

KEO5-07

The Thin Edge of the Wedge

A One-Round D&D® LIVING GREYHAWK™

Keoland Regional Adventure

Version 1.4

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Danger lurks in Gand, and the clerics of the Laughing Rogue are on the case – or are they the ones responsible? A Keoland regional adventure for APLs 2-8.

Note: This adventure is of particular interest to PC members of Keoland's religious metaorganization.

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

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

RPGA SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

There was a time in Keoland when the religions of the Suel and Oeridian pantheons were politically powerful and enjoyed many legal rights, as is common in many nations of the Flanaess. The so-called Neheli Sacrilege (referred the Neheli Compromise by the noble houses) eliminated the religious rivalry between the two cultures and actually gave the clerics as representatives of the two pantheons a common ground to work from.

Prior to the formation of the Kingdom of Keoland, the Oeridians and Suel tolerated each others' presence, but instances of religious persecution bred a growing resentment between otherwise peaceful neighbors. In an effort to lessen tensions and remind people that they had more to gain from friendship than war, a great festival was held, where both peoples could come and compete in martial displays, musical performances and other contests.

Unfortunately, a wrestling competition between a priest of Kord and a Heironean knight ended in the death of the Heironean. The other knights immediately took the priest into custody. The Suel Houses demanded that the Kordite be turned over to be tried under canon law, but before the nobles of the Oeridian House Amber could intervene, the Kordite was publicly executed by Patriarch General Johaan Torlen, the high priest of Heironeous for 'murder'.

The Suel were outraged, particularly because the Kordites' request for religious sanctuary and trial according to Suel law had been summarily denied. An attempt on the Patriarch General's life followed. Drawing upon divinations granted by Heironeous, the Patriarch was able to discover the identity of the assassin, a priest of Pyremius, and his employer, a Suel noble related to House Neheli. The Patriarch General set out to bring the attempted murderers to justice with a large force of knights. The Suel noble called for protection from House Neheli. Suloise law protected the noble and the assassin from trial in secular courts, and from the vengeance of the Patriarch General.

Due to unusual circumstances, House Neheli was saved from having to choose between abandoning its familial obligations and a military confrontation with the Heironeans. Opportunistic Hextorite warriors challenged the few soldiers that remained to garrison the Heironean abbeys to armed combat and massacred them. Torlen was forced to retreat to stop the slaughter and was killed in a later conflict with the Hextorites. In the confusion, the Suloise noble and his assassin promptly fled and were never heard of again.

Early the next year, during the Great Council at Niole Dra, House Neheli and House Amber masterminded the shocking proposal that would become the famed 'Neheli Sacrilege', due in no small part to the events that became known as "Torlen's Folly" and "The Sanctuary of Pyremius". Keogh proposed that no faith be recognized by the Kingdom rather than continuing to argue over a state religion. Keogh further suggested this would serve to protect the churches from any excess of the Crown and any desires it might have to force them to violate their principles. Further, he proposed that no church be allowed to own land within the borders of the new Kingdom. Clovis of Amber stood and announced that the House of Amber supported the proposal, and it was passed with majority vote with many nobles abstaining. Thus, the Neheli Compromise was created.

Obviously, the clerics of both pantheons were not pleased with this decree, which they referred to as the "Neheli Sacrilege". Several lawful and neutral faiths of both Oeridian and Suel pantheons formed the first Divinity Council, devoted to changing Keoland's new policies by withholding healing magic and excommunicating the nobles, tactics that failed and were rescinded within two years. They failed in their primary purpose and the "Sacrilege" continues to this day.

Instead, several members of the Divinity Council saw that their hopes of re-establishing the old ways were slim at best and recognized that in some ways they were better off under the new system. With the main reason for their existence gone, the Council contemplated disbanding, but realized that it was beneficial for them to have a forum for interfaith cooperation, especially since the two different cultures were still getting used to each other. The Council pursued their own ends for centuries, sponsoring quests, aiding churches outside of the Kingdom and gathering their flocks. The Council also pursued a policy of subtly influencing their congregations to accept and support the new kingdom and was in fact a main reason that the two great cultures were able to blend together so well. The Council, which preaches cooperation between the faiths and their respective peoples, has also been an ardent opponent of the Scarlet Brotherhood since the Brotherhood's agenda of racial superiority became known.

The situation about membership in the Divinity Council has come into controversy in recent years. At the present time, only ten faiths have a seat on the Council: Ehlonna, Fharlanghan, Heironeous, Kord, Lydia, Norebo, Olidammara, Osprem, Phaulkon and Zilchus. Of late, the Council has felt some pressure to admit other faiths with the growing number of followers of Pelor, Kelanen, Saint Cuthbert and Wee Jas within the Kingdom. However, the Council has been unwilling to expand or alter its membership.

One of these faiths has been more vocal for a seat on the Divinity Council. Following the Short War with Furyondy, a force of Keoish soldiers returned to what

later became the Earldom of Gand and formed a monastery devoted to Saint Cuthbert. The homespun, commonsense philosophy of the Cuthbertites appealed to the common folk as well as soldiers devoted to a militant lifestyle. Although the faith has little popularity outside of Gand, its membership has been steadily increasing.

Recent events in Gand have seen the popularity of the Cuthbertite cult grow even further. Farms on the outskirts of Endereisen have been burned and the inhabitants vanished into the night. Although Earl Suzzelle directed the clerics of Olidammara to investigate these attacks, they have not been successful and the burnings and disappearances continue. A vocal Cuthbertite, Arnaud the Redeemer, has spoken out in public against the Olidammarans' failed efforts and has not been censured by either the Earl or Warmaster Madoc ap Llyr.

In actuality, Sypsis, a descendent of the long-forgotten Suel House that sponsored the unsuccessful assassination of Patriarch General Torlen is actually responsible for these attacks. Nursing his hate for loss of his birthright, Sypsis was contacted by agents of the Scarlet Brotherhood and agreed to join in a plan to create dissention within the Divinity Council. To that end, the Brotherhood agents hope to discredit the Olidammarans and add the zealous and vocal Cuthbertites to the council's membership.

ADVENTURE SUMMARY

Encounter 1

The PCs have journeyed to the city of Endereisen in the Earldom of Gand after hearing about attacks by strange forms of undead. As they enter town, they observe Arnaud the Redeemer, an evangelist of St. Cuthbert, preaching in the streets about the need for the churches to take action. Arnaud accuses the local Olidammaran church of failing to protect the people and being more interested in revelry and thieving than of stopping the attacks.

The PCs witness an Olidammaran cleric play a prank on Arnaud as his sermon rises to a fevered pitch. Arnaud musters his dignity and the crowd withdraws, grumbling mostly in Arnaud's favor.

PCs can Gather Info here about the undead attacks, the churches of Cuthbert and Olidammara and Arnaud specifically.

Encounter 2

PCs will be approached by Arnaud and Zoltan, the Olidammaran cleric, separately, depending on their reactions in Encounter 1. The Cuthbertites want to enlist the adventurers because they are an unknown quantity and are potentially helpful. The Olidammarans want

them because they can see their support eroding among the people.

Arnaud suspects that the Olidammarans are behind a rash of thefts in Endereisen, including thefts from mercantile stores and wants the PCs to prove it so his sect can take action or bring proof to the Earl.

Zoltan invites the PCs to lunch at the Eagle's Claw, a local tavern. He believes that Arnaud is seeking to discredit the Olidammarans but does not know why other than the obvious conflicts between their respective doctrines. He requests that the PCs find out who is behind the thefts to clear the Olidammarans of suspicion.

Encounter 3

PCs that investigate find that supplies of holy water and silvered weapons were stolen along with other goods and money to conceal that fact (Appraise and applicable Profession skills will provide bonuses to these checks). PCs should discover that the robbers forced entry rather than pick the locks.

Encounter 4

Undead attack the town. Alert PCs can determine that the undead came from the sewer system. The Cuthbertites assist but the Olidammarans are nowhere to be found during the attacks.

Encounter 5

The other churches complain that they were robbed of holy water and poor boxes during undead attack. Mother Hedda, a cleric of Merikka, and a few other priests appear to accuse the Olidammarans and an angry crowd attempts to burn Olidammaran shrine. If PCs do not intercede, Arnaud requests that they do, lest the fire spread or innocents be harmed. PCs that investigate the Olidammaran's whereabouts find that the clerics are sleeping and may discover that they were poisoned.

Encounter 6

The PCs can follow the trail of the undead through the sewers to secret shrine to Olidammara. The rail will lead to an underground shrine, but the PCs must bypass a trap to enter.

Alternately, PCs may discover that the Olidammarans were poisoned and investigate the tavern where they met with Zoltan. A search of the tavern reveals that the cook is missing and that a trapdoor in the larder leads to the sewers.

Encounter 7

The PCs must face an evil cleric disguised as a cleric of Olidammara. The Olidammarans will be blamed unless the PCs discover the cleric's true allegiance.

PREPARATION FOR PLAY


Note whether any PCs are obvious worshippers of Saint Cuthbert, Olidammara, Rao, or Pholtus.

INTRODUCTION

Rumors of something preying upon outlying farms have drawn you and other adventurers to the Earldom of Gand. Those dwelling on the farms told you little beyond that there were burned homesteads left in the wake of nocturnal raids. None were left alive to tell tale of what occurred. All the commoners know is that the Earl requested the clerics of Olidammara to look into the matter, but they haven't done anything so far. Perhaps it's time for someone else to take charge...

The town of Endereisen (EN-der-ry-zen) lies ahead. A well-known haven of rogues and gamblers, you arrive near midday in hopes of gathering some news of the attacks or, at the very least, finding some entertainment in town.

Allow the PCs to introduce themselves and proceed into town (and into Encounter 1).

 **Endereisen (Large Town):** Conventional; AL N (leaning towards LN); 3,000 gp Limit; Assets: (510,000 gp); Population 3,400; Isolated (98% Keoish, 2% other).

Authority figures: Warmaster Madoc ap Llyr (LN male), Earl Cornelius Suzzalle (LE male) and Earl Warren Syr'Andolyn (LN male). The Earls run the Earldom jointly, as they have been doing for nearly 120 years.

Important Characters: Mother Hedda of Merikka (LG female Clr5)

ENCOUNTER 1: PREACHING TO THE CONVERTED

You make your way through the town of Endereisen in search of a place to stay and glean more about the recent attacks. The town is filled with farmers and visiting merchants here for market day. As you shoulder your way past peddlers, farmers and townsfolk, your attention is drawn to a thin, bearded Oeridian man standing atop a wagon loudly proselytizing to a crowd of onlookers. He is slight of build and clad in a simple brown tussock and crumpled hat of brown and green, with an affixed starburst symbol minted in copper. He addresses the crowd in a dignified, controlled voice that carries through the noisy square.

"Citizens of Gand, hear me!" he shouts as he raps a bronze-hafted cudgel against the wagon wheels to draw attention. "I listen to you folk talking, and I hear the disturbing sound of FEAR! I smell the fear

and I taste the fear! And you must ask yourselves, why are you afraid? Why do you fear the dark each night, and bolt your doors and windows? Why are you afraid?"

The preacher has gained the crowd's attention. Even a town guard listens to the man with rapt interest.

"You are afraid because you are not protected! I am NOT pointing the finger at our nobles, but our lords cannot always protect us from things that haunt the night! No, good people, our nobles have done what is right to protect us! Our nobles have ordered the priests to deal with the recent unrest! But they have failed you! Why? Because the priests of the Laughing Rogue put their pleasure before your business! At night, they drink and make merry while you huddle in the dark with your families! Because their priests would rather filch the copper coins from the dead than send them back to their graves!"

A collective gasp issues from the crowd as the man speaks openly of their fear. In the sudden silence, a laugh rings out. "I'd rather filch that copper trinket from your hat!" Another Oeridian man, clad in stylish black clothing, leaps up behind the preacher and snatches the hat from his head, revealing a bald pate. "Arnaud, the glare from the sun on your crown has made you blind as a Pholtan!" The interloper laughs as he tumbles off the wagon into the crowd. The crowd's reaction is mixed. A few laugh, while many others mutter angrily at the prank. The preacher simply stares hard after the thief while maintaining his dignity.

The PCs have several options here to react to the developments. Allow the PCs relevant skill checks if they ask before taking action.

Knowledge (religion):

DC 10: Preaching to an open crowd is normally frowned upon, if not illegal, in most parts of Keoland (all clerics with a home region of Keoland know this information automatically).

DC 15: The cudgel is the symbol of Saint Cuthbert (all clerics of Saint Cuthbert know this information automatically).

DC 18: The "Laughing Rogue" refers to the Oeridian deity Olidammara (all clerics of Olidammara know this information automatically).

DC 20: The priests of Saint Cuthbert have a long standing rivalry with those of Pholtus of the Blinding Light (all clerics of Saint Cuthbert know this information automatically).

DC 25: The preacher appears to be a member of the Order of the Chapeaux of the Church of Saint Cuthbert. This Order is actively involved in

spreading the faith of Saint Cuthbert and generally helps strangers and travelers (all clerics of Saint Cuthbert know this information automatically).

Knowledge (local - Sheldomar Valley metaregion):

DC 10: Preaching to an open crowd is normally frowned upon, if not illegal, in most parts of Keoland (all clerics with a home region of Keoland know this information automatically).

DC 15: Gand is a haven for rogues, and the main faith practiced in urban Gand is worship of Olidammara.

DC 20: A small sect devoted to Saint Cuthbert was established in Gand following the return of Keoish soldiers from Veluna.

Knowledge (history):

DC 10: A small sect devoted to Saint Cuthbert was established in Gand following the return of Keoish soldiers from Veluna after the Short War in 438 CY.

Developments: The PCs have some options here. They can try to catch the prankster, talk to the preacher, talk to the crowd, or just head to a nearby inn and ignore the incident.

TALKING TO THE PREACHER

The preacher is Arnaud the Redeemer. PCs speaking with him may make a DC 10 Diplomacy check to coax Arnaud continue to decry the local Olidammaran church's failure to protect the people and being more interested in revelry and thieving than of stopping the attacks. PCs may obtain more information about the reasons behind Arnaud's sermon with a higher result. PCs displaying visible holy symbols of Saint Cuthbert or Rao gain a +5 circumstance bonus to this check; PCs displaying holy symbols of any lawful good or lawful neutral deity (other than Pholtus) obtain a +2 circumstance bonus, as do any PCs that attempted to recover his hat.

DC 15: Arnaud is not certain if the Olidammarans are behind the attacks but he wants the attacks stopped.

DC 20: Arnaud is surprised that the Earl's soldiers have not arrested him for speaking of religious matters in public.

DC 25: <in a hushed whisper> He believes that the attacks may have been caused by *unnatural* beings.

In addition, PCs making a DC 20 Sense Motive check will get the impression that while Arnaud believes he is speaking the truth, these ideas are not his own. If questioned about the source of his ideas, Arnaud will admit that he has spoken with the clerics of the other deities here in Endereisen. However, they are concerned

about the people but are afraid to speak out against the Olidammarans in public.

☛ **Arnaud the Redeemer:** Male Oeridian Rog5/Evanegelist1; see *Appendix 5*.

TALKING TO THE CROWD

PCs can Gather Information from the crowd about the undead attacks, the churches of Saint Cuthbert and Olidammara, and about Arnaud the Redeemer specifically. Note that PCs cannot take 20 on this check because crowd is dispersing. (As this is not a typical Gather Information check with a crowd already assembled, the check does not take hours).

Asking about Arnaud:

DC 13: "Arnaud is a straight-shooter who is only talking common sense."

DC 17: "Arnaud used to run with them Olidammarans before he started preaching about Saint Cuthbert."

Asking about the Olidammarans:

DC 13: "All they do is gamble and drink all night and sleep all day. Who needs 'em?"

DC 17: "I don't know what to think. There was never any trouble before, with the Olidammarans running the gambling houses instead of running about the countryside. They do a good bit now and then for folks though – alms for the poor and sick, with the Earl's blessing."

Asking about the undead attacks:

DC 0: "A-hem! There ARE no such creatures in Keoland!" (while moving hurriedly away).

Asking about the attacks in general:

DC 10: "Something has attacked the outlying farms. Many of them were burned to the ground!"

DC 20 + APL: "I don't know the truth of the matter, but my cousin heard from a priest of Fharlanghan that the farms were attacked by flaming monsters!"

IGNORING THE INCIDENT

In this case, the PCs will be approached later by both the Olidammarans and Cuthbertites should they retire to the inn or stay in town.

CHASING THE PRANKSTER

If the PCs chase the prankster, regardless of whether they catch him, they will not be contacted by the Olidammarans in Encounter 2.

Creatures: PCs who wish to pursue the Olidammaran may do so; he has no desire or inclination to fight the PCs.

All APLs (EL 1)

☛ **Olidammaran Prankster:** Male human Rog2; hp 11; see *Appendix 5*.

Tactics: The Olidammaran prankster, Johan, will run if confronted by the PCs. He will not attack the PCs. If not stopped immediately by being successfully grappled or subjected to a charm or enchantment, he will double move through the crowd and down the 40 foot-long alley as shown on *DM Aid: Map #1*. His next action will be to try a running jump over the 5 foot high crates in the alley (DC 20 Jump). He will then move to the rear of the alley and attempt to climb the 20 foot-high wall (DC 20 Climb) by taking a double move. If Johan makes it over the wall, assume that he escapes. If cornered, he'll toss them Arnaud's hat back with a laugh and surrender. Johan is a coward at heart and will only attack if he is in fear of his life.

Development: If Johan is captured, he can be turned over to the local constables, who will admonish and fine him 10 silver pieces for disturbing the peace. PCs that used lethal force or cast spells in public are subjected to stiffer penalties:

- *Injuring Johan or another citizen:* Fine of 10gp per hit point of lethal damage inflicted, paid by the offending PC. If spells were used to inflict the damage, this fine is cumulative to others for spellcasting in public (see below).
- *Casting non-forbidden spells in public:* Fine of 10 gp, multiplied by a number equal to (4 x total levels of spells cast). Large, especially dangerous or destructive spells (such as the high-end evocation or conjuration spells like *lightning bolt*, *fireball*, *flame wave*) are counted as being double their actual level. Thus a PC who casts *magic missile* and *fireball* will incur a fine of (4 x 8 x 10 gp) 320 gp. Note that this penalty applies to spells that are especially flashy and/or destructive (your discretion – a spell like *haste* or *invisibility* would not be considered illegal, but merely frowned upon; most evocation spells are another matter).
- *Destruction of public property* (what kind of table of PCs are you running, anyway?) ranges from fines of 50 gp (destroying a wall) to 500 gp or more (for burning down a building).
- *Casting forbidden spells in public:* Most necromancy spells fall into this category. Consult the Keoland Meta-Organization book appendix for a comprehensive list of these spells and the punishments incurred.

PCs that cannot pay the fine are imprisoned until they work off their debts. This immediately removes them from the adventure; each TU that they remain imprisoned covers 100 gp of their fine. PCs may

contribute their own earnings to keep a fellow PC out of jail.

ENCOUNTER 2: OFFERINGS

After the excitement dies down, the crowd disperses, going about their daily business. As you prepare to do the same, you note that someone lingers behind, obviously waiting to speak with you.

PCs will be approached by Arnaud and/or Zoltan, the Olidammaran cleric, separately, depending on their reactions in Encounter 1. If the PCs helped Arnaud or obtained a favorable reaction from him in Encounter 1, the preacher will approach them. If the PCs chased or apprehended Johan, Zoltan will not approach them. If the PCs did nothing, they will be approached by both men, Arnaud first and Zoltan after Arnaud takes his leave.

SPEAKING WITH ARNAUD

Arnaud suspects that the Olidammarans are behind a rash of thefts in Endereisen, including thefts from mercantile stores, and wants the PCs to prove it so his sect can take action or bring proof to the Earls. The last shop robbed was a dry goods establishment called “Pike’s Dry Goods and Sundries,” run by a retired adventurer. He cannot offer any compensation. If asked directly, he will admit to being a former follower of the Laughing Rogue, but he has seen the wisdom of the Cudgel.

The Cuthbertite wants to enlist the adventurers because they are an unknown quantity and are potentially helpful. He is very earnest in his appeal for aid. A DC 5 Sense Motive check convinces PCs of his sincerity.

Treasure: If asked for a reward, he looks dour but offers the PCs each a sum of gold lions equal to (25 x APL).

🔱 **Arnaud the Redeemer:** Male Oeridian Rog5/Evanegelist1; see Appendix 5.

SPEAKING WITH ZOLTAN

If Arnaud approached the PCs, Zoltan waits until he is finished with them before he invites the PCs to lunch at the Eagle’s Claw, a local tavern. Zoltan will presume to order for the PCs, insisting that they try the spiced pepper stew prepared by the Claw’s cook, Sypsis. Zoltan will loudly tell the PCs that he and his brethren *“always eat the stew here – it keeps the blood red hot!”* with a loud laugh.

He believes that Arnaud is seeking to discredit the Olidammarans but does not know why other than the obvious conflicts between their respective doctrines. The last shop robbed was a dry goods establishment called “Pike’s Dry Goods and Sundries,” run by a retired adventurer. He requests that the PCs find out who or

what is behind the thefts to clear the Olidammarans of suspicion.

Treasure: He offers the PCs each 25 gp per APL if the Olidammarans are cleared.

If asked about the Olidammaran’s assault on Arnaud, Zoltan laughs and admits that he genuinely likes Arnaud and finds his fervor amusing. He had his associate, Johan, embarrass the preacher to stop him from getting into trouble by mentioning the undead. A DC 15 Sense Motive check shows that his fondness for Arnaud is genuine, but that he is holding something back. Zoltan will not admit that Arnaud turned from Olidammara to Cuthbert.

🔱 **Zoltan Draper:** Male Oeridian Clr3/Rog2 of Olidammara; see Appendix 5.

ENCOUNTER 3: INVESTIGATING THE STORES

PIKE’S DRY GOODS AND SUNDRIES

The next logical step in the PCs investigation is to investigate the goings on at “Pike’s Dry Goods and Sundries”.

Pike’s Dry Goods and Sundries is a modest storefront with a large inventory. The building itself is made of wood and raised off a stone foundation. The front door hangs at an awkward angle, but a sign posted to it reads “OPEN” in Common and Keoish.

Pike’s is run by a retired ranger, Romo Pike, an older man of obvious Keoish ancestry. At the moment, he is busy taking inventory to determine what was stolen. Pike stands about 5’5” and is thickset, with light brown hair and a fair complexion. His dark eyes regard everyone that enters his shop shrewdly and with a certain amount of suspicion since last evening’s break-in. If the PCs admit to investigating on behalf of Arnaud, he will answer any questions freely and allow them to search his shop. Otherwise, they must succeed at a DC 15 Diplomacy check to obtain any information or permission to look around. Increase the DC by 5 if the PCs admit to investigating on behalf of the Olidammarans, as Pike believes that they might be the ones responsible for the break-in.

If questioned, Pike can provide the following information:

- The break-in occurred last night.
- He didn’t know about it until this morning as he doesn’t live above his shop.
- He hasn’t finished taking inventory, but he knows that all his supplies of holy water and a few silvered weapons he had on-hand were stolen. These were the most valuable items in his inventory.

- He doesn't carry any other weapons or armor made of special materials.
- A small amount of coin was stolen as well, but it wasn't much as he usually cashes out the till each evening.
- The only damage that Pike has found so far is the broken door and broken glass case containing the weapons and holy water.
- Pike knows of three other shops besides his that were robbed: Finn's Bait and Tack, Lestacia's Curios and Eldred's Books.

A DC 15 Appraise check will show that any silvered weapons or holy water would have been the most valuable items in Pike's inventory. Any applicable Profession skills can provide a +2 circumstance bonus to this check at your discretion.

If the PCs Search the store, the entire shop area is a 30 foot by 40 foot building, so "Taking 20" on the entire store will take about 48 minutes divided by the number of PCs searching. A DC 20 Search check on the door will show that it was likely forced by someone with great strength as the deadbolt splintered. A DC 22 check will show that the door had a good quality lock.

A DC 10 Search of the glass case reveals that it too was smashed. A DC 15 check shows that there was a bit of flesh, but no blood, amongst the broken panes. A DC 20 check shows that the lock on the glass case was of poor quality. PCs with any ranks in Open Locks or Profession (locksmith) will note that the lock could easily have been picked by anyone with such talents.

If a PC with ranks in Heal inspects the bit of torn flesh, a DC 20 check shows that whatever left it was dead for several days.

PCs with the Track feat can make a DC 20 Survival check to find that the thieves wore heavy boots. However, all other traces of their passage have been eliminated by Pike's efforts to clean up.

PCs may also purchase any standard item in the *Player's Handbook* in the shop, excepting the items noted above.

There is a little more for the PCs to do after investigating Pike's. The other shops that were broken into were all robbed in the same manner.

FINN'S BAIT AND TACKLE

Finn is a tall, thin man of Oeridian-Flan descent who is interested in little except fishing. He sells bait, rods and nets. If the PCs question him, he can tell them that the store was robbed of cash three nights ago. However, it takes a DC 15 Gather Information or Diplomacy check to keep Finn on track; he will keep bringing the story

around to his fruitless attempts to catch the giant gar, "Old Squinty," who inhabits the local lake.

LESTACIA'S CURIOS

Lestacia is a prim, middle-aged spinster of Suloise-Oeridian mix who wears her henna-colored hair pulled back tight, giving her a severe look. Her curio shop was robbed of coin five nights ago. If asked if anything else was stolen, she will deny it. A DC 15 Sense Motive check will reveal that she is holding something back. If pressed, and PCs succeed at either an DC 20 Intimidate or Diplomacy check, Lestacia will admit that an ancient family heirloom is missing, a relic of a holy symbol from what she believes may have been the old Suel Imperium. She admits to being reluctant to talk about it because it might constitute "forbidden knowledge, like that awful banned book." (A DC 20 Knowledge (local – Sheldomar Valley metaregion) check will alert the listener to the fact she is referring to the *Chronicle of Secret Times*). She was never clear on what it was, just a beaten copper charm. Lestacia can describe the symbol or draw it for the PCs. A DC 25 Knowledge (religion) check will reveal that the charm appears to be a holy symbol of Suloise design. A DC 30 check reveals that the symbol appears to be that of Ranet, a forgotten Suel fire goddess whose portfolio was stolen by Pyremius, the Suel god of fire, poison and murder. If any PCs think to ask if they know anything else about Pyremius, with a successful DC 20 Knowledge (religion) check, they will also recall that Pyremius is also a patron of chefs.

ELDRED'S BOOKS

Eldred's Books is owned by an older Oeridian man with a short white beard and dark complexion. Eldred's shop was robbed over a week ago, but the only item taken was a history book detailing the events that lead up to the Neheli Compromise. Eldred does not recall any details of the volume, as he explains it was not a period that interested him. However, PCs with ranks in Knowledge (history), Knowledge (religion) or Bardic Knowledge can make skill checks to recall the following information about these historical events:

DC 5 Knowledge (history), Knowledge (religion), or Bardic Knowledge

- Both the Oeridians and Suel nobles agreed that no faith would be recognized by the Kingdom of Keoland after the two cultures argued over a state religion. Further, in Keoland no church is allowed to own land. This agreement is known as "the Neheli Compromise".

DC 10 Knowledge (history), Knowledge (religion), or Bardic Knowledge

- The churches of Keoland refer to that agreement as the "Neheli Sacrilege".

- Several lawful and neutral faiths of both Oeridian and Suel pantheons formed the first Divinity Council. The Council is known for sponsoring quests, aiding churches outside of the Kingdom and gathering their flocks.
- The Council is very supportive of Keoland's nobility and preaches cooperation between the Oeridian and Suloise faiths and their respective peoples.

DC 15 Knowledge (history) or Knowledge (religion)

- The Neheli Compromise was adopted by the nobles after a quarrel between followers of Kord and Heironeous nearly caused a civil war.

DC 20 Knowledge (history) or Bardic Knowledge

- The Suel and Oeridians who formed Keoland were divided over the question of a state religion. To bring the Suel and Oeridians together, a great festival was held. However, a wrestling competition between a priest of Kord and a Heironean knight ended in the death of the Heironean. The Oeridians took the Kordite into custody and later executed him. The Suel were outraged. The Neheli Compromise was adopted to quell the bad blood between the two peoples.

DC 20 Knowledge (religion)

- The members of the Divinity Council are the Churches of Ehlonna, Pharlanghan, Heironeous, Kord, Lydia, Norebo, Olidammara, Osprem, Phaulkon and Zilchus.
- The Divinity Council is rumored to work behind the scenes in opposition to the Scarlet Brotherhood, an organization of Suel supremacists that attacked the port of Gradsul in the Greyhawk Wars.

DC 25 Knowledge (history) or Bardic Knowledge

- After the death of the Heironean wrestler at the festival, the other knights immediately took the Kordite priest into custody. The Suel demanded that the Kordite be turned over to be tried under canon law, but before the nobles of the Oeridian House Amber could intervene, the Kordite was publicly executed by the Patriarch General, the high priest of Heironeous, for 'murder'.
- The Suel were outraged, particularly because the Kordites' request for religious sanctuary and trial according to Suel law had been summarily denied. An assassination attempt on the Patriarch General's life followed. The Patriarch discovered the identity of the assassin, a priest of Pyremius, and his employer, a Suel noble related to House Neheli. The Patriarch General set out to bring the attempted murderers to justice with a large force of knights. The Suel noble called for protection from House Neheli. Suloise law protected the noble and the

assassin from trial in secular courts, and from the vengeance of the Patriarch General.

- House Neheli was saved from having to choose between abandoning its familial obligations and a military confrontation with the Heironeans. Opportunistic Hextorite warriors challenged the few soldiers that remained to garrison the Heironean abbeys to armed combat and massacred them. The Patriarch General was forced to retreat to stop the slaughter and was killed in a later conflict with the Hextorites. In the confusion, the Suloise noble and his assassin promptly fled and were never heard of again.

DC 25 Knowledge (religion)

- Of late, the Council has felt some pressure to admit other faiths with the growing number of followers of Pelor, Kelanen, Saint Cuthbert and Wee Jas within the Kingdom. However, the Council has been unwilling to expand or alter its membership.

ENCOUNTER 4: FIRE!

As you conclude your investigation, you find that the hour has grown late and the time for supper is nigh. As you prepare to discuss plans for dinner, you hear screams coming from the town center!

In all likelihood, by the time PCs finish speaking with the shop owners, it will be dusk. As the PCs prepare to retire for the evening or get supper, undead attack the town, suddenly appearing in the town square from side streets.

See DM Aid: Map #2. The starting positions of the creatures are labeled from 1-6; place the creatures at these points on the map up to the maximum number of creatures present. Note that the map is at 10-foot scale.

APL 2 (EL 5)

🔥 **Fiery Skeletons (6):** hp 9 each; see *Appendix 1*.

APL 4 (EL 7)

🔥 **Fiery Ogre Skeletons (4):** hp 36 each; see *Appendix 2*.

APL 6 (EL 9)

🔥 **Cinderspawns (3):** hp 90 each; see *Appendix 3*.

APL 8 (EL 11)

🔥 **Cinderspawns, Advanced (3):** hp 162 each; see *Appendix 4*.

Tactics: The skeletons simply attack the closest PCs, as they are mindless undead. The cinderspawns choose targets carefully, using Mobility and Spring Attack feats to reach vulnerable opponents that might otherwise be protected by comrades. As they are drawn to drain Charisma, they focus on those who exude force of

personality, typically sorcerers or clerics. However, they are intelligent enough to combine efforts against an opponent that is causing them the most damage and attempt to render that opponent comatose by draining Charisma to 0. Note that cinderspawn need only touch an opponent to cause damage.

Development: Alert PCs can determine that the undead came from the sewer system with either a successful DC 15 Gather Information or Survival check (no Track feat is needed for the latter, as the tracks have been flame-seared into the ground). The PCs will see Cuthbertites and the town watch defending other areas from attacks by undead. If the PCs ask, tell them that they did not see Olidammarans anywhere during the attacks.

ENCOUNTER 5: FIRE AND BRIMSTONE

In the aftermath of the attack, a few acolytes of Saint Cuthbert and priests of other faiths minister to those commoners wounded by the flaming horrors. Arnaud the preacher seems to have been wounded as well. As he weakly raises a hand to try and draw the attention of the people, an older, Oeridian woman in a knitted shawl calls out to him. "Arnaud – our shrines were robbed as we tended to the wounded," the old woman says as she shakes her head in disgust. "And where are the Olidammarans? Our poor boxes and holy waters stolen from under our noses as corruption invaded our streets." She sighs sadly, and those with her murmur assent.

The speaker is Mother Hedda of Merikka, an Oeridian agricultural deity. The other churches in Endereisen, consisting of shrines to Fharlanghan, Phyton and Wenta, confirm that they were robbed of holy water and poor boxes during undead attack as well. Arnaud acknowledges weakly that Saint Cuthbert's shrine has also been victimized.

"We know who is responsible!" A middle-aged Keoish man raises a torch. "Those damned Olidammarans! They're not here, are they?! Who else would sink so low to rob and steal while our homes are attacked!?"

The crowd's murmur turns to an angry roar. Before long, the crowd becomes a mob heading towards Olidammara's temple with an obvious intent to burn it to the ground. If PCs do not intercede, Arnaud requests that they do, lest the fire spread or innocents be harmed.

The mob begins as Unfriendly, unless any PCs are obvious worshippers of Olidammara or have let it be known about town that they are acting on the Olidammarans behalf, in which case the crowd begins as Hostile. See *Player's Handbook*, page 72. PCs must move the mob's attitude to Friendly to prevent the mob from

setting the Olidammaran's temple on fire. The following circumstance modifiers may be applicable:

- +2 if any PC is an obvious follower of Saint Cuthbert.
- +4 if the PCs are obvious members of any recognized authority in Keoland (Nobility, NAW, Darkwatch, Dreadwalkers, Knights of the Watch/Dispatch, Silent Ones, Military, etc.).
- +/- 2 discretionary circumstance bonus or penalty for good role-playing.

The mob could also be stopped by force. Any display of offensive magic will cause the crowd to flee in a panic. The crowd consists of 1st level Commoners armed with torches and clubs (hp 6 each; SV Fort +2, Ref +0, Will +0). If six or more are subdued, intimidated, or slain, the rest of the mob will flee. Note that PCs that kill ANY commoners will be ARRESTED AFTER the adventure is over by civil authorities.

PCs that investigate the Olidammaran's whereabouts find that the clerics are sleeping inside their temple. All will be killed unless the PCs stop the mob. A DC 15 Heal check or *detect poison* on any of the five Olidammarans present in the temple will show that they were poisoned. A DC 20 Heal check will identify the poison as taggit oil.

ENCOUNTER 6: INTO THE SEWERS

The PCs can follow the trail of the undead through the sewers to secret shrine to Olidammara. The trail will lead to an underground shrine, but the PCs must bypass a trap to enter. See DM Aid: Map #3.

PCs that discover that the Olidammarans were poisoned may wish to investigate the Eagle's Claw tavern where they met with Zoltan. A DC 13 Gather Information check reveals that the Olidammarans all ate the spicy stew at the Claw. A search of the tavern reveals that the cook is not present. A DC 15 Search of the kitchen reveals an empty bottle of oil thrown atop the trash. A successful DC 20 Heal check or *detect poison* spell shows its contents to be taggit oil, a poison that causes its victims to fall unconscious. A DC 20 Search of the pantry reveals a trapdoor that leads to the sewers. The trapdoor is trapped. See DM Aid: Map #3.

Trap: PCs must deal with a trap no matter what route they take, as the identical trap is found on both the entryway to the sewer complex and the trapdoor in the Eagle's Claw.

APL 2 (EL 2)

➤ **Poison Dart Trap:** CR 2; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (medium spider venom, DC 14 Fort save resists, 1d4 Str/1d4 Str); Search DC 20; Disable Device DC 18.

APL 4 (EL 4)

➤ **Poison Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4 plus poison, dart); multiple targets (1 dart per target in 10 ft by 10 ft room); poison (medium spider venom, DC 14 Fort save resists, 1d4 Str/1d4 Str); Search DC 22; Disable Device DC 20.

APL 6 (EL 6)

➤ **Ungol Dust Vapor Trap:** CR 6; mechanical; location trigger; manual reset; gas; multiple targets (all targets in 10 ft by 10 ft room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fort resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 25; Disable Device DC 22.

APL 8 (EL 8)

➤ **Burnt Othur Vapor Trap:** CR 8; mechanical; location trigger; repair reset; gas; multiple targets (all targets in 10 ft by 10 ft room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fort resists, 1 Con drain/3d6 Con); Search DC 27; Disable Device DC 24.

ENCOUNTER 7: THE SANCTUARY OF PYREMIUS

Whether the PCs follow the trail of undead or of Sypsis through the Eagle's Claw, they will arrive at Sypsis' sanctuary as shown on DM Aid: Map #3.

Read the following as the PCs approach:

The odor of this place and the moisture-laden air around you reinforce your belief that you are headed into the city's sewer system. The grey stone is slick with moisture and mold. The corridor ahead bends out of sight.

There is no door to the sanctuary, but rather a simple stone arch. This opens out onto a five-foot square ledge, ten feet above the floor of the chamber (which is now a sanctuary for Sypsis).

Beyond the archway, you see a square five-foot stone ledge that hangs ten feet off the ground above a rectangular chamber. The area below is bisected by a five-foot wide channel of slow-flowing water, which is filled with sewage.

Within the southern end of the chamber, a man wearing plate mail and carrying a heavy shield stands to greet you. As he does, you can see the symbol of Olidammara hanging about his neck. A pair of burning braziers stands near him. Close by, a sturdy looking wooden beam forms a makeshift bridge across the channel. A metal ladder is bolted into the stone on the western side of the ledge.

The metal ladder is treated as a knotted rope for the purposes of Climb checks (base DC 5). The ladder has a hardness of 5 and 10 hit points.

A maniacal smile distorts the man's fair Suloise features. His grin is further twisted by the flickering light. "All debts will be paid in full," he states quietly and with satisfaction.

Then all hell breaks loose.

APL 2 (EL 5)

➤ **Sypsis:** Male Suloise Clr4 of Pyremius; hp 27; see Appendix 1.

➤ **Fire Elementals, Small (2):** hp 12 each; see Monster Manual, page 99.

APL 4 (EL 7)

➤ **Sypsis:** Male Suloise Clr6 of Pyremius; hp 41; see Appendix 2.

➤ **Fire Elementals, Medium (2):** hp 30 each; see Monster Manual, page 99.

APL 6 (EL 9)

➤ **Sypsis:** Male Suloise Clr8 of Pyremius; hp 60; see Appendix 3.

➤ **Fire Elementals, Large (2):** hp 66 each; see Monster Manual, page 99.

APL 8 (EL 11)

➤ **Sypsis:** Male Suloise Clr10 of Pyremius; hp 75; see Appendix 4.

➤ **Fire Elementals, Huge (2):** hp 144 each; see Monster Manual, page 99.

➤ **Exploding Spike:** 10d6 fireball to every creature within 20 feet; Ref DC 14 halves; see DM Aid: New Rules Items for description.

Tactics – Elementals (APLs 2-4): At all APLs, the elemental(s) will emerge from the brazier(s) and attack the PCs. At APLs 2-4, both elementals leap out of braziers #1 and #2 at the same time (this is considered a move action for them). They will make use of the board to cross the channel. Their passage across it is sufficiently swift to not cause the beam any damage, though it does singe it.

Enterprising PCs could bulls rush the elementals into the water at this APL. Should an elemental be knocked into the water, it suffers 1d6 lethal damage for every round in which it is immersed. It can use a move action to clamber out of the water. The elementals are aware of their vulnerability and so will endeavor to remain as far from the edge of the channel as they are able.

Tactics – Elementals (APLs 6-8): At APL 6 and 8, there will only be a single elemental, which appears out of the brazier closest to Sypsis (#1). These larger

elementals are sufficiently big enough that they can simply step over the channel to engage the PCs (and need not use the board). They are too large to be knocked fully into the channel, and the partial exposure to the water deals them no damage.

At APL 8, if the PCs have not set off the *exploding spike*, the elemental might voluntarily move into the square to set it off itself, if it has the chance to catch a large number of PCs in the blast radius (see below).

Tactics – Sypsis (All APLs): As the PCs approach, Sypsis begin to cast protective spells, starting with *shield of faith* or *divine power* at APLs 6-8 before beginning to use his scrolls of *bear's endurance* and *bull's strength*. He will stand back and cast damaging spells while the elemental(s) engage in melee. He will not enter melee at APL 8 until someone sets off the *exploding spike* (as shown on DM Aid: Map #3). At APL 8, Sypsis will hug the far wall of the chamber, as he is aware of the blast radius of the *exploding spike*.

Tactics – *exploding spike* (APL 8): Sypsis and his elemental are aware of the presence of the spike and its exact location. Any PCs that move into the square labeled “E” on the map detonate the spike. You should use the grid line intersection marked with an “x” to determine what targets are caught in the 20-foot blast radius of the spike.

PCs that are standing on the ledge are shielded from the blast, but they suffer a separate hazard. The explosion's sudden consumption of so much oxygen in the area leads to a rush of air into the newly-created vacuum. PCs on the ground are not subject to this rush, but any PCs on the ledge must make a DC 10 balance check or be knocked prone. A PC who fails the check by more than 5 is knocked off the ledge (roll randomly for the direction), taking normal damage from the fall and ending up prone.

Development: A DC 10 Search of the braziers (assuming that the flames are extinguished) reveals a signet ring in brazier #1. A DC 25 Knowledge (nobility) or bardic knowledge check indicates that the ring is that of the ancient Suel House that sponsored the assassination attempt of Patriarch General Torlen of Heironeous.

An examination of Sypsis' holy symbol will indicate that the two halves of Olidammara's mask can be separated, and that inside is another holy symbol depicting a fiendish head with wing-like ears. A DC 15 Knowledge (religion) check reveals the symbol to be that of Pyremius, Suloise god of fire, poison and murder.

Should the PCs bring the items to Arnaud and/or Zoltan, each man will be able to provide the above information (assume that they made their Knowledge (nobility) and Knowledge (religion) checks).

CONCLUSION

SYPSIS UNCOVERED

Finding the unholy symbol of Pyremius has proven to be a most fortuitous turn of events. Disguised as a cleric of Olidammara, there is no telling the length of discredit that could have been done to the clergy by this one man. Within days of the discovery, the clergies of Cuthbert and Olidammara sit down to discuss the attacks and the actions of their membership. Angry and ashamed at having been so easily misled, Arnaud the Redeemer of Cuthbert make an overture of friendship to the clergy of Olidammara. Arnaud the Redeemer pledges publicly that members of his clergy will seek to aid and assist any follower of Olidammara without personal cost to them. Stunned and pleased by this announcement, the clergy of Olidammara quickly makes a similar pronouncement, as well as declaring houses of worship within the Earldom of Gand to be holy ground, off limits to those members who practice theft by trade. Several days later a groundbreaking first is made as Arnaud the Redeemer of Cuthbert and Zoltan of Olidammara break ground on a small shrine dedicated to the worship of both deities. A massive outpouring of support comes from the common folk and a surprise shipment of goods and craftsmen arrive compliments of Earl Syn'Andolyn. Within weeks the shrine grows to a court of worship on the outskirts of Enderisen, and several other clergies add dedications to their deities at the site. Through your actions, the first all-shrine is established within the Earldom of Gand. It quickly becomes a place of meditation and acceptance, where several clergies teach their faith side by side without rancor. A month after the shrine is completed, Earl Syn'Andolyn declares the shrine ground unowned, property directly in control of the King. In this manner, the shrine will forever remain common land until the King decides otherwise.

PCs receive the Religious Organizations, Influence with the Church of Olidammara, and Influence with the Church of Saint Cuthbert AR effects.

Proceed to Epilogue.

SYPSIS UNDISCOVERED

When word of the plotter behind the unrest in Enderisen is revealed as a priest of Olidammara, the city's unrest boils over. Within days, the clergy of Olidammara is fled from the city, and then from the Earldom. In the wake of their absence, many of their followers bolster the rank of the Cuthbertite cult. Arnaud the Redeemer welcomes all the disillusioned with open arms, and within several

weeks the worship of Cuthbert grows like wildfire. Earl Syn'Andolyn, given conclusive evidence of the actions of the clergy of Olidammara, declares the worship of Olidammara to be illegal within the border of Gand, punishable by exile from the Earldom. Stunned, the clergy of Olidammara throughout Keoland decries such a harsh measure, but for them it is too late. Divine inquiries into the validity of the events are met with no answers, and this is taken as a sign of guilt to many of those who are interested in the matter. Although no further recourse is taken against the clergy of Olidammara, the damage is already done. They are regarded with suspicion and distrust wherever they reveal themselves. Before long there is serious talk of removing the clergy of Olidammara from the Divinity Council, and giving their seat to the Cuthbertites, who so valiantly unearthed the foul deeds.

PCs do NOT receive the Religious Organizations, Influence with the Church of Olidammara, and Influence with the Church of Saint Cuthbert AR effects.

Proceed to Epilogue.

EPILOGUE

Balance is a delicate thing, thought the one-armed woman. By its nature it is a perfect equilibrium to be honored, revered, and in some cases, worshipped. Delicately balancing a bowl laden with fruits in the crook of her arm, she pushed open the door to her small cottage and stepped inside. It was built into a depression in the forest floor, and the woman had to walk down a small set of stairs into the sitting room. Windows admitted the cool night air, and the smell of the evening shadow plants on the forest edge wafted in.

As she moved through the room, the woman thought on the nature of balance. Delicate and capricious, you had to constantly be aware of it, like you had to constantly be aware of a missing arm. If you went running around like it was the day before you'd lost it, you'd reach for something and not be able to grab it, or try and steady yourself, and you'd fall. Balance is fluid. Fluidity is how you survived losing your arm, losing your sister, losing your husband. You have to keep a sense of perspective.

Things have spiraled out of balance, the woman thought to herself. Too many people, forces, things....too many were trying to tilt things in their direction. Too many wanted to be on top, instead of understanding that sometimes their place was in the middle, or on the bottom, or trailing behind. Everything fit someplace.

It was time to restore balance to the Earldom. The spreading blight in the Linth lands to the north, the heirs, the forsworn creatures, they all had to be dealt with. An active hand was needed.

No longer paying attention, the woman made a misstep, and tripped over the leg of the table. Unable to balance herself, she fell, and the fruit bounced all over the floor. Sitting on the floor, the woman looked at the ruined bounty and reflected.

Balance needed to be restored to everything.

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 4

Defeat the undead.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.

Encounter 6

Survive or disarm the trap.

APL 2: 60 xp.
APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.

Encounter 7

Defeat Sypsis and the elementals.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.

Story Award

Disperse crowd without killing anyone (Encounter 5).

All APLs: 30 xp.

Clear the Olidammarans and discover Sypsis' true allegiance.

APL 2: 60 xp.
APL 4: 105 xp.

APL 6: 150 xp.

APL 8: 195 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 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 adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 7:

APL 2: L: 153 gp, C: 150 gp, M: *divine scroll of bear’s endurance* (CL 3rd) (13 gp), *divine scroll of bull’s strength* (CL 3rd) (13 gp), *divine scroll of cure moderate wounds* (CL 3rd) (13 gp), *pearl of power* (1st level spell) (83 gp).

APL 4: L: 26 gp, C: 150 gp, M: *divine scroll of bear’s endurance* (CL 3rd) (13 gp), *divine scroll of bull’s strength* (CL 3rd) (13 gp), *divine scroll of cure moderate wounds* (CL 3rd) (13 gp), *pearl of power* (1st level spell) (83 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), *divine scroll of conviction*^{SC} (CL 1st) (2 gp).

APL 6: L: 26 gp, C: 150 gp, M: *divine scroll of bear’s endurance* (CL 3rd) (13 gp), *divine scroll of bull’s strength* (CL 3rd) (13 gp), *divine scroll of cure moderate wounds* (CL 3rd) (13 gp), *pearl of power* (1st level spell) (83 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), *divine scroll of conviction*^{SC} (CL 1st) (2 gp), *divine scroll of close wounds*^{SC} (CL 5th) (21 gp), *periapt of wisdom* +2 (333 gp).

APL 8: L: 26 gp, C: 200 gp, M: *divine scroll of bear’s endurance* (CL 3rd) (13 gp), *divine scroll of bull’s strength* (CL 3rd) (13 gp), *divine scroll of cure moderate wounds* (CL 3rd) (13 gp), *pearl of power* (1st level spell) (83 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), *divine scroll of conviction*^{SC} (CL 1st) (2 gp), *divine scroll of close wounds*^{SC} (CL 5th) (21 gp), *periapt of wisdom* +2 (333 gp), *metamagic rod* (silent, lesser) (250 gp), *Heward’s handy haversack* (167 gp), *divine scroll of quick march*^{SC} (CL 3rd) (13 gp), *divine scroll of panacea*^{SC} (CL 7th) (58 gp).

Conclusion:

Reward from Arnaud or Zoltan

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.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 153 gp, C: 200 gp, M: 122 gp – Total: 475 gp (450 gp).

APL 4: L: 26 gp, C: 250 gp, M: 443 gp – Total: 719 gp (650 gp).

APL 6: L: 26 gp, C: 300 gp, M: 797 gp – Total: 1,123 gp (900 gp).

APL 8: L: 26 gp, C: 400 gp, M: 1,285 gp – Total: 1,711 gp (1,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Religious Organizations:** If this PC is a member of a Keoland religious metaorganization prior to starting this adventure, they gain access (Frequency: Regional) to the following scrolls: *conviction* (CL 1st; *Spell Compendium*), *quick march* (CL 3rd; *Spell Compendium*), *close wounds* (CL 3rd; *Spell Compendium*), *panacea* (CL 7th; *Spell Compendium*), *heal* (CL 11th). These spells are also treated as Core for this PC.

☛ **Influence with the Church of Olidammara:** The priests of the Laughing Rogue are in your debt for your efforts on their behalf. You may expend this Influence at the end of any adventure set in the Sheldomar Valley to gain access (Frequency: Adventure) to any one of the following items (circle the item selected): *belt of many pockets* (*Complete Arcane*), *gloves of dexterity +4*, *lute of the wandering minstrel* (*Complete Adventurer*), *ring of filcher's friend* (*Complete Adventurer*), *ring of lockpicking* (*Complete Adventurer*).

☛ **Influence with the Church of Saint Cuthbert:** The priests of the Cudgel are in your debt for your efforts on their behalf. You may expend this Influence at the end of any adventure set in the Sheldomar Valley to gain access (Frequency: Adventure) to any one of the following items (circle the item selected): *maul* (*Complete Warrior*; normal, masterwork, or +1), *warmace* (*Complete Warrior*; normal, masterwork, or +1), *ring of the ram*, *staff of true belief* (*Complete Divine*), *ring of shooting stars*, *mace of smiting*.

Item Access

APL 2 (all of the following):

- *Pearl of Power – 1st Level Spell* (Adventure; *Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):

- *Divine Scroll of Conviction* (CL 1st; Adventure; *Spell Compendium*)

APL 6 (all of APLs 2, 4 plus the following):

- *Divine Scroll of Close Wounds* (CL 5th; Adventure; *Spell Compendium*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Divine Scroll of Panacea* (CL 7th; Adventure; *Spell Compendium*)
- *Divine Scroll of Quick March* (CL 3rd; Adventure; *Spell Compendium*)

- *Heward's Handy Haversack* (Adventure; *Dungeon Master's Guide*)
- *Metamagic Rod, Silent, Lesser* (Adventure; *Dungeon Master's Guide*)

ENCOUNTER 4

Fiery Human Warrior Skeleton: CR 1; Medium Undead; HD 1d12; hp 9; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB/Grp +0/+1; Atk claw +1 melee (1d4+1+1d6 fire, 20/x2); Full Atk 2 claws +1/+1 melee (1d4+1+1d6 fire, 20/x2); SA fire damage +1d6; SQ DR 5/bludgeoning, immunity to fire, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1. *Libris Mortis*, page 162.

Skills and Feats: Improved Initiative.

Fiery Attack (Ex): A fiery skeleton's natural attacks deal an additional 1d6 points of fire damage.

Immunity to Fire (Ex): Fiery skeletons are not affected by fire, but do not have immunity to cold.

ENCOUNTER 7

Sypsis: Male Suloise Clr4 of Pyremius; Medium Humanoid (human); CR 4; HD 4d8+4; hp 27; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); BAB/Grp +3/+4; Full Atk masterwork heavy mace +5 melee (1d8+1; 20/x2); AL LE; SV Fort +5, Ref +2, Will +7; Str 12, Dex 12, Con 13, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +8, Knowledge (history) +2, Knowledge (religion) +2, Profession (cook) +7, Spellcraft +5; Combat Casting, Divine Vigor^{CW}, Domain Spontaneity^{CD} (Fire). ^{CW}Complete Warrior, ^{CD}Complete Divine.

Cleric Spells Prepared (5/4+1/3+1, save DC 13 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st – *burning hands*^D, *cause fear*, *doom*, *sanctuary*, *shield of faith*; 2nd – *aid*, *hold person*, *produce flame*^D, *sound burst*.

^DDomain spell. *Domains:* Fire (turn or destroy water creatures, and rebuke or command fire creatures, 3/day), Pestilence (Immunity to the effects of all diseases, although clerics with this power can still carry infectious diseases).

Possessions: masterwork heavy mace, full plate, heavy steel shield, *divine scroll of bear's endurance* (CL 3rd), *divine scroll of bull's strength* (CL 3rd), *divine scroll of cure moderate wounds* (CL 3rd), *pearl of power* (1st level spell).

ENCOUNTER 4

Fiery Ogre Skeleton: CR 3; Large Undead; HD 4d12; hp 36; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (-1 size, +2 natural); BAB/Grp +2/+11; Atk claw +6 melee (1d6+5+1d6 fire, 20/x2); Full Atk 2 claws +6 melee (1d6+5+1d6 fire, 20/x2); SA fire damage +1d6; SQ DR 5/bludgeoning, immunity to fire, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1. *Libris Mortis*, page 162.

Skills and Feats: Improved Initiative.

Fiery Attack (Ex): A fiery skeleton's natural attacks deal an additional 1d6 points of fire damage.

Immunity to Fire (Ex): Fiery skeletons are not affected by fire, but do not have immunity to cold.

ENCOUNTER 7

Sypsis: Male Suloise Clr6 of Pyremius; Medium Humanoid (human); CR 6; HD 6d8+6; hp 41; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); BAB/Grp +4/+5; Full Atk masterwork heavy mace +6 melee (1d8+1; 20/x2); AL LE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 12, Con 13, Int 10, Wis 16, Cha 10.

Skills & Feats: Concentration +10, Knowledge (history) +2, Knowledge (religion) +5, Profession (cook) +7, Spellcraft +7; Combat Casting, Divine Vigor^{CW}, Domain Spontaneity^{CD} (Fire), Lightning Reflexes. ^{CW}Complete Warrior, ^{CD}Complete Divine.

Cleric Spells Prepared (5/4+1/4+1/3+1, save DC 13 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st – *burning hands*^D, *cause fear*, *doom*, *sanctuary*, *shield of faith*; 2nd – *aid*, *death knell*, *hold person*, *produce flame*^D, *sound burst*; 3rd – *blindness/deafness*, *contagion*^D, *dispel magic*, *searing light*.

^DDomain spell. *Domains:* Fire (turn or destroy water creatures, and rebuke or command fire creatures, 3/day), Pestilence (Immunity to the effects of all diseases, although clerics with this power can still carry infectious diseases).

Possessions: masterwork heavy mace, +1 full plate, +1 heavy steel shield, divine scroll of bear's endurance (CL 3rd), divine scroll of bull's strength (CL 3rd), divine scroll of cure moderate wounds (CL 3rd), pearl of power (1st level spell), divine scroll of conviction^{SC} (CL 1st). ^{SC}Spell Compendium.

ENCOUNTER 4

Cinderspawn: Large Undead (Fire); CR 6; HD 10d12; hp 90; Init +5; Spd 50 ft.; AC 17, touch 14, flat-footed 12 (-1 size, +5 Dex, +3 natural); Base Atk/Grp: +5/+10; Atk +9 melee (2d6 cold plus 1d6 Cha drain); Full Atk +9 melee (2d6 cold plus 1d6 Cha drain); Space/Reach 10 ft./10 ft.; SA charisma drain; SQ darkvision 60 ft., elemental tuning vulnerability, frostfire shield, immunity to fire, inescapable craving, undead traits, vulnerability to cold; AL CE; SV Fort +3, Ref +8, Will +7; Str 12, Dex 21, Con –, Int 11, Wis 11, Cha 17. *Libris Mortis*, page 91.

Skills & Feats: Jump +26, Listen +13, Move Silently +18, Spot +13; Dodge, Mobility, Spring Attack, Weapon Finesse.

Charisma Drain (Su): Living creatures hit by a cinderspawn's touch attack must make a DC 21 Fortitude save or take 1d6 points of Charisma drain. (Creatures with the fire subtype take a -4 penalty on this save). When a cinderspawn drains a victim's Charisma, it gains 5 temporary hit points, no matter how many points it drains. These temporary hit points last for up to 1 hour. The save DC is Charisma-based.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn fire creatures gains a +2 bonus on turning checks to turn a cinderspawn. A character who can rebuke undead and also rebuke fire creatures gains a +2 bonus on turning checks to rebuke a cinderspawn.

Frostfire Shield (Su): Any creature striking a cinderspawn with a natural attack or melee weapon (except a reach weapon) takes 1d6 points of cold damage as the cinderspawn drains its body heat.

Languages: Ignan.

Description: This tall, gaunt coal-black humanoid flickers with a blue-white flame. Its bright yellow eyes gleam with menace. Cinderspawn are burnt-out undead remnants of creatures of elemental fire. They hate living creatures for their warmth and seek to destroy all such beings. Like a fire elemental, a cinderspawn cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier for a cinderspawn unless the creature can jump or step over it. A cinderspawn chooses its targets carefully, using its Mobility and Spring Attack feats to reach vulnerable opponents that might otherwise be protected by comrades.

ENCOUNTER 7

Sypsis: Male Suloise Clr8 of Pyremius; Medium Humanoid (human); CR 8; HD 8d8+16; hp 60; Init +1; Spd 20 ft; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); BAB/Grp +6/+7; Atk masterwork heavy mace +8 melee (1d8+1; 20/x2); Full Atk masterwork heavy mace +8/+3 melee (1d8+1; 20/x2); AL LE; SV Fort

+8, Ref +5, Will +10; Str 12, Dex 12, Con 14, Int 10, Wis 16 (18), Cha 10.

Skills & Feats: Concentration +13, Knowledge (history) +2, Knowledge (religion) +5, Profession (cook) +8, Spellcraft +11; Combat Casting, Divine Vigor^{cw}, Domain Spontaneity^{cd} (Fire), Lightning Reflexes. ^{cw}Complete Warrior, ^{cd}Complete Divine.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1, save DC 14 + spell level): 0 – detect magic, detect poison, guidance, resistance, virtue x2; 1st – burning hands^d, cause fear, conviction^{sc}, doom, sanctuary, shield of faith; 2nd – aid, death knell, hold person, produce flame^d, sound burst; 3rd – blindness/deafness, close wounds^{sc}, contagion^d, dispel magic, searing light; 4th – cure critical wounds, divine power, poison, wall of fire^d. ^{sc}Spell Compendium.

^dDomain spell. **Domains:** Fire (turn or destroy water creatures, and rebuke or command fire creatures, 3/day), Pestilence (Immunity to the effects of all diseases, although clerics with this power can still carry infectious diseases).

Possessions: masterwork heavy mace, +1 full plate, +1 heavy steel shield, divine scroll of bear's endurance (CL 3rd), divine scroll of bull's strength (CL 3rd), divine scroll of cure moderate wounds (CL 3rd), pearl of power (1st level spell), divine scroll of conviction^{sc} (CL 3rd), divine scroll of close wounds^{sc} (CL 5th), periapt of wisdom +2. ^{sc}Spell Compendium.

ENCOUNTER 4

Cinderspawn, Advanced: Large Undead (Fire); CR 6; HD 18d12; hp 162; Init +10; Spd 50 ft.; AC 18, touch 15, flat-footed 12 (-1 size, +6 Dex, +3 natural); Base Atk/Grp: +9/+14; Atk +14 melee (2d6 cold plus 1d6 Cha drain); Full Atk +14 melee (2d6 cold plus 1d6 Cha drain); Space/Reach 10 ft./10 ft.; SA charisma drain; SQ darkvision 60 ft., elemental tuning vulnerability, frostfire shield, immunity to fire, inescapable craving, undead traits, vulnerability to cold; AL CE; SV Fort +8, Ref +12, Will +11; Str 12, Dex 22, Con –, Int 11, Wis 11, Cha 18. *Libris Mortis*, page 91.

Skills & Feats: Jump +34, Listen +21, Move Silently +27, Spot +21; Ability Focus (Cha Drain), Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Charisma Drain (Su): Living creatures hit by a cinderspawn's touch attack must make a DC 28 Fortitude save or take 1d6 points of Charisma drain. (Creatures with the fire subtype take a -4 penalty on this save). When a cinderspawn drains a victim's Charisma, it gains 5 temporary hit points, no matter how many points it drains. These temporary hit points last for up to 1 hour. The save DC is Charisma-based.

Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn fire creatures gains a +2 bonus on turning checks to turn a cinderspawn. A character who can rebuke undead and also rebuke fire creatures gains a +2 bonus on turning checks to rebuke a cinderspawn.

Frostfire Shield (Su): Any creature striking a cinderspawn with a natural attack or melee weapon (except a reach weapon) takes 1d6 points of cold damage as the cinderspawn drains its body heat.

Languages: Ignan.

Description: This tall, gaunt coal-black humanoid flickers with a blue-white flame. Its bright yellow eyes gleam with menace. Cinderspawn are burnt-out undead remnants of creatures of elemental fire. They hate living creatures for their warmth and seek to destroy all such beings. Like a fire elemental, a cinderspawn cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier for a cinderspawn unless the creature can jump or step over it. A cinderspawn chooses its targets carefully, using its Mobility and Spring Attack feats to reach vulnerable opponents that might otherwise be protected by comrades.

ENCOUNTER 7

Syopsis: Male Sulioise Clr10 of Pyremius; Medium Humanoid (human); CR 10; HD 10d8+20; hp 75; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+9 armor, +3 shield, +1 Dex); BAB/Grp +7/+8; Atk masterwork heavy

mace +9 melee (1d8+1; 20/x2); Full Atk masterwork heavy mace +9/+4 melee (1d8+1; 20/x2); AL LE; SV Fort +9, Ref +6, Will +11; Str 12, Dex 12, Con 14, Int 10, Wis 16 (18), Cha 10.

Skills & Feats: Concentration +15, Heal +6, Knowledge (history) +2, Knowledge (religion) +5, Profession (cook) +8, Spellcraft +13; Close-Quarters Fighting^{CW}, Combat Casting, Divine Vigor^{CW}, Domain Spontaneity^{CD} (Fire), Lightning Reflexes. ^{CW}Complete Warrior, ^{CD}Complete Divine.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1, save DC 14 + spell level): 0 – detect magic, detect poison, guidance, resistance, virtue x2; 1st – burning hands^D, cause fear, conviction^{SC}, doom, sanctuary, shield of faith; 2nd – aid, close wounds^{SC}, death knell, hold person, produce flame^D, sound burst; 3rd – blindness/deafness, contagion^D, dispel magic, invisibility purge, searing light; 4th – cure critical wounds, divine power, freedom of movement, poison, wall of fire^D; 5th – greater command, fire shield^D, spell resistance. ^{SC}Spell Compendium.

^DDomain spell. **Domains:** Fire (turn or destroy water creatures, and rebuke or command fire creatures, 3/day), Pestilence (Immunity to the effects of all diseases, although clerics with this power can still carry infectious diseases).

Possessions: masterwork heavy mace, +1 full plate, +1 heavy steel shield, divine scroll of bear's endurance (CL 3rd), divine scroll of bull's strength (CL 3rd), divine scroll of cure moderate wounds (CL 3rd), pearl of power (1st level spell), divine scroll of conviction^{SC} (CL 3rd), divine scroll of close wounds^{SC} (CL 5th), periapt of wisdom +2, metamagic rod (silent, lesser), Heward's handy haversack, divine scroll of quick march^{SC} (CL 3rd), divine scroll of panacea^{SC} (CL 7th). ^{SC}Spell Compendium.

APPENDIX 5 – ALL APLS

ENCOUNTERS 1 AND 2

Johan, Olidammaran Prankster: Male Oeridian Rog2; CR 2; medium humanoid; HD 2d6+2; hp 11; Init +6; Spd 30 ft; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor); BAB/Grp +1/+2; Full Atk rapier +2 melee (1d6+1, 18-20/x2) or dagger +3 ranged (1d4+1, 19-20/x2); SA sneak attack +1d6; SQ evasion; AL CN; SV Fort +1, Ref +5, Will -1; Str 12, Dex 14, Con 12, Int 12, Wis 8, Cha 12.

Skills and Feats: Balance +9, Bluff +6, Climb +6, Escape Artist +7, Jump +8, Open Locks +7, Search +6, Sleight of Hand +9, Spot +4, Tumble +9; Dodge, Improved Initiative.

Possessions: leather armor, rapier, 3 throwing daggers.

Description: Johan is a slender, Keoish male with mainly Oeridian features. He wears his hair long in a ponytail that he considers fashionable.

Arnaud the Redeemer: Male Oeridian Rog5/Evangelist1; Medium Humanoid (human); CR 6; HD 6d6+12; hp 36; Init +4; Spd 30 ft; AC 10 touch 10, flat-footed 10; BAB/Grp +3/+3; Full Atk club +3 melee (1d6;20/x2); SA sneak attack +3d6; SQ evasion, great orator (inspire hope), trap sense +1, uncanny dodge; AL LG; SV Fort +3, Ref +4, Will +5; Str 10, Dex 10, Con 14, Int 8, Wis 14, Cha 16. *Complete Divine*, page 39.

Skills & Feats: Appraise +4, Bluff +14, Diplomacy +14, Forgery +4, Gather Information +8, Intimidate +12, Knowledge (religion) +4, Perform (oratory) +15, Sense Motive +7, Sleight of Hand +7, Spot +7; Improved Initiative, Persuasive, Skill Focus (Perform (oratory)), True Believer^{CD}. ^{CD}*Complete Divine*.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the *Player's Handbook* for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, fascinate, inspire the righteous, inspire courage +2, inspire dread, or inspire hope, but would not gain the inspire competence, inspire greatness, or *suggestion* abilities. Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, fascinate, inspire competence, inspire courage +2, inspire dread or inspire hope, and *suggestion* abilities. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Hope (Su): A good or neutral evangelist with 9 or more ranks in Perform (oratory) can inspire spiritual resilience in all allies within 30 feet. This ability gives the

evangelist and all allies who can hear his oratory a +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelists speaks and for 3 rounds thereafter. Inspire hope is a mind-affecting ability.

Possessions: Club, belt pouch with 10 gp and 20 sp, holy symbol of Saint Cuthbert.

Zoltan Draper: Male Oeridian Clr3/Rog2 of Olidammara; Medium Humanoid (human); CR 5; HD 2d6+3d8+5; hp 31; Init +6; Spd 30 ft; AC 15, touch 12, flat-footed 13; BAB/Grp +3/+3; Full Atk masterwork rapier +4 melee (1d6;18-20/x2); SA sneak attack +1d6; SQ evasion; AL CN; SV Fort +4, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 12.

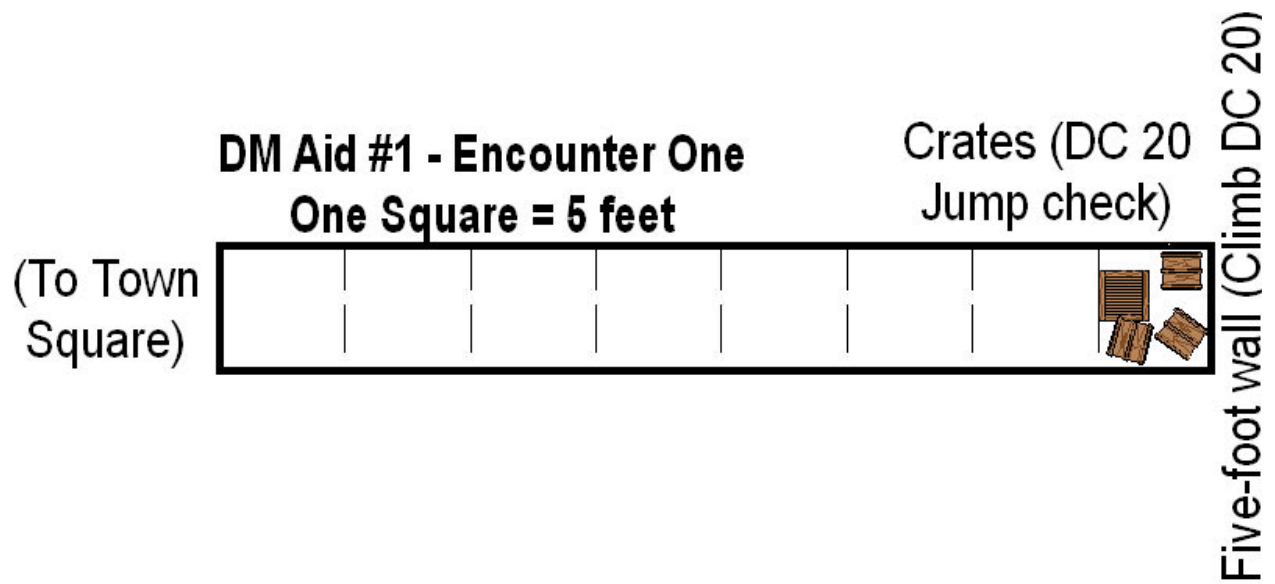
Skills & Feats: Bluff +6, Diplomacy +14, Disable Device +8, Forgery +6, Gather Information +6, Knowledge (religion) +6, Open Lock +9, Search +6, Sense Motive +9, Spellcraft +6, Spot +7, Tumble +7; Improved Initiative, Negotiator, Nimble Fingers.

Cleric Spells Prepared (4/4/3, save DC 13 + spell level):
0 – *detect magic, guidance, resistance, virtue*; 1st – *entropic shield^D, obscuring mist, sanctuary, shield of faith*; 2nd – *aid, invisibility^D, sound burst*.

^DDomain spell. **Domains:** Luck (re-roll one roll once per day), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: masterwork studded leather armor, masterwork rapier, silver holy symbol, spell component pouches, lucky dice.

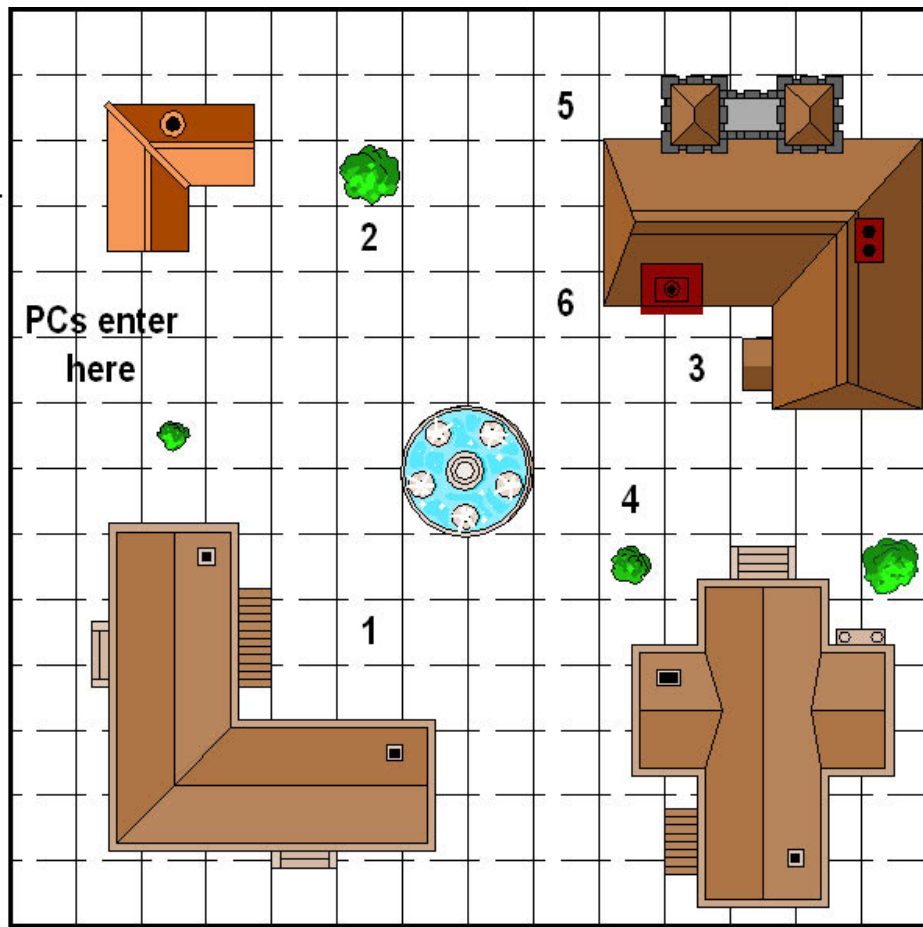
Description: Zoltan is a mustachioed Oeridian man, standing about 5'6" tall with a wiry build and a tendency towards flashy, fashionable cloaks and vests. He has a tendency to talk a lot but not really say anything.



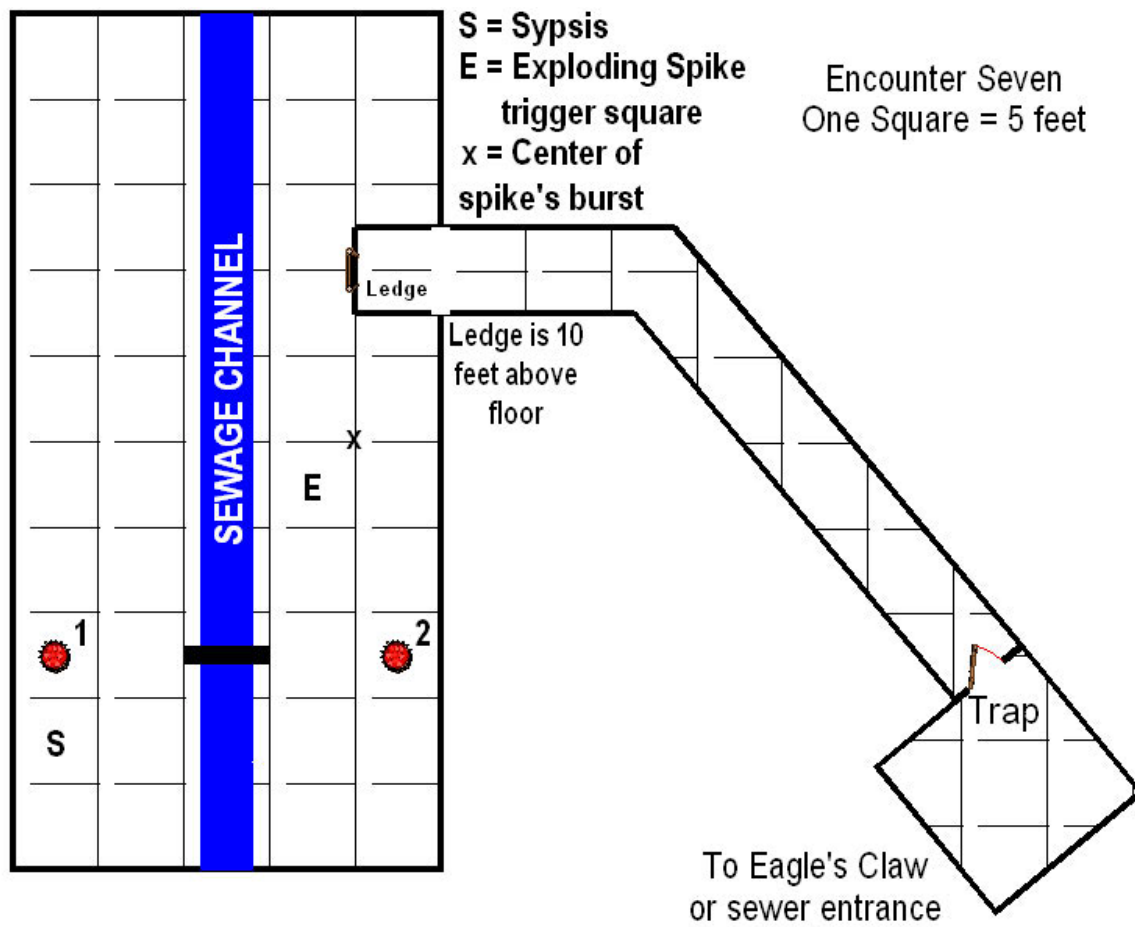
DM AID: MAP #2

DM Aid #2 - Encounter Four
One Square = 10 feet

PCs enter
here



DM AID: MAP #3



DM AID: NEW RULES

NEW FEATS

Close-Quarters Fighting (*Complete Warrior*)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: BAB +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Divine Vigor (*Complete Warrior*)

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier.

Domain Spontaneity (*Complete Divine*)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn attempts. This works just as good clerics spontaneously cast spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

True Believer (*Complete Divine*)

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

NEW ITEMS

Exploding Spike (Miniatures Handbook)

Warm to the touch, this red spike pulses with stored energy. This spike does nothing until it is planted firmly in the ground (a standard action). One round later, the spike becomes invisible. Any creature that thereafter comes within 10 feet of the spike causes it to explode in a fireball that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of the spike. The blast destroys the spike.

Moderate evocation; CL 11th; Craft Wondrous Item, *fireball*; Price 1,500 gp.

NEW SPELLS

Close Wounds (Spell Compendium)

Conjuration (Healing)

Level: Clr 2

Components: V

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.

This spell cures 1d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes its Will saving throw).

Conviction (Spell Compendium)

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You hold the holy passage in your hands and touch your ally, intoning the spell. A sea-blue nimbus of light blossoms about his head and shoulders, strengthening his resolve.

This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on all saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Panacea (Spell Compendium)

Conjuration (Healing)

Level: Clr 4, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.

This spell channels positive energy into a creature to wipe away afflictions. It immediately ends any of the following conditions affecting the target: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened and stunned. It negates sleep effects and the effect of the *feeblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum +20). *Panacea* does not remove ability damage, negative levels, or drained levels. Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

Quick March (Spell Compendium)

Transmutation

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Medium (100 ft. + 10 ft./level)

Target: Allies in a 20-ft.-radius burst

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, your feet and those of your allies glow with a yellow nimbus of light.

Quick march increases your allies' base land speed by 30 feet. This adjustment is considered an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases a creature's speed, this spell effects maximum jumping distance.