touch 10, flat-footed 17 (+7 Armor); Base Atk +2; Grp +3; Atk +3 (1d8+1, mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 7 Wis 16, Cha 12.

Skills and Feats: Concentration +4 (+8 Defensively), Knowledge (religion) +4, Combat Casting, Improved Turning (+1 turn checks).

Rebuke Undead (Su): Can rebuke undead 4/day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+5 on a successful check. **Note:** Their base turning level is 4 since they have Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, half plate, mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (4/3/2; base DC = 13 + spell level): 0— cure minor wounds, detect magic, mending,

resistance; 1st— cure light wounds, detect undead, protection from good^d, remove fear; 2nd— cure moderate wounds (DC 15) x2, invisibility^d.

Black Moon; Orc Cleric of Shargaas: male Orc Clr 8 (worship Shargaas); CR 8; Medium Humanoid (Orc); HD 8d8+16; hp 60, Init +0; Spd 20 ft., AC 19, touch 10, flat-footed 19 (+9, +1 full plate); Base Atk +6; Grp +7; Atk: +9/+4 (1d8+3 mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +10, Ref +4, Will +14; Str 12, Dex 10, Con 14, Int 7 Wis 18, Cha 14.

Skills and Feats: Knowledge (religion) +8, Concentration +10; Improved Turning, Iron Will, Quicken Turning.

Rebuke Undead (Su): Can rebuke undead 5/day. A rebuking check is made on 1d20+4, rebuking damage is equal to 2d6+11 on a successful check. **Note:** his base turning level is 9 since he has Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, periapt of wisdom +2, vest of resistance +2; full plate +1; +1 mace.

*Domain spell. Domains: Death; Trickery

Cleric Spells Known (6/5/4/4/2; base DC = 14 + spell level): 0— cure minor wounds, detect magic, guidance, mending (x2), resistance; 1st— cure light wounds, detect undead, protection from good^d, remove fear (x2), silence; 2nd— cure moderate wounds, ghost touch armor, invisibility^d, remove paralysis; 3rd— cure serious wounds, dispel magic, nondetection^d, searing light (x2); 4th— cure critical wounds, divine power, unholy blight.^d

Bonzo, male half-orc "Drummer": Brb3/Ftr2/Pious Templar 3 (worship Shargaas); CR 8; Medium Humanoid (1/2 Orc); HD 3d12+5d10+32; hp 88, Init +0; Spd 40 ft., AC 16, touch 10, flat-footed 16 (+1 Dex, +6 +1 breastplate); Base Atk +8; Grp +12; Atk +14/+9 melee (1d10+9, +1 undead bane greatclub) vs. Undead +16/+11 melee (1d10+11 plus 2d6 undead bane, +1 undead bane greatclub); SA dark vision 60 ft, Orc Blood, Fast Movement, Rage 1/day, Uncanny Dodge, Trap Sense +1, Mettle, Smite 1/day, Damage Reduction 1/-; SQ darkvision 60'; AL NE; SV Fort +14, Ref +2, Will +7; Str 18, Dex 11, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +12, Knowledge (Religion) +6, Listen +12, Weapon Focus (Great Club)^b, True Believer, Power Attack^b, Cleave^b, Weapon Specialization (Great Club), Iron Will.

Rage (Ex): When he rages, Bonzo has the following changed statistics: **AC** 14, flat-footed 14, touch 8 **hp** 104 (8HD) **Fort** +16, **Will** +9, **Melee** vs.

undead: +16 hit/+11 hit (1d10+14 plus 2d6 vs. undead/x2+1 *undead bane greatclub*) **Grp** +14 **Abilities:** Str 22, Con 22

Smite: 1/day, Bonzo may make a single melee attack against good opponents with a +4 attack bonus and a +3 damage bonus.

Mettle: If Bonzo makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all.

Possessions: 2 vials of Holy water, +1 *undead bane great club* (+2, plus 2d6 vs. undead), *vest of resistance* +1, +1 *breastplate*, *amulet of health* +2, *boots of speed*; masterwork great club.

Wasp: female half-orc Rng2/Rog6; CR 8; Medium Humanoid (Orc); HD 2d8+6d6+16; hp 53; Init +3; Spd 30 ft., AC 18, touch 13, flat-footed 17 (+3 Dex, +1 shield, +4 armor); Base Atk +6; Grp: +10; Atk +12/+7 melee (1d6+5/19-20, +1 *ghost strike short sword*) or +10/+10 melee (1d6+5/19-20, +1 *ghost strike short sword*) and (1d6+4/19-20; +1 *silvered short sword*) or +10 ranged (1d8/19-20 light crossbow); SA Sneak Attack +3d6 dmg; SQ trap sense +1, Uncanny Dodge, Evasion, favored enemy: Undead +2 damage and skill checks; Track; AL NE; SV Fort +8, Ref +10, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +11, Move Silently +11, Spot +8, Survival +4, Tumble +11; Dodge, Mobility, Spring Attack, Two Weapon Fighting, Track.

Favored Enemy (Undead): +2 Damage and skill checks vs. Undead.

Possessions: buckler, chain shirt, +1 *ghost strike* short sword* (see Appendix), +1 *silvered short sword*, 2 tanglefoot bags, masterwork light crossbow, 15 bolts, 5 +1 *silver bolts*, masterwork thieves tools.

She carries a stone with *silence* precast upon it, and starts the combat *invisible*, and 30 ft. within the cemetery entrance. She will keep her distance from the clerics, but toss the stone if she needs healing.

*See DM Appendix for Ghost Strike properties.

Appendix Three – APL 14 Encounters

Encounter Three: 'War Pigs' (EL 14)

Orc Grunts of the Jagged Blade Tribe (6): male Orc Barbarian/Warriors Brb4/War2 (worship Shargaas); CR 5; Medium Humanoid (Orc); HD 4d12+2d8+12; hp 54, Init +1; Spd 40 ft., AC 16 (+1 Dex, +5 Armor), touch 11, flat-footed 15; Base Atk +6; Grp +11; Atk: +11 (2d4+7/18-20 falchion) or +7 ranged (entangle, net); SA Rage 2/day; SQ darkvision 60 ft; AL NE; SV Fort +9, Ref +2, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +7, Knowledge (religion) +1, Listen +3; Exotic Weapon Proficiency (Net), Iron Will, Power Attack.

Rage (Ex): When they rage, they receive the following changes: **AC** 14, flat-footed 13, touch 9; **hp** 66 (6HD) **Fort** +11, **Will** +4, **Melee** Falchion +13 (2d4+9/18-20) **Grp** +13 **Abilities** Str 24, Con 18.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, falchion, breastplate, battle axe.

One orc possesses a *ghost net** (for use vs. incorporeal).

Orc Clerics Shargaas (3): male Orc Clr 5 (worship Shargaas); CR 5; Medium Humanoid (Orc); HD 5d8+10; hp 36, Init +0; Spd 20 ft., AC 17, touch 10, flat-footed 17 (+7 Armor); Base Atk +3; Grp +4; Atk: +4 (1d8+1, mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will +7; Str 12, Dex 10, Con 14, Int 7 Wis 16, Cha 12.

Skills and Feats: Concentration +6 (+10 Defensively), Knowledge (religion) +4, Combat Casting, Improved Turning (+1 turn checks).

Rebuke Undead (Su): Can rebuke undead 4/day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+7 on a successful check. **Note:** Their base turning level is 6 since they have Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, half plate, mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (5/5/4/3; base DC = 13 + spell level): 0— *cure minor wounds* (x2), *detect magic*, *mending*, *resistance*; 1st— *cure light wounds* (x2), *detect undead*, *protection from good*^d, *remove fear*; 2nd— *cure moderate wounds* (DC 15) (x2), *invisibility*^d, *remove paralysis*; 3rd— *cure serious wounds*, *nondetection*^d, *searing light*.

Black Moon; Orc Cleric of Shargaas: male Orc Clr 10 (worship Shargaas); CR 10; Medium Humanoid (Orc); HD 10d8+20; hp 74, Init +0; Spd 20 ft., AC 19, touch 10, flat-footed 19 (+9, +1 full plate); Base Atk +7; Grp +8; Atk +10/+5 melee (1d8+3, mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +11, Ref +5, Will +15; Str 12, Dex 10, Con 14, Int 8 Wis 18, Cha 14.

Skills and Feats: Knowledge (religion) +8, Concentration +12; Extra Turning, Improved Turning, Iron Will, Quicken Turning.

Rebuke Undead (Su): Can rebuke undead 9/day. A rebuking check is made on 1d20+5, rebuking damage is equal to 2d6+14 on a successful check. **Note:** his base turning level is 11 since he has Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, *periapt of wisdom* +2, *vest of resistance* +2; full plate +1; +1 mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (6/6/6/5/4/3; base DC = 14 + spell level): 0— *cure minor wounds*, *detect magic*, *guidance*, *mending* (x2), *resistance*; 1st— *cure light wounds*, *detect undead*, *protection from good*^d, *remove fear* (x2), *silence*; 2nd— *cure moderate wounds*, *ghost touch armor*, *invisibility*^d, *remove paralysis*; 3rd— *cure serious wounds*, *dispel magic*, *nondetection*^d, *searing light* (x2); 4th— *cure critical wounds*, *divine power*, *unholy blight*^d; 5th— *disrupting weapon*, *mass cure light wounds*, *slay living*^d

Bonzo, male half-orc "Drummer": Brb3/Ftr2/Pious Templar 5 (worship Shargaas); CR 10; Medium Humanoid (1/2 Orc); HD 3d12+7d10+40; hp 108, Init +0; Spd 40 ft., AC 16, touch 10, flat-footed 16 (+1 Dex, +6 +1 breastplate); Base Atk +10; Grp +14; Atk: +16 hit/+11 hit (1d10+9, 19-20, +1 undead bane greatclub) vs. Undead +18/+13 (1d10+11 plus 2d6 undead bane/19-20, +1 undead bane greatclub); SA dark vision 60 ft, Orc Blood, Fast Movement, Rage 1/day, Uncanny Dodge, Trap Sense +1, Mettle, Smite 1/day, Damage Reduction 1/-; SQ darkvision 60'; AL NE; SV Fort +15, Ref +4, Will +8; Str 18, Dex 11, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +14, Knowledge (Religion) +8, Listen +12, Weapon Focus (Great Club), True Believer, Power Attack^b, Cleave^b, Weapon

Specialization (Great Club), Iron Will, Improved Critical (Great Club), Lightning Reflexes.

Rage (Ex): When he rages, Bonzo has the following changed statistics: **AC** 14, flat-footed 14, touch 8; **hp** 128 (10HD) **Fort** +17, **Will** +10, **Melee** vs. undead: +20 hit/+15 hit (1d10+14 plus 2d6 vs. undead, 19-20/x2+1 *undead bane greatclub*) **Grp** +17 **Abilities:** Str 22, Con 22.

Smite: 1/day, Bonzo may make a single melee attack against good opponents with a +4 attack bonus and a +5 damage bonus.

Mettle: If Bonzo makes a successful Will or Fortitude saving throw that would normally reduce the spells effect, he suffers no effect from the spell at all.

Possessions: 2 vials of holy water, +1 *undead bane great club* (+2, +2d6 vs. *undead*), *vest of resistance* +1, +1 *breastplate, amulet of health* +2, *boots of speed*; masterwork great club.

Wasp: female half-orc Rng2/Rog8; CR 10; Medium Humanoid (Orc); HD 2d8+8d6+20; hp 65; Init +3; Spd 30 ft., AC 18, touch 13, flat-footed 17 (+3 Dex, +1 shield, +4 armor); Base Atk +8; Grp +12; Atk +14/+9 melee (1d6+5/19-20, +1 *ghost strike short sword*) or +12/+12 melee (1d6+5/19-20;+1 *ghost strike short sword*) and (1d6+4/19-20;+1 *silvered short sword*) or +12 ranged (1d8/19-20 light crossbow); SA Sneak Attack +4d6 dmg; SQ trap sense +2, improved uncanny dodge, evasion, favored enemy: Undead +2 dmg/skill checks; Track; AL NE; SV Fort +8, Ref +11, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +13, Move Silently +13, Spot +10, Survival +6, Tumble +13; Dodge, Mobility, Spring Attack, Weapon Focus (Short sword), Two Weapon Fighting, Track.

Favored Enemy (Undead): +2 Damage and skill checks vs. Undead.

Possessions: buckler, chain shirt, +1 *ghost strike* short sword* (see Appendix), +1 *silvered short sword*, 2 tanglefoot bags, masterwork light crossbow, 15 bolts, 5 +1 *silver bolts*, masterwork thieves tools.

She carries a stone with *silence* precast upon it, and starts the combat *invisible*, and 30 ft. within the cemetery entrance. She keeps her distance from the clerics, but tosses the stone if she needs healing.

*See DM Appendix for ghost strike properties.

Appendix Four – APL 16 Encounters

Encounter Three: ‘War Pigs’ (EL 16)

Orc Grunts of the Jagged Blade Tribe (6): male Orc Barbarian/Warriors Brb6/War2 (worship Shargaas); CR 7; Medium Humanoid (Orc); HD 6d12+2d8+16; hp 73, Init +1; Spd 40 ft., AC 17 (+1 Dex, +6 Armor), touch 11, flat-footed 16; Base Atk +8; Grp +13; Atk +14/+9 melee (2d4+8/18-20, falchion) or +9 ranged (entangle, net); SA Rage 2/day; SQ darkvision 60 ft., trap sense +2, uncanny dodge; AL NE; SV Fort +10, Ref +3, Will +4; Str 20, Dex 13, Con 14, Int 8, Wis 8, Cha 6.

Skills and Feats: Climb +9, Knowledge (religion) +1, Listen +5; Exotic Weapon Proficiency (Net), Iron Will, Power Attack

Rage (Ex): When they rage, they receive the following changes: **AC** 14, flat-footed 13, touch 9; **hp** 89 (8HD) **Fort** +12, **Will** +6, **Melee** Falchion +16/+11 (2d4+10/18-20) **Grp** +15 **Abilities** Str 24, Con 18

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, +1 falchion, +1 breastplate, battle axe

One orc possesses a *ghost net** (for use vs. incorporeal).

Orc Clerics Shargaas (3): male Orc Clr 7 (worship Shargaas); CR 7; Medium Humanoid (Orc); HD 7d8+14; hp 52, Init +0; Spd 20 ft., AC 17, touch 10, flat-footed 17 (+7 Armor); Base Atk +5; Grp +6; Atk: +6 (1d8+1 mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +7, Ref +2, Will +8; Str 12, Dex 10, Con 14, Int 7 Wis 16, Cha 12.

Skills and Feats: Concentration +8 (+12 Defensively), Knowledge (religion) +4, Combat Casting, Improved Turning (+1 turn checks), Extra Turning.

Rebuke Undead (Su): Can rebuke undead 8/day. A rebuking check is made on 1d20+3; rebuking damage is equal to 2d6+9 on a successful check. **Note:** Their base turning level is 8 since they have Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, half plate, mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (6/6/5/4/2; base DC = 13 + spell level): 0— *cure minor wounds*(x2), *detect magic*, *mending*, *resistance* (x2); 1st— *cure light wounds* (x3), *detect undead*, *protection from good* ^d, *remove fear*; 2nd— *cure moderate wounds* (DC 15) (x3), *invisibility* ^d, *remove paralysis*; 3rd — *cure serious wounds*, *nondetection* ^d, *searing light* (x2); 4th — *cure critical wounds*, *death ward* ^d

Black Moon; Orc Cleric of Shargaas: male Orc Clr 12 (worship Shargaas); CR 12; Medium Humanoid (Orc); HD 12d8+24; hp 88, Init +0; Spd 20 ft., AC 19, touch 10, flat-footed 19 (+9, +1 full plate); Base Atk +9; Grp +10; Atk +12/+7 melee (1d8+3, mace); SA Spells; rebuke SQ darkvision 60 ft; AL NE; SV Fort +12, Ref +8, Will +16; Str 12, Dex 10, Con 14, Int 8 Wis 18, Cha 14.

Skills and Feats: Knowledge (religion) +8, Concentration +12; Extra Turning, Improved Turning, Iron Will, Quicken Turning, Lightning Reflexes.

Rebuke Undead (Su): Can rebuke undead 9/day. A rebuking check is made on 1d20+5; rebuking damage is equal to 2d6+16 on a successful check. **Note:** his base turning level is 13 since he has Improved Turning.

Spontaneous Casting: Can spontaneously cast inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: 2 vials of holy water, *periapt of wisdom* +2, *vest of resistance* +2; full plate +1; +1 mace.

*Domain spell. Domains: Death; Trickery.

Cleric Spells Known (6/7/6/6/5/4/3; base DC = 14 + spell level): 0— *detect magic*, *resistance*, *mending*, *cure minor wounds*, *mending*, *guidance* 1st— *cure light wounds* (x2), *detect undead*, *remove fear*(x2), *silence*, *protection from good* ^d 2nd— *cure moderate wounds* (x3), *ghost touch armor*, *remove paralysis*, *invisibility* ^d 3rd— *cure serious wounds* (x2), *dispel magic*, *searing light* (x2), *nondetection* ^d 4th— *cure critical wounds* (x3), *divine power*, *unholy blight* ^d 5th — *disrupting weapon*, *mass cure light wounds* (x2), *slay living* ^d 6th — *mislead* ^d, *heal*, *mass cure moderate wounds*

Bonzo, male half-orc “Drummer”: Brb3/Ftr2/Pious Templar 7 (worship Shargaas); CR 12; Medium Humanoid (1/2 Orc); HD 3d12+9d10+48; hp 128, Init +0; Spd 40 ft., AC 17, touch 11, flat-footed 16 (+1 Dex, +6 +1 breastplate); Base Atk +12; Grp +16; Atk +18/+13/+8 (1d10+9/19-20 +1 *undead bane greatclub*) vs. Undead +20/+15/+10 melee (1d10+11/19-20 plus 2d6 *undead bane*, +1 *undead bane greatclub*); SA dark vision 60 ft, Orc Blood, Fast Movement, Rage 1/day, Uncanny Dodge, Trap Sense +1, Mettle, Smite 2/day, Damage Reduction 2/-; SQ darkvision 60'; AL NE; SV Fort +16, Ref +5, Will +9; Str 18, Dex 12, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +14, Knowledge (Religion) +8, Listen +12, Weapon Focus (Great Club), True Believer, Power Attack^b, Cleave^b, Great Cleave, Weapon Specialization (Great Club)^b, Iron Will, Improved Critical (Great Club), Lightning Reflexes.

Rage (Ex): When he rages, Bonzo has the following changed statistics: **AC** 15, flat-footed 14, touch 9; **hp** 152 (10HD) **Fort** +19, **Will** +11, **Melee** vs. undead: +22 hit/+17 hit /+12 (1d10+14/19-20 plus 2d6 undead bane, +1 undead bane greatclub); **Grp** +18; **Abilities:** Str 22, Con 22.

Smite: 2/day, Bonzo may make a single melee attack against good opponents with a +4 attack bonus and a +7 damage bonus.

Mettle: If Bonzo makes a successful Will or Fortitude saving throw that would normally reduce the spells effect, he suffers no effect from the spell at all.

Possessions: 2 vials of holy water, +1 undead bane great club (+2, +2d6 vs. undead), vest of resistance +1, +1 breastplate, amulet of health +2, boots of speed; masterwork great club.

Wasp: female half-orc Rng2/Rog10; CR 12; Medium Humanoid (Orc); HD 2d8+10d6+24; hp 77; Init +3; Spd 30 ft., AC 18, touch 13, flat-footed 17 (+3 Dex, +1 shield, +4 armor); Base Atk +9; Grp: +13; Atk: +15/+10 melee (1d6+5/19-20, +1 ghost strike short sword) or +13/+13 melee (1d6+5/19-20;+1 ghost strike short sword) and (1d6+4/19-20; +1 silvered short sword) or +13 ranged (1d8/19-20 light crossbow); SA Sneak Attack +5d6 dmg; SQ trap sense +2, improved uncanny dodge, improved evasion, favored enemy: Undead +2 dmg/skill checks; Track; AL NE; SV Fort +9, Ref +12, Will +3; Str 18, Dex 17, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +15, Move Silently +15, Spot +12, Survival +8, Tumble +15; Blind-fight, Dodge, Mobility, Spring Attack, Weapon Focus (Short sword), Two Weapon Fighting, Track.

Favored Enemy (Undead): +2 Damage and skill checks vs. Undead.

Possessions: buckler, chain shirt, +1 ghost strike* short sword (see Appendix), +1 silvered short sword, 2 tanglefoot bags, masterwork light crossbow, 15 bolts, 5 +1 silver bolts, masterwork thieves tools.

She carries a stone with *silence* precast upon it, and starts the combat *invisible*, and 30 ft. within the cemetery entrance. She keeps her distance from the clerics, but tosses the stone if she needs healing.

*See DM Appendix for ghost strike properties..

Appendix Five - One Horn

One Horn, Minotaur Pal12: CR 16; large Monstrous Humanoid (7 ft., 2 in. tall); HD 6d8 + 12d10+60; hp 154; Init +1; Spd 30 ft.; Space/Reach: 10 ft/10ft; AC 25 (+9 +1 *ghost touch full plate*, +5 natural armor, +2 *ring of protection* +2, -1 size); touch 10, flat-footed 25; BaseAttack +27/+22/+17/+12 melee; Grp +31; Full Atk +29/+24/+19/+14 (2d6+15 + holy dmg if applicable, large falchion/15-20); SA Powerful Charge 4d6+6, Natural Weapon (Gore) 1d8; Smite Evil 3/day; SQ Darkvision 60ft, Natural Cunning, Scent, Aura of Good, Detect Evil, Divine Grace, Divine Health, Turn Undead, Remove Disease 3/week; SV Fort +20, Ref +14, Will +17; AL LG; Str 24(28), Dex 10, Con 18(20), Int 10, Wis 14, Cha 16(20).

Skills and feats: Intimidate +10, Diplomacy, +8; Listen +11; Spot +9; Knowledge Religion +6; Knowledge Nobility: +5, Power Attack, Weapon Focus: Falchion, Cleave, Great Cleave, Extra Turning, Divine Might, Divine Vigor

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Special Mount (Sp): Bull, +6 bonus HD, +8 Nat Armor, +3 STR, 8 Int, Command creatures of its kind, Improved Speed, Improved Evasion, share spells, share saving throws, Empathic link.

Domain spell. Domains: Domain Good, Protection*

Paladin Spells Known (1/1/1 base DC = 11 + spell level): 1st— *cure light wounds*, *endure elements*, *protection from evil**; 2nd— *aid**, *align weapon*, *bull's strength*; 3rd- *create food and water*, *daylight*, *protection from energy**.

Equipment: +1 *holy falchion*, +1 *ghost touch full plate*, *ring of protection* +2, *boots of striding and springing*, +4 *belt of strength*, +4 *cloak of charisma*, *amulet of health* +2.

Appendix Six – New Magic Items

Magic Item:

GHOST NET: (*Libris Mortis*, pg 78): This gossamer-thin netting is thrown like a net, except it only affects incorporeal creatures. If the net hits an incorporeal target, the creature isn't entangled, but instead is treated as corporeal for the purpose of dealing damage to it with physical or magical attacks. It can be hit with normal weapons (though the creature's normal damage reduction, if any, still applies) and there is no 50% miss chance that it ignores damage from corporeal sources. A creature ensnared by a *ghost net* also can't turn ethereal (or, if snared on the Ethereal Plane, return to the Prime Material Plane.) The creature retains all other special abilities, and can extract itself from the net with a DC 20 Escape Artist check (a full-round action). The ghost net can't be burst by Strength.

Moderate Transmutation; CL 7th; Craft Wondrous Item, ghost trap, Price: 8,000 gp

GHOST STRIKE: (*Libris Mortis*, pg 77): A ghost strike weapon deals damage normally against incorporeal creatures, regardless of its bonus, just as if it were a ghost touch weapon. In addition, a ghost touch weapon can deliver sneak attacks or critical hits to an incorporeal undead creature as if the creature were not undead. Only melee weapons can have the ghost strike ability. Moderate conjuration; CL 11th; Craft Magic Arms and Armor, *ghost touch weapon*, *undeath to death*; Price +2 bonus.

Appendix Seven – The Necropolitan

Type changes to undead with the augmented subtype.

Hit Dice increase to d12.

Creature gains the following special qualities:

Resist Control (Ex): +2 profane bonus on Will saves to resist the effects of the *control undead* spell.

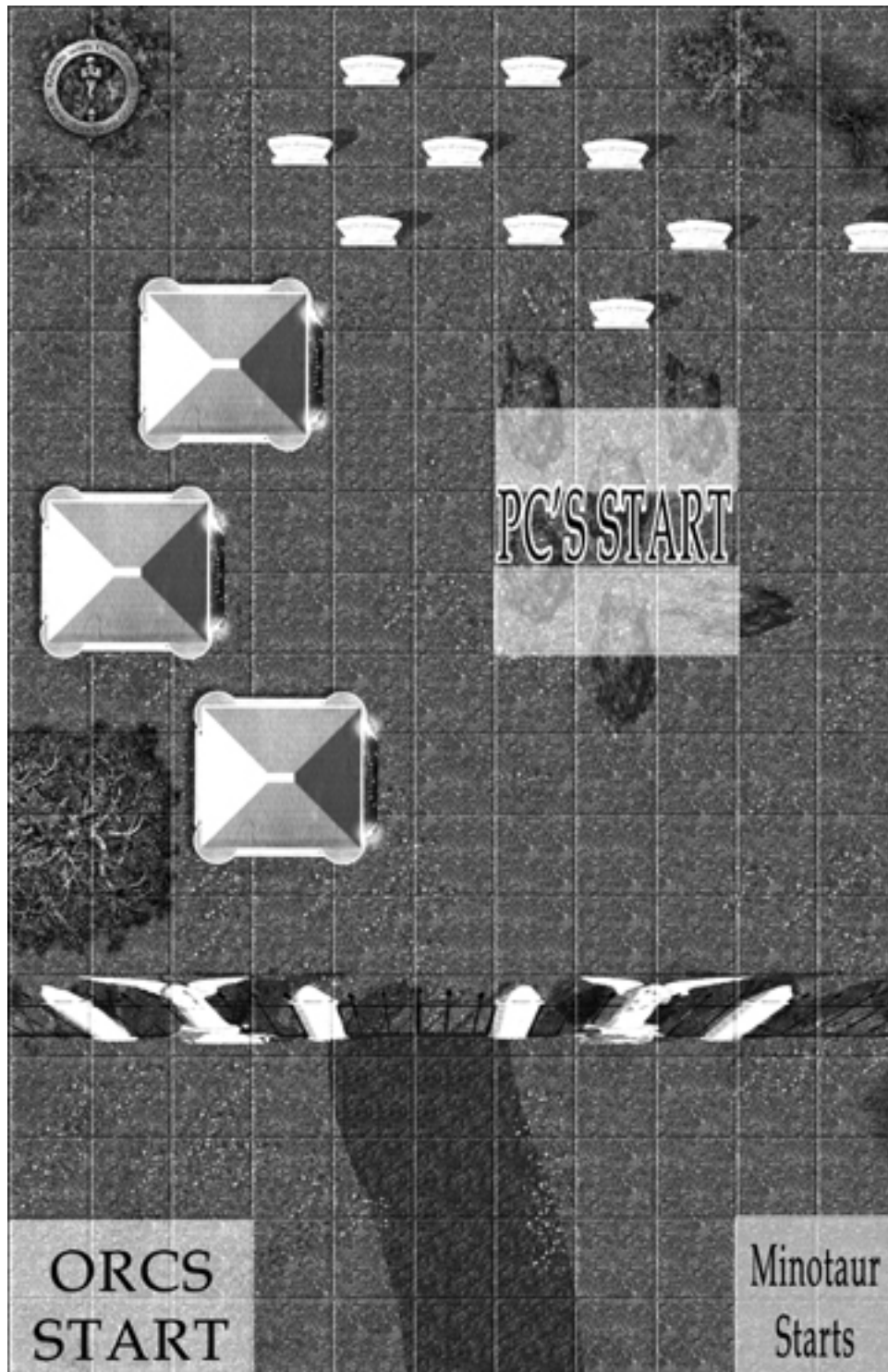
Turn Resistance (Ex): A necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Automatically heal hit point and ability damage at the same rate as living creatures. The Heal skill has no effect on necropolitans. Negative energy (*inflict* spells, etc.) heals them.

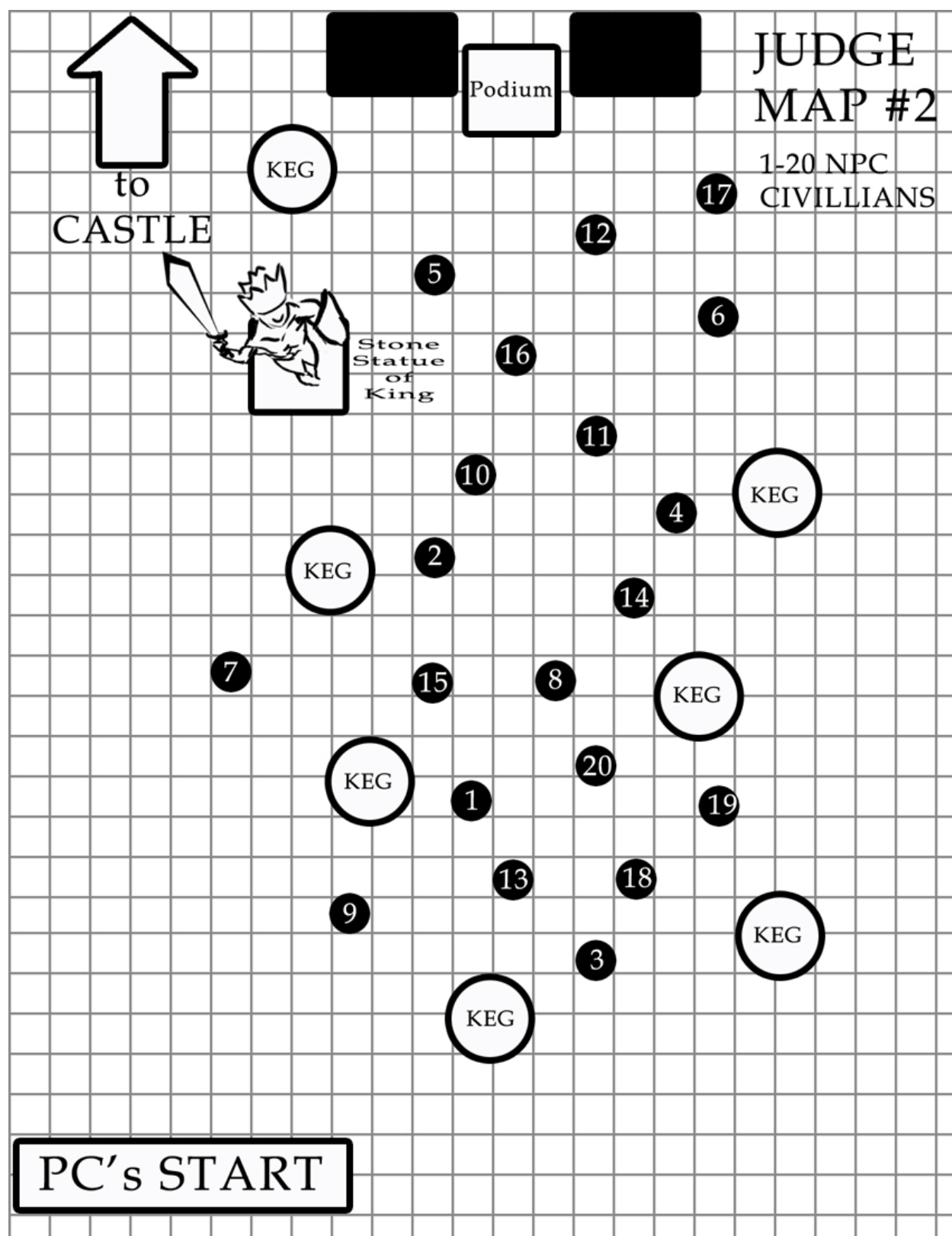
Abilities: As undead creatures, necropolitans have no Constitution score.

Appendix Nine – Maps

Map #1 – The Graveyard: War Pigs



Map #2 – Encounter Thirteen: The Mob Rules/Iron Man



Player Handout #1

So it seems that you're undead...

- Change type and subtype to Undead (augmented humanoid).
- You have no Con score. Recalculate any skills modified by your new +0 Con modifier. Con-enhancing items have no effect on you.
- Your hit dice are now d12s for every level regardless of class. Recalculate your hp based on this fact, and your current +0 Con modifier.
- You gain the following special qualities:

Resist Control (Ex): +2 profane bonus on Will saves to resist the effects of the *control undead* spell.

Turn Resistance (Ex): You have +2 turn resistance.

Unnatural Resilience (Ex): You automatically heal hit point and ability damage at the same rate as living creatures. The Heal skill has no effect on you. Negative energy (*inflict* spells, etc.) heals you and positive energy harms you.

Modify your description to include eyes so pale blue in color that they appear almost pure white, and dry, withered, powder-white skin.

Player Handout #2

Esteemed Hero,

Know that your service in the past and your exploits in making the Oerth a safer haven for all has been well documented, and you have the respect of the Court of the Land of the Sheldomar Valley. We find at this time a need for hero's once more, and your particular experiences and skills make you well suited to serve the Sheldomar Valley in a matter of great importance to the security of our unified kingdoms. Please come to Niole Dra during the dates and times provided to you, with this missive for entry into the Court of the Land's headquarters.

There you will meet with the newly appointed Chancellor for Operational Special Services for the Court of the Land. You may know her as the Lady Maressa of Linth, and wife of Duke Luschan VIII of Gradsul. Her information gathering abilities and contacts make her uniquely suited to oversee adventurers in service of the Court. She will answer your questions at the appointed time.

We thank you in advance for your aid once more during these difficult times. The Sheldomar Valley needs protection, and you serve your kingdom well in answering the call to protect it once again.

With Highest Regards,

Sealed in the name of the Court of the Land

Player Handout #3

Most Honored Friend,

As one who has proven subtle and observant in all manner of information gathering, I am entrusting to you this hidden message. When you are on site within Bissel's Realm, you may find some added equipment I have procured for your use.

Look for the Headless Cross that marks the resting place of one of Bissel's celebrated Brewers. Hidden within the grave will be a lead lined coffin containing items that may be of use to you and your companions. In addition, one of our agents will be looking for you. You will know him by the mark of the Cup and Talisman.

Please make every effort to gather any materials and information that can be useful in discovering just what the beholder and his masters are planning. The information is priority at this juncture, as is your return with any evidence of malfeasance. Keep an eye on any of your companions that may exhibit strange behavior or who have traveled here from other regions of the Oerth. They may not share your patriotism, and may prove a hindrance to your mission in the end. Report such activity to me when you return. In the event of capture or exposure of your mission, we will of course have to disavow any knowledge of your involvement. This message will disintegrate in five seconds.

May the shadows cloak you in their protective darkness,

~Lady M~

Player Handout #4

DM NOTE: Encoded message in orcish. Do not hand out unless the code has been broken with Decipher Script DC 30.

Take your trained servants of Shargaas to Ebbernant in Bissel. Ebbernant is primarily a Bakfunish and dwarven Independent Township of 1000 residents in the Bakfunish dominated northwest corner of Bissel. Mainly a town for the miners of the nearby Barrier Peaks and those who want to trade with them, the population is two thirds human, and one part mountain dwarf. Most humans in Ebbernant are Bakfunish. The foothills of the Barrier Peaks rise to the north and west, and the banks of the Realstream River runs near.

At their graveyards you will find the ones you seek. Some of your targets may also be responsible for the slaying of your brethren upon the Isle of Storms off the Principality of Ulek last year. Consider this a bonus. Bring me their heads where possible, and keep any gear and treasure they may be carrying.

The House of Wolf and Bat looks forward to continued cooperation and prosperity.

