

GRM3-02

Rotting on the Vine

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

Version 1.0

by Will Dover

The Hospitalers need clever investigators to find one of their clerics, who may have been infected with the plague. Military TUs may be used for this scenario. A Gran March regional adventure for APLs 2-10 and Part One in the “Shadow, Sun, and Sword” series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

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

Living Greyhawk Levels of Play

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

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

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	

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

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March 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.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

Rhal ap Ogwen, an expatriate cleric of Pelor from Geoff and of Flan extraction, is irritated by the strict militarism of Gran March because of his personal views on freedom and individuality. Originally neutral good, he joined the Hospitalers as there was no organized church of Pelor in his new home. As the giant occupation continued and as the Gran March army appeared to be firmly ensconced in his homeland, however, Rhal became more disillusioned with the Gran March way of life. Thus, when the Corporation contacted him for healing services, he had no problems helping these individuals who were working outside the oppressive system.

Soon Rhal became a Lay Brother with the Corporation, providing healing services to the membership. From his post in Orlane, he eventually started passing on information he learned from talking with Hospitaler Refugee Counselors. With his continued criminal association, he became more and more chaotic in his views. Eventually, he was up for consideration for full membership in The Corporation.

To “make his bones,” Rhal came up with a rather unique plan. He cultivated contacts with Couriers riding the roads of Gran March and soon gained access to a classified dispatch going to the Army of Retribution dealing with the situation at Fort Tribulation. Once he had the dispatch, he arranged with the Office of Dispatchers to join a caravan to Shibolet, administered a slightly debilitating disease resembling the plague to some caravan guards so that the caravan would return back to Orlane and then faked his own disappearance so as to look like he himself was also exposed and wandered off in delirium. He would then head off to an old Corporate bolt-hole that was once an old smugglers den found near the Javan River on the property of a vineyard ran by an old druid of Baklunish heritage named Ulziah. While the grounds and most of the buildings were devastated during the Battle of Orlane, the secret bolthole remained more or less intact under Ulziah’s “special” greenhouse filled with assassin vines.

Adventure Summary

The adventure begins with the PCs arriving in Orlane with a refugee caravan from Hochoch that is being escorted by Hospitalers. If they are Hospitalers, they could be finishing up their yearly service. If they are military personnel (either active-duty or veterans), they could be coming back to the area for some rest and relaxation. Otherwise, the PCs are just along for the ride. They notice that the city is beginning to recover from the fierce battle waged here last year. As the caravan draws near the Hospitaler relief camp, however, a man, obviously delirious with fever, runs into the party while being chased by Hospitaler Physicians and starts ineffectively attacking the party. Once the party subdues the ill man, the Physician in charge thanks the PCs for their help. If the PCs ask the physicians what is going on, the Physician tells them that some guards may have been exposed to plague and that a search is going on for a missing cleric who may have been exposed as well. At this point, the Physician notes that, as the PCs are adventurers, the Dispatcher for this camp might need them to find Rhal. A PC with Heal can try to determine if this is truly plague, but this is not an easy task (and increasingly difficult as the APL increases).

When the party reaches his tent, the Chief Dispatcher does ask them to help find Rhal ap Ogwen as he is rather short-handed. If they agree, he gives them an oral vaccine against the supposed plague and tells them some basic information about Rhal. He tells them that Rhal is an expatriate cleric of Pelor from Geoff who has worked for several years as a physician. He had been seen lately hanging out with Couriers assigned to the 20th Battle, trying to find out word about his family and friends in Geoff. He also has a tent here in the camp, but that looks like it has been tossed.

Those in military service may want to contact the 20th Battle. When they do, the Battle’s executive officer, Captain Ramanche, will pull the military PCs aside and make them aware of Rhal’s possible treachery. They will then be reactivated with the express purpose of recovering Rhal and the dispatch. They are to take extreme care in bringing Rhal back alive for interrogation before sentence.

Those PCs with connections to the cult of Pelor will find that there is a local priest named Geraint Brownbaker that is influential in the movement to establish a church. If there are unbelievers present, he will speak nothing but nice things about Brother Rhal. He will, however, try to get members of the Pelor faithful aside to tell them that Rhal has been rather vocal of late about the strict Gran March military. He then asks any followers to

investigate to see if Rhal has done anything to disgrace the cult's efforts toward legitimacy and to report back to him so that appropriate measures can be taken (specifically, distancing the cult from Rhal by portraying him as a fallen priest).

The PCs will eventually want to check out Rhal's tent. It has been thoroughly trashed as he tried to make it such as if he were in complete delirium. However, he accidentally left one clue as to his whereabouts: a wine label from Ulziah's vineyard. Corporation members will also recognize on the label a Corporate glyph meaning "safe house." Given the nature of Rhal's mission, Corporate associates have been watching the tent to insure that the mission remains secret. Thus, as the party leaves the tent, they will notice a mysterious note lying beside the tent door. To the uninformed, it looks like a piece of poorly written doggerel. To Corporate PCs who make Innuendo checks, however, the message is clear: if possible, retrieve the package if Rhal fails, deliver it to The Corporation, and protect the secrecy of The Corporation above all. Rhal is not to be killed; if he talks, other assets will insure Corporate secrecy (meaning that Rhal will be killed if he talks). This last part is not directly stated, but savvy PCs will draw that conclusion. Afterward, it is an easy matter find the way to Ulziah's vineyard from the locals. They, however, warn that the old druid was very protective of his privacy. It was rumored that he had a large beast helping guard the grounds.

The PCs arrive at Ulziah's vineyard where they find it mostly overrun, with unkempt vines running all over the property. There is one building left standing: an old greenhouse. As they traverse the trail to the greenhouse, however, Ulziah's old watchdog, a two-headed wolfish beast, attacks the intruders. After defeating the watchdog, the party makes its way to the greenhouse, where they find the aforementioned assassin vines, which were Ulziah's secret ingredient for his wines.

After defeating the vines, a search of the area will find two things of interest. One is a box stamped with Gran March military markings containing six vials of alchemist's fire and six vials of acid (important for low-level parties to get past the next encounter). The other is a trapdoor leading to the cellar. There, the PCs find numerous large casks and boxes. One box contains one of Ulziah's ancient Baklunish relatives, pressed into service as a guardian by his descendent. This descendent is a mummy who remembers the sorcerer training of his life at higher APLs. After defeating the guardian, the PCs will find a passage hidden beside the mummy's resting place to the hallway.

The PCs follow this hidden passage and find it to be supported by somewhat weakened timbers. Along the way, there is a trap that does two things. First, it sets off a silent alarm to the bolthole to let anyone in there know that the front-end has been breached. Second, it collapses the end of the hallway near the cellar, blocking the escape route.

At the end of this passage, the PCs will find the traitor Rhal in the Corporate bolthole. If the alarm goes off in the passage, Rhal will have time to prepare spells and quaff potions in the bolthole. Rhal, thinking that this is a part of his test, will stand his ground as long as he can and then run out the entrance on the opposite side, tripping the other cave-in as he leaves. Thus, the party could end up being trapped in a cave-in if they fail. The debris is easily moved, however, so that they can clear it out within a number of hours equal to the APL x 6 (so that potential victims of mummy rot can get cured). Depending on the results of the final encounter and the party make-up, several outcomes can occur.

In addition, the party will receive an Influence Point or commendation from one of the involved parties (the Hospitalers, the military, The Corporation, or the cult of Pelor) upon success. Also, any PCs who survive the cave-in can be considered to meet the special requirement for Dungeon Delver. Finally, any PC suffering from mummy rot or needing a *raise dead* spell will be healed/raised free of charge by the Hospitalers.

Introduction

In preparation for this scenario, DMs should get the following information from the players:

- Find out if any of the PCs at the table have played **Eyes on Orlane** and/or **Midnight Dawn**. Those that have will feel more at home in this scenario.
- Find out the alignment of each PC.
- Find out if any PCs are members or clergy of the cult of Pelor.
- Find out if any PCs are members of the Hospitalers.
- Find out if any PCs are active-duty military, veterans, or Graduates of Syrloch (the Gran March academy for arcane spellcasters).
- Finally, find out if any PCs are members of the Corporation.

DMs should probably do this secretly on an index card or some other means so that the other party members are

not necessarily aware of each other's affiliation, particularly those who are members of the Corporation.

Once this is done, read the following to the players:

The road to Orlane from Hochoch is a different place than last year. Then, refugees from Orlane were fleeing to the Gyri city when giants and other humanoids overran the town in an overnight sneak attack. Fortunately, the army of Gran March quickly retook Orlane. Unfortunately, everywhere along the road shows signs of that fateful week, even as the good people of Orlane rebuild their lands and their lives.

Now, this thoroughfare has its normal flow of refugees from Geoff restored, with most refugee caravans escorted by guards of the Merciful Order of Hospitalers. This order is a group of altruists dedicated to helping the sick, the refugees, and the religious pilgrims that come through this nation. You see the Hospitaler arm bands of the guards as they ride through and around the edges of the caravan. Each of you has your own reasons for traveling along with the caravan. For some, you are fulfilling your duty as a member of the Hospitalers. For those of you in the military, you are on leave and are with the caravan merely as a convenience. For the rest of you, you are like other intelligent folk; you travel in numbers so that all feel secure. Only a fool travels alone, especially after the events of last year where some say even the dead rose to take part in those evil deeds. Regardless of why you are traveling with this caravan, over the course of the journey, you have come together to share company and stories of your lives of adventure.

At this point, have the players introduce their characters by providing a description. If there are any Hospitalers in the party, be sure that they mention their armband in their description and what their role is in the Merciful Order. If they ask, they are just finishing up their service commitment when the adventure begins.

Encounter One: With Crazy Eyes and Laughter

Once the players have made their introductions, read the following:

After a couple of days of travel, you reach the western edge of Orlane by early morning. The town is in a frenzy of fixing the old buildings that could be saved and building new ones to replace those buildings that are beyond repair. You also notice that there are several healers from the Hospitalers as well as clergy

from other faiths approaching the caravan from their tents along the western road.

Have each player roll a Listen check (DC 10) and then read the following to those who made it:

Suddenly, you hear maniacal laughter coming from the side of the road. Turning to the direction of the laughter, you see a big, strapping man wearing a simple gown. His eyes bulge out of their sockets with the stare that can only come from the insane. His face is flushed and dripping with sweat as one caught in the delirium of fever. He approaches your group at a run, laughing all the way. Others wearing Hospitaler armbands are chasing the man, but it is obvious that he will get to you before they can get to him.

Those who made their Listen check have a surprise round in which to act. Put the feverish man 20' from the party and the Hospitalers about 100' back behind him.

Creatures: The feverish man is Humbult, a strong man of Oeridian heritage. Humbult is but a mere guard in the service of the Hospitalers who is quite delirious from his illness. He rambles on about this and that, never making any sense, but always causing a commotion

Tactics: He will strike blows at the first party member he reaches, but in his condition all blows are ineffective. They either miss wildly with the man's flailing or have no damage due to his relative lack of strength. The DM should roll some dice to give the feeling of combat, but should not inflict any damage to the PCs. The DM should also ask for a fake Fort save from a PC that is hit, giving the PCs the illusion that there is disease present. One good hit from a weapon should take him down with ease.

All APLs (no EL):

☛ **Humbult:** male human Rgr2; hp 2; See Appendix I.

Development: Most groups of PCs will have at least one PC of good alignment who will try to intervene by disabling Humbult (grappling or *sleep* spells are good for this, in addition to subdual attacks). If they do not, have Humbult ineffectively pummel the closest PC to force the PCs into action. It should be clear that PCs have no need to use lethal force on Humbult. If they do, modify the text in this and the next encounter to reflect disgust on the part of officials with the PCs' extreme behavior.

Once they have captured or subdued Humbult, the group of Hospitalers approaches. Read the following to the party:

One of the Hospitalers approaches you as his companions help to restrain the subdued man. "Thanks you for your help in retrieving young

Humbult here. While he probably would not have hurt anyone, he could have easily hurt himself in his delusions. My name is Tympus, cleric of Sotillon and a volunteer Physician with the Merciful Order. You have done a good service for the Orlane community. In fact, we have a situation in which your services may prove to be valuable.”

Tympus then goes on to say that the Hospitalers are missing one of their Physicians and that the Hospitaler Dispatcher in charge of the Orlane relief effort is looking for a group to go find this man. If asked, Tympus can answer the following:

- Humbult is a Hospitaler Guard who helps protect caravans traveling across the region.
- Humbult appears to have some sort of plague. The other Guards in his caravan are also affected.
- The missing man is Rhal ap Ogwen.
- Rhal is a cleric in the “cult of Pelor” (he will use those words as, like many Marchers, Tympus sees the Pelorites as a fringe movement).
- Rhal was with Humbult and the other patients in a relief caravan heading back to Shiboletth for supplies. When the Guards started showing symptoms, he ordered the caravan master to turn around and head back to the Orlane camp. It was the closest Hospitaler unit. Plus, if the disease were serious, going to Shiboletth could cause the disease to spread across the entire Valley.
- When the caravan returned to Orlane, the Hospitalers quarantined the Guards and Rhal headed back to his tent to rest. That was the last time Tympus saw Rhal.

☛ **Tympus:** male human Clr3; hp 21.

PCs with the Heal skill can examine Humbult. With a DC of 10 on a Heal check, they can obviously see that this man has some sort of respiratory illness resembling the plague. However, if they make a Heal check at DC 25 + the APL, they will remember that there are other minor diseases that resemble plague, but that are not life-threatening. Hospitaler Physicians get a +2 circumstance bonus to this check. They can then describe the cure to Tympus, who will then hurry off with Humbult in tow to check out this cure in the small medical library at camp. PCs who are interested in following him to camp will have no trouble doing so. PCs with *remove disease* can easily cure Humbult, who will promptly collapse under

exhaustion and will need to be taken back to camp for rest, thus providing another path into camp.

At this point, the PCs will want to check with the Dispatcher in charge of the Orlane relief camp and go on to Encounter Two.

Encounter Two: Being Dispatched

The Orlane relief camp is only about 100 yards south of the west road back to Hochoch so the PCs can find it with no trouble. If they ask anyone in the camp, that person can easily tell them where the Chief Dispatcher’s tent is. When they get there, read the following:

As you approach the tent, you see under the low hanging tarp covering its entrance a bookish little halfling, pouring over books and papers with fierce intensity. You hear him mumble to himself, “Now, this simply will not do. The Shiboletth caravan must leave here so that we get the supplies on time. Now, how can I speed this up . . .” and his words drift back into soft mumbling.

Creatures: The Dispatcher is named Narek Vollstrom. If the PCs wait on him to finish, it will take about ten minutes before the Dispatcher notices them. If anyone interrupts him, he will grow angry, at which point Narek will say the following:

“How rude of you! Can’t you see that I need to finish this so that the supplies can come through?”

A Diplomacy check at DC 15, however, will calm Narek down. Mentioning the missing cleric will drop the DC by 5; having a Hospitaler do the talking will drop it by 5 as well. Once Narek has calmed down, read the following:

“Well, now, since you mention it, we can certainly use the help. My name is Narek Vollstrom and I am currently serving as Chief Dispatcher for this relief camp. My problem is that one of our Physicians has disappeared. His name is Rhal ap Ogwen, a cleric of Pelor. He, along with some Guards, was on a caravan to Shiboletth when the Guards started showing signs of plague. Rhal then ordered the Head Teamster for the caravan to head back to Orlane so that the guards could be treated. Rhal had hoped to be able to heal the Guards after a day of rest, but when we went to get him this morning at his tent, we found it in complete disarray. I sent out what Guards we had available to try to follow his tracks, but it has not rained here in some time and the Guards had no luck in following his trail. Maybe you, as seasoned adventurers, could succeed where our Guards failed.”

Upon further questioning, Narek can provide the following answers in addition to the answers that Tympus knew in Encounter One:

- Rhal is a Gyri refugee who lost his parents when the giants took over. He believes that they are still alive in Geoff and often mentions that he wishes the military “would go and clean out that giant scum.”
- Rhal was always helpful around the camp and very knowledgeable about various non-magical drugs and potions to help the sick.
- (If asked if Rhal associated with anyone) Because he was constantly in search of word about his parents, he would often ask caravans from Hochoch for word about them. He even went so far in his search for information that he started hanging out with the couriers and scouts attached with the 20th Battle. Other than that, he spent much of his time alone in his tent.
- Surprisingly, for one so morose, Rhal was not one to take to drinking; as far as anyone knows, he is a teetotaler.
- The following of Pelor (note the non-use of the word “cult”) fluctuates with the number of refugees staying at the camp. A Pelorite street cleric named Brownbaker ministers to them, although he is not currently a member of the Merciful Order. Brownbaker can often be found wandering around the refugee tents, looking for the Pelorite faithful.

Narek can also give directions to Rhal’s tent. If asked what he can offer, Narek will give each PC a potion that grants limited immunity to the plague. (This has no effect in the scenario, but is used to show the appropriate Hospitaller response to such diseases). He will also offer each PC a reward (25 gp x the APL) if they succeed in finding Rhal and bring him back, dead or alive (though Narek expects that the PCs will not harm him aside from what is necessary to subdue him).

Development: Higher APLs may present the judge problems in maintaining the secrets behind this adventure:

- Clerics casting *divination* spells can get vague and cryptic answers to questions. This is not so crushing to the plot. For example, if a PC successfully asks the question “Where is Rhal?” the DM can respond with “The vines, the vines, the fruit is in the vines.”

- Clerics casting *commune* spells only get yes / no answers so this is also not so damaging to the plot. We want the PCs to eventually figure out that he is a traitor, that he is carrying the dispatch, and that he is at the vineyard.
- Scrying will have no effect as they will not have access to any of Rhal’s personal effects (see Encounter Five for details).
- As no PCs have ever visited Ulziah’s vineyard, *teleport* spells are not an option.

Encounter Three: The Military Option

Active-duty and veteran PCs will probably want to follow the lead of Rhal’s association with the 20th Battle. PCs who have played **Eyes on Orlane**, **Midnight Dawn**, or **the Battle of Orlane** interactive know where the Battle is stationed. It is a keep on the north end of Orlane. If they do not know where the Battle is, anyone they ask will tell them. As the party heads towards the keep, read the following:

You head east into Orlane where you can take the north road to the keep where the 20th Battle is stationed. As you approach the town center, you see the familiar sign of the Golden Grain Inn. This tavern is well known in this Barony as the oldest establishment in Orlane, dating back to when the town was founded.

Up the street from the Inn towards the west, you see workers rebuilding several blocks of shops and warehouses. While several buildings stand tall with new paint, others still show the damage of battle. In fact, it looks like one of the giants set off a large amount of alchemist fire that leveled these buildings at one point during the battle. The scorch marks and burnt timbers testify to this destruction. You can even see the burnt sign of a tavern called The Goose Nest lying on the side of the road. Fortunately, as you look further down the western street, you can see a new establishment called The New Goose Nest at the western edge of the new construction.

Turning up the north road, you cross a footbridge that appears to have been freshly painted a dark maroon color. On the other side, you notice children playing happily next to a two-story building, which only appears to have sustained minor damage in the battle. On the hill up head stands the Keep of Orlane, headquarters to the 20th Battle. It is an easy walk this

day, unlike the desperation-filled flight of earlier days.

Those PCs who have played **Eyes on Orlane** and/or **Midnight Dawn** will easily recognize the landmarks from their previous encounters. Those who have played either of those modules or **the Battle of Orlane** interactive will easily find the scouting office inside the Keep; those who have not will only have to ask a soldier to direct them.

Inside the keep, the sight of road-weary scouts and couriers make it easy to see where the Headquarters Unit is. After you knock, there is a modicum of silence before you hear a loud “Enter” from inside. Once you enter, you see a Captain seated at a desk by the door. He has light brown hair and a goatee, obviously cut by a fine barber. He looks at you, awaiting the proper greeting.

The man is Captain Velladen Ramanche. Those who have played **Eyes on Orlane** will quickly recognize him and his new rank. He has distinguished himself quite well, both in the Battle of Orlane and in other engagements against the giants. If there are any active-duty PCs in the party, he waits for the proper greeting from the soldiers. Otherwise, he will ask the party to state their business. He also greets those PCs whom he has met previously. While Ramanche’s normal duty assignment is the liaison for the 20th Battle to the Herdmaster’s Guild, he has been temporarily assigned to the 20th Battle’s Headquarters Unit as Executive Officer and thus oversees the day-to-day operations of the unit.

☛ **Captain Velladen Ramanche:** male human Ftr8; hp 55; See Appendix I.

Upon hearing about Rhal’s disappearance, he will suddenly get very concerned. If there are any non-veterans in the party, he will ask them to leave. Once they have, he relates the following:

“Soldiers, we are in a bit of mess here. One of our couriers, Kelbain of Hookhill, noticed yesterday that an important dispatch bound for the Army of Retribution was stolen from his pouch. We have been quietly asking all of Kelbain’s associates about the missing document. None of them were able to help and a search of their residences yielded nothing as well. Your missing man was one of Kelbain’s cohorts that we have not been able to question. It was our understanding that he was with a Hospitaler caravan bound for Shibolet and so we had not worried too much about him. The fact that he has returned early and is now missing makes him one of our prime suspects. Given the sensitive nature of the document stolen, we cannot make as forceful an inquiry as we

may want to do. I need you to find this man and bring him here for questioning. If he is our thief, you will need to secure the document as well. As we are concerned that Rhal may be part of a larger spy ring, we need him brought in alive at all costs.”

Ramanche cannot offer any more information about Rhal than this. He immediately activates all reservists in the party and establishes a chain of command per the Gran March Military document. He further stresses that the thief of this document is a traitor to Gran March and thus this mission could become a “threatened” situation if the suspect resists. It is otherwise considered to be a “non-threatened” mission.

The PCs may then want to talk with the scouts and couriers hanging out at the keep. They can reveal the following:

- Kelbain went in to talk to Captain Ramanche this morning. He then went on to carry a dispatch to Hochoch so he is not available for questioning.
- They know of Rhal. In fact, the last time they saw him was a couple of days ago when he gave Kelbain a bottle of wine from Ulziah’s vineyard. This is strange as no one has seen Ulziah or his wine since before the Battle last year.
- Ulziah was a small winemaker who ran a vineyard northwest of Orlane about six hours’ journey from town. (The party also gets directions to the vineyard).
- Nobody has seen Ulziah since the Battle. The soldiers at the keep think that the giants killed him.

Development: This charge of treason should give most parties more reason to suspect Rhal and thus they are likely to want to search his tent in Encounter Five.

Encounter Four: Shining Light into the Situation

PCs with connections to the cult of Pelor may wish to seek out the Pelorite cleric Geraint Brownbaker. If they do, read the following as they search the refugee camp for the street preacher:

You start your search of the refugee camp for this Pelorite cleric. You notice that your steps seem quicker as if time was racing against you. After quickly navigating among the rough and worn tents, you start to hear some loud oratory come from some place nearby. As you follow the sounds, you

eventually come across a group of refugees listening to a speaker standing atop an old military-issue crate. The speaker looks not unlike his audience, with his reddish hair flowing in an uneven mass past his shoulders and his ruddy beard growing long and unkempt off of his tanned face.

He continues to speak, "Brothers and sisters, I know that your flight from the enemy has been long. I know that your plight is dire in this new land. Yet, I am here to tell you, brothers and sisters, that my Lord Pelor ensures that the sun rises another day, that the sun gives you warmth and life, and that its rays will banish all evil in your life if you but have a little faith. As sure as my name is Geraint Brownbaker, that faith, small as it is, will see you through the day." At that point, the crowd claps and many "Praise Pelor" exclamations ring out.

The sermon goes on for another five minutes with a similar response from the crowd. He then steps off of the crate and a line forms from the crowd for those seeking the blessings of Pelor from the priest. The PCs are free to join the line or wait until Brownbaker finishes his blessings. If approached and asked about Rhal ap Ogwen, he can tell them the following:

- Rhal ap Ogwen is a refugee from Geoff. He said that he had ministered to a small parish in his hometown near Gorna until the giants took over. He lived with his parents until he fled to Gran March.
- Rhal, when he was not treating the sick, kept to himself. *He was not unfriendly, mind you, just distant.*
- Brownbaker can also confirm that Rhal was a staunch teetotaler.
- Brownbaker had heard about Rhal's missing family. He knew that Rhal missed them deeply and had searched high and low for them. He has even gone so far as to hang out with the military in hopes of hearing something from the front lines.

If any of the PCs mentions that they are a cleric or paladin of Pelor, Brownbaker will get all excited, especially if the PCs mention that they are searching for Rhal. He will offer to give the Pelorites a special blessing to help them find the missing cleric. Unfortunately, the special blessing can only be given in private and gestures them to his tent, which serves as a makeshift chapel. Once inside, the cleric reveals in whispers the following:

- Brownbaker had been rather concerned about how Rhal would fit in Gran March. He seemed to have a lot of ideas about freedom and individuality. The few Marchers to whom he mentioned these ideas scoffed and mocked Rhal. This is the true reason why he kept to himself.
- For a while, Rhal would seek the companionship of Brownbaker, but recently he started becoming more reclusive. About the only time he was known to get away from the camp was to go up to the keep to visit the scouts and couriers. The remainder of the time he spent in his tent.
- If the PCs mention that Rhal is a suspect in the theft of government property or even that he may be in some trouble, Brownbaker will shake his head and sigh. While he would have said earlier that it was unlikely that Rhal would have done such a thing, his erratic and distant behavior might mean that he was up to something. If so, he asks the PCs if they would try to do what they can to distance Rhal from the fledgling church of Pelor. Brownbaker explains that the movement to secure a permanent church in this country is only just begun. If a cleric of the church were found to be involved in something sinister, this would surely set back the efforts in gaining acceptance. Brownbaker asks them essentially to help the church to distance itself from Rhal if he has committed wrongdoing. If they do so, the PCs will have the gratitude of the church.

☞ **Geraint Brownbaker:** male human Clr9; hp 57; See Appendix I.

Development: The clues that Brownbaker is able to give them should give most parties more of a reason to suspect Rhal and thus they are likely to want to search his tent in Encounter Five.

Encounter Five: The Search Is On

The PC will eventually want to inspect Rhal's tent either because of the Chief Dispatcher's remarks or those of Geraint Brownbaker. The tent is on the southern edge of the camp.

You find Rhal's encampment easy enough. As you look inside, you find that what everyone had told you is true: the tent is thoroughly ransacked, not by the

deliberateness of thieves, but by the randomness of a diseased mind. Several sets of male clothing have been thrown hither and yon in the tent. A small field desk has been turned over and the papers previously on it are scattered all around the tent.

Rhal has tried to cover his absence by making everyone in camp think that he came down with plague. To maintain the deception, he has ransacked his own tent. Rhal, however, made a couple of mistakes, found on a DC 20 Search check:

- First, his bedroll is gone, something that everyone else who has visited here has failed to notice.
- Second, there is a wine label lying on the ground near his overturned desk. The label is for “Ulziah’s Berry Wine” vintage CY 588. The label itself has a distinct set of symbols running along its border. Anyone in The Corporation will quickly recognize it as the symbol for “safe house.” This information should be given to Corporate PCs secretly. Bards may find this out on a Bardic Knowledge check, as can anyone with Knowledge (streetwise). The DC for either check is 20.

If there are Corporation PCs present, there is one other piece of information available to them. Once they have finished searching the tent and begin to leave, the PC will notice a rather large sheet of paper that appears to have blown against the tent door. It certainly was not there when they entered the tent. Give the PCs **Player Handout #1**. If a Corporation PC makes an Innuendo roll at DC 10, give them (and only them) **Player Handout #2**.

Some PCs at higher APLs may want to use scrying to find Rhal. He was smart in this regard, however; none of the items are his personal effects. He bought them in Hochoch on his last visit there and stored them in a newly bought trunk until this occasion. The wine label is also a recent acquisition.

In any event, when they find the wine label, the party will want some more information on Ulziah and his vineyard. Questioning the locals and the refugees will take a couple of hours and place the time of the encounter at or around mid-day. Gather Information checks made by PCs reveal the following information:

DC 10 Ulziah was a small winemaker who ran a vineyard northwest of Orlane about six hours’ journey from town. (The party also gets directions to the vineyard).

DC 12 Nobody has seen Ulziah since the Battle. Most folks think that the giants killed him.

DC 15 Most people think that Ulziah was a powerful druid from his tendency to distance himself from people (except when making a sale) and his affinity to plants.

DC 20 Nobody ever heard of Ulziah getting assaulted, robbed, or even harassed in any way. Many people were scared that he would turn the plants on them if they tried.

DC 25 There were also stories of how Ulziah tamed some wild and exotic beast to serve as his guard dog. No one ever saw such a beast on their few visits to the vineyard, though.

Development: The party’s next step should be to go to the vineyard in Encounter Six. They may want to wait around to change out spells based on the above-information. However, Rhal is only going to stay in the bolt-hole one more day and then he will head out to find a Corporate connection in some other Marcher town. Judges should advise the PCs that they might be better served going after Rhal immediately. If they choose to wait a day, they have very little chance to get to him before he leaves the vineyard.

Encounter Six: Thrown to the Wolf

The PC will eventually find the wine label in Rhal’s tent (or make the connection to the vineyard from NPC comments) and this will lead them to Ulziah’s vineyard. The trip takes most of the remainder of the day. As the party approaches the abandoned vineyard, read the following to them:

You travel most of the day with the trails leading you past farms where the farmers are rebuilding barns and fencing. While much of the pastoral landscape is back to its antebellum state, there are still some reminders of how much damage the giants and their lackeys did to the countryside. Large indentations that could have only been caused by giant feet occasionally pock the plains.

Eventually, you reach what was once a small vineyard and winery with a broken sign that has a symbol like the one on the wine label. In Common, the sign also has the simple words “Ulziah’s Vineyard.” Through the broken-down fence, you can see that virtually all of the vines have been trampled and most of the buildings are destroyed, obviously trampled by giants. The remains of a large manor house appear several

hundred yards distant, completely burnt to the ground. Only one building remains more or less intact. It is a small greenhouse towards the northwest corner of the property. The path to it still has large and ill-attended shrubbery lining the trail. There appears to be nothing stirring here except the occasional buzz of insects.

Closer inspection of the sign will show the same Corporation mark as noted earlier. It will also show a family crest. Those who possess Knowledge (nobility and royalty) can determine that the crest is Ketish in origin on a DC 15 check and of a major lineage that was thought to have died out decades ago on a DC 30 check. Those with Knowledge (heraldry) get a +5 circumstance bonus to their check.

The path to the greenhouse is the only clear way to get there. The areas outside of the path are overgrown and full of potholes (possibly from giant footprints). Thus, all movement is halved with no run or charge possible.

Creatures: Halfway along the path shown on **DM Aid #1**, Ulziah's "guard dog" (which has so far managed to avoid capture or death) is lying under one of the large shrubs as indicated on Map One. Unless the PCs are approaching the greenhouse stealthily, the guard dog automatically hears their approach and readies himself for an ambush. Otherwise, the guard dog must make the appropriate Listen and Spot check to detect the approaching PCs as per normal. Once a PC is within 30 feet, the guard dog will automatically detect them by scent (unless they are somehow able to hide their scent). If the PCs state that they are being watchful on their approach to the greenhouse, they get Spot checks against the guard dog's Hide check.

APL 2 (EL 3)

🐾 **Two-headed Wolf:** hp 33; see Appendix II.

APL 4 (EL 3)

🐾 **Two-headed Wolf:** hp 33; see Appendix II.

APL 6 (EL 5)

🐾 **Two-headed Fiendish Worg:** hp 59; see Appendix II.

APL 8 (EL 8)

🐾 **Advanced Two-headed Pyro Fiendish Worg:** hp 78; see Appendix II.

APL 10 (EL 9)

🐾 **Advanced Two-headed Pyro Fiendish Worg:** hp 113; see Appendix II.

Tactics: The guard dog will lie in wait and attack what it perceives as the weakest party member. It will use its surprise round to fire its breath weapons (if it has them) and use its first full round action to close in and attack its target with both heads. If there are flying PCs available, it will use its breath weapon on them instead if they are close enough. If there are invisible or silently moving PCs present, the guard dog's scent capability should be sufficient for use with its breath weapons (if available).

Treasure: At APL 4 and higher, the guard dog has barding which increases its AC.

APL 2: L: 0 gp; C: 0 gp; M: 0 gp.

APL 4: L: 2 gp; C: 0 gp; M: 0 gp.

APL 6: L: 17 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: *+1 studded leather barding* (100 gp).

APL 10: L: 0 gp; C: 0 gp; M: *+1 studded leather barding* (100 gp).

Development: Some of the greenhouse encounters could tax parties to the point that they will want to return to Orlane for rest and healing. Rhal will only wait at Encounter Ten for one more day and then move on. Thus, parties can miss him and miss the bulk of the treasure award. The path continues on to the greenhouse and Encounter Seven.

Encounter Seven: Vines Make the Sweetest Wine

As the PCs approach the greenhouse shown on Map One, read the following:

You approach the only intact greenhouse left standing in the vineyard. There is but a single door leading into the 30 ft. by 60 ft. structure with a sign posted on it. The sign reads in several languages, including Common, "Keep out – wine research in progress." You can see from outside that vines cover all of the walls of the structure up to and across the ceiling. Obviously, the vines have not been pruned in quite some time.

The greenhouse itself has glass walls and doors that are quite easy to break. Anyone who is Medium or larger automatically breaks through the ceiling if they climb up there:

🔪 **Glass Walls/Doors:** 1 in. thick; hardness 1; hp 2; Break DC 13; Climb DC 20.

Creatures: Hidden among the normal vines are one or more assassin vines.

APL 2 (EL 3)

➤ **Assassin Vine:** hp 33; see *Monster Manual*.

APL 4 (EL 5)

➤ **Assassin Vines (2):** hp 33 each; see *Monster Manual*.

APL 6 (EL 6)

➤ **Assassin Vines (3):** hp 33 each; see *Monster Manual*.

APL 8 or 10 (EL 7)

➤ **Assassin Vines (4):** hp 33 each; see *Monster Manual*.

Tactics: The assassin vines are on the positions indicated by the numbers on Map One. The assassin vines wait until a PC is within 20 ft. before attacking. Unless the PC makes a Spot, Wilderness Lore, or Knowledge (plants or herbs) check (DC 20), the vines will have surprise. They will then *entangle* the entire area.

Treasure: Under the pot containing assassin vine #1 as shown on the map, there is a small chest stamped as property of the Gran March military. With all of the greenery around the area, it will take a successful Search check (DC 20) to find it, although parties can take 20 if they choose to do so. Inside of the small chest are six flasks of alchemist fire and six flasks of acid. It is especially important that low-level parties find this chest as it will make Encounter Eight significantly more survivable for low-level parties.

All APLs: L: 15 gp; C: 0 gp; M: 0 gp.

Development: On a successful Search check (DC 20) in the northwest corner of the greenhouse, the PCs will find a large trap door that apparently leads down into a cellar (and Encounter Eight).

🗡️ **Wooden Trapdoor:** 1 in. thick; hardness 5; hp 10; Break DC 18.

As noted in Encounter Seven, parties that return back to Orlane to rest for too long end up missing Rhal in Encounter Ten.

Encounter Eight: The Ancient Guardian

Once the party decides to go down the trap door found in Encounter Seven, read the following:

Beneath the trap door, an old wooden staircase leads down into an abandoned cellar. The smell of old dust and mold come up from the opening.

The stairs are very creaky; PCs must make a Move Silently check (DC 18 + (2 x the APL)) to move silently down them. Someone could try to jump past the stairs, but the floorboards at the landing are just as creaky. It takes a move-equivalent action to move down the stairs, thus the creature inside the cellar has at least one round to prep before attacking the party if he has any warning of their presence. Read the following once any PC reaches the bottom:

The room appears to be an old storage cellar supported by numerous stone pillars. The height of the room is eight feet. From the dim light brought in from outside, the cellar appears to contain various gardening paraphernalia, including old manure and compost for fertilizer.

This room is depicted in **DM Aid #2**, Map Two.

The room is completely dark except where the light from the trapdoor illuminates. The illumination is fully lit in the five-foot squares near and including the stairs and dimly lit ten feet from the stairs. Low-light vision gives another 15 feet of dimly lit vision. Darkvision gives a complete view of the room.

At APL 6 or higher, all of the cellar surfaces are covered with heat-sensitive phosphorescent spores. These were a part of Ulziah's druidic experiments now unattended. Basically, any being that generates heat above 70 degrees F (most humanoids) causes the spores to glow when that being comes within six inches of a surface. Thus, invisible opponents have their general location immediately visible, perfect for targeting with area-effect spells.

On the opposite wall five feet from the opposite door described below, there is a large sarcophagus, seven feet long by three feet wide by two feet tall. The outer edge of the sarcophagus is just outside of the low-light vision range. It has numerous carvings all over it. Those who can read Ancient Baklunish will recognize the carvings as funeral blessings. In the blessings is written, "Here lies Ahkantha, court magician to Ket. May he protect in death as he has in life." The Baklunish crest noted on the sign outside is also carved on the sarcophagus. Describe the sarcophagus as a large box to the PCs until they deduce what it is for themselves.

Creatures: The large sarcophagus is the resting place of Ahkantha, one of Ulziah's mummified ancestors. Ulziah had retrieved Ahkantha from the old family crypts in Ket. Ulziah managed to control him through a magic

amulet for controlling undead, but this amulet disappeared along with Ulziah during the Battle of Orlane.

APL 2 (EL 3)

➤ **Ahkantha, Male Mummy:** hp 45; see *Monster Manual*.

APL 4 (EL 5)

➤ **Ahkantha, Male Mummy Sor2:** hp 63; see Appendix II.

APL 6 (EL 6)

➤ **Ahkantha, Male Mummy Sor3:** hp 66; see Appendix II.

APL 8 (EL 8)

➤ **Ahkantha, Male Mummy Sor5:** hp 72; see Appendix II.

APL 10 (EL 10)

➤ **Ahkantha, Male Mummy Sor7:** hp 78; see Appendix II.

Tactics: If Ahkantha hears the battle upstairs, he waits outside of his sarcophagus for someone to get on the stairs. At APL 2, he waits near one of the support pillars; otherwise, he will be behind the sarcophagus, which will give him half cover. At APL 4 and above, as soon as he can hear the battle upstairs (typically a Listen check at DC 10), he will cast *mage armor* on himself. There is enough room in the sarcophagus for him to use somatic components. If there is time, he will also cast *bull's strength*, *haste*, *blur*, *endure elements* or *resist elements* (depending on APL), and *shield* (where available). After that time, at higher APLs, Ahkantha will use his wand to attack foes at range and his *negative energy ray* spells for healing if necessary.

At APL 2, his despair ability only affects PCs for one round. Consider this a pre-rolled number. At higher APLs, however, use the 1d4 result as specified by the *Monster Manual*.

Treasure: At all APLs, Ahkantha has a small precious stone worth 60 gp (10 gp per PC). He also has wands and rings at higher APLs:

APL 2: L: 0 gp; C: 10 gp; M: 0 gp.

APL 4: L: 0 gp; C: 10 gp; M: *ring of protection +1* (167 gp), *wand of magic missile* (1st level caster) (63 gp).

APL 6: L: 0 gp; C: 10 gp; M: *ring of protection +1* (167 gp), *wand of magic missile* (3rd level caster) (188 gp).

APL 8: L: 0 gp; C: 10 gp; M: *ring of protection +2* (667 gp), *wand of magic missile* (5th level caster) (313 gp).

APL 10: L: 0 gp; C: 10 gp; M: *ring of protection +2* (667 gp), *wand of lightning bolt* (6th level caster) (1,125 gp).

Development: A search of the room (Search DC 20) once the party destroys Ahkantha reveals a concealed stone door behind the sarcophagus. It is locked (Open Lock DC 20). The door opens into a passageway (leading the PCs to Encounter Nine).

Encounter Nine: An Alarming Cave-In

The party gets to this encounter through the concealed stone door in Encounter Eight. Read the following as they are traversing the passageway.

This roughhewn passage winds around underneath the vineyard property like a snake. Its width varies between five and ten feet wide and its height varies by the same degree. The passage also varies in elevation as well. It is supported by wooden planks and timbers.

A dwarf with Stonecunning can tell that the passage runs as close as six feet and as deep as twenty feet. A dwarf can also determine that the support timbers have been stressed severely (possibly by Giants and other extremely large creatures trampling the vineyard above). Any PC with Knowledge (geology) or Knowledge (engineering) can make the same determination on the timbers (DC 20). The total length of the passage is 1,000 feet, but the total distance from the cellar to the bolthole is quite less.

Trap: At 500 feet from the cellar, there is a tripwire that does two things. First, it collapses the tunnel 250 feet from the cellar entrance. This could cause damage, but only if a PC is directly under it (which is highly unlikely given the location of the tripwire). This collapse makes the passageway completely impassible. The second effect is that it sets off an alarm bell in the bolthole at Encounter Ten, which gives Rhal time to prepare for his "guests."

APL 2 (EL 3)

➤ **Collapsing Ceiling:** CR 3; mechanical; location trigger (tripwire); no reset; Atk +10 melee (4d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 16); Disable Device (DC 16).

APL 4 (EL 4)

↗ **Collapsing Ceiling:** CR 4; mechanical; location trigger (tripwire); no reset; Atk +15 melee (4d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

↗ **Collapsing Ceiling:** CR 5; mechanical; location trigger (tripwire); no reset; Atk +15 melee (6d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 22); Disable Device (DC 22).

APL 8 (EL 7)

↗ **Collapsing Ceiling:** CR 7; mechanical; location trigger (tripwire); no reset; Atk +15 melee (6d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 25); Disable Device (DC 25).

APL 10 (EL 9)

↗ **Collapsing Ceiling:** CR 9; mechanical; location trigger (tripwire); no reset; Atk +20 melee (8d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 27); Disable Device (DC 27).

Development: The collapse of the passage will take a number of hours equal to the APL x 6 to clear, either through the removal of rubble from the cave-in or from finding and clearing a hole close to the surface. If the PCs continue, the passage leads them to the bolthole (Encounter Ten).

Encounter Ten: The Traitor

At APL 2 to 6, read the following when the party reaches the end of the passage:

At the end of the passage is an open door.

Otherwise, read the following:

At the end of the passage is a closed door.

This closed door is protected by a *glyph of warding* cast by Rhal the night before. He had heard rumors of monsters living in the vineyard and wanted to give them a nasty surprise if they should come knocking on his door. He cast it to allow followers of Pelor to pass, thinking that most creatures meaning him harm would not follow Pelor.

APL 8 (EL 5)

↗ ***Glyph of Warding (Blast):*** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 7th level

cleric, Reflex save [DC 16] half damage, 3d8 fire); multiple targets (all targets within 5 feet); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 6)

↗ ***Glyph of Warding (Blast):*** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th level cleric, Reflex save [DC 16] half damage, 4d8 fire); multiple targets (all targets within 5 feet); Search (DC 28); Disable Device (DC 28).

The room beyond the door is depicted in **DM Aid #2, Map Three.**

If the party did not set off the alarm in Encounter Nine, read the following:

The door leads into a small room illuminated with torches in sconces at the far corners and the sides of the room. It has a set of bunk beds and a large chest in the room. Lying in the bottom bunk, obviously asleep is the man you seek, Rhal ap Ogwen.

If they set off the *glyph of warding* but did not set off the alarm, read this:

The door leads into a small room illuminated with torches in sconces at the far corners and the sides of the room. It has a set of bunk beds and a large chest in the room. The room otherwise looks unremarkable.

Otherwise, read this:

The door leads into a small room illuminated with torches in sconces at the far corners and the sides of the room. It has a set of bunk beds and a large chest in the room, both of which are turned over and formed into a makeshift barricade.

If Rhal has made it behind the chest for cover, have the party make Spot checks. If any succeed read the passage below; after this, Rhal gets a surprise round against those who failed.

Behind this crude wall is the man you seek, Rhal ap Ogwen. He has a light crossbow aimed at you.

Creatures: Knowing from Corporate rumors that no one could enter the vineyard entrance to the bolthole without Ulziah's protection and live, Rhal instead made for the river entrance, where smugglers used to bring their cargo in before the Battle of Orlane. The Corporation knew about the trap at the river entrance and how to bypass it, so Rhal had no problems entering from this entrance.

APL 2 (EL 3)

➤ **Rhal ap Ogwen, Male Human Clr2/Rogr1:** hp 19; see Appendix II.

APL 4 (EL 5)

➤ **Rhal ap Ogwen, Male Human Clr4/Rogr1:** hp 33; see Appendix II.

APL 6 (EL 7)

➤ **Rhal ap Ogwen, Male Human Clr6/Rogr1:** hp 46; see Appendix II.

APL 8 (EL 8)

➤ **Rhal ap Ogwen, Male Human Clr7/Rogr1:** hp 53; see Appendix II.

APL 10 (EL 10)

➤ **Rhal ap Ogwen, Male Human Clr9/Rogr1:** hp 66; see Appendix II.

Tactics: If the party sets off the alarm in Encounter Nine, Rhal will start casting any long-term (duration > one hour) enhancement spells. Given that the party has 500 ft to cross to get to him, he has plenty of time. He will then turn over the bunks and the chest to make a primitive barricade, drink his antitoxin, preload his crossbow with a poisoned bolt, and hide behind it, listening to the party's approach. If he hears the party set off the *glyph of warding* but the PCs did not set off the alarm, he will jump out of bed and head for the chest for cover.

The first chance he gets, he will quaff his *potion of haste* and then either fire his crossbow or cast a spell. His typical casting pattern is *flame strike* (if available) as his opening salvo, *hold person* (if available) or *cause fear* on a fighter or rogue PC, *silence* (if available) on a non-poisoned bolt head and then fire it at a spellcaster, *bleed* or *greater magic weapon* (if available) if he is having problems hitting targets, and other defensive and healing spells as needed. After three rounds of combat or when he thinks he is losing, he will try to retreat to the back entrance and close the door behind him. He will then intentionally trip a collapsing ceiling trap (similar to Encounter Nine), which will block the door and thus enable his escape. The tripwire is at 50 feet from the door, and it activates a collapse 10 feet from the door.

APL 2 (EL 3)

↗ **Collapsing Ceiling:** CR 3; mechanical; location trigger (tripwire); no reset; Atk +10 melee (4d6, falling

stone); multiple targets (all within 10 feet of collapse point); Search (DC 16); Disable Device (DC 16).

APL 4 (EL 4)

↗ **Collapsing Ceiling:** CR 4; mechanical; location trigger (tripwire); no reset; Atk +15 melee (4d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

↗ **Collapsing Ceiling:** CR 5; mechanical; location trigger (tripwire); no reset; Atk +15 melee (6d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 22); Disable Device (DC 22).

APL 8 (EL 7)

↗ **Collapsing Ceiling:** CR 7; mechanical; location trigger (tripwire); no reset; Atk +15 melee (6d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 25); Disable Device (DC 25).

APL 10 (EL 9)

↗ **Collapsing Ceiling:** CR 9; mechanical; location trigger (tripwire); no reset; Atk +20 melee (8d6, falling stone); multiple targets (all within 10 feet of collapse point); Search (DC 27); Disable Device (DC 27).

The passageway itself winds its way to the Javan River about 1,000 feet from the bolthole. This passageway is full of turns and twists like the passageway between the cellar and the bolthole. Anyone using a *dimension door* spell to bypass the cave-in will end up in solid rock in all likelihood.

Treasure: Rhal has been stocking up on gear for quite a while so the PCs will gain much treasure by looting his body:

APL 2: L: 65 gp; C: 0 gp; M: +1 buckler (97 gp), +1 mithral chain shirt (175 gp), *potion of haste* (63 gp).

APL 4: L: 39 gp; C: 0 gp; M: +1 mithral buckler (180 gp), +1 masterwork mithral chain shirt (188 gp), +1 heavy mace (193 gp), *ring of protection* +1 (167 gp), *potion of haste* (63 gp).

APL 6: L: 11 gp; C: 0 gp; M: +1 mithral buckler (180 gp), +1 masterwork mithral chain shirt (188 gp), +1 heavy mace (193 gp), +1 light crossbow (195 gp), *ring of protection* +2 (667 gp), *potion of haste* (63 gp).

APL 8: L: 11 gp; C: 0 gp; M: +1 mithral buckler (180 gp), +1 masterwork mithral chain shirt (188 gp), +1 heavy mace (193 gp), +1 light crossbow (195 gp), *ring of*

protection +2 (667 gp), *amulet of natural armor +1* (167 gp), *potion of haste* (63 gp).

APL 10: L: 11 gp; C: 0 gp; M: +1 *mithral buckler* (180 gp), +1 *masterwork mithral chain shirt* (188 gp), +1 *heavy mace* (193 gp), +1 *light crossbow* (195 gp), *ring of protection +3* (1,500 gp), *amulet of natural armor +1* (167 gp), *potion of haste* (63 gp).

Development: The conclusion of this encounter has a couple of different possibilities. If Rhal successfully escapes, both entrances to the cavern are collapsed. The party has about six days worth of air before succumbing, which should be enough time to clear a hole to the surface (see Encounter Nine).

If the party defeats Rhal, they have a few decisions to make:

- If Rhal was taken alive, Corporate PCs will want to ensure his silence. An Innuendo check (DC 15) will deliver any messages to Rhal secretly. Rhal will then shut up for the way home.
- Corporate PCs will also have to decide what to do with the secret dispatch. Given that it is now quite dark; the party may want to camp out either in the bolthole or outside. This may give these PCs an opportunity to copy the dispatch down on paper and then deliver the copy to a Corporate message drop afterward. If they out and out steal it, there will be complications, particularly if anyone else in the party knows that the dispatch exists. This also puts military PCs who are also Corporation members or associates in a dilemma: who do they serve: the Commandant or The Corporation?
- Finally, there is the whole matter of the followers of Pelor. If the party does not handle this part delicately, the Pelorites' reputation in Gran March suffers. If they remain silent, nothing changes. If they mention that a Pelorite is a traitor, both the Gyri and the Pelorites suffer as the typical Marcher will be suspicious of them from here on out. The best way for Pelorites to handle this is to tell the truth: a Gyri Pelorite decided to act treacherously against Gran March, but loyal Pelorites acted to stop him. This will cause problems for Gyri refugees, but the stock of the followers of Pelor will increase in the Commandant's eyes.

Conclusion

Depending on the results of the final encounter and the party make-up, several outcomes can occur as follows:

- Rhal escapes and eventually the Fort Tribulation situation becomes public knowledge due to Corporate revelation.
- Rhal is defeated, but a Corporate PC manages to secure at least a copy of the dispatch to deliver to The Corporation with results stated above. The PC (if otherwise eligible) fulfills his "make your bones" requirement or gains an associate membership to The Corporation.
- Rhal is defeated, but his disgrace is kept quiet for now. The situation with regard to the Flan and Pelor issues remains unchanged.
- Rhal's disgrace is made public by the PCs (neither the military nor The Corporation will do so at this point) and distrust of the Gyri refugees, the cult of Pelor, and the Flan in general increases.
- If there are Pelorites in the party, Rhal's disgrace can be made to look like the cult of Pelor defeated an internal threat to Gran March. While distrust of the Gyri and the Flan may increase, the cult of Pelor is shown to be loyal to the Commandant, regardless of political cost, thus increasing its value to Gran March.

In addition, the party will receive an Influence Point or commendation from one of the involved parties (the Hospitalers, the military, The Corporation, or the cult of Pelor) depending upon success. If Rhal is brought back to the Hospitaler relief camp (dead or alive), the Chief Dispatcher will honor his agreement with the party and pay them. Also, any PCs who survive the cave-in can be considered to meet the special requirement for Dungeon Delver. Finally, any PC suffering from mummy rot or needing a *raise dead* spell will be healed/raised free of charge by the Hospitalers.

Treasure: The reward from the Chief Dispatcher:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 150 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 250 gp; M: 0 gp.

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 Six

Defeat the two-headed "guard dog"

- APL 2 – 90 xp;
- APL 4 – 90 xp;
- APL 6 – 150 xp;
- APL 8 – 210 xp;
- APL 10 – 270 xp.

Encounter Seven

Defeat the assassin vine(s)

- APL 2 – 90 xp;
- APL 4 – 150 xp;
- APL 6 – 180 xp;
- APL 8 – 210 xp;
- APL 10 – 210 xp.

Encounter Eight

Defeat Ahkantha the mummy

- APL 2 – 90 xp;
- APL 4 – 150 xp;
- APL 6 – 180 xp;
- APL 8 – 240 xp;
- APL 10 – 300 xp.

Encounter Ten

Defeat Rhal

- APL 2 – 90 xp;
- APL 4 – 150 xp;
- APL 6 – 210 xp;
- APL 8 – 240 xp;
- APL 10 – 300 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp;
- APL 4 – 135 xp;
- APL 6 – 180 xp;
- APL 8 – 225 xp;
- APL 10 – 270 xp.

Total Possible Experience

- APL 2 – 450 xp;
- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six:

APL 2: L: 0 gp; C: 0 gp; M: 0 gp.

APL 4: L: 2 gp; C: 0 gp; M: 0 gp.

APL 6: L: 17 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: 100 gp.

APL 10: L: 0 gp; C: 0 gp; M: 100 gp.

Encounter Seven:

All APLs: L: 15 gp; C: 0 gp; M: 0 gp.

Encounter Eight:

APL 2: L: 0 gp; C: 10 gp; M: 0 gp.

APL 4: L: 0 gp; C: 10 gp; M: 230 gp.

APL 6: L: 0 gp; C: 10 gp; M: 355 gp.

APL 8: L: 0 gp; C: 10 gp; M: 980 gp.

APL 10: L: 0 gp; C: 10 gp; M: 1,792 gp.

Encounter Ten:

APL 2: L: 65 gp; C: 0 gp; M: 335 gp.

APL 4: L: 39 gp; C: 0 gp; M: 791 gp.

APL 6: L: 11 gp; C: 0 gp; M: 1,486 gp.

APL 8: L: 11 gp; C: 0 gp; M: 1,653 gp.

APL 10: L: 11 gp; C: 0 gp; M: 2,319 gp.

Conclusion:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 150 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 250 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 82 gp; C: 60 gp; M: 335 gp - Total: 477 gp (400 gp).

APL 4: L: 71 gp; C: 110 gp; M: 1,021 gp - Total: 1,202 gp (600 gp).

APL 6: L: 26 gp; C: 160 gp; M: 1,841 gp - Total: 2,027 gp (800 gp).

APL 8: L: 26 gp; C: 210 gp; M: 2,733 gp - Total: 2,969 gp (1,250 gp).

APL 10: L: 26 gp; C: 260 gp; M: 4,211 gp - Total: 4,497 gp (2,100 gp).

Special

☛ *Make Your Bones*

This is available only to PCs who are associate members of The Corporation and who have managed to return either the original of the classified dispatch or a copy of it. This PC is an accomplice in a secret crime that

benefits The Corporation. Given the nature of this crime, this fulfills the “Make Your Bones” requirement for full membership in The Corporation. Other requirements for membership are found in The Corporation metacampaign document.

☛ *Influence Point: The Corporation*

This is given to any PC that is a member of The Corporation who has managed to return either the original of the classified dispatch or a copy.

☛ *Influence Point: Gran March Military*

This is given to both active-duty and reserve military PCs who have managed to retrieve the classified dispatch and capture the traitor Rhal ap Ogwen, either dead or alive.

☛ *Influence Point: Hospitalers*

This is given to PCs who have found and returned Rhal ap Ogwen, either dead or alive.

☛ *Influence Point: Pelorites*

This is given to PCs who have managed to protect the reputation of the followers of Pelor from this scandal. While this Influence Point has no value at this time, it may have value in the future.

☛ *Cave-in Survivor*

This is awarded to a PC who survived being trapped below ground for several hours (or days at higher APLs). This fulfills the special requirement for the Dungeon Delver prestige class.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Potion of Haste (Adventure, DMG)*
- ❖ *+1 Mithral Chain Shirt (Adventure, DMG)*

APL 4 (APL 2 Items plus):

- ❖ *+1 Masterwork Mithral Chain Shirt (Adventure, DMG)*
- ❖ *+1 Mithral Buckler (Adventure, DMG)*
- ❖ *Wand of Magic Missile (Adventure, 1st level caster, DMG)*

APL 6 (APL 2, 4 Items plus):

- ❖ *Ring of Protection +2 (Adventure, DMG)*
- ❖ *Wand of Magic Missile (Adventure, 3rd level caster, DMG)*

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *+1 Studded Leather Barding (Adventure, DMG)*
- ❖ *Wand of Magic Missile (Adventure, 5th level caster, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Ring of Protection +3 (Adventure, DMG)*
- ❖ *Wand of Lightning Bolt (Adventure, 6th level caster, DMG)*

Appendix I: Encounters at All APLs

Encounter One:

Humbult: Male human Rgr2; CR 0; Medium Humanoid (Human); HD 2d10+4, hp (currently) 2 (max) 20; Init +2 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk: None; AL LN; SV Fort +2, Ref +1, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Encounter Two:

Hospitaler Dispatcher Narek Vollstrom: Male Halfling Exp 8; CR 7; Small Humanoid (Halfling); HD 8d6; hp 34; Init +2 (Dex); Spd 15 ft; AC 20 (touch 16, flat-footed 18) [+2 Dex; +4 bracers, +3 ring, +1 size]; Atk: +7/+2 melee (1d4-1/19-20, masterwork dagger) or +11/+6 thrown (1d4-1/19-20, masterwork dagger); SA +1 to hit with thrown weapons; SQ +1 on all saves, +2 morale bonus vs. fear; AL: LN; SV: Fort +3, Ref +5, Will +8; Str 9, Dex 14, Con 10, Int 17, Wis 12, Cha 14.

Skills and Feats: Appraise +14, Bluff +7, Concentration +5, Diplomacy +19, Forgery +7, Gather Information +13, Intimidate +9, Knowledge (local) +8, Listen +3, Profession (bookkeeper) +14, Profession (scribe) +6, Sense Motive +12, Speak Language 5 ranks; Leadership, Skill Focus (diplomacy, profession (bookkeeper)).

Possessions: bracers of armor +4, 1,000 gp, masterwork dagger, ink (1 oz. vial), magnifying glass, outfit (scholar's/small), 100 sheets of paper, 1 pen (ink), ring of mind shielding, ring of protection +3, merchant's scale, signet ring.

Encounter Three:

Captain Velladen Ramanche: Male Human (Oeridian/Flan) Ftr8; Medium Humanoid (Human); HD 8d10+8; hp 55; Init +2 (Dex); Spd 20 ft; AC 21 (touch 13, flat-footed 19) [+2 Dex, +7 armor, +1 shield, +1 ring]; Atk +12/+7 melee (1d8+3/19-20, +1 longsword); AL LG; SV Fort +7, Ref +5, Will +5; Str 15, Dex 14, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Sense Motive +5, Ride +15, Handle Animal +9, Profession (soldier) +5, Jump +7, Swim +6, Tumble +5; Iron Will, Mounted Combat, Ride-by-Attack, Quick Draw, Spirited Charge, Leadership, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 ring of protection, +1 heavy lance, +1 longsword, +2 chainmail, +1 buckler.

Languages: Flan, Common, Elven.

Physical Description: Captain Ramanche is 25 years of age but has over 9 years of experience as an officer. He is an able leader and an expert horseman. He is also a fine swordsman. He has a light brown hair and a goatee. He comes from wealthy merchant stock but definitely does not come from a noble family. His previous positions in the army were far from the battlefield. His family told him that a safe place is where he wanted to be. He realized that where he "really wanted to be" is on the frontline being a true patriot of Gran March. He asked for and was finally granted a transfer. He is assigned to the Army of Retribution but is stationed in Orlane to ensure that supplies reach the AOR in Hochoch. He is trying to be the best officer he can and make a name for himself, but would never disobey orders. He is persistent and diligent at his duties. It is obvious that he has the respect of the men under his command.

Recently, Captain Ramanche has become engaged and has bought some land way to the north of Orlane near his parents' place. He still works one or two weeks a year teaching cavalry recruits "advanced riding skills" and general recruits some basic riding skills, thus many military PCs may have meet him. Growing up in Orlane, Vell befriended many sylvan elves from the Dim and has a +4 to Diplomacy with those elves and has some influence with a leader or two. His mother is originally from Hochoch and he speaks Gyri Flan flawlessly. He also can speak Elven with a dim forest accent and knows their dialects and jargon.

(Captain Ramanche was originally created by Brandon Mann for *Eyes on Orlane*.)

Encounter Four:

Geraint Brownbaker: male human Clr9; CR 9; Medium-sized humanoid; HD (9d8)+9; hp 57; Init +4 (Improved Initiative); Spd 20 ft; AC 18 (touch 11, flatfooted 18) [+6 armor, +1 amulet, +1 ring]; Atk +7/+2 ranged (1d8/19-20, masterwork light crossbow) or +7/+2 melee (1d8+1, +1 heavy mace); SA spells. spontaneous casting, turn undead 9/day; AL: NG; SV: Fort +7, Ref +3, Will +10; Str 10, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +14, Heal +14, Knowledge (religion) +11, Spellcraft +11; Combat Casting, Extra Turning, Improved Initiative, Leadership, Spell Focus (necromancy).

Possessions: amulet of natural armor +1, backpack, +1 mithral chainmail, masterwork light crossbow, healer's kit, gold holy symbol of Pelor, +1 heavy mace, spell component pouch, ring of protection +1, tattered cleric's vestments.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, 16 + spell level for necromancy spells):

0—[*cure minor wounds (x3), detect magic, detect poison, purify food and drink*], 1st—[*bless, comprehend languages, cure light wounds (x4)**], 2nd—[*aid (x2)*, bull's strength, calm emotions, cure moderate wounds (x2)*], 3rd—[*create food and water, cure serious wounds (x2)*, magic circle against evil, remove disease*], 4th—[*cure critical wounds (x2)*, greater magic weapon, neutralize poison*], 5th—[*healing circle*, raise dead*].

* Domain Spell. Deity: Pelor; *Domains*: Good (cast good spells at +1 caster level.); Healing (cast healing spells at +1 caster level.).

Appendix II: Encounters by APL

APL 2

Encounter Six:

Two-headed wolf: CR 3; medium magical beast; HD 4d8+12; hp 33; Init +6 (Dex, Improved Init); Spd 50 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk +6 melee [1d6+1, 2 bites]; SA trip; SQ scent, darkvision 90 ft; AL N; SV Fort +7, Ref +6, Will +2; Str 13, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen+8, Move Silently +6, Search -2, Spot +6, Wilderness Lore +1 (+5 by scent); Combat Reflexes, Improved Initiative, Weapon Finesse (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Physical Description: The two-headed wolf looks exactly as its name describes.

Encounter Ten:

Rhal ap Ogwen: male human (Flan) Clr2/Rog1; CR 3; medium humanoid (human); HD 2d8+1d6+3; hp 19; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 19 (touch 12, flatfooted 17) [+2 Dex, +5 armor, +2 shield]; Atk +4 ranged (1d8/19-20, masterwork light crossbow) or +2 melee (1d8, masterwork heavy mace); SA sneak attack +1d6, spells, turn undead; SQ spontaneous casting; AL CG; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Diplomacy +6, Disable Device +3, Heal +7, Hide +4, Innuendo +5, Knowledge (arcana) +4, Knowledge (religion) +7, Move Silently +4, Open Lock +4, Profession (criminal) +2, Profession (herbalist) +4,

Search +3, Speak Language +1, Spellcraft +6; Extra Turning, Improved Initiative, Point Blank Shot.

Possessions: antitoxin, 5 masterwork bolts, 5 poisoned masterwork bolts (carrion crawler brain juice, Fort save [DC 13] avoids, paralysis 2d6 min/-), +1 buckler, +1 mithral chain shirt, masterwork light crossbow, masterwork heavy mace, explorer's outfit, *potion of haste*.

Spells Prepared: (4/3+1; base DC = 12 + spell level) 0—[*cure minor wounds (x2), detect magic, inflict minor wounds*]; 1st—[*bless, cause fear, cure light wounds*, shield of faith*].

*Domain Spell; Deity: Pelor; *Domains*: Healing (You cast healing spells at +1 caster level.), Sun (Once per day you can perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed.)

APL 4

Encounter Six:

Two-headed wolf: CR 3; medium magical beast; HD 4d8+12; hp 33; Init +6 (Dex, Improved Init); Spd 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +3 natural, +2 armor]; Atk +6 melee [1d6+1, 2 bites]; SA trip; SQ scent, darkvision 90 ft; AL N; SV Fort +7, Ref +6, Will +2; Str 13, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen+8, Move Silently +6, Search -2, Spot +6, Wilderness Lore +1 (+5 by scent); Combat Reflexes, Improved Initiative, Weapon Finesse (bite).

Possessions: leather barding.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Physical Description: The two-headed wolf looks exactly as its name describes.

Encounter Eight:

Ahkantha: male mummy Sor2; CR 5; medium undead; HD 6d12+2d4+3; hp 63; Init -1 (Dex); Spd 20 ft; AC 18 (touch 10, flatfooted 18) [-1 Dex, +1 ring, +8 natural]; Atk +7 melee (1d6+4 and mummy rot, slam); SA despair, mummy rot, spells; SQ undead; fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60'; AL LE; SV Fort +2, Ref +1, Will +10; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Concentration +2, Hide +8, Knowledge (arcana) -1, Listen +9, Move Silently +8, Spellcraft -1, Spot +9; Alertness, Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 16) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Possessions: rotting noble's outfit, precious gem, *ring of protection +1*, *wand of magic missile* (1st level caster).

Spells Known: (6/5; base DC = 12 + spell level): 0— [*detect magic*, *flare*, *mage hand*, *prestidigitation*, *read magic*], 1st— [*mage armor*, *negative energy ray*].

Encounter Ten:

Rhal ap Ogwen: male human (Flan) Clr4/Rog1; CR 5; medium humanoid (human); HD 4d8+1d6+3; hp 33; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 20 (touch 13, flatfooted 18) [+2 Dex, +5 armor, +2 shield, +1 ring]; Atk +6 ranged (1d8/19-20, masterwork light crossbow) or +4 melee (1d8+1, +1 *heavy mace*); SA sneak attack +1d6, spells, turn undead; SQ spontaneous casting; AL CG; SV Fort +5, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Diplomacy +6, Disable Device +3, Heal +8, Hide +4, Innuendo +5, Knowledge (arcana) +5, Knowledge (religion) +7, Move Silently +4, Open Lock +4, Profession (criminal) +2, Profession (herbalist) +4, Search +3, Speak Language +1, Spellcraft +8; Extra Turning, Improved Initiative, Point Blank Shot.

Possessions: antitoxin, 5 masterwork bolts, 5 poisoned masterwork bolts (carrion crawler brain juice, Fort save [DC 13] avoids, paralysis 2d6 min/-), +1 *mithral buckler*, +1 *masterwork mithral chain shirt*, masterwork

light crossbow, +1 *heavy mace*, explorer's outfit, *potion of haste*, *ring of protection +1*.

Spells Prepared: (5/4+1/3+1; base DC = 12 + spell level) 0— [*cure minor wounds* (x2), *detect magic*, *inflict minor wounds*, *purify food and water*], 1st— [*bleed*, *cause fear*, *cure light wounds**, *entropic shield*, *inflict light wounds*]; 2nd— [*bull's strength*, *cure moderate wounds**, *hold person*, *silence*].

*Domain Spell; Deity: Pelor; *Domains:* Healing (You cast healing spells at +1 caster level.), Sun (Once per day you can perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed.)

APL 6

Encounter Six:

Two-headed fiendish worg: CR 5; medium magical beast; HD 6d10+18; hp 59; Init +6 (Dex, Improved Init); Spd 50 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +3 natural, +3 armor]; Atk +9 melee [1d6+4, 2 bites]; SA smite good, trip; SQ cold and fire resistance 10, DR 5/+1, darkvision 90 ft, scent; SR 12; AL N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 17, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +9, Listen+10, Move Silently +9, Search +0, Spot +11, Wilderness Lore +2 (+6 by scent); Alertness, Combat Reflexes, Improved Initiative.

Possessions: masterwork studded leather barding.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Physical Description: The two-headed worg looks exactly as its name describes with reddish fur and glowing eyes.

Encounter Eight:

Ahkantha: male mummy Sor3; CR 6; medium undead; HD 6d12+3d4+5; hp 66; Init -1 (Dex); Spd 20 ft.; AC 18 (touch 10, flatfooted 18) [-1 Dex, +1 ring, +8 natural]; Atk +7 melee (1d6+4 and mummy rot, slam); SA despair, mummy rot, spells; SQ undead; fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60'; AL LE; SV Fort +3, Ref +2, Will +10; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Concentration +3, Hide +8, Knowledge (arcana) -1, Listen +9, Move Silently +8,

Spellcraft -1, Spot +9; Alertness, Combat Casting, Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 16) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Possessions: rotting noble's outfit, precious gem, *ring of protection +1*, *wand of magic missile* (3rd level caster).

Spells Known: (6/6; base DC = 12 + spell level): 0— [*detect magic*, *flare*, *mage hand*, *ray of frost*, *read magic*], 1st— [*mage armor*, *negative energy ray*, *shield*].

Encounter Ten:

Rhal ap Ogwen: male human (Flan) Clr6/Rog1; CR 7; medium humanoid (human); HD 6d8+1d6+7; hp 46; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 21 (touch 14, flatfooted 19) [+2 Dex, +5 armor, +2 shield, +2 ring]; Atk +7 ranged (1d8/19-20, +1 *light crossbow*) or +5 melee (1d8+1, +1 *heavy mace*); SA sneak attack +1d6, spells, turn undead; SQ spontaneous casting; AL CG; SV Fort +6, Ref +6, Will +7; Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +8, Disable Device +3, Heal +8, Hide +6, Innuendo +5, Knowledge (arcana) +5, Knowledge (religion) +7, Move Silently +5, Open Lock +5, Profession (criminal) +2, Profession (herbalist) +4, Search +3, Speak Language +1, Spellcraft +8; Extra Turning, Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: antitoxin, 5 masterwork bolts, 5 poisoned masterwork bolts (carrion crawler brain juice,

Fort save [DC 13] avoids, paralysis 2d6 min/-), +1 *mithral buckler*, +1 *masterwork mithral chain shirt*, +1 *light crossbow*, +1 *heavy mace*, explorer's outfit, *potion of haste*, *ring of protection +2*.

Spells Prepared: (5/4+1/4+1/2+1; base DC = 12 + spell level) 0— [*cure minor wounds* (x2), *detect magic*, *inflict minor wounds*, *purify food and water*], 1st— [*bleed*, *cause fear*, *cure light wounds**, *entropic shield*, *inflict light wounds*]; 2nd— [*bull's strength*, *cure moderate wounds**, *hold person*, *silence*, *sound burst*]; 3rd— [*cure serious wounds*, *remove blindness*, *searing light**].

*Domain Spell; Deity: Pelor; *Domains:* Healing (You cast healing spells at +1 caster level.), Sun (Once per day you can perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed.)

APL 8

Encounter Six:

Advanced two-headed pyro fiendish worg: CR 8; medium magical beast (fire); HD 8d10+24; hp 78; Init +6 (Dex, Improved Init); Spd 50 ft.; AC 19 (touch 12, flatfooted 17) [+2 Dex, +3 natural, +4 armor]; Atk +11 melee [1d6+4, 2 bites]; SA breath weapon, smite good, trip; SQ fire subtype, cold and fire resistance 15, DR 5/+2, darkvision 90 ft, scent; SR 16; AL NE; SV Fort +9, Ref +8, Will +3; Str 17, Dex 15, Con 17, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +11, Listen +10, Move Silently +11, Search +0, Spot +11, Wilderness Lore +2 (+6 by scent); Alertness, Combat Reflexes, Improved Initiative, Power Attack.

Possessions: +1 *studded leather barding*.

Breath Weapon (Ex): These creatures can breathe jets of fire 10 feet high, 10 feet wide and 20 feet long. All heads breathe once every 1d4 rounds, and each jet deals 3d6 points of fire damage per head. A successful Reflex save (DC 14) halves the damage.

Fire Subtype (Ex): This creature is immune to fire damage and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Trip (Ex): A two-headed pyro fiendish worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the pyro fiendish worg.

Physical Description: The two-headed pyro fiendish worg looks exactly as its name describes with reddish fur and glowing eyes.

Encounter Eight:

Ahkantha: male mummy Sor5; CR 8; medium undead; HD 6d12+5d4+3; hp 72; Init -1 (Dex); Spd 20 ft; AC 19 (touch 11, flatfooted 19) [-1 Dex, +2 ring, +8 natural]; Atk +8 melee (1d6+4 and mummy rot, slam); SA despair, mummy rot, spells; SQ undead; fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60'; AL: LE; SV Fort +3, Ref +2, Will +11; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 16.

Skills and Feats: Concentration +6, Hide +8, Knowledge (arcana) -1, Listen +9, Move Silently +8, Spellcraft -1, Spot +9; Alertness, Combat Casting, Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 18) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Possessions: rotting noble's outfit, precious gem, *ring of protection +2*, *wand of magic missile (5th level caster)*.

Spells Known: (6/7/5; base DC = 13 + spell level): 0—[*detect magic*, *flare*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*], 1st—[*endure elements*, *mage armor*, *negative energy ray*, *shield*]; 2nd—[*blur*, *bull's strength*].

Encounter Ten:

Rhal ap Ogwen: male human (Flan) Clr7/Rog1; CR 8; medium humanoid (human); HD 7d8+1d6+8; hp 53; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 22 (touch 14, flatfooted 20) [+2 Dex, +5 armor, +2 shield, +2 ring, +1 natural armor]; Atk +8 ranged (1d8/19-20, +1 *light*

crossbow) or +6 melee (1d8+1, +1 *heavy mace*); SA sneak attack +1d6, spells, turn undead; SQ spontaneous casting; AL CG; SV Fort +6, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +8, Disable Device +3, Heal +9, Hide +6, Innuendo +6, Knowledge (arcana) +5, Knowledge (religion) +7, Move Silently +5, Open Lock +5, Profession (criminal) +3, Profession (herbalist) +5, Search +3, Speak Language +1, Spellcraft +8; Extra Turning, Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: antitoxin, 5 masterwork bolts, 5 poisoned masterwork bolts (carrion crawler brain juice, Fort save [DC 13] avoids, paralysis 2d6 min/-), +1 *mithral buckler*, +1 *masterwork mithral chain shirt*, +1 *light crossbow*, +1 *heavy mace*, explorer's outfit, *potion of haste*, *ring of protection +2*, *amulet of natural armor +1*.

Spells Prepared: (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level) 0—[*cure minor wounds (x2)*, *detect magic*, *inflict minor wounds*, *purify food and water*, *resistance*], 1st—[*bless*, *cause fear*, *cure light wounds**, *divine favor*, *entropic shield*, *inflict light wounds*]; 2nd—[*bull's strength*, *cure moderate wounds**, *hold person*, *silence*, *sound burst*]; 3rd—[*bestow curse*, *cure serious wounds*, *magic vestment*, *searing light**]; 4th—[*cure critical wounds**, *freedom of movement*].

*Domain Spell; Deity: Pelor; *Domains:* Healing (You cast healing spells at +1 caster level.), Sun (Once per day you can perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed.)

APL 10

Encounter Six:

Advanced two-headed pyro fiendish worg: CR 9; large magical beast (fire); HD 10d10+50; hp 113; Init +5 (Dex, Improved Init); Spd 50 ft.; AC 19 (touch 10, flat-footed 18) [-1 size, +1 Dex, +5 natural, +4 armor]; Atk +16 melee [1d8+10, 2 bites]; SA breath weapon, smite good, trip; SQ fire subtype, cold and fire resistance 15, DR 5/+2, darkvision 90 ft, scent; SR 20; AL NE; SV Fort +12, Ref +8, Will +4; Str 25, Dex 13, Con 21, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +11, Listen+10, Move Silently +11, Search +0, Spot +11, Wilderness Lore +2 (+6 by scent); Alertness, Cleave, Combat Reflexes, Improved Initiative, Power Attack.

Possessions: +1 *studded leather barding*.

Breath Weapon (Ex): These creatures can breathe jets of fire 10 feet high, 10 feet wide and 20 feet long. All heads breathe once every 1d4 rounds, and each jet deals 3d6 points of fire damage per head. A successful Reflex save (DC 16) halves the damage.

Fire Subtype (Ex): This creature is immune to fire damage and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against an good foe.

Trip (Ex): A two-headed pyro fiendish worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the pyro fiendish worg.

Physical Description: The two-headed pyro fiendish worg looks exactly as its name describes with reddish fur and glowing eyes.

Encounter Eight:

Ahkantha: male mummy Sor7; CR 10; medium undead; HD 6d12+7d4+3; hp 78; Init -1 (Dex); Spd 20 ft; AC 19 (touch 11, flatfooted 19) [-1 Dex, +2 ring, +8 natural]; Atk +9 melee (1d6+4 and mummy rot, slam); SA despair, mummy rot, spells; SQ undead; fire vulnerability, resistant to blows, damage reduction 5/+1, darkvision 60'; AL: LE; SV Fort +4, Ref +3, Will +12; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 16.

Skills and Feats: Concentration +6, Hide +8, Knowledge (arcana) +0, Listen +9, Move Silently +8, Spellcraft +0, Spot +9; Alertness, Combat Casting, Extend Spell, Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 19) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease – slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half

damage. A successful save halves the damage and a failure doubles it.

Possessions: rotting noble's outfit, precious gem, *ring of protection* +2, *wand of lightning bolt* (6th level caster).

Spells Known: (6/7/7/5; base DC = 13 + spell level): 0—[*daze*, *detect magic*, *flare*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*], 1st—[*endure elements*, *mage armor*, *magic missile*, *negative energy ray*, *shield*]; 2nd—[*blur*, *bull's strength*, *resist elements*]; 3rd—[*dispel magic*, *haste*].

Encounter Ten:

Rhal ap Ogwen: male human (Flan) Clr9/Rog1; CR 10; medium humanoid (human); HD 9d8+1d6+10; hp 66; Init +6 (Dex, Improved Init); Spd 30 ft.; AC 23 (touch 15, flatfooted 21) [+2 Dex, +5 armor, +2 shield, +3 ring, +1 natural armor]; Atk +10/+5 ranged (1d8/19-20, +1 *light crossbow*) or +7/+2 melee (1d8+1, +1 *heavy mace*); SA sneak attack +1d6, spells, turn undead; SQ spontaneous casting; AL CG; SV Fort +7, Ref +7, Will +9; Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +8, Disable Device +4, Heal +9, Hide +6, Innuendo +7, Knowledge (arcana) +5, Knowledge (religion) +9, Move Silently +6, Open Lock +6, Profession (criminal) +3, Profession (herbalist) +5, Search +3, Speak Language +1, Spellcraft +9; Extra Turning, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow).

Possessions: antitoxin, 5 masterwork bolts, 5 poisoned masterwork bolts (carrion crawler brain juice, Fort save [DC 13] avoids, paralysis 2d6 min/-), +1 *mithral buckler*, +1 *masterwork mithral chain shirt*, +1 *light crossbow*, +1 *heavy mace*, explorer's outfit, *potion of haste*, *ring of protection* +3, *amulet of natural armor* +1.

Spells Prepared: (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level) 0—[*cure minor wounds* (x2), *detect magic*, *inflict minor wounds*, *purify food and water*, *resistance*], 1st—[*bles*, *cause fear*, *cure light wounds**; *divine favor*, *entropic shield*, *inflict light wounds*]; 2nd—[*bull's strength*, *cure moderate wounds**, *hold person*, *silence*, *sound burst*, *spiritual weapon*]; 3rd—[*bestow curse*, *cure serious wounds*, *magic vestment*, *remove blindness*, *seating light**]; 4th—[*cure critical wounds**, *freedom of movement*, *greater magic weapon*]; 5th—[*flame strike* (x2)*].

*Domain Spell; Deity: Pelor; *Domains:* Healing (You cast healing spells at +1 caster level.), Sun (Once per day you can perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed.)

Appendix III: Spells from Tome & Blood

Negative Energy Ray (from Tome & Blood)

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

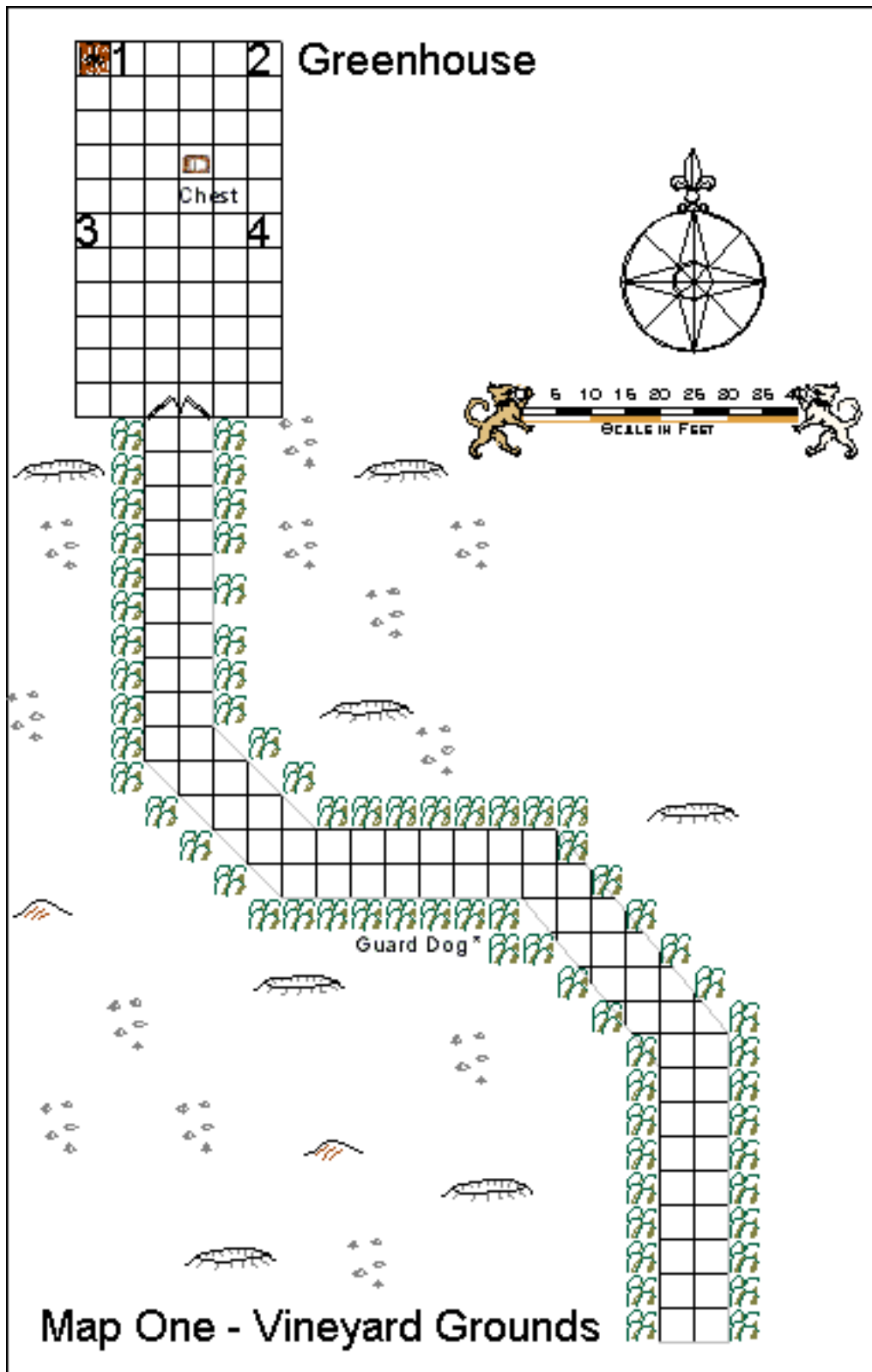
A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two extra levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

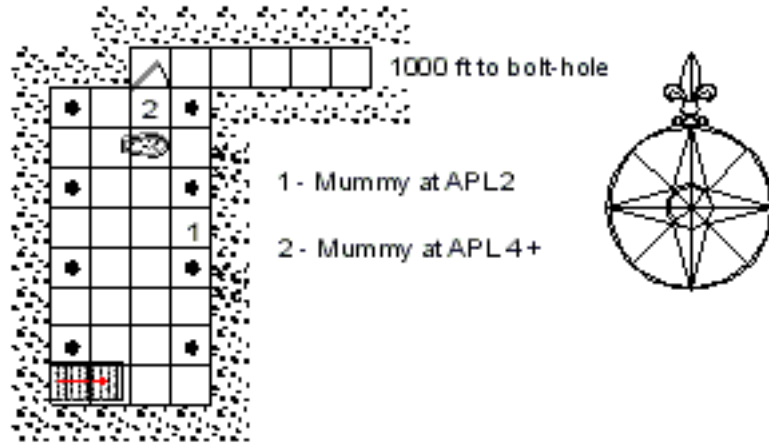
Material Component: A mirror, which you break.

DM Aid #1: Map of Vineyard Grounds

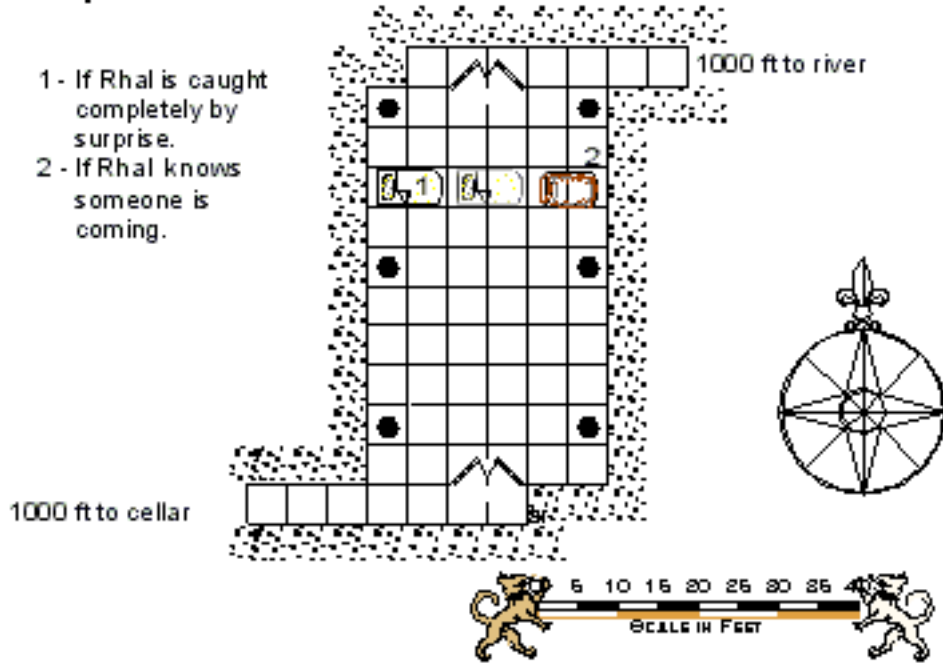


DM Aid #2: Maps of Vineyard Underground

Map Two - Cellar underneath Greenhouse



Map Three - Bolt Hole



Player Handout #1: Piece of Paper Found at Rhal's Tent Door

The weak little sparrow flies from the nest.

The weak little sparrow struggles in its flight.

The weak little sparrow tries harder than the rest.

The weak little sparrow tries hard to be light.

The weak little sparrow is falling and sinking.

The weak little sparrow's flight is seen by all.

The weak little sparrow, oh, what was he thinking?

The weak little sparrow is silent in its fall.

Player Handout #2: Translation of Coded Piece of Paper

The weak little sparrow flies from the nest.

The associate is trying to make his bones.

The weak little sparrow struggles in its flight.

The associate is close to being discovered.

The weak little sparrow tries harder than the rest.

The associate is trying desperately to reach a safe house.

The weak little sparrow tries hard to be light.

The associate is traveling light, carrying only what he needs to finish the assignment.

The weak little sparrow is falling and sinking.

The associate is failing the assignment and must be relieved of his package.

The weak little sparrow's flight is seen by all.

The associate's failure may make The Corporation more visible.

The weak little sparrow, oh, what was he thinking?

The associate is unaware of his failure.

The weak little sparrow is silent in its fall.

The associate must not reveal anything about us if he fails. Shut him up, but do not kill him.

