

COR3-05



CIRCLE OF SIN

A ONE-ROUND D&D LIVING GREYHAWK® CORE ADVENTURE

Version 1

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Something is wrong in the Free City of Greyhawk. Tensions in the River Quarter rise as what was good has become evil, a demented dying man screams something about iniquity being your downfall, and a zealot is one step ahead of you everywhere you turn. The bonds that kept an old and terrible evil in check is loosened by an insane circle of malcontents in this adventure for characters levels 1 to 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.

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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 hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

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

Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

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.

DUNGEONS & DRAGONS PLAYER REWARDS

Playing this adventure is worth 2 DUNGEONS & DRAGONS PLAYER REWARD points. A player must be signed up with the D&D PLAYER REWARD program in order to accumulate these points; they are not a part of the normal RPGA membership, but signing up for D&D PLAYER REWARDS is free. For more information about D&D PLAYER REWARDS, see the RPGA website (www.wizards.com/rpga).

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 following 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.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Iuz occupied lands. This event costs two Time Units to play. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

In 585 CY a group of adventurers from Greyhawk helped a powerful cleric of Pholtus, Pholemius Brightmantle, banish a powerful tanar'ri named Xazivort in the Gnarley Forest. Pholemius himself was a Sin Eater from the Theocracy of the Pale, a sect that believe that by consuming victuals in front of dying believers they may bring the soul of the departing closer to perfection and the approval of Pholtus. Pholemius was seeking Ragaer, a dying member of the Church Militant but what he found was Ragaer possessed by the fiend.

However, Xazivort was banished and not destroyed. He left in his wake a minor cult responsible for directing the fools who released Xazivort from imprisonment the first time. This cult has spent the last eight years plotting Xazivort's return in the hopes of

earning the demonic boons he has falsely promised them.

Xazivort's age-long struggle with servants of Pholtus has led to him to obsession with the four sins of Pholtus: cowardice, avarice, self-indulgence and self-will. The cult believe these are the key to Xazivort's release, and thus if these sins are committed on a large enough scale they provide enough power for a ritual to summon Xazivort and he will once more walk the Oerth. Needless to say this must not be allowed to pass, as it would be dire for the people of the Flanaess.

It has come to the attention of the cult that Greyhawk City's River Quarter has seen numerous clashes between the resident churches of Trithereon and Pholtus. Being highly chaotic and lawful respectively there have been verbal and even physical conflicts between the two religions. The cult intends to play upon this, and to this end two of their number have infiltrated both clergy.

They intend to orchestrate a series of events, each one representative of one of the four deadly sins that culminate in a lethal confrontation between elite followers of Trithereon, the Knights of the Chase, and the Pholtans.

The first, the sin of cowardice, shall bring the PCs into the adventure as a cleric of Pholtus, tortured and drugged, dies at the feet of the PCs.

For the second sin, avarice, the cult has figured out that there are templars acting as couriers from the Church of Pholtus carrying gems to the Pale to aid the war in Tenh. This fact is not known by most of the lawful good clerics of Pholtus, but these actions are sanctioned by Arkandy Benris the High Priest of Pholtus in Greyhawk, who is sympathetic to the Palish. During the recent upheaval in Tenh, Arkandy ceased paying his secret tribute to the Church of the One True Path in Wintershiven, until the Council of Nine sent couriers to put pressure on Arkandy to resume sending gems.

If these facts came to light, it would be most embarrassing. The lawful good faction of the religion are often denounced as heretic by the Palish. According to Arkandy, the church moneys are being spent on "church upkeep." He has not lied, he simply did not explain he meant the upkeep of the Church of Wintershiven. Because of this, the cult has decided to attack one of these couriers within the city and frame Trithereon worshippers.

For the third sin, self-indulgence, the cult sacrifices one of their own as he indulges in pleasures of the flesh at a local brothel. Mistaking this man for one of their own, the local clerics of Trithereon take to the streets for vengeance, but this murder provides the PCs with the information they need to deal with the cult.

For the fourth sin, self-will, with tensions running high on both sides. The cult intends to provoke both some Pholtans and some Knights of the Chase (Templars of Trithereon) into an all-out confrontation in the streets of Greyhawk. They believe

that the death and destruction of so many followers of good-aligned powers will be great enough to summon their master.

The PCs however, interrupt the ritual, but are not able to stop its completion. In the dramatic conclusion of this adventure they go toe-to-toe with Xazivort himself, a very real and evil demon!

Note: *Circle of Sin* is designed to be a roleplay intensive adventure. Interplay and dialogue between NPCs should take precedence over combat and acquiring treasure.

This is primarily an investigative adventure though there is some combat. The adventure relies on the PCs to piece together what is going on. You should roleplay interactions with suspects and witnesses, though if you wish you can reduce the interaction to Gather Information checks to save time. However, this could dilute the experience.

There are contingency encounters if you need to help speed the PCs on their way into the plot. You certainly should not need, or expect to run every encounter in this adventure within four hours.

ENCOUNTER 1: COWARDICE

Unaware of what is about to befall them, the PCs are relaxing in the Green Dragon (R2 on the Greyhawk City Map found in *Living Greyhawk Journal* #2). It is not uncommon to find adventuresome fellows in the River Quarter, and the delights of the quarter are easy upon one's coin pouch.

After allowing the PCs to speak and introduce themselves briefly, read or paraphrase the following.

A wild-eyed, old man staggers toward you bearing a strange mark of a claw upon his forehead. He is dressed in once-white robes, now caked with dirt and grime. As he reaches you and before you can speak, he points to you, "You... you I have seen! Great evil – beware the Four Sins of Pholtus lest they bring you low. Each seeks a stranglehold on your very soul... Repent and deny their embrace!"

Only at this point do you realize the man is spitting blood as he speaks, "I have seen it... I have seen his eyes... He seeks the death of one who shall be close to you..."

He looks into space, and trembles. He points, hand shaking, but when you look to the place he is pointing there is nothing unusual there. Finally, as more blood comes from his lips, he whimpers and howls before suddenly dropping to the floor, and convulses for a few seconds before laying still...

This man was Suneris Moroth, a cleric of Pholtus who disappeared last month. He was taken by the cult and was forced to take mind-altering drugs that allowed him to see visions of the future. He was subjected to a constant revelry of pure sin, with dark voices alternating between whispering and screaming of Xazivort's imminent return, all within his own mind. They were growing more vivid with each day. Both his

mind and body have suffered, and he has now died of fright.

Furthermore, as a direct consequence of an ancient rune of a four-pronged claw tattooed on his forehead Suneris may not be brought back to life by anything short of a *wish* or *miracle* spell.

Any PCs from either the Theocracy of the Pale region or who play a cleric or paladin of Pholtus understands the significance of the Four Sins of Pholtus that Suneris mentioned. Other PCs must succeed at a Knowledge (religion) check (DC 15) to understand what the sins are. In either case eventuality give them *Handout 1*.

Attempts to aid this man either by mundane or magical healing are fruitless. He dies within seconds of finishing his monologue, even if the PCs try to heal him. If this encounter occurs in the inn, several patrons leave to fetch the watch as well as a cleric if the party does not have one.

Searching the body reveals nothing; he has naught except his once-ornamental robes and a holy symbol of Pholtus (the sun and moon) around his neck. The authorities expect these to be returned to the temple.

Finally, the watch arrives, and assuming all the PCs have remained where they are, they want to question them. Other witnesses agree that the man seemed to choose them randomly out of the crowd, so the watch does not press too far, unless PCs have a previous record of being troublemakers in Greyhawk City.

Eventually someone sends for a representative of the Church of Pholtus when the dead man's holy symbol is found. The body is taken away for examination. Incidentally *Speak with Dead* spells are cast on Suneris in the Temple, but these do not work. Due to the intense damage to his mind, Suneris cannot answer questions coherently and the divination on his troubled soul yields no concrete findings.

ENCOUNTER 2: THE SINEATER

Upon recovering from the shock of all these events, regardless of what the PCs are doing that evening, a messenger from the Temple of Pholtus (location R8 on the Greyhawk City Map) seeks them out unerringly to deliver the message given in *Handout Two*. The messenger is insistent that each PC returns with him. Pholemius is a very important person, and when a Sineater seeks you it is best you go straight to him.

When the PCs are ready to go read or paraphrase the following:

The Temple of Pholtus is easy to find; it stands as a beacon of light in the dreariness of the River Quarter. Glowing orbs of divine light and golden flames that gently lick at the sunset from braziers illuminate the building. Even the walls

themselves have their own bright glow, no doubt caused by the prayers of the brethren.

The messenger leads you through several corridors that contain doors leading into spartan and monastical cells. Eventually you are brought into a meeting area where a tall cleric waits.

"I am Pholemius," he booms loudly, "and Pholtus has guided you to me, all the way from the Theocracy of the Pale, his sacred lands."

Pholemius can tell the PCs the following information.

- He is a Sineater of Pholtus. He won't elaborate on what that is unless the PCs ask him.
- A Sineater is a cleric who travels to where there are dying servants of Pholtus. By eating and drinking in their presence he makes their life's shortcomings more tolerated by Pholtus through a symbolic ritual. PCs of the Pale or those who worship Pholtus know this is an accepted death-rite of Pholtus.
- He was told by Pholtus to seek Suneris, a cleric within the Jewel of the Flanaess. Pholtus speaks to Pholemius and guides him to where he is needed. Unfortunately this time it seems he was too late.
- Pholemius asks the PCs of what transpired with Suneris. If mention of the Four Sins of Pholtus is made, Pholemius is quite interested, but makes no attempt to explain the four sins unless asked. If Pholemius does explain the four sins, give the characters *Handout 1* if they don't already have it.
- Pholtus has obviously guided the PCs to him. He may seek their aid again in investigating Suneris's death, which the High Priest of Pholtus, Arkandy Benris has given him jurisdiction over. Something drove the dead priest Suneris mad. He asks where he can contact the PCs and tells them to remain vigilant.

ENCOUNTER 3: AVARICE

As the PCs return from their audience with Pholemius, passing through the River Quarter, they hear a moan from a side alley. A man dressed in mail is being attacked by shadowy figures there. They are dressed in blue robes and wear their hoods over their faces. In the River Quarter locals tend not to "see" anything of this sort, so it's up to the PCs to intervene.

APL 2 (EL 3)

☛ **Cultists (4):** Male human War1; hp 9, 9, 9, 9; see Appendix 1: NPCs.

APL 4 (EL 5)

☛ **Cultists (4):** Male human War2; hp 15, 15, 15, 15; see Appendix 1: NPCs.

APL 6 (EL 7)

☛ **Cultists (4):** Male human War4; hp 27, 27, 27, 27; see Appendix 1: NPCs.

APL 8 (EL 9)

☛ **Cultists (4):** Male human War6; hp 39, 39, 39, 39; see Appendix 1: NPCs.

APL 10 (EL 11)

☛ **Cultists (4):** Male human War8; hp 51, 51, 51, 51; see Appendix 1: NPCs.

APL 12 (EL 13)

☛ **Cultists (4):** Male human War10; hp 63, 63, 63, 63; see Appendix 1: NPCs.

ALL APLs

☛ **Verstan:** Male human Rog8; hp 66; see Appendix 1: NPCs.

Verstan is not factored into the ELs, he is a non-combatant and should not be killed or captured during this encounter. He intends to escape, and has no interest in attacking the PCs.

Tactics

Round One: The four cultists, fanatics of the Cult of Xazivort, try to delay the PCs while their leader performs a coup-de-grace on his victim. The thugs should not go down in the first round, though they continue to fight even if the PCs have gained the upper hand.

As soon as possible, Verstan, slits the throat of his victim, grabs a silken pouch and runs deeper into the alley, escaping out onto the main street.

To spot the pouch, in the heat of battle have the PCs make Spot checks (DC 5). These checks are deliberately easy, but do not tell the players that.

Round Two: The remaining attackers attempt to withdraw though one or two of them (if more than two are still alive) remain behind to delay the characters.

Cultists

Searching these attackers reveals a holy symbol of Trithereon the Summoner, which was deliberately planted. If any attackers are subdued and questioned they claim to be acting for the Glory of the Summoner, and refuse to talk. Unless specifically bound, they kill themselves in any manner possible (falling on their captor's sword, stabbing themselves with a concealed dagger, hanging in a cell before being questioned, etc.) before any divination spells can be cast to determine the truth. However if suitable precautions are taken, it is possible for at least one of the cultists to be taken prisoner for questioning.

The Victim

The body is of Aulric, a warrior-cleric of Pholtus. Several weeks' rations, implying he was planning a long journey and the gleaming robes of a cleric of Pholtus are in his backpack. Aulric was in fact a courier between the church in Greyhawk and those in the Theocracy of the Pale. He carried valuable gems to the Pale to aid them in their endeavours, such as when they resume the war in Tenh. These gems are now in the hands of his killer, the cultist and assassin Verstan.

Trouble with the Law

The Nightwatch is alerted and comes to the scene quickly. Being followers of St. Cuthbert, these fellows try to wash their hands of the affair as quickly as possible. The PCs are picked up, whether they intervened or not, and taken to a City Watch station. There they are questioned again, albeit more thoroughly, as they have been linked with the death of two clerics of Pholtus in one day, by a rather burly constable named Urich.

☛ **Urich:** Male human War7; AL LN; Sense Motive +9, Intimidate +5.

Despite the fact that there is evidence to the contrary, the watchmen present, are not in the best of moods at this time of day, and are aggressive in their questioning. Smart-mouthed PCs are knocked around a bit, but just when there's talk of spending the rest of the night in the cells, another messenger arrives from the Temple of Pholtus. This time however it is Pholemius who vouches for the PCs.

He produces the seal of the High Priest of Pholtus as assurance that he is genuine, and eventually secures the PCs' release, assuming they have not misbehaved. Outside the station he speaks to them.

"As I'm sure the worthy constable has pointed out, the death of two clerics of my faith in your vicinity is no coincidence. Unlike the heathen constable though, I believe Pholtus is guiding you for the greater good. Whatever his plan is, it is mysterious indeed."

"The man who died was Aulric, a templar and courier for the church here. It seems once again I was too late to save his soul."

If told about or shown the Summoner symbols then Pholemius scowls and responds as follows.

"The misguided heathens of Trithereon have long been a thorn in the side of the righteous in this city. However misguided these fools are it is difficult to believe they would be so brazen about attacking those of the One True Path."

If he has been told about the four sins and the missing pouch from the templar, Pholemius mentions that he believes these killings may be following a pattern.

Pholemius should weave the following facts into any conversation he has with the PCs:

- He has learned that Suneris died of sheer terror. This was in many ways representative of the sin of cowardice. Remember Pholtus's clerics are very intolerant of shortcomings, the cowardice was in fact also on the part of those who did this to Suneris.
- The attack on Aulric was simply to steal a pouch? If it contained something valuable and was a simple theft then it was an act of Avarice.
- The next sin is selfindulgence. This is a valuable clue, and it can be used to work out the site of the next crime, an infamous brothel named the Silver Garter, F18 on the Greyhawk City map).
- Pholemius does *not* know that Aulric the Templar was carrying gems intended for the Pale war effort in Tenh. He is not interested in such temporal matters.

Given the involvement of the church of the Summoner, Pholeius decides it would seem prudent that the PCs investigate the crimes as an independent party. The temple is willing to pay a reward if the killers can be found and what was stolen is returned. Pholemius does not “handle money” as it provides a distraction from the purity of his purpose. He can be contacted at the Temple of Pholtus. Pholemius then bids the PCs farewell, and walks off into the night, bound for the Temple of Pholtus

ENCOUNTER 4: INVESTIGATING THE CRIMES

The PCs have numerous leads they could follow to find the killer. Their goal here is to find out that the killer, Verstan, will be found in the Silver Garter, a brothel in the Foreign Quarter (location F18), and when they go there, proceed to *Encounter 5: Self Indulgence*.

Word on the Street

If asked about Suneris, and described in the ragged manner the PCs saw him in, several persons say they spotted him all over town that day ranting and talking to himself.

The Temple of Trithereon

Clerics at the Temple of Trithereon (location F19) are less than helpful. This is partly because they do not know anything of use, but also word has got around that the PCs were involved in fighting the thugs the previous night. The PCs speak with a cleric named Veris Tremmel, who is decidedly unhelpful, while protesting the innocence of his order. Unfortunately he knows little useful information, and only continues to protest vehemently about the injustice of his church being a suspected in these murders.

The Temple of Pholtus

The clerics at the Temple of Pholtus (location R8) try to be helpful. What the PCs learn about the two clerics depends on the time they are willing to commit here, and what questions they ask. Not everything listed here is relevant, but here is what is possible to learn.

The Reward

The Temple of Pholtus is willing to pay the PCs to investigate Suneris and Aulric's death. They offer to pay the following amount dependant on the APL of the table.

APL 2: 50 gp.

APL 4: 100 gp.

APL 6: 150 gp.

APL 8: 200 gp.

APL 10: 250 gp.

APL 12: 300 gp.

This is not negotiable. The temple is only hiring them because Pholemius recommended them.

If the PCs ask about the two deceased clerics they can learn the following information.

Suneris

- Suneris was a kindly old man. He was well liked among the lawful good faction of the Pholtan priesthood in Greyhawk. He was a scholarly type dedicated to the study of Pholtus's law. He would never have harmed anyone, as he subscribed a pacifist Pholtan doctrine.
- He went missing about a month ago when campaigning for converts and funds>Part of the duties of the clerics is to walk the streets soliciting donations and instigating conversions to the One True Path.
- Suneris was nomadman. He was perhaps one of the most level headed and devoted of the brethren. If any criticism could be made of him it was that he lacked ambition. He was only a glimmering follower and entering into his old age. Then again he was originally a soldier before he converted to Pholtus.
- The cleric who examined Sundris found traces of some sort of poison or hallucinogenic, though he reports it was not the poison that killed Sundris. The poor man died of a heart attack brought on by fear.

Aulric

- Not many folk knew Aulric, although the loss of such a devoted servant of Pholtus is felt by all. PCs are directed to clerics of a more lawful neutral tendency. These clerics are more “fire and brimstone” fellows, eager to convert the PCs by any means, and quick to chastise them if they reject their attempts. They are deliberately rude

when speaking to non-Pholtus clerics; denouncing their faith as misguided heresy .

- The general consensus among these clerics is that Aulric was a very devout follower of Pholtus, more so than some of the brethren, a remark aimed at the more liberal lawful good clerics of Pholtus. He was born and raised in the Theocracy of the Pale before coming to Greyhawk City.
- An acolyte on duty in the main chapel saw Aulric leave early in the evening. He packed, as though he was leaving the city.
- One of the temple guards remarks that Aulric was called to see one of the High Priest's aides, Jorgas, before leaving. This is when he was given the gems to take to the Pale.
- If confronted, Jorgas says he was merely speaking with Aulric who was going on a pilgrimage. He wanted to know if there was anything else the man needed..

Holy Symbol - One Previous Owner!

A peddler on Horseshoe Road is selling a holy symbol of Trithereon for a very reasonable cost. If intimidated/interrogated or beaten up sufficiently he says he found it outside Rotwater Way. It was just lying there in filth on the road. In truth, Verstan discarded the symbol in haste to visit the Silver Garter (F18), though the PCs won't be able to work this out immediately.

Who Would Do Such A Thing? Thieves MiLord!

The thieves' guild in Greyhawk knows much. They are an obvious contact. A rogue or bard could possibly use local contacts, or friends of friends, to try and hear the word on the street about the dead clerics or any recent heists of note.

Depending on how long they take they can learn the following information.

- Not every footpad and murderer is in the Thieves' Guild you know.
- Dead clerics are bad for business. The guild wants to know who did it as well, as they run this city and like a decent level of law and order as much as the Pholtins.
- There was a fellow in the Silver Garter who was boasting to several of the ladies of the night how he had been asked to steal something, but his employers had changed their mind and told him to keep the items as payment.

Spells

The PCs may have access to most of the divination-type spells listed here; they may try to persuade others to use them in their stead to further the investigation. If asked to cast spells for them Pholemius says he cannot aid them through the casting of spells, but there are clerics in the Temple of Pholtus who are willing to cast 1st-3rd level spells for the party, including healing spells

should this become necessary. They will cast as many of these spells as the APL they are playing. For higher-level spells characters have to use their own influence with the temple, if they have any.

Locate object reveals that the pouch is in the Silver Garter (location F18 on the Greyhawk City Map). This enables the characters to move on to the section self indulgence. *Speak with dead* does not gain anything useful with regards to contacting either cleric in this instance because Suneris's shade is quite mad, and Aulric did not see his attacker, and does not, even in death, reveal his mission to the Pale.

Still No Leads?

If it seems that after half an hour's play the PCs are still not getting anywhere, play this encounter.

As evening falls, a man dressed in white livery named Aeroth finds the party, whether they are walking through town, or staying in the inn. It is a messenger from the Temple of Pholtus with the following information.

- A man was found dead in that den of evil the Silver Garter, an infamous brothel in the River Quarter. His robes, those of a cleric of the Summoner, were hidden in a pile in the corner.
- The body is still there.
- We don't know who was killed or how he was killed, it was enough that he was one of us, and that he was killed. It was assassins working in the pay of the Church of Trithereon. They have to be behind this don't they? That's what Sacred Brother Kaeris said. (Kaeris is one of the cult who is stirring trouble to increase tensions between the two religions).

ENCOUNTER 5: SELF-INDULGENCE

Having tracked the killer to the Silver Garter (location F18 on the Greyhawk City Map), the characters either arrive before or after the watch were alerted.

Just In the Nick of Time

If they have arrived without being prompted by the Trithereon rabble, read or paraphrase the following.

The scene at the Silver Garter is one of disarray. Several panicked courtesans sit by the bar being comforted by gentlemen customers. In the corridors there is a great deal of commotion, as men, some of them concealing their faces with hoods or masks, seem to be leaving en masse.

You are noticed and confronted by a woman whose size seems to dwarf most of you. Judging by the worn lines upon her face she is of at least two-score summers. Two folded arms of extraordinary length cover her stout barrelled chest, and she says in a deep and husky voice in accented common, "Dead customers! And now ruffians come wandering into my establishment bearing arms! This is a gentleman's club,

and I doubt very much that you are members! What do you want?"

This is Rhina, affectionately named the Ogress, the local owner of the establishment. Her people have just discovered that one of the clients has been stabbed as he lay awaiting a massage. Needless to say the client in question is Aulric's killer.

🐉 **Rhina:** Female ogre Ftr 10; hp 83; Sense Motive +11.

Rhina is not just going to let the PCs into the Silver Garter unless they can come up with a very convincing reason to do so. Stating that they are working with the Temple of Pholtus is not going to cut it, as the Temple has been trying to shut down the Silver Garter for years. What gets them in is stating the possibility that a killer is here, and justifying it by mentioning the holy symbol that was found near here, indicating the results of *locate object* spells when looking for the missing templar's pouch, and so forth. The characters can also excuse themselves and then sneak in with a successful Hide check (DC 10). They should be encouraged not to fight their way in here. Rhina is an influential woman in the River Quarter as its representative on the Public Council of Greyhawk.

Eventually the PCs should either be able to find their way into the room, or be shown by Rhina herself, who excuses herself to tend to her panicked employees.

The room itself is richly decorated with silk curtains and intricately patterned walls. Two windows provide a view of the River Quarter and provide the only other light source than the single wax candle. Ornate silk sheets hide the body of a man who is lying chest down with a knife plunged into his back.

Examining the scene reveals the following.

- A successful Search check (DC 15) locates a set of blue robes untidily rolled up in a sack in the corner of a room. (*This is where Verstan placed them before he was murdered. Robes are harder to discard than a holy symbol.*)
- A successful Heal check (DC 20) places the time of death as two hours before the PCs arrived.
- The bag of gems is hanging from his belt. The Pholtans want these returned discretely.
- Another successful Heal check (DC 17) reveals the knife was poisoned, and while the knife wound was near the man's spine, it was the poison that killed him.
- There is no sign of forced entry. The attacker did not exit via the windows, and the door was not locked. (*In fact, the killer was Jandice who entered, posing as a courtesan and stabbed the unsuspecting Verstan.*)

Late For the Murder

Of course if the PCs learned second hand of the murder, turning up to the Silver Garter still proves useful as they can question the courtesans if they can persuade Rhina to let them in. The City Watch, though, has taken Verstan's body, and the scene of the crime has been thoroughly tampered with since then (the windows were opened, the door was locked, and the knife and sheets taken away).

Asking Questions

Whether or not the PCs were on time to investigate the scene of the crime questioning the courtesans of the Silver Garter eventually reveals the following information.

- The man was not a member of the club when he came last night. Worse yet he was somewhat drunk, but his gold was good enough for Rhina to grant him a provisional membership and companionship for the night.
- He signed his name as Verstan, but most folk around here generally use pseudonyms. This fellow was rather drunk though, so it might be his real name eh?
- The woman who attended the man is named Mellathe.
- Mellathe vigorously denies that she killed Verstan, as she was getting oils for his massage from the stores. A few of the other courtesans can corroborate her story if necessary, which is true.
- There was a strange woman in the corridors just before the murder. People figured she was a new arrival but no one can find her now.

Speaking with the Dead

The watch eventually takes the body away if they hadn't already done so by the time the PCs arrive.

If the PCs suggest that *speak with dead* is used, the watchmen are more than happy to turn the body over to the PCs and the Church of Pholtus for investigation. If they don't, Pholemius certainly thinks of doing so and sends a messenger to request the PCs presence. Pholemius thinks that perhaps the killer's tongue has been loosened in death since he himself has been murdered. This thinking is correct.

If it is Pholemius who suggests using *speak with dead*, the next part of the encounter occurs in the Temple of Pholtus. Arkandy, Pholemius and Constable Urich are present, Urich acting as an impartial witness. If the PCs themselves have the idea and the means to cast the spell and do so without the Temple of Pholtus, then adjust the rest of the encounter accordingly.

The spell is cast and the dead man's body twitches where he lies. In a ragged and ghostly voice the corpse groans, "Ask your questions. I will answer what I wish."

Remember the PCs get one question per caster level. If they got a cleric to cast the spell at the Temple of Pholtus, Arkandy himself casts the spell, allowing the PCs to choose six questions. If they are unwise in their questioning, they shall be stuck!

When (or if) Xazivort's name is mentioned, and Pholemius is present, read the section labeled *Pholemius's Illness*. Otherwise, his illness occurs outside the action of the adventure.

- **Who are you?** Verstan gives his name in life as "Verstan."
- **Who killed you?** Verstan's corpse twists and turns restlessly and he speaks of "that bitch Jandice".
- **Who is Jandice?** "A sister of mine in the Cult."
- **Why did you rob and kill Aulric?** "It was one of the Four Acts of Sins the Cult needed to summon Xazivort."
- **What Cult?** "The Cult of Xazivort."
- **Who (or what) is Xazivort?** "He who was bound and shall be set free. A tanar'ri most powerful."
- **Why did she kill you?** "To take my place in the ritual to summon our master Xazivort."
- **What/where is this ritual?** "The ritual is to unbind the tanar'ri Xazivort. That is why the Four Acts of Deadly Sin are taking place. Once they are complete the ritual shall take place in Mertwig's warehouse."
- **What are the acts of Four Deadly Sins?** "These are four acts that embody each of the deadly sins. For cowardice we caused such fear in Suneris he died of it. For avarice we stole the templar's gems. For self indulgence it seems my whoring and subsequent death was the act."
- **What is the last act?** "I know not. These things were on a need to know basis."
- **Where is the warehouse where the ritual is being done?** Verstan gives directions to the warehouse within the River Quarter.
- **Why are you being so cooperative?** "I want revenge on the cult and on Xazivort for abandoning me."

Pholemius's Illness

If Pholemius is present while questioning Verstan, at the point when Xazivort's name is mentioned read or paraphrase the following.

The corpse raggedly breathes and its head spins to face Pholemius.

"You, Eater of the Sins, he who saw him bound once more, know that he seeks your death above all. Know even now he strikes at you..."

Pholemius moves to speak, but his eyes roll inwards, his face grows pale and sweat cultivates on his body as he collapses to the floor...

This should be a shock to the PCs as *speak with dead* is not supposed to do this.

Pholemius has fallen unconscious in an ensorcelled fever. No amount of magic can revive him, only the defeat of the tanar'ri Xazivort. Clerics tend him, but to no avail unless the PCs succeed.

The clerics' prayers reveal that it is an extra-planar threat that threatens Pholemius, perhaps this Xazivort. No one at the temple knows anything of Xazivort.

Where To Now?

If the characters questioned Verstan outside of the Temple of Pholtus and the incident of Pholemius's illness does not occur, a messenger arrives from the Temple of Pholtus as soon as possible, requesting their presence. There they are asked to report on their findings to Arkandy Benris, and may learn of Pholemius's fever, which has occurred as outlined above, but without the corpse speaking to Pholemius obviously.

After the PCs go to the Temple of Pholtus their next destination should be Mertwig's warehouse in the River Quarter. However, you should run *Encounter 6: Self-Will* as they leave the temple.

Incidentally if the characters request backup in the form of templars, clerics, or watchmen, then allow them reasonable resources, but ensure they are lost maintaining order or fighting in *Encounter 6*.

Troubleshooting *Speak with Dead*

It is entirely possible the characters either squander their questions to Verstan or simply have insufficient questions if they cast it themselves. In the event of doing so, the PCs may be unable to recast the spell for one week on Verstan, but they can arrange a *raise dead* from the Temple if necessary. The Pholtans are unhappy about rewarding a heathen and a thief and murderer, but assent to do so for 900 gp. If the characters are unable to pay this they can forfeit payment and favour with the temple to gain the information outlined above. A further condition the Pholtans have is that Verstan is incarcerated in the temple grounds until he can be tried for his part in all this.

ENCOUNTER 6: SELF-WILL

As the PCs prepare to leave the Temple, to go to the warehouse read or paraphrase the following.

As you reach the steps of the temple the scent of burning metal assails your nostrils. Your eyes fall upon a red-hot iron brand heating in one of the temple braziers and you note a crowd gathering around the steps.

Tied to one of the many columns on the steps is a man dressed in the robes of the Summoner, and before him is a man dressed in plate armor decorated with the livery of the Church of Pholtus. Around him are twelve more members of Pholtus's clergy watching the crowd impassively, their arms

folded and their expressions grim. Swords are girthed at their hips.

Their leader reaches for the heated brand, "Aulric was a brother of mine in our church!" he says, pointing the glowing brand close to the subdued man's face. "I know that you and your accursed order had a hand in it! Tell me your part in it now! Repent!"

The man, Luminem, is another carrier from the Pale, and as he said quite truthfully one of Aulric's brethren. Having just arrived at the temple in Greyhawk for his consignment of gems he was informed of Aulric's murder, and heard the prevailing theory that the Summoner's clergy were behind it. Incensed by this, he wasted no time in finding the first poor Trithereonite, a man named Geric, in the city and is questioning him in his unique way.

The characters have roughly half a minute to react to the situation and persuade Luminem to abandon his torturing of the Trithereonite. Summoning Arkandy works as a delaying tactic but Arkandy is unable to dissuade Luminem from this course of action. The delay is enough though to save Geric from the branding iron.

If they fail, Luminem reaches with the brand and places it on the man's face. All fall silent, as there is an anguished scream, a loud hiss and the stench of burning flesh, much to the horror, and in the cases of the more unruly elements, encouragement of the crowd.

Irrespective of the results, after another half-minute read or paraphrase the following.

The edge of the crowd parts to reveal a man dressed in silvery chain mail and wearing a blue tabard emblazoned the rune of pursuit. Many other men in similar attire follow him.

This injustice has gone on long enough!" he yells, drawing his sword for emphasis. "You, sir," he points at Luminem, "are naught but a bigot and a torturer and will pay for what you are doing to Geric."

He pats the hilt of his sword menacingly, "Come on lads! Let's show these scum our street justice!"

Some of the crowd continues to part as he and his men surge forward, their blades drawn, while others produce their own and attack, yelling the name of Pholtus.

A mass battle is about to ensue between Luminem's Pholtans and the Trithereonites, led by a Knight of the Chase named Kelmur Trantris. The zeal of each faction is so great the characters face a -10 penalty to Diplomacy checks to dissuade either side from violence, while the Trithereonites and Pholtans receive a +10 circumstance bonus to any Will saves against mind-affecting magic.

It is possible that the PCs may wish to dash to their destination, or try to stop the fighting. If they try to make for the warehouse, they spend 5 rounds in the battle trying to get out of it, all the while open to combat. Either way the characters have to deal with Trithereonites or Pholtines, attacking them in the

midst of the fighting. The DM is encouraged to use his own judgment in determining which opponents waylay the characters, though one on each pair of characters would be logical. Note however that the characters should not be placed in any real danger during this encounter, although they may certainly feel threatened. This encounter is designed to highlight the smouldering tensions between two diametrically opposed, but general good faiths.

Opponents in the Battle

Either Pholtan or Trithereon worshippers attack the characters are in this battle. Statistics for such "zealots" are provided, as are statistics for Luminem and Kelmur Trantris in the unlikely event the PCs attempt to intervene.

Roughly thirty combatants are involved on each side.

☛ **Luminem of Pholtus:** Male human Ftr2/Clr3 (Pholtus); hp 34; see Appendix 1: NPCs.

☛ **Kelmur Trantris of the Chase:** Male human Ftr2/Clr3 (Trithereon); hp 34; see Appendix 1: NPCs.

APLs 2 and 4

☛ **Zealot of Trithereon or Pholtus (60):** Male/Female human War1; hp 8 each; see Appendix 1: NPCs.

APLs 6 and 8

☛ **Zealot of Trithereon/Pholtus (60):** Male/Female human War3; hp 18 each; see Appendix 1: NPCs.

APLs 10 and 12

☛ **Zealot of Trithereon/Pholtus (60):** Male/Female human War5; hp 28 each; see Appendix 1: NPCs.

The combat goes on for 10 rounds before Arkandy and Janziduur Euroz-Slayer restores order. It is a pitched, chaotic battle on the steps and street in front of the Temple of Pholtus. Roughly two men on each side go down per round, plus any that the PCs take down.

Without radical intervention on the part of the PCs for which you must use your own judgment, the flow of the battle goes as follows.

Round 1: The PCs are unengaged, The Trithereonites and Pholtans begin to fight each other in a chaotic mob. Only clerical vestments are used to distinguish between the sides.

Round 2: Arkandy and his assistants arrive on the steps of the temple if they had not been summoned already. He begins an impassioned plea to his brethren to stop this chaos. He is mostly ignored.

Round 4: The leader of the Trithereonites, Kelmur Trantris, faces Luminem in a one-on-one combat. They are able to shrug off any "peon" attackers.

Round 7: Despite suffering a grievous wound and needing to be taken to the Temple of the Summoner,

he manages to cleave Luminem's head neatly off its shoulders.

Round 8: Jazinduur and a group of escorts arrive at the outskirts of the battle. One of her escorts rings the high priestess's bell, which most of the Trithereonites recognize. They stop fighting and look around briefly. Jazinduur implores them to stop this madness, as she did not sanction the attack. A few zealots ignore the High Priestess. This also gives some Pholtans the chance to take stock of the situation and hear their own high priest's orders.

Round 9-10: People on both sides start shouting for the fighting to stop. The Trithereonites sheepishly begin to carry their injured back to their temple, and the Pholtans do likewise. Some fighting still ensues, but is quickly suppressed. Jazinduur approaches Arkandy in the center of the street and mutter some words to each other. Both high priests depart, leaving their aides to handle the situation.

Out of the Pholtans, ten are left lying on the ground injured and a further ten are dead. The Trithereonites suffer similar casualties. These are on top of any casualties the PCs inflict on either side.

The Aftermath of the Battle

If the PCs stick around after the battle, they might be curious as to who whipped Luminem into such a zealous frenzy, and who also tipped off Kelmur Trantris.

A successful Gather Information check (DC 18) reveals from the scene of the battle the name of Sacred Brother Kaeris (really called Thoxart, one of the Cult of Xazivort) who told Kelmur to watch the Temple of Pholtus for trouble.

Luminem and the other Pholtans were told by a cleric named Karyn that the Trithereonites had done it, and that there was proof. Karyn was of course Jandice, a cleric of Xazivort, but the Pholtans are blissfully unaware of this duplicity.

ENCOUNTER 7: THE WAREHOUSE

The characters should have no trouble in locating Mertwig's warehouse. Directions can be given if necessary, but there are no guards outside the warehouse, which is unusual in the River Quarter.

Inside

There are no guards outside because an *alarm* spell has been cast on the door. Upon opening the door, the *alarm* goes off alerting the Cult's guard. What ensues should be a tense fight in confined quarters as the characters and NPCs use the empty crates for cover and hiding, never quite sure of each others position.

Cunning characters should be able to effectively use their Hide, Move Silently, and Climb skills around

this area to aid their reconnaissance and to surprise the guards.

It is possible to reach the rafters of the warehouse by climbing the crates shown on the map with a successful Climb check (DC 10) or a character may jump up with a successful Jump check (DC 20). Indeed, the characters need to do this to disarm the crate trap.

APL 2 (EL 3)

☛ **Cult Guards (5):** Male human War1; hp 11, 11, 11, 11, 11; see Appendix 1: NPCs.

APL 4 (EL 5)

☛ **Cult Guards (8):** Male human War1; hp 11, 11, 11, 11, 11, 11, 11, 11; see Appendix 1: NPCs..

☛ **Cult Guard Captain:** Male human War2; hp 16; see Appendix 1: NPCs..

APL 6 (EL 7)

☛ **Cult Guards (12):** Male human War1; hp 11, 11, 11, 11, 11, 11, 11, 11, 11, 11, 11, 11; see Appendix 1: NPCs.

☛ **Cult Guard Lieutenants (3):** Male human War2; hp 16, 16, 16; see Appendix 1: NPCs..

☛ **Cult Guard Captain:** Male human War3; hp 21; see Appendix 1: NPCs..

Tactics: The cult has significant funds and has been able to equip their guards with heavy crossbows, which they attempt to use to pin down the characters. They also attempt to use the crates for half-cover.

They are reasonably competent soldiers, and should be deployed tactically to catch the characters in the crossfire. Once the *alarm* has gone off, they spread out across the warehouse, hide within the crates and fight a fanatical delaying action, pinning the characters down with their crossbow fire. They are anxious to prevent the characters from reaching the door to the ritual.

APL 8 (EL 9)

☛ **Succubus:** hp 45; see *Monster Manual*.

☛ **Jilia:** Female human Com1; AC 10; hp 4 (currently 1); AL N; Bluff +4.

Tactics: Igg'azza is a particularly strong and striking succubus who has served Xazivort well in the past, both as an assassin and as a consort. The demon has contacted his former associate and she has come from her home plane to answer him.

She additionally has a *charmed* courtesan from the village of Five Oaks, near her old hunting grounds in the Gnarley Forest, who is 'trapped' down the trapdoor. Jilia is Igg'azza's companion, hopelessly compelled to serve the demoness as a handmaiden and by acting as a second part of her ruse.

When the characters appear Jilia appears to climb out of the trapdoor, dressed in rags and covered in claw and bite marks, all three gifts from Igg'azza. Jilia attempts to tell the PCs that she and her friend were taken as sacrifices for the room below. She cries and asks that the PCs help her and her companion (Bluff +4), who is finding it difficult to climb the ladder (see Trapdoor! below).

Jilia swoons in the arms of any male PC and rewards their chivalrousness with a kiss on the lips. However, only a mundane kiss to disarm the PCs to the fact the Igg'azza, or Igana as Jilia refers to her, is a succubus. After being helped up the ladder, the succubus attempts to charm any male PCs wearing her mask of gratitude and similar attire. She attempts to delay the PCs with idle chatter and failing that, to reward her rescuers in a similar manner, but with the level draining effect of a succubus. She then attacks the PCs while Jilia remains non-combatant and screams that the PCs have driven Igana mad.

A clue to the fact all is not as it seems, is that Igg'azza got hungry awaiting her consort to turn up and decided to eat the cult's guards. Consequently she and Jilia drew guard duty, but both girls claim they heard a wild and feral beast slaughtering people above their cell. The succubus does not try to summon any extra-planar help at any time.

APL 10 (EL 11)

☛ **Bebilith (2):** hp 109, 109; see *Monster Manual*.

Tactics: These two arachnid demons were brought by the cult from the Gnarley Forest and one is poised over the entrance to the warehouse, the other is waiting over the entrance to the ritual room. They attempt to slow the characters with poison, *web* spells, and brute force for as long as possible.

APL 12 (EL 13)

☛ **Vrock:** hp 60; see *Monster Manual*.

Tactics: This Vrock is Xazivort's intended general See'rach who observes the characters while hidden in the rafters, as they enter the warehouse. A successful Spot check (DC 29) reveals his presence. As soon as the characters are well within the warehouse where he can reach them he attempts to use his *darkness* ability before swooping down on the terrified characters and rending them with claws and other attacks.

Treasure

APL 2: Loot: 49 gp.

APL 4: Loot: 68 gp.

APL 6: Loot: 135 gp.

APL 8: Loot: 168 gp.

APL 10: Loot 186 gp

APL 12: Loot 213 gp.

Trapdoor!

This trapdoor opens to a metal ladder going down into a shallow pool of water. There is a corridor to the left of the ladder just above the water line. The rungs on the ladder are one foot apart and there are fifty rungs in total. Forty rungs down there is a *glyph* loaded with *lightning bolt* trap awaiting any unsuspecting meddler.

Anyone making a successful save avoids being thrown from the ladder into the electrically charged water taking damage as shown, in addition to any falling damage. Any character that fails their saving throw falls into the electrically charged water.

APL 2

☛ **Lightning Blast:** CR 2; 5 ft-wide, 50 ft-long blast (2d6); Reflex save (DC 13) avoids; Search (DC 27); Disable Device (DC 25).

APL 4

☛ **Lightning Blast:** CR 3; 5 ft-wide, 50 ft-long blast (4d6); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 25).

APL 6

☛ **Lightning Blast:** CR 4; 5 ft-wide, 50 ft-long blast (6d6); Reflex save (DC 17) avoids; Search (DC 27); Disable Device (DC 25).

APL 8

☛ **Lightning Blast:** CR 5; 5 ft-wide, 50 ft-long blast (8d6); Reflex save (DC 20); avoids; Search (DC 27); Disable Device (DC 25).

APL 10

☛ **Lightning Blast:** CR 6; 5 ft-wide, 50 ft-long blast (10d6); Reflex save (DC 22) avoids; Search (DC 27); Disable Device (DC 25).

APL 12

☛ **Lightning Blasts (2):** CR 6; 5 ft-wide, 50 ft-long blast (10d6), Reflex save (DC 22) avoids; Search (DC 27); Disable Device (DC 25).

ENCOUNTER 8: THE RITUAL

By the time the PCs have arrived the ritual summoning Xazivort is well underway. Once they to through the door, read or paraphrase the following.

The sound of chanting emanates from this dimly lit room. Candles arranged in a circle around the room provide the only illumination lighting the angry faces of the room's occupants.

Four of the occupants stand at four points on the circle. One is a mailed warrior of medium build, another a plump halfling, the third is a strikingly beautiful woman of Olven descent, The last is a robed woman with scars across her face.

She fiddles with a round, blood red symbol menacingly. Seeing you she stops and points at you: "Look well on the circle of sin, for it shall be the last thing you see. Your deaths shall amplify our ritual and speed the coming of our master Xazivort!"

The others turn to face you and reach for their weapons. However, they stand their ground and continue chanting, "He who was bound shall be set free in sin!"

APL 2 (EL 4)

✚**Mertwig:** Male halfling Com1; hp 4; see Appendix 1: NPCs.

✚**Thoxart:** Male human War1; hp 13; see Appendix 1: NPCs.

✚**Jandice:** Female human Clr2/Adp1; hp 28; see Appendix 1: NPCs.

✚**Lillyth:** Female elf Enc1; hp 4; see Appendix 1: NPCs.

APL 4 (EL 6)

✚**Mertwig:** Male halfling Rog1; hp 6; see Appendix 1: NPCs.

✚**Thoxart:** Male human War1/Ftr1; hp 22; see Appendix 1: NPCs.

✚**Jandice:** Female human Clr3/Adp1; hp 36; see Appendix 1: NPCs.

✚**Lillyth:** Female elf Enc3; hp 10; see Appendix 1: NPCs.

APL 6 (EL 8)

✚**Mertwig:** Male halfling Rog3; hp 14; see Appendix 1: NPCs.

✚**Thoxart:** Male human War1/Ftr3; hp 40; see Appendix 1: NPCs.

✚**Jandice:** Female human Clr5/Adp1; hp 52; see Appendix 1: NPCs.

✚**Lillyth:** Female elf Enc5; hp 16; see Appendix 1: NPCs.

APL 8 (EL 10)

✚**Mertwig:** Male halfling Rog5; hp 22; see Appendix 1: NPCs.

✚**Thoxart:** Male human War1/Ftr5; hp 58; see Appendix 1: NPCs.

✚**Jandice:** Female human Clr7/Adp1; hp 68; see Appendix 1: NPCs.

✚**Lillyth:** Female elf Enc7; hp 22; see Appendix 1: NPCs.

APL 10 (EL 12)

✚**Mertwig:** Male halfling Rog7; hp 30; see Appendix 1: NPCs.

✚**Thoxart:** Male human War1/Ftr7; hp 76; see Appendix 1: NPCs.

✚**Jandice:** Female human Clr9/Adp1; hp 84; see Appendix 1: NPCs.

✚**Lillyth:** Female elf Enc9; hp 28; see Appendix 1: NPCs.

APL 12 (EL 14)

✚**Mertwig:** Male halfling Rog9; hp 38; see Appendix 1: NPCs.

✚**Thoxart:** Male human War1/Ftr9; hp 97; see Appendix 1: NPCs.

✚**Jandice:** Female human Clr11/Adp1; hp 100; see Appendix 1: NPCs.

✚**Lillyth:** Female elf Enc11; hp 34; see Appendix 1: NPCs.

Specifics

In keeping with their theme of the four deadly sins, each of the four participants on the circle represents one of the sins.

The four "sins" have one final task to perform before completing the ritual, and each alternates each turn. They do succeed in summoning Xazivort, but if the PCs efforts in combating the cultists are successful they stand a better chance against the weakened tanar'ri itself.

Representing Cowardice

Thoxart is a deserter from the Great Northern Crusade and an ex-Shield Lander. Despite this he is something of a competent warrior.

Using the identity of Sacred Brother Kaeris he was able to infiltrate the ranks of the Church of Trithereon and help increase tensions with the Pholtans of late. Indeed it was he who told Kelmur there "might" be an incident outside the Temple of Pholtus today.

Representing Avarice

Mertwig is a halfling merchant who lost all his funds in the Greyhawk Wars. Since taking up the placation of Xazivort in 586 CY his fortunes have reversed. He is obese for a halfling and perhaps the weak point in the circle.

Representing Self-Indulgence

A lesser-known half-elven courtesan from Greyhawk's River Quarter, Lillyth is also a formidable spellcaster.

Representing Self-Will

Jandice, the mastermind of this plot is truly a rarity. Of all of the gathered people she is perhaps the only Cleric of Xazivort in Flanaess. Fortunately she is not a particularly powerful one, but under the name of Karyn she infiltrated the Church of Pholtus and increased tensions with the Trithereonites. She is proud of the fact she was right under the Pholtans noses the whole time and they didn't know. She was also responsible for killing Verstan in the Silver Garter, as he was becoming a risk to her leadership.

She is insane. If the ritual succeeds she offers herself as Xazivort's high priest, not realizing Xazivort has other plans for her body. To this end she wields a wicked looking poisoned dagger.

Before You Begin Combat

Each of the "Sin" NPCs has a specific task to achieve in the first 4 rounds of combat. If they do not, then Xazivort, when he manifests, is weaker. They cannot attack on rounds where they must complete their task.

Round One: Thoxart allows a white feather to flutter to the circle's center.

Round Two: Mertwig throws some of his gold dust into the circle.

Round Three: Lillyth throws a miniature carving of a succubus into the center.

Round Four: Jandice throws a wooden (non-magical) symbol of discord into the circle.

The PCs can interfere in these actions (for example, catch the symbols before they land in the circle, cut Mertwig's pouch before Round 2,) Indeed, their doing this is a good thing because the PCs performance in these four rounds of combat affects the difficulty of actually defeating Xazivort when he manifests himself.

The PCs actions affect Xazivort's hit points as such.

Interfering in a Sin's Participation: -2 hp

Wounding Each of the Sins: -1 hp

or

Killing Each of the Sins: -4 hp

Killing the Host: -10 hp

Xazivort's Manifestation

When you believe the combat has gone on long enough (i.e. more than five rounds), read or paraphrase the following.

Before you can act again, you are shocked and surprised when those candles in the circle that have not been extinguished in the fighting suddenly belch out a gust of flame almost two feet high! Just as quickly as this bizarre

occurrence came, it ends, as the candles extinguish leaving you in darkness.

After a mere heartbeat, the sound of evil, menacing laughter permeates the air around you and you begin to feel very warm. You hear the furniture in the room begin to move!

Suddenly, an eerie gray light fills the room. The scene before you is in disarray! The candles of the Circle of Sin have melted into a pool of molten wax, the tables and chairs spin with a will of their own and the participants of the ritual all lie slumped to the ground, all unmoving... except for the woman in the center.

Her skin is now an unhealthy shade of gray and sweat covers her body. Her face, looking at each of you, shows the feral grin of a madwoman as she convulses to the floor.

Attacking Jandice has no effect now. Xazivort possesses her, but she is not powerful enough to hold his essence.

Essence of Sin

Xazivort's essence is what lights the room. It takes the form of a ball of red light above Jandice's head.

At APLs 2-4 Xazivort's essence can be attacked by conventional weapons and spells, but for only half damage (although blows always hit). Magical weapons (such as those the cultists wield) do maximum damage. Xazivort is too weak from his recent summoning to receive his standard immunities to non-magical weapons.

At APLs 6-8 Xazivort has DR 25/+1, and at APL 10-12 DR 25/+2.

Xazivort's essence may cast 1 spell effect per round. Choose these spells randomly; the creature cannot cast the same spell in any two adjacent rounds.

APL 2

☛ **Xazivort, Unique Tana'ari Manifestation:** hp 50, Atk +5 (melee for spells); SQ Immune to poison and electricity; cold, fire, and acid resistance 20, telepathy 100 ft.

Spells Known (base DC = 13 + spell level; Caster Lvl 2nd): 0- cause minor wounds, daze, flare, light, mage hand; 1st- cause fear, charm person, inflict light wounds.

APL 4

☛ **Xazivort, Unique Tana'ari Manifestation:** hp 75, Atk +7 (melee for spells); SQ Immune to poison and electricity; cold, fire, and acid resistance 20, telepathy 100 ft.

Spells Known (base DC = 13 + spell level; Caster Lvl 3rd): 0- cause minor wounds, daze, flare, light, mage hand; 1st- cause fear, command, charm person, deathwatch, doom, inflict light wounds, obscuring mist, random action, ray of enfeeblement; 2nd- enthrall, hold person, inflict moderate wounds, shatter, sound burst.

APL 6

☛ **Xazivort, Unique Tana'ari Manifestation:** hp 105, Atk +9 (melee for spells) SQ DR 25/+1, immune to

poison and electricity; cold, fire, and acid resistance 20, telepathy 100 ft.

Spells Known (base DC = 13 + spell level; Caster Lvl 5th): 0- cause minor wounds, daze, flare, light, mage hand; 1st- cause fear, command, charm person, deathwatch, doom, inflict light wounds, obscuring mist, random action, ray of enfeeblement; 2nd enthrall, hold person, inflict moderate wounds, shatter, sound burst; 3rd inflict serious wounds, - vampiric touch.

APL 8

☛ **Xazviort, Unique Tana'ari Manifestation:** hp 150, Atk +10 (melee for spells); DR 25/+1, immune to poison and electricity; cold, fire, and acid resistance 20, telepathy 100 ft.

Spells Known (base DC = 16 + spell level; Caster Lvl 7th): 0- cause minor wounds, daze, flare, light, mage hand; 1st- cause fear, command, charm person, deathwatch, doom, inflict light wounds, obscuring mist, random action, ray of enfeeblement; 2nd enthrall, hold person, inflict moderate wounds, shatter, sound burst; 3rd inflict serious wounds, vampiric touch; 4th enervation, inflict critical wounds, poison.

APL 10

☛ **Xazviort, Unique Tana'ari Manifestation:** hp 200, Atk +11; DR 25/+2, immune to poison and electricity; cold, fire, and acid resistance 20, telepathy 100 ft.

Spells Known (base DC = 16 + spell level; Caster Lvl 9th): 0- cause minor wounds, daze, flare, light, mage hand; 1st- cause fear, command, charm person, deathwatch, doom, inflict light wounds, obscuring mist, random action, ray of enfeeblement; 2nd enthrall, hold person, inflict moderate wounds, shatter, sound burst; 3rd inflict serious wounds, vampiric touch; 4th enervation, inflict critical wounds, poison; 5th insect plague, slay living, telekinesis.

APL 12

☛ **Xazviort, Unique Tana'ari Manifestation:** hp 275, Atk +13 (melee for spells); DR 25/+2, immune to poison and electricity; cold, fire, and acid resistance 20, telepathy 100 ft. Spells Known (base DC = 16 + spell level; Caster Lvl 11th): 0- cause minor wounds, daze, flare, light, mage hand; 1st- cause fear, command, charm person, deathwatch, doom, inflict light wounds, obscuring mist, random action, ray of enfeeblement; 2nd enthrall, hold person, inflict moderate wounds, shatter, sound burst; 3rd inflict serious wounds, vampiric touch; 4th enervation, inflict critical wounds, poison; 5th insect plague, slay living, telekinesis; 6th harm.

Treasure

APL 2: Loot 154 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (83 gp).

APL 4: Loot 166 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (166 gp)

APL 6: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83

gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp).

APL 8: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp), +2 cloak of resistance (333 gp).

APL 10: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp), +2 cloak of resistance (333 gp), +2 greatsword (696 gp).

APL 12: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp), +2 cloak of resistance (333 gp), +3 greatsword (1,529 gp).

CONCLUSION

Victory

After being reduced to 0 hp the whole bizarre phenomenon ends. Xazivort has been banished once more leaving the PCs and any cultists who weren't killed. Jandice and her cultists are catatonic, and at the mercy of the PCs.

Whatever the PCs do from here cannot change the fact they have succeeded in their mission. They have a lot of explaining to do. They have possibly only now heard the tale of the fight outside the Temple of Pholtus, and of Kelmur's victory over Luminem. You may wish to tell them this story to provide closure. However, to conclude the adventure, read or paraphrase the following.

After bearing the tale of your victory to the eager ears of the now-recovered Pholemius and the other clerics of Pholtus the conversation turns to your reward. Arkandy agrees that you have truly earned it.

As you prepare to leave the temple, Pholemius and Arkandy both await you. Pholemius still shows signs of illness as he leans heavily on his staff, but he is clearly glad to see you.

Arkandy produces several pouches saying, "The Church is pleased to give you all, this gold." He hands you each a share of the reward and coughs, and then produces a second set of pouches, "The Temple of the Summoner however, not to be outdone by us, has also agreed to match our reward, for clearing their name in this matter." He hands you the second set of pouches, which indeed contain an equal amount of gold. Regaining his composure he smiles and leaves you and Pholemius, "May you continue to walk the One True Path."

Pholemius appears much more serious though, "Since my recovery I have been trying to divine Xazivort's fate, but my divinations have proven inconclusive as to whether or not you have actually banished him or he retreated to fight another day.

"I shall travel to the haven that is the Theocracy where those who know more of this Fiend shall aid me in my

divinations. If my worse fears are met, we may meet again sooner than you think..."

With that he turns and leaves you to your grim thoughts...

Certainly, whether or not Xazivort merely retreated from the warehouse or not remains to be seen in future adventures. In a city the size of Greyhawk, there are ample people he could possess in order to make his escape.

Defeat

If the PCs are slain or driven off by Xazivort or the cult's magic then there are no such questions about the fate of the tanar'ri. He is most definitely free from his banishment, and ready to wreak havoc on the PCs, Pholemius and all that have opposed him in the past. Surviving PCs are commiserated with by the kinder Pholtans, but berated verbally by the conservative clerics who say they would have succeeded had they not been heathens.

Pholemius dies of his fever after three days, and thus ends this grim turn of events.

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: Avarice

Defeating the Cultists

APL 2:	90 XP
APL 4:	150 XP
APL 6:	210 XP
APL 8:	270 XP
APL 10:	330 XP
APL 12:	390 XP

Encounter 7: The Warehouse

Defeating the 'guards'

APL 2:	90 XP
APL 4:	120 XP
APL 6:	210 XP
APL 8:	270 XP
APL 10:	330 XP
APL 12:	390 XP

Surviving the lightning trap

APL 2:	60 XP
APL 4:	90 XP
APL 6:	120 XP
APL 8:	150 XP
APL 10:	180 XP
APL 12:	180 XP

Encounter 8: The Ritual

Defeating Xazivort and the Ritualists

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP
APL 8:	300 XP
APL 10:	360 XP
APL 12:	420 XP

OR

Defeating the Ritualists

APL 2:	60 XP
APL 4:	90 XP
APL 6:	120 XP
APL 8:	150 XP
APL 10:	180 XP
APL 12:	210 XP

Bonus Roleplaying Experience

Maximum roleplay awards for superb play. Award half XP for average parties.

APL 2:	90 XP
APL 4:	135 XP
APL 6:	180 XP

APL 8:	225 XP
APL 10:	270 XP
APL 12:	315 XP

Total Possible Experience

Experience totals

APL 2	450 XP
APL 4	675 XP
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 Equipment. 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 character's 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 (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other

valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

Encounter Three: Avarice

Defeat the Cultists

APL 2: Loot: 9 gp.

APL 4: Loot: 9 gp.

APL 6: Loot: 9 gp.

APL 8: Loot: 9 gp.

APL 10: Loot: 9 gp.

APL 12: Loot: 9 gp.

APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,125 gp
APL 10:	2,100 gp
APL 12:	3,000 gp

Encounter Seven: The Warehouse

Looting the cult guardsmen

APL 2: Loot: 49 gp.

APL 4: Loot: 68 gp.

APL 6: Loot: 135 gp.

APL 8: Loot: 168 gp.

APL 10: Loot 186 gp

APL 12: Loot 213 gp.

Encounter Eight: The Ritual

Slaying the Circle of Sin

APL 2: Loot 154 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (83 gp).

APL 4: Loot 166 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (166 gp)

APL 6: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp).

APL 8: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp), +2 cloak of resistance (333 gp).

APL 10: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp), +2 cloak of resistance (333 gp), +2 greatsword (696 gp).

APL 12: Loot 216 gp; Magic potion of protection from elements (fire) (5) (63 gp each), +1 cloak of resistance (2) (83 gp), pearl of power (1st) (83 gp), bead of force (2) (166 gp each), pearl of power (2nd) (333 gp), +2 cloak of resistance (333 gp), +3 greatsword (1,529 gp).

Conclusion:

Monetary Reward from Arkandy Benris and the Temple of Trithereon

APL 2: Gold: 50 gp.

APL 4: Gold: 100 gp.

APL 6: Gold: 150 gp.

APL 8: Gold: 200 gp.

APL 10: Gold: 250 gp.

APL 12: Gold: 300 gp.

Total Possible Treasure

APL 2: 400 gp

APPENDIX 1: NPC

Encounter 3: Avarice

APL 2 (EL 3)

☛ **Cultists (4):** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 (1d6+1/19-20, short sword); AL CE; SV Fort +3, Ref +1, Will -1; Str 12, Dex 12, Con 12, Int 10, Wis 9, Cha 9.

Skills and Feats: Climb +5, Intimidate +3, Jump +5; Improved Initiative, Weapon Focus (short sword).

Possessions: leather armor, robes of Trithereon, wooden holy symbol of Trithereon, short sword.

APL 4 (EL 5)

☛ **Cultists (4):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +4 (1d6+1/19-20, short sword); AL CE; SV Fort +4, Ref +1, Will -1; Str 12, Dex 12, Con 12, Int 10, Wis 9, Cha 9.

Skills and Feats: Climb +6, Intimidate +4, Jump +6; Improved Initiative, Weapon Focus (short sword).

Possessions: leather armor, robes of Trithereon, wooden holy symbol of Trithereon, short sword.

APL 6 (EL 7)

☛ **Cultists (4):** Male Human War4; CR 3; Medium-size humanoid (human); HD 4d8+4; hp 27; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +6 (1d6+1/19-20, short sword); AL CE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +8, Intimidate +6, Jump +8; Combat Reflexes, Improved Initiative, Weapon Focus (short sword).

Possessions: leather armor, robes of Trithereon, wooden holy symbol of Trithereon, short sword.

APL 8 (EL 9)

☛ **Cultists (4):** Male human War6; CR 5; Medium-size humanoid (human); HD 6d8+6; hp 39; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +8/+3 (1d6+1/19-20, short sword); AL CE; SV Fort +6, Ref +3, Will +2; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +10, Intimidate +8, Jump +10; Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (short sword).

Possessions: leather armor, robes of Trithereon, wooden holy symbol of Trithereon, short sword.

APL 10 (EL 11)

☛ **Cultists (4):** Male human War8; CR 7; Medium-size humanoid (human); HD 8d8+8; hp 51; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +10/+5 (1d6+1/19-20, short sword); AL CE; SV Fort +7, Ref +3, Will +2; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Intimidate +10, Jump +12; Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (short sword).

Possessions: leather armor, robes of Trithereon, wooden holy symbol of Trithereon, short sword.

APL 12 (EL 13)

☛ **Cultists (4):** Male human War10; CR 9; Medium-size humanoid (human); HD 10d8+10; hp 63; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +12/+7 (1d6+1/19-20, short sword); AL CE; SV Fort +8, Ref +4, Will +3; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +14, Intimidate +12, Jump +14; Combat Reflexes, Improved Initiative, Iron Will, Quick Draw, Weapon Focus (short sword).

Possessions: leather armor, robes of Trithereon, wooden holy symbol of Trithereon, short sword.

Encounter 6: Self-Will

All APLs

☛ **Luminem of Pholtus:** Male human Ftr2/Clr3 (Pholtus); CR 5; Medium-size humanoid (human); HD 2d10+3d8+8; hp 34; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d8+1/19-20, longsword); SQ Spontaneous casting (*cure spells*); AL LN; SV Fort +7, Ref +1, Will +5; Str 12, Dex 11, Con 13, Int 11, Wis 15, Cha 12. 15f/9c (8/9)

Skills and Feats: Climb +0, Concentration +6, Diplomacy +3, Jump +0, Knowledge (religion) +2, Ride +5; Combat Casting, Extra Turning, Improved Initiative, Toughness, Weapon Focus (longsword).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – *create water, detect magic, light, resistance*; 1st – *cause fear, protection from chaos**, *remove fear, shield of faith*; 2nd – *bull's strength, endurance, heat metal**.

*Domain spell. Domains: Law (You cast law spells at +1 caster level); Sun (Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead).

Possessions: chainmail, buckler, longsword, silver holy symbol of Pholtus, spell component pouch.

☛ **Kelmur Trantris of the Chase:** Male human Ftr2/Clr3 (Trithereon); CR 5; Medium-size humanoid (human); HD 2d10+3d8+8; hp 34; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +6 melee (1d8/19-20, longsword); SQ Spontaneous casting (*cure spells*); AL CN; SV Fort +7, Ref +3, Will +5; Str 13, Dex 15, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +0, Concentration +6, Diplomacy +3, Jump +0, Knowledge (religion) +2, Ride +5; Combat Casting, Extra Turning, Improved Initiative, Toughness, Weapon Focus (longsword).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – *create water, detect magic, light, resistance*; 1st – *protection from law, remove fear, sanctuary**, *shield of faith*; 2nd – *aid**, *bull's strength, endurance*. *Domain spell. Domains: Good (You cast good spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving

throw equal to your level. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day).

Possessions: chainmail, buckler, longsword, silver holy symbol of Trithereon, spell component pouch.

APLs 2 and 4

☛ **Zealot of Trithereon or Pholtus (60):** Male/Female human War1; CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 16, (touch 10, flat-footed 16); Atk +2 melee (1d8/19-20, longsword) or +1 ranged (1d4/19-20, dagger); AL CN or LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb -2, Listen +2, Spot +2; Endurance, Weapon Focus (long sword).

Possessions: scale mail, large steel shield, longsword, dagger.

Note: The characters should not be able to remove equipment from their opponents in this battle. To do so would incur several attacks of opportunity per attempt.

APLs 6 and 8

☛ **Zealot of Trithereon or Pholtus (60):** Male/Female human War3; CR 2; Medium-size humanoid (human); HD 3d8; hp 18; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +4 melee (1d8/19-20, longsword) or +4 ranged (1d4/19-20, thrown dagger); AL CN or LN; SV Fort +3, Ref +1, Will +1; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Listen +3, Spot +3; Endurance, Weapon Focus (dagger), Weapon Focus (longsword).

Possessions: scale mail, large steel shield, longsword, dagger.

Note: The characters should not be able to remove equipment from their opponents in this battle. To do so would incur several attacks of opportunity per attempt.

APLs 10 and 12

☛ **Zealot of Trithereon/Pholtus (60):** Male/Female human War5; CR 4; Medium-size humanoid (human); HD 5d8; hp 28; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) Atk +7 melee (1d8+1/19-20, longsword) or +6 ranged (1d4+1/19-20, dagger); AL CN or LN; SV Fort +4, Ref +1, Will +1; Str 12, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Listen +4, Spot +4; Endurance, Weapon Focus (dagger), Weapon Focus (long sword).

Possessions: scale mail, large steel shield, longsword, dagger.

Note: The characters should not be able to remove equipment from their opponents in this battle. To do so would incur several attacks of opportunity per attempt.

Encounter 7: The Warehouse APL 2 (EL 3)

☛ **Cult Guards (5):** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+3; hp 11; Init +2; Spd 20

ft.; AC 16 (touch 12, flat-footed 14); Atk +4 ranged (1d10/19-20, heavy crossbow) or +3 melee (1d8+2/19-20, longsword); AL CE; SV Fort +2, Ref +2, Will +0; Str 15, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Listen +2, Spot +2; Toughness, Weapon Focus (heavy crossbow).

Possessions: scale mail, longsword, heavy crossbow, 10 bolts.

APL 4 (EL 5)

☛ **Cult Guards (8):** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+3; hp 11; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 ranged (1d10/19-20, heavy crossbow) or +3 melee (1d8+2/19-20, longsword); AL CE; SV Fort +2, Ref +2, Will +0; Str 15, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Listen +2, Spot +2; Toughness, Weapon Focus (heavy crossbow).

Possessions: scale mail, longsword, heavy crossbow, 10 bolts.

☛ **Cult Guard Captain:** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+3; hp 16; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 ranged (1d10/19-20, heavy crossbow) or +4 melee (1d8+2/19-20, longsword); AL CE; SV Fort +3, Ref +2, Will +0; Str 15, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +2, Listen +2, Spot +1; Toughness, Weapon Focus (heavy crossbow).

Possessions: scale mail, longsword, heavy crossbow, 10 bolts.

APL 6 (EL 7)

☛ **Cult Guards (12):** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+3; hp 11; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 ranged (1d10/19-20, heavy crossbow) or +3 melee (1d8+2/19-20, longsword); AL CE; SV Fort +2, Ref +2, Will +0; Str 15, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Listen +2, Spot +2; Toughness, Weapon Focus (heavy crossbow).

Possessions: scale mail, longsword, heavy crossbow, 10 bolts.

☛ **Cult Guard Lieutenants (3):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+3; hp 16; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 ranged (1d10/19-20, heavy crossbow) or +4 melee (1d8+2/19-20, longsword); AL CE; SV Fort +3, Ref +2, Will +0; Str 15, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +2, Listen +2, Spot +1; Toughness, Weapon Focus (heavy crossbow).

Possessions: scale mail, longsword, heavy crossbow, 10 bolts.

☛ **Cult Guard Captain:** Male human War3; CR 2; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 ranged (1d10/19-20, heavy crossbow) or +6 melee

(1d8+2/19-20, longsword); AL CE; SV Fort +3, Ref +3, Will +1; Str 15, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +3, Listen +2, Spot +2; Toughness, Weapon Focus (heavy crossbow), Weapon Focus (longsword).

Possessions: scale mail, longsword, heavy crossbow, 10 bolts.

Encounter 8: The Ritual

APL 2 (EL 4)

☛ **Mertwig:** Male halfling Com1; CR ½; Small humanoid (halfling); HD 1d4; hp 4; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +2 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1, sling); SQ +2 morale bonus on saving throws against fear; AL CE; SV Fort +1, Ref +3, Will +0; Str 12, Dex 14, Con 11, Int 12, Wis 8, Cha 9.

Skills and Feats: Appraise +2, Climb +3, Hide +6, Jump +5, Listen +3, Move Silently +4, Ride +4, Spot +1; Dodge.

Possessions: sling, 20 bullets, dagger, leather armor, *potion of protection from elements (fire)*.

☛ **Thoxart:** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8+5; hp 13; Init +3; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +5 melee (2d6+4/19-20, greatsword); AL CE; SV Fort +4, Ref +3, Will +2; Str 17, Dex 16, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +5, Intimidate +7, Jump +0; Toughness, Weapon Focus (greatsword).

Possessions: greatsword, half-plate armor, *potion of protection from elements (fire)*

☛ **Jandice:** Female human Clr2/Adp1; CR 2; Medium-size humanoid (human); HD 2d8+1d6+12; hp 28; Init +2; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +3 melee (1d8+3/x3, shortspear); SA Spells, rebuke undead; AL CE; SV Fort +7, Ref +3, Will +10; Str 15, Dex 14, Con 16, Int 13, Wis 18, Cha 17.

Skills and Feats: Concentration +8, Diplomacy +8, Heal +7, Knowledge (arcana) +7, Knowledge (religion) +4, Spellcraft +3; Combat Casting, Dodge, Toughness.

Adept Spells Prepared (3/2; base DC = 14 + spell level): o - ghost sound, guidance, light; 1st - burning hands, command.

Cleric Spells Prepared (4/3+1; base DC = 14 + spell level): o - cure minor wounds, resistance (2), virtue; 1st - bane, cause fear, cure light wounds, protection from law*.

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Possessions: shortspear, half-plate armor, 2 *potions of protection from elements (fire)*, cloak of resistance +1.

☛ **Lillyth:** Female elf Enc1; CR 1; Medium-size humanoid (elf); HD 1d4; hp 4; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +7, Concentration +4, Knowledge (arcana) +7, Listen +3, Scry +7, Search +5, Spellcraft +7, Spot +3; Improved Initiative, Scribe Scroll.

Spells Prepared (4/3; base DC = 13 + spell level): o - daze, light, mage hand, resistance; 1st - burning hands, charm person (2), sleep.

Possessions: dagger, *potion of protection from elements (fire)*.

APL 4 (EL 6)

☛ **Mertwig:** Male halfling Rog1; CR 1; Small humanoid (halfling); HD 1d6; hp 6; Init +2; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); Atk +2 melee (1d6+1/19-20, short sword) or +3 ranged (1d6/x3, shortbow); SA Sneak attack (+1d6); SQ +2 morale bonus on saving throws against fear; AL CE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 14, Con 11, Int 12, Wis 8, Cha 9.

Skills and Feats: Appraise +5, Balance +5, Bluff +3, Climb +6, Disguise +1, Escape Artist +5, Gather Information +1, Hide +9, Jump +2, Listen +1, Move Silently +3, Open Lock +3, Pick Pockets +3, Spot +3; Dodge.

Possessions: shortbow, 20 arrows, short sword, studded leather armor, *potion of protection from elements (fire)*, bead of force.

☛ **Thoxart:** Male human War1/Ftr1; CR 1; Medium-size humanoid (human); HD 1d8+1d10+8; hp 22; Init +3; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (2d6+4/19-20, greatsword); AL CE; SV Fort +6, Ref +3, Will +2; Str 17, Dex 16, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +6, Intimidate +7, Jump +1, Swim -9; Power Attack, Toughness, Weapon Focus (greatsword).

Possessions: greatsword, masterwork half-plate armor, *potion of protection from elements (fire)*

☛ **Jandice:** Female human Clr3/Adp1; CR 3; Medium-size humanoid (human); HD 3d8+1d6+15; hp 36; Init +2; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +5 melee (1d8+4/x3, shortspear); SA Spells, rebuke undead; AL CE; SV Fort +7, Ref +4, Will +10; Str 16, Dex 14, Con 16, Int 13, Wis 18, Cha 17.

Skills and Feats: Concentration +10, Diplomacy +10, Heal +7, Knowledge (arcana) +7, Knowledge (religion) +4, Spellcraft +3; Combat Casting, Dodge, Toughness.

Adept Spells Prepared (3/2; base DC = 14 + spell level): o - ghost sound, guidance, light; 1st - burning hands, command.

Cleric Spells Prepared (4/3+1/2+1; base DC = 14 + spell level): o - cure minor wounds, resistance (2), virtue; 1st - bane, cause fear, cure light wounds, protection from law*; 2nd - bull's strength, hold person, shatter*.

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Possessions: shortspear, half-plate armor, 2 *potions of protection from elements (fire)*, cloak of resistance +1.

☛ **Lillyth:** Female elf Enc3; CR 3; Medium-size humanoid (elf); HD 3d4; hp 10; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, thrown dagger); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 17, Wis 12, Cha 10.

Skills and Feats: Alchemy +9, Concentration +6, Knowledge (arcana) +9, Listen +3, Scry +9, Search +5, Spellcraft +9, Spot +3; Combat Casting, Improved Initiative, Scribe Scroll.

Spells Prepared (5/4/3; base DC = 13 + spell level): o – daze (2), light, mage hand, resistance; 1st – burning hands, charm person (2), sleep; 2nd – bull's strength, Melf's acid arrow, Tasha's hideous laughter.

Possessions: dagger, potion of protection from elements (fire), cloak of resistance +1, pearl of power (1st).

APL 6 (EL 8)

☛ **Mertwig:** Male halfling Rog3; CR 3; Small humanoid (halfling); HD 3d6; hp 14; Init +2; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); Atk +4 melee (1d6+1/19-20, short sword) or +5 ranged (1d6/x3, shortbow); SA Sneak attack (+2d6); SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 14, Con 11, Int 12, Wis 8, Cha 9.

Skills and Feats: Appraise +7, Balance +7, Bluff +5, Climb +6, Disguise +1, Escape Artist +7, Gather Information +1, Hide +11, Jump +2, Listen +1, Move Silently +7, Open Lock +6, Pick Pockets +4, Spot +3; Dodge.

Possessions: shortbow, 20 arrows, short sword, studded leather armor, potion of protection from elements (fire), 2 beads of force.

☛ **Thoxart:** Male human War1/Ftr3; CR 3; Medium-size humanoid (human); HD 1d8+3d10+14; hp 40; Init +7; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +9 melee (2d6+6/19-20, greatsword); AL CE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 16, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +6, Climb +1, Intimidate +7, Jump +2, Swim –8; Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (greatsword).

Possessions: greatsword, masterwork half-plate armor, potion of protection from elements (fire)

☛ **Jandice:** Female human Clr5/Adp1; CR 5; Medium-size humanoid (human); HD 5d8+1d6+21; hp 52; Init +6; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d8+4/x3, shortspear); SA Spells, rebuke undead; AL CE; SV Fort +8, Ref +4, Will +11; Str 16, Dex 14, Con 16, Int 13, Wis 18, Cha 17.

Skills and Feats: Concentration +11, Diplomacy +11, Heal +7, Knowledge (arcana) +9, Knowledge (religion) +4, Spellcraft +3; Combat Casting, Dodge, Improved Initiative, Toughness.

Adept Spells Prepared (3/2; base DC = 14 + spell level): o – ghost sound, guidance, light; 1st – burning hands, command.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): o – cure minor wounds, detect magic, resistance (2), virtue; 1st – bane, cause fear, command, cure light wounds, protection from law*; 2nd – bull's strength, enthrall, hold person, shatter*; 3rd – bestow curse, contagion*, dispel magic.

***Domain Spell.** Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Possessions: shortspear, masterwork half-plate armor, 2 potions of protection from elements (fire), cloak of resistance +1, pearl of power (2nd).

☛ **Lillyth:** Female elf Enc5; CR 5; Medium-size humanoid (elf); HD 5d4; hp 16; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, thrown dagger); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +2, Ref +5, Will +6; Str 10, Dex 16, Con 10, Int 18, Wis 12, Cha 10.

Skills and Feats: Alchemy +12, Concentration +8, Knowledge (arcana) +12, Listen +4, Scry +12, Search +5, Spellcraft +12, Spot +3; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): o – daze (2), light, mage hand, resistance; 1st – burning hands, cause fear, charm person, magic missile, sleep; 2nd – bull's strength, Melf's acid arrow, scare, Tasha's hideous laughter; 3rd – dispel magic, fireball, hold person.

Possessions: dagger, potion of protection from elements (fire), cloak of resistance +1, pearl of power (1st).

APL 8 (EL 10)

☛ **Mertwig:** Male halfling Rog5; CR 5; Small humanoid (halfling); HD 5d6; hp 22; Init +6; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); Atk +5 melee (1d6+1/19-20, short sword) or +6 ranged (1d6/x3, shortbow); SA Sneak attack (+3d6); SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 15, Con 11, Int 12, Wis 8, Cha 9.

Skills and Feats: Appraise +9, Balance +7, Bluff +7, Climb +10, Disguise +1, Escape Artist +9, Gather Information +1, Hide +11, Jump +2, Listen +9, Move Silently +7, Open Lock +6, Pick Pockets +4, Spot +3; Dodge, Improved Initiative.

Possessions: shortbow, 20 arrows, short sword, studded leather armor, potion of protection from elements (fire), 2 beads of force.

☛ **Thoxart:** Male human War1/Ftr5; CR 5; Medium-size humanoid (human); HD 1d8+5d10+24; hp 58; Init +7; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +11/+6 melee (2d6+8/19-20, greatsword); AL CE; SV Fort +8, Ref +4, Will +3; Str 18, Dex 16, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +6, Climb +2, Intimidate +8, Jump +2, Swim –8; Combat Reflexes, Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: greatsword, masterwork half-plate armor, *potion of protection from elements (fire)*.

☛ **Jandice:** Female human Clr7/Adp1; CR 7; Medium-size humanoid (human); HD 7d8+1d6+27; hp 68; Init +6; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +8 melee (1d8+4/x3, shortspear); SA Spells, rebuke undead; AL CE; SV Fort +10, Ref +6, Will +13; Str 16, Dex 14, Con 16, Int 13, Wis 18, Cha 18.

Skills and Feats: Concentration +11, Diplomacy +14, Heal +9, Knowledge (arcana) +11, Knowledge (religion) +7, Spellcraft +3; Combat Casting, Dodge, Improved Initiative, Toughness.

Adept Spells Prepared (3/2; base DC = 14 + spell level): o - ghost sound, guidance, light; 1st - burning hands, command.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): o - cure minor wounds, detect magic, mending, resistance (2), virtue; 1st - bane, cause fear, command, cure light wounds, magic weapon, protection from law*; 2nd - bull's strength, enthrall, hold person, shatter*, spiritual weapon; 3rd - bestow curse, blindness/deafness, contagion*, dispel magic; 4th - chaos hammer*, divine power, spell immunity (magic missile, fireball).

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Possessions: shortspear, masterwork half-plate armor, 2 *potions of protection from elements (fire)*, cloak of resistance +2, pearl of power (2nd).

☛ **Lillyth:** Female elf Enc7; CR 7; Medium-size humanoid (elf); HD 7d4; hp 22; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, thrown dagger); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 16, Con 10, Int 18, Wis 12, Cha 10.

Skills and Feats: Alchemy +14, Concentration +10, Knowledge (arcana) +14, Listen +4, Scry +14, Search +5, Spellcraft +14, Spot +4; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level; 16 + spell level for Enchantment spells): o - daze (2), light, mage hand, resistance; 1st - burning hands, cause fear, charm person, magic missile (2), sleep; 2nd - bull's strength, cat's grace, Melf's acid arrow, scare, Tasha's hideous laughter; 3rd - dispel magic, fireball, flame arrow, hold person; 4th - confusion, contagion, stonkskin.

Possessions: dagger, *potion of protection from elements (fire)*, cloak of resistance +1, pearl of power (1st).

APL 10 (EL 12)

☛ **Mertwig:** Male halfling Rog7; CR 7; Small humanoid (halfling); HD 7d6; hp 30; Init +6; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); Atk +7 melee (1d6+1/19-20, short sword) or +8 ranged (1d6/x3, shortbow); SA Sneak attack (+4d6); SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC,

can't be flanked); AL CE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 15, Con 11, Int 12, Wis 8, Cha 9.

Skills and Feats: Appraise +11, Balance +7, Bluff +11, Climb +10, Disguise +1, Escape Artist +11, Gather Information +1, Hide +15, Jump +2, Listen +9, Move Silently +9, Open Lock +6, Pick Pockets +4, Spot +9; Dodge, Improved Initiative, Skill Focus (Bluff).

Possessions: shortbow, 20 arrows, short sword, studded leather armor, *potion of protection from elements (fire)*, 2 beads of force.

☛ **Thoxart:** Male human War1/Ftr7; CR 7; Medium-size humanoid (human); HD 1d8+7d10+30; hp 76; Init +7; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +13/+8 melee (2d6+8/17-20, greatsword); AL CE; SV Fort +9, Ref +5, Will +4; Str 18, Dex 16, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +6, Climb +2, Handle Animal +6, Intimidate +8, Jump +2, Swim -8; Combat Reflexes, Dodge, Improved Critical (greatsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 greatsword, masterwork half-plate armor, *potion of protection from elements (fire)*.

☛ **Jandice:** Female human Clr9/Adp1; CR 9; Medium-size humanoid (human); HD 9d8+1d6+33; hp 84; Init +6; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +9/+4 melee (1d8+4/x3, shortspear); SA Spells, rebuke undead; AL CE; SV Fort +11, Ref +7, Will +14; Str 16, Dex 14, Con 16, Int 13, Wis 18, Cha 18.

Skills and Feats: Concentration +15, Diplomacy +15, Heal +9, Knowledge (arcana) +13, Knowledge (religion) +8, Spellcraft +3; Combat Casting, Dodge, Improved Initiative, Maximize Spell, Toughness.

Adept Spells Prepared (3/2; base DC = 14 + spell level): o - ghost sound, guidance, light; 1st - burning hands, command.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): o - cure minor wounds, detect magic, mending, resistance (2), virtue; 1st - bane, cause fear, command, cure light wounds, magic weapon, protection from law*; 2nd - bull's strength, enthrall, hold person, shatter*, silence, spiritual weapon; 3rd - bestow curse, blindness/deafness, contagion*, dispel magic, searing light; 4th - chaos hammer*, divine power, greater magic weapon, spell immunity (magic missile, fireball); 5th - dispel good*, flame strike.

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Possessions: shortspear, masterwork half-plate armor, 2 *potions of protection from elements (fire)*, cloak of resistance +2, pearl of power (2nd).

☛ **Lillyth:** Female elf Enc9; CR 9; Medium-size humanoid (elf); HD 9d4; hp 28; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, thrown dagger); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light

vision; AL CE; SV Fort +4, Ref +7, Will +8; Str 10, Dex 16, Con 10, Int 19, Wis 12, Cha 10.

Skills and Feats: Alchemy +16, Concentration +12, Knowledge (arcana) +16, Listen +5, Scry +16, Search +5, Spellcraft +16, Spot +4; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (Enchantment), Still Spell.

Spells Prepared (5/6/6/5/4/2; base DC = 14 + spell level; 16 + spell level for Enchantment spells): o – daze (2), light, mage hand, resistance; 1st – burning hands, cause fear, charm person, magic missile (2), sleep; 2nd – bull's strength, cat's grace, Melf's acid arrow, rope trick, scare, Tasha's hideous laughter; 3rd – dispel magic, fireball, flame arrow, hold person (2); 4th – confusion (2), contagion, stoneskin; 5th – cone of cold, dominate person.

Possessions: dagger, potion of protection from elements (fire), cloak of resistance +1, pearl of power (1st).

APL 12 (EL 14)

➤ **Mertwig:** Male halfling Rog9; CR 9; Small humanoid (halfling); HD 9d6; hp 38; Init +7; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +9/+4 melee (1d6+1/19-20, short sword) or +10/+5 ranged (1d6/x3, shortbow); SA Sneak attack (+5d6); SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +4, Ref +9, Will +3; Str 12, Dex 16, Con 11, Int 12, Wis 8, Cha 9.

Skills and Feats: Appraise +13, Balance +11, Bluff +13, Climb +14, Disguise +1, Escape Artist +12, Gather Information +1, Hide +16, Jump +2, Listen +13, Move Silently +10, Open Lock +8, Pick Pockets +5, Spot +11; Dodge, Improved Initiative, Skill Focus (Bluff), Weapon Focus (short sword).

Possessions: shortbow, 20 arrows, short sword, studded leather armor, potion of protection from elements (fire), 2 beads of force.

➤ **Thoxart:** Male human War1/Ftr9; CR 9; Medium-size humanoid (human); HD 1d8+9d10+39; hp 97; Init +7; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +15/+10 melee (2d6+8/17-20, greatsword); AL CE; SV Fort +10, Ref +6, Will +5; Str 18, Dex 16, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Bluff +7, Climb +3, Handle Animal +6, Intimidate +8, Jump +2, Swim –8; Combat Reflexes, Dodge, Improved Critical (greatsword), Improved Initiative, Power Attack, Run, Toughness (2), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 greatsword, masterwork half-plate armor, potion of protection from elements (fire).

➤ **Jandice:** Female human Clr11/Adp1; CR 11; Medium-size humanoid (human); HD 11d8+1d6+39; hp 100; Init +6; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +12/+7 melee (1d8+4/x3, shortspear); SA Spells, rebuke undead; AL CE; SV Fort +12, Ref +7, Will +15; Str 16, Dex 14, Con 16, Int 13, Wis 19, Cha 18.

Skills and Feats: Concentration +16, Diplomacy +16, Heal +15, Knowledge (arcana) +13, Knowledge (religion) +8, Spellcraft +3; Combat Casting, Dodge, Improved

Initiative, Maximize Spell, Toughness, Weapon Focus (shortspear).

Adept Spells Prepared (3/2; base DC = 14 + spell level): o – ghost sound, guidance, light; 1st – burning hands, command.

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): o – cure minor wounds, detect magic, mending, resistance (2), virtue; 1st – bane, cause fear, command, cure light wounds (2), magic weapon, protection from law*; 2nd – bull's strength, enthrall, hold person, shatter*, silence, spiritual weapon; 3rd – bestow curse, blindness/deafness, contagion*, dispel magic (2), searing light; 4th – chaos hammer*, divine power, greater magic weapon, lesser planar ally, spell immunity (magic missile, fireball); 5th – dispel good*, flame strike, slay living; 6th – animate objects*, searing light (maximized).

*Domain Spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

Possessions: shortspear, masterwork half-plate armor, 2 potions of protection from elements (fire), cloak of resistance +2, pearl of power (2nd).

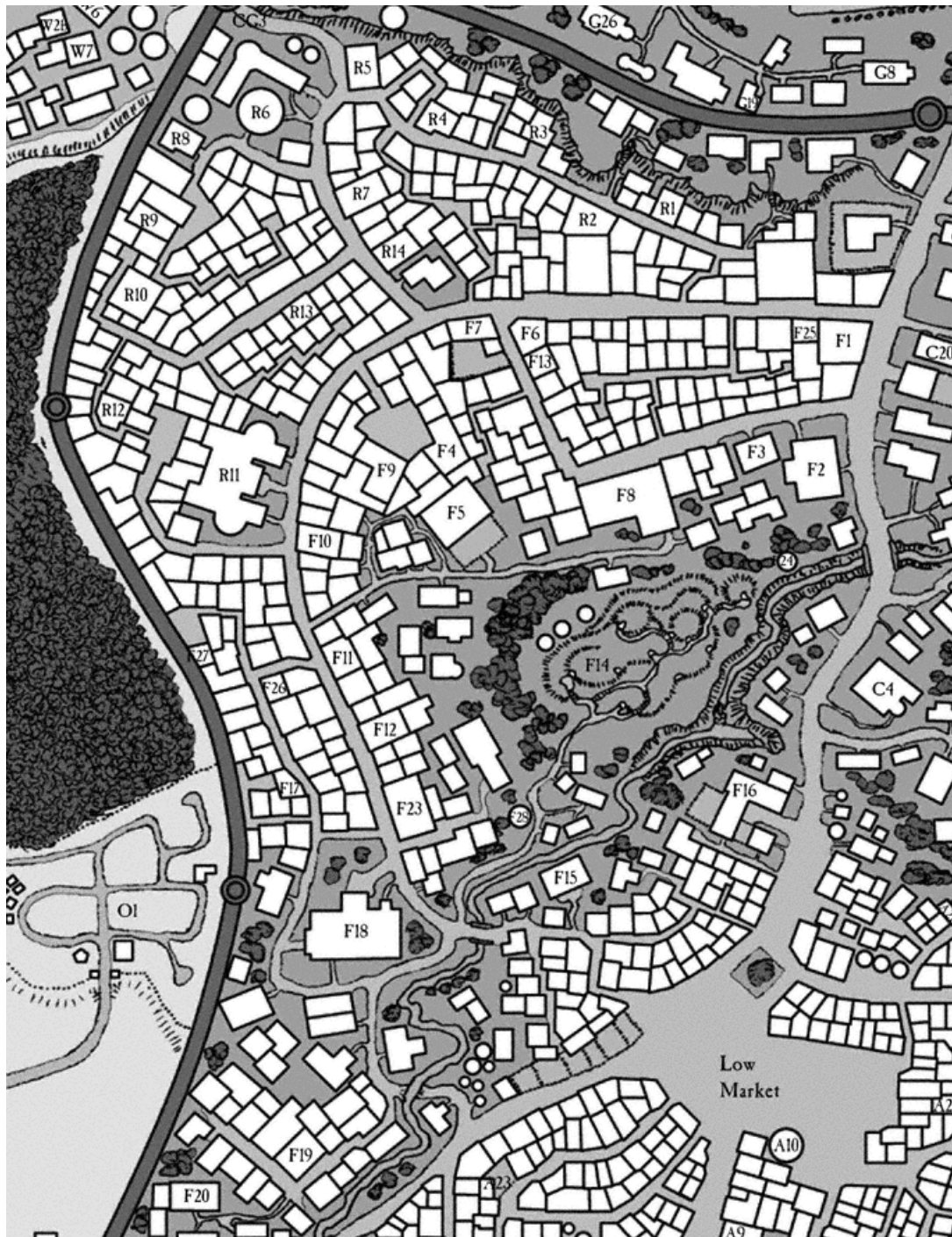
➤ **Lillyth:** Female elf Enc11; CR 11; Medium-size humanoid (elf); HD 11d4; hp 34; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d4/19-20, dagger) or +8 ranged (1d4/19-20, thrown dagger); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CE; SV Fort +4, Ref +7, Will +9; Str 10, Dex 16, Con 10, Int 19, Wis 12, Cha 10.

Skills and Feats: Alchemy +18, Concentration +14, Knowledge (arcana) +18, Listen +5, Scry +18, Search +5, Spellcraft +18, Spot +5; Combat Casting, Extend Spell, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (Enchantment), Still Spell.

Spells Prepared (5/6/6/6/5/3/2; base DC = 14 + spell level; 16 + spell level for Enchantment spells): o – daze (2), light, mage hand, resistance; 1st – burning hands, cause fear, charm person, magic missile (2), sleep; 2nd – bull's strength, cat's grace, Melf's acid arrow, rope trick, scare, Tasha's hideous laughter; 3rd – dispel magic (2), fireball, flame arrow, hold person (2); 4th – confusion (2), contagion, emotion, stoneskin; 5th – cone of cold, dominate person, feeblemind; 6th – lightning bolt (maximized), mass suggestion.

Possessions: dagger, potion of protection from elements (fire), cloak of resistance +1, pearl of power (1st).

MAP 1: MAP OF RIVER QUARTER AND AREAS OF INTEREST



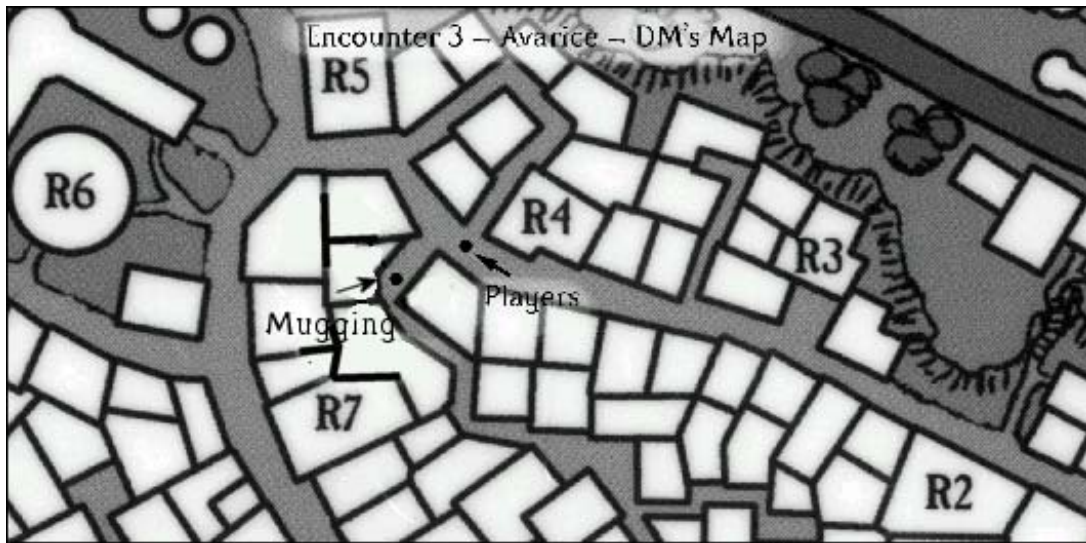
Areas featured in Circle of Sin:

R8 – Temple of Pholtus

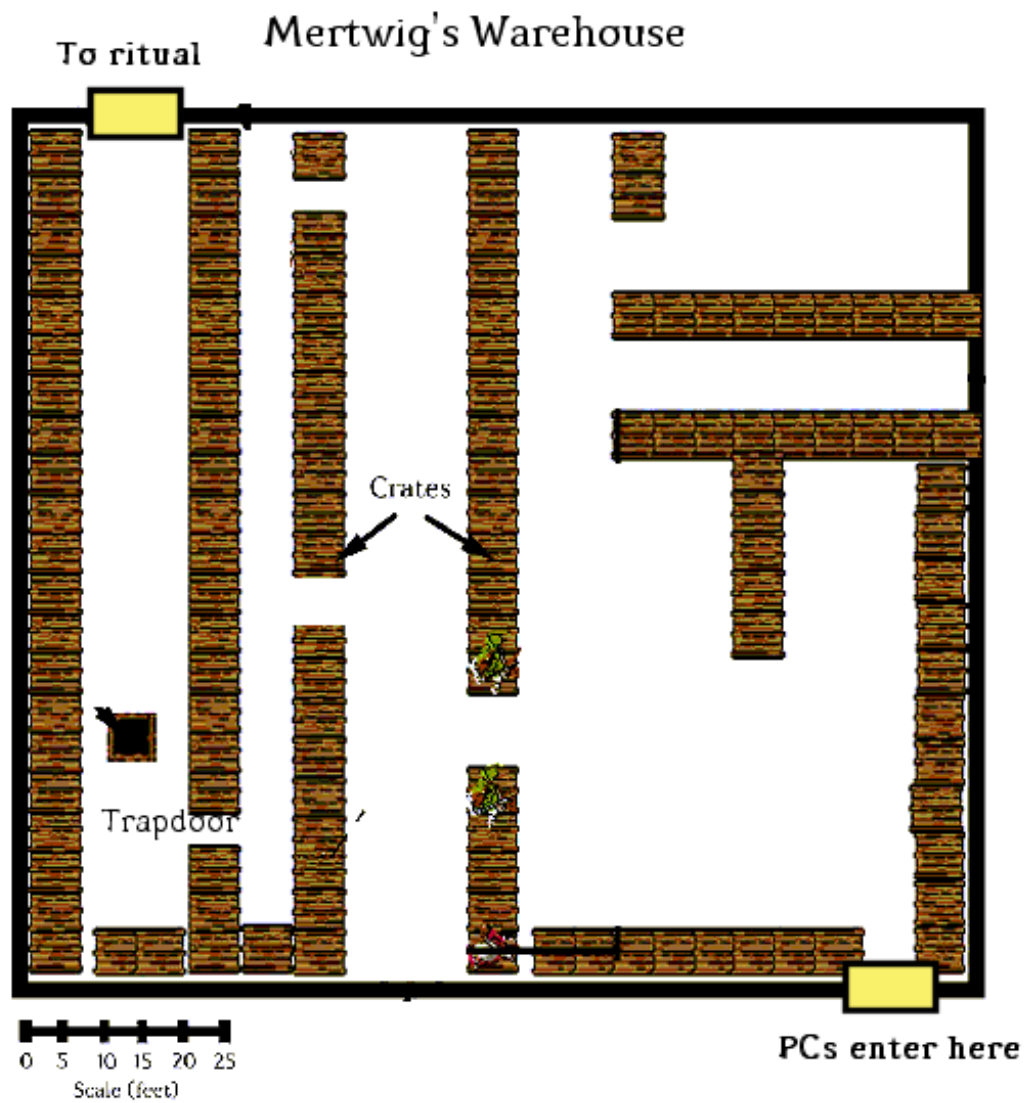
F8 – Silver Garter

F19 – Temple of Trithereon

MAP 2: ALLEY MAP FOR ENCOUNTER THREE



MAP 3: MAP OF MERTWIG'S WAREHOUSE



HANDOUT 1: THE SEVEN DEADLY SINS

From the Piesetical of Pholtus, as translated and transcribed from the original Old Oeridian into the Common Tongue by the Gleaming Follower Veldamonth of Ogburg in the Common Year 570.

Here Brethren are the Four Deadly Sins of the Creed of Pholtus, that you might know them and avoid their all-too tempting embrace.

Cowardice – One must have courage in the face of danger, and the strength to stand with valor against those who oppose the One True Path. To show a lack of courage in the face of adversity, to avoid exposing oneself to danger or pain when one is called to are considered a terrible sin.

Avarice – Worldly goods distract one from following the One True Path. They are but temporal, while the Path is spiritual. When death occurs, the spirit moves on, leaving possessions behind. Therefore wanton cupidity is Sin Eaters usually have little more than their robes, their holy symbol, their staff and accoutrements, as well as any equipment necessary for travel.

SelfIndulgence – The pleasures of the flesh are a distraction from the pursuit of perfection in Pholtus's image. Indulging desires without thought for others is a great sin. Gluttony, promiscuity and so forth are all considered negative concepts and a true follower of the Way is expected to never fall prey to their clutches.

Self-Will – To flaunt the will of others and carry out one's one desires is a sin. Pholtus is a highly lawful deity. He expects unity in his followers at all times, and brooks no bickering between followers when action is called for. A factioned group of followers is easily subverted by evil and chaos.

HANDOUT 2: THE SUMMONS

To whom it may concern,

I understand that you were present at the time when the life of the Glimmering Follower Suneris ended and that out of all those present he did single you out for his attentions.

I humbly ask that you travel to the Temple of Pholtus with this messenger, who is a man of irreproachable character. There I would have you find me, for I demand an audience to question you in the hopes of finding exactly what happened to one as righteous and virtuous as Suneris. In assisting in such an undertaking you would be doing the Church a great favor, and, if this is not enough to move you to action, it would also profit yourself by starting you on the One True Path to salvation.

May His Radiance light thy Path to me,
Brightmantle