

ULP4-05

# Death to Undeath

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Principality of Ulek Regional Adventure

Version 1.0

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For nearly two years, those that have fallen in battle in the Disputed Territory have risen in an undead state. How much worse can it get before the Lortmil Hills fall under the control of the creature known as the Warlord? It is recommended that *ULP4-04 Ring of Death* be played prior to playing this event. A Principality of Ulek regional adventure for APLs 8-12.

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

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# Introduction

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

## Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the

bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum

above. Add each character's animals separately. A single PC may only bring four or fewer animals of

	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

this type, and animals with different CRs are added separately.

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

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

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.

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

## Time Units and Upkeep

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

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

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

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

## Adventure Summary and Background

This is the thirty-third regional scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf (Prince Olinstaad Corond) rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

For just over two years, the stench of undead has plagued the Disputed Territory. Many of these undead have been created from the very corpses that have fallen in battle between the evil forces of the Warlord and the good forces of the Principality of Ulek. The cause of the dramatic increase in undead is due to a powerful necromancer of Nerull, known as Zacereye. He came to the Disputed Territory and promised his total allegiance to the Warlord and his cause in return for two things, a nearly endless supply of corpses to bring into an undead state and the rights to a magical ring known as the *Ring of Death*, which was rumored to reside in the Principality of Ulek.

At first Zacereye had great successes in the Disputed Territory. Entire villages were destroyed and the innocents who lived there added to his undead army and numerous heroes were bested by his undead minions. While he did suffer some losses, they were minor and easily dealt with. But a key loss at Rocksplit Pass, during what is now called The March of the Dead, has put him on the defensive instead of the attack. However, all is not lost for him, as a few of his necromancer minions have located not only the Ring of Life but also the person currently possessing the *Ring of Death*. (For details on the *Ring of Death* please consult ULP4-04 *Ring of Death*.)

Unbeknownst to Zacereye, the discovery of both magical rings is not a blessing but a bane to his ultimate goal of obtaining the *Ring of Death* to further the cause of evil. While physical possession of the Ring of Life keeps it from the forces of good, this magical ring is the only known way to permanently destroy the ring that Zacereye desperately seeks.

The Ring of Life is a powerful ring made from silver. It was crafted along side the *Ring of Death* many dwarven generations ago. Both rings were crafted by Wasella Silverforge, a female dwarven cleric of Berronar Truesilver and Ilde Holderhek, a female dwarven cleric of Abbathor disguised as a cleric of Berronar Truesilver.

Originally, the two rings were designed for good but Ilde ensured that one of the rings was corrupted with greed and evil. The two rings were given to two dwarven nobles, but the ring that Ilde had corrupted quickly led her to kill one of these nobles and take it for herself. The other ring, the Ring of Life, has helped give many dwarven nobles long and healthy lives. It has stayed in the hands of the dwarven noble family it was gifted to until just recently. Four years ago, the ring fell into the hands of young Verrve Soulring. With the battles to the east fairing poorly for the Principality of Ulek, Verrve took it upon himself to join the Royal Army despite being a noble. He felt that it was his duty to join his people in the battles that plagued the Disputed Territory. He rose in rank and gained several honors, all along with the Ring of Life upon his finger. Then about two years ago, the Royal Army sent him to defend his hometown of Harvest, a small farming town east of the Lortmil Hills with an adjoining castle, from the what was believed to be a small army of humanoids. However, as the battle commenced, the fact that this army contended many undead creatures was quickly learned. While the morale of many of Verrve's companions was shaken, Verrve stood firm against the attacks. Despite his bravery, Verrve was killed by the numerous undead attacks thrust upon him during the battle. In the chaos and confusion, the Ring of Life was forgotten and left upon Verrve's finger upon his being buried in a mausoleum within the town's cemetery. In the ensuing days, the town was taken by the Warlord's army. Those who were not killed fled west to the safety of the Lortmil Hills.

After careful searching the town, the *Ring of Life* was discovered in the grand mausoleum that Verrve Soulring had been buried within. While Zacereye

moves about the Disputed Territory a great deal, he is currently within the partially destroyed castle, within the town of Harvest, with the hopes of gaining the *Ring of Death* soon.

There are two possible beginnings, both beginning in the city of Havenhill. If any PC is a member of the Royal Army, they are asked to do reconnaissance work on the town of Harvest and the castle that lies within it. Determining who the current leader is also a high priority. The Royal Army is planning an attack to regain it but want to gain more information on the situation there. If any PC is not member of the Royal Army, while in the Stuck Pig for dinner, the owner requests them to aid the Royal Army for a short time for the good of the Principality of Ulek. Their assistance is worth a free meal and a round of drinks to him.

At least one PC at each table should have the *Ring of Death*. If none do, a dwarven NPC does own said ring and accompanies the PCs.

If any of the Royal Army PCs possesses the *Ring of Death*, they notice that one of the female human military personal is eavesdropping upon them. This individual has been paid a few extra coins by minions of Zacereye to report to them if they learn anything about the *Ring of Death* especially its current owner.

If any non-Royal Army PCs owns the *Ring of Death*, they see two human gentlemen (minions of Zacereye) in the Stuck Pig eyeing them intently.

Both Royal Army and non-Royal Army PCs are brought together at this point in time.

(Note: Only one PC per table can claim ownership of the *Ring of Death* at one time. If two PCs own it, the judge should determine who will "own" it during this event per the ring's description on the appropriate AR. The person(s) who is (are) "without" the ring believes the other person stole the ring from them.)

Having been grouped together, the PCs make any necessary preparations before leaving Havenhill and then set out. During this time, two minions of Zacereye, those from the Stuck Pig, leave in the same direction the PCs will be taking shortly. Once several miles outside of Havenhill, they slow their pace so the PCs can catch up. When this occurs, the two minions, disguised as merchants, strike up a conversation with the PCs. After a bit of talking, they stir the conversation to the pretty ring

(*Ring of Death*) that one of the PCs owns. They offer to buy it from the PC for a fair price. Due to the curse of the ring, it is highly unlikely the PC will want to give up the ring. If the PC does sell the *Ring of Death* to Zacereye's minions, they immediately press onward with their horses and wagons to the nearest village, exchange them for fresh horses and press themselves until they reach Harvest with the ring in hand. At this point, Zacereye leaves the castle near Harvest and thus will not be encountered later in the scenario.

The minions of Zacereye do not attack the PCs and flee if attacked.

Leaving the minions of Zacereye behind them, or so the PCs think, the PCs come upon a Warlord caravan the next morning that is transporting various items taken from a recently raided village including foodstuff, caskets of various drinks (ale, water, wine) and bodies. The caravan is composed of a small group of orcs.

Several hours after dealing with the orc caravan, the PCs come upon the town of Harvest. Basic reconnaissance by the PCs leads them to learning that town is mostly destroyed and mainly unused, while the partially destroyed castle is only lightly guarded. The reason for this is that all the humanoids stationed here are off collected spoils of recent victories, while the undead creatures and their necromantic masters continue to plague the local area.

(Note: This encounter will handle all the locations within the ruined town.) Each location within the town will be described in detail with a variety of potential clues to be found and other potentially important information.

At this point, the PCs are able to search the ruined town and castle. In both the town and partially destroyed castle, a variety of potential clues and important information can be found. In the castle, the PCs also have several combats including the final fight with Zacereye.

Having discovered the location (mausoleum) of the Ring of Life, the PCs learn that with it they may destroy the *Ring of Death* but at the cost of the Ring of Life. Thus, the PCs must make a decision on whether to destroy the two rings or not. To do so, they must take both rings to the location of their creation and use the hammer and anvil that were used to create them to crush them into pieces.

**NOTE:** This is a Royal Army scenario.

## Introduction

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

Read the following for those PCs who are a member of the Royal Army:

***Your latest assignment within the robust Royal Army has taken you to the every busy city of Havenhill.***

***Havenhill is the largest city in all of the Principality of Ulek, half of it being constructed above ground, while the other half was built below it. It took the dwarves many years to finish this endeavor countless ages ago. But their hard work has ensured the safety of the city and its inhabitants for many years. Now, it is time to ensure all the good folks of the Principality of Ulek have this same feeling of safety again, but to do so will take time and many trials.***

***After given nearly a full day of leave within the metropolis of Havenhill, you have been asked to report in with your commanding officer about your next assignment.***

***After reporting for duty, you were quickly informed that your services would be needed to aid in reconnaissance work on the farming town of Harvest and an adjoining castle. The town, home to the dwarven noble family of Soulring, was overrun several years ago and is now in the control of the agents and minions of the Warlord. If possible, you are also to attempt to determine who the current leader of this resistance is within this Harvest. Any information gained will aid the Royal Army in their upcoming effort to reclaim control of the town as they attempt to push back the humanoid forces to the Jewel River and beyond, while grounding the flesh and bones of the unnatural undead creatures into the earth itself.***

***The location of the town of Harvest has been provided to you. Additionally, you are informed that several other adventuring types will be joining you to ensure success of this mission. You are to meet at the northern gates just before dawn to start your mission.***

Read the following for those PCs who are not members of the Royal Army:

***A hearty evening meal is always what a busy adventurer needs while visiting the rocky city of Havenhill. And the Stuck Pig is just the place. So with a vacant belly and a sizeable appetite, you make way to the establishment.***

***As you enter the Stuck Pig, you see and hear a whirlwind of activity. A portly middle-aged human man tells an obviously tarradiddle to anyone who will hear his story. With his embonpoint, a younger dwarf is full of charm one moment, then full of braggadocio the next. All the while, a half-orc with a terrible fetor madly feasts upon an olla podrida. All together, the activity would seem like a festival if the horrors of what occurs outside the city's walls were not within your mind.***

***After placing your order with a comely waitress, you see the dwarven owner Rugdenner motion for you to come to the bar.***

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

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

Rugdenner has overheard numerous comments from the military personal, that have been given a short leave, that the Royal Army is in need of individuals for a potentially dangerous reconnaissance mission. When seeing the experienced adventurers, he motions the PCs over to the bar. He avoids palaver, instead directly stating the comments he has overheard. Rugdenner then requests the PCs to aid the Royal Army for a short time for the good of the Principality of Ulek. Their assistance is worth a free meal and a round of drinks to him.

Continue with the following for PCs who check with the Royal Army due to Rugdenner's comments:

***You decide to check with the Royal Army due to Rugdenner's request. So you proceed to their headquarters within the city. As you approach, two heavily armed dwarven guards ask you to***

**state your business. Once completed with the formalities, you are taken inside and directed to a small area with several chairs. One of the guards then departs, leaving a single guard watching over you.**

**After a few minutes, a rough-looking dwarf with a straggly beard and a receding hairline approaches your group. "I haven't much time, so we'll skip the introductions and get right to the matter at hand."**

**"Reconnaissance work on the farming town of Harvest and an adjoining castle. Due to being experienced adventurers, you might be of aid to this mission. The town of Harvest, home to the dwarven noble family of Soulring, was overrun several years ago and is now in the control of the agents and minions of the Warlord. If you are truly willing to assist, you are also to attempt to determine who the current leader of this resistance within Harvest is. Any information gained will aid the Royal Army in their upcoming military efforts. Are you up for it?"**

**With this, the dwarf toys with his dark beard awaiting your answer.**

The non-Royal Army PCs now have the opportunity to accept this mission or not. They might have questions for the dwarven Royal Army officer, but he merely replies that he needs an answer and quickly.

For the PCs that accept the mission, continue with the following:

**The dwarf eyes you deeply for a moment then proceeds, "The location of the town of Harvest has been provided to you on these maps. You are to meet at the northern gates just before dawn to start your mission."**

For the PCs that do not accept the mission, continue with the following:

**The dwarf eyes you for a moment, then proceeds, "Why did you waste my time in the first place if you weren't truly interested." With this, the dwarf walks into the streets of Havenhill, leaving you to find an adventure another day.**

## **Encounter 1: The Ring Bearer & The Web**

If any PC possess the cursed *Ring of Death* from the scenario of the same name, continue with the appropriate section below. Also note that only one PC per table can claim ownership of the *Ring of Death* at one time. If two PCs own it, please refer to the Adventure Record to determine who "owns" it for this event.

If no PC possesses the *Ring of Death*, a dwarven fighter named Tordeth Rinkil, who possess this cursed magical ring, accompanies and aids the PCs throughout the entire adventure. The PCs meet him once they gather at the northern gates to start their mission.

### **All APLs**

**Tordeth Rinkil:** Male Dwarf Ftr8; hp 80; see Appendix.

After taking the player aside, read the following if the PC with the *Ring of Death* is in the Royal Army:

**As your commanding officer was giving your orders, you couldn't help but notice a female human military personal eavesdropping upon your conversation. Her eyes fell heavily upon that which you hold dear, your most prized possession, the lovely ring. However, before your commanding officer was done, she moved off. Good for her, 'cuz no one is going to get your ring, right?**

After taking the player aside, read the following if the PC with the *Ring of Death* is not in the Royal Army:

**As you were talking to the owner of the Stuck Pig, Rugdenner, you couldn't help but notice the intense stares of two human gentlemen upon you. Their eyes fell heavily upon that which you hold dear, your most prized possession, the lovely ring. However, before you could finish your conversations with Rugdenner, they quickly gulped and swigged the last of their meal and swiftly departed.**

If any PC is a member of the Principality of Ulek meta-gaming organization, The Web, read the following to them:

***In the late night hour, you are suddenly awake. It takes a few minutes for your eyes to adjust to the see the form before you. The form is a human male dressed in black silk clothes with a cloak that resembles a large spider web. Tattooed around his left eye is a spider's web. On his left hand is a black ring that has been crafted to look like a spider with two dark red ruby eyes. Around his neck is an amulet that looks like a spider and its web.***

***As your senses slowly follow you to an awake status, you suddenly realize who this individual is. Some task of importance must be in your immediate future, for these are the only times that the man known only as Spyder seeks those who are part of his web-like network.***

Spyder informs those PCs who are currently a member of the Principality of Ulek meta-gaming organization The Web that he seeks a book called *The Unliving Spider* that they may encounter in the coming days. He asks that they retrieve this book and return it to him. Success will result in either a repaid debt or a favor (*Spyder's Thanks*) of some sort, the PC's choice.

If asked about their upcoming mission, Spyder informs the appropriate PCs that he has learned that the town of Harvest is currently used to hold many of the fallen until they can be brought into an undead life along with numerous supplies for the Warlord's minions. A powerful necromancer is believed to be conducting some type of research there and it is he who likely has the book called *The Unliving Spider* that he seeks.

Read the following to all PCs:

***You awake before the sun has crossed the horizon to bring light to the new day. You rise to ready yourself for an important mission for the Principality of Ulek: Reconnaissance work on the farming town of Harvest.***

***You make any necessary preparations, gather your belongings and make way to the northern gates of Havenhill to meet the others who will aid you in this mission.***

***The streets of Havenhill are calm and quiet this evening, much like on the eve of battle. This***

***allows you to quickly make way to the starting point of your mission, the northern gates of Havenhill.***

***As you approach, you see several others heading in your direction along with several dwarven military personnel.***

Allow the players to do PC descriptions and introductions, if necessary, at this point in time.

The PCs are searched before they are allowed to exit the city. If any an item banned in the Principality of Ulek is found upon them, it is immediately taken from the PC. Such an occurrence should be noted on their AR and their MIL updated immediately. A list of banned items can be found Principality of Ulek regional website, Principality of Ulek YahooGroup or the Principality of Ulek Judge's Primer.

Once the PCs depart from the city of Havenhill, continue with the next encounter.

## **Encounter 2: Just Merchants?**

***Leaving the city of Havenhill, you depart before sunrise. After a couple of hours, the sun starts to breach the horizon revealing a limpid blue sky. With the light to aid you, off in the distance you seek a small merchant wagon.***

The merchant wagon is not as it seems. Instead, this small caravan consists of two minions of Zacereye merely disguised as merchants.

These two minions (Selenard and Saulbin) might have taken notice of the PCs in the Stuck Pig in Havenhill (see Encounter One) especially the person who possesses the *ring of death*. Once feeling the power of the cursed ring, they departed before the PCs had an opportunity to question them there instead hoping to either encounter them outside of Havenhill or informing Zacereye that the ring bearer was coming to the town of Harvest.

Selenard and Saulbin quickly left Havenhill and started to make their way to Harvest. Once several miles outside of Havenhill, they slowed their paced, giving the PCs a chance to catch up with them. In doing so, they hope to come face to face with the PCs and, disguised as merchants, inquire about purchasing the "pretty ring" (*ring of death*) from them. However, they are patient and do not quickly turn the conversation towards the object they seek.



Instead, they strike up a conversation with the PCs first about the possibility to hiring them for 6 gp each to guard them until they reach the next village, following by several of the rumors noted below:

1. Secret cells of the Earth Dragon were planted in various towns and cities within the Principality of Ulek until they are needed for an upcoming strike.
2. Weenil Foxen of Gryrax is a follower of the Earth Dragon.
3. Prince Olinstaad Corond is said to have developed a drinking problem since returning to the throne.
4. A local merchant seeks to add a legendary warhammer with a bane against dragons to his collection.
5. Volimar Corond is quite unhappy about the return of his father to the throne. It is even believed that he seeks rid his father one way or another to regain it.
6. Prince Olinstaad Corond and the government of Keoland are discussing a possible tax on all elves and gnomes.
7. Several of Prince Olinstaad Corond's advisors have suggest to the prince that a heavy tax be placed upon all wine purchased in the Principality of Ulek.
8. Many adventurers and heroes plan to quit the Royal Army in the coming months.
9. The creature known as the Warlord does not exist and is merely a myth developed to keep attention away from Turrosh Mak.
10. Smoke can often be more dangerous then fire.

Once Selenard and Saulbin have either gained the PCs' trust or the PCs are about to bid them farewell, they comment on the pretty ring (*ring of death*) that one of the PCs (or Tordeth Rinkil) possesses. They offer to purchase it from them for twenty-four thousand gold pieces. They currently do not have the gold on them, but it lies within the village they are traveling to.

The PC (or Tordeth Rinkil) should be highly resistant to the idea of selling the *ring of death* unless they make a Will Save (DC 25).

If the PC does sell the *ring of death* to Selenard and Saulbin, they immediately press onward to the next

village, give the PCs the promised twenty-four thousand gold pieces. Next, they sell their horses and wagons for fresh mounts and race to the town of Harvest to give the *ring of death* to the necromancer Zacereye. At this point, Zacereye leaves and thus is not encountered later in the scenario.

If the PCs do not sell the *ring of death*, Selenard and Saulbin press onward selling their horses and wagons for fresh mounts in the next village and then race to the town of Harvest to inform Zacereye about the status of the *ring of death*.

If the PCs attack Selenard and/or Saulbin, they both attempt to flee. But if pressed or cornered, they will fight back, but do so only as a last resort.

Selenard is about five feet ten inches tall and thin with dusty blonde hair, while Saulbin is about five feet six inches tall and slightly muscular with brown hair. Both speak common, orc and dwarven.

The wagon Selenard and Saulbin have is partially filled with several crates containing foodstuffs. The total value of the wagon and goods inside is 120 gp.

### All APLs

**Selenard (1):** Male Human Rog6; hp 36; see Appendix.

**Saulbin (1):** Male Human Rog6; hp 36; see Appendix.

Once the PCs have parted ways, one way or another, with Selenard and Saulbin, continue with the next encounter.

## Encounter 3: Orcs

***You head through the hinterlands of the Principality of Ulek, as two days pass by. You rise on the third morning, to a nearly cloudless sky. Only a pair of fluffy white clouds linger above you. Gauging by the map provided to you, you estimate that you'll reach the town of Harvest in a few hours.***

***Heading over the next hill after an hour of travel, you see a caravan with several well-worn wagons about sixty feet away. Leading the caravan is a redoubtable group of bellicose and internecine orcs. They move about in an inimical manner. The results of their pernicious activity are easily apparent.***

***Upon spotting you, they shout invectives and take up arms rushing to meet you in battle.***

The orcs are loyal to the Warlord and guard a caravan that is transporting various items taken from a recently raided village including foodstuff, caskets of various drinks (ale, water, wine) and numerous dead bodies.

The orcs all rush into melee combat attempting to focus on one PC. The orc lieutenant attempts to trip PCs first, while the others attack until a PC is killed.

### **APL 8 (EL 8)**

**Orc (4):** hp 7 each; see *Monster Manual*.

**Orc Lieutenant (1):** Male Orc Ftr4; hp 36; see Appendix.

**Orc Leader (1):** Male Orc Ftr7; hp 63; see Appendix.

### **APL 10 (EL 10)**

**Orc (9):** hp 7 each; see *Monster Manual*.

**Orc Lieutenant (1):** Male Orc Ftr6; hp 54; see Appendix.

**Orc Leader (1):** Male Orc Ftr9; hp 88; see Appendix.

### **APL 12 (EL 12)**

**Orc (9):** Male Orc Ftr4; hp 36 each; see Appendix.

**Orc Lieutenant (1):** Male Orc Ftr8; hp 72; see Appendix.

**Orc Leader (1):** Male Orc Ftr9; hp 88; see Appendix.

## **Encounter 4: Possible Reconnaissance**

***Having dealt with the orc caravan, you press onward to the town of Harvest. After a couple hours, when the sun is nearly at its highest point in the noon sky you come upon Harvest.***

***Peering from a safe distance, you can easily see that the town of Harvest is in a woebegone state. Many of the buildings located here have been leveled to the ground. The lucky ones only suffered minor damage, likely due to being built***

***from stones and other hard materials mined from the earth below.***

***To gain more information about Harvest will require surreptitious and furtive work or simply boldness.***

When the town of Harvest was attacked about two years ago by the invading Warlord forces, many of the buildings were destroyed in the process. Those that did survive the attack are now used to store basic supplies, such as foodstuffs and various drinks plus loot and dead bodies recovered from battle.

If the PCs wish to perform basic reconnaissance (anything that does not involve them entering the town of Harvest), they can determine certain information based on their actions. Possible actions that do not require them to enter the town are:

1. Sending a flying animal companion or familiar above the town to perform aerial reconnaissance.
2. Circle the entire town.

Basic reconnaissance could net the PCs the following information (based on the PCs' actions):

1. There are five buildings in town, excluding the castle, still in a usable state. All other buildings have been destroyed beyond use.
2. There is currently no activity within the town. This is due to the fact all the humanoids stationed here are off collecting spoils of recent victories, while the undead creatures and their necromantic masters continue to plague the local area.
3. The castle has taken heavy damage and while it does not appear to be guarded, it could easily be lightly guarded from within.

When the PCs head into the town of Harvest, continue with the next encounter.

## **Encounter 5: Harvest**

When the PCs head into Harvest, continue with the following:

***Entering the town of Harvest, you can see the destruction and mayhem that took place here a***

***short while back. Despite the scene that lies before you, there is a certain amount of silence and stillness in the air.***

***Five buildings seem to have survived the attacks along with the castle. Perhaps, they hold clues that could be of use for you now or for the Royal Army back in Havenhil.***

The PCs have the opportunity to search about the following five remaining buildings before entering the castle, if they desire. The five buildings are:

1. Barley and Brews (tavern and inn)
2. Paraphernalia (general store)
3. Chapple of Berronar Truesilver
4. Church of Phyton
5. Somm's Smithy

Descriptions and information on each of these buildings can be found in the appropriate subsection below.

## **Barley and Brews**

***You approach a three-story building with many shattered and broken windows. Despite some of the apparent damage, it seems to be in decent and livable condition. A partially destroyed wooden sign outside identifies this place as Barley and Brews.***

The Barley and Brews was the lone tavern and inn in the village of Harvest. The tavern was located on the first floor. It now holds several dozen dead bodies of various races and ages. They are being stored here until time is available to animate them into an undead state. Once this has been completed, these newly created undead will join the undead armies that plague the eastern Lortmil Hills.

If the PCs activity search the dead bodies might, with a successful Search check (DC 20), find a magical ring (*ring of deftness*). The use of a *detect magic* will also work.

The basement once held an adequate amount of foodstuffs and drinks, but these have been moved to the partially destroyed castle. PCs who successfully make a Search check (DC 10) can find traces of broken caskets, crates and bottles along with small portions of the now consumed foodstuff.

The second and third floor held the sixteen rooms for rent along with an additional two for the owning

dwarven family, who are now deceased, killed in the battles that took place here.

Nothing further of interest or value lies here.

## **Paraphernalia**

***Nearing this two-story building, you can easily see that it was only in average condition even before the battles of war came here. Miraculously, it survived.***

The Paraphernalia was one of two general stores that once resided in town. The other was destroyed, but this one miraculously survived despite its worn-down condition.

All the supplies that were once located here have been taken to aid the living minions of the Warlord in their continued battles with the good forces of the Principality of Ulek.

Nothing further of interest or value lies here.

## **Chapel of Berronar Truesilver**

***Even from a good distance away, you can see that the local chapel of Berronar Truesilver, while still standing, has been grossly defiled with vile pictures and anti-Ulekian slogans.***

***As you near the chapel, you can discern that many of the pictures and slogans were drawn in blood, likely from the dwarven clergy who once dwelled here.***

The inside of this chapel of Berronar Truesilver is a horrific scene. Anything of value has either been stolen or smashed into a thousand little pieces. Crimson blood lines the floor. While hanging on the wall are two dozen left dwarven ears, likely hung here in response to young Prince Volimar Corond's official policy to pay one gold piece per left ear collected from the enemies of the Principality of Ulek.

If the PCs activity search the floorboards, they might, with a successful Search check (DC 25), find several books/tomes. One such thin book tells the tale of how the *ring of life* and *ring of death* were created and how they can be destroyed (crushed by the hammer and anvil that created them). This information may prove helpful to some PCs later in this scenario.

If the PCs continue to search the chapel, the might, with a successful Search check (DC 25), find a trap door that leads to an underground mausoleum. It is here where the body of Verrve Soulring lies, with the *ring of life* still upon his finger. Additional information can be found in Encounter Seven.

Nothing further of interest or value lies here.

## Church of Phytton

***This sizable, but simple, church of Phytton seems to have once provided a great deal strength for this community. It now only barely stands; a strong gale would likely blow it away. None-the-less, it still stands but has generally been ignored.***

Inside the church, it is apparent that the invading forces hatred was not great for those of the followers of Phytton, as while anything of value has been taken, a few days hard work could easily return this good church back to active use.

Nothing further of interest or value lies here.

## Somm's Smithy

***Approaching the small smithy called Somm's Smithy, you see that it is a small place that is partially destroyed. It is in such a bad state that you ponder on why the place has not fallen over.***

Everything in the smithy of value has been taken save to items that have been hidden in a camouflaged hole in the ground. PCs searching the ground might, with a successful Search check (DC 20), this hole and discover what rests within it, the well-worn hammer and anvil that created both the *ring of life* and *ring of death*. These two tools might be useful to PCs that wish to rid themselves of the *ring of death*.

Nothing further of interest or value lies here.

## Encounter 6: The Castle

When the PCs head to the castle in Harvest, continue with the following:

***Having completed all desired reconnaissance and investigation within the town of Harvest, you make final preparations before heading to***

***the partially destroyed castle within the farming town.***

***As you head up the road to the front gates, you can see that they lie limply on the ground. Much of the castle has been destroyed. Out of the three main towers, one has been turned into mere rubble along with the entire inner sections. Only four, two larger and two small, towers plus portions of the castle walls remain.***

The PCs have the opportunity to search about the castle, if they desire. Please ensure to use the map of the castle as an aid. The major areas of the castle are:

- A. Courtyard
- B. Destroyed (rubble) area
- C. Two-story towers
- D. Northwest three-story tower
- E. Southwest three-story tower
- F. Basement entrance
- G. Storage room
- H. Den
- I. Picture hallway
- J. Zacereye's hideaway

Descriptions and information on each of these areas can be found in the appropriate subsection below.

### A - Courtyard

***Heading into the firm ground of the courtyard, you can see several large boulders resting amongst the ruined portions of the castle. They were likely shot from catapults and helped aid the fall of the town of Harvest.***

PCs with the Track feat that search the area can, with a successful Survival check (DC 15), determine that there are recent tracks (small and medium booted bipedal) here. They lead mainly to the two larger remaining towers.

Nothing further of interest or value lies here.

### B - Destroyed (rubble) area

***You decide to search the destroyed area that now lies in rubble.***

Anything worth of value, even the dead corpses, has been picked clean from this area.

Nothing further of interest or value lies here.

## C - Two-story towers

***On the southeast portion of the castle are two smaller towers that have gained your attention.***

The signs of gory battle still remain within these two-story towers via the blood stained walls, floors and stairs, but the dead bodies have long since been removed to join the undead armies that now plague the eastern portions of the Lortmil Hills.

Nothing further of interest or value lies here.

## D - Northwest three-story tower

***The northwest tower stands firmly in the ground and mostly intact, having survived much of the destruction of previous battles that led to the fall of Harvest.***

The upper portions of this tower has been used intermediately. PCs with the Track feat that search this area can, with a successful Survival check (DC 15), determine this fact.

PCs who search basement area of this tower find there are several beds crammed together along with a variety of supplies, mainly foodstuff. The food is edible but poor tasting at best.

Nothing further of interest or value lies here.

## E - Southwest three-story tower

***The southwest tower stands steadfast in the ground, having avoided all damage of previous battles.***

The upper portions of this tower store a variety of supplies of meager condition at best.

PCs who Search (DC 20) the basement area locating the secret door here, find a tunnel that leads underneath the destroyed (rubble) inner section. This tunnel leads to Area F (Basement entrance).

Nothing further of interest or value lies here.

## F - Basement entrance

***Having found a secret door in the cellar portion of one of the large towers, you proceed through***

***it and down the tunnel that lies behind it. After about twenty feet, it turns to the right at a forty-five degree angle, then extends another fifteen feet before ending at a single large wooden door.***

The large wooden door (hardness 5, hp 20, Open Lock DC 30) is locked but not trapped. To break the door down requires a successful Strength check (DC 23). Both Zacereye and Selenard have a key.

Once the PCs enter this room, they come into the effects of an *unhallow* spell with a *dispel magic* fixed to it. The *dispel magic* (see page 223 of the *Player's Handbook*) is set for an area dispel so magic items are ***not*** affected.

The other two doors in this area are not locked nor trapped.

Nothing further of interest or value lies here.

## G - Storage room

***This room is your ordinary storage room.***

The door leading into this room is not locked nor trapped.

Inside are all the various mundane supplies, such as foodstuffs, that Selenard, Saulbin and Zacereye use.

Nothing further of interest or value lies here.

## H - Den

***Heading into this room, you see that it is a den filled with two large chairs, a table and two beds.***

The door leading into this room is not locked nor trapped.

If the PCs did not capture, kill or sell the *ring of death* to Selenard and Saulbin, they are currently here drinking and gambling with a pair of bone dice. They invite to the PCs to join in.

If the PCs talk with them for a few minutes, they realize, despite their drunken state, that one of the PCs (or Tordeth Rinkil) has the *ring of death*. At this point, they offer to purchase it from them for twenty-four thousand gold pieces. They currently do not have the gold on them, but can get it if the PCs accompany them to a nearby village.

The PC (or Tordeth Rinkil) should be highly resistant to the idea of selling the *ring of death* unless they make a Will Save (DC 25).

If the PC does sell the *ring of death* to Selenard and Saulbin, they immediately take all the PCs to a village and give the PCs the promised twenty-four thousand gold pieces. At this point, Zacereye leaves the castle and thus is not encountered later in the scenario.

If the PCs do not sell the *ring of death*, Selenard and Saulbin drunkenly attempt to weasel their way out of their current situation with their lives.

If the PCs attack Selenard and/or Saulbin, they both attempt to flee. But if pressed or cornered, they will fight back, but do so only as a last resort.

Selenard is about five feet ten inches tall and thin with dusty blonde hair, while Saulbin is about five feet six inches tall and slightly muscular with brown hair. Both speak common, orc and dwarven.

### **All APLs**

**Selenard (1):** Male Human Rog6; hp 36; see Appendix.

**Saulbin (1):** Male Human Rog6; hp 36; see Appendix.

### **I - Picture Hallway**

*Heading into this long room, you see that the walls are filled with many large pictures of various persons. The pictures appear to be quite old and actually almost seem to be watching you.*

*At the end of the room, is a bookcase filled with a number of tomes, manuals and books. A set of double doors is located on the left wall about thirty feet away from the entrance.*

Guarding this area are several spectres. They watch the area peering out from the open eyeholes of several of the pictures located on the walls. PCs who make a successful Spot check (DC 23) notice their burning undead eyes.

The spectres wait for the PCs to enter the room before attacking unless they are noticed at which point they immediately start their assault upon the PCs. They attack until killed or destroyed.

If any PC owns *Omur Hemda's Silver Holy Symbol of St. Cuthbert* or *Oskar Dankil's Silver Holy*

*Symbol of Moradin*, the spectres focus their attacks on this PC.

Most of this room is under the effects of a *desecrate* spell (see map for the center point and area of effect). A permanent fixture dedicated to Nerull resides here, thus the modifiers as doubled as noted within the spell's text (see page 218 of the *Player's Handbook*). These bonuses have not been factored into the stat blocks. Additionally, the room is also under the effects of the *unhallow* spell that PCs first encountered in Area F.

The tomes, manuals and books are all profane writings. The book, *The Unliving Spider*, that Spyder seeks is also located here.

### **APL 8 (EL 10)**

**Spectre (3):** hp 63; see *Monster Manual*.

### **APL 10 (EL 12)**

**Spectre (6):** hp 63; see *Monster Manual*.

### **APL 12 (EL 14)**

**Advanced Spectre (6):** hp 126; see Appendix.

### **J - Zacereye's hideaway**

*Upon dispatching of the spectres, the double doors suddenly upon up to reveal a human man in full plate armor with a heavy steel shield with a blasphemous holy symbol of Nerull finely painted upon it.*

*He eyes you intently and with a wicked grin smiles before speaking, "So you have come to bring me what I seek most? You have personally come to bring me the Ring of Death?"*

*With these words, he awaits your answer.*

The man is Zacereye, a divine necromancer and the Warlord's right-hand man. Zacereye has overseen the creation of thousands of undead creatures for his personal undead armies. These undead armies have plagued the Disputed Territory and eastern portion of the Lortmil Hills for over two years now. They have also caused the death of countless innocent lives.

Zacereye intends to kill the PCs whether they give him the *ring of death* or not. He is merely toying with them before, what he believes, is the PCs' final

moments. He has had the opportunity to prepare as many spells as the PCs spent fighting the spectres in Area I. The spells that have been pre-cast can be selected as you deem fit.

In the first round of combat, Zacereye casts a quickened spell first followed by the spell that will cause the most damage and strife to the PCs. In the following rounds, he continues to cast available quickened spells along with other spells, focusing on maximized spells.

He fights until the death, believing that if somehow killed he will return to Oerth as a powerful undead creature (such as a lich) due to his total loyalty to his god Nerull.

### **APL 8 (EL 12)**

**Zacereye:** Male Human Clr12; hp 90; see Appendix.

### **APL 10 (EL 14)**

**Zacereye:** Male Human Clr14; hp 105; see Appendix.

### **APL 12 (EL 16)**

**Advanced Spectre (4):** hp 126; see Appendix.

**Zacereye:** Male Human Clr15; hp 113; see Appendix.

Once Zacereye has been defeated, the PCs are free to search his hideaway. Inside, they find several tables filled with maps detailing the type and location of his undead armies. Additionally, there are several notes from the Warlord that give general information on the creature's location. With this new information, a hunt (to be handled via a battle interactive) for the Warlord will commence. Lastly, the PCs find an open book resting on one of the tables. It gives great detail about the *ring of life* and the *ring of death*. A piece of parchment with notes next to the book indicates that the *ring of life* now resides in an underground mausoleum in the chapel of Berronar Truesilver. Zacereye has been unable to obtain this ring, but does not seem to care as the *ring of death* is his true desire.

When the PCs go to search for the *ring of life* in the chapel of Berronar Truesilver, continue with the next encounter.

## **Encounter 7: The Ring of Life**

When the PCs go into the underground mausoleum in the chapel of Berronar Truesilver to search for the *ring of life*, continue with the following:

***As you enter the underground mausoleum, you see that numerous dwarven nobles were once buried here. However, their supposed final resting-places are empty. All but one of these deceased nobles are now gone likely raised into an undead state. Only the body of Verrve Soulring now lies here. Remarkably, it does not show any signs of decomposition. A pure light pours forth from a ring upon his lifeless body.***

The *ring of life* cannot be removed from the body of Verrve Soulring via any means unless the ring itself allows it to be done.

Any PC touching the ring can communicate telepathically with it. The *ring of life* asks those that touch it, why they are here. If informed about the *ring of death*, it asks for that PC to touch it. If the current owner of the *ring of death* touches the *ring of life*, they should make a Will save (DC 14). Those that succeed can remove the *ring of death* from their finger. Regardless of the success of this Will save, the *ring of life* informs the PCs that the only way to destroy the *ring of death* is to take both rings to Somm's Smithy and use the hidden hammer and anvil there to crush both of them into tiny pieces permanently destroying both of them. Failure to do so will result in both rings continuing to exist.

If the PCs promise to destroy the *ring of death*, the *ring of life* will allow the PCs to remove it from Verrve Soulring's dead body.

If PCs destroy both the rings, the owner of the *ring of death* receives the *Scar from the Ring of Death*.

If the PCs do not destroy both the rings, the owner of the *ring of death* receives the *Ring of Death (advanced)*.

Once this decision has been made, continue with the conclusion.

## **Conclusion**

If the PCs were ***not*** successful in defeating Zacereye and did ***not*** bring back reconnaissance information to the Royal Army in Havenhill, continue with the following:

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

If the PCs were ***not*** successful in defeating Zacereye but brought back reconnaissance information to the Royal Army in Havenhill, continue with the following:

***You did all that you could do and managed to gain some useful information on the town of Harvest. Hopefully, this information will come in use to the Royal Army in the near future.***

Royal Army PCs earn the *Commendation from the Royal Army*.

If the PCs were successful in defeating Zacereye and brought back reconnaissance information to the Royal Army in Havenhill, continue with the following:

***You have dealt with a most evil plot this day and defeated Zacereye, the high necromancer of Nerull in the Disputed Territory, and the Warlord's right-hand man. Thousands of future fallen warrior bodies will be ensured to lie permanently in rest instead of being taken from the bloody battlefields and brought into an undead state for the good of the Warlord, his agents and minions.***

Royal Army PCs earn the *High Commendation from the Royal Army*. Non-Royal Army PCs earn the *Recommendation from the Royal Army*. All PCs earn the *Gratitude of the Principality of Ulek*.

PCs can also spend unused *Influence Points with/Favors of Oldid Silverbeard* to gain item access as per *Spent Favors of Oldid Silverbeard*. These *Influence Points with/Favors of Oldid Silverbeard* came from ULP1-02 *Spies Like Us*, ULP1-03 *Crypt of Promise*, ULP1-05 *Tomb Raiders* and ULP3-01 *Old Tales*.

Additionally, any PC who is a member of *The Web*, Spyder's secret organization, can either remove a *Debt to Spyder* or gain a *Spyder's Thanks*, if they successfully retrieved and returned to Spyder, the book entitled *The Unliving Spider*. If the book is given to Spyder, item access to it should be marked off each of the PCs' Adventure Records.

## 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 3: Orcs

Defeat orcs.

APL 8 – 240 xp.

APL 10 – 300 xp.

APL 12 – 360 xp.

#### Encounter 6: The Castle (Area I)

Defeat spectres.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

#### Encounter 6: The Castle (Area J)

Defeat Zacereye.

APL 8 – 360 xp.

APL 10 – 420 xp.

APL 12 – 380 xp.

#### Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

#### Total Possible Experience

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

### Treasure Summary

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



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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

## **Encounter 2: Just Merchants? Or Encounter 6: The Castle (Area H)**

APL 8: L: 2 gp; C: 6 gp; M: *boots of striding and springing* (458 gp), *Murlynd's spoon* (450 gp).

APL 10: L: 2 gp; C: 6 gp; M: *boots of striding and springing* (458 gp), *Murlynd's spoon* (450 gp).

APL 12: L: 2 gp; C: 6 gp; M: *boots of striding and springing* (458 gp), *Murlynd's spoon* (450 gp).

## **Encounter 3: Orcs**

APL 8: L: 44 gp; C: 0 gp; M: +1 *spiked chain* (194 gp), *potion of barkskin* +4 (75 gp), *potion of protection from good* (4 gp), *potion of shield of faith* +2 (4 gp), +1 *keen falchion* (698 gp), *universal solvent* (4 gp).

APL 10: L: 86 gp; C: 0 gp; M: +1 *spiked chain* (194 gp), *potion of barkskin* +4 (75 gp), *potion of protection from good* (4 gp), *potion of shield of faith* +2 (4 gp), +1 *keen falchion* (698 gp), *gauntlets of ogre power* (333 gp), *universal solvent* (4 gp).

APL 12: L: 29 gp; C: 0 gp; M: 9 +1 *falchions* (198 gp each), 9 *potions of bull strength* (25 gp each), +1 *bane [humanoids, dwarf] spiked chain* (694 gp), *potion of barkskin* +4 (75 gp), *potion of protection from good* (4 gp), *potion of shield of faith* +2 (4 gp), +1 *keen falchion* (698 gp), *gauntlets of ogre power* (333 gp), *universal solvent* (4 gp).

## **Encounter 5: Harvest**

APL 8: L: 0 gp; C: 0 gp; M: *ring of deftness* (33 gp).

APL 10: L: 0 gp; C: 0 gp; M: *ring of deftness* (33 gp).

APL 12: L: 0 gp; C: 0 gp; M: *ring of deftness* (33 gp).

## **Encounter 6: Castle (Area I)**

APL 8: L: 0 gp; C: 0 gp; M: *The Unliving Spider* (83 gp).

APL 10: L: 0 gp; C: 0 gp; M: *The Unliving Spider* (83 gp).

APL 12: L: 0 gp; C: 0 gp; M: *The Unliving Spider* (83 gp).

## **Encounter 6: The Castle (Area J)**

APL 8: L: 127 gp; C: 0 gp; M: *cloak of resistance* +2 (333 gp), *periapt of wisdom* +4 (1333 gp), *pearl of power* [3<sup>d</sup>-level] (750 gp).

APL 10: L: 127 gp; C: 0 gp; M: *cloak of resistance* +2 (333 gp), *periapt of wisdom* +6 (3000 gp), *pearl of power* [3<sup>d</sup>-level] (750 gp).

APL 12: L: 148 gp; C: 0 gp; M: *cloak of resistance +4* (1333 gp), *periapt of wisdom +6* (3000 gp), *pearl of power [3<sup>d</sup>-level]* (750 gp).

### **Total Possible Treasure (Maximum Reward Allowed)**

APL 8: L: 173 gp; C: 6 gp; M: 3609 gp – Total: 3788 gp (1300 gp).

APL 10: L: 215 gp; C: 6 gp; M: 6419 gp – Total: 6640 gp (2300 gp).

APL 12: L: 179 gp; C: 6 gp; M: 9926 gp – Total: 10111 gp (3300 gp).

### **Special**

#### *Scar from the Ring of Death*

You have worn the *Ring of Death*, a most cursed ring, upon your own finger. Due to this fact, the ring has left a permanent burn mark upon your finger. Additionally, all penalties received from the ring slowly dissipate at the rate of one point per scenario played. The current penalty points should be noted on this AR as a reference for future judges.

#### *Ring of Death (advanced)*

Despite the pull of forces above you, you have managed to keep to the *Ring of Death*, a most cursed ring, upon your own finger. Due to this fact, female PCs have one way or another found themselves pregnant and thus may only play another 39 Time Units before meeting their permanent and final death. Male PCs continue to lose one charisma but at the rate of 1 point per Time Unit spent. Once they reach a 0 charisma, meet their permanent and final death.

#### *Ring of Deftness*

This thin silver ring continually grants the wearer a +2 competence bonus on Sleight of Hand checks.

Faint transmutation; CL: 5th; *Prerequisites*: Forge Ring, creator must have 2 ranks in the Sleight of Hand skill; *Market Price*: 400 gp; *Weight*: 0.1 lbs.

#### *The Unliving Spider*

A picture of a skeletal spider lies on the white cover of this non-magical book. The tome's text is written in Infernal. PCs must have the ability to

read Infernal in order to gain the insight bonuses the book provides. This text gives the owner a +5 insight bonus to Knowledge (religion) skill checks involving undead spiders. If the owner of the text does not possess the Knowledge (religion) skill, that individual can still make a Knowledge (religion) skill check for matters involving undead spiders (without the +5 bonus mentioned above, but this ability is considered an insight bonus). It takes at least 5 minutes of reading to gain the insight bonus. The book must be read no more than 5 minutes before the check that the PC wishes to gain the insight bonus for is made.

*Market Price*: 1000 gp; *Weight*: 2 lbs.

#### *Spent Influence Points/Favors of Oldid Silverbeard*

Previously you have earned an *Influence Point* and/or *Favor of Oldid Silverbeard*. With the defeat of Zacereye, Oldid Silverbeard has agreed to grant item access (Frequency: Regional), as noted below, for each of his influence points/favors.

1 IP/Favor - *bolt of voices* (Regional, A&EG)

2 IP/Favors - *self-loading crossbow* (Regional, A&EG)

3 IP/Favors - *axe of shards* (Regional, A&EG)

4 IP/Favors - *staff of healing* (Regional, DMG)

Circle the appropriate expenditure above. Any influence point/favor that is spent in this fashion should be voided on the actual certificate or AR.

#### *Recommendation from the Royal Army*

For successfully defeating Zacereye, the high necromancer of Nerull in the Disputed Territory and the Warlord's right-hand man, you have received a recommendation to join the Principality of Ulek Royal Army.

#### *Commendation from the Royal Army*

Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to purchase the following item: *amulet of health +4*.

#### *High Commendation from the Royal Army*

Your commanding officer in the Royal Army has given you his personal commendation. He also grants you access (Frequency: Regional) to purchase the following items: *amulet of health +4* and *amulet of health +6*.

#### *Gratitude of the Principality of Ulek*

In thanks for defeated Zacereye, the high necromancer of Nerull in the Disputed Territory, and the Warlord's right-hand man, the good folks of the Principality of Ulek have given you their gratitude. You gain access (Frequency: Regional) to purchase the following items/weapon enhancements: *circlet of blasting [minor]*, *phylactery of undead turning*, *bane [undead]*, and *disruption*. If the PC had a home region of the Principality of Ulek at the time of playing this event, they also gain access (Frequency: Regional) to purchase the following items: *bracers of dawn* (CW) and *circlet of blasting [major]*.

#### *Spyder's Thanks*

In thanks for being a contributing member of the Web, Spyder has granted you access (Frequency: Regional) to the following items: *amulet of proof against detection and location* and *ring of blinking*. Only current members in good standing may earn this favor.

## Items for the Adventure Record

### Item Access

#### APL 8

- ❖ *+1 keen falchion* (adventure, DMG)
- ❖ *boots of striding and springing* (adventure, DMG)
- ❖ *cloak of resistance +2* (adventure, DMG)
- ❖ *Murlynd's spoon* (adventure, DMG)
- ❖ *pearl of power [3<sup>d</sup>-level]* (adventure, DMG)
- ❖ *periapt of wisdom +4* (adventure, DMG)
- ❖ *potion of barkskin +4* (adventure, DMG)
- ❖ *ring of deftness* (adventure, Special)
- ❖ *universal solvent* (adventure, DMG)

#### APL 10 (all items from APL 8 plus):

- ❖ *periapt of wisdom +6* (adventure, DMG)

#### APL 12 (all items from APL 8, 10 plus):

- ❖ *+1 bane [humanoids, dwarf] spiked chain* (adventure, DMG)
- ❖ *cloak of resistance +4* (adventure, DMG)

## Appendix I: NPCs

### Encounter 1

#### All APLs

**Tordeth Rinkil:** Male Dwarf Ftr8; CR 8; Medium humanoid (dwarf); HD 8d10+32; hp 80; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +7 armor, +3 shield); Base Atk +8/+3, Grp +10; Atk +13 melee (1d10+5/x3, dwarven waraxe); Full Atk +13/+8 melee (1d10+5/x3, dwarven waraxe); SQ dwarven traits; AL LG; SV Fort +10, Ref +3, Will +1; Str 14, Dex 12, Con 18, Int 14, Wis 8, Cha 2.

*Skills and Feats:* Climb +5, Craft (blacksmithing) +13, Craft (gemcutting) +13, Jump +5; Cleave, Diehard, Endurance, Great Cleave, Greater Weapon Focus (dwarven waraxe), Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

*Possessions:* +1 light fortification banded mail, +1 heavy steel shield, +1 dwarven waraxe, potion of cure serious wounds, potion of jump, ring of death.

### Encounter 2 or 6

#### All APLs

**Selenard:** Male Human Rog6; CR 6; Medium humanoid (human); HD 6d6+12; hp 36; Init +2; Spd 40 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +4, Grp +4; Atk +4 melee (1d6/19-20, short sword); Full Atk +4 melee (1d6/19-20, short sword); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +2; Str 10, Dex 15, Con 14, Int 14, Wis 10, Cha 14.

*Skills and Feats:* Bluff +13, Decipher Script +11 (+13 involving scrolls), Diplomacy +4, Disguise +11 (+13 to act in character), Gather Information +15, Intimidate +6, Jump +14, Knowledge (Arcana) +6, Knowledge (Sheldomar Valley) +11, Listen +11, Search +3, Sense Motive +1, Spellcraft +8 (+10 involving scrolls), Spot +11, Use Magic Device +13; Alertness, Investigator, Magical Aptitude, Persuasive.

*Possessions:* short sword, boots of striding and springing, 36 gp, key (to Area 6A).

**Saulbin:** Male Human Rog6; CR 6; Medium humanoid (human); HD 6d6+12; hp 36; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +4, Grp +6; Atk +6 melee (1d6+2/19-20, short sword); Full Atk +6 melee (1d6+2/19-20, short sword); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +2; Str 14, Dex 15, Con 14, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Balance +11, Bluff +16, Climb +11, Diplomacy +6, Disguise +16 (+18 to act in character), Forgery +2, Intimidate +15, Jump +11, Listen +9, Sense Motive +9, Spot +9; Deceitful, Persuasive, Skill Focus (Bluff), Skill Focus (Disguise).

*Possessions:* short sword, Murlynd's spoon.

### Encounter 3

#### APL 8

**Orc Lieutenant (1):** Male Orc Ftr4; CR 4; Medium humanoid (orc); HD 4d10+8; hp 36; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); Base Atk +4, Grp +9; Atk +11 melee (2d4+8, spiked chain); Full Atk +11 melee (2d4+8, spiked chain); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +0; Str 20, Dex 12, Con 14, Int 13, Wis 8, Cha 6.

*Skills and Feats:* Spot +2; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Weapon Focus (spiked chain).

*Possessions:* chain shirt, +1 spiked chain, potion of barkskin +4, potion of protection from good, potion of shield of faith +2.

**Orc Leader (1):** Male Orc Ftr7; CR 7; Medium humanoid (orc); HD 7d10+14; hp 63; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor); Base Atk +7/+2, Grp +12; Atk +14 melee (2d4+10/15-20, falchion); Full Atk +14/+9 melee (2d4+10/15-20, falchion); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +5, Will +4; Str 20, Dex 12, Con 15, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Spot +7; Close-Quarters Fighting<sup>CW</sup>, Improved Initiative, Iron Will, Lightning

Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

*Possessions:* studded leather armor, +1 keen falchion, universal solvent.

## APL 10

**Orc Lieutenant (1):** Male Orc Ftr6; CR 6; Medium humanoid (orc); HD 6d10+12; hp 54; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); Base Atk +6, Grp +11; Atk +13 melee (2d4+10, spiked chain); Full Atk +13/+8 melee (2d4+10, spiked chain); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +3; Str 20, Dex 12, Con 14, Int 13, Wis 8, Cha 6.

*Skills and Feats:* Spot +3; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Iron Will, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

*Possessions:* chain shirt, +1 spiked chain, potion of barkskin +4, potion of protection from good, potion of shield of faith +2.

**Orc Leader (1):** Male Orc Ftr9; CR 9; Medium humanoid (orc); HD 9d10+18; hp 88; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor); Base Atk +9/+4, Grp +15; Atk +18 melee (2d4+12/15-20, falchion); Full Atk +18/+13 melee (2d4+12/15-20, falchion); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +6, Will +5; Str 22, Dex 12, Con 15, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Spot +7; Close-Quarters Fighting<sup>CW</sup>, Greater Weapon Focus (falchion), Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

*Possessions:* studded leather armor, +1 keen falchion, gauntlets of ogre power, universal solvent.

## APL 12

**Orc (9):** Male Orc Ftr4; CR 4; Medium humanoid (orc); HD 4d10+8; hp 36 each; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); Base Atk +4, Grp +9; Atk +11 melee (2d4+10/18-20, falchion); Full Atk +11 melee (2d4+10/18-20, falchion); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +3, Will +4; Str 20, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

*Skills and Feats:* Spot +2; Improved Initiative, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

*Possessions:* studded leather armor, +1 falchion, potion of bull's strength.

**Orc Lieutenant (1):** Male Orc Ftr8; CR 8; Medium humanoid (orc); HD 8d10+16; hp 72; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); Base Atk +8, Grp +13; Atk +16 melee (2d4+10, spiked chain); Full Atk +16/+11 melee (2d4+10, spiked chain); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +3; Str 20, Dex 13, Con 14, Int 13, Wis 8, Cha 6.

*Skills and Feats:* Spot +4; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Trip, Iron Will, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

*Possessions:* chain shirt, +1 bane (humanoids, dwarf) spiked chain, potion of barkskin +4, potion of protection from good, potion of shield of faith +2.

**Orc Leader (1):** Male Orc Ftr9; CR 9; Medium humanoid (orc); HD 9d10+18; hp 88; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor); Base Atk +9/+4, Grp +15; Atk +18 melee (2d4+12/15-20, falchion); Full Atk +18/+13 melee (2d4+12/15-20, falchion); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +6, Will +5; Str 22, Dex 12, Con 15, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Spot +7; Close-Quarters Fighting<sup>CW</sup>, Greater Weapon Focus (falchion), Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

*Possessions:* studded leather armor, +1 keen falchion, gauntlets of ogre power, universal solvent.

## Encounter 6

### APL 12

**Advanced Spectre (6):** CR 9; Medium undead (incorporeal); HD 14d12; hp 126; Init +8; Spd 40 ft., fly 80 ft. (perfect); AC 16, touch 16, flat-footed 12 (+4 Dex, +2 deflection); Base Atk +7/+2, Grp -; Atk +12 melee (1d8 plus energy drain, incorporeal).

touch); Full Atk +12/+7 melee (1d8 plus energy drain, incorporeal touch); SA energy drain (DC 19), create spawn; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL CN; SV Fort +4, Ref +8, Will +11; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +21, Intimidate +19, Knowledge (religion) +19, Listen +21, Search +19, Spot +21, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (incorporeal touch).

## Encounter 6

### APL 8

**Zacereye:** Male Human Clr12; CR 12; Medium humanoid (human); HD 12d8+24; hp 90; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26 (+1 Dex, +11 armor, +5 shield); Base Atk +9/+4, Grp +9; Atk +9 melee (1d6, staff); Full Atk +9/+4 melee (1d6, staff); AL NE; SV Fort +12, Ref +7, Will +16; Str 10, Dex 12, Con 14, Int 10, Wis 22, Cha 14.

*Skills and Feats:* Concentration +21, Knowledge (religion) +10, Spellcraft +5; Combat Casting, Greater Spell Focus (evocation), Iron Will, Maximize Spell, Quicken Spell, Spell Focus (evocation).

<p><i>Spells</i> (6/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 16 + spell level, evocation 18 + spell level): 0 – <i>detect magic, detect magic, detect poison, guidance, purify food and drink, resistance</i>; 1<sup>st</sup> – <i>bane, cause fear*, command, divine favor, doom, entropic shield, resurgence<sup>CD</sup>, shield of faith</i>; 2<sup>nd</sup> – <i>aid, align weapon, bear's endurance, <del>desecrate* (pre-cast)</del>, hold person, silence, sound burst</i>; 3<sup>rd</sup> – <i>lesser visage of the deity<sup>CD</sup>, magic circle against good*, <del>magic vestment (pre-cast)</del>, <del>magic vestment (pre-cast)</del>, spikes<sup>CD</sup>, wrack<sup>CD</sup></i>; 4<sup>th</sup> – <i>cure critical wounds, divine power, energy vortex<sup>CD</sup>, greater magic weapon, unholy blight*</i>; 5<sup>th</sup> – <i>flame strike, flame strike, righteous might, slay living*, spell resistance</i>; 6<sup>th</sup> – <i>create undead*, heal, sound burst (quicken), word of recall</i>.</p>	<p><i>Prepared</i> (6/7+1/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 17 + spell level, evocation 19 + spell level): 0 – <i>detect magic, detect magic, detect poison, guidance, purify food and drink, resistance</i>; 1<sup>st</sup> – <i>bane, cause fear*, command, divine favor, doom, entropic shield, resurgence<sup>CD</sup>, shield of faith</i>; 2<sup>nd</sup> – <i>aid, align weapon, bear's endurance, delay poison, <del>desecrate* (pre-cast)</del>, hold person, silence, sound burst</i>; 3<sup>rd</sup> – <i>lesser visage of the deity<sup>CD</sup>, magic circle against good*, <del>magic vestment (pre-cast)</del>, <del>magic vestment (pre-cast)</del>, spikes<sup>CD</sup>, wrack<sup>CD</sup>, wrack<sup>CD</sup></i>; 4<sup>th</sup> – <i>cure critical wounds, divine power, energy vortex<sup>CD</sup>, freedom of movement, greater magic weapon, unholy blight*</i>; 5<sup>th</sup> – <i>flame strike, flame strike, righteous might, slay living*, spell resistance</i>; 6<sup>th</sup> – <i>create undead*, heal, sound burst (quicken), sound burst (quicken), word of recall</i>; 7<sup>th</sup> – <i>blasphemy*, cure serious wounds (quicken), repulsion, slime wave<sup>CD</sup></i>.</p>
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\*Domain spell. *Domains:* Death (death touch); Evil (evil spells cast at +1 caster level).

*Possessions:* full plate armor, heavy steel shield, staff, *cloak of resistance* +2, *periapt of*

*wisdom* +4, *pearl of power* [3<sup>d</sup>-level], key (to Area 6A).

### APL 10

**Zacereye:** Male Human Clr14; CR 14; Medium humanoid (human); HD 14d8+28; hp 105; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26 (+1 Dex, +11 armor, +5 shield); Base Atk +10/+5, Grp +10; Atk +10 melee (1d6, staff); Full Atk +10/+5 melee (1d6, staff); AL NE; SV Fort +13, Ref +7, Will +18; Str 10, Dex 12, Con 14, Int 10, Wis 24, Cha 14.

*Skills and Feats:* Concentration +23, Knowledge (religion) +10, Spellcraft +7; Combat Casting, Divine Metamagic (Quicken Spell), Greater Spell Focus (evocation), Iron Will, Quicken Spell, Spell Focus (evocation).

<p><i>Spells</i> (6/7+1/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 17 + spell level, evocation 19 + spell level): 0 – <i>detect magic, detect magic, detect poison, guidance, purify food and drink, resistance</i>; 1<sup>st</sup> – <i>bane, cause fear*, command, divine favor, doom, entropic shield, resurgence<sup>CD</sup>, shield of faith</i>; 2<sup>nd</sup> – <i>aid, align weapon, bear's endurance, delay poison, <del>desecrate* (pre-cast)</del>, hold person, silence, sound burst</i>; 3<sup>rd</sup> – <i>lesser visage of the deity<sup>CD</sup>, magic circle against good*, <del>magic vestment (pre-cast)</del>, <del>magic vestment (pre-cast)</del>, spikes<sup>CD</sup>, wrack<sup>CD</sup>, wrack<sup>CD</sup></i>; 4<sup>th</sup> – <i>cure critical wounds, divine power, energy vortex<sup>CD</sup>, freedom of movement, greater magic weapon, unholy blight*</i>; 5<sup>th</sup> – <i>flame strike, flame strike, righteous might, slay living*, spell resistance</i>; 6<sup>th</sup> – <i>create undead*, heal, sound burst (quicken), sound burst (quicken), word of recall</i>; 7<sup>th</sup> – <i>blasphemy*, cure serious wounds (quicken), repulsion, slime wave<sup>CD</sup></i>.</p>	<p><i>Prepared</i> (6/7+1/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 17 + spell level, evocation 19 + spell level): 0 – <i>detect magic, detect magic, detect poison, guidance, purify food and drink, resistance</i>; 1<sup>st</sup> – <i>bane, cause fear*, command, divine favor, doom, entropic shield, resurgence<sup>CD</sup>, shield of faith</i>; 2<sup>nd</sup> – <i>aid, align weapon, bear's endurance, delay poison, <del>desecrate* (pre-cast)</del>, hold person, silence, sound burst</i>; 3<sup>rd</sup> – <i>lesser visage of the deity<sup>CD</sup>, magic circle against good*, <del>magic vestment (pre-cast)</del>, <del>magic vestment (pre-cast)</del>, spikes<sup>CD</sup>, wrack<sup>CD</sup>, wrack<sup>CD</sup></i>; 4<sup>th</sup> – <i>cure critical wounds, divine power, energy vortex<sup>CD</sup>, freedom of movement, greater magic weapon, unholy blight*</i>; 5<sup>th</sup> – <i>flame strike, flame strike, righteous might, slay living*, spell resistance</i>; 6<sup>th</sup> – <i>create undead*, heal, sound burst (quicken), sound burst (quicken), word of recall</i>; 7<sup>th</sup> – <i>blasphemy*, cure serious wounds (quicken), repulsion, slime wave<sup>CD</sup></i>.</p>
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\*Domain spell. *Domains:* Death (death touch); Evil (evil spells cast at +1 caster level).

*Possessions:* full plate armor, heavy steel shield, staff, *cloak of resistance* +2, *periapt of wisdom* +6, *pearl of power* [3<sup>d</sup>-level], key (to Area 6A).

### APL 12

**Advanced Spectre (4):** CR 9; Medium undead (incorporeal); HD 14d12; hp 126; Init +8; Spd 40 ft., fly 80 ft. (perfect); AC 16, touch 16, flat-footed 12 (+4 Dex, +2 deflection); Base Atk +7/+2, Grp -; Atk +12 melee (1d8 plus energy drain, incorporeal

touch); Full Atk +12/+7 melee (1d8 plus energy drain, incorporeal touch); SA energy drain (DC 19), create spawn; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL CN; SV Fort +4, Ref +8, Will +11; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +21, Intimidate +19, Knowledge (religion) +19, Listen +21, Search +19, Spot +21, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Focus (incorporeal touch).

**Zacereye:** Male Human Clr15; CR 15; Medium humanoid (human); HD 15d8+30; hp 113; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26 (+1 Dex, +11 armor, +5 shield, +2 natural); Base Atk +11/+6/+1, Grp +11; Atk +11 melee (1d6, staff); Full Atk +11/+6/+1 melee (1d6, staff); AL NE; SV Fort +15, Ref +10, Will +20; Str 10, Dex 12, Con 14, Int 10, Wis 24, Cha 14.

*Skills and Feats:* Concentration +24, Knowledge (religion) +10, Spellcraft +8; Combat Casting, Divine Metamagic (Quickened Spell), Greater Spell Focus (evocation), Iron Will, Maximize Spell, Quickened Spell, Spell Focus (evocation).

<i>Spells</i>	<i>Prepared</i>	
(6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 17 + spell level, evocation 19 + spell level): 0 – detect magic, detect magic, detect poison, guidance, purify food and drink, resistance; 1 <sup>st</sup> – bane, cause fear*, command, divine favor, doom, entropic shield, resurgence <sup>CD</sup> , shield of faith; 2 <sup>nd</sup> – aid, align weapon, bear's endurance, delay poison, <del>desecrate*</del> (pre-cast), hold person, silence, sound burst; 3 <sup>d</sup> – blindness/deafness, lesser visage of the deity <sup>CD</sup> , magic circle against good*, <del>magic vestment</del> (pre-cast), <del>magic vestment</del> (pre-cast), spikes <sup>CD</sup> , wrack <sup>CD</sup> , wrack <sup>CD</sup> ; 4 <sup>th</sup> – cure critical wounds, divine power, energy vortex <sup>CD</sup> , freedom of movement, greater magic weapon, unholy blight*; 5 <sup>th</sup> – flame strike, flame strike, righteous might, slay living*, spell resistance, true seeing; 6 <sup>th</sup> – create undead*, heal, sound burst (quickened), sound burst (quickened), word of recall; 7 <sup>th</sup> – blasphemy*, cure serious wounds (quickened), repulsion, slime wave <sup>CD</sup> ; 8 <sup>th</sup> – flame strike (maximized), unholy aura.		

\*Domain spell. *Domains:* Death (death touch); Evil (evil spells cast at +1 caster level).

*Possessions:* full plate armor, heavy steel shield, staff, *cloak of resistance* +4, *periapt of wisdom* +6, *pearl of power* [3<sup>d</sup>-level], ointment (worth 250 gp), key (to Area 6A).

## DM Aids (Maps)



# Critical Event Summary

## for use at Weekend in the Principality of Ulek #4

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

1. Did any of the PCs own the *Ring of Death*? YES                      NO  
     If so, who? \_\_\_\_\_
  
2. Which of the following did the PCs do to/with the two minions (Selenard and Saulbin) of Zacereye in Encounter Two?:
 

a) Talked with them	YES	NO
b) Ignored them	YES	NO
c) Attacked them	YES	NO
d) Sold them the <i>Ring of Death</i>	YES	NO
e) Other _____		
  
3. What locations did the PCs visit in the town of Harvest?:
 

a) A	YES	NO
b) A	YES	NO
c) A	YES	NO
d) A	YES	NO
e) A	YES	NO
  
4. What happened to the following individuals?:
 

a) Selenard	KILLED	CAPTURED	ESCAPED
b) Saulbin	KILLED	CAPTURED	ESCAPED
c) Zacereye	KILLED	CAPTURED	ESCAPED
  
5. Did the PCs recover the *Ring of Life*? YES                      NO
  
6. What happened to the *Ring of Death*? KEPT BY PC      DESTROYED
  
7. If the *Ring of Death* was kept by a PC, who was it?  
     (Please provide player's name, PC name & RPGA #)  
     \_\_\_\_\_

