

YEO4-03

# Dust to Dust

## A One-Round D&D LIVING GREYHAWK® Yeomanry Regional Adventure

Version 1.4

by Bill Howell

A call for assistance from the Watchers of the Stone brings you to the peculiar town of Kelzad. Why is it so important to these blind albinos that you explore a recently discovered archeological site? Will your deeds bring renewed hope to the Yeomanry or loose an ancient terror on the land? A Yeomanry Regional adventure for APLs 6-12.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

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

## Time Units and Upkeep

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

# Adventure Background

## About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, who, in turn, elect Grosspokesmen that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

## Is this a 'Military Module?'

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

## Is this a "Dustdigger Module?"

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

## Is this "Promotion Worthy?"

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a character to be considered for promotion at the end of the adventure, the character must do the following:

1. The GM and all characters that are members of any branch of the Yeoman military present at

the table must unanimously agree that the character has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military characters playing the adventure besides the character up for advancement. Only one character can be nominated for advancement per adventure.

2. The player whose character is so nominated must gather the names and email addresses of all the Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion, and email this information to [yeomanry-triad@yahoo.com](mailto:yeomanry-triad@yahoo.com).
4. The Triad then discusses your promotion and determines whether a promotion is granted. The player is notified via email, and a promotion certificate sent to them via standard U.S. mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time as the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year before that as an unranked soldier.

## Kelzad (pop 900)

Meaning "stone" in the original Suloise dialect, Kelzad is a very old settlement in the far northwest. Lore claims that Kelzad was one of the first settlements founded by the Suel when they came through the mountains from the west. Reclusive and isolationist to the extreme, the citizens of Kelzad do not welcome outsiders, and the town as such is very different from anything else in the Yeomanry. The town is home to only a few large, extended families, ruled by the Watchers of the Stone—a group of blind albinos who are rarely seen. The people of Kelzad speak a long-forgotten Suel dialect and dress eerily alike in flowing black-and-blue robes. They rarely participate in Yeoman politics and do not have a Grosspokesman, although the town's size would warrant one.

Despite its eccentricity, Kelzad is a wealthy town, thanks to the gems, silver, and platinum that is mined in the nearby hills and mountains. In fact, their mines produce such pure strains of ore that outsiders have claimed that witchcraft and sorcery must be at work. Despite the town's isolationism, its citizens do realize that their wealth can garner them some influence. As such, a considerable percentage of the coinage minted in the Yeomanry originates in Kelzad, and the city as such is well defended from raiders. The Yeoman government recognizes the tremendous resource that Kelzad is, and

tries its best to capitulate to the town in order to access its wealth.

Interestingly, the people of Kelzad financially support the Dustdigger College in Loftwick in its effort to rediscover Suel artifacts, and the Watchers of the Stone openly support this. In fact, one of the more renowned Dustdiggers, Olan Demeter hails from Kelzad and has the Watchers' blessing to adventure. He resides in Newick currently, however.

## **Background**

The history of the region that would become The Yeomanry begins with the destruction of the Suel Imperium in the Rain of Colorless Fire in CY -421. After the Suel migrated into the Sheldomar Valley, many of their number chose a more peaceful existence, eschewing the retreating Noble Houses and their ambitions to the north and east. Instead these peoples, primarily lowborn peasantry from the Old Imperium, did not venture far from where they emerged into the Flanaess. They settled the high valleys between the Jotens and the Tors and mixed with the local Flannae. These new lands, stretching all the way out to the Javan River, had been well explored by the Suel Imperium prior to the Twin Cataclysms. The explorers had established mining enclaves and listening outposts decades before the onset of the war, some of which produced notable settlements such as Melkot in the Tors and Alran on the Jeklean Coast. Certainly, dissident individuals had been escaping Imperial influence to the shores of Jeklea Bay over the dormant Hellfurnaces for centuries, but these lands were not of great importance until the destruction of the empire.

In the century following the migrations, the humble folk who settled these lands were conquered and subjugated by a powerful Suel mage who mercilessly swept through their realm from the east. Lord Asberdies, as the tyrannical wizard was known, had emerged from the Dreadwood after the terrible destruction of his noble house, the infamous Malhel, some years earlier. Asberdies ruled the land and its people with cold-blooded ruthlessness in a vain attempt to resurrect a vestige of the glory of the Old Imperium.

The tyrant was eventually cast down after years of dominion, during which his outrages ultimately grew unbearable. The Yeoman farmers banded together into small cadres of around a dozen fighters to overcome the forces of the mage in piecemeal fashion through relentless guerrilla strikes upon his forces. Legend speaks of their leader, an Oeridian warrior renowned for wielding a magic sword of tremendous power, known to history as the Deliverer. With his leadership, Asberdies was soon harried from his throne by the insurgents, who were eventually able to besiege his stronghold and force him from the land entirely in CY -258. In the aftermath of securing their independence, these citizen-warriors realized that they had essentially formed the framework

of a government. They elected their own spokesmen, who in turn chose leaders to direct the affairs of the realm. The Grossspokesmen, as these leaders would come to be called, established the officer of Freeholder, who was essentially an administrator elected to run the government, military, and conduct foreign policy.

The Deliverer was killed in the final assault against Asberdies and buried in a hidden tomb by his bereaved followers. Unknown to them, he had strayed from the true path of paladin-hood and was cursed by his deity to become a huecuva. He has remained trapped ever since in his tomb.

Within the last two years, Asberdies has secretly returned. He seeks to again dominate The Yeomanry and is responsible for many of the misfortunes which have befallen that land. In response, the powers of Good have taken steps to cause *Ghostrender*, the magic sword of the Deliverer, to be returned to the world of men.

## **Adventure Summary**

Kelzad is a very unusual Yeoman town on the western edge of the Yeomanry. The PCs have been sent there by Yeoman authorities in response to a request by the local ruling council, the *Watchers of the Stone*, for someone to investigate an ancient tomb. The tomb's door was recently discovered after being uncovered by a landslide following an aftershock from The Landstraad. The PCs have all reached The Hearth Inn, which is the only place outsiders are allowed to stay in Kelzad. Players may make Gather Information checks, while waiting to be summoned by the Watchers.

**Encounters One to Two** begin at this inn, when the Watchers send a messenger to summon the PCs to a conference. The messenger guides the PCs through the eerie streets of Kelzad to the council chamber. Upon their arrival, the PCs are questioned by the Watchers, and then informed about the ancient tomb. The Watchers are very strange, refusing to give their names and finishing each other's statements. The blind albinos also give every impression of being able to see the PCs somehow. The Watchers tell the PCs that one of their number is a seer, who has had a dream concerning the tomb. In it, he heard a voice say: "Long ago, when tyranny and evil came from the east, deliverance came from the north, bearing a sword. Now the tyrant comes again. For the sake of Freedom, seek ye the Blade of the Deliverer." PCs can make skill checks and/or Bardic Knowledge checks to identify the historical figure known as the Deliverer. The Watchers provide the PCs with a map to the tomb's location and dismiss them. Their escort takes them back to the inn for the night.

The next day the party heads out, following the Wick River west out of town toward the mountains.

**Encounter Three** takes place after about ten miles of travel, when the party is ambushed by a hobgoblin

warband. The leader of these hobgoblins, a cleric of Maglubiyet, has been sent false visions by Asberdies, instructing him to stop the PCs. The warband attempts to ambush the characters while they are traveling along the river trail. After defeating the warband, the PCs can continue their journey to the tomb, arriving at dusk.

**Encounter Four** begins as the characters breach the ancient tomb. The tomb is closed by a stone door, which is carved with runes to indicate danger and death within. The PCs may also notice that there is a large amount of unstable stone on the slope above the tomb; another aftershock could bury the tomb again forever. When characters enter the tomb, the first come to an out chamber that is guarded by constructs (dread guardians or golems, depending upon the APL).

After defeating the guardians, the characters are confronted by a second stone door, this one with an inscription about the Deliverer.

**Encounter Five** revolves around how the characters deal with the traps they must bypass. At APLs 6 & 8, this door is magically trapped. At APLs 10 & 12, the door is not trapped, but the corridor beyond it is, with a deadly pit trap/cloudkill combination. Assuming the characters survive these traps, they are now ready to open the final door to the inner burial chamber.

**Encounter Six** takes place when the characters open the final door and confront what the Deliverer has become. The Deliverer apparently had fallen from the path of Good and died without seeking atonement. He became a huecuva and was trapped within his tomb for the last 850 years, due to the wards placed on the doors. Now that the characters have breached these wards, he attacks to kill them and escape from his prison.

**Encounter Seven** takes place when the after the characters defeat the huecuva and search his sarcophagus. There they discover his intelligent magic sword, which can tell them about the Deliverer and his ancient battles against Asberdies. The sword will bond to the first character of Good alignment that picks it up. The characters can then return to Kelzad. As they are leaving the valley where the tomb is located, the area is shaken by a mild aftershock, causing an avalanche of rocks to bury the tomb forever.

## Introduction

Before beginning play, the DM must determine why each of the characters finds themselves in Kelzad at the start of the adventure.

If some of the characters are Yeomen, the DM should ascertain if any of them are members of the Academy of Lore and/or the Yeomanry military (Militia or Army).

If a character or characters falls into either of these categories, read them the following:

*You have received instructions from the Academy of Lore and Yeomanry officials in Loftwick to journey to The Hearth Inn in the town of Kelzad. The Watchers of the Stone, the rulers of Kelzad, have requested assistance from the Dustdiggers in exploring a recently discovered archaeological site. The Academy and the Freeholder have directed you to provide any and all help that the Watchers may require. All Militia personnel are activated for the duration of this expedition.*

If any characters are non-Yeoman or are not members of either organization, read them the following:

*You have been recruited by a representative of the Yeomanry government while visiting the city of Loftwick. You have agreed to travel to the town of Kelzad to assist the rulers of the town, the Watchers of the Stone, by investigating a recently discovered archaeological site. The Yeoman government has guaranteed each of you a minimum of 100 gp in return for your efforts on its behalf. You have been instructed to render any and all help that the Watchers may require. You are to meet them and any other members of your party at The Hearth Inn in Kelzad.*

Once the PCs understand their instructions, proceed to Encounter One.

## Encounter One: Kelzad

*You have followed the instructions you were given and have reached The Hearth Inn just outside the strange town of Kelzad. You have heard travelers' tales about this place--the people of Kelzad are said to be very isolationist and intolerant of strangers. The Hearth Inn is located well outside of Kelzad, at the junction of the main road south from Farvale and the east road to Loftwick. Kelzad itself is surrounded by walls which are patrolled night and day by a detachment of the Yeoman Army. However, even these guards are not permitted to reside inside the town, or even enter it except on guard duty. You saw that their barracks was located adjacent to the Inn. You and your companions have gotten to know each other well during the journey of 50 miles from Loftwick.*

*Your group seems to be the only travelers at the inn this evening, though several of the off-duty soldiers seem to be drinking in the inn's common room.*

Allow some time for characters to roleplay their introductions, order food and drinks, and gather information from the off-duty soldiers. You can use this as an opportunity to relate any of the information in the Adventure Background regarding Kelzad. Have the PCs make Gather Information checks, but the DC is only 5, as all this information is common knowledge. Here are

some suggested rumors/facts to be gleaned from the soldiers:

- *“This place gives me the creeps! These townfolk are strange. They all look alike, they all dress alike, and they all talk alike. Not to mention they don’t talk Common, but some weird Suel dialect. They ain’t right!”*
- *“I can’t wait for my transfer to come through. Give me the Army of Freedom any day over this boring guard duty. It’s been six months since the last goblin raid, and that one was six miles outside town! What are we protecting this place from, anyway? I know they mint most of the coins for the Yeomanry here, but I’d rather be killing giants than walking sentry day in and day out.”*
- *“I heard we’re here ‘cause the Freeholder will do anything to kiss the Watchers’ of the Stone rear ends! Guess they’ve got a lot of political pull, or something. I saw one of them once; made me nervous. He was blind albino, but he didn’t act like he was blind. It was almost like he could see without eyes...”*

Once the players seem (un)comfortable with continuing, proceed with the following:

*As you finish your meal, a strange figure enters the common room. The soldiers talking around you fall suddenly silent as a man dressed in a flowing blue and black robe walks toward your table. He is obviously a pure Suel, with pale blond hair, blue eyes, and milky white skin. He addresses you in heavily accented Common.*

*“You are the ones sent from Loftwick, yes? You are called by the Watchers of the Stone. This one will guide you to them. Please follow.”*

*He begins to move toward the door.*

If the characters do not immediately follow, the messenger will wait for them. He will not volunteer any other information, not even his name. If pressed, he will repeat that the characters are summoned by the Watchers and that they should follow him.

*As you follow your guide, he leads you toward the walled town of Kelzad, across the Farvale Road, about two hundred yards from the inn. Two Yeoman soldiers guard the gates, but they do not attempt to bar your way. One of them shakes his head as you pass through the gates into Kelzad proper.*

*Within the town, the eeriness continues to grow. There are few people on the streets, but those you*

*see are dressed identically to your guide in long flowing robes of blue and black. They also bear a strong resemblance to him, as everyone you see is obviously a pure blooded Suel. People seem to be making a effort to avoid coming too close to your party and no one speaks, though a couple of passersby do nod to your guide. The silence of the town seems very ominous.*

*Eventually, your guide brings you to a two-story building at the center of town. Opening the door, he brings you inside, and then leads you through a hallway to the door of a large chamber. Opening the door, he bows you inside, and then closes it behind you. You find yourselves in what appear to be a council chamber. On a raised dais in front of you there is a large table with five people sitting on the other side of it. These must be the Watchers of the Stone.*

Proceed to Encounter Two.

## Encounter Two: There is None So Blind

In this encounter the characters interact with the Watchers of the Stone, the blind, albino rulers of Kelzad. As DM, take every opportunity to play the Watchers as spooky mystics, who somehow know everything that’s worth knowing about the characters. They have gleaned this information from the reports of their agents in Loftwick and a *clairaudience* cast on The Hearth Inn’s common room. To enhance the spookiness, have whichever Watcher doing the talking shift at random intervals, each time without missing a beat in the conversation. By the time you have finished the audience, your goal should be to have the players totally creeped out!

*As you stand before the Watchers of the Stone, you can see that they are indeed blind. No one could possibly see with the milky-white eyes that each of them displays. There appear to be three men and two women on the Council, though it is hard to be sure, as they are all dressed exactly alike in the ubiquitous blue and black robes. Indeed, they bear so much resemblance to each other that you could easily believe that they are all closely related. One of the probable males begins to speak; his Common is unaccented and very unemotional:*

*“We are the Watchers of the Stone. Welcome to Kelzad, <Insert the titles/ranks/names of all characters here>. We are grateful that you have chosen to ...”*

*One of the female Watchers begins to speak, seemingly taking up exactly where the first speaker stopped:*

*“...Heed our request for aid.*

*Recently, one of our prospecting parties discovered an ancient tomb in the mountains, near the spring from which rises the River Wick. Such a discovery would normally be of little consequence, meriting only a routine report to the Academy of Lore in Loftwick. However, not long...*

*Another male Watcher takes over the conversation:*

*"...Afterward, one of us experienced what we believe was a prophetic dream. Much of it does not concern you. However, that one saw a vision of the tomb and heard a voice speaking in an ancient tongue. The voice said: "Long ago, when tyranny and evil came from the east, deliverance came from the north. Now the tyrant comes again. For the sake of Freedom, seek ye the Blade of the Deliverer." We are..."*

*The second female takes up the dissertation:*

*"...Convinced that there is something within this tomb which must be found. We have performed divinations. While their full import remains unclear, we are certain the recovery of whatever lies within is vital to the future of the Yeomanry. That is why we requested aid from the Academy of Lore in Loftwick.*

*You must..."*

*The final Watcher begins to speak:*

*"...Travel along the River Wick to its source, then follow the map you will be given to the tomb. Brave the dangers within and find that which must be found. But make haste! The mountain that uncovered this secret could bury it again at anytime.*

*Succeed in this task and you will find us very grateful. Fail, and we believe all the Yeomanry will suffer. You may go." With those words, you hear the doors open behind you.*

The Watchers have said all they are going to say. The characters may try to demand more information or bargain about their rewards, but The Watchers will ignore them completely. The man who guided the characters from the inn is standing outside the door, with a scroll case (containing a map to the tomb from the source spring of the River Wick) in his hand. He gives the case to the first character to leave the room and says: *"You will please follow me."* He then leads the characters back to the inn, and refuses to say anything other than to repeat his request that they follow him.

Hopefully, the characters will not be so foolish as to threaten the Watchers physically. The Watchers will ignore verbal insults/threats. If any of the characters attempt to go up on the dais or attack the Watchers, read the following:

*"Suddenly there is a bright flash of light. You all find yourself standing in the road outside The*

*Hearth Inn."* The character that was acting most aggressively toward the Watchers finds his or her most valuable magic item is missing. It has been replaced by the scroll case containing the map to the tomb from the source of the River Wick. Without an escort, the guards will prevent any re-entry into Kelzad proper.

Following their audience with the Watchers, the characters will probably want to try to make heads or tails out of what they have just been told, particularly the message from the dream. Characters can attempt to make a Bardic Lore and/or Knowledge (history) skill check to gain the information below. Generally, a higher DC includes all the information listed at the lower DC.

**DC 10:** The Deliverer is a local folk hero from several centuries ago. He helped overthrow Asberdies, an evil tyrant and wizard, which led to the founding of the Yeomanry.

**DC 15:** In the legends, the Deliverer was an Oeridian who came south from what is now Sterich. The stories do not tell his real name. All this happened about 850 years ago, around CY -260.

**DC 20:** In the stories, the Deliverer wields a mighty blade, which none could stand before. He disappears from legend with Asberdies' defeat. Some say he lies sleeping, with his mighty sword upon his breast, and that he will return in the Yeomanry's hour of greatest need.

If the characters wish to purchase any standard supplies, they are available at the inn. The characters will no doubt want to rest, and then head out in the morning. Proceed to Encounter Three.

## Encounter Three: Hobgoblin Hello

*You head out the next morning moving west along the river trail. This trail runs along the northern bank of the River Wick. It is the route used by prospectors and miners heading to and returning from the mountains. The River Wick is about fifty feet wide here, with light woods on both banks. On the southern bank, the trees come right down to the water, while on the northern bank they have been cut back from the trail for a distance of about sixty feet. Obviously the cutting took place some time ago, as small bushes and young saplings have sprung up in the clear-cut area.*

If any of the PCs wish to move through the forest instead of along the river, it will count as Difficult Terrain (double movement cost, no charge or run) due to the thick undergrowth, unless the PC has a class ability that allows normal movement.

*You make a fairly good pace along the trail, though it does meander occasionally along with the river. You are also forced to ford several small tributaries*



*which feed into the Wick from the north, while you can see an equal number of them joining it from the south. The water in these streams is clear and cold, obviously fed by snows melting and glaciers high in the Crystalmists and the Jotens.*

*By noon, you reckon that you have come ten miles, and the Wick has become a mountain stream, only twenty feet or so across, but deep, cold, and fast running. You can see that it heads up in front of you into a valley between two towering mountains. The spring that is its source must lie within that valley, as does the tomb you seek.*

Shortly after noon, the party is ambushed by a hobgoblin warband, led by a warrior priest of Maglubiyet. This priest has been deceived by a false vision sent by Asberdies into believing that Maglubiyet desires the characters' destruction. The vision was detailed enough to permit the selection of an advantageous ambush location. The leader, Karegark, has chosen the spot with care. There is a ford about 50 yards upstream and a bend in the river that will aid in concealing the ambush.

Karegark is an experienced war leader and has fought against Yeomen before on raids. He knows that he is likely to be at a disadvantage and has done everything he could to maximize his chances of surprise. He knows of and fears spellcasters and their airborne familiar scouts, so he has ordered his troops to stay well hidden beneath tree cover. He and his men will be taking 10 on their Hide checks, giving them a base score of 13. Add 1 to this for each 10' distance away the possible observer is.

The DM should roll this Spot check secretly, but only if the PCs specifically state they are checking the tree lines for enemies. Due to the thickness of the forest canopy and the new growth at the edge of the old clear cut, someone flying directly above the hidden hobgoblins while outside the forest has zero chance of spotting them. See that Tactics section below and **DM Aids: Map #1** (APL 6 & 8) or **DM Aids: Map #2** (APL 10 & 12) for specific details on the disposition of the warband.

***Suddenly, arrows rain down upon you. It's an ambush!***

### **APL 6 (EL 6)**

☛ **Karegark:** hobgoblin male Ftr2/Clr3; hp 39; see Appendix One.

☛ **Hobgoblins (6):** hp 8 each; see *Monster Manual* and Appendix One.

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

☛ **Karegark:** hobgoblin male Ftr2/Clr5; hp 51; see Appendix One.

☛ **Hobgoblins (10):** hp 8 each; see *Monster Manual* and Appendix One.

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

☛ **Karegark:** hobgoblin male Ftr2/Clr7; hp 63; see Appendix One.

☛ **Hobgoblins (10):** hp 8 each; see *Monster Manual* and Appendix One.

☛ **Troll (1):** hp 63; see *Monster Manual*.

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

☛ **Karegark:** hobgoblin male Ftr2/Clr9; hp 75; see Appendix One.

☛ **Hobgoblins (10):** hp 8 each; see *Monster Manual* and Appendix One.

☛ **Trolls (3):** hp 63 each; see *Monster Manual*.

**Tactics (APL 6):** At this APL, his hobgoblin warriors represent Karegark's main attack force. He positions them in hiding in the tree line to the north of the trail, under cover. The hobgoblins are all equipped with shortbows rather than javelins, and Karegark has directed them to concentrate their bow fire against any PCs who appear to be spellcasters (characters not wearing armor or carrying shields).

Because of the curve in the river, Karegark has a lookout posted at the edge of the woods to warn of the characters' approach. As soon as the characters come into view, the lookout passes the word across the forest to alert Karegark. Karegark then casts *Bless*, timing it to last at least 1 minute after the start of the ambush.

When the characters are closest to the warband's hiding place (or if the party spots them), Karegark orders the attack. While his archers try to bring down the spellcasters, Karegark casts *hold person* on any obvious barbarian/fighter type. On the second round, he casts *silence*, attempting to neutralize as many spellcasters as possible. Next he spends a full round casting *summon monster II* from his scroll for a fiendish wolf. As long as things appear to be going well, Karegark does not order his troops to charge the party, but attempts to stay back and use the trees for cover (+4 to AC) while raining arrows down on them. He has trained his warband to concentrate their fire on one target until it falls, and then shift to the next. If the PCs manage to close, Karegark and his warband drop their bows and fight with their swords.

If Karegark falls, the rest of the hobgoblins will flee, thinking Maglubiyet has abandoned them. If he loses 75% of his warband or is reduced to 10 hp or less, Karegark will order a retreat, and try to use *obscuring mist* to cover their escape. If any of the hobgoblins are captured and questioned, all they know is that Karegark was told by Maglubiyet in a dream to ambush the party.

**Tactics (APL 8):** At this APL, his hobgoblin warriors represent Karegark's main attack force. He positions

them in hiding in the tree line to the north of the trail, under cover. The hobgoblins are all equipped with shortbows rather than javelins, and Karegark has directed them to concentrate their bow fire against any PCs who appear to be spellcasters (characters not wearing armor or carrying shields).

Because of the curve in the river, Karegark has a lookout posted at the edge of the woods to warn of the characters' approach. As soon as the characters come into view, the lookout passes the word across the forest to alert Karegark. Karegark then casts *magic circle against good*, *bless* and *shield of faith*, timing them to last at least 1 minute after the start of the ambush.

When the characters are closest to the warband's hiding place (or if the party spots them), Karegark orders the attack. While his archers try to bring down the spellcasters, Karegark casts *hold person* on any obvious barbarian/fighter type. On the second round, he casts *silence*, attempting to neutralize as many spellcasters as possible. Next he spends a full round casting *summon monster III* for a hell hound. On his fourth round, he casts *spiritual weapon* on whichever character appears to be the greatest remaining threat. As long as things appear to be going well, Karegark does not order his troops to charge the party, but will attempt to stay back and use the trees for cover (+4 to AC) while raining arrows down on them. He has trained his warband to concentrate their fire on one target until it falls, and then shift to the next.

If Karegark falls, the rest of the hobgoblins will flee, thinking Maglubiyet has abandoned them. If he loses 75% of his warband or is reduced to 12hp or less, Karegark will order a retreat, and try to use *obscuring mist* to cover their escape. If any of the hobgoblins are captured and questioned, all they know is that Karegark was told by Maglubiyet in a dream to ambush the party.

**Tactics (APL 10):** At this higher APL, Karegark will use his archers mainly as a distraction. He knows (from his dream) they cannot stand against the PCs in a straight up fight. Instead, he will post them in the woods across the 20 foot-wide river, with orders to concentrate their fire on any spellcasters. He and his troll serve as the main attacking force against the party.

The bend in the river allows the hobgoblins across the river to watch for the characters approach. When the characters are sighted approaching, one of the archers (**H10 on DM Aids: Map #2**) fires an arrow across the stream to alert Karegark and his troll. Karegark begins to cast his preparatory spells at that point. Unless the PCs are using some form of magical concealment, the archers will spot them at about 200 ft before they reach the bend in the stream.

To increase the effectiveness of his troll, Karegark has pre-cast *protection from energy (fire)* on it. He also casts *magic circle against good* and *shield of faith* upon himself. Finally, he casts *bless* upon them both. When the

hobgoblin archers open up from across the river, the troll will charge the party from the trees, while Karegark fires off spells from a distance. He begins with *unholy blight*. On the second round he casts *silence*, attempting to neutralize as many spellcasters as possible. On the third round he casts *hold person* on any barbarian/fighter type who appears to be standing up to the troll. He uses his Spellcraft skill to determine any spells cast. If a spellcaster escapes the *silenced* area, Karegark readies a counterspell, using his Improved Counterspell feat. If he is damaged, he either drinks his potion or casts *cure critical wounds* himself. He continues casting spells, focusing on any character that seems to be fighting effectively against the troll.

The troll fights until destroyed. If the troll or Karegark have been killed, the archers across the stream will flee. If the troll falls or Karegark is reduced to 15hp or less, he attempts to escape, covering his retreat with summoned monsters from his scroll and whatever spells he has remaining.

Any captured hobgoblins can only tell the characters that Karegark was told in a dream to ambush them.

**Tactics (APL 12):** At this higher APL, Karegark uses his archers mainly as a distraction. He knows (from his dream) they cannot stand against the PCs in a straight up fight. Instead, he posts them in the woods across the 20 ft.-wide river, with orders to concentrate their fire on any spellcasters. He and his trolls provide the main attacking force against the party.

The bend in the river allows the hobgoblins across the river to watch for the characters approach. When the characters are sighted approaching, one of the archers (**H10 on DM Aids: Map #2**) fires an arrow across the stream to alert Karegark and his trolls. Karegark begins to cast his preparatory spells at that point. Unless the PCs are using some form of magical concealment, the archers spot them at about 200 ft before they reach the bend in the stream.

To increase the effectiveness of his trolls, Karegark has pre-cast *protection from energy (fire)* on each of them. He also casts *magic circle against good* and *shield of faith* upon himself. Finally, he casts *bless* upon himself and the trolls. When the hobgoblin archers open up from across the river, the trolls charge the party from the trees, while Karegark fires off spells from a distance.

He begins with *flame strike* then follows with *unholy blight*. On the third round he casts *silence*, attempting to neutralize any spellcasters. On round four he casts *hold person* on any barbarian/fighter type who appears to be fighting effectively against his trolls. He uses his Spellcraft skill to determine any spells cast. If a spellcaster escapes the *silenced* area, Karegark readies a counterspell, using his Improved Counterspell feat. If he is damaged, he either drinks his potion or casts *cure critical wounds* himself. He continues casting spells, focusing on any character that seems to be fighting

effectively against the troll. If an enemy attempts to close with him, he fires spikes from his *spined shield*.

The trolls fight until destroyed. If all the trolls or Karegark have been killed, the archers across the stream flee. If all the trolls fall or Karegark is reduced to 22hp or less, he will attempt to escape, covering his retreat with summoned monsters and whatever spells he has remaining.

Any captured hobgoblins can only tell the characters that Karegark was told in a dream to ambush them.

**Treasure:** The possessions of the ambushers are the only treasure here.

After the characters kill or drive off the warband, proceed to Encounter Four.

## Encounter Four: We've Been Waiting for You

*Another five miles upstream from the hobgoblin ambush, you find the mountain spring that is the source of the River Wick. Following the map given you in Kelzad, you have no difficulty identifying which of the several valleys you see is the one you want. Heading up the valley, you remain alert for any further attacks, but nothing disturbs the peace of this alpine valley.*

*After perhaps another hour, you see at the base of one of the peaks a large pile of fallen rock and scattered boulders, obviously the result of a fairly recent landslide. Looking up the cliffside, you can see a ledge approximately 30 feet above the valley floor and some sort of door leading into the mountain. There also appears to be a good deal of loose rock on the mountainside above the ledge. You realize that just as one tremor exposed the entrance, another could completely bury it again.*

The Climb check for the cliffside is DC 15 and it is 30 feet up to the ledge. Once the PCs are in position to observe the stone door closely, read the following:

*The stone door appears to be one massive block of granite, worked to incredibly fine precision. It fits within its frame so exactly you could not insert even the slimmest knife's edge between them. Ancient lead seals, fallen from the door and marked with symbols rendered unreadable by age and corrosion, lie in the dust at your feet. It is obvious to you that this door was deliberately buried and only uncovered by the recent landslide.*

*Around the outside of the door is a bas relief showing what you think are warriors engaged in some sort of battle, but once again, time has worn away all details of the figures. Carved on to the door proper are several runes.*

PCs with ranks in Decipher Script may attempt to interpret the carvings (DC 16 + APL). If successful, they are correctly identified as runes indicating this is the final resting place of a great warrior of the cause of Good. Read the following:

*"Within rests the wielder of a mighty sword in the cause of Good. Disturb him not."*

If this check is unsuccessful, the DM should make a DC 5 Wisdom check on the PC's behalf. Failure indicates he has deciphered a false message. Read the following:

*"Mighty magic within. Treasure awaits the wielder of a sword."*

The door is expertly hung and balanced, but still requires a Strength check (DC 16 + APL) to push open after so many years. Within is a 10' wide corridor hewn from the rock. It runs back some 30' then opens into a larger chamber. See **DM Aids: Map #3**. Because of the surrounding peaks and rocky overhangs, even with broad daylight outside, there is no light beyond 15' into the tomb.

*You see before you a ten-foot wide corridor heading into the heart of the mountain. The sunlight behind you illuminates only the first fifteen feet or so.*

PCs with low-light vision can see that the corridor opens into a larger room, but nothing more. PCs with darkvision can see that the larger room is about 30' across.

When the PCs are in a position to exam the room, read the following:

At APL 6 or 8: *The room is thirty feet square. Directly across from the opening of the corridor is another stone door, set in a wall with many relief carvings. Along each of the side walls there appear to be several standing suits of armor.*

At APL 10 or 12: *The room is thirty feet square. Directly across from the opening of the corridor is another stone door. Along each of the side walls there appears to be a statue.*

As soon as anyone actually enters the room, the tomb guardians animate and attack.

*With a sudden creaking sound, the suits of armor [statues] begin to move menacingly toward you!*

### APL 6 (EL 6)

☛ Dread Guards (3): hp 53 each; see Appendix One.

### APL 8 (EL 8)

☛ Dread Guards (6): hp 53 each; see Appendix One.

### APL 10 (EL 10)

☛ Clay Golem (1): hp 105; see *Monster Manual*.

## APL 12 (EL 12)

☛ **Clay Golems (2):** hp 105 each; see *Monster Manual*.

**Tactics:** The guardians attack mindlessly and relentlessly for as long as the PCs remain within the chamber. They do not pursue beyond the chamber except in the case of a clay golem that goes berserk. A berserk clay golem pursues and attacks the PCs until it is destroyed.

Once the guardians are defeated and the PCs study the carvings around the door, read the following:

The bas-relief carvings in this wall are clearly in the same style as those outside the tomb, but much better preserved. While the style is archaic and unfamiliar, they clearly depict several great battles by human warriors against the forces of evil. The protagonist of the scenes appears to be one warrior wielding a mighty sword and eventually leading his side to victory. His opponent appears to be some sort of wizard, shown as summoning evil creatures and casting destructive spells upon the forces of Good. The final picture shows the evil wizard fleeing in total defeat while the forces of Good stand over the body of their fallen hero, all raising their spears in a final salute.

A successful Bardic Knowledge or Knowledge (history) check (DC 16 + APL) allows the PC to definitively identify the hero depicted as the Deliverer.

When the PCs turn their attention to the door, proceed to Encounter Five.

## **Encounter Five: Do You Smell Something?**

The stone door leading further into the tomb is identical to the outer stone door, with the exception that it is free from carvings and lead seals. As with the outer door, a Strength check (DC 16 + APL) is required to open it.

### All APLs (EL 6)

☛ **Greater Glyph of Warding (Blast) Trap:** CR 6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 16<sup>th</sup> level cleric, 8d8 sonic damage, DC 19 Reflex save for half damage); multiple targets (all within 5' of door); Search DC 31, Disable Device DC 31.

Once the characters have dealt with the trap on the door read the following:

*The rough-hewn corridor continues for 100' past the stone door. You are beginning to feel as though you are walking into the heart of the mountain. Ahead, you see another stone door, similar in size and shape to the two preceding it. However, this door has a single symbol carved into the center of it. The symbol is almost identical to the Yeomanry's*

*symbol, except that the center spear has been replaced by a longsword pointing downward.*

*Surely you have reached your goal at last!*

This door still has intact lead seals marked with various holy symbols of Good. It also requires a Strength check (DC 16 + APL) to open. When the PCs open it, proceed to Encounter Six.

## **Encounter Six: Eternal Rest?**

The characters have now reached the final resting place of the Deliverer, the famous hero of Yeomanry legend. Unfortunately, legend has somewhat glossed over the last days of this fabled warrior. In his struggles against Asberdies, the Deliverer strayed from the true path of Good and Righteousness. In his desire to defeat this great evil, he stooped to use Evil's own methods against it. Few of his contemporaries were aware of his fall from grace, and it was never recorded in the histories and songs composed by bards after his death.

Unfortunately for the Deliverer, his deity was well aware of his failures and punished the fallen paladin for his failure to atone by transforming him into a huecuva upon his death. Following his entombment, he rose into undeath and has spent centuries trapped in his tomb by the holy seals upon the door. He can no longer stand the touch of his good-aligned sword. In fact, he had to stop wielding it even prior to his death, but he still wore it sheathed to conceal his failure from his followers. Now the sword lies in his empty sarcophagus, along with other discarded finery from his burial.

*The heavy stone door swings open and your torches bring light into the chamber beyond for perhaps the first time in over eight centuries. The air that rolls out into your faces is dry and musty. It smells of things long dead but never truly buried.*

*You see a round chamber, perhaps 30' in diameter, with a domed ceiling rising to 15' at its highest point. In the center of the room is what appears to be a stone coffin or sarcophagus sitting some 4 feet off the floor on a stone pedestal. On the floor on the side of the coffin nearest you are what appear to be the shattered remains of the stone lid for it. Other than that, the room appears completely empty and with out any other exit.*

The huecuva is crouching down behind the coffin and pedestal. As soon as the PCs enter the room, it moves to attack.

*A horrible undead creature rises up from behind the sarcophagus. It appears as the skeleton of a human, still wearing tarnished and corroded plate armor of an ancient style and carrying a heavy steel shield. It moves to attack!*

### APL 6 (EL 6)

☛ **Huecuva, fallen Pal4:** hp 39; see Appendix One.

### APL 8 (EL 8)

☛ **Huecuva, fallen Pal6:** hp 57; see Appendix One.

### APL 10 (EL 10)

☛ **Huecuva, fallen Pal8:** hp 75; see Appendix One.

### APL 12 (EL 12)

☛ **Huecuva, fallen Pal10:** hp 93; see Appendix One.

☛ **Green Hag Skeleton, undead companion:** hp 99; see Appendix One.

**Tactics:** What remains of the Deliverer does not have much subtlety, but it makes up for that in aggressiveness. It will attack whatever PC is closest and continue attacking that PC until she falls, unless there is a paladin among the party. If there is, the huecuva will focus his fury exclusively upon the paladin until he falls. If there is more than one paladin, the huecuva will attack the one with the most paladin levels; when that paladin falls, it will attack the next most powerful. It will also use its smite good ability on the paladin.

The huecuva will use its maximum Power Attack upon its first attack on a new foe. If it hits with that attack, it will continue to max Power Attack until it misses. If it misses, it will use half its max Power Attack on its next round. If it misses again, it will not Power Attack until it succeeds in hitting, then it will try half Power Attack on the next round. If it hits with half, it will try max on the following round. If it misses it will go back to no Power Attack until it hits.

**DM Note:** For maximum effect, you should have the players roll a number of Fortitude saves (around 5 each) at the beginning of the adventure. Use those rolls to determine whether or not a PC is affected by huecuva blight (DC 14, see the Treasure Summary for details). **Don't tell the PCs at this point whether or not they are infected.**

**Treasure:** Some of the Deliverer's possessions have survived the years and are located in the sarcophagus. The Deliverer is also wearing some of them.

## Encounter Seven: A Talking What?

**Treasure:** Once the PCs have sent the remnants of the fallen hero known as the Deliverer to his final rest, they will no doubt wish to search the tomb for treasure. In addition to the items upon the corpse, there are several loose jewels and items lying amidst the decayed finery in the open sarcophagus. However, any player who looks

within will immediately notice one item: *Ghostrender*, the Sword of the Deliverer.

**DM Note:** It is very important that you determine which PC of Good alignment (who does not already possess an intelligent item) first touches *Ghostrender*, as the weapon will bond to them and them only. Any non-Good PC (or PC who already owns an intelligent item) will receive a negative energy level for as long they hold *Ghostrender*. Only the PC with whom *Ghostrender* has bonded should receive the special Adventure Record granting access to the sword (see the Treasure Summary).

Read the following to any character that looks within the coffin.

*Within the stone coffin you see the decayed remains of what must have been parts of the creature's burial clothes. From amongst them you see fine gems winking at you in the light of your torches. Despite the riches promised by them, your eyes are drawn away from the gems and toward the magnificent weapon you see lying on top of the decayed garments.*

*It is a sword, but a sword such as you have never seen! From the ruby set in its pommel, through the shape of its hilt, to its length and line concealed with its scabbard, this weapon cries out to be wielded in battle. The pristine condition of it and its scabbard alongside the decay of its leather sword belt reveal its magical nature at a glance. Finally, as you stare down at this beautiful instrument of killing, you can almost sense a sort of purity about it, a strange cleanliness of purpose for such a clearly deadly instrument.*

If a non-Good PC (or a good PC who already owns an intelligent item) picks up the sword read them the following:

*As you pick up the sword, you suddenly feel weak and disoriented. The weapon feels uncomfortable in your palm, as if the hilt is the wrong size for your hand. Almost without thinking, you open your grasp and let the weapon fall back into the sarcophagus. The instant it leaves your hand, you feel much better.*

When a Good PC (who does not already own an intelligent item) touches *Ghostrender* and bonds with it, the sword will begin to use its telepathic link with its wielder to update the archaic version of Common it speaks. If no such PC exists, it will communicate (but not bond) with whichever PC tries to leave with it. Initially, the sword will speak with a severe accent, but this will rapidly fade as it becomes more familiar with current usage.

*"Greetings and felicitations, most puissant warriors. I am called Ghostrender, once the strong right arm of Welgaard, whom some called the Deliverer, ere he fell, first from Grace and then in battle. Long have I*

*lain in slumber, here within the earth, waiting for the hour of my need to come round once more. As you have sought me out, I needs must conclude that the Evil One once defeated so long ago comes again to menace the Good Folk of the Sheldomar? Very well, let us go and strike hard blows in the cause of Justice and Freedom! What was done once can be done again."*

If asked, Ghostrender will detail its powers (see the Treasure Summary). It will resist all efforts to transfer it to any other character, claiming that Destiny and the will of the gods brought it to the hand that is fated to wield it. If the PCs ask it about the Evil One or the Deliverer, read the following:

*The sword is silent for a moment, as if remembering. Then it begins to speak: "Welgaard and I came down from the north to this fertile land. He had chosen to wander far from his people, the Tribes of Oerid, on a quest to oppose evil and find favor in the sight of the Archpaladin. We found the good folk of this land groaning under the heel of a tyrant, a foul wizard, who dreamed dreams of even greater evil, even hoping to emulate the Whispered One's rise to godhood. They were a people without hope, broken to the whip and the harness like so many oxen."*

*"Together we looked upon this evil and vowed that we would free these folk from its yoke or die in the attempt. We organized resistance, fought and slew the evil minions of the Tyrant, even his most horrible summoned creatures. Great was the wrath of the Tyrant, but even greater was the righteous wrath of Welgaard, my wielder! Together he and I spent years battling and organizing, leading the good peoples of this land. Many good folk fell in the Cause, their spears clutched tight in their hands, eager to strike their foes even to the last!*

*Perhaps that is what in the end led Welgaard astray. To see so many fall under his leadership, to be responsible for so much sacrifice, to witness the weeping of so many widows and orphans... It was all too much for him. Destroying his evil foe became so important that he would no longer limit himself in the means he used. Seeking to destroy evil, he willingly did evil himself, and I could no longer allow him to wield me.*

*He went into his final battle without me. He defeated his enemy, but fell himself. Worse, he died without seeking atonement for his failures and was punished by the Archpaladin, who transformed him into the horrible undead creature that you slew.*

*For this most of all, the corruption and destruction of a great and good man, do I blame thee, Tyrant! By the Archpaladin, I do curse thee, coward, by thine own name: ASBERIDIES!*

*I know thee stir again to threaten this good land, and know that I have come again to oppose thee."*

## Conclusion

At this point the PCs should return to Kelzad, probably after resting for the night. If they chose to do so, their rest is undisturbed. Whenever they are leaving the valley, read them the following:

*As you are walking back down the valley toward the spring, you suddenly feel a tremor beneath your feet. The instant after it starts; you hear a rumbling behind you. Turning, you see the large mass of rock that was perched above the tomb entrance come crashing down, burying the final resting place of the Deliverer under tons of stone. Almost as soon as it began, the aftershock subsides.*

Upon their return to Kelzad, the Watchers of the Stone are pleased with their success in restoring Ghostrender to the world and award them their Favor (see the Treasure Summary).

If the character with whom Ghostrender has bonded cannot currently afford to pay the purchase price for the sword (which represents the cost of completing the bonding process), he or she must temporarily surrender the sword to the Academy of Lore "for study and safe-keeping." The character can then "purchase" Ghostrender following any future Yeomanry regional adventure.

The DM is also reminded to adjudicate the outcome of any cases of huecuva blight in the party. This disease will manifest itself 24 hours after infection, probably upon return to Kelzad (see the Treasure Summary for details).

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 Three

Defeat the warband  
APL 6 – 180 xp.  
APL 8 – 240 xp.  
APL 10 – 300 xp.  
APL 12 – 360 xp.

### Encounter Four

Defeat the guardians  
APL 6 – 180 xp.  
APL 8 – 240 xp.  
APL 10 – 300 xp.  
APL 12 – 360 xp.

### Encounter Five

Survive or disarm the trap

All APLs – 180 xp.

### Encounter Six

Defeat the huecuva

APL 6 – 180 xp.

APL 8 – 240 xp.

APL 10 – 300 xp.

APL 12 – 360 xp.

### Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

### Total Possible Experience

APL 6 – 900 xp.

APL 8 – 1,125 xp.

APL 10 – 1,350 xp.

APL 12 – 1,575 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 Three:

APL 6: L: 81 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp), *divine scroll of summon monster II* (13 gp), *Keoghtom's ointment* (333 gp).

APL 8: L: 88 gp; C: 0 gp; M: *potion of cure moderate wounds* (25 gp), *divine scroll of summon monster III* (31 gp), *Keoghtom's ointment* (333 gp), *cloak of elvenkind* (208 gp), +1 *breastplate* (113 gp).

APL 10: L: 86 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp), *divine scroll of summon monster IV* (58 gp), *Keoghtom's ointment* (333 gp), *cloak of elvenkind* (208 gp), +1 *breastplate* (113 gp), +1 *heavy steel shield* (98 gp), *lens of detection* (292 gp).

APL 12: L: 86 gp; C: 0 gp; M: *potion of cure serious wounds* (63 gp), *divine scroll of summon monster V* (94 gp), *Keoghtom's ointment* (333 gp), *cloak of elvenkind* (208 gp), +1 *breastplate* (113 gp), *spined shield* (465 gp), *lens of detection* (292 gp), *amulet of health* +2 (333 gp).

### Encounter Seven:

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

APL 8: L: 0 gp; C: 0 gp; M: *ring of protection* +1 (167 gp).

APL 10: L: 0 gp; C: 0 gp; M: *ring of protection* +2 (667 gp).

APL 12: L: 0 gp; C: 0 gp; M: *ring of protection* +2 (667 gp), *amulet of natural armor* +2 (667 gp).

### Encounter Seven:

APL 6: L: 0 gp; C: 100 gp; M: *Ghostrender* (694 gp), *clear spindle ioun stone* (333 gp), *phylactery of faithfulness* (83 gp).

APL 8: L: 0 gp; C: 200 gp; M: *Ghostrender* (694 gp), *clear spindle ioun stone* (333 gp), *circlet of blasting - minor* (540 gp), *phylactery of faithfulness* (83 gp), *golembane scarab* (208 gp).

APL 10: L: 0 gp; C: 300 gp; M: *Ghostrender* (694 gp), *clear spindle ioun stone* (333 gp), *circlet of blasting - minor* (540 gp), *horn of goodness/evil* (542 gp), *phylactery of faithfulness* (83 gp), *golembane scarab* (208 gp), *immovable rod* (417 gp).

APL 12: L: 0 gp; C: 400 gp; M: *Ghostrender* (694 gp), *clear spindle ioun stone* (333 gp), *circlet of blasting - minor* (540 gp), *horn of goodness/evil* (542 gp), *pink and green sphere ioun stone* (667 gp), *phylactery of faithfulness* (83 gp), *golembane scarab* (208 gp), *immovable rod* (417 gp), *lesser strand of prayer beads* (800 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 81 gp; C: 100 gp; M: 1,460 gp – Total: 1,641 gp (900 gp).

APL 8: L: 88 gp; C: 200 gp; M: 2,735 gp – Total: 3,023 gp (1,300 gp).

APL 10: L: 86 gp; C: 300 gp; M: 4,649 gp – Total: 5,035 gp (2,300 gp).

APL 12: L: 86 gp; C: 400 gp; M: 7,519 gp – Total: 8,005 gp (3,300 gp).

## Items for the Adventure Record

### Special

#### ☛ Favor of the Watchers of the Stone

For efforts on their behalf, this PC has earned the favor of the Watchers of the Stone. The PC has access (Frequency: Any) to purchase one, and only one, upgrade to an *amulet of health*, *belt of giant strength*, *gloves of dexterity*, *headband of intellect*, *periapt of wisdom*, or *cloak of charisma*, from +2 to +4 (except for the *belt*) or from +4 to +6. The PC need only pay the difference in price for the upgrade. Once the single upgrade is purchased, this favor is consumed (and should be marked as used). If the PC is not a resident of the Yeomanry, using this favor costs 1 TU.

#### ☛ Huecuva Blight

Your PC has been infected with disease called huecuva blight. The incubation period is one day; at the end of that time, the disease deals 1d2 points of Str and Con damage. An infected PC must make a saving throw (Fort DC 14) each day thereafter or take another 1d2 points of Str and Con damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Con (and dies), makes two consecutive successful saves (and is thus cured), or receives magical treatment (such as a *remove disease* spell).

If the PC lacks the ability to cure himself (spells or the jar of *Keoghtom's ointment* in this adventure), he may travel to a shrine dedicated to the Church of Seven Faiths in Farvale (2 days away on foot, 1 day mounted) or to any of the temples of the prevalent Yeomanry faiths in Loftwick (3 days away on foot, 2 days mounted) to purchase a cure. Travel to either town will require an additional 1 TU expenditure by this PC and any others that accompany him, and will require the diseased PC to make additional Fort saves each day. Purchasing a *remove disease* spell in the Yeomanry requires an expenditure of Influence Points with the relevant church and a successful Cha check (DC 8), as well as 150 gp, unless the

PC is a member of that church's meta-organization (see the Player's Guide to the Yeomanry for more details). PCs wishing to expend Influence Points on behalf of another must accompany them on this trip.

Alternatively, this PC can attempt to overcome the disease with bed rest (with or without the assistance of a healer). The infected PC has to make the required Fort save each day, and a PC healer can make a Heal check each day; the PC may use the better of the two rolls to try to beat the blight's DC of 14. Each week (or part thereof) the PC and the PC healer spend battling the disease costs 1 additional TU.

#### ☛ *Ghostrender* (special AR only)

*Ghostrender* is an intelligent (see the DMG) +1 cold iron longsword. *Ghostrender* is Neutral Good (and counts as good for the purposes of DR), with Int 14, Wis 14, and Cha 10. It can speak Common, Ancient Suloise, and Old Oeridian, as well as communicate telepathically with its wielder. *Ghostrender* has 120 ft. vision and hearing. It starts with an initial Ego of 5 and initial cost of 8,330 gp. *Ghostrender* bonds with the first Good PC that touches it that doesn't already own an intelligent item. If no PC of this type touches it, the sword will not stay with any of the PCs and is not available after the adventure ends; it will initiate a personality conflict with anyone else that tries to wield it. The sword's primary motivation is to fight and defeat the evil wizard Asberdies and any of his minions. The sword will initiate a personality conflict anytime the PC refuses to engage Asberdies or his minions. The sword will also insist that it be the primary weapon of its owner (although it will not initiate a personality conflict over this unless there is no reasonable reason for the PC not to use it as the primary weapon).

This PC must pay the sword's initial cost of 8,330 gp to complete the bonding process and wield the sword. If this PC had insufficient funds to do so, he must temporarily surrender the sword to the Academy of Lore "for study and safe-keeping." The character can then "purchase" *Ghostrender* following any future Yeomanry regional adventure.

This sword can not be upgraded normally. However, at the end of any Yeomanry adventure in which the PC and the sword have not had a personality conflict, the PC may purchase any of the following "upgrades" to the weapon (cost to further "bind" the weapon to the user):

- *Ghostrender* can *bless* its allies 3/day (cost: 1,000 gp, +1 Ego).
- *Ghostrender* can use *detect magic* at will (cost: 3,600 gp, +1 Ego).
- *Ghostrender* gains the *ghost touch* weapon special ability (cost: 8,000 gp, +1 Ego).
- *Ghostrender* gains the *holy* weapon special ability (cost: 26,000 gp, +2 Ego, must purchase *ghost touch* above first).

At no time may two PCs at the same table both wield *Ghostrender* in the same adventure. If both PCs own this sword, the DM must determine randomly which PC has



the actual sword for the adventure and which one has an equivalent non-intelligent longsword for the adventure.

*Ghostrender* accompanies this PC for as long as it serves its mission against Asberdies. At some future time (as specifically noted in a Yeomanry adventure), the sword may choose to leave this PC to continue its mission with another individual.

### **Item Access**

APL 6:

- ❖ *Clear Spindle Ioun Stone* (Adventure, DMG)
- ❖ *Ghostrender* (Regional, Limit One, see Special AR)
- ❖ *Keoghtom's Ointment* (Adventure, DMG)
- ❖ *Phylactery of Faithfulness* (Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ *Circlet of Blasting, Minor* (Adventure, DMG)
- ❖ *Cloak of Elvenkind* (Adventure, DMG)
- ❖ *Scarab, Golembane* (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ *Divine Scroll of Summon Monster IV* (Adventure, 7<sup>th</sup> level caster, DMG)
- ❖ *Horn of Goodness/Evil* (Adventure, DMG)
- ❖ *Lens of Detection* (Adventure, DMG)
- ❖ *Potion of Cure Serious Wounds* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)
- ❖ *Rod, Immovable* (Adventure, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- ❖ *Amulet of Health +2* (Adventure, DMG)
- ❖ *Amulet of Natural Armor +2* (Adventure, DMG)
- ❖ *Divine Scroll of Summon Monster V* (Adventure, 9<sup>th</sup> level caster, DMG)
- ❖ *Pink and Green Sphere Ioun Stone* (Adventure, DMG)
- ❖ *Spined Shield* (Adventure, DMG)
- ❖ *Strand of Prayer Beads, Lesser* (Adventure, DMG)

## Appendix One: NPCs

### APL 6

#### Encounter Three

**Karegark:** male hobgoblin Clr3/Ftr2; CR 5; Medium-sized Humanoid (Goblinoid); HD 4d8+2d10; 39 hp; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); BA +5/Grp +6; Atk MW longsword +7 melee (1d8+1/19-20); Full Atk MW longsword +7 melee (1d8+1/19-20); SA Spells; SQ Darkvision, 60 ft.; AL: NE; SV Fort +8, Ref +2, Will +5; Str 13, Dex 12, Con 10, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Concentrate +10, Hide +0, Knowledge (religion) +2, Intimidate +3, Listen +4, Move Silently +0, Spellcraft +4, Spot +4; Alertness, Combat Casting, Improved Initiative, Power Attack.

*Spells Prepared:* (4/3+1/2+1; base DC=12 + spell level): 0 – Create Water, Cure Minor Wounds (2), Resistance; 1st – Bless, Cure Light Wounds, Obscuring Mist, Inflict Light Wounds\*; 2nd – Hold Person, Silence, Shatter\*.

\*Domain Spell. Domains: Destruction (Smite power, once per day), Evil (Cast Evil spells at +1 caster level).

*Possessions:* Breastplate, heavy steel shield, masterwork longsword, *potion of Cure Light Wounds*, *Divine Scroll of Summon Monster II* (3<sup>rd</sup> level caster), *Keoghtom's Ointment*.

**Hobgoblins:** As per MM but replace under Attack/Full Attack "javelin +2 ranged (1d6+1)" with "shortbow +2 ranged (1d6)".

#### Encounter Four

**Dread Guard:** CR 3; Medium-sized Construct; HD 5d10+20; 53 hp; Init +0; Spd 20 ft. (can't run); AC 17 (touch 10, flat-footed 17) [+6 armor, +1 shield]; BA +3/Grp +6; Atk/Full Atk longsword +6 melee (1d8+3/19-20); SQ cold/fire resistance 10, construct traits; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con –, Int 6, Wis 13, Cha 2.

*Skills and Feats:* Spot +9; Cleave, Power Attack.

*Description:* A dread guard appears to be an armored undead, still bearing the weapons and shield it carried in life. In fact, it is an animated suit of armor, little different from a golem. A dread guard never speaks, but it understands Common.

#### Encounter Six

**Huecuva, fallen Pal4:** CR 6; Medium-sized Undead; HD 4d12+3; hp 39; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); BA +4/Grp +8; Atk slam +8 melee (1d6+4 plus disease); Full Atk slam +8 melee (1d6+4 plus disease); SA huecuva blight, smite good 1/day; SQ DR 10/silver, turn resistance +2, undead traits, lay on hands 1/day; AL LE; SV Fort +4, Ref +2, Will +3; Str 18, Dex 12, Con –, Int 4, Wis 15, Cha 16.

*Skills and Feats:* Ride +7, Heal +6, Sense Motive+5; Improved Initiative, Power Attack, Weapon Focus (longsword), Toughness (B).

**Huecuva Blight (Su):** Victim's hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to a disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saving throws, or receives magical treatment (such as a *remove disease* spell).

*Possessions:* Full plate armor (corroded), Heavy Steel Shield (corroded).

### APL 8

#### Encounter Three

**Karegark:** Male hobgoblin Clr5/Ftr2; CR 7; Medium-sized Humanoid (Goblinoid); HD 6d8+2d10; 51 hp; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); BA +6/Grp +6; Atk MW longsword +8 melee (1d8+1/19-20); Full Atk MW longsword +8/+3 melee (1d8+1/19-20); SA Spells; SQ Darkvision, 60 ft.; AL LE; SV Fort +9, Ref +4, Will +6; Str 13, Dex 12, Con 10, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Concentrate +12, Hide +5, Knowledge (religion) +2, Intimidate +3, Listen +4, Move Silently +0, Spellcraft +6, Spot +4; Alertness, Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack.

*Spells Prepared:* (5/4+1/3+1/1+1; base DC=12 + spell level): 0 – Create Water, Cure Minor Wounds(2), Detect Poison, Resistance; 1<sup>st</sup> – Bless, Cure Light Wounds, Obscuring Mist, Shield of Faith, Inflict Light Wounds\*; 2nd – Hold Person, Silence, Spiritual Weapon, Shatter\*; 3rd – Summon Monster III, Magic Circle Against Good\*.

\*Domain Spell. Domains: Destruction (Smite power, once per day), Evil (Cast Evil spells at +1 caster level).

*Possessions:* +1 breastplate, heavy steel shield, masterwork longsword, *potion of Cure Moderate Wounds*, *Divine Scroll of Summon Monster III* (5<sup>th</sup> level caster), *Keoghtom's Ointment*, *Cloak of Elvenkind*.

**Hobgoblins:** As per MM but replace under Attack/Full Attack "javelin +2 ranged (1d6+1)" with "shortbow +2 ranged (1d6)".

#### Encounter Four

**Dread Guard:** CR 3; Medium-sized Construct; HD 5d10+20; 53 hp; Init +0; Spd 20 ft. (can't run); AC 17 (touch 10, flat-footed 17) [+6 armor, +1 shield]; BA +3/Grp +6; Atk/Full Atk longsword +6 melee (1d8+3/19-20); SQ cold/fire resistance 10, construct traits; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con –, Int 6, Wis 13, Cha 2.

*Skills and Feats:* Spot +9; Cleave, Power Attack.

*Description:* A dread guard appears to be an armored undead, still bearing the weapons and shield it carried in life. In fact, it is an animated suit of armor, little different from a golem. A dread guard never speaks, but it understands Common.

### Encounter Six

**Huecuva, fallen Pal6:** CR 8; Medium-sized Undead; HD 6d12+3; hp 57; Init +5; Spd 20 ft.; AC 22 (touch 12, flat-footed 21); BA +6/Grp +10; Atk slam +10 melee (1d6+4 plus disease); Full Atk slam +10/+5 melee (1d6+4 plus disease); SA huecuva blight, smite good 2/day, sneak attack +1d6; SQ DR 10/silver, turn resistance +2, undead traits, lay on hands 1/day; AL LE; SV Fort +5, Ref +3, Will +4; Str 18, Dex 12, Con -, Int 4, Wis 15, Cha 16.

*Skills and Feats:* Ride +9, Heal +7, Sense Motive+6; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Toughness (B).

*Huecuva Blight (Su):* Victim's hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to a disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saving throws, or receives magical treatment (such as a *remove disease* spell).

*Possessions:* Full plate armor (corroded), Heavy Steel Shield (corroded), *Ring of Protection* +1.

### APL 10

#### Encounter Three

**Karegark:** Male hobgoblin Clr7/Ftr2; CR 9; Medium-sized Humanoid (Goblinoid); HD 8d8+2d10; 63 hp; Init +5; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); BA +8/Grp +9; Atk MW longsword +10 melee (1d8+1/19-20); Full Atk MW longsword +10/+5 melee (1d8+1/19-20); SA Spells; SQ Darkvision, 60 ft.; AL LE; SV Fort +10, Ref +5, Will +7; Str 13, Dex 12, Con 10, Int 10, Wis 15, Cha 8.

*Skills and Feats:* Concentrate +14, Hide +5, Knowledge (religion) +2, Intimidate +3, Listen +4, Move Silently +0, Spellcraft +8, Spot +4; Alertness, Combat Casting, Improved Counterspell, Improved Initiative, Lightning Reflexes, Power Attack.

*Spells Prepared:* (6/5+1/4+1/2+1/1+1; base DC=12 + spell level): 0 – Create Water, Cure Minor Wounds(2), Detect Poison, Purify Food and Drink, Resistance; 1<sup>st</sup> – Bless, Cure Light Wounds(2), Obscuring Mist, Shield of Faith, Inflict Light Wounds\*; 2nd – Hold Person, Silence, Sound Burst, Spiritual Weapon, Shatter\*; 3rd – Protection from Energy, Summon Monster III, Magic Circle Against Good\*; 4th – Cure Critical Wounds, Unholy Blight\*.

\*Domain Spell. Domains: Destruction (Smite power, once per day), Evil (Cast Evil spells at +1 caster level).

*Possessions:* +1 breastplate, +1 heavy steel shield, masterwork longsword, *potion of Cure Serious Wounds*, *Divine Scroll of Summon Monster IV* (7<sup>th</sup> level caster), *Keoghtom's Ointment*, *Cloak of Elvenkind*, *Lens of Detection*.

**Hobgoblins:** As per MM but replace under Attack/Full Attack "javelin +2 ranged (1d6+1)" with "shortbow +2 ranged (1d6)".

### Encounter Six

**Huecuva, fallen Pal8:** CR 10; Medium-sized Undead; HD 8d12+3; hp 75; Init +5; Spd 20 ft.; AC 23 (touch 13, flat-footed 22); BA +8/Grp +12; Atk slam +12 melee (1d6+4 plus disease); Full Atk slam +12/+7 melee (1d6+4 plus disease); SA huecuva blight, smite good 2/day, sneak attack +1d6, *Summon Monster I* 1/day (CL 16<sup>th</sup>, evil creatures only); SQ DR 10/silver, turn resistance +2, undead traits, lay on hands 1/day; AL LE; SV Fort +6, Ref +3, Will +5; Str 18, Dex 12, Con -, Int 4, Wis 16, Cha 16.

*Skills and Feats:* Ride +11, Heal +9, Sense Motive+8; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Toughness (B).

*Huecuva Blight (Su):* Victim's hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to a disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saving throws, or receives magical treatment (such as a *remove disease* spell).

*Possessions:* Full plate armor (corroded), Heavy Steel Shield (corroded), *Ring of Protection* +2.

### APL 12

#### Encounter Three

**Karegark:** Male hobgoblin Clr9/Ftr2; CR 11; Medium-sized Humanoid (Goblinoid); HD 10d8+2d10; 75 hp; Init +5; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); BA +9/Grp +10; Atk MW longsword +11 melee (1d8+1/19-20); Full Atk MW longsword +11/+6 melee (1d8+1/19-20); SA Spells; SQ Darkvision, 60 ft.; AL LE; SV Fort +12, Ref +6, Will +8; Str 13, Dex 12, Con 12, Int 10, Wis 15, Cha 8.

*Skills and Feats:* Concentrate +17, Hide +5, Knowledge (religion) +2, Intimidate +3, Listen +4, Move Silently +0, Spellcraft +10, Spot +4; Alertness, Combat Casting, Improved Counterspell, Improved Initiative, Lightning Reflexes, Power Attack.

*Spells Prepared:* (6/5+1/5+1/3+1/2+1/1+1; base DC=12 + spell level): 0 – Create Water, Cure Minor Wounds(2), Detect Poison, Purify Food and Drink, Resistance; 1<sup>st</sup> – Bless, Cure Light Wounds(2), Obscuring Mist, Shield of Faith, Inflict Light Wounds\*; 2nd – Hold Person(2), Silence, Sound Burst, Spiritual Weapon, Shatter\*; 3rd – Protection from Energy(3), Magic

Circle Against Good\*; 4th - Cure Critical Wounds, Summon Monster IV, Unholy Blight\*; 5th - Flame Strike, Dispel Good\*.

\*Domain Spell. Domains: Destruction (Smite power, once per day), Evil (Cast Evil spells at +1 caster level).

Possessions: +1 breastplate, Spined shield, masterwork longsword, Amulet of Health (+2), potion of Cure Serious Wounds, Divine Scroll of Summon Monster V (9<sup>th</sup> level caster), Keoghtom's Ointment, Cloak of Elvenkind, Lens of Detection.

**Hobgoblins:** As per MM but replace under Attack/Full Attack "javelin +2 ranged (1d6+1)" with "shortbow +2 ranged (1d6)".

## Encounter Six

**Huecuva, fallen Pallo:** CR 12; Medium-sized Undead; HD 10d12+3; hp 93; Init +5; Spd 20 ft.; AC 25 (touch 13, flat-footed 24); BA +10/Grp +14; Atk slam +14 melee (1d6+4 plus disease); Full Atk slam +14/+9 melee (1d6+4 plus disease); SA huecuva blight, smite good 3/day, sneak attack +1d6, Summon Monster I 1/day (CL 16<sup>th</sup>, evil creatures only), undead companion; SQ DR 10/silver, turn resistance +2, undead traits; lay on hands 1/day; AL LE; SV Fort +7, Ref +4, Will +6; Str 18, Dex 12, Con -, Int 4, Wis 16, Cha 16.

*Skills and Feats:* Ride +13, Heal +10, Sense Motive+9; Cleave, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (longsword), Toughness (B).

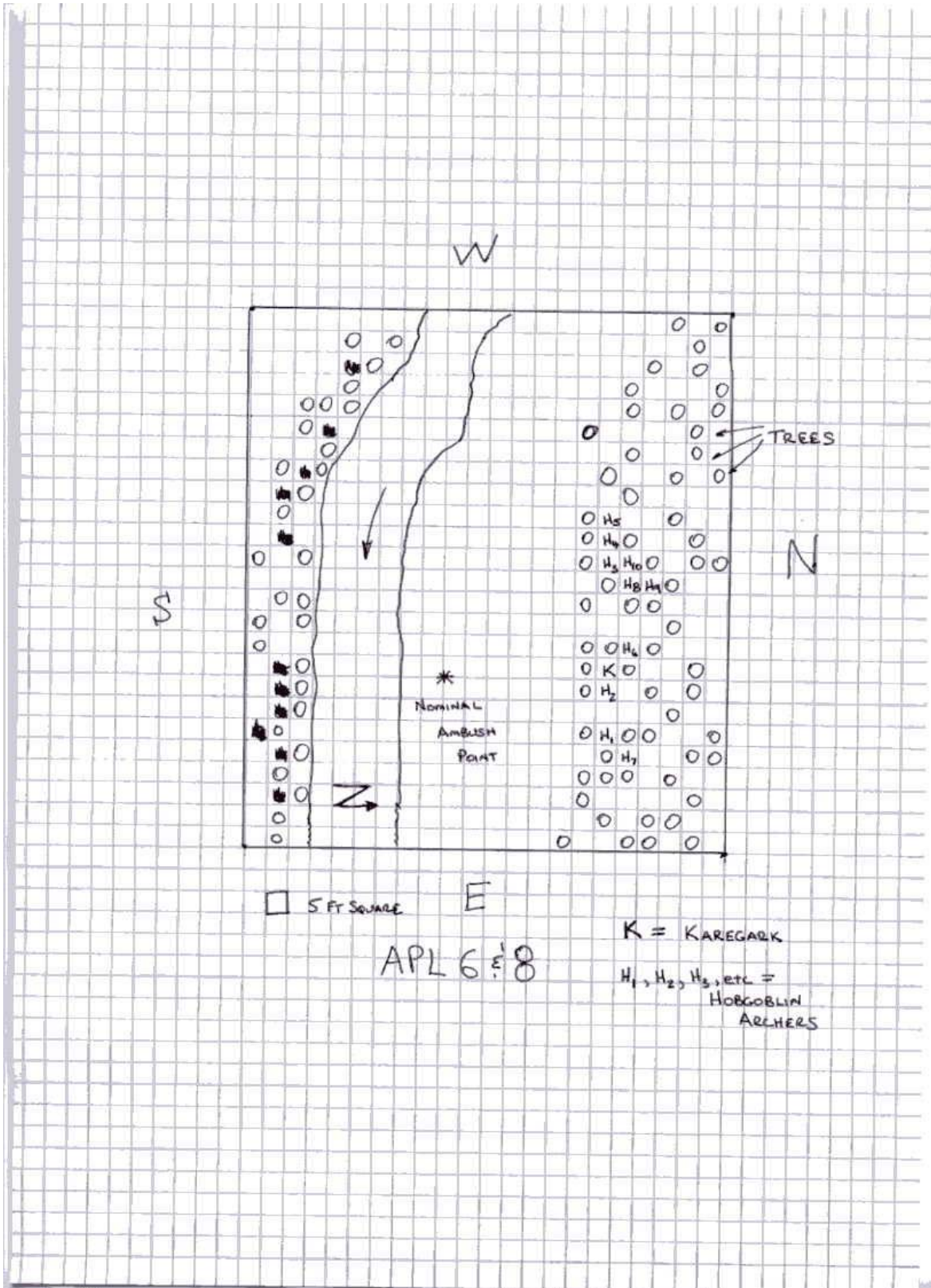
*Huecuva Blight (Su):* Victim's hit by a huecuva's slam attack must succeed on a Fortitude save (DC 14) or fall prey to a disease called huecuva blight. The incubation period is 1 day; at the end of that time, the disease deals 1d2 points of Strength and Constitution damage. An infected victim must make a saving throw each day thereafter or take another 1d2 points of Strength and Constitution damage. The effects of huecuva blight are cumulative each day until the victim reaches 0 Constitution (and dies), makes two consecutive successful saving throws, or receives magical treatment (such as a *remove disease* spell).

*Possessions:* Full plate armor (corroded), Heavy Steel Shield (corroded), Ring of Protection +2, Amulet of Natural Armor +2.

**Green Hag Skeleton, undead companion:** Medium Undead; HD 11d12; hp 99; Init +6; Spd 30 ft., swim 30 ft.; AC 15 (touch 12, flat-footed 13); BA +5/Grp +10; Atk claw +10 melee (1d4+5); Full Atk 2 claws +10 melee (1d4+5); SQ immune to cold, empathic link with master, improved evasion, DR 5/bludgeoning, undead traits, darkvision 60 ft.; AL NE; SV Fort +7, Ref +5, Will +7; Str 20, Dex 14, Con -, Int 6, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

# DM Aids: Map #1 - Ambush at APL 6 & 8





# DM Aids: Map #3 - Tomb

