

IUZ4-03

Chasing Trouble

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

Version 1.0

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Why is it good news must always be tainted with a bit of darkness? No one is ever surprised to find trouble in Crockport, you are just amazed it took this long. This time, trouble saw you coming so you'll need to give chase. This module is the second in the Purification Cycle. This is an Iuz metaregional adventure for characters of level 7 to 15 (APL 8 to 14).

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

	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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

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

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

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

Time Units and Upkeep

This is a standard one-round meta-regional adventure, set in Empire of Iuz. Characters native to Iuz Borderlands meta-region pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In *Madness Falls*, PCs were sent looking for a missing judge. The judge was actually a cleric who had been captured by minions of Iuz and “persuaded” to volunteer to be executed in order to free his miner friends. The PCs discovered his remains in a room filled with spider webs. The cleric was sacrificed as part of a ritual to grant power to this new experiment of Iuz’s minions.

Some short time later, Iuz’s minions have decided that it is rather chancy to wait for the good souls to sacrifice themselves, especially once they discover what is happening. Thus it was proposed that perhaps a relic, imbued with holy energies, could be used instead. Word was sent to the Spymaster of Iuz in Crockport, Stash, to obtain a relic and deliver it to the closest outpost in Iuz territory. By presenting himself as a fellow initiate, Stash subsequently fooled two Temple Raiders of Olidammara into assisting him in this theft. He knew of a holy helm located in the Temple of Heironeous which tradition states was worn in the last defense of the church and is a cherished relic. He knew the Temple Raiders would be happy to pull such a lark on the followers of Heironeous. He therefore disguised himself as an acolyte in the temple to case it out for the theft. Once he had sufficient information, he approached the brother Temple Raiders to assist in the theft itself.

While the town was busy preparing for the festivities of the re-opening of the shrine of St. Cuthbert, new faces in town were common. Thus the three went relatively unnoted. On the night of the theft, Stash and the others slipped past the guards while Archibald, head of temple security, was discussing the situation with them. They then awaited Archibald inside the vault and zapped him with poison darts upon his entry. The darts succeeded in knocking him unconscious. His body was then placed inside their bag of holding where he subsequently asphyxiated. The items were also placed into the bag and the three exited under cover of *invisibility* and *silence* spells. Stash made certain to plant some incriminating evidence in Archibald’s room as well as that of one of the guards, to make it appear they had been bribed and thus involved in the theft. The thought was that with Archibald blamed, any pursuit would be focused on him since his absence would argue for his guilt.

The PCs will observe the three making their way from town as well as a conflict with followers of Heironeous. Once their usefulness is ended, Stash murders the two brothers and their remains will also likely be found by the PCs.

Adventure Summary

This module is a high-level adventure beginning in Crockport, Furyondy but primarily set in the Empire of Iuz.

Encounter One: PCs are at a re-dedication ceremony in Crockport, where the Church of St. Cuthbert is re-opening a shrine. In the midst of the festivities, PCs may obtain further information about current events throughout the Empire of Iuz and her border states. PCs may also learn of a recent theft and receive a request for assistance from the Church of Heironeous.

Encounter Two: The PCs observe a distant conflict. They may also find out more about this theft through interaction with locals and/or the constabulary.

Encounter Three: PCs speak with individuals at the Church of Heironeous and receive their official request for help. Some investigation will likely occur here to provide further information of what has occurred.

Encounter Four: PCs head out of town on the trail of the thieves. They find the remains of one of the rogues in a gruesome camp.

Encounter Five: PCs continue their tracking and meet up with several waves of undead, sent to stop or slow their pursuit.

Encounter Six: PCs reach the base, where they face a group of Iuz’s minions.

Encounter Seven: PCs investigate the base and receive more information about the current plans of Old Wicked.

Introduction

It’s a beautiful, lightly clouded day on the beaches of Lake Whyestil. As you take a glass of ale or wine from one of the servers you glance about the crowded gathering awaiting the beginning of the procession. Clerics of St. Cuthbert strut about handing out leaflets describing the service and getting people ready. At the head of the procession are several high-ranking members of the nation’s Church of St. Cuthbert, a group of foreign dignitaries and a group of adventurers rumored to have cleansed and reclaimed the shrine.

The crowd is filled with local farmers and tradesmen. Soldiers and adventurers are mixed in as well, with familiar and unfamiliar faces.

Allow PCs to introduce themselves at this time. Once the introductions are done and spells selected (if needed), proceed to Encounter One.

Encounter One

This is the second day of the festival, and the day of the re-dedication of the shrine of St. Cuthbert. The official ceremony will begin with a major procession through town. At present, the procession has not begun but many are still gathered in the area. PCs may wish to socialize or Gather Information with some of these people. Most will be available later as well in town, should PCs wish to wait. It is preferable that this information be obtained through role-play but if time constraints prevent this consider a base Gather Information of DC 10, unless noted otherwise.

Creatures:

☛ **Brett and Chris Silverblade**, human male, Exp1. These brothers are merchants from the Shield Lands. They may offer the following rumors and bits of information:

- ☛ They will note that travel near Crockport has been somewhat better lately as there are fewer problems with strange animals.
- ☛ Their cousin, Jasper, a paladin of Mayaheine, has been missing for a couple months now and they are concerned about him. He was on a mission near the border.
- ☛ Lady Katarina Walworth was murdered by members of her own council of Lords!
- ☛ Agents of Furyondy are infiltrating the Shield Lands, with the intention of annexing them.
- ☛ The Shield Lands have managed to continually push back Iuz only due to help from invisible faerie allies and the assistance of gold dragons.

☛ **Hastings the Blue**, male gnome, Wiz3. Hastings is from Highfolk. He will share the following information:

- ☛ He is here to gather information on spells used by Old Wicked to shield his forces from view during the attack on Flameflower.
- ☛ Stories from merchants traveling the Quaagflow Road suggest several caravans have been attacked and burned by bands of grugach. In a few noted cases, one high elven merchant drove off the raiders before they could set torches to the wagons. Perhaps most interesting, no one remembers that merchant being a member of the caravan in the days before the attack.
- ☛ Complaints out of the Sepia Uplands have increased. Refugees have been fleeing the Vesse to the High Vale and the strain of the Perrenland army camped north of Verbeeg Hill has greatly taxed the all ready short food supply of the region. It is said that the

price of a meal will soon cost more than five times what it did before the fall of Flameflower.

- ☛ The dwarven Hammerstrike clan is funding secret expeditions to the Yatil Mountains to search for new sources of ore in order to meet the demand for new weapons. It is said that all the previous groups have disappeared without word.
- ☛ A half-elf with pale hair and dusky skin has been seen heading west on the Quaalsten Road. She seems terrified and in quite a hurry, often fearfully looking east. She clutches a sack tightly and runs from all who approach her.

☛ **Dispeth**, female elf, Drd5. Dispeth is a druid of Beory, the Old Faith, originally from the Crockport area. She is a trader now in town selling her wares of healing herbs and poultices. She can give the following information:

- ☛ A Shield of darkness has fallen over the city of Chendl. It is said that the capital and some surrounding area is covered in a magical darkness, so it appears midnight even at mid-day. Divination and communication are said to be affected as well. No information has been received from the capital in months.
- ☛ From further south, however, word has come from the Gold County of the engagement of the Countess Kyaren Rhavelle to Lord Ogart Goldsaex, an émigré from the Shield Lands.
- ☛ She was tracking a friend of hers, cleric of Heironeous named Brendan Mowbray, who was on a mission near Molag. The tracks suggested a large spider carried him off. Brendan is an Oeridian male, approximately five and a half feet tall with a stocky build. He has short-cropped brown hair and dark brown eyes. He has a birthmark resembling a star on his left cheek.

☛ **Jargum**, male half-elf, Clr1. This pimply adolescent is a cleric of St. Cuthbert sent into the crowd to keep an eye on things and report potential problems to his superiors. He will be using *detect evil* on the crowd (until his spells wear out) and will alert his superiors of any suspicious characters. The superiors will question any PCs who would detect as evil to make sure nothing is planned. Jargum is very suspicious of half-orcs and will be watching them carefully.

☛ **Greimara**, female dwarf, Brd3. Greimara is from Perrenland and has been traveling the lands for some time.

- ☛ She is searching for her lost love...a tragic tale. Would the asking PC like to hear about it?

- Some say the Voormann Karenin may be dead. The Untervoormann Orgus Bildgear has been locked in meetings with the heads of the Voice, Grove and Shool for days, a customary formality before the coronation of a new Voormann. Bildgear, according to law, will be appointed Voormann if Karenin's death is confirmed.
- Karenin's brother Hasten Weisspeer has apparently withdrawn from the capital and is said to have issued a summons to all the Weisspeer Grafs to come to Krestible. Perhaps he will now be confirmed as the Weisspeer's Pfalzgraf.

☛ **Man with No Name**, male human, Wiz5. This tall, fat bald man is oddly dressed in a courtier's finery, primarily in white. He states he is from the Bandit Kingdoms and is on his way to Dyvers. A successful Knowledge – Local [Iuz border states] (DC 10) indicates that he is clearly not familiar with the Bandit Kingdoms by his talk and is therefore unlikely to be from there. Note that much of his talk is seditious and if reported to the constabulary OR Clerics of St. Cuthbert or Clerics of Heironeous he will be arrested and taken in for questioning. A successful Spot check (DC 20) is needed to notice his spell components and identify him as a wizard. He provides the following information, no Gather Information check required, as he enjoys spreading rumors.

- He will speak very poorly of Highfolk and Shield Lands as corrupt and untrustworthy. Feel free to make up wild stories.
- Reports the “shield” over Chendl was put up by the four fiends in charge of a puppet government of Furyondy.
- At some point if the PCs talk with him (or listen in on his conversation), the following rumor should be worked in: ***“It’s no wonder that item was stolen from the church of Heironeous yesterday. With as ‘efficient’ as these clerics of St. Cuthbert are, I give it two weeks before the same thing happens at their shrine.”*** If questioned more on this, he will bluster but essentially knows little more about the incident, just that the item was ***“of some sort of religious value.”*** He just doesn't think much of Heironeous OR St. Cuthbert.

☛ **Chatham**, male half-orc, Clr5. Chatham is a cleric of Wee Jas who has traveled to Crockport with thoughts of perhaps setting up a shrine here for his deity. He brings the following word from the Bandit Kingdoms:

- Wee Jas is happy now with the liberation of Hallorn.

- An army led by Guardian General Hok marched on the city with the spring thaw and swiftly took the town from the forces of the lesser Bonehart, Aundurach.
- Aundurach escaped during the battle and there are fears of a swift and deadly retribution from the Old One's armies.
- Silver caravans have been raided and assaults on Riftcrag's mines carried out with little in the way of real retaliation.
- The governor of Riftcrag, Cranzer of the Lesser Bonehart, has been missing for months and without his leadership aides have fallen into petty infighting, leaving the countryside open to banditry and lawlessness.

After the PCs have had adequate time to gather information, a representative of the church of Heironeous approaches them. No Gather Information check is needed for this information. Be sure that Budrew speaks with the PCs before beginning the procession or starting the next encounter.

☛ **Budrew**, male human, Clr3. Budrew is here to monitor potential illegal activities. He is keeping a careful eye on Chatham (and any PC followers of Wee Jas!) He will mention to the PCs a possible need for assistance at his temple. He will not go into further detail, however, given the crowd.

Development: Shortly after the PCs finish talking with Budrew, the procession will begin. Note that it has begun, and then proceed to Encounter Two.

Encounter Two

At some point during the procession, this encounter should be introduced. The timing is flexible but it should occur PRIOR to the PCs reaching the temple of Heironeous. Thus, if the PCs immediately head toward the temple, this should occur while they are moving that way. Adjust the box text if needed. Regardless, the disturbance occurs just over a mile away from the PCs.

As the procession winds toward the shrine on the outskirts of town, you hear the crash of thunder behind you, which seems odd given the mostly clear blue sky above. Looking towards the sound reveals columns of flame bursting in the distance.

PCs who succeed at a Spot check (DC 20) determine that the fire and disturbance seems to be moving closer.

Successful Spellcraft check (DC 25) suggests this was a *flame strike* spell.

From the end of the procession and the crowds in the distance there are growing sounds of panic. The situation is rapidly approaching a stampede.

At this point, it is assumed the PCs will begin to move towards the disturbance, either above or through the crowd. If not, modify the box text accordingly. Information can still be gathered later through a successful Gather Information check.

In the distance, the crowds push away frantically from three men walking in the air wearing brightly polished armor. At this distance, you are unable to make out further detail.

A successful Spellcraft check (DC 24) identifies *air walk*, and a successful Knowledge – Religion or Knowledge – Local [Iuz Border States] check (DC 15) identifies the men as members of the Silver Blades of Heironeous. The Silver Blades represent the best and the brightest of the most powerful worshippers left to Heironeous. The current leaders of the Church actively recruit members of this group from the pool of Clergy worshippers that they may lead the Church in its fight against Iuz.

The men appear to be searching for someone or something in the crowd. One of them shouts and points, at which time a dark globe of power, which engulfs some folk in the crowd as well as the other two men, strikes him.

A successful Spellcraft (DC 24) identifies this as *unholy blight*. This was cast by Stash from a scroll, which he then drops and may be found by the PCs at a later point (Search DC 30 in the area).

Several individuals in the crowd drop to the ground, unmoving. The men in the air recoil slightly but continue their approach. Two other men in the crowd seem to be moving toward the area rather than away. They join another man just as a flash of light erupts and all three disappear.

PCs may make a Spot check (DC 30 due to the distance) for each individual to be able to identify basics about their appearance. Note that PCs cannot assist each other on this check. Assuming the PCs were making an effort to approach the area, they are roughly 300 feet away when the final spells take effect. PCs who make at least one of the three Spot checks may also attempt a Spellcraft check (DC 24) to identify the *dimension door* spell.

As the PCs draw closer, they notice ten other warriors, also wearing holy symbols of Heironeous, moving toward them through the crowd. While the PCs are in the area, civil authorities will also arrive to obtain information about the disturbance.

DM NOTE: PCs will have a limited time during the aftermath of the disturbance. An individual PC may choose to do only **one** of the following: 1) treat the wounded and calm the populace; 2) listen in on the questioning of the Silver Blades; 3) treat/question/confront the Silver Blades; 4) Gather Information from the crowd.

PCs that successfully Gather Information (DC 25 for each man, due to the fact that those remaining in the area are still very upset and agitated) can also obtain a description of the three men who disappeared. Successful PCs will discover that the twins were staying at the Crockpot Inn. No one remembers seeing the elf prior to the procession, however.

Creatures:

The three men who disappear (e.g. Dimension Door) include the following:

Selbrin and Selbert: These two identical twin brothers are humans of Baklunish descent, with dark, short cropped hair. They wear dark cloaks and no apparent armor. Selbrin wears khaki trousers while Selbert wears brown trousers. Both carry rapiers at their hips and shortbows with quivers on their backs.

Stash: Stash appears to be an elven man dressed in fine clothing in shades of red. He carries a quarterstaff and wears finely made bracers. His platinum hair is mostly covered by a commodore's hat (actually a *Hat of Disguise*) in deep scarlet.

PCs may also wish to talk to (or confront!) the Silver Blades of Heironeous for the chaos they have witnessed. Note that any of the three men below, if questioned, can give the description of all three of the men they were pursuing. The three Silver Blades include the following:

Jezzeb Lantois (Clr7/Pal4). Jezzeb is an Oeridian human male and the leader of the three men. He is noticeably older, likely in his fifties, with a well-groomed handlebar moustache. Should PCs approach him, they will find him somewhat distracted due to the need to deal with the civil authorities. He is something of a “control freak” and is likely to start giving orders not only to his two fellow Silver Blades but also to any PCs who happen to be wearing holy symbols of Heironeous.

Jacol Peming (Pal9). Jacol is a younger human man of Suel descent with red hair and green eyes, likely in his early thirties. He is quite attractive (Cha 18), large and

muscular. Jacol is somewhat preoccupied with the couple of quills stuck in his arm, which have been poisoned. PCs able to assist him will find him more cooperative and talkative. Regardless, attractive female PCs will find him attentive and flirtatious, as he assures them with a wink that his order does not require celibacy. He carries a battleaxe.

Walbin Paquin (Pal5/Rgr4). Walbrin is of Wolf nomad descent. He is small with dark hair and eyes and speaks with the accent of Perrenland. He is in his mid-thirties and is somewhat brusque and reserved. He carries twin swords, long and short. If asked, Walbin will note that one of the individuals they were following pulled a scroll from his bag to cast *unholy blight* and he was the one carrying the item. He was wearing mostly reds. He will also comment that “*his tracks did not match his appearance*,” as they seemed to be made by a larger humanoid, such as a human, rather than an elf.

The Silver Blades can provide the following information:

- The resident Hierarch of the church sent them.
- Thieves made off with an important religious item, which was taken by force the previous evening.
- They were given a *Wand of Locate Object* and told to recover the item.
- If the PCs want further information, or wish to assist in some manner, they should go to the temple of **Heironeous**.

Civil authorities present include two patrolmen as well as a sergeant, outlined below:

Sgt. Steelpick. Steelpick is a proud and crusty dwarven man who tends to be quite suspicious by nature.

- The sergeant is focusing most of his questions on Jezzeb, asking about the attacks into the crowd. PCs who Listen (DC 15) are able to overhear the content of the questioning. Jezzeb will speak for the Silver Blades, explaining that they were tracking down some valuable items stolen from the church the previous evening. The items include a holy scabbard and a purple plumed helmet. Remember that PCs Gathering Information in the area will not be able to listen in on this questioning, as it occurs at the same time.
- Following his questioning of Jezzeb, Steelpick will ask the PCs a few questions about what they witnessed.

Development: PCs who use this time to heal the wounded and calm the populace will receive an influence point with the Church of St. Cuthbert.

Once the PCs begin to travel to the Church of Heironeous to discover more about what is going on, go to Encounter 3. If PCs refuse to go to the church, they will call suspicion to themselves due to their activities in the area. In that case, go to Encounter 3B.

Encounter Three

PCs travel to the Church of Heironeous to discover more about what is going on and are greeted warmly. The church believes that one of its own must have been involved in some way with the theft so they are eager to obtain outside help from a neutral, uninvolved party. The church will indicate they would be grateful to the PCs for their assistance in tracking down the stolen items and determining who was involved in the theft.

Upon the grounds of the church, new, patchy grass and young trees reflect the recent attempts to beautify the church after the re-taking of Crockport. Clearly effort is being made to polish this tarnished metal. The temple staff appear competent, professional, and on heightened alert. Guards posted about the temple are visibly agitated. Acolytes and others move busily about as though worried they may seem lax in their duties.

Upon stating their business to an acolyte or guard, PCs will be directed to a small anteroom while the Hierarch is located to meet with them.

You have been waiting but a few moments when a matronly halfling woman bustles in. Brown eyes twinkle as she smiles warmly at you. “Well, well. Adventurers, I see. In for the festival? Perhaps you find this celebration boring and are searching for a little excitement?”

Creatures:

Gwendolyn Tealeaf. Gwendolyn was sent from Chendl to represent the church of Heironeous at the festivities. She has been in Crockport only about a week. Gwendolyn is courteous and devout, if a bit more mischievous than typical for a cleric of Heironeous.

After her greeting, Gwendolyn awaits the PCs response and will banter with them until they bring up the purpose of their visit. At that point, most likely, they will mention the incident with the Silver Blades. Once they do so, she becomes more sober. Gwen is truly anxious about the thefts and missing clergymen and wants the situation resolved as soon as possible. She sees the PCs as possible allies and will be more than happy for any offer of help. If the PCs do not offer, she will eventually ask after some time exchanging pleasantries.

Gwendolyn will not reveal more than the most basic information (e.g. that revealed by the Silver Blade Jezzeb to the PCs earlier) until the PCs have either offered to assist or accepted her request to do so. PCs who decline will be approached about an hour after their departure on suspicion of involvement (see Encounter 3B).

PCs are given to understand that the church would be grateful for their assistance and will remember them kindly in the future. ***"The Church knows how to express gratitude"*** are the words of Gwendolyn. Now if the PCs are feeling mercenary and request payment, Gwendolyn will respond, ***"Well I suppose if all you wish is simple coin, that can be arranged. Of course, unlike coin, the favor of our lord Heironeous and his church can never be forcibly taken from you..."***

Once the PCs are officially investigating the matter, Gwendolyn will reveal the following additional information:

- The reason the church is interested in outside help is she suspects one of their own was involved.
- There are two members of the church currently missing: Gebic Montrose (a human male acolyte) and Archibald Sanguine (a human male Silver Blade).
- Two items were stolen. The first was a purple plumed helmet, a holy item worn by Fennin Wellington in the last defense of the church at the fall of Crockport. The second was a finely made scabbard which tradition stated also belonged to Fennin Wellington.
- The items were kept in a basement vault and only brought out when needed. Two guards were posted outside the door at all times.
- The last one to check on the items was Archibald Sanguine, a Silver Blade who is now missing. The guards (both human males: **Pestel Marlin** and **Fenton Calais**) who were working that evening are available for questioning, if the PCs request to do so. Fenton is currently in the brig under suspicion.
- The theft occurred two days prior, on 3 Flocktime.

PCs who request to do so may Search the rooms of the missing individuals, with the following results:

- The room of the acolyte is barren of personal effects and PCs are unable to find any clues. A Wisdom check (DC 15) will suggest to the PCs that the room is "too clean," sterile. However, a careful Search (DC 30) will reveal a small scrap of mostly burned cloth in the fireplace, which seems to be stained with blood.

- A relatively cursory Search (DC 18) of the Silver Blade's room will reveal some incriminating evidence. A more careful Search (DC 35) suggests that this evidence was planted. The evidence consists of four darts, a small cologne vial filled with poison and a scroll tube containing a couple letters (Players Handout 1) as well as three gems. The gems are worth roughly 500 gold each (Appraise DC 20). If these notes are shown to Gwendolyn she will comment that this is very odd since Archibald did not draw the full amount of pay he was allowed from the church. In fact, he had verbalized in the past that he felt his family members needed to pay their own debts so he chose not to help them. Archibald also kept a daily log of duties. PCs may wish to examine the guard schedule around the time of the theft (see Players Handout 2).

PCs may wish to question the guards who were on duty that evening. Both agree, in general, with the following story:

- Archibald came down during their shift, indicating that he heard a noise. Archibald was in charge of temple security and it was not uncommon for him to check out problems himself.
- Archibald sent Pestel Marlin to get a crew to sweep the area while he checked the basement. He left Fenton Calais on duty.
- Archibald was not seen again and when next the room was checked, both the holy items were gone.
- When Pestel returned no intruders were found, Archibald and the items were missing and Fenton claimed to have seen and heard nothing.
- Fenton was placed in custody since it was believed he let the thieves by. Also, 100 platinum pieces were found cleverly stuck under his bed inside the frame. He requested and was granted a *Zone of Truth* and did testify that he did not accept a bribe and knows nothing of the theft. Because of ongoing suspicion, however, he has remained under guard.

PCs who speak with Shina Cor, find a bubbly and attractive (Cha 17) human female, a paladin who has been in Crockport about a year. If PCs are talking with her, they will likely be asking about the change in the duty roster. With some persuasion and charm (Diplomacy DC 15), she reveals the following:

- The night in question was "inconvenient" for her, as she had business. If pressed, she states she wanted to meet someone. Actually, she was supposed to have dinner with Jacol Peming that evening and did not want to have to hurry back for duty.

- She was commenting on this to Gebic when they shared watch and he offered to switch shifts with her that day. She describes Gebic as “a very kind, understanding fellow.”
- Switching shifts was not really common, but was certainly allowed. If it happened too much it would vex Archibald, but she had not really done so yet so she figured it would be OK.

Development: If the PCs decide to gather further information at the inn, proceed to Encounter 3A. Once they decide to begin trailing or tracking the Temple Raiders, proceed to Encounter 4.

Encounter 3A

The main inn in the city of Crockport is the Crockpot Inn. The Crockpot Inn looks unchanged for those that have journeyed here before. The Crockpot Inn is a two-story building made of large cobblestones and mortar. The interior is made of a variety of stones including granite, jasper, dolomite and sandstone. The furniture is built of sturdy pine planks, smooth and occasionally chipped from wear. The common room is small and plainly furnished. The only decorations are a plaque with a carved crock-pot, a large very dusty speckled bass mounted above the bar and a faded area above the mantel in the shape of a scimitar. Three large crock pots are embedded into the fireplace on long metal poles which give off an aromatic smell of the inn's specialized stew, with spices extra cost (all covered by adventurers standard lifestyle). The menu includes a choice of: noodles tomatoes and sausage, mutton stew, beef stew and “holey” wheat bread (with many holes). Drinks are Crock Ale (bitter dark brown ale) or Belgros Best (pale ale: 1 silver Sheridan per glass not included in adventurers standard).

Creatures:

Belgros (human male Rog 5): The innkeeper is now nearly 30 years of age, has a slick and greedy air about him. Belgros is the type of fellow who would (or maybe has) wheel and deal with Iuz himself if there was a profit to be had. He has long black hair, hazel eyes, and a dark shadow of a mustache. His eyes seem to absorb everything, but give no hint of emotion.

Buxea the barwench (human female Com1) still prowls the floor, avoiding bar brawls in search of empty bowls and flagons. Buxea maintains a sense of humor, and is ready to laugh if given cause by the party.

There are a few other patrons when the PCs arrive, but none of the three responsible for the theft are present. The patrons are unable to add any additional information beyond that given by the staff. No one there

recognizes the elf from the description given. Belgros will require monetary compensation to release any information. Pleasantries and charm will likely work with Buxea, however. Buxea and Belgros will recognize the description of the brothers. At this point, if the PCs do not realize they are identical, they will be told this. Buxea, if questioned, will note that usually when the brothers were with someone it was an acolyte from the temple of Heironeous. The two brothers came down from their room shortly after the troubles in the marketplace. Presumably, they were in their room at the time (yes, the room does have a window). They left, commenting that they were heading towards Highfolk. Buxea will comment that they were pleasant fellows and tipped well, although the type to make promises they don't intend to keep.

Development: If the PCs seem at a loss or do not pick up on the clues about the route taken, a messenger from the Church of Heironeous will find them in town and inform them the item is currently hidden from scrying but before it dropped from view it was heading toward Highfolk.

Encounter 3B

If the PCs refuse to assist the church in their recovery of the relic or if they refuse to approach the church at all, they are approached by Sergeant Steelpick. If the PCs have accepted the mission, skip this encounter.

After the procession, people move about the street trying to repair the damage done by the panicked stampede. Military patrols are out in force, including cavalry patrols as well as several infantry troops. As you make your way to your lodging, you are stopped by a patrol of infantry, accompanied by a priest of Heironeous. He whispers to the head of the patrol, “These are the ones who were present at the assault I told you about.”

You are subsequently placed under arrest and taken to the office of the local militia. Any who resist are subdued. Weapons and possessions are confiscated and placed under guard. You are all then carefully and repeatedly questioned about the incident. After about six hours, a cleric of Heironeous enters and asks to speak with you. Once given permission, he regards you for a moment then states, “Proving your innocence in this manner is certainly legal. However, other alternatives DO exist. Are you certain you wish to proceed in this way?”

If the PCs answer in the negative or indicate in some way that they wish to explore other options, he will continue. Otherwise, he will assume the PCs are not interested in

assisting him and will leave. Should that be the case, proceed to the appropriate conclusion.

Good. You seemed to me to be people of action who may want to prove themselves in a more direct manner. If you are truly innocent of any involvement in this, I expect you would be anxious to see those who got you into this mess brought to justice.

Assuming the PCs agree with this, they are then offered the option of tracking down the culprits and recovering the relic. If they agree, they will be released and expected to set out pretty quickly on their way. If they decline, they can prove their innocence through spells (e.g. *zone of truth*) or other methods (evidence, Diplomacy, etc). In that case, however, it is likely they will be sufficiently delayed that they would be unable to continue the module. Proceed to the appropriate conclusion.

Encounter Four

Once the PCs decide to head out after the Temple Raiders, they will most likely be moving north and west from the city. If the PCs have information suggesting the raiders are heading toward Highfolk, give them a +2 circumstance bonus to their Search or Survival check (DC 23) to locate the trail. PCs unable to locate the trail on their own may choose to return to town and hire a tracker to do so. The tracker will charge a base of 20 wheatsheafs (gold) plus 10 gold per day beyond the first for this task. The tracker will make it clear that he reserves the option to leave at any point. He will have no difficulty locating the trail.

The tracks head west for a few hours but gradually begin to stray further and further north. After a couple of hours, they join with a smaller footpath. By the end of the day, you are heading almost due north.

By the end of the day, PCs are likely to be looking for a campsite. Once they indicate this is the case, a successful Survival check (DC 10) will locate the campsite (the tracker automatically does if with the party).

Off to the side of the footpath, you see a suitable clearing. Remains of past fires and stacked wood suggest others have found this area useful for camping as well. Scattered ashes and food remnants seem to indicate the last individuals to camp here departed in haste.

A PC with the Track feat may notice (Survival DC 23) that the tracks they are following indicate all three

individuals entered the clearing. PCs who scout around the area may uncover additional information. Successful Tracking (Survival DC 30) indicates that while three individuals entered the clearing, only one left. The PC who is scouting around the area should be read the following box text. If no PCs are scouting the area, instead read this to the PC with the highest Survival check to find the clearing.

A hint of movement in the bushes catches your eye. Peering closer, you see a large raccoon fiddling with the straps of a backpack. As if sensing you behind it, it turns and looks at you. An odd potted plant sitting nearby quivers slightly as it does so. Just beyond the raccoon, three wolves tug at something.

Allow the PC to react at this point. Any hostile or sudden movement will cause the raccoon and wolves to run away. If PCs use Wild Empathy and have some means to communicate with the animals, the raccoon will explain that it smelled something good to eat in the bag. Also it will say that it likes the shiny buckles, which is what originally caught its attention. The wolves were pulling and consuming various body parts of a Baklunish man. Feel free to describe this with as much detail as you consider appropriate for your players. The gruesome nature of the dismembered body should be conveyed in some manner. Skilled healers (Heal DC 30) will be able to find evidence that at least some of the damage was done to the body by a weapon and that the wolves did not begin their work until later. There is a suggestion of ritualistic sacrifice. On the far side of the clearing is another body, this one relatively intact. The features are identical to those of the other Baklunish man. The potted plant is actually a miniature assassin vine Stash used to guard his sleep. It cannot attack anything larger than size tiny at its current growth and cannot grow larger in the pot. However, it was effective at keeping vermin away while he slept.

More than likely, at some point the PCs will wish to investigate and open the backpack. Once they do so, read the following:

Loosening the straps on the pack, you peer into the dark to see what treasures it may hold. The first thing that catches your eye is a dark lump. Reaching in, you feel hair. As you draw out the item, your stomach turns to see blank brown eyes staring at you. It is the severed head of a Baklunish man.

The head is that of Selbrin, one of the Temple Raiders. The body is that of his brother, Selbert. PCs who succeeded at their Spot check to receive the description of the raiders in Encounter Two may recognize them

(Spot DC 15). PCs who are able to *speak with dead* may obtain additional information from Selbert. Use the following information to answer any questions posed in this manner:

- Selbert does not know who killed him or why.
- While the church of Heironeous was angry about the theft, he does not think that they know who he is.
- He worked with his twin brother (Selbrin) and another individual on the theft...they were going to take the item to Highfolk, sell it there and use the money to pay off some gambling debts at the church of Norebo.
- The other person they were working with was a Temple Raider named Stash who they'd gotten into contact with about three weeks before.
- The three involved in the theft got along fine with each other – there was no “falling out.”
- He did not kill anyone – that is why they used the drow sleep darts on the Silver Blade, so there would be no lasting damage. (Note that the two Temple Raiders were unaware that Stash took Archibald's body, and thus killed him. He left slightly after them. He said this was to “cover their escape” but actually it was to allow him to take the body as well as an additional item they did not see).
- Stash is the one who obtained the drow sleep poison.
- The item he took was a medallion, very well made. It looked like it was worth a considerable sum of money. Those who obtain a description of the medallion may recognize it from a tomb in Flameflower (Bardic Knowledge DC 20).
- He is not sure what the others stole.

The PCs may realize that the church did not mention a missing medallion. That is because they are unaware of it...it was actually planted by Stash to throw the others off looking at what he was taking (the helmet and scabbard). The medallion was very valuable but in coin value only, while the helmet and scabbard have religious significance.

Some PCs may decide to question the plants in the area. They will report that another man was with these two, who went to sleep after eating and did not awaken. Basically, Stash poisoned them, and then began to dismember them in order to be certain they were unable to reveal what they knew about him and his plans. While he completed this process with Selbrin, he had to leave suddenly due to the arrival of Breitahn with news of the urgent need of the items he carried. The plants would note that another human – a female – came and he left shortly thereafter. He told her to finish the job, which she did not do as a result of having a weak stomach. She

did not think it was necessary. She did hide the body somewhat as well as placing the head inside the backpack before leaving. The potted plant was also in Stash's possession longer so it would be aware that he could change his appearance and also that he stayed in his temple room (where it was left) rather infrequently.

Treasure: Some basic equipment was found in the backpack as well as some sweet foods that drew the raccoon. A desecrated holy symbol of Olidammara rests in the bottom in a pool of dried blood. In addition, careful PCs will locate a set of masterwork Thieves Tools sewn into the lining of the backpack.

Development: The gruesome remains of the body of Selbrin will convince the tracker, if he is with the PCs, that he needs to return to Crockport. He will leave first thing the next morning.

Encounter Five

The PCs will have a couple days travel and have no difficulty following the trail at this point. The trail leads deeper into the lands held by Iuz.

Expecting pursuit, Stash informed his contacts in the service of Iuz and requested assistance in slowing down or eliminating anyone following. The combats occur a couple of hours apart from each other and on the same day. The cleric sends his minions out first to weaken any pursuit before closing to finish the job himself.

Creatures:

First Wave: The first wave consists of weaker undead, followed in three rounds by the ghost(s).

APL 8 (EL 9)

- **Ghouls** (2), hp 13, see Monster Manual p. 119.
- **Ghast** (2), hp 29, see Monster Manual p. 119.
- **Wyvern Ghost**, hp 59, see Appendix.

APL 10 (EL 11)

- **Ghasts** (4), hp 29, see Monster Manual p. 119.
- **Destrachan Ghost**, hp 60, see Appendix.

APL 12 (EL 13)

- **Greater Shadow**, hp 58, see Monster Manual p. 221.
- **Destrachan Ghosts** (2), hp 60, see Appendix.

APL 14 (EL 15)

- **Devourers** (2), hp 78, see Monster Manual p. 58.
- **Spirit Naga Ghosts** (2), hp 81, see Appendix.

APL 16 (EL 17)

- **Dread Wraith** (3), hp 104, see Monster Manual p. 258.

➤ **Beholder Ghost**, hp 93, see Appendix.

Second Wave: The second wave will hit the PCs about two hours after the first. Allow healing if needed and desired before proceeding. At this point, the cleric himself, Queppel, is coming after the PCs with his minions, as the previous wave did not succeed in eliminating them.

APL 8 (EL 11)

➤ **Queppel**, hp 83, see Appendix.

➤ **Ghasts** (4), hp 29, see Monster Manual p. 119.

APL 10 (EL 13)

➤ **Queppel**, hp 99, see Appendix.

➤ **Ghasts** (2), hp 29, see Monster Manual p. 119.

➤ **Mummies** (4), hp 55, see Monster Manual p. 190.

APL 12 (EL 15)

➤ **Queppel**, hp 117, see Appendix.

➤ **Mohrgs** (2), hp 91, see Monster Manual p. 189.

➤ **Zombie**, hp 16, see Monster Manual p. 266.

APL 14 (EL 17)

➤ **Queppel**, hp 131, see Appendix.

➤ **Mohrgs** (4), hp 91, see Monster Manual p. 189.

➤ **Zombie**, hp 16, see Monster Manual p. 266.

APL 16 (EL 19)

➤ **Queppel**, hp 131, see Appendix.

➤ **Cauchemar Nightmare**, hp 172, see Monster Manual p. 194.

➤ **Devourers** (3), hp 78, see Monster Manual p. 58.

➤ **Nightwalker**, hp 178, see Monster Manual p. 196.

➤ **Zombie**, hp 16, see Monster Manual p. 266.

Tactics: Queppel will bolster the undead during the surprise round and begin with a protective spell on himself, at higher APLs. He will then focus on damaging spells at any clerics, stopping to rebuke and bolster again if needed.

Treasure: Queppel carries a *Wand of Cure Light Wounds* and *Periapt of Wisdom* at all APLs. At APL10, he wears *Boots of Striding and Springing* and has a +1 shield. At APL16, he wears a *Ring of Evasion*.

Development: At all APLs, PCs able to get a good look at the undead in the final encounter (e.g. they do not destroy them from a distance) may recognize one of them. He matches the description (if they thought to obtain one earlier) of Archibald, the Silver Blade. He does wear the insignia of a Silver Blade (Knowledge – Local [Iuz Border States] DC 15 or Spot DC 25 to recall

this as the same as that of the three Silver Blades from the first encounter). He will be a ghast at APLs 8 and 10 and a zombie at the higher APLs.

If the PCs manage to capture Queppel alive and question him, succeeding at an Intimidate check may reveal the following information:

- There is a temple further up the trail, where Stash has taken the items.
- Stash was a spy, sent to infiltrate the temple of Heironeous in order to obtain some holy items.
- The items are to feed his master's "pet spider."
- He was sent to eliminate, or at least delay, the PCs.

Once the PCs have defeated both waves, they are able to continue following the trail north. They will see evidence of other patrols. If they choose to hide, they may easily do so. If PCs insist on encountering the patrols, they will encounter the first wave for the first such attempt, followed by the second wave for the second. No additional experience is granted for this digression from their mission.

Encounter Six

The PCs will travel two more days through bleak landscape. The weather has been horrid, with almost constant rain. A successful Knowledge – Nature or Survival check (DC 15, skilled only) indicates that the weather does not seem natural. Once this has been determined, PCs who succeed at a Spellcraft check (DC 27) realize this is likely due to *control weather*. PCs who determine this and indicate some sort of ongoing effort at stealth will discover the final guards before combat ensues.

Cresting the rise in a hill, a sad sight meets your eyes.

What was once a green and fair grove is now a sea of stumps, many a man's length in diameter. Toward the center of the area is an odd structure. Stacked together are various trunks forming a large circular structure held together in areas by some sort of white substance.

If there are good-aligned PCs in the party, tell them: *An involuntary shudder passes over you for a moment with a sense of radiating malice and evil.*

If the PCs had warning (e.g. they realized the storm's magical nature and took appropriate precautions), then they have two rounds to prepare before the greeting party emerges. Otherwise, continue immediately with the box text below. Note that it will take the minions one round to reach the PCs. Stash will enter the building and

depart with the priest there, sending his apprentice, Brietahn, against the PCs.

You are given little time to ponder this, as the inhabitants seem aware of your presence. One of them moves into the structure while the others move toward you.

APL 8 (EL 10)

➤ **Brietahn**, hp 47, see Appendix.

➤ **Greater Shadow**, hp 58, see Monster Manual p. 221.

APL 10 (EL 12)

➤ **Brietahn**, hp 57, see Appendix.

➤ **Greater Shadows (2)**, hp 58, see Monster Manual p. 221.

APL 12 (EL 14)

➤ **Brietahn**, hp 77, see Appendix.

➤ **Bone Naga**, hp 97, see Appendix.

APL 14 (EL 16)

➤ **Brietahn**, hp 77, see Appendix.

➤ **Glabrezu (2)**, hp 174, see Monster Manual p. 42.

➤ **Bone Naga**, hp 97, see Appendix.

APL 16 (EL 18)

➤ **Brietahn**, hp 84, see Appendix.

➤ **Nalfeshnee (2)**, hp 175, see Monster Manual p. 45.

Tactics: Breitahn focuses her distance spells on PCs hanging back or trying to stay out of the fight, protecting herself the first round with her *Wand of Mirror Image*. Note that she has precast *mage armor*, and thus has one fewer first level spell. She will continue to focus on one PC to eliminate opponents if possible. In addition, she will stay in the air as long as possible on her griffon at APLs 12 and above. The undead attempt to protect her and move forward. At APL12, the Naga will begin with *confusion*, then throw a *finger of death* at whomever Breitahn is targeting in back. At APL 14, the Glabrezu will spend round one attempting to summon Vrock while at APL 16, the Nalfeshnee start with an attempt to summon Glabrezu. No additional attempts at summoning will occur after the first round.

Development: Most likely, the PCs will continue in to investigate the structure further. Continue to track rounds, as it will likely be relevant for what they find inside the structure and immediately proceed to Encounter Seven.

If the PCs manage to capture Breitahn alive and question her, she will attempt to take up as much of their time as

possible in talk. If they succeed at an Intimidate check, she may reveal the following information:

- Stash was a spy, sent to infiltrate the temple of Heironeous in order to obtain some holy items.
- The items are to feed his master's "pet spider."
- Stash had been in the temple for a little while gathering information for Iuz.
- She was trained by Stash and at times assisted him in infiltration and spying.
- Stash and the priests are probably gone by now.

Treasure: Breitahn carries a *+1 keen rapier*, and at lower APLs an *Amulet of Natural Armor +1*. At higher APLs she wears *Gloves of Dexterity +2*. At APL 10 and above, she has a *Wand of Mirror Image*. At APL12 and above she has a *Bronze Griffon Figurine*. At APL14 and above, she has a *Cloak of Resistance*. At APL16, she also has a *Wand of Fireballs*.

Encounter Seven

The domed building consists of downed trees in a rough log-cabin type structure, held together with spider webs (the white that is visible). The strands of the webs are as thick as good hemp rope. Upon entering, PCs who succeed at a Listen check (DC 13) will hear chanting from below them. As consistent with the skill description, PCs who exceed this DC by 5 or more can make out individual words. Hence, those PCs may identify the completion of a *teleport* spell with a successful Spellcraft check (DC 25). The room is relatively bare, with the exception of a trapdoor, currently locked.

🗡 **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25, Open Locks DC 30.

The trapdoor opens into a stone room, 30 feet down, which is octagonal in shape. The only furniture is a stone altar in the center of the room. The walls are hewn stone and contain writings in a mixture of Undercommon and Elven. The writings praise both Lloth and Iuz. Dried blood covers areas of the floor. Laying near the altar, as though just swept aside, is the crumbled remains of an Oeridian male with the innards (everything – flesh, organs, even bones) removed. Two large puncture marks are visible on his chest. It appears at one time that he was about five and a half feet tall with a stocky build. Short cropped brown hair crowns his head and empty dark brown eyes stare out in horror. On his left cheek is a mark in the shape of a star. Around his neck is a desecrated holy symbol of Heironeous. PCs may recognize him as looking consistent with the description

of Brendan Mowbray, who was mentioned to them (possibly!) by the druid Dispeth at the festival.

Lying next to the remains of the paladin is a melted pile of metal with bits of feathers. Careful examination reveals it to be the remains of the helmet. If the PCs open the trapdoor (by opening the lock or breaking the door) within twelve rounds of the initiation of combat, then on top of the altar will be the intact scabbard, with some runes drawn about it. If it has taken the PCs longer than that to reach this point, the scabbard is still upon the altar but is in similar shape to the helmet, with all the power drained from it.

DM NOTE: The minions inside had just completed the ritual to drain the helmet on the PCs arrival. This was signaled to the PCs by the wash of evil and foreboding. Stash enters to inform them of the PCs arrival and sets up a guard while the others then begin to set up the altar to use the scabbard in a similar manner. Once the PCs enter the room, they are alerted and immediately discontinue the ritual to *teleport* away.

Tracking (Survival DC 18) reveals the tracks of at least two humans as well as a very large spider. A thorough search of the altar may reveal (Search DC 30) a secret drawer containing a book. The book initially appears to be a prayer book for Lloth, written in a combination of Undercommon and Elven. Careful review (Decipher Script DC 30) will indicate a coded message in the pages. If the PCs are able to decode it, give them Players Handout #3.

Conclusion

PCs return to Crockport with the items. Please note whether the PCs take the remains of the helmet or not. If they do not, then the church will be skeptical of their story and they will forego any favor. PCs who are able to recover the scabbard will be thanked and given the option of obtaining one with a suitable donation to the church. Gwen will chastise PCs who do not bring back anything. PCs are expected to make a report of everything they found. PCs who succeed in determining Stash's involvement (as Gebic Montrose) in the theft meet the special requirement for Church Inquisitor of Heironeous. Note that PCs who regain and keep the scabbard earn a disfavor with the Church.

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 Five – First Wave

Defeat undead

APL8 270 xp; APL10 330 xp; APL12 390 xp;
APL14 450 xp; APL16 510 xp.

Encounter Five – Second Wave

Defeat Queppel and his undead minions

APL8 330 xp; APL10 390 xp; APL12 450 xp;
APL14 510 xp; APL16 570 xp.

Encounter Six

Defeat Breitahn and other minions

APL8 300 xp; APL10 360 xp; APL12 420 xp;
APL14 480 xp; APL16 540 xp.

Story Award

Good investigation to discover who is behind the theft

APL8 100 xp; APL10 120 xp; APL12 140 xp;
APL14 160 xp; APL16 180 xp.

Story Award

Recover and return the scabbard

APL8 100 xp; APL10 120 xp; APL12 140 xp;
APL14 160 xp; APL16 180 xp.

Discretionary roleplaying award

APL8 25 xp; APL10 30 xp; APL12 35 xp;
APL14 40 xp; APL16 45 xp.

Total possible experience:

APL8 1125 xp; APL10 1350 xp; APL12 1575 xp, APL14 1800 xp; APL16 2025 xp.

Treasure Summary

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

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

watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Four:

ALL APLs: L: 5 gp; C: 10 gp; M: 0 gp

Encounter Five (Second Wave):

APL 8: L: 128 gp; C: 0 gp; M: 395 gp
APL 10: L: 128 gp; C: 0 gp; M: 950 gp
APL 12: L: 128 gp; C: 0 gp; M: 950 gp
APL 14: L: 128 gp; C: 0 gp; M: 4176 gp
APL 16: L: 128 gp; C: 0 gp; M: 6259 gp

Encounter Six:

APL 8: L: 0 gp; C: 0 gp; M: 859 gp
APL 10: L: 0 gp; C: 0 gp; M: 1234 gp
APL 12: L: 0 gp; C: 0 gp; M: 2234 gp
APL 14: L: 0 gp; C: 0 gp; M: 2317 gp
APL 16: L: 0 gp; C: 0 gp; M: 3505 gp

Total Possible Treasure

APL 8: L: 133 gp; C: 10 gp; M: 1254 gp;
total 1397 gp
APL 10: L: 133 gp; C: 10 gp; M: 2184 gp;

total 2327 gp

APL 12: L: 133 gp; C: 10 gp; M: 3184 gp;
total 3327 gp.

APL 14: L: 133 gp; C: 10 gp; M: 6493 gp;
total 6636 gp.

APL 16: L: 133 gp; C: 10 gp; M: 9764 gp;
total 9907 gp.

Special

☛ **Scabbard of Valor:** This item appears made for an axe, but will fit whatever axe, sword or dagger is touched to it. It keeps any weapon stored inside sharp and clean. Up to three times a day, the user may utter the command word to invoke a *bless weapon* spell on the weapon inside. In addition, a cleric or paladin of Heironeous may utter the command word to invoke the effects of a *Bane vs. Undead* weapon once per week, which will last for an hour. Caster level: 5th; Prerequisites: Craft Wondrous Item, *Bless Weapon*, *Summon Monster I*. Price: 11,200 gp.

☛ **Disfavor of the Church of Heironeous:** This PC has earned the anger of the church by keeping a holy item stolen from their temple, the Scabbard of Heironeous. No future favors can be earned with this church, nor influence used, until the item is returned (mark off gold piece value of the item) and appropriate atonement made. This would involve services to the church costing 2 TU. For worshippers of Heironeous, this would require an *atonement* spell as well.

☛ **Influence with the Church of St. Cuthbert:** For aiding the injured at their festival in Crockport, this PC has an influence point with the church of St. Cuthbert in Crockport. Other churches of St. Cuthbert may, at the DM's discretion, also honor this influence point.

☛ **Favor of the Church of Heironeous:** This PC is given a small axe shaped pin by the church of Heironeous, which will automatically discharge once they are injured between – 5 and - 9 hit points. Upon discharge, the pin will bestow the effect of a maximized *cure serious wounds* (11th level caster) on the PC. For PCs of lawful or good alignment, the pin will also activate a *sanctuary* spell. If the PC is a follower of Heironeous, it will activate a *magic circle versus evil* spell rather than the *sanctuary* spell. The magic of the pin is spent after one use and the judge must cross it off.

☛ **Church Inquisitor:** This PC has successfully investigated and uncovered corruption in the church of Heironeous in Crockport, Furyondy. As such, the PC has

met the special requirement for Church Inquisitor for a follower of Heironeous.

Items for the Adventure Record

Item Access

APL 8:

+1 Keen Rapier (Adventure, DMG)

Wand of Cure Light Wounds (Adventure, DMG)

Scabbard of Valor (Metaregional, see above)

APL 10: (All of APL 8 plus the following)

Wand of Mirror Image (Adventure, DMG)

Boots of Striding and Springing (Adventure, DMG)

APL 12: (All of APLs 8-10 plus the following)

Figurine of Wondrous Power – Bronze Griffon
(Adventure, DMG)

APL 14: (All of APLs 8-12 plus the following)

Periapt of Wisdom +6 (Adventure, DMG)

APL 16: (All of APLs 8-14 plus the following)

Ring of Evasion (Adventure, DMG)

Wand of Fireball (5th, Adventure, DMG)

Cloak of Resistance +2 (Adventure, DMG)

DM AID #1

Monster Appendix

Encounter Five (First Wave):

APL 8

🔥 **Wyvern Ghost:** CR 8; Large Undead (Augmented Dragon)(Incorporeal); HD 7d12; hp 59; Init +1; Spd 20 ft., fly 60 ft. (perfect); AC 18 (touch 10, flat-footed 17)[-1 size, +1 Dex, +8 natural, when ethereal] OR AC 11 (touch 11, flat-footed 11)[-1 size, +1 dex, +1 deflection, when manifested]; BA/G +7/+15; Atk +10 melee (1d6+4+poison, sting, ethereal) or +10 melee (2d8+4 bite, ethereal); Full Atk +10 melee (1d6+4+poison, sting, ethereal), +8 melee (2d8+4, bite, ethereal), +8 melee (1d8+2, 2 wings, ethereal) and +4 melee (2d6+4, 2 talons, ethereal) OR +8 (draining touch, sting), +8 (draining touch, bite), +8 (draining touch, 2 wings) and +4 (draining touch, 2 talons); Face/Reach 10ft/5 ft.; SA poison, improved grab, draining touch, corrupting gaze, horrific appearance, manifestation; SQ darkvision 60 ft., immunity to sleep and paralysis, low light vision, scent; AL NE; SV Fort +7, Ref +6, Will +6; Str 19, Dex 12, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Multiattack.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude (DC 17), initial and secondary damage 2d6 Con. The save DC is Constitution based. This is only effective on the ethereal plane.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects (Constitution). On each successful attack, it heals 5 points of damage to itself. Against non-ethereal creatures, it adds its dexterity bonus to hit.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 15) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save (DC 15) or immediately take 1d4 Strength damage, 1d4 Dexterity damage and 1d4

Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently and can strike with its touch attack. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Undead traits: See Monster Manual for more information

Incorporeal subtype: See Monster Manual for more information.

Turn Resistance (Ex): A ghost has a +4 turn resistance (see MM).

APL 10 and 12

🔥 **Destrachan Ghost:** CR 10; Large Undead (Augmented Aberration)(Incorporeal); HD 8d12; hp 60; Init +5; Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 10, flat-footed 17)[-1 size, +1 Dex, +8 natural, when ethereal] OR AC 13 (touch 13, flat-footed 13)[-1 size, +1 dex, +3 deflection, when manifested]; BA/G +6/+14; Atk +9 melee (1d6+4, claw, ethereal); Full Atk +9 melee (1d6+4, 2 claws, ethereal) OR +7 (draining touch, 2 claws); Face/Reach 10ft/5 ft.; SA destructive harmonics, draining touch, corrupting gaze, horrific appearance, manifestation; SQ blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con -, Int 12, Wis 18, Cha 16.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Ex): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30 foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes, rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects that have up to 30 hit points are affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within a 100 feet as a sighted creature would.

Protection from Sonics (Ex): Destrachan receive a +4 circumstance bonus to saves against sonic attacks.

Immunities (Ex): Destrachan have immunity to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects (Constitution). On each successful attack, it heals 5 points of damage to itself. Against non-ethereal creatures, it adds its dexterity bonus to hit.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 17) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save (DC 17) or immediately take 1d4 Strength damage, 1d4 Dexterity damage and 1d4 Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures,

magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently and can strike with its touch attack. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Undead traits: See Monster Manual for more information

Incorporeal subtype: See Monster Manual for more information.

Turn Resistance (Ex): A ghost has a +4 turn resistance (see MM).

APL 14

☛ **Spirit Naga Ghost:** CR 11; Large Undead (Augmented Aberration)(Incorporeal); HD 9d12; hp 81; Init +1; Spd 40 ft., fly 30 ft. (perfect); AC 16 (touch 10, flat-footed 15)[-1 size, +1 Dex, +6 natural, when ethereal] OR AC 15 (touch 15, flat-footed 15)[-1 size, +1 dex, +5 deflection, when manifested]; BA/G +6/+14; Atk +9 melee (2d6+6, bite, ethereal); Full Atk +9 melee (2d6+6, bite, ethereal); OR +9 (draining touch, bite); Face/Reach 10ft/5 ft.; SA Charming gaze, poison, spells, draining touch, corrupting gaze, horrific appearance, manifestation; SQ darkvision 60ft.; AL CE; SV Fort +7, Ref +6, Will +9; Str 18, Dex 13, Con -, Int 12, Wis 17, Cha 21.

Skills and Feats: Concentration +13, Hide +9, Listen +22, Search +9, Spellcraft +10, Spot +22; Ability Focus (Charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes.

Charming Gaze (Su): As Charm Person, 30 feet, Will DC 21 negates. The Will save is Charisma based.

Spells: Spirit naga cast spells as 7th level sorcerers and can also cast spells from the cleric spell list and the Chaos and Evil domains as arcane spells. The cleric spells and the domain spells are considered arcane spells for spirit naga, meaning that the creature does not need an arcane focus to cast them.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects (Constitution). On each successful attack, it heals 5 points of damage to itself. Against non-ethereal creatures, it adds its dexterity bonus to hit.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 19) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save (DC 19) or immediately take 1d4 Strength damage, 1d4 Dexterity damage and 1d4 Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently and can strike with its touch attack. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Undead traits: See Monster Manual for more information

Incorporeal subtype: See Monster Manual for more information.

Turn Resistance (Ex): A ghost has a +4 turn resistance (see MM).

Spells Known (6/7/7/5; base DC = 15 + spell level): 0—[*Acid Splash*, *Inflict Minor Wounds*, *Daze*, *Detect Magic*, *Mage Hand*, *Ray of Frost*, *Read Magic*]; 1st—[*Divine Favor*, *Inflict Light Wounds*, *Mage Armor*, *Magic Missile*, *Shield of Faith*], 2nd—[*Cat's Grace*, *Scorching Ray*, *Summon Swarm*], 3rd — [*Displacement*, *Fireball*].

APL 16

☛ **Beholder Ghost:** CR 15; Large Undead (Augmented Aberration)(Incorporeal); HD 11d12; hp 99; Init +6; Spd 5 ft., fly 30 ft. (perfect); AC 26 (touch 11, flat-footed 24)[-1 size, +2 dex, +15 natural, when ethereal] OR AC 15 (touch 15, flat-footed 13)[-1 size, +2 dex, +4 deflection, when manifested]; BA/G +8/+12; Atk +9

ranged (see below, eye ray); Full Atk +9 ranged (see below, eye ray) and +2 melee (2d4, bite, ethereal) OR +9 ranged (see below, eye ray) and +2 melee touch (draining touch, bite, manifested); Face/Reach 10ft/5ft.; SA eye rays, draining touch, corrupting gaze, horrific appearance, manifestation; SQ all around vision, antimagic cone, darkvision 60 ft.; AL LE; SV Fort +9, Ref +5, Will +11; Str 10, Dex 14, Con -, Int 17, Wis 15, Cha 19.

Skills and Feats: Hide +20, Knowledge – Arcana +17, Listen +26, Search +29, Spot +30, Survival +2; Alertness, Fly By Attack, Great Fortitude, Improved Initiative, Iron Will.

Eye Rays (Su): Each of a beholder's ten eye rays resembles a spell cast by a 13th level caster. Each eye ray has a range of 150 feet and a save DC of 19. The save DCs are Charisma based. The ten eye rays include:

Charm monster: The target must succeed at a Will save or be affected by this spell. Charmed individuals will be ordered to restrain fellow PCs.

Charm person: The target must succeed at a Will save or be affected by this spell.

Disintegrate: The target must succeed at a Fortitude save or be affected by this spell. This will be used on the PC considered the greatest threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed at a Will save or be affected by this spell.

Finger of Death: The target must succeed at a Fortitude save or be slain, as by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds.

Flesh to Stone: The target must succeed at a Fortitude save or be affected by this spell. This will be focused on obvious spellcasters or any creature whose appearance is especially interesting.

Inflict Moderate Wounds: The target must succeed at a Will save or be affected by this spell (2d8+10 points of damage).

Sleep: This works like the spell, except that it targets one creature with any number of hit dice (Will negates).

Slow: This works like the spell, except that it targets one creature. The target may succeed at a Will save to negate the effect.

Telekinesis: A beholder can move objects or creatures that weigh up to 325 pounds as though with the *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Sp): A beholder's central eye continually produces a 150-foot cone of anti-magic. This functions just like an *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed – even the beholder's

own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects (Constitution). On each successful attack, it heals 5 points of damage to itself. Against non-ethereal creatures, it adds its dexterity bonus to hit.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 17) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Horrific Appearance (Su): Any living creature within sixty feet that views a ghost must succeed on a Fortitude save (DC 17) or immediately take 1d4 Strength damage, 1d4 Dexterity damage and 1d4 Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently and can strike with its touch attack. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Undead traits: See Monster Manual for more information

Incorporeal subtype: See Monster Manual for more information.

Turn Resistance (Ex): A ghost has a +4 turn resistance (see MM).

Encounter Five (Second Wave):

APL 8

☛ **Queppel:** male human Clr 10; CR 10; HD 10d8+30; hp 83; Init +0, Spd 20 ft.; AC 22 (touch 10, flat-footed 20)[+10 armor, +2 shield]; BA/G +7/+8; Atk +8 melee (1d6+1, club) or +7 ranged (1d8/19-20 light crossbow); Full Att +8/+3 melee (1d6+1, club) or +7/+2 ranged (1d8/19-20 light crossbow); SA Spells, Rebuke Undead, Spontaneous Casting (inflict); AL NE; SV Fort +9, Ref +3, Will +12; Str 12, Dex 10, Con 14, Int 10, Wis 20, Cha 14.

Skills and Feats: Concentration +15, Heal +12, Knowledge – arcana +6, Knowledge – planes +2, Knowledge – religion +6, Spellcraft +6; Combat Casting, Extra Turning, Improved Toughness, Improved Turning, Silent Spell.

Possessions: Full Plate (+2 *due to Magic Vestment*), club, *Wand of Cure Light Wounds*, *Periapt of Wisdom* +2, heavy wooden shield, light crossbow, 20 quarrels.

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level): 0—*Detect Magic*, *Guidance*, *Inflict Minor Wounds* (2), *Light*, *Resistance*; 1st—*Protection from Good**, *Cause Fear*, *Divine Favor*, *Entropic Shield*, *Protection from Law*, *Sanctuary*, *Shield of Faith*; 2nd—*Shatter**, *Bears Endurance*, *Darkness*, *Death Knell*, *Sound Burst* (2); 3rd – *Magic Circle versus Good**, *Dispel Magic*, ~~*Magic Vestment*~~, *Searing Light*, *Summon Monster III*; 4th – *Chaos Hammer**, *Dispel Magic* (silent), *Poison*, *Spell Immunity*, *Unholy Blight*; 5th – *Unholy Blight* (silent)*, *Flame Strike*, *Slay Living*, *Spell Resistance*.

*Domain spell. *Domains:* [Evil (you cast Evil spells at +1 caster level); Chaos (you cast Chaos spells at +1 caster level)].

APL 10

☛ **Queppel:** male human Clr 12; CR 12; HD 12d8+36; hp 97; Init +0, Spd 30 ft.; AC 24 (touch 10, flat-footed 21)[+11 armor, +3 shield]; BA/G +9/+10; Atk +10 melee (1d6+1 club) or +9 ranged (1d8/19-20 light crossbow); Full Att +10/+5 melee (1d6+1 club) or +9/+4 ranged (1d8/19-20 light crossbow); SA Spells, Rebuke Undead, Spontaneous Casting (inflict); AL NE; SV Fort +10, Ref +4, Will +13; Str 12, Dex 10, Con 14, Int 10, Wis 21, Cha 14.

Skills and Feats: Concentration +17, Heal +13, Knowledge – arcana +7, Knowledge – planes +2, Knowledge – religion +7, Spellcraft +7; Combat Casting, Extra Turning, Quicken Turning, Improved Toughness, Improved Turning, Silent Spell.

Possessions: Full Plate (+3 due to *Magic Vestment*), club, *Wand of Cure Light Wounds*, *Periapt of Wisdom* +2, +1 *heavy steel shield*, light crossbow, 20 quarrels, *Boots of Striding and Springing*.

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/ 2+1; base DC = 15 + spell level): 0—*Detect Magic*, *Guidance*, *Inflict Minor Wounds* (2), *Light*, *Resistance*, 1st—*Protection from Good**, *Cause Fear*, *Divine Favor*, *Entropic Shield*, *Magic Weapon*, *Protection from Law*, *Sanctuary*, *Shield of Faith*; 2nd—*Shatter**, *Bears Endurance*, *Darkness*, *Death Knell*, *Sound Burst* (2); 3rd – *Magic Circle versus Good**, *Dispel Magic*, ~~*Magic Vestment*~~, *Protection from Energy*, *Searing Light*, *Summon Monster III*; 4th – *Chaos Hammer**, *Dispel Magic* (silent), *Poison*, *Spell Immunity*, *Unholy Blight*; 5th – *Unholy Blight* (silent)*, *Flame Strike*, *Slay Living*, *Spell Resistance*, *Symbol – Sleep*; 6th – *Animate Objects**, *Blade Barrier*, *Harm*.

*Domain spell. *Domains*: [Evil (you cast Evil spells at +1 caster level); Chaos (you cast Chaos spells at +1 caster level)].

APL 12

☛ **Queppel**: male human Clr 14; CR 14; HD 14d8+42; hp 113; Init +0, Spd 30 ft.; AC 24 (touch 10, flat-footed 21)[+11 armor, +3 shield]; BA/G +10/+11; Atk +11 melee (1d6+1 club) or +9 ranged (1d8/19-20 light crossbow); Full Att +11/+6 melee (1d6+1 club) or +10/+5 ranged (1d8/19-20 light crossbow); SA Spells, Rebuke Undead, Spontaneous Casting (inflict); AL NE; SV Fort +11, Ref +4, Will +14; Str 12, Dex 10, Con 14, Int 10, Wis 21, Cha 14.

Skills and Feats: Concentration +19, Heal +14, Knowledge – arcana +8, Knowledge – planes +2, Knowledge – religion +8, Spellcraft +8; Combat Casting, Extra Turning, Quicken Turning, Improved Toughness, Improved Turning, Silent Spell.

Possessions: Full Plate (+3 due to *Magic Vestment*), club, *Wand of Cure Light Wounds*, *Periapt of Wisdom* +2, +1 *heavy steel shield*, light crossbow, 20 quarrels, *Boots of Striding and Springing*.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/ 3+1/2+1; base DC = 15 + spell level): 0—*Detect Magic*, *Guidance*, *Inflict Minor Wounds* (2), *Light*, *Resistance*, 1st—*Protection from Good**, *Cause Fear*, *Divine Favor*, *Entropic Shield*, *Magic Weapon*, *Protection from Law*, *Sanctuary*, *Shield of Faith*; 2nd—*Shatter**, *Bears Endurance*, *Darkness*, *Death Knell*, *Hold Person*, *Sound Burst* (2); 3rd – *Magic Circle versus Good**, *Dispel Magic*, ~~*Magic Vestment*~~, *Protection from Energy*, *Searing Light*, *Summon Monster III*; 4th – *Chaos Hammer**, *Dispel Magic* (silent), *Greater Magic Weapon*, *Poison*, *Spell Immunity*, *Unholy Blight*; 5th – *Unholy Blight* (silent)*, *Flame Strike*, *Slay Living*,

Spell Resistance, *Symbol – Sleep*; 6th – *Animate Objects**, *Blade Barrier*, *Harm*, *Wind Walk*; 7th – *Blasphemy**, *Repulsion*, *Word of Chaos*.

*Domain spell. *Domains*: [Evil (you cast Evil spells at +1 caster level); Chaos (you cast Chaos spells at +1 caster level)].

APL 14

☛ **Queppel**: male human Clr 16; CR 16; HD 16d8+48; hp 129; Init +0, Spd 30 ft.; AC 25 (touch 10, flat-footed 22)[+12 armor, +3 shield]; BA/G +12/+13; Atk +17 melee (1d6+5 club) or +12 ranged (1d8/19-20 light crossbow); Full Att +17/+12/+7 melee (1d6+5 club) or +12/+7/+2 ranged (1d8/19-20 light crossbow); SA Spells, Rebuke Undead, Spontaneous Casting (inflict); AL NE; SV Fort +12, Ref +5, Will +18; Str 12, Dex 10, Con 14, Int 10, Wis 26, Cha 14.

Skills and Feats: Concentration +21, Heal +16, Knowledge – arcana +9, Knowledge – planes +2, Knowledge – religion +9, Spellcraft +9; Combat Casting, Extra Turning, Quicken Turning, Improved Toughness, Improved Turning, Profane Boost, Silent Spell.

Possessions: Full Plate (+4 due to *Magic Vestment*), club (+4 due to *Greater Magic Weapon*), *Wand of Cure Light Wounds*, *Periapt of Wisdom* +6, +1 *heavy steel shield*, light crossbow, 20 quarrels, *Boots of Striding and Springing*.

Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/ 4+1/4+1/3+1; base DC = 18 + spell level): 0—*Detect Magic*, *Guidance*, *Inflict Minor Wounds* (2), *Light*, *Resistance*, 1st—*Protection from Good**, *Cause Fear*, *Divine Favor*, *Entropic Shield*, *Magic Weapon*, *Protection from Law*, *Sanctuary*, *Shield of Faith*; 2nd—*Shatter**, *Align Weapon*, *Bears Endurance*, *Darkness*, *Death Knell*, *Hold Person*, *Sound Burst* (2); 3rd – *Magic Circle versus Good**, *Dispel Magic*, *Invisibility Purge*, ~~*Magic Vestment*~~, *Prayer*, *Protection from Energy*, *Searing Light*, *Summon Monster III*; 4th – *Chaos Hammer**, *Dispel Magic* (silent) (2), ~~*Greater Magic Weapon*~~, *Poison*, *Spell Immunity*, *Unholy Blight*; 5th – *Unholy Blight* (silent)*, *Flame Strike*, *Slay Living*, *Spell Resistance*, *Summon Monster V*, *Symbol – Sleep*; 6th – *Animate Objects**, *Blade Barrier*, *Harm*, *Heal*, *Wind Walk*; 7th – *Blasphemy**, *Blasphemy*, *Repulsion*, *Summon Monster VII*, *Word of Chaos*; 8th – *Unholy Aura**, *Firestorm* (2), *Greater Spell Immunity*.

*Domain spell. *Domains*: [Evil (you cast Evil spells at +1 caster level); Chaos (you cast Chaos spells at +1 caster level)].

APL 16

☛ **Queppel:** male human Clr 16; CR 16; HD 16d8+48; hp 129; Init +0, Spd 30 ft.; AC 25 (touch 10, flat-footed 22)[+12 armor, +3 shield]; BA/G +12/+13; Atk +17 melee (1d6+5 club) or +12 ranged (1d8/19-20 light crossbow); Full Att +17/+12/+7 melee (1d6+5 club) or +12/+7/+2 ranged (1d8/19-20 light crossbow); SA Spells, Rebuke Undead, Spontaneous Casting (inflict); AL NE; SV Fort +12, Ref +5, Will +18; Str 12, Dex 10, Con 14, Int 10, Wis 26, Cha 14.

Skills and Feats: Concentration +21, Heal +16, Knowledge – arcana +9, Knowledge – planes +2, Knowledge – religion +9, Spellcraft +9; Combat Casting, Extra Turning, Quicken Turning, Improved Toughness, Improved Turning, Profane Boost, Silent Spell.

Possessions: Full Plate (+4 due to *Magic Vestment*), club (+4 due to *Greater Magic Weapon*), *Wand of Cure Light Wounds*, *Periapt of Wisdom +6*, +1 heavy steel shield, light crossbow, 20 quarrels, *Boots of Striding and Springing*, *Ring of Evasion*.

Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 18 + spell level): 0—*Detect Magic*, *Guidance*, *Inflict Minor Wounds* (2), *Light*, *Resistance*, 1st—*Protection from Good**, *Cause Fear*, *Divine Favor*, *Entropic Shield*, *Magic Weapon*, *Protection from Law*, *Sanctuary*, *Shield of Faith*; 2nd—*Shatter**, *Align Weapon*, *Bears Endurance*, *Darkness*, *Death Knell*, *Hold Person*, *Sound Burst* (2); 3rd – *Magic Circle versus Good**, *Dispel Magic*, *Invisibility Purge*, ~~*Magic Vestment*~~, *Prayer*, *Protection from Energy*, *Searing Light*, *Summon Monster III*; 4th – *Chaos Hammer**, *Dispel Magic (silent)* (2), ~~*Greater Magic Weapon*~~, *Poison*, *Spell Immunity*, *Unholy Blight*; 5th – *Unholy Blight (silent)**, *Flame Strike*, *Slay Living*, *Spell Resistance*, *Summon Monster V*, *Symbol – Sleep*; 6th – *Animate Objects**, *Blade Barrier*, *Harm*, *Heal*, *Wind Walk*; 7th – *Blasphemy**, *Blasphemy*, *Repulsion*, *Summon Monster VII*, *Word of Chaos*; 8th – *Unholy Aura**, *Firestorm* (2), *Greater Spell Immunity*.

*Domain spell. *Domains:* [Evil (you cast Evil spells at +1 caster level); Chaos (you cast Chaos spells at +1 caster level)].

Encounter Six

APL 8

☛ **Brietahn:** female human Rog3/Sor4/MindSpy1; CR 8; HD 3d6+4d4+1d8+16; hp 47; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15)[+2 Dex, +1 natural, +4 armor]; BA/G +5/+5; Atk +6 melee (1d6+1/15-20, +1 keen rapier); Full Att +6 melee (1d6+1/15-20, +1 keen

rapier); SA Sneak attack +2d6, Anticipate, Combat Telepathy, Spherical Detect Thoughts; SQ Trap Sense +1, Evasion, Trapfinding, Summon familiar; AL NE; SV Fort +4, Ref +6, Will +7; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +10, Decipher Script +8, Disable Device +8, Disguise +9, Escape Artist +8, Gather Information +9, Knowledge – Arcana +9, Knowledge – Religion +3, Open Locks +8, Search +8, Sense Motive +4, Slight of Hand +8, Spellcraft +8, Tumble +8; Combat Expertise, Dodge, Mobility, Spring Attack.

Anticipate (Su): Because she is reading her foes thoughts, a mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives. In addition, a mindspy can detect weak points in a foe's defense by observing her enemies' thoughts. At first level, a mindspy can add one point of Charisma bonus per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal three rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a mindspy is caught flatfooted or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponent's surface thoughts, a mindspy can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If the mindspy succeeds, she can maintain concentration on *Detect Thoughts* as a free action. If the mindspy casts a spell or uses another spell-like ability, *Detect Thoughts* ends.

Spherical Detect Thoughts (Su): A mindspy can widen the area of her Detect Thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Possessions: +1 keen rapier, amulet of natural armor +1.

Spells known (6/6/3; base DC = 13 + spell level): 0—[*Acid Splash*, *Daze*, *Detect Magic*, *Open/Close*, *Prestidigitation*, *Touch of Fatigue*]; 1st—[*Disguise Self*, *Mage Armor*, *Magic Missile*], 2nd—[*Detect Thoughts*].

APL 10

☛ **Brietahn:** female human Rog3/Sor6/MindSpy1; CR 10; HD 3d6+6d4+1d8+20; hp 57; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15)[+2 Dex, +1 natural, +4 armor]; BA/G +6/+6; Atk +7 melee (1d6+1/15-20, +1 keen rapier); Full Att +7 melee (1d6+1/15-20, +1 keen rapier); SA Sneak attack +2d6, Anticipate, Combat Telepathy, Spherical Detect Thoughts; SQ Trap Sense

+1, Evasion, Trapfinding, Summon familiar; AL NE; SV Fort +5, Ref +7, Will +8; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +12, Decipher Script +8, Disable Device +8, Disguise +9, Escape Artist +8, Gather Information +9, Knowledge – Arcana +11, Knowledge – Religion +4, Listen +4, Open Locks +8, Search +8, Sense Motive +4, Slight of Hand +8, Spellcraft +11, Tumble +8; Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Anticipate (Su): Because she is reading her foes' thoughts, a mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives. In addition, a mindspy can detect weak points in a foe's defense by observing her enemies' thoughts. At first level, a mindspy can add one point of Charisma bonus per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal three rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a mindspy is caught flatfooted or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponent's surface thoughts, a mindspy can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If the mindspy succeeds, she can maintain concentration on *Detect Thoughts* as a free action. If the mindspy casts a spell or uses another spell-like ability, *Detect Thoughts* ends.

Spherical Detect Thoughts (Su): A mindspy can widen the area of her Detect Thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Possessions: +1 keen rapier, amulet of natural armor +1, wand of mirror image.

Spells known (6/6/5/4; base DC = 13 + spell level): 0—[*Acid Splash*, *Daze*, *Detect Magic*, *Message*, *Open/Close*, *Prestidigitation*, *Touch of Fatigue*]; 1st—[*Chill Touch*, *Disguise Self*, *Mage Armor*, *Magic Missile*], 2nd—[*Detect Thoughts*, *Flaming Sphere*], 3rd—[*Invisibility Sphere*].

APL 12 and 14

➤ **Bone Naga:** CR 11, Large Undead; HD 15d12; hp 97; Init +5; Spd 40 ft.; AC 16 (touch 10, flat-footed 15) [–1 size, +1 Dex, +6 natural]; BA/G 6/9; Atk +9 melee (2d4+poison, sting); Full Att +9 melee (2d4+poison, sting) and +4 (1d4+1+poison, bite); Face/Reach 10 ft./10 ft.; SA Poison, Spells; SQ Detect thoughts,

guarded thoughts, immunities, telepathy, undead traits, DR 5/slash or bludgeon; SR 23; AL LE; SV Fort +5, Ref +8, Will +11; Str 16, Dex 13, Con –, Int 16, Wis 15, Cha 17.

Skills and Feats: Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Silent Spell, Spell Focus (Necromancy).

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fort save DC 17) has the same initial and secondary damage (1d4 Strength). The poison from its sting (Fort DC 17) has initial and secondary damage of 1d4 Constitution damage.

Detect Thoughts (Su): A bone naga can continuously detect thoughts of those around it. This ability functions as a *Detect Thoughts* spell (caster level 9th, Will save DC 15), and it is always active.

Guarded Thoughts (Ex): Because of their ability to shield their thoughts, bone naga are immune to any form of mind reading.

Immunities (Ex): Bone naga are immune to cold.

Telepathy (Su): Bone naga can communicate telepathically with any creature within 250 feet that has a language.

Undead traits: See Monster Manual for more information.

Spells known (6/7/7/7/6/6/5/3; base DC = 13 {15 Necromancy} + spell level): 0—[*Acid Splash*, *Arcane Mark*, *Daze*, *Detect Magic*, *Ghost Sound*, *Mage Hand*, *Read Magic*, *Resistance*, *Touch of Fatigue*]; 1st—[*Chill Touch*, *Expeditious Retreat*, *Magic Missile*, *Ray of Enfeeblement*, *Sleep*], 2nd—[*Blindness/Deafness*, *Ghoul Touch*, *See Invisibility*, *Spectral Hand*, *Web*], 3rd—[*Deep Slumber*, *Fireball*, *Slow*, *Vampiric Touch*], 4th—[*Confusion*, *Enervation*, *Evard's Black Tentacles*, *Fear*], 5th—[*Feeblemind*, *Magic Jar*, *Symbol of Pain*], 6th—[*Circle of Death*, *Globe of Invulnerability*], 7th—[*Finger of Death*].

➤ **Brietahn:** female human Rog4/Sor6/MindSpy3; CR 13; HD 4d6+6d4+3d8+26; hp 77; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +9/+9; Atk +10 melee (1d6+1/15-20, +1 keen rapier); Full Att +10 melee (1d6+1/15-20, +1 keen rapier); SA Sneak attack +2d6, Uncanny Dodge, Anticipate, Combat Telepathy, Spherical Detect Thoughts, Faster Mindscan, Multiple Surface Thoughts (two); SQ Trap Sense +1, Evasion, Trapfinding, Summon familiar; AL NE; SV Fort +7, Ref +11, Will +10; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +14, Decipher Script +8, Disable Device +8, Disguise +9, Escape Artist +8, Gather Information +9, Intimidate +16, Knowledge – Arcana +11, Knowledge – Religion +4, Listen +4, Move Silently +3, Open Locks +8, Search +8, Sense Motive +10, Slight of Hand +8, Spellcraft +11, Speak Infernal, Speak Abyssal, Speak Draconic, Tumble +8; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Anticipate (Su): Because she is reading her foes' thoughts, a mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives. In addition, a mindspy can detect weak points in a foe's defense by observing her enemies' thoughts. At first level, a mindspy can add one point of Charisma bonus per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal three rounds pass and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a mindspy is caught flatfooted or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponent's surface thoughts, a mindspy can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If the mindspy succeeds, she can maintain concentration on *Detect Thoughts* as a free action. If the mindspy casts a spell or uses another spell-like ability, *Detect Thoughts* ends.

Spherical Detect Thoughts (Su): A mindspy can widen the area of her Detect Thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): By 2nd level, a mindspy has become adept at tuning into other's thoughts quickly. In the round she activates Detect Thoughts, she detects the presence or absence of thoughts and the Intelligence score of each thinking mind in the area. In the next round, she detects the surface thoughts of any one mind in the area.

Multiple Surface Thoughts (Su): A mindspy can simultaneously detect the surface thoughts of any two creatures that fail their Will saves. This means that she gains anticipate bonuses from both of them. Once per round as a free action, she can choose new minds to listen in on.

Possessions: +1 keen rapier, gloves of dexterity +2, wand of mirror image, figurine of wondrous power (bronze griffin), cloak of resistance +1.

Spells known (6/6/5/4; base DC = 13 + spell level): 0—[*Acid Splash*, *Daze*, *Detect Magic*, *Message*,

Open/Close, *Prestidigitation*, *Touch of Fatigue*]; 1st—[*Chill Touch*, *Disguise Self*, *Mage Armor*, *Magic Missile*], 2nd—[*Detect Thoughts*, *Flaming Sphere*], 3rd—[*Invisibility Sphere*].

APL 16

☛ **Brietahn:** female human Rog4/Sor6/MindSpy4; CR 14; HD 4d6+6d4+4d8+28; hp 84; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 17)[+3 Dex, +4 armor]; BA/G +10/+10; Atk +11 melee (1d6+1/15-20, +1 keen rapier); Full Att +11 melee (1d6+1/15-20, +1 keen rapier); SA Sneak attack +2d6, Uncanny Dodge, Anticipate, Combat Telepathy, Spherical Detect Thoughts, Faster Mindscan, Multiple Surface Thoughts (two), Instant Mindscan; SQ Trap Sense +1, Evasion, Trapfinding, Summon familiar; AL NE; SV Fort +8, Ref +12, Will +12; Str 10, Dex 17, Con 14, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Concentration +14, Decipher Script +8, Disable Device +8, Disguise +9, Escape Artist +8, Gather Information +9, Intimidate +17, Knowledge – Arcana +11, Knowledge – Religion +4, Listen +4, Move Silently +3, Open Locks +8, Search +8, Sense Motive +11, Slight of Hand +8, Spellcraft +11, Speak Infernal, Speak Abyssal, Speak Draconic, Tumble +8; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Anticipate (Su): Because she is reading her foes' thoughts, a mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives. In addition, a mindspy can detect weak points in a foe's defense by observing her enemies' thoughts. At first level, a mindspy can add one point of Charisma bonus per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal three rounds pass and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a mindspy is caught flatfooted or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponent's surface thoughts, a mindspy can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If the mindspy succeeds, she can maintain concentration on *Detect Thoughts* as a free action. If the mindspy casts a spell or uses another spell-like ability, *Detect Thoughts* ends.

Spherical Detect Thoughts (Su): A mindspy can widen the area of her Detect Thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): By 2nd level, a mindspy has become adept at tuning into other's thoughts quickly. In the round she activates Detect Thoughts, she detects the presence or absence of thoughts and the Intelligence score of each thinking mind in the area. In the next round, she detects the surface thoughts of any one mind in the area.

Multiple Surface Thoughts (Su): A mindspy can simultaneously detect the surface thoughts of any two creatures that fail their Will saves. This means that she gains anticipate bonuses from both of them. Once per round as a free action, she can chose new minds to listen in on.

Instant Mindscan (Su): A mindspy can enter her enemies' minds at the speed of thought. She gains all the information from Detect Thoughts in the same round she activates the spell or ability. The mindspy's enemies still get Will saves to keep their surface thoughts secret.

Possessions: +1 keen rapier, gloves of dexterity +2, wand of mirror image, figurine of wondrous power (bronze griffin), wand of fireball (fifth level), cloak of resistance +2.

Spells known (6/6/5/4; base DC = 13 + spell level):
0—[*Acid Splash, Daze, Detect Magic, Message, Open/Close, Prestidigitation, Touch of Fatigue*]; 1st—[*Chill Touch, Disguise Self, Mage Armor, Magic Missile*], 2nd—[*Detect Thoughts, Flaming Sphere*], 3rd—[*Slow*].

DM AID #2

New Rules Items

Feats

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Reference: Complete Warrior, page 101.

Profane Boost [Divine]

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisites: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spells level or casting time.

Reference: Complete Divine, page 84.

Quicken Turning [General]

You can turn or rebuke undead with a moment's thought.

Prerequisites: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still only make one turning attempt per round.

Reference: Complete Divine, page 84.

Thick Skinned [Monstrous]

Your tough hide grants improved damage reduction.

Prerequisites: Damage reduction.

Benefit: Your existing damage reduction improves by 2.

Reference: Savage Species, page 40.

Prestige Classes

Mindspy

Success in combat relies on anticipating your enemy's every move. A mindspy knows how easy that can be if you're privy to your foes every thought. By reading the minds of her enemies, a mindspy knows exactly what

they're going to do a fraction of a second before they do it. Eventually she learns to probe deeper, finding weak spots in her enemies training.

Because the class relies utterly on detect thoughts, most mindspies are creatures who have it as a spell-like or supernatural ability useable at will. Spellcasters sometimes take levels in the prestige class if they can cast detect thoughts frequently.

Hit Die: d8.

The Mindspy Table

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+0	+2	Anticipate, Combat telepathy, spherical detect thoughts.
2	+2	+0	+0	+3	Faster mindscan
3	+3	+1	+0	+3	Multiple surface thoughts (two)
4	+4	+1	+1	+4	Instant mindscan
5	+5	+1	+1	+4	Multiple surface thoughts (four)

Requirements:

To qualify to become a mindspy, a character must fulfill all of the following criteria:

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Spells: Able to cast the detect thoughts spell or use detect thoughts as a spell-like ability.

Class Skills:

The mindspy's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Profession (Wis) and Sense Motive (Wis).

Skills Points at each level: 2 + Int modifier.

Class Features:

All of the following are class features of the mindspy prestige class:

Weapon and Armor Proficiency: Mindspies gain no proficiency with any weapon or armor.

Anticipate (Su): Because she is reading her foes thoughts, a mindspy knows where she needs to block and how she needs to dodge before an attack from the foe arrives. In addition, a mindspy can detect weak points in a foe's defense by observing her enemies'

thoughts. At first level, a mindspy can add one point of Charisma bonus per mindspy class level as a bonus to her AC against attacks from a foe whose surface thoughts she is detecting (if the normal three rounds passes and the target fails its Will save) as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting. If a mindspy is caught flatfooted or is otherwise denied her Dexterity bonus, she also loses this insight bonus to her AC.

Combat Telepathy (Su): By reading her opponent's surface thoughts, a mindspy can anticipate their every move. She can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If the mindspy succeeds, she can maintain concentration on *Detect Thoughts* as a free action. If the mindspy casts a spell or uses another spell-like ability, *Detect Thoughts* ends.

Spherical Detect Thoughts (Su): A mindspy can widen the area of her Detect Thoughts spell or ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Faster Mindscan (Su): By 2nd level, a mindspy has become adept at tuning into other's thoughts quickly. In the round she activates Detect Thoughts, she detects the presence or absence of thoughts and the Intelligence score of each thinking mind in the area. In the next round, she detects the surface thoughts of any one mind in the area.

Multiple Surface Thoughts (Su): A mindspy can simultaneously detect the surface thoughts of any two creatures that fail their Will saves. This means that she gains anticipate bonuses from both of them. Once per round as a free action, she can chose new minds to listen in on.

Instant Mindscan (Su): A mindspy can enter her enemies' minds at the speed of thought. She gains all the information from Detect Thoughts in the same round she activates the spell or ability. The mindspy's enemies still get Will saves to keep their surface thoughts secret.

Reference: Complete Warrior, page 62-63.

Player Handout #1

The following letter was found in a sealed scroll tube inside the top drawer of Archibald's desk:

Dear Archibald:

I regret the need to again ask you for help but business has suffered greatly since the foul shield went up last fall. Travis has truly tried to stay away from the gambling dens and women of ill repute, as you suggested in your last letter. While we are making honest efforts to resolve our financial troubles and earn a living, our efforts are plagued by those wretched debt collectors.

If we could just have a clean start, I'm sure we could maintain our business and live within our means. We need only 1000 wheatsheafs to put matters to rest, and we could pay back the gold at a rate of 50 wheatsheaf each month. Could you help us secure such a loan?

I hope you find it in your heart to help us. I hope all is going well for you.

Your loving sister;

Triste

The following letter is located in the same scroll tube, along with three gems...

As per our agreement, here are the gems you requested. Please plan to make contact with my two agents at the Crockpot Inn on 2 Flocktime to make the final arrangements for the transfer of goods.

It's been a pleasure doing business with you. I'll keep you in mind for future transactions.

Vormar

Player Handout #2: ROSTER OF GUARDS

24 Planting

Midnight: Lena Korwin, Jillet Tealoff
4 marks: Vernosh Sten, Kasir el'Tortil
8 bells: Jezzeb Lantois, Sasha Peming
Noon: Pestel Marlin, Fenton Calais
4 bells: Allana Neff, Geano Taiff
8 marks: Gar Throm, Dori Longreach

25 Planting

Midnight: Brennin Lombardi, Orik Fiddle
4 marks: Erin Pike, Wilhelm Ampel
8 bells: Gebic Montrose, Shina Cor
Noon: Jacol Peming, Heryd Rivell
4 bells: Rowan Oakleaf, Marik Ersod
8 marks: Marsa Bortch, Cadrik Ashes

26 Planting

Midnight: Kasir el'Tortil, Dori Longreach
4 marks: Allana Neff, Gar Throm
8 bells: Fenton Calais, Pestel Marlin
Noon: Vernosh Sten, Jillet Tealoff
4 bells: Walbin Paquin, Jed Kulle
8 marks: Sasha Peming, Geano Taiff

27 Planting

Midnight: ~~Shina Cor*~~, Marsa Bortch, Gebic Montrose
4 marks: Brennin Lombardi, Kellner Sharpaxe
8 bells: Erin Pike, Orik Fiddle
Noon: Rowan Oakleaf, Wilhelm Ampel
4 bells: ~~Gebic Montrose*~~, Cadric Ashes, Shina Cor
8 marks: Jezzeb Lantois, Heryd Rivell
*switched by request; both consenting.

28 Planting

Midnight: Jacol Peming, ~~Lena Korwin~~ (sick), Gebic Montrose (volunteer)
4 marks: Pestel Marlin, Fenton Calais
8 bells: Jillet Tealoff, Dori Longreach

Noon: Allana Neff, Sasha Peming
4 bells: Kasil el'Tortil, Gar Throm
8 marks: Vernosh Sten, Jed Kulle

1 Flocktime

Midnight: Rowan Oakleaf, Cadrick Ashes
4 marks: Walbin Paquin, Wilhelm Ampel
8 bells: Shina Cor, Brennin Lombardi
Noon: Gebic Montrose, Erin Pike
4 bells: Geano Taiff, Marik Ersod
8 marks: Orik Fiddle, Marsa Bortch

2 Flocktime

Midnight: Jezzab Lantois, Kellner Sharpaxe
4 marks: Vernosh Sten, Dori Longreach
8 bells: Jillett Tealof, Wilhelm Ampel
Noon: Jed Kulle, Heryd Rivell
4 bells: Kasil el'Tortil, Sasha Peming
8 marks: Allana Neff, Geano Taiff

3 Flocktime

Midnight: Pestel Marlin, Fenton Calais
4 marks: Lena Korwin, Orik Fiddle
8 bells: Jacol Peming, Marik Ersod
Noon: Gar Throm, Rowan Oakleaf
4 bells: Erin Pike, Cadrik Ashes
8 marks: Brennin Lombardi, Kellner Sharpaxe

4 Flocktime

Midnight: Kasil el'Tortil, Sasha Peming
4 marks: Allana Neff, Geano Taiff
8 bells: Gebic Montrose, Jed Kulle
Noon: Walbin Paquin, Kellner Sharpaxe
4 bells: Vernosh Sten, Dori Longreach
8 marks: Jillett Tealof, Heryd Rivell

Player Handout #3

The experiments have been a success. We are able to use the power from our live subjects. However, the need for acquiescence on their part is a serious limitation, as it makes the process overly time-consuming. I've proposed we use inanimate objects...but they must be strong in divine power. Our agent in Crockport has been notified to bring some suitable objects to make the attempt. As soon as he arrives we can begin.