

PAL2-05



THE HERETIC

A Two-Round D&D[®] LIVING GREYHAWK[®]
Pale Regional Adventure

Version 1

by Joe Streeper

Editor: Robert Wiese; **RPGA HQ reviewers:** Christopher Lindsay and Stephen Radney-MacFarland

The Pale is not the place to spread blasphemy. Now is your chance to help the church rid itself of heathens. An adventure for characters levels 1 – 10.

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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 (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozen are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in the Pale. All characters playing in region pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Characters playing out of region pay double these amounts.

THE PRELATE'S PLEDGE

From the mountains of the north and east,
To the forests of the south and east,
I pledge my spirit and soul
To the breast of Pholtus.
His law shall be heard,
And his light shall be protecting.

The Pale is his light to the world,
That shines from the sun and the moon,
That he so set,
To show the One True Way.

The Prelate knows the Path
That Pholtus has for the Fatherland,
And we will keep our faith,
And never waiver from the Blinding Light.
That is the Path to Pholtus.

ADVENTURE SUMMARY AND BACKGROUND

Although the Theocracy of the Pale is dedicated to the worship of Pholtus, there are still a few pockets of other religions that exist in secret. These other religions operate discreetly due to very strict laws that prohibit the preaching of other religions. The Church militant is responsible for finding and prosecuting these renegade religions and their leaders. Once found, the punishment is swift and severe.

The vast majority of the populace sincerely reveres Pholtus. Occasionally a few people question their beliefs, and when that happens, they often gravitate toward belief systems that are similar to those of Pholtus, such as St. Cuthbert or Hextor. A handful of priests of these other deities circulate in the Pale, skillfully evading detection by the church militant. On rare occasions these disparate renegade religions even cooperate with each other to thwart zealous pursuit by the Church Militant. Indeed, those preachers who dare ply their trade in the Theocracy of the Pale are truly the zealots among the zealots.

In the last few weeks, two clerics have been apprehended and sentenced to death for preaching heresy. One is a cleric of Hextor, while the other is a cleric of St. Cuthbert who had been apprehended several times previously and had defied being exiled. During the course of the adventure these clerics are to be burned at the stake.

The cult of Hextor has become more active recently in preparation for an upcoming ritual known as the Night of the Scourge. This ritual, will be performed in several locations in the Pale, one of which the characters, may potentially learn of. The ritual requires human sacrifices in order to gain the favor of Hextor. Initiates have been abducting local citizens in preparation for this event.

The adventure begins with one of these abductions taking place. The following day in a mostly unrelated

event, the two clerics previously apprehended are burned at the stake. The party is enlisted by Bishop Tarshal, a high ranking member of the Church Militant, to apprehend another cleric of Hextor who has been discovered, and is now fleeing the Pale to save his life.

A showdown with the cleric and his companion will occur, most likely just before they are able to escape. Upon returning to Holdworthy the party meets some resistance from a small group of St. Cuthbert supporters, who owe the Hextor cultists a favor. Their intent is to allow the escape of the cleric of Hextor.

During the course of the adventure the party gains some clues about the Night of the Scourge. Following up on these clues, the party is able to find the location of one of these rituals, and intervene.

The ritual is being held in a cave outside Holdworthy. In addition to the nefarious activities of the cultists, the characters may discover that the cave is the site of an ancient magical seal that locked away some demons of long ago. Disturbing this seal releases the demons. Additionally, a very young white dragon inhabits a cave nearby, and made an appearance prior to the characters arriving. If the characters track him down they discover his lair and his companions.

Success in these endeavors gains the strong favor of the Church Militant.

This adventure is event-driven. A brief time line for the adventure is as follows:

Day One

Early Morning	Tarla is kidnapped (Encounter 1)
Noon	The burning (Encounter 3)

Day Two

Mid Morning	Characters meet the authorities (Encounter 5)
Late Morning	Characters engage Carnas and Chek (Encounter 6)
Evening	Characters are ambushed coming back to Holdworthy (Encounter 7)

Day Three

Daytime	No specific events; Characters rest
Midnight	Night of the Scourge (Encounter 8 and following)

Day Four and after

Any wrap up the characters wish to undertake

INTRODUCTION

As the table is getting ready to start to play, or better yet prior to starting, have each player roll 1d20 to determine which rumor they have heard (or the DM can roll the d20). It is best if each player receives his or her rumor privately. If a rumor is duplicated, re-roll until each player receives a different one. Be sure to give them only the bold-italic part. The explanations are given in case they really want to dig for more information.

All the rumors are in a table in *Appendix 3*, for easy reference.

ENCOUNTER 1: WELCOME TO HOLDWORTHY

You and your fellow adventuring companions are staying the night in an inn across from Sheltly's Bar in the devout city of Holdworthy. In the middle of the night you are awakened by an impassioned female voice crying out in the street just outside where you are staying:

"No!!! Help..."

The cry stops abruptly, and some gruff voices are heard in its absence.

The inn they are staying at is two stories, and they are on the second floor. Assuming the characters hastily grab some weapons and head downstairs, they are out on the street when the villains are 100 feet from them.

The villains are carrying away Tarla, a 40-year-old baker's assistant who lives by herself nearby. Thugs dragged her from bed moments ago. It is very dark, but the villains are not able to be too sneaky. At 100 feet, allow the characters a Listen check (DC 20) and a Spot check (DC 22, DC 20 with darkvision) to spot them.

No map is provided for this encounter. The DM should assume a generic street scene with a 20-foot wide cobblestone road and a number of dark alleyways between buildings. The villains are trying to escape to an unoccupied building several blocks away. Once engaged in melee, they fight to the death.

Nesharon, a local cobbler, has hired two helpers to abduct Tarla, whom he plans to sacrifice in a few days in honor of his deity, Hextor. If caught, he won't talk about anything at all, even if tortured. He is very new to the cult and only knows Modos, but does not know his usual whereabouts. The helpers are local criminals, and do not have any useful information.

APL 2 (EL 2)

➤ **Nesharon:** Male human Com1; hp 4; see Appendix 1: NPCs.

➤ **Hired Thugs (2):** Male human War1; hp 8, 8; see Appendix 1: NPCs.

APL 4 (EL 4)

➤ **Nesharon:** Male human Clr1 (Hextor); hp 9; see Appendix 1: NPCs.

➤ **Hired Thugs (2):** Male human Ftr1; hp 10, 10; see Appendix 1: NPCs.

APL 6 (EL 6)

➤ **Nesharon:** Male human Clr3 (Hextor); hp 21; see Appendix 1: NPCs.

➤ **Hired Thugs (2):** Male human Ftr3; hp 22, 22; see Appendix 1: NPCs.

APL 8 (EL 8)

➤ **Nesharon:** Male human Clr5 (Hextor); hp 33; see Appendix 1: NPCs.

➤ **Hired Thugs (2):** Male human Ftr5; hp 34, 34; see Appendix 1: NPCs.

APL 10 (EL 10)

➤ **Nesharon:** Male human Clr5 (Hextor); hp 33; see Appendix 1: NPCs.

➤ **Hired Thug:** Male human Ftr5; hp 34; see Appendix 1: NPCs.

➤ **Hired Fists (2):** Male human Ftr5/Fist of Hextor*2; hp 46, 46; see Appendix 1: NPCs.

Assuming the characters succeed in defeating the villains, they may wish to report the incident to the authorities. A city watch station is nearby and can take a full report, as well as arrest any of the surviving bad guys. Tarla wishes to go home immediately and lock herself away for a few days. She has no idea why she was abducted. Her abduction was a random selection of easy targets for the upcoming sacrifice. No further events happen until noon the next day.

ENCOUNTER 2: HOLDWORTHY

The characters are in Holdworthy for a few days. It is very likely they wish to do some things in town, so a description of the major elements is included below, as well as some more specific information related to this adventure. *Map 1* shows the layout of Holdworthy.

🏰 **Holdworthy (large city):** Conventional; AL LN; 40,000 gp limit; Assets 33,400,000 gp; Population 16,700; Isolated (human 96%, halfling 1%, elf 1%, dwarf 1%, other 1%)

Authority figures: Prelate Rakim Thundershard, male human Ftr6/Clr9

Notes: Holdworthy is located in the geographical center of the Pale. It has some prominence for two reasons: wealth and the public buildings to show off that wealth. If one could imagine Venice at its historical best, that would be a good approximation of Holdworthy, except of course that it's much colder and there are no canals. The town was built among rolling hills at the interior crossroads of the Pale. It is upon the highest hill in town that the Statue of Resolution is built. This statue is a gargantuan likeness of Pholtus 100 feet tall that can be seen from anywhere in town and for miles beyond. Such is the splendor of this statue that many pilgrims who come to the Pale do not feel their journey complete until they see it. Holdworthy does not quite rival Wintershaven in prominence, but the locals all live here with pride.

The current prelate of Holdworthy is Rakim Thundershard, a human male of great stature and wealth.

During this adventure he is away in Wintershiven pleading with the ailing Theocrat to not allow the burning in his town. He won't be in time to stop them even if the Theocrat agreed with him, which he does, but he's too ill to handle the matter personally at this time.

Unlike Wintershiven, Holdworthy has no citadel, but rather a simple wall of stone surrounding it. The wall is a reasonable fortification for the town, but few threats have faced the town in any recent times. It now mainly serves to control access to the city, by funneling all travelers through the four gates, which are open in the daytime, and closed at night, although a night watch will allow access at any hour.

The streets are very well constructed and maintained by the able Flan workers who typically live outside the city proper, but enter the city daily for employment. An able City Watch keeps the usual Palish law and order. A Prelatal Army training barracks is located within the city, and not far from town is an additional training area that provides a bit more open room. Should the need arise the Prelatal Army is at the ready to defend the righteousness of the Pale.

As mentioned before, the dominating feature of town is the Statue of Resolution. Created of massive granite carvings by expert dwarven stone smiths from the Rakers, it was completed nearly 20 years ago. The statue is a 100-foot tall likeness of Pholtus looking over town with arms proudly folded across his chest. A stone dais raises the statue another 10 feet with Pholtan scripture etched into it for reading and praying. Surrounding the dais is an open circular courtyard made from a special white brick that spirals outward around the statue. A beautiful area of well-maintained grasses, shrubs, and trees makes up Resolution Park. It is through the park that a single path of white brick leads up to the statue. The path is symbolic of the path of spirituality known as the One True Way. Walking along this path, one cannot help but feel the holiness of the area, and the blessings of Pholtus. The white stones are perfectly aligned, with a precision not found anywhere else outside the Pale. The custom is for all to walk the path barefoot, which not only allows the walker to feel the path directly, but also helps it stay bright white.

The Grand Pavilion connects to Resolution Park, and is located in the very heart of Holdworthy. The pavilion is quite large, and while still considered a spiritual place, does not quite have the awe-inspiring quality of Resolution Park. Nevertheless it is filled with numerous statues, fountains and open areas with intricate brick and tiles forming various patterns that define sections of the pavilion.

To the east and west of the Grand Pavilion are the large buildings that serve the people and the government. Museums with historical relics are on display, some religious art museums are here, and even a small amount of nonreligious artwork can be found. Several small libraries are here, a small monastery is tucked away, and a theatre is located here as well. Other governmental and ecclesiastical buildings are located here as well, including the offices of the Prelate, the main City Watch, a Pholtan

Knight's Valorous Hall, the Church Militant, and several guildhalls.

As one might expect, there are numerous places of worship. With nearly the entire populace being devoted to Pholtus, the town boasts over 40 churches. While most of these churches are well kept, three cathedrals dominate the upper reaches of Pholtan worship. The largest is St. Ceril's Cathedral located right off the Grand Pavilion. The stone spires of this cathedral give it a somewhat gothic look, and it is often here that the most stoic worshippers come. The prelate holds services here typically, and many of the aspiring clerics hope to one day be a part of the clergy of St. Ceril's. The other two cathedrals are the Silver Cathedral, whose clergy are strongly Lawful Neutral, and the Cathedral of the Glorious Light, whose clergy is Lawful Good and quite vivacious. The latter church is known for its outgoing spirited services and wonderful singing, not to mention the building itself having a dazzling display of paned glass that makes the light of Pholtus seem all the holier.

The market is located in the south of town and is an open area set aside for the selling of goods of all kinds. Two days each week are 'high market' days, while three other days are 'low market' days. On high market days, they are fills with vendors, who are all regulated by the town administrators. Most common goods are readily available. Low market days have much less for sale, typically food and other very basic necessities.

Surrounding the market are more permanent shops with artisans of various sorts. Not all shops are located near the market, but the best ones are.

And what town would be complete without a few places to eat, drink, and stay for the night? Establishments of all types can be found in Holdworthy. Two taverns of note are the Pious Pilgrim (a recent addition to town that has yet to catch on here) and Shelly's Bar (which is quite popular). Shelly's has a small stage on which some fairly talented bards frequently ply their trade.

During the course of events the characters may interact with some of the NPCs around town. Some of them have been mentioned in the "Rumors" section, while two are detailed here.

Umar

Umar is an unattractive middle-age woman with knotty brown hair. A successful Spot check (DC 30) reveal she has canine teeth, like a vampire might have, and retractable claws for nails. She sells herbs in the high market twice a week, and sells purple worm poison (see *DUNGEON MASTER'S Guide*) to anyone who seems like they are not likely to report her to the authorities. This poison is available at the standard book price of 700 gp per dose, but expires at the end of this adventure, which should be told to the characters prior to purchase.

Additionally, she purchased a white dragon egg several weeks ago and hides this away in her home, requiring a successful Search check (DC 32). She does not reveal this under any circumstances.

Umar can typically be found at home, at Shelly's Bar, or at the market. Umar is not meant to be an integral part of this adventure.

Nesharon

Nesharon, from *Encounter 1*, lives in a one-story house that adjoins his cobbler's shop in the south part of town. He's somewhat secretive, especially since he's started to worship Hextor. He is most likely either dead or in custody, so his premises are locked up. There is only one door to his premises, and his windows are shuttered tightly.

Nesharon's Door

🔒 **Door Lock:** Open (DC 22); hardness 19; hp 30; AC 8; Break (DC 24).

APL 6

🔪 **Poisoned Needle Trap:** CR 2; mechanical; touch trigger (on lock); repair reset; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, Fortitude save [DC 14 resists, 1 Con/unconsciousness); Search (DC 22); Disable Device (DC 17).

APL 8 – 10

🔪 **Poisoned Needle Trap:** CR 4; mechanical; touch trigger (on lock); repair reset; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 plus poison, needle); poison (sassone leaf residue, Fortitude save [DC 16 resists, 2d12 hp/1d6 Con); Search (DC 22); Disable Device (DC 17).

The shop is unremarkable for a cobbler. His home consists of a living room, a bedroom and a guest room; each 30 ft. by 20 ft. Searching Nesharon's bedroom successfully (DC 14 + APL) reveals a hidden chest in his closet. The chest is a darkly stained oak with a carving of a flail on the lid and is locked and trapped (no trap at APL 2).

Nesharon's Chest

🔒 **Chest:** Open (DC 20); hardness 15; hp 30; AC 8; Break DC 22

APL 4

🔪 **Poisoned Needle Trap:** CR 2; mechanical; touch trigger (on lock); repair reset; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 plus poison, needle); poison (bloodroot, Fortitude save [DC 12 resists, 0/1d4 Con + 1d3 Wis); Search (DC 22); Disable Device (DC 17).

APL 6 – 8

🔪 **Bestow Curse Trap:** CR 4; magic device; touch trigger (on chest); automatic reset; spell effect (*bestow curse* [-6 Con], 5th level cleric, Will save [DC 14] negates); Search (DC 28); Disable Device (DC 28).

APL 10

🔪 **Flame Strike Trap:** CR 6; magic device; touch trigger (on lock); automatic reset; spell effect (*flame strike*, 9th level cleric, Reflex save [DC 17] half damage, 9d6 fire, see spell description); Search (DC 30); Disable Device (DC 30).

Inside the chest are the following items:

- Incense
- A censer for burning incense
- A small altar cloth (Hextor)
- A prayer book (Hextor)
- Some candles
- A silver holy symbol of Hextor
- A book entitled "The Divine Might of Hextor". Although this book is tattered and has no gp value, it allows access to the feat Divine Might (from *Defenders of the Faith*)
- A book of instruction on how to speak Infernal (no in-game effect; it's just a book, and the person still has to spend the skill points to learn the language)
- Notes in poorly written infernal written by Nesharon on how to become a cleric of Hextor. The notes mention the name Cronius and Modos, the tenets of the faith (evil, war, discord, massacres, conflict, fitness, and tyranny), a cryptic reference to the Night of the Scourge (with no other details), and something about a hateful black disk upon which blood would soon flow. See the important note following.

Important: The notes of Nesharon are critical to eventually discovering the time and location of the Night of the Scourge ritual. If the characters make a reasonable attempt at figuring out the meaning of any of it by consulting the Church Militant, the Arcanist's Guild, a sage or librarian, or any other reasonable source of knowledge, then that person/agency takes great interest in the notes and agrees to look into their meaning.

If the characters never discover the notes, but the Church Militant or Town Guard is aware of Nesharon's death or incarceration, the Church Militant searches the premises on their own, finding the notes, and researches them, contacting the characters at the appropriate time (*Encounter 8*) to make them aware of the Night of the Scourge ritual.

However, if the characters find the notes and keep them secret without researching them or making others aware of them, then the Night of the Scourge ritual is carried out without any hindrance and the characters do not learn of the ritual until the day after, when all the kidnap victims are found dead. The notes are very cryptic and require this research to be of any use.

ENCOUNTER 3: THE BURNING OF HERETICS

At hour before noon or so, if the characters are not already in the pavilion, locals are making their way to the center of town, saying things such as, “There’s going to be a burning in the pavilion! At noon, things begin to heat up.”

It is high noon in the open expanse of the pavilion of Holdworthy. The pavilion lies at the very heart of town, where it was constructed several decades ago at great expense. The grounds are so large that it would take a person half an hour to walk from one side to the other. The ground is paved with brick and tile patterns that form walkways around the innumerable statues of saints, bishops, and other noteworthy people. Serene fountains and small pools provide a perfect place to reflect upon the divine teachings of Pholtus. To the east and west of the pavilion are the prominent buildings that house museums, libraries, recreational facilities, a theatre, and government offices and chambers. To the south is the massive St. Ceril’s Cathedral, so glorious that it nearly rivals the Basilica of Wintershiven. To the north is Resolution Park, where pilgrims travel from throughout the Flanaess to walk upon the holy pathway of perfect white stone and gaze upon the Statue of Resolution, a statue of Pholtus looming 100 feet tall that can be seen from anywhere in Holdworthy, and for miles beyond.

A massive crowd of nearly two thousand townsfolk has anxiously gathered. Near the center of the pavilion, a wooden platform with a large amount of timber stacked loosely below has been erected this morning by the town guard, who now are in seen in abundance. A sweltering sun is directly overhead, as if Pholtus himself were shining upon this gathering.

Pause here to get any character reactions, answer questions, and provide additional information. The crowd is very excited about the event. Throngs of people crowd around the platform push as close as they can for a good view. Merchants work their way through the crowd selling food and souvenirs. Some people buy food in celebration, while others seem to gather up a fruit or vegetable in the hopes of throwing it at the heretics. The souvenirs available include holy rocks and books of Pholtan scripture. One souvenir that seems to be particularly popular is a small 3 inch carving of a man that bursts into magical (illusory) flame when the words, “Burn Heretic! Burn!” are uttered. This sells for 20 gp.

Most of the crowd is enthusiastic about the event. However a few people are somber, and some parents discuss whether they should have brought their children here. A very small few are pleading for kinder justice, to no avail.

A roar sweeps over the crowd as a somber group exits the government buildings east of the pavilion and makes its way toward the platform. Twenty men from the Prelatal Army clear a path through the crowd. Six clerics of Pholtus in silver and white robes lead a processional toward the platform. Following them a large man in white robes leads two condemned men wearing plain black robes. An elderly man in a white robe decorated with patterns of silver and gold follows behind them.

All in the crowd recognize him as Bishop Tarshal, a Bishop-General of the Church Militant.

The two men are Cronius, a priest of Hextor, and Pallon, a priest of St. Cuthbert. They were apprehended independently, and were not working together. Each was trying to convert followers to their religion in and around Holdworthy. Pallon is a repeat offender.

The crowd yells and jeers at the heretics. A few of the more daring throw an occasional fruit or vegetable, but most don’t dare to risk hitting a priest. The town guard, nearly all of whom are on duty here, keep things reasonably in order, and the Prelatal Army push back anyone who would come too close to the procession.

The Church Militant has prepared some extra security as well. In the crowd are a dozen undercover agents who are listening in on conversations and watching for any suspicious activities. Some of these agents are walking around with *detect chaos* or *detect evil* active, while a few hooded individuals are using *helms of telepathy* to read the thoughts of any who would try and disrupt things. Overhead fly two wizards from the Arcanist’s Guild who are invisible and have cast *see invisibility*. They are there just in case anything disruptive should happen, but otherwise they stay far enough away such that they are unlikely to be noticed. If necessary they have a dozen helpful scrolls on hand to deal with circumstances, such as *heightened hold monster*, *force cage*, *dimensional anchor*, and *true seeing*. Hopefully nothing the characters do cause the law to arrest them; if so, the consequences would be severe.

The doomed men are led up to the platform by the Holy Torch Bearer, and firmly tied to upright posts. They look into the crowd, defiantly nodding several times.

If either or both of the helpers (thugs, toughs, or fists) from Encounter 1 were brought in, they are also brought up on the platform. They are wanted criminals and have already been previously convicted and sentenced to death. However, the church sees them as common criminals not worthy of special attention in this proceeding, and thus do not announce their names or crimes.

The crowd quiets as Bishop Tarshal moves to the front of the platform and meekly begins his proclamation:

[In the voice of an old man] “By the order of the holy Theocracy of the Pale and the divine will of Pholtus, bearer of the Staff of the Silvery Sun, bringer of the most holy light, guide of the One True Way, and resolute bastion of law and order, the following individuals are convicted of heresy and are hereby sentenced to death!

“Cronius of Landrigard, guilty of preaching the vile heretical doctrines of Hextor, and Pallon of Jedbridge, guilty of repeatedly preaching heretical doctrines of St. Cuthbert, guilty of actively seeking to convert the faithful citizens of the Theocracy of the Pale, and guilty of violating holy exile.”

Bishop Tarshal slowly steps off the platform while the executioner goes below and lights a ceremonial torch. The bishop

speaks, "The Law of Pholtus is supreme! The Law shall not tolerate those who would bring disorder to our holy land! May the light of Pholtus shine brightly upon this day and bring order by His blinding light!"

The clerics raise their hands skyward and chant rhythmically. A flash of light blasts the entire town square, bringing gasps from the crowd. When your eyes finally adjust, you see most of the crowd has fallen to their knees in devout reverence and amazement.

The clerics have essentially cast light spells over and over again to make the 'blinding light' appear.

As you blink and can finally open your eyes, the platform has caught fire from underneath and the flames rise higher and higher. Those in the crowd nearest the flames begin to back up as the heat becomes ever more intense. The dark robed men upon the platform look out defiantly into the crowd and show amazing willpower as the flames consume them in a raging pyre extending 50 feet skyward. No screams are heard as they quickly slump into the flames and pass from this realm into the next, leaving behind nothing but smoke and ashes.

The light overhead continues for close to two hours. The crowd slowly disperses, but some people remain in the pavilion for as long as the light remains, saying devoted prayers to Pholtus. When dusk finally comes, Church Militant personnel douse the remains of the pyre with water and spread the ashes in the streets.

ENCOUNTER 4: DUCK!

In the late afternoon, on the day of the burning, three ducks fly east in town near wherever the party happens to be, at about 100 feet in the air. Each character should make a Spot check (DC 10) to see them, and possibly notice with a successful Spot check (DC 20) that each of them has what appears to be some kind of note attached to each of their legs.

Each duck has a small note attached to its leg with the following written in Common.

"Manthar – We are all in great danger. Pallon was executed here in town. Carnas and Chek are fleeing the Pale. Although their aims are quite different than ours, they have assisted us in the past when we desperately needed it. We owe them our help. Please help them in any way you can, and try to keep a low profile for a while. If these Pholtans find us, they'll surely kill us too. Praise be to the Cudgel. – Visira"

Visira, an underground cleric of St. Cuthbert in Holdworthy, sent the notes to the home of Manthar, another cleric of St. Cuthbert who is a rural farmer some 15 miles east of town, using the *animal messenger* spell. The ducks have great stamina, and can easily make the journey non-stop. Even if the party is somehow able to kill all three ducks, assume that there is one or two 'backup' animals that are not seen by the party that still are able to deliver the message to Manthar.

Visira is not meant to be a part of this adventure, although if the party does a lot of asking of questions, and can manage to make a great Gather Information check (DC 30), she can be located. She denies any association with St. Cuthbert, although her home has some hidden religious items that would give her away. She does not fight or answer any questions if she is found out.

☛ **Visira:** Female human Clr2 (St. Cuthbert); hp 11; see Appendix 1: NPCs.

Manthar appears in *Encounter 6* as part of an ambush on the party at APL 6 and above. At APL 2 and 4 assume that Manthar is nowhere to be found. If the party somehow manages to track him down, possibly by following the ducks rather than killing them or by making a great Gather Information Check (DC 30) they find him hostile. If he is engaged at this point he is obviously not a part of the later encounter, although that does not stop it from happening without him.

ENCOUNTER 5: MEETING THE AUTHORITIES

On the morning of the day after the burning, the characters are contacted by Corinus Larensious, a Priest-Captain of the Church Militant, who has used a *wand of helping hand* to summon the characters. Each character has this spell directed at them individually.

☛ **Corinus Larensious:** Male human Ftr5/Clr5 (Pholtus).

A glowing disembodied hand floats in front of you. It points at you and then seems to beckon you to follow it.

The hand leads the characters to the offices of the Church Militant, located off the Grand Pavilion, where Corinus awaits them in the Priest-Captain's office. The on-duty Church Militant officers in the front portions of the offices have been made aware of the characters being summoned, and allows them to walk right in to the building and the Priest-Captain's office, following the *helping hand*, unlike any common citizen. Once all the characters have arrived, he addresses them.

"Welcome friends and thank you for meeting me. These are trying times for our people. The Church has entrusted us with ensuring that the divine will of Pholtus is preserved and that our homeland is kept sacred. It is a duty that I do not take lightly.

"I learned of your heroic deeds recently and I commend you for saving the life of the baker's assistant. People such as yourselves deserve much more honor and recognition than you received. It is because of your honorable deeds and unique skills that I have summoned you here today.

"I have need of people such as yourselves. Many feel the Church Militant has eyes and ears that pry everywhere. While we are proud of our thoroughness, we are still small in number. In the last few weeks we have been overwhelmed with demands

on our resources, and many threats to the faith have been unable to be dealt with properly.

"Bishop Tarshal has tasked me with finding some temporary help. From what I've been told about you, your special skills are just what we are looking for.

"I intend to take you before His Most Reverend Sir, Bishop Tarshal. If you have questions, you may pose them to him. And now I request that if you would help in the cause of Pholtus, follow me now."

Without another word he walks out of the room, leaving the door open behind him.

Corinus walks down a beautifully appointed carpet hallway with portraits of past theocrats on the walls. Assuming the characters follow him, the hallway ends in Bishop Tarshal's grand office. Characters have the option of leaving here, although that would make this part of the adventure not occur. If the characters are being obstinate, they are welcome to leave, which may end the adventure unless they hear about the Night of the Scourge later.

Corinus speaks, "Most Reverend Sir, I present the Chosen of Pholtus!"

"Entering the grand office of the Church Militant Bishop-General you see in front of you an elderly man wearing a shining silver breastplate emblazoned with a golden sun along with the twin moons of Luna and Celene. You immediately recognize him from earlier as Bishop Tarshal, the man who carried out the execution yesterday.

♣ **Bishop-General Halius Tarshal:** Male human Clr9/Ftr3 (Pholtus).

Bishop Tarshal refers to the party as the Chosen Ones, since he believes they were chosen by Pholtus to aid him. Nevertheless, the bishop is untrusting by nature. Also, no one refers to the Bishop with his first name; his is always either "His Most Reverend Sir," or simply "Bishop Tarshal."

[In the voice of an old man] "Welcome Chosen Ones. The sun shines brightly today. Pholtus brings the blinding sun so that his light can guide us, even in these times of darkness.

"I am Bishop Tarshal. I have brought you before me to discuss a matter of dire importance to the church. Each of you has special skills that I believe would be helpful in this matter."

The Priest-Captain leaves the room, closing the door behind him.

"For some time now we have been aware of blasphemers among us. Our laws against such crimes are quite clear, as are the punishments. Our devotion to Pholtus is the very core of our society. The idea of outsiders coming to our holy land and spreading lies and impure doctrine is intolerable.

"Some of these pagan preachers speak the corruption of St. Cuthbert. It was not so long ago that men such as these subjugated our people. These threats to our faith must be stopped. We have already found several of these heretics, as you are

undoubtedly aware. Putting Pallon to The Question was a great step toward true justice.

"Even worse is our discovery of vile blasphemers of Hextor. It is truly shameful that such men exist, let alone dare set foot in the Pale. We will find them. We will find every last one of them! And when we do their fate will be the same as their wretched leader Cronius, who we disposed of yesterday by the grace of Pholtus.

"However, in our questioning we became aware of another man by the name of Carnas Wickam. He has been preaching the blasphemy of Hextor for some time within the Pale, though secretly. He must be brought to justice immediately.

"Currently we don't know of his whereabouts, but we are taking steps to locate him right now. We have reason to believe he has left Holdworthy and is fleeing the Pale; he'll undoubtedly return again to spread more blasphemy. He must not escape. Pursuing him will not be easy. We need your special skills to bring him to us.

"I have considerable resources at my disposal. If you succeed, you will be well rewarded, and have the gratitude of the church. Will you accept?"

Note that the sect of St. Cuthbert that he refers to is very LN, not LG. There are good followers of St. Cuthbert, and there are dangerous ones, just like with any other religion.

The party may discuss accepting the offer either in front of the bishop, or outside his office. He won't wait too long for an answer, however. If the party asks, 'how much?' he states that he can pay the group 150 gp x APL. Any items the party finds they may keep, as long as they are legal.

It should be noted that Bishop Tarshal is primarily concerned with rooting out blasphemy in the Theocracy. He does not make a big distinction between St. Cuthbert and Hextor. To him they are equally vile, and have no place in the Pale. However, presumably the party has fewer moral issues with arresting a priest of Hextor than a priest of St. Cuthbert.

Bishop Tarshal is not aware of the Night of the Scourge, and has not taken any special notice yet of the missing people, although he does know that some people are missing.

If the party accepts the offer of the bishop, he will take them into a room that adjoins his office. This room is his private chapel. The walls, ceiling, and floor of this small room all radiate a bright magical light, despite having no 'source'. A permanent zone of truth spell operates in this room. Additionally, any lawful cleric is able to notice a faint colored aura around others in the room: lawful characters have a blue aura and chaotic characters have a red aura. Neutral characters in the law-chaos axis have no aura at all. The room also has a small ornate altar, some kneeling pads, and a golden font with holy water in it.

"Let us pray to Pholtus for guidance." Tarshal opens a small door that adjoins his office. You are immediately bathed in a bright light that emanates from the room beyond. Tarshal enters the room and asks you to come inside.

After the party enters the chapel continue.

Bishop Tarshal lights four candles on the altar, and some incense burns in a small brazier. The incense is quite refreshing and smells like nothing you have ever experienced.

Tarshal says prayers for several minutes, praising the many virtues of Pholtus. His prayers mention the well-known tenets of the faith, including Resolution, Law, Order, and Inflexibility. Upon finishing the prayers he addresses you again.

"I'll need you to depart shortly, just as soon we can give you some more information and gather some supplies for you."

About this time, Bremmon the Bright enters the office of the Bishop-General and states that he has come as requested by His Most Reverend Sir.

🔮 **Bremmon the Bright:** Male human Wiz8.

He is brought into the chapel along with the characters, and Bishop Tarshal requests that he locate Carnas. Bremmon casts *scry*, having a mirror brought in for the purpose.

Bishop Tarshal and Bremmon the Bright, a diviner of some renown, are busy peering into the ornate mirror now standing near the holy font in the chapel. Hazy images can be seen, quickly coming in and out of view. Finally an image comes into focus of a man and woman who are picking up a saddle next to a horse in a barn.

"We have them Most Reverend Sir," says Bremmon.

A farmer comes into the barn and demands to know what the man and woman are doing. The man rushes forward, draws a flail, and quickly bashes the farmer in the head. The farmer falls unconscious in a pile of hay. The man laughs for a moment, saying "I hate farmers," and then he proceeds to light the barn on fire. The pair leads the horse outside, apparently leaving the farmer to burn in the fire.

Bremmon comments that he knows their location to be a little over 20 miles south of Holdworthy on the main road to Hawkburgh. Tarshal nods in agreement.

Characters with Knowledge (the Pale) or Knowledge (local) may confirm the location with a successful check (DC 10).

You are able to get a good look at the two people. Unfortunately, just as you do the man suddenly stops walking the horse and seems to angrily look directly at you. With a quick wave of his arms and a flash of a holy symbol of Hextor, the image disperses, leaving you all staring into the mirror.

"This is very unfortunate. We have lost the element of surprise now. You must go quickly! Carnas and his conspirator must not escape the Pale! I've written you a holy decree permitting your pursuit of these individuals. Bring them back to me, or any member of the Church Militant. I have a means of getting you to their location immediately."

Carnas eventually detected the scrying spell and has cast a successful *dispel magic* spell on it. He and Chek then

proceed to drink a *potion of nondetection* brewed at the 15th caster level to thwart further scrying attempts. He and Chek quickly saddle up the horse and try to escape, although Bishop Tarshal has other plans.

Tarshal gives the characters a proclamation that gives them the authority to pursue and capture Carnas and his companion, dead or alive, as well as two sets of masterwork manacles.

The means of getting the party to the farm that Bishop Tarshal refers to is a female gnome that he can call upon as needed, for a fee. Bishop Tarshal is wearing a bracelet of friends that is keyed to Felia, a specialist at teleportation. Tarshal immediately summons Felia.

🔮 **Felia:** Female gnome Tra10/Wayfarer Guide*3; hp 66; see Appendix 1: NPCs.

Felia *teleports* in and agrees to take the party to the location described to her. Felia is an expert on Pale geography. She is highly knowledgeable about nearly every geographical location in the Pale, and she happens to be 'very familiar' with the particular farm that Carnas and Chek are currently at. She is well paid by the Church Militant, and wears exceptionally expensive jewelry to prove it. Prior to teleporting, she casts *haste* upon herself. Once she has transported the party to the area she departs. If the party happens to exceed 1,200 pounds, she makes two trips and then departs. She does not stay for the fight, or get involved in the fight in any way.

ENCOUNTER 6: THE HERETICS

Create a scene of a farmstead near the road that goes between Holdworthy and Hawkburgh. The farm is 20 miles south of Holdworthy and is tended by a farmer and his family. The family is away on errands, but the poor farmer is currently unconscious in the burning barn. Unless aided, he dies 10 rounds after the arrival of the party to the scene.

Carnas and Chek are busy saddling up the horses and are encountered without surprise 20-120 feet (2d6 x 10 ft.) from the location the party *teleports* to. During battle, Carnas and Chek briefly try to convince the party to let them go. Carnas extols the virtues of Hextor, and proclaims Pholtus to be a false god. If the party does not let them go, they try to escape however they can, even bareback, but they do their best to kill anyone who gets in their way. Chek is infatuated with Carnas and does anything she can to protect him. She obeys any command he gives.

If Carnas is defeated he yells the following out with his dying breath.

"I am slain.... but you cannot stop the Night of the Scourge... ha!"

APL 2 (EL 5)

➤ **Carnas Wickam:** Male human Clr3 (Hextor); hp 18; see Appendix 1: NPCs.

➤ **Chek Alamari:** Female human Mnk3; hp 24; see Appendix 1: NPCs.

APL 4 (EL 7)

➤ **Carnas Wickam:** Male human Clr5 (Hextor); hp 28; see Appendix 1: NPCs.

➤ **Chek Alamari:** Female human Mnk5; hp 38; see Appendix 1: NPCs.

APL 6 (EL 9)

➤ **Carnas Wickam:** Male human Clr7 (Hextor); hp 38; see Appendix 1: NPCs.

➤ **Chek Alamari:** Female human Mnk7; hp 52; see Appendix 1: NPCs.

APL 8 (EL 11)

➤ **Carnas Wickam:** Male human Clr9 (Hextor); hp 48; see Appendix 1: NPCs.

➤ **Chek Alamari:** Female human Mnk9; hp 66; see Appendix 1: NPCs.

APL 10 (EL 13)

➤ **Carnas Wickam:** Male human Clr11 (Hextor); hp 58; see Appendix 1: NPCs.

➤ **Chek Alamari:** Female human Mnk11; hp 80; see Appendix 1: NPCs.

ENCOUNTER 7: AN AMBUSH

Five miles south of Holdworthy (see Map 2), some faithful followers of St. Cuthbert are keeping an eye out for Carnas and/or Chek. The party probably encounters them just before the sunset, as they are coming back to Holdworthy with Carnas and Chek in custody.

They attack with the intention of freeing the prisoners, assuming there are any. They attack the party if Carnas and/or Chek are dead and the bodies visible, as they attempt to retrieve them to turn over to others friendly to the cause of Hextor. If there are no prisoners or bodies visible, skip this encounter, as the followers of St. Cuthbert do not expose themselves for any other reason.

The terrain is heavily wooded and a bridge crosses a stream nearby. When the party crosses the 20 feet beyond the bridge the ambush begins.

Assisting Grela and Haela is Tikal, a ranger friend of theirs who comes on horseback and has an animal companion at higher APLs. Yozi, a halfling sympathizer, and Manthar, a local underground cleric, helps as well (depending on the APL).

To begin this encounter, have each character make a Spot Check (DC 30 + the Hide modifier of each

opponent). Characters who do not spot at least one opponent are surprised.

Should an attack occur, anyone near Carnas or Chek is targeted. If things start going badly against the characters, the combatants switch to subdual damage and tell them to flee, leaving Carnas and Chek with them. If the party is subdued, the ambushers tie up the characters, but won't injure them further or steal from them.

This location was selected because Grela and Haela have a pit trap here for catching game. It seemed like a good place to set up the ambush. They also have quite a good bit of cover amongst all the trees. Grela and Haela are in the trees (20 ft. up) and are both 50% concealed and have 3/4 cover from below. Climbing the trees is possible, but they have tied brambles around the bottom 20 ft. of the trunk that deal 1d4 damage, and require a successful Spot check (DC 5) to notice, making it a little harder to climb. The Climb check DC is 19 (the tree offers fewer handholds than a "standard tree,") but climbers can only move 1/4 of their normal speed as a full-round action due to the brambles. Druids with the Woodland Stride ability can move normal move as a full-round action. Use of a climber's kit requires a full-round action before climbing can start to set up the gear.

The pit trap is located near Haela's tree. Grela and Haela have also secured a swing rope to a nearby tree, to allow a quick escape from the tree if necessary (Balance DC 10 or fall 20 ft.).

If things start going bad for the ambushers, they all flee as best as possible.

After this encounter, it is probably just getting dark, and the party is likely make their way back into Holdworthy to turn over any prisoners and get some much needed rest.

APL 2 (EL 4)

➤ **Tikal:** Male human Rgr1; hp 12; see Appendix 1: NPCs.

➤ **Light Warhorse:** hp 22; see *Monster Manual*.

➤ **Yozi Brownleaf:** Male halfling Rog1; hp 7; see Appendix 1: NPCs.

➤ **Grela and Haela:** Female human War1; hp 8; see Appendix 1: NPCs.

Trap (near Haela)

➤ **Camouflaged Pit Trap (10 ft. by 10 ft. by 20 ft. deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 6)

➤ **Tikal:** Male human Rgr3; hp 28; see Appendix 1: NPCs.

➤ **Light Warhorse:** hp 22; see *Monster Manual*.

➤ **Yozi Brownleaf:** Male halfling Rog3; hp 17; see Appendix 1: NPCs.

➤ **Grela and Haela:** Female human War2; hp 13; see Appendix 1: NPCs.

Trap (near Haela)

✦ **Camouflaged Entangling Net Pit Trap (10 ft. by 10 ft. by 20 ft. deep):** CR 3; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); characters who fall are grappled by net (Str 18); Reflex save (DC 18) avoids.

APL 6 (EL 8)

✦ **Tikal:** Male human Rgr5; hp 44; see Appendix 1: NPCs.

✦ **Light Warhorse:** hp 22; see *Monster Manual*.

✦ **Black Bear:** hp 19; see *Monster Manual*.

Note: Begins combat with *magic fang* cast on it by Tikal.

✦ **Yozi Brownleaf:** Male halfling Rog5; hp 27; see Appendix 1: NPCs.

✦ **Grela and Haela:** Female human Ftr3; hp 22; see Appendix 1: NPCs.

Trap (near Haela)

✦ **Camouflaged Entangling Net Pit Trap (10 ft. by 10 ft. by 20 ft. deep):** CR 3; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); characters who fall are grappled by net (Str 18); Reflex save (DC 18) avoids.

APL 8 (EL 10)

✦ **Tikal:** Male human Rgr7; hp 60; see Appendix 1: NPCs.

✦ **Heavy Warhorse:** hp 30; see *Monster Manual*.

✦ **Brown Bear:** hp 51; see *Monster Manual*.

Note: Begins combat with *magic fang* cast on it by Tikal.

✦ **Yozi Brownleaf:** Male halfling Rog7; hp 37; see Appendix 1: NPCs.

✦ **Grela and Haela:** Female human Ftr5; hp 34; see Appendix 1: NPCs.

✦ **Manthar:** Male human Clr3 (St. Cuthbert); hp 24; see Appendix 1: NPCs.

Trap (near Haela)

✦ **Camouflaged Entangling Net Pit Trap (10 ft. by 10 ft. by 20 ft. deep):** CR 3; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); characters who fall are grappled by net (Str 18); Reflex save (DC 18) avoids.

APL 10 (EL 12)

✦ **Tikal:** Male human Rgr10; hp 84; see Appendix 1: NPCs.

✦ **Heavy Warhorse:** hp 30; see *Monster Manual*.

✦ **Dire Boar:** hp 52; see *Monster Manual*.

Note: Begins combat with *magic fang* cast on it by Tikal.

✦ **Yozi Brownleaf:** Male halfling Rog8; hp 43; see Appendix 1: NPCs.

✦ **Grela and Haela:** Female human Ftr7; hp 46; see Appendix 1: NPCs.

✦ **Manthar:** Male human Clr7 (St. Cuthbert); hp 45; see Appendix 1: NPCs.

Trap (near Haela)

✦ **Camouflaged Entangling Net Spiked Pit Trap (10 ft. by 10 ft. by 40 ft. deep):** CR 6; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); characters who fall are grappled by net (Str 20); Reflex save (DC 18) avoids; each failed attempt to free oneself from the net inflicts 1d8 damage from sharp barbs in the net.

ENCOUNTER 8: THE NIGHT OF THE SCOURGE

The next day is mostly uneventful, until nightfall. The characters can do some investigation or other activities in Holdworthy (See *Encounter 2* for information on Holdworthy). The most important action is for the characters to learn about the Night of the Scourge. The final time and location come 'just in time' to do something about it. The characters do not have any way, short of a *miracle* or *wish* spell, to learn about the location prior to the encounter. Modos, the leader of the ritual, has been extremely secretive about the details, and has not even informed the people involved where it is to be held until the last possible moment. Most of the people involved have not met anyone else, except Modos.

The key piece of information to find the time and location of the ritual is in the cryptic note from Nesharon's shop, from *Encounter 2*. If the characters retrieved the note, but did nothing with it, they lose the opportunity to learn about the ritual, and hear the grim news of the slaughter the next day, when the farmer Palley discovers the dismal scene of 12 sacrificed townsfolk. If the note has been deciphered by the Church Militant, by a sage, by the Arcanist's Guild, or by some other suitable person, whoever deciphered it comes running up to the characters about 2 hours before midnight.

"I've.... I've figured it out! Hurry! It's tonight! The Night of the Scourge is tonight! There's a cave near Palley's Farm that has a large black stone in it. That must be where they are. Hurry! I think they are planning on sacrificing people!"

If they manage somehow to decipher it on their own with a successful Decipher Script check (DC 20) and a successful Knowledge (religion) check (DC 25), and at least eight hours doing so, they can arrive early if there is time. Adjust the encounter if necessary.

Assuming the characters have figured out that the Night of the Scourge is happening tonight, directions to Palley's farm, a few miles to the west of town, are easily obtainable.

See Map 3. Some followers of Hextor are holding a ritual. They have a secret gathering spot located in a small

hilltop located out of the way, not far from Palley's farm near Holdworthy. Palley is a common farmer, faithful to Pholtus, and is completely unaware of the happenings nearby. The area has a number of rocky hills with occasional caves.

Twelve locals have been kidnapped in the last two weeks, and each one seems to be destined for sacrificed tonight. Assuming it is nighttime of Day Three, the ritual is just getting started when the characters show up.

The Night of the Scourge is upon you. You and your companions have tracked down where you think at least some of the kidnap victims may have been taken.

Pholtus has graced the land with a full moon tonight. You have come to a rocky pastureland area near Palley's farm some five miles from Holdworthy where you've spotted two figures that are sitting in front of an opening in the hillside. You've managed to get within 100 feet of the figures without being detected.

Note the full moon in case you have any characters that are cursed with lycanthropy.

A successful Listen check (DC 30) reveals chanting coming from the opening. A successful Spot check (DC 30) determines the race of the guards. If characters wish to sneak up any closer, there is enough terrain to allow normal hiding and moving silently. The guards' Spot and Listen checks are included below, for your reference.

AREA A

APL 2 (EL 1/2)

👉 **Goblins (2):** hp 6, 5; see *Monster Manual*.

APL 4 (EL 1)

👉 **Hobgoblins (2):** hp 8, 8; see *Monster Manual*.

APL 6 (EL 3)

👉 **Bugbear (2):** hp 17, 16; see *Monster Manual*.

APL 8 (EL 5)

👉 **Bugbear (3):** hp 18, 17, 16; see *Monster Manual*.

APL 10 (EL 7)

👉 **Barghest (3):** hp 37, 35, 33; see *Monster Manual*.

On the second and following rounds of combat, the guards cry out. Each of the inhabitants inside the cave gets a Listen check (DC 20) to hear the combat taking place, and a Listen check (DC 10) to hear any cries.

AREA B

APL 2

🔒 **Locked Iron Gate (1 in. iron bars spaced 4 in. apart):** hardness 10; hp 40; AC 5; Break (DC 28).

🔒 **Trapped Lock:** hardness 15; hp 30; AC 8; Open Locks (DC 20); Break (DC 26).

👉 **Needle Trap:** CR 1/2; touch trigger; manual reset; +8 melee (1d4, needle); Search (DC 20); Disable Device (DC 18).

APL 4

🔒 **Locked Iron Gate (1 in. iron bars spaced 4 in. apart):** hardness 10; hp 40; AC 5; Break (DC 28).

🔒 **Trapped Lock:** hardness 15; hp 30; AC 8; Open Locks (DC 25); Break (DC 26).

👉 **Needle Trap:** CR 1; touch trigger; manual reset; +10 melee (1d4+1, barbed needle); Search (DC 22); Disable Device (DC 20).

APL 6, 8, AND 10

🔒 **Arcane Locked Iron Gate (1 in. iron bars spaced 4 in. apart):** hardness 10; hp 60; AC 5; Break (DC 38); gate squeaks (Listen DC 12+1 per 10 ft. to hear it).

🔒 **Trapped Lock:** hardness 15; hp 30; AC 8; Open Locks (DC 30); Break (DC 28).

👉 **Needle Trap:** CR 2; touch trigger; manual reset; +12 melee (1d6+1, barbed needle); Search (DC 30); Disable Device (DC 22).

AREA C

There are two hidden entrances to the cave. One is on the opposite side of the hill (Search DC 26) and one is at the summit (Search DC 24). In each of these secret entrances the passage is very narrow. A small creature may move at 1/2 speed, a medium-size creature may move at 1/4 speed, and large creatures, do not fit at all. While in either of these passages, creatures are denied their Dexterity bonus to Armor Class. The entrance opposite the main one is generally horizontal, and enters the main chamber about 10 from the floor. The one at the summit is a nearly vertical shaft, requiring a successful Climb check (DC 10) to avoid falling into the chamber below.

AREA D

This chamber contains the followers of Hextor, ready to sacrifice the local villagers. They are chanting prayers to Hextor. At the time the party arrives outside and sees the guards, two villagers have already been killed, and lie dead on a circular flat stone, with a dagger protruding from their chests. The followers sacrifice one villager every 5 minutes until all 12 are dead, with a different person making each sacrifice until they have to repeat. If they are alerted to an attack, those that have not made their sacrifice yet, try to rush down into Area E and kill the prisoners.

APL 2 (EL 4)

👉 **Modos:** Male human CL1 (Hextor); hp 8; see Appendix 1: NPCs.

✚ **Worshippers (6):** Male/Female human Com1; hp 4, 4, 4, 4, 4; see Appendix 1: NPCs.

APL 4 (EL 6)

✚ **Modos:** Male human Clr3 (Hextor); hp 18; see Appendix 1: NPCs.

✚ **Worshippers (9):** Male/Female human Com1; hp 4, 4, 4, 4, 4, 4; see Appendix 1: NPCs.

APL 6 (EL 8)

✚ **Modos:** Male human Clr5 (Hextor); hp 28; see Appendix 1: NPCs.

✚ **Worshippers (12):** Male/Female human Com1; hp 4, 4, 4, 4, 4, 4, 4, 4; see Appendix 1: NPCs.

APL 8 (EL 10)

✚ **Modos:** Male human Clr8 (Hextor); hp 43; see Appendix 1: NPCs.

✚ **Acolytes (12):** Male/Female human Clr1; hp 8, 8, 8, 8, 8, 8, 8, 8, 8; see Appendix 1: NPCs.

APL 10 (EL 12)

✚ **Modos:** Male human Clr10 (Hextor); hp 53; see Appendix 1: NPCs.

✚ **Glubnar the Bloody:** Male hobgoblin Wiz6/Ftr1/Adp2; hp 42; see Appendix 1: NPCs.

✚ **Acolytes (9):** Male/Female human Clr1; hp 8, 8, 8, 8, 8, 8, 8; see Appendix 1: NPCs.

AREA E

An unlocked wooden trap door opens to a sloping passageway. Below are the remaining villagers in shackles. There are a total of 12, although some or all of them may have been sacrificed already.

ENCOUNTER 9: THE BLACK STONE

The black stone in the cave is more than it might first appear. In ancient times, prior to the migrations that brought humans to this area, dwarves worked the rocky hillsides where semiprecious gems were occasionally found. For reasons unknown, a group of demons gained great enmity between the dwarves, and their rage was ceaseless against them. Although the dwarves would defeat some of them, the demons would eventually come back to attack them. Their solution was to trap them here in this cave, and magically seal them in. They have been trapped here for over a thousand years, and have been driven completely insane by their incarceration. The magic seal has kept them unable to escape, harm anyone, or use their powers.

The black stone is a carved block of slate 1 ft. thick and 15 feet in diameter. While the top is smooth, the

sides have faint dwarven symbols carved into them, requiring a successful Search check (DC 20) to locate. If *detect magic* is cast, the symbols radiate a faint aura of *abjuration* magic.

If the characters decide to consult with any resources in town (sages, The Church Militant, The Arcanist's Guild), they find that no one knows anything about it or shows much interest. They tell the characters that they are free to act upon whatever course of action they feel is best. If the characters refuse to dislodge the stone, they learn several weeks later that some other adventurers moved it and were killed by horrific beasts that emerged from below.

The demons are trapped below, and are released if the black stone is moved more than 1 inch. Once moved just a little, the stone magically slides completely off and reveals a 15-foot deep chamber below, 50 feet in diameter. Moving the stone is nearly impossible, requiring a successful Strength check (DC 40), but can be accomplished with great effort and magic or some special mining implements available in Holdworthy. The stone weighs close to a ton (2,000 lbs.)

In the chamber are 10 hezrou, 2 bebilith, and 2 quasits. Upon release, the hezrou all teleport away and not be heard from again. At APLs 2-6, the bebiliths will slay the quasits and then *plane shift* away to the Abyss.

At APL 8, the bebiliths *plane shift* away, but the quasits fly out of the chamber and try to find something to eat. They won't stop and fight any serious opposition, so it is necessary for the characters to act quickly, or they escape from the cave and try to attack easier pickings, such as a farmer a few miles away.

APL 8 (EL 5)

✚ **Quasits (2):** hp 22, 20; see *Monster Manual*.

At APL 10, one bebilith slays the quasits and then *plane shifts* away. The other attacks the party. If the party does not come down into the chamber in two rounds, the bebilith comes up into the cave above to attack. This one also remembers that it was dwarves who locked him in here, and focuses attacks on any dwarves present.

APL 10 (EL 9)

✚ **Bebilith:** hp 105; see *Monster Manual*.

ENCOUNTER 10: SPAWN OF WINTERWIND

Winterwind, a mysterious white dragon of unknown power has placed one of his offspring here in a cave. Wakkali is a very young white dragon. At higher APLs, other various minions guard him. They have been given very explicit instructions not to leave the cave in the daytime, and to never attack anything within 10 miles of this location. Thus they have been here for 3 months and not been detected.

Wakkali has gotten bored here in the cave, but heeded his father's instructions. In the last day or two, his boredom got the best of him, and he decided to burrow around the local area. White dragons can burrow quite well. When he sensed the presence of some people underground, he couldn't resist taking a look, and see if he could maybe eat one. To his surprise, he found the prisoners from *Encounter 6* shackled up! He couldn't believe his luck, and obviously took up the opportunity to eat one of them. He then left, hoping that he could come back later when he got hungry again. Once the cultists discovered that one of the prisoners was missing, they replaced him with another.

The cavern he dwells in is a large natural cavern approximately 30 feet long by 60 feet wide, and has a 40-foot high ceiling. The entry from *Encounter 6* is at floor level. There is a main entry to the cave in the ceiling that is a 20-ft. by 20-ft. hole, completely obscured by a permanent illusion of a natural ceiling. It is possible to climb the walls up to the exit with a successful Climb check (DC 15), and walks through the illusion to get out.

APL 2 (EL 3)

🔥**Wakkali**: Female white dragon (Very Young); hp 45; see Appendix 1: NPCs.

APL 4 (EL 5)

🔥**Wakkali**: Female white dragon (Very Young); hp 45; see Appendix 1: NPCs.

🔥**Mosk**: Male half-dragon (white)/half-ogre; hp 32; see Appendix 1: NPCs.

APL 6 (EL 7)

🔥**Wakkali**: Female white dragon (Very Young); hp 45; see Appendix 1: NPCs.

🔥**Mosk**: Male half-dragon (white)/half-ogre; hp 32; see Appendix 1: NPCs.

🔥**Ice Mephits (2)**: hp 13, 13; see *Monster Manual*.

APL 8 (EL 9)

🔥**Wakkali**: Female white dragon (Very Young); hp 45; see Appendix 1: NPCs.

🔥**Mosk**: Male half-dragon (white)/half-ogre; hp 32; see Appendix 1: NPCs.

🔥**Ice Mephits (6)**: hp 19, 19, 19, 19, 19, 19; see *Monster Manual*.

APL 10 (EL 11)

🔥**Wakkali**: Female white dragon (Very Young); hp 45; see Appendix 1: NPCs.

🔥**Mosk**: Male half-dragon (white)/half-ogre; hp 32; see Appendix 1: NPCs.

🔥**Winter Wolves (6)**: hp 55, 55, 55, 55, 55, 55; see *Monster Manual*.

CONCLUSION

Upon returning to Bishop Tarshal the party is paid 150 gp per APL. Additionally, if the party also defeated Modos and was able to save at least 5 commoners from being sacrificed, they receive a Silver Crescent Medal, awarded by the Church Militant, which acts as a Favor of Pholtus.

If the party turns over any prisoners to the Church Militant, the prisoners will be detained for trial, and most likely be put to The Question.

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 to each character.

Encounter 1: Welcome to Holdworth

Defeat Nesharon and his hired thugs.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 2: Holdworth

Defeat Nesharon's trapped chest.

APL 2	0 XP
APL 4	60 XP
APL 6	120 XP
APL 8	120 XP
APL 10	180 XP

Encounter 6: The Heretics

Defeat Carnas and Chek.

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

Encounter 7: The Ambush

Defeat the followers of St. Cuthbert.

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

Encounter 8: Night of the Scourge (A)

Defeat the guards.

APL 2	15 XP
APL 4	30 XP
APL 6	90 XP
APL 8	150 XP
APL 10	210 XP

Encounter 8: Night of the Scourge (B)

Defeat the trap.

APL 2	15 XP
APL 4	30 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP

Encounter 8: Night of the Scourge (D)

Defeat Modas and the worshippers.

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

Encounter 9: The Black Stone

Defeat the devils.

APL 2	0 XP
APL 4	0 XP
APL 6	0 XP
APL 8	150 XP
APL 10	270 XP

Encounter 10: Spawn of Winterwind

Defeat Wakkali and her guardians.

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

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Total Possible Experience

APL 2	600 XP
APL 4	1080 XP
APL 6	1590 XP
APL 8	2160 XP
APL 10	2760 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 treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

earthly possessions. Looting the bodies takes at least 10 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Welcome to Holdworth

Defeat Nesharon and his hired thugs and strip their gear.

APL 2:	L: 8 gp; C: 0 gp; M: 0
APL 4:	L: 20 gp; C: 0 gp; M: 0
APL 6:	L: 36 gp; C: 0 gp; M: 0
APL 8:	L: 66 gp; C: 0 gp; M: 0
APL 10:	L: 76 gp; C: 0 gp; M: 0

Encounter 6: The Heretics

Defeat Carnas and Chek and strip their gear

APL 2:	L: 274 gp; C: 0 gp; M: 0
APL 4:	L: 289 gp; C: 0 gp; M: 0
APL 6:	L: 287 gp; C: 0 gp; M: +1 <i>large steel shield</i> (Value 176 gp per character); <i>cloak of resistance +1</i> (Value 150 gp per character).
APL 8:	L: 181 gp; C: 0 gp; M: +1 <i>large steel shield</i> (Value 176 gp per character); <i>cloak of resistance +1</i> (Value 150 gp per character); +1 <i>half-plate armor</i> (Value 262 gp per character); +1 <i>light flail</i> (Value 346 gp per character); 2 <i>rings of protection +1</i> (Value 300 gp per ring per character).
APL 10:	L: 0 gp; C: 0 gp; M: +1 <i>large steel shield</i> (Value 176 gp per character); <i>cloak of resistance +1</i> (Value 150 gp per character); +1 <i>half-plate armor</i> (Value 262 gp per character).

character); +1 *light flail* (Value 346 gp per character); 2 *rings of protection* +1 (Value 300 gp per ring per character); +1 *javelin* (Value 345 gp per character); 2 *javelins of lightning* (Value 113 gp per javelin per character); *bracers of armor* +1 (Value 150 gp per character).

Encounter 7: The Ambush

Defeat the followers of St. Cuthbert and strip their gear.

APL 2: L: 153 gp; C: 0 gp; M: 0

APL 4: L: 243 gp; C: 0 gp; M: 0

APL 6: L: 280 gp; C: 0 gp; M: *potion of expeditious retreat* (Value 8 gp per character); 3 suits +1 *studded leather armor* (Value 176 gp per suit per character); +1 *leather armor* (Value 174 gp per character).

APL 8: L: 400 gp; C: 0 gp; M: *potion of expeditious retreat* (Value 8 gp per character); 3 suits +1 *studded leather armor* (Value 176 gp per suit per character); +1 *leather armor* (Value 174 gp per character); 3 +1 *longswords* (Value 347 gp per sword per character); *potion of bull's strength*, *potion of invisibility*, *potion of cat's grace*, *potion of endurance* (Value 45 gp per potion per character); *potion of heroism* (Value 135 gp per character); +1 *banded mail armor* (Value 210 gp per character); +1 *large steel shield* (Value 176 gp per character); *ring of protection* +1 (Value 300 gp per character).

APL 10: L: 400 gp; C: 0 gp; M: *potion of expeditious retreat* (Value 8 gp per character); 3 suits +1 *studded leather armor* (Value 176 gp per suit per character); +1 *leather armor* (Value 174 gp per character); 3 +1 *longswords* (Value 347 gp per sword per character); *potion of bull's strength*, *potion of invisibility*, 3 *potions of cat's grace*, *potion of endurance* (Value 45 gp per potion per character); 3 *potions of heroism* (Value 135 gp per character); +1 *banded mail armor* (Value 210 gp per character); +1 *large steel shield* (Value 176 gp per character); *ring of protection* +1 (Value 300 gp per character); 2 *cloaks of resistance* +1 (Value 150 gp per character); .

Encounter 8: Night of the Scourge

Defeat Modas and the worshippers, and strip their gear.

APL 2: L: 35 gp; C: 9 gp; M: 0

APL 4: L: 53 gp; C: 9 gp; M: *potion of levitate* (Value 45 gp per character).

APL 6: L: 71 gp; C: 9 gp; M: *potion of levitate* (Value 45 gp per character); *potion of spider climb* (Value 8 gp per character).

APL 8: L: 261 gp; C: 9 gp; M: *potion of levitate* (Value 45 gp per character); *potion of spider climb* (Value 8 gp per character); *amulet of natural armor* +1 (Value 300 gp per character).

APL 10: L: 394 gp; C: 9 gp; M: *potion of levitate* (Value 45 gp per character); *potion of spider climb* (Value 8 gp per character); *amulet of natural armor* +1 (Value 300 gp per character); *scroll of rope trick* (Value 23 gp per character).

Conclusion

Defeat Carnas and Chek and Modos.

APL 2: L: 0 gp; C: 300 gp; M: 0

APL 4: L: 0 gp; C: 600 gp; M: 0

APL 6: L: 0 gp; C: 900 gp; M: 0

APL 8: L: 0 gp; C: 1200 gp; M: 0

APL 10: L: 0 gp; C: 1500 gp; M: 0

Additionally, if the party was able to save at least 5 commoners from being sacrificed, they receive a Silver Crescent Medal, awarded by the Church Militant, which acts as a Lasting Favor of Pholtus (3 charges).

Total Possible Treasure

APL 2: 779 gp

APL 4: 1214 gp

APL 6: 2672 gp

APL 8: 6756 gp

APL 10: 8422 gp

The Theocrat claims all treasure above the APL cap as a tithe, so the maximums that a character can take out of this scenario are:

APL 2: 600 gp

APL 4: 1200 gp

APL 6: 1800 gp

APL 8: 2400 gp

APL 10: 3000 gp

Adventure Certificate Item

Divine Might Feat Unlocking

For reading the tome "Divine Might of Hextor," you can choose the feat Divine Might when you can normally gain a feat, in addition to selecting feats from other sources you have access to.

APPENDIX I: NPCS

ENCOUNTER 1: WELCOME TO HOLDWORTHY

APL 2 (EL 2)

➤ **Nesharon:** Male human Com1; CR 1/2; Medium-sized humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d8, heavy mace); AL LE; SV Fort +0, Ref +2, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Craft. (cobbling) +4, Handle Animal +2, Listen +2, Spot +2; Dodge, Lightning, Reflexes.

Possessions: black cape, heavy mace, note with one word written on it in Infernal: "Tarla"

Physical Description: 25 years old, brown thinning hair, low gruff voice

➤ **Hired Thugs (2):** Male human War1; CR 1/2; Medium-sized humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +2 melee (1d6+1/19-20, short sword) or +2 melee (1d6+1 subdual, sap); AL NE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 10, Int 9, Wis 9, Cha 7.

Skills and Feats: Climb +4, Intimidate +2; Endurance, Run.

Possessions: studded leather armor, short sword, sap

APL 4 (EL 4)

➤ **Nesharon:** Male human Clr1 (Hextor); CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +1 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 12, Con 13, Int 9, Wis 13, Cha 10.

Skills and Feats: Concentration +5, Knowledge (religion) +1, Spellcraft. +1; Blind-Fight, Lighting Reflexes

Possessions: black cape, chain shirt, light flail, holy symbol of Hextor, note with one word written on it in Infernal: "Tarla"

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – cure minor wounds, mending, resistance; 1st – cause fear, cure light wounds, protection from good*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Physical Description: 25 years old, brown thinning hair, low gruff voice

➤ **Hired Thugs (2):** Male human Ftr1; CR 1; Medium-sized humanoid (human); HD 1d10; hp 10; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8+2/19-20, longsword) or +2 melee (1d6+1 subdual, sap); AL NE; SV Fort +2, Ref +1, Will -1; Str 14, Dex 12, Con 10, Int 9, Wis 9, Cha 7.

Skills and Feats: Jump +3, Swim -1; Combat Reflexes, Power Attack, Weapon Focus (longsword).

Possessions: studded leather armor, longsword, sap, small wooden shield.

APL 6 (EL 6)

➤ **Nesharon:** Male human Clr3 (Hextor); CR 3; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +4, Ref +4, Will +4; Str 10, Dex 12, Con 13, Int 9, Wis 13, Cha 10.

Skills and Feats: Concentration +7, Knowledge (religion) +2, Spellcraft. +2; Blind-Fight, Combat Casting, Lighting Reflexes

Possessions: black cape, chain shirt, light flail, holy symbol of Hextor, note with one word written on it in Infernal: "Tarla"

Spells Prepared (4/3+1/2+1; base DC = 11 + spell level): 0 – cure minor wounds, mending, resistance (2); 1st – cause fear, cure light wounds, protection from good*, shield of faith; 2nd – hold person (2), spiritual weapon*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Physical Description: 25 years old, brown thinning hair, low gruff voice

➤ **Hired Thugs (2):** Male human Ftr3; CR 3; Medium-sized humanoid (human); HD 3d10; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +6 melee (1d8+2/19-20, longsword) or +4 melee (1d6+1 subdual, sap); AL NE; SV Fort +3, Ref +2, Will +0; Str 14, Dex 12, Con 10, Int 9, Wis 9, Cha 7.

Skills and Feats: Jump +3, Swim -1; Cleave, Combat Reflexes, Dirty Fighting*, Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, longsword, sap, large wooden shield

*See Appendix 2: New Rules for additional information.

APL 8 (EL 8)

➤ **Nesharon:** Male human Clr5 (Hextor); CR 5; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 12, Con 13, Int 9, Wis 14, Cha 10.

Skills and Feats: Concentration +9, Knowledge (religion) +3, Spellcraft. +3; Blind-Fight, Combat Casting, Lighting Reflexes

Possessions: black cape, chain shirt, light flail, holy symbol of Hextor, note with one word written on it in Infernal: "Tarla"

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – cure minor wounds (2), mending, resistance (2);

1st – cause fear, cure light wounds, divine favor, protection from good*, shield of faith; 2nd – bull's strength, hold person (2), spiritual weapon*; 3rd – dispel magic, magic vestment*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Physical Description: 25 years old, brown thinning hair, low gruff voice

➤**Hired Thugs (2):** Male human Ftr5; CR 5; Medium-sized humanoid (human); HD 5d10; hp 34; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +8 melee (1d8+2/19-20, longsword) or +6 melee (1d6+1 subdual, sap); AL NE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 10, Int 9, Wis 9, Cha 7.

Skills and Feats: Jump +6, Swim +1; Cleave, Combat Reflexes, Dirty Fighting*, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, masterwork large wooden shield, longsword, sap

*See Appendix 2: New Rules for additional information.

APL 10 (EL 10)

➤**Nesharon:** Male human Clr5 (Hextor); CR 5; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 12, Con 13, Int 9, Wis 14, Cha 10.

Skills and Feats: Concentration +9, Knowledge (religion) +3, Spellcraft +3; Blind-Fight, Combat Casting, Lighting Reflexes

Possessions: black cape, chain shirt, light flail, holy symbol of Hextor, note with one word written on it in Infernal: "Tarla"

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – cure minor wounds (2), mending, resistance (2); 1st – cause fear, cure light wounds, divine favor, protection from good*, shield of faith; 2nd – bull's strength, hold person (2), spiritual weapon*; 3rd – dispel magic, magic vestment*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Physical Description: 25 years old, brown thinning hair, low gruff voice

➤**Hired Thug:** Male human Ftr5; CR 5; Medium-sized humanoid (human); HD 5d10; hp 34; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +8 melee (1d8+2/19-20, longsword) or +6 melee (1d6+1 subdual, sap); AL NE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 10, Int 9, Wis 9, Cha 7.

Skills and Feats: Jump +5, Swim +1; Cleave, Combat Reflexes, Dirty Fighting*, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, large wooden shield, longsword, sap

*See Appendix 2: New Rules for additional information.

➤**Hired Fists (2):** Male human Ftr5/Fist of Hextor*; CR 7; Medium-size humanoid (human); HD 7d10; hp 46; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +11/+6 melee (1d4+5, spiked gauntlet); SA Brutal strike +1, strength boost 1/day; AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 10, Int 12, Wis 9, Cha 8.

Skills and Feats: Climb +4, Intimidate +3, Knowledge (religion) +6, Listen +0, Sense Motive +3, Spot +3; Combat Reflexes, Cleave, Dirty Fighting*, Iron Will, Power Attack, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet)

Possessions: chain shirt, masterwork large wooden shield with engraved holy symbol of Hextor, spiked gauntlet, sap.

*See Appendix 2: New Rules for additional information.

ENCOUNTER 2: HOLDWORTHY

➤**Umar:** Female tiefling Rog4; CR 4; Medium-size outsider; HD 4d6+4; hp 22; Init +5; Spd 30 ft.; AC 17 (touch 15, flat-footed 12); Atk +8 melee (1d6+2/19-20, short sword) or +5 melee (1d6+2 subdual, sap) or +5 melee (1d4+2/19-20, dagger) or +8 ranged (1d4+2 plus poison, dart); SA Darkness 1/day, sneak attack (+2d6), poison; SQ Fire, cold, and electricity resistance 5, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +2, Ref +9, Will +2; Str 15, Dex 20, Con 12, Int 15, Wis 12, Cha 8.

Skills and Feats: Balance +11, Bluff +1, Climb +4, Decipher Script +4, Diplomacy +1, Disable Device +4, Disguise +6, Escape Artist +11, Forgery +4, Hide +12, Innuendo +3, Jump +6, Listen +3, Move Silently +11, Open Lock +9, Pick Pocket +8, Read Lips +3, Search +4, Spot +5, Tumble +12, Use Rope +6; Expertise, Weapon Finesse (short sword).

Poison (purple worm poison): Injury DC 24; Initial/Secondary damage (1d6 Str/1d6 Str).

Possessions: leather armor, short sword, sap, dagger, 3 poisoned darts, disguise kit, 20 gp.

Description: unattractive middle-age woman with knotty brown hair. A successful Spot check (DC 30), reveals she has rather long canine teeth, like a vampire might have, and retractable claws for nails.

Tactics: In combat, she hides in the corner for two rounds if she can or attacks anyone who threatens her. On the third round, if she remains unattacked, she begins throwing her poisoned darts from underneath a table to a target as far away as she feels she can get away with. Once she hits someone or is seen, she flees. If she is directly engaged at this point, she flees.

ENCOUNTER 4: DUCKS!

➤**Visira:** Female human Clr2 (St. Cuthbert); CR 2; Medium-size humanoid (human); HD 2d8-2; hp 11; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d3+1 subdual, unarmed strike); AL LN; SV

Fort +2, Ref +2, Will +5; Str 13, Dex 14, Con 8, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +4, Diplomacy +4, Heal +6, Knowledge (religion) +4; Combat Casting, Combat Reflexes.

Possessions: wand of animal messenger (22 charges)

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – detect poison, purify food and drink, guidance, virtue; 1st – command, doom, inflict light wounds*, shield of faith.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Law (You cast law spells at +1 caster level).

Note: A chapeaux seeks to convert people to the faith of St. Cuthbert

ENCOUNTER 5: MEETING THE AUTHORITIES

➤**Felia:** Female gnome Tra10/Wayfarer Guide*3; CR 13; HD 13d4+26; hp 66; Init +1; Spd 20 ft.; AC 15 (touch 13, flat-footed 13); Atk +6/+1 melee (1d4-1/19-20, dagger) or +9 ranged (1d8/19-20, light crossbow); SA Spells; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, spell-like abilities; AL LG; SV Fort +6, Ref +5, Will +12; Str 8, Dex 12, Con 14, Int 18, Wis 15, Cha 13.

Skills and Feats: Alchemy +12, Concentration +15, Knowledge (arcana) +17, Knowledge (geography) +19, Knowledge (the planes) +11, Scry +17, Spellcraft +17; Combat Casting, Empower Spell, Extend Spell, Maximize Spell, Sanctum Spell*, Scribe Scroll, Skill Focus (Knowledge – geography), Spell Focus (Transmutation).

Possessions: bracers of armor +1, ring of protection +1, amulet of natural armor +1, cloak of resistance +1, 2 masterwork daggers, masterwork light crossbow, 10 masterwork bolts, 3 scrolls of teleport, 1 scroll of teleport without error.

Spells Prepared (5/6/6/6/5/4/3; base DC = 14 + spell level; 16 + spell level for Transmutation spells): 0 – daze, detect magic, light, mage hand, resistance; 1st – charm person, expeditious retreat, magic missile (3) protection from evil; 2nd – cat's grace, daylight, endurance, flaming sphere, see invisibility, shield (extended); 3rd – clairsentience/clairvoyance, dispel magic, fireball, fly, haste, protection from elements; 4th – confusion, dimension door, flaming sphere (empowered), ice storm, stoneskin; 5th – teleport (5); 6th – disintegrate, fireball (maximized), globe of invulnerability.

*See Appendix 2: New Rules for additional information.

ENCOUNTER 6: THE HERETICS

APL 2 (EL 5)

➤**Carnas Wickam:** Male human Clr3 (Hextor); CR 3; Medium-size humanoid (human); HD 3d8; hp 18; Init +1; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +5 melee (1d8+1, light flail); SA Spells, rebuke undead; AL LN; SV Fort +3, Ref +2, Will +9; Str 12, Dex 12, Con 10, Int 10, Wis 18, Cha 13.

Skills and Feats: Bluff +2, Concentration +6, Diplomacy +3, Heal +5, Sense Motive +5, Spellcraft +5; Combat Casting, Combat Reflexes, Iron Will.

Possessions: half-plate armor, large steel shield, masterwork light flail, holy symbol of Hextor, grappling hook, 50 ft. rope.

Spells Prepared (4/3+1/2+1; base DC = 14 + spell level): 0 – create water, guidance, light, resistance; 1st – entropic shield, magic weapon*, sanctuary, shield of faith; 2nd – bull's strength, shatter*, silence.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: Male Oeridian; age 30; thinning brown hair, slightly overweight.

➤**Chek Alamari:** Female human Mnk3; CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +2; Spd 40 ft.; AC 14 (touch 14, flat-footed 12); Atk +5 melee (1d6+2, unarmed strike) or +5 ranged (1d6+2, javelin); SA Unarmed strike, stunning attack (3/day); SQ Evasion, still mind; AL LN; SV Fort +5, Ref +5, Will +5; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +5, Concentration +3, Escape Artist +5, Hide +8, Jump +6, Listen +7, Move Silently +5, Swim +3, Tumble +7; Deflect Arrows, Dodge, Mobility, Weapon Focus (unarmed strike).

Possessions: 6 masterwork javelins, a necklace with a wooden billet symbol attached.

Description: Female Oeridian; age 22; plain looking/unattractive; very fit; long curly brown hair.

APL 4 (EL 7)

➤**Carnas Wickam:** Male human Clr5 (Hextor); CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 melee (1d8+1, light flail); SA Spells, rebuke undead; AL LN; SV Fort +4, Ref +2, Will +10; Str 12, Dex 12, Con 10, Int 10, Wis 18, Cha 14.

Skills and Feats: Bluff +3, Concentration +7, Diplomacy +4, Heal +5, Sense Motive +6, Spellcraft +5; Combat Casting, Combat Reflexes, Iron Will.

Possessions: masterwork half-plate armor, large steel shield, masterwork light flail, holy symbol of Hextor, grappling hook, 50 ft. rope.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0 – create water, guidance, light, mending, resistance; 1st – bless, entropic shield, magic weapon*, sanctuary, shield of faith; 2nd – animal messenger, bull's strength, shatter*, silence; 3rd – blindness/deafness, contagion*, cure serious wounds..

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: Male Oeridian; age 30; thinning brown hair, slightly overweight.

➤**Chek Alamari**: Female human Mnk5; CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 40 ft.; AC 15 (touch 15, flat-footed 13); Atk +6 melee (1d8+2, unarmed strike) or +5 ranged (1d6+2, javelin); SA Unarmed strike, stunning attack (5/day); SQ Evasion, still mind, slow fall (20 ft.), purity of body; AL LN; SV Fort +6, Ref +6, Will +6; Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +7, Concentration +3, Escape Artist +5, Hide +10, Jump +8, Listen +9, Move Silently +7, Swim +3, Tumble +9; Deflect Arrows, Dodge, Mobility, Weapon Focus (unarmed strike).

Possessions: 6 masterwork javelins, a necklace with a wooden billet symbol attached.

Description: Female Oeridian; age 22; plain looking/unattractive; very fit; long curly brown hair.

APL 6 (EL 9)

➤**Carnas Wickam**: Male human Clr7 (Hextor); CR 7; Medium-size humanoid (human); HD 7d8; hp 38; Init +1; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +8 melee (1d8+1, light flail); SA Spells, rebuke undead; AL LN; SV Fort +5, Ref +3, Will +11; Str 12, Dex 12, Con 10, Int 10, Wis 18, Cha 14.

Skills and Feats: Bluff +4, Concentration +8, Diplomacy +4, Heal +5, Sense Motive +7, Spellcraft +6; Combat Casting, Combat Reflexes, Iron Will, Spell Focus (Abjuration).

Possessions: masterwork half-plate armor, +1 large steel shield, masterwork light flail, holy symbol of Hextor, grappling hook, 50 ft. rope.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – create water, detect magic, guidance, light, mending, resistance; 1st – bane, bless, entropic shield, magic weapon*, sanctuary, shield of faith; 2nd – animal messenger, bull's strength, endurance, shatter*, silence; 3rd – blindness/deafness, contagion*, inflict serious wounds, searing light; 4th – air walk, inflict critical wounds*, summon monster IV.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage

bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: Male Oeridian; age 30; thinning brown hair, slightly overweight.

➤**Chek Alamari**: Female human Mnk7; CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +2; Spd 50 ft.; AC 15 (touch 15, flat-footed 13); Atk +8/+5 melee (1d8+2, unarmed strike) or +7 ranged (1d6+2, javelin); SA Unarmed strike, stunning attack (7/day); SQ Evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds; AL LN; SV Fort +8, Ref +8, Will +8; Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +7, Concentration +3, Escape Artist +8, Hide +12, Jump +10, Listen +10, Move Silently +9, Swim +3, Tumble +11; Deflect Arrows, Dodge, Improved Trip, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Possessions: 6 masterwork javelins, a necklace with a wooden billet symbol attached, *cloak of resistance* +1.

Description: Female Oeridian; age 22; plain looking/unattractive; very fit; long curly brown hair.

APL 8 (EL 11)

➤**Carnas Wickam**: Male human Clr9 (Hextor); CR 9; Medium-size humanoid (human); HD 9d8; hp 48; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 22); Atk +9/+4 melee (1d8+2, light flail); SA Spells, rebuke undead; AL LN; SV Fort +6, Ref +4, Will +12; Str 12, Dex 12, Con 10, Int 10, Wis 18, Cha 15.

Skills and Feats: Bluff +5, Concentration +8, Diplomacy +5, Heal +6, Sense Motive +8, Spellcraft +6; Combat Casting, Combat Reflexes, Iron Will, Silent Spell, Spell Focus (Abjuration).

Possessions: +1 half-plate armor, +1 large steel shield, +1 light flail, ring of protection +1, holy symbol of Hextor, grappling hook, 50 ft. rope.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0 – create water, detect magic, guidance, light, mending, resistance; 1st – bane, bless, entropic shield, magic weapon*, sanctuary, shield of faith; 2nd – animal messenger, bull's strength, endurance, hold person, shatter*, silence; 3rd – blindness/deafness, contagion*, dispel magic, inflict serious wounds, searing light; 4th – air walk, dismissal, inflict critical wounds*, summon monster IV; 5th – flame strike*, summon monster IV (silent spell).

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: Male Oeridian; age 30; thinning brown hair, slightly overweight.

☛**Chek Alamari:** Female human Mnk9; CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +3; Spd 60 ft.; AC 17 (touch 17, flat-footed 14); Atk +9/+6 melee (1d10+2, unarmed strike) or +9/+4 ranged (1d6+2, javelin); SA Unarmed strike, stunning attack (9/day); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion; AL LN; SV Fort +9, Ref +10, Will +9; Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +9, Climb +9, Concentration +3, Escape Artist +11, Hide +15, Jump +12, Listen +12, Move Silently +11, Swim +3, Tumble +12; Deflect Arrows, Dodge, Expertise, Improved Trip, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Possessions: 6 masterwork javelins, a necklace with a wooden billet symbol attached, *cloak of resistance* +1, *ring of protection* +1.

Description: Female Oeridian; age 22; plain looking/unattractive; very fit; long curly brown hair.

APL 10 (EL 13)

☛**Carnas Wickam:** Male human Clr11 (Hextor); CR 11; Medium-size humanoid (human); HD 11d8; hp 58; Init +1; Spd 20 ft.; AC 21 (touch 10, flat-footed 21); Atk +11/+6 melee (1d8+2, light flail); SA Spells, rebuke undead; AL LN; SV Fort +7, Ref +4, Will +13; Str 12, Dex 12, Con 10, Int 10, Wis 18, Cha 15.

Skills and Feats: Bluff +6, Concentration +9, Diplomacy +5, Heal +6, Sense Motive +9, Spellcraft +7; Combat Casting, Combat Reflexes, Iron Will, Silent Spell, Spell Focus (Abjuration).

Possessions: +1 half-plate armor, +1 large steel shield, +1 light flail, *ring of protection* +1, *scroll of slay living*, *scroll of cure critical wounds*, holy symbol of Hextor, grappling hook, 50 ft. rope.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0 – create water, detect magic, guidance, light, mending, resistance; 1st – bane, bless, entropic shield, magic weapon*, obscuring mist, sanctuary, shield of faith; 2nd – animal messenger, bull's strength, endurance, hold person, shatter*, silence; 3rd – bestow curse, blindness/deafness, contagion*, dispel magic, inflict serious wounds, searing light; 4th – air walk, dismissal, divine power, inflict critical wounds*, summon monster IV; 5th – ethereal jaunt, flame strike*, summon monster IV (silent spell); 6th – antilife shell, harm*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

☛**Chek Alamari:** Female human Mnk11; CR 11; Medium-size humanoid (human); HD 11d8+22; hp 80; Init +3; Spd 60 ft.; AC 19 (touch 18, flat-footed 16); Atk

+11/+8/+5 melee (1d10+2, unarmed strike) or +11/+6 ranged (1d6+2, javelin); SA Unarmed strike, stunning attack (11/day), ki strike (+1); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, diamond body; AL LN; SV Fort +10, Ref +11, Will +10; Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +9, Climb +11, Concentration +3, Escape Artist +13, Hide +17, Jump +14, Listen +14, Move Silently +13, Swim +3, Tumble +12; Deflect Arrows, Dodge, Expertise, Improved Trip, Mobility, Spring Attack, Weapon Focus (unarmed strike).

Possessions: +1 javelin, 2 javelins of lightning, a necklace with a wooden billet symbol attached, *cloak of resistance* +1, *ring of protection* +1, *bracers of armor* +1.

Description: Female Oeridian; age 22; plain looking/unattractive; very fit; long curly brown hair.

ENCOUNTER 7: AN AMBUSH

APL 2 (EL 5)

☛**Tikal:** Male human Rgr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d8+3/x3, heavy lance) or +2 melee (1d8+3/19-20, longsword) and +2 melee (1d6+1/x3, light pick) or +4 melee (1d6+3 subdual, sap) or +3 ranged (1d8/x3, longbow); SA Favored enemy (orcs); AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Animal Empathy +4, Handle Animal +4, Hide +4, Ride +3, Spot +3, Use Rope +3, Wilderness Lore +5; Mounted Combat, Ride-By Attack.

Possessions: masterwork studded leather armor with armor spikes, heavy lance, longsword, light pick, sap, longbow, 20 arrows, 50 ft. hemp rope, military saddle

☛**Yozi Brownleaf:** Male halfling Rog1; CR 1; Small humanoid; HD 1d6+1; hp 7; Init +4; Spd 20 ft.; AC 17 (touch 15, flat-footed 13); Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d6 subdual, sap) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +8, Climb +6, Disguise +1, Escape Artist +8, Forgery +3, Hide +12, Listen +7, Move Silently +10, Search +6, Spot +5, Tumble +8, Use Rope +5; Dodge.

Possessions: leather armor, short sword, sap, light crossbow, 20 bolts, 20 ft. hemp rope

☛**Grela and Haela:** Female human War1; CR 1/2; Medium-size humanoid (human); HD 1d8; hp 8; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +2 melee (1d8+1/19-20, longsword) or +2 melee (1d6+1 subdual, sap) or +6 ranged (1d8/x3 regular or subdual, composite longbow); AL LN; SV Fort +2, Ref +4, Will +0; Str 12, Dex 18, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +6, Craft (trapmaking) +3, Hide +6, Move Silently +6; Point Blank Shot, Rapid Shot.

Possessions: studded leather armor, longsword, composite longbow, 30 masterwork arrows, 30 masterwork blunt arrows

APL 4 (EL 7)

☛**Tikal:** Male human Rgr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (1d8+3/x3, heavy lance) or +4 melee (1d8+3/19-20, longsword) and +4 melee (1d6+1/x3, light pick) or +4 melee (1d6+3 subdual, sap) or +5 ranged (1d8/x3, longbow); SA Favored enemy (orcs); AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 12.

Skills and Feats: Animal Empathy +7, Handle Animal +8, Hide +5, Ride +6, Spot +4, Use Rope +3, Wilderness Lore +5; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: masterwork studded leather armor with armor spikes, heavy lance, longsword, light pick, sap, longbow, 20 arrows, 50 ft. hemp rope, military saddle

☛**Yozi Brownleaf:** Male halfling Rog3; CR 3; Small humanoid; HD 3d6+3; hp 17; Init +4; Spd 20 ft.; AC 17 (touch 15, flat-footed 13); Atk +4 melee (1d6/19-20, short sword) or +3 melee (1d6 subdual, sap) or +7 ranged (1d8/19-20, light crossbow); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +9, Climb +8, Disguise +2, Escape Artist +10, Forgery +5, Hide +14, Listen +9, Move Silently +12, Search +6, Spot +7, Tumble +10, Use Rope +7; Blind-Fight, Dodge.

Possessions: leather armor, masterwork short sword, sap, light crossbow, 20 bolts, 20 ft. hemp rope

☛**Grela and Haela:** Female human War2; CR 1; Medium-size humanoid (human); HD 2d8; hp 13; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +3 melee (1d8+1/19-20, longsword) or +3 melee (1d6+1 subdual, sap) or +8 ranged (1d8/x3 regular or subdual, composite longbow); AL LN; SV Fort +3, Ref +4, Will +0; Str 12, Dex 18, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +1, Craft (trapmaking) +3, Hide +6, Jump +2, Move Silently +6; Point Blank Shot, Rapid Shot.

Possessions: studded leather armor, longsword, masterwork composite longbow, 30 masterwork arrows, 30 masterwork blunt arrows

APL 6 (EL 9)

☛**Tikal:** Male human Rgr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +8 melee (1d8+3/x3, heavy lance) or +7 melee (1d8+3/19-20, longsword) and +7 melee (1d6+1/x3, light pick) or +6

melee (1d6+3 subdual, sap) or +7 ranged (1d8/x3, longbow); SA Favored enemy (orcs, animals); AL LN; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 13, Cha 12.

Skills and Feats: Animal Empathy +9, Handle Animal +11, Hide +6, Ride +8, Spot +4, Use Rope +3, Wilderness Lore +5; Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: +1 studded leather armor with armor spikes, heavy lance, masterwork longsword, masterwork light pick, sap, longbow, 20 arrows, 50 ft. hemp rope, military saddle

Spells Prepared (1; base DC = 11 + spell level): 1st – ~~magic fang~~.

☛**Yozi Brownleaf:** Male halfling Rog5; CR 5; Small humanoid; HD 5d6+5; hp 27; Init +4; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +5 melee (1d6/19-20, short sword) or +4 melee (1d6 subdual, sap) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +8, Will +2; Str 10, Dex 19, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +11, Climb +8, Disguise +2, Escape Artist +12, Forgery +9, Hide +16, Listen +11, Move Silently +14, Search +6, Spot +7, Tumble +12, Use Magic Device +1, Use Rope +9; Blind-Fight, Dodge.

Possessions: +1 leather armor, masterwork short sword, sap, light crossbow, 20 bolts, 20 ft. hemp rope, *potion of cat's grace*, *potion of expeditious retreat*.

☛**Grela and Haela:** Female human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10; hp 22; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +4 melee (1d8+1/19-20, longsword) or +4 melee (1d6+1 subdual, sap) or +4 melee (1d3+1 subdual, unarmed strike) or +9 ranged (1d8/x3 regular or subdual, composite longbow); AL LN; SV Fort +3, Ref +5, Will +1; Str 12, Dex 18, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +2, Craft (trapmaking) +3, Hide +7, Jump +2, Move Silently +6; Improved Unarmed Strike, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: +1 studded leather armor, longsword, composite longbow, 30 masterwork arrows, 30 masterwork blunt arrows

APL 8 (EL 11)

☛**Tikal:** Male human Rgr7; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 60; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10/+5 melee (1d8+3/x3, heavy lance) or +9/+4 melee (1d8+4/19-20, longsword) and +8 melee (1d6+1/x3, light pick) or +8/+3 melee (1d6+3 subdual, sap) or +9/+4 ranged (1d8/x3, longbow); SA Favored enemy (orcs, animals); AL LN; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 8, Wis 13, Cha 12.

Skills and Feats: Animal Empathy +10, Handle Animal +13, Hide +8, Ride +9, Spot +6, Use Rope +3,

Wilderness Lore +5; Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: +1 studded leather armor with armor spikes, heavy lance, +1 longsword, light pick, sap, longbow, 20 arrows, 50 ft. hemp rope, military saddle, *potion of bull's strength*, *potion of heroism*

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, ~~magic fang~~.

➤ **Yozi Brownleaf**: Male halfling Rog7; CR 7; Small humanoid; HD 7d6+7; hp 37; Init +8; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +7 melee (1d6/19-20, short sword) or +6 melee (1d6 subdual, sap) or +12 ranged (1d8/19-20, light crossbow); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +9, Will +3; Str 10, Dex 19, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +12, Climb +10, Disguise +4, Escape Artist +14, Forgery +12, Hide +18, Listen +13, Move Silently +16, Search +6, Spot +8, Tumble +14, Use Magic Device +2, Use Rope +9; Blind-Fight, Dodge, Improved Initiative.

Possessions: +1 leather armor, masterwork short sword, sap, masterwork light crossbow, 20 masterwork bolts, 20 ft. hemp rope, *potion of expeditious retreat*, *potion of invisibility*, *potion of cat's grace*.

➤ **Grela and Haela**: Female human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10; hp 34; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +7 melee (1d8+2/19-20, longsword) or +6 melee (1d6+1 subdual, sap) or +6 melee (1d3+1 subdual, unarmed strike) or +12 ranged (1d8+1/x3 regular or subdual, composite longbow); AL LN; SV Fort +4, Ref +5, Will +1; Str 12, Dex 19, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +3, Craft (trapmaking) +3, Hide +8, Jump +2, Move Silently +6; Deflect Arrows, Improved Unarmed Strike, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: +1 studded leather armor, +1 longsword, masterwork mighty composite longbow (+1), 30 masterwork arrows, 30 masterwork blunt arrows

➤ **Manthar**: Male human Clr3 (St. Cuthbert); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +2; Spd 20 ft.; AC 22 (touch 12, flat-footed 20); Atk +5 melee (1d8+2, heavy mace) or +4 melee (1d6+2 subdual, sap); AL LN; SV Fort +5, Ref +3, Will +7; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +6, Heal +5, Spellcraft +3; Combat Casting, Iron Will, Power Attack.

Possessions: +1 banded mail armor, +1 large steel shield, ring of protection +1, *potion of endurance*, masterwork heavy mace, sap, holy symbol of St. Cuthbert.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – create water, detect magic, light, mending; 1st – cause fear, divine favor, remove fear, sanctuary*; 2nd – aid, bull's strength, ~~shield other*~~.

*Domain spell. Domains: 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); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and its usable once per day).

Note: Begins combat with aid and shield other cast upon Yozi Brownleaf. These are not yet figured into his statistics.

APL 10 (EL 13)

➤ **Tikal**: Male human Rgr10; CR 10; Medium-size humanoid (human); HD 10d10+20; hp 84; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +13/+8 melee (1d8+3/x3, heavy lance) or +12/+7 melee (1d8+4/19-20, longsword) and +11 melee (1d6+1/x3, light pick) or +11/+6 melee (1d6+3 subdual, sap) or +12/+7 ranged (1d8/x3, longbow); SA Favored enemy (orcs, animals, elementals); AL LN; SV Fort +10, Ref +6, Will +6; Str 16, Dex 14, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +12, Handle Animal +14, Hide +10, Ride +11, Spot +6, Use Rope +3, Wilderness Lore +10; Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

Possessions: +1 studded leather armor with armor spikes, cloak of resistance +1, heavy lance, +1 longsword, light pick, sap, longbow, 20 arrows, 50 ft. hemp rope, military saddle, *potion of bull's strength*, *potion of heroism*

Spells Prepared (2/2; base DC = 11 + spell level): 1st – entangle, ~~magic fang~~; 2nd – snare, summon nature's ally II.

➤ **Yozi Brownleaf**: Male halfling Rog8; CR 8; Small humanoid; HD 8d6+8; hp 43; Init +9; Spd 20 ft.; AC 19 (touch 16, flat-footed 14); Atk +8/+3 melee (1d6/19-20, short sword) or +7/+2 melee (1d6 subdual, sap) or +14 ranged (1d8/19-20, light crossbow); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +12, Will +4; Str 10, Dex 20, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +14, Climb +11, Disguise +5, Escape Artist +16, Forgery +13, Hide +20, Listen +14, Move Silently +18, Search +7, Spot +8, Tumble +16, Use Magic Device +2, Use Rope +10; Blind-Fight, Dodge, Improved Initiative.

Possessions: +1 leather armor, cloak of resistance +1, masterwork short sword, sap, masterwork light crossbow, 20 masterwork bolts, 20 ft. hemp rope, *potion of expeditious retreat*, *potion of invisibility*, *potion of cat's grace*.

➤ **Grela and Haela**: Female human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10; hp 46; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +9/+4 melee (1d8+2/19-20, longsword) or +8/+3 melee (1d6+1 subdual, sap) or +8/+3 melee (1d3+1 subdual, unarmed

strike) or +14/+9 ranged (1d8+3/x3 regular or subdual, composite longbow); AL LN; SV Fort +5, Ref +6, Will +2; Str 12, Dex 19, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +3, Craft (trapmaking) +3, Hide +8, Jump +4, Move Silently +7; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +1 studded leather armor, +1 longsword, masterwork mighty composite longbow (+1), 30 masterwork arrows, 30 masterwork blunt arrows, *potion of heroism*, *potion of cat's grace*

➤ **Manthar:** Male human Clr7 (St. Cuthbert); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 45; Init +2; Spd 20 ft.; AC 22 (touch 12, flat-footed 20); Atk +8 melee (1d8+2, heavy mace) or +7 melee (1d6+2 subdual, sap); AL LN; SV Fort +7, Ref +4, Will +9; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +11, Diplomacy +9, Heal +5, Spellcraft +6; Combat Casting, Combat Reflexes, Iron Will, Power Attack.

Possessions: +1 banded mail armor, +1 large steel shield, ring of protection +1, masterwork heavy mace, sap, holy symbol of St. Cuthbert, *potion of endurance*.

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – create water, detect magic, light, mending, resistance (2); 1st – cause fear, divine favor, doom, remove fear, sanctuary*, shield of faith; 2nd – aid, bull's strength, hold person, remove paralysis, ~~shield other~~; 3rd – dispel magic, magic vestment*, protection from elements; 4th – divine power, spell immunity*.

*Domain spell. Domains: 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); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and its usable once per day).

Note: Begins combat with aid and shield other cast upon Yozi Brownleaf. These are not yet figured into his statistics.

ENCOUNTER 8: THE NIGHT OF THE SCOURGE

APL 2 (EL 4)

➤ **Modos:** Male human Clr1 (Hextor); CR 1; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 12, Con 10, Int 13, Wis 14, Cha 14.

Skills and Feats: Concentration +4, Diplomacy +4, Knowledge (religion) +4, Profession (farmer) +4, Scry +3, Spellcraft +4; Expertise, Improved Disarm.

Possessions: leather armor, large wooden shield, masterwork light flail, holy symbol of Hextor, black ceremonial robe, key to locked iron gate, 45 gp.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, light; 1st – bane, command, magic weapon*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: A gaunt man of 60 years with wrinkled skin, gray hair, and a well-trimmed gray beard

➤ **Worshippers (6):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4/19-20, dagger); AL LE; SV Fort +0, Ref +0, Will +1; Str 10, Dex 11, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Craft (varies) +6, Knowledge (religion) +2, Profession (varies) +6; Skill Focus (Craft – varies); Skill Focus (Profession – varies).

Possessions: 2 daggers, black ceremonial robe

APL 4 (EL 6)

➤ **Modos:** Male human Clr3 (Hextor); CR 3; Medium-size humanoid (human); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 12, Con 10, Int 13, Wis 14, Cha 14.

Skills and Feats: Concentration +6, Diplomacy +4, Disguise +3, Knowledge (religion) +5, Profession (farmer) +4, Scry +3, Spellcraft +5, Tumble +2; Combat Reflexes, Expertise, Improved Disarm.

Possessions: masterwork studded leather armor, large wooden shield, masterwork light flail, holy symbol of Hextor, black ceremonial robe, key to locked iron gate, *potion of levitate*, 45 gp.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, light, mending; 1st – bane, cause fear, command, magic weapon*; 2nd – cure moderate wounds, desecrate*, hold person.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: A gaunt man of 60 years with wrinkled skin, gray hair, and a well-trimmed gray beard

➤ **Worshippers (9):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4/19-20, dagger); AL LE; SV Fort +0, Ref +0, Will +1; Str 10, Dex 11, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Craft (varies) +6, Knowledge (religion) +2, Profession (varies) +6; Skill Focus (Craft – varies); Skill Focus (Profession – varies).

Possessions: 2 daggers, black ceremonial robe

APL 6 (EL 8)

✚**Modos:** Male human Clr5 (Hextor); CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8, light flail); SA Spells, rebuke undead; AL LE; SV Fort +4, Ref +2, Will +6; Str 10, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +4, Disable Device +2, Disguise +3, Knowledge (religion) +5, Profession (farmer) +4, Scry +3, Spellcraft +7, Tumble +3; Combat Reflexes, Expertise, Improved Disarm.

Possessions: masterwork breastplate, large wooden shield, masterwork light flail, holy symbol of Hextor, black ceremonial robe, *potion of spider climb*, *potion of levitate*, key to locked iron gate, 45 gp.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *cure minor wounds* (2), *detect magic*, *light*, *mending*; 1st – *bane*, *cause fear*, *command*, *magic weapon**, *sanctuary*; 2nd – *cure moderate wounds*, *death knell*, *desecrate**, *hold person*; 3rd – *magic circle against good**, *meld into stone*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: A gaunt man of 60 years with wrinkled skin, gray hair, and a well-trimmed gray beard

✚**Worshippers (12):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4/19-20, dagger); AL LE; SV Fort +0, Ref +0, Will +1; Str 10, Dex 11, Con 10, Int 10, Wis 12, Cha 9.

Skills and Feats: Craft (varies) +6, Knowledge (religion) +2, Profession (varies) +6; Skill Focus (Craft – varies); Skill Focus (Profession – varies).

Possessions: 2 daggers, black ceremonial robe

APL 8 (EL 10)

✚**Modos:** Male human Clr8 (Hextor); CR 8; Medium-size humanoid (human); HD 8d8; hp 43; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +6/+6/+1 melee (1d8, dire flail); SA Spells, rebuke undead; AL LE; SV Fort +6, Ref +3, Will +9; Str 10, Dex 12, Con 10, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Diplomacy +5, Disable Device +3, Disguise +3, Knowledge (religion) +5, Profession (farmer) +5, Scry +3, Spellcraft +8, Tumble +1; Ambidexterity, Exotic Weapon Proficiency (dire flail), Two-Weapon Fighting, Weapon Focus (dire flail).

Possessions: masterwork full plate armor, masterwork dire flail, holy symbol of Hextor, black

ceremonial robe, *potion of spider climb*, *potion of levitate*, key to locked iron gate, *amulet of natural armor* +1, 45 gp.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – *cure minor wounds* (3), *detect magic*, *light*, *mending*; 1st – *bane*, *cause fear*, *command*, *magic weapon**, *sanctuary*, *shield of faith*; 2nd – *cure moderate wounds*, *death knell*, *desecrate**, *hold person*, *sound burst*; 3rd – *bestow curse*, *blindness/deafness*, *dispel magic*, *magic circle against good**, *meld into stone*; 4th – *divine power**, *poison*, *unholy blight*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Description: A gaunt man of 60 years with wrinkled skin, gray hair, and a well-trimmed gray beard

✚**Acolytes (12):** Male/Female human Clr1; CR 1; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +0 melee (1d8, heavy mace); AL LE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 13, Con 10, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentration +4, Heal +6, Spellcraft +4; Combat Casting, Spell Focus (Enchantment).

Possessions: studded leather armor, heavy mace, dagger, holy symbol of Hextor, black ceremonial robe

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – *cure minor wounds*, *detect magic*, *guidance*; 1st – *command*, *doom*, *inflict light wounds**.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Evil (You cast evil spells at +1 caster level).

APL 10 (EL 12)

✚**Modos:** Male human Clr10 (Hextor); CR 10; Medium-size humanoid (human); HD 10d8; hp 53; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +7/+7/+2 melee (1d8, dire flail); SA Spells, rebuke undead; AL LE; SV Fort +7, Ref +4, Will +10; Str 10, Dex 12, Con 10, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +7, Disable Device +3, Disguise +3, Knowledge (religion) +7, Profession (farmer) +5, Scry +5, Spellcraft +9, Tumble +1; Ambidexterity, Exotic Weapon Proficiency (dire flail), Extra Smiting**, Two-Weapon Fighting, Weapon Focus (dire flail).

Possessions: masterwork full plate armor, masterwork dire flail, holy symbol of Hextor, black ceremonial robe, *potion of spider climb*, *potion of levitate*, key to locked iron gate, *amulet of natural armor* +1, 45 gp.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0 – *cure minor wounds* (3), *detect magic*, *light*, *mending*; 1st – *bane*, *cause fear*, *command*, *magic weapon**, *sanctuary*, *shield of faith*; 2nd – *cure moderate wounds*, *death knell*, *desecrate**, *hold person* (2), *sound burst*; 3rd – *bestow curse*, *blindness/deafness*, *dispel magic*, *magic*

circle against good*, meld into stone; 4th – divine power*, poison, spell immunity, unholy blight; 5th – circle of doom*, greater command, slay living.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**See Appendix 2: New Rules for additional information.

Description: A gaunt man of 60 years with wrinkled skin, gray hair, and a well-trimmed gray beard

➤ **Glubnar the Bloody:** Male hobgoblin Wiz6/Ftr1/Adp2; CR 8; Medium-size humanoid (goblinoid); HD 6d4+1d10+2d6+9; hp 42; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d10+1/19-20, bastard sword); SA Spells; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +9; Str 12, Dex 14, Con 13, Int 16, Wis 12, Cha 6.

Skills and Feats: Alchemy +9, Climb +4, Concentration +10, Scry +10, Spellcraft +10, Knowledge (arcana) +10, Use Rope +5, Tumble +4, Wilderness Lore +11; Energy Substitution (acid)*, Exotic Weapon Proficiency (bastard sword), Lightning Reflexes, Still Spell, Track.

Wizard Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0 – detect magic, flare, mage hand, ray of frost; 1st – grease, mage armor, magic missile, silent image; 2nd – flaming sphere (acid), invisibility, Melf's acid arrow, web; 3rd – invisibility (still), lightning bolt (acid), slow.

Adept Spells Prepared (3/2; base DC = 11 + spell level): 0 – detect magic, ghost sound (2); 1st – burning hands (acid) (2).

Possessions: masterwork bastard sword, 2 daggers, mithril shirt, spell components, holy symbol of Hextor, scroll of rope trick.

*See Appendix 2: New Rules for additional information.

Familiar (rat) – Tweezy: Tiny magical beast; HD 9d8; hp 21; Init +2; Spd 15 ft., climb 15 ft.; AC 18 (touch 14, flat-footed 16); Atk +7 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL LE; SV Fort +4, Ref +4, Will +9; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

➤ **Acolytes (9):** Male/Female human Clr1; CR 1; Medium-size humanoid (human); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +0 melee (1d8, heavy mace); AL LE; SV Fort +2, Ref +1, Will +4; Str 10, Dex 13, Con 10, Int 10, Wis 14, Cha 11.

Skills and Feats: Concentration +4, Heal +6, Spellcraft +4; Combat Casting, Spell Focus (Enchantment).

Possessions: studded leather armor, heavy mace, dagger, holy symbol of Hextor, black ceremonial robe

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, guidance; 1st – command, doom, inflict light wounds*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Evil (You cast evil spells at +1 caster level).

ENCOUNTER 10: SPAWN OF WINTERWIND

➤ **Wakkali:** Female white dragon (Very Young); CR 2; Small dragon (cold); HD 6d12+6; hp 45; Init +0; Spd 60 ft., fly 150 ft. (average), swim 60 ft., burrow 30 ft.; AC 16 (touch 11, flat-footed 16); Atk +8 melee (1d6+1, bite) and +3 melee (1d4, 2 claws); SA Breath weapon; SQ Blindsight 60 ft., low-light vision (x4), darkvision 200 ft., cold subtype, icewalking; AL CE; SV Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int 6, Wis 11, Cha 6.

Skills and Feats: Escape Artist +6, Listen +6, Spot +6, Search +6; Alertness, Power Attack.

Breath Weapon – Cone of cold: (2d6) every 1d4 rounds; 20 ft. range; Reflex save (DC 14).

➤ **Mosk:** Male half-dragon (white)/half-ogre; CR 4; Large dragon; HD 4d10+12; hp 32; Init -1; Spd 30 ft., fly 30 ft. (average); AC 20 (touch 8, flat-footed 20); Atk +12 melee (2d6+13, huge greatclub) or +11 melee (1d8+9, bite) and +6 melee (1d6+4, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Breath weapon; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and cold attacks; AL CE; SV Fort +7, Ref +0, Will +1; Str 29, Dex 8, Con 17, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +11, Listen +4, Spot +4; Weapon focus (greatclub).

Possessions: hide armor, huge greatclub

Breath Weapon – Cone of cold: (3d6) 1/day, 20 ft. range; Reflex save (DC 16).

APPENDIX 2: NEW RULES

DIRTY FIGHTING [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

DIVINE MIGHT [DIVINE] AS PRESENTED IN *DEFENDERS OF THE FAITH*

You can channel energy to increase the damage you deal in combat.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack

Benefit: Spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for a number of rounds equal to your Charisma bonus.

SANCTUM SPELL [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

Your spells have a home ground advantage.

Prerequisites: Any other metamagic feat.

Benefit: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a minor globe of invulnerability) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

FIST OF HEXTOR AS PRESENTED IN *SWORD AND FIST*

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks, or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10

Requirements

To qualify to become a Fist, a character must fulfill all the following criteria.

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor.

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brutal strike +1
2 nd	+2	+3	+0	+0	Strength boost 1/day
3 rd	+3	+3	+1	+1	Frightful presence 1/day
4 th	+4	+4	+1	+1	Brutal strike +2
5 th	+5	+4	+1	+1	Strength boost 2/day
6 th	+6	+5	+2	+2	Frightful presence 2/day
7 th	+7	+5	+2	+2	Brutal strike +3
8 th	+8	+6	+2	+2	Strength boost 3/day
9 th	+9	+6	+3	+3	Frightful presence 3/day
10 th	+10	+7	+3	+3	Brutal strike +4

Class Features

Brutal Strike: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill fear in others as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

WAYFARER GUIDE AS PRESENTED IN *TOME AND BLOOD*

The wayfarer guide focuses on honing her skills at instantaneous magical transportation. Unlike spellcasters of other prestigious associations, a wayfarer guide need not devote years of her life to the art of teleportation nor focus her attention overmuch on the pursuit of perfection. Still, she learns secrets of the trade that are only available through employment with the Wayfarer's Union.

The Union is, at its heart, a transportation service that specialty spellcasters provide for those willing to pay. Wayfarers' Union offices are generally found in large cities, staffed by wayfarer guides who offer a variety of standard services. Particularly qualified wayfarer guides, called "danger wayfarers," are sometimes available to teleport bold clients into dangerous locales, though the price is commensurately higher.

Hit Die: d4.

Requirements

To qualify to become a wayfarer guide, a character must fulfill all the following criteria.

Knowledge (arcana): 10 ranks.

Knowledge (geography): 10 ranks.

Feats: Sanctum Spell, Skill Focus (Knowledge – geography).

Spells: Ability to cast teleport.

Special: A prospective wayfarer guide must join the Wayfarers' Union (although she can later quit without losing previously acquired levels).

Class Skills

The wayfarer guide's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Enhanced capacity	+1 level of existing class
2 nd	+1	+0	+0	+3	Extra teleportation	
3 rd	+1	+1	+1	+3	Enhanced accuracy	+1 level of existing class

Class Features

All the following are class features of the wayfarer guide prestige class.

Weapon and Armor Proficiency: Wayfarer guides gain no additional proficiency in any weapon or armor.

Spells per Day: When a wayfarer guide reaches 1st and 3rd level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on). She does still gain effective spellcaster levels. If a character had more than one spellcasting class before becoming a wayfarer guide, she must decide to which class she adds the new level for purposes of determining spells per day.

Enhanced Capacity (Ex): A wayfarer guide can transport material more efficiently. When casting any spell with the "teleportation" descriptor, the wayfarer guide's maximum weight capacity is 100 pounds per caster level (normally 50).

Extra Teleportation: At 2nd level, the wayfarer guide gains an extra 5th-level spell slot, which can be used only for a teleport spell. This extra spell slot is gained as if through having a high ability score.

Enhanced Accuracy (Ex): On reaching 3rd level, the wayfarer guide becomes more skilled at arriving on target. When casting any spell with the "teleportation" descriptor, roll d% and consult the Wayfarer's Teleport table below (instead of the Teleport table on page 264 of the *Player's Handbook*).

Wayfarer's Teleport

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–100 —	—	—	
Studied carefully	01–99	100 —	—	
Seen casually	01–94	95–97	98–99	100
Viewed once	01–88	89–94	95–98	99–100
Description	01–76	77–88	89–96	97–100
False destination*	—	—	81–92	93–100

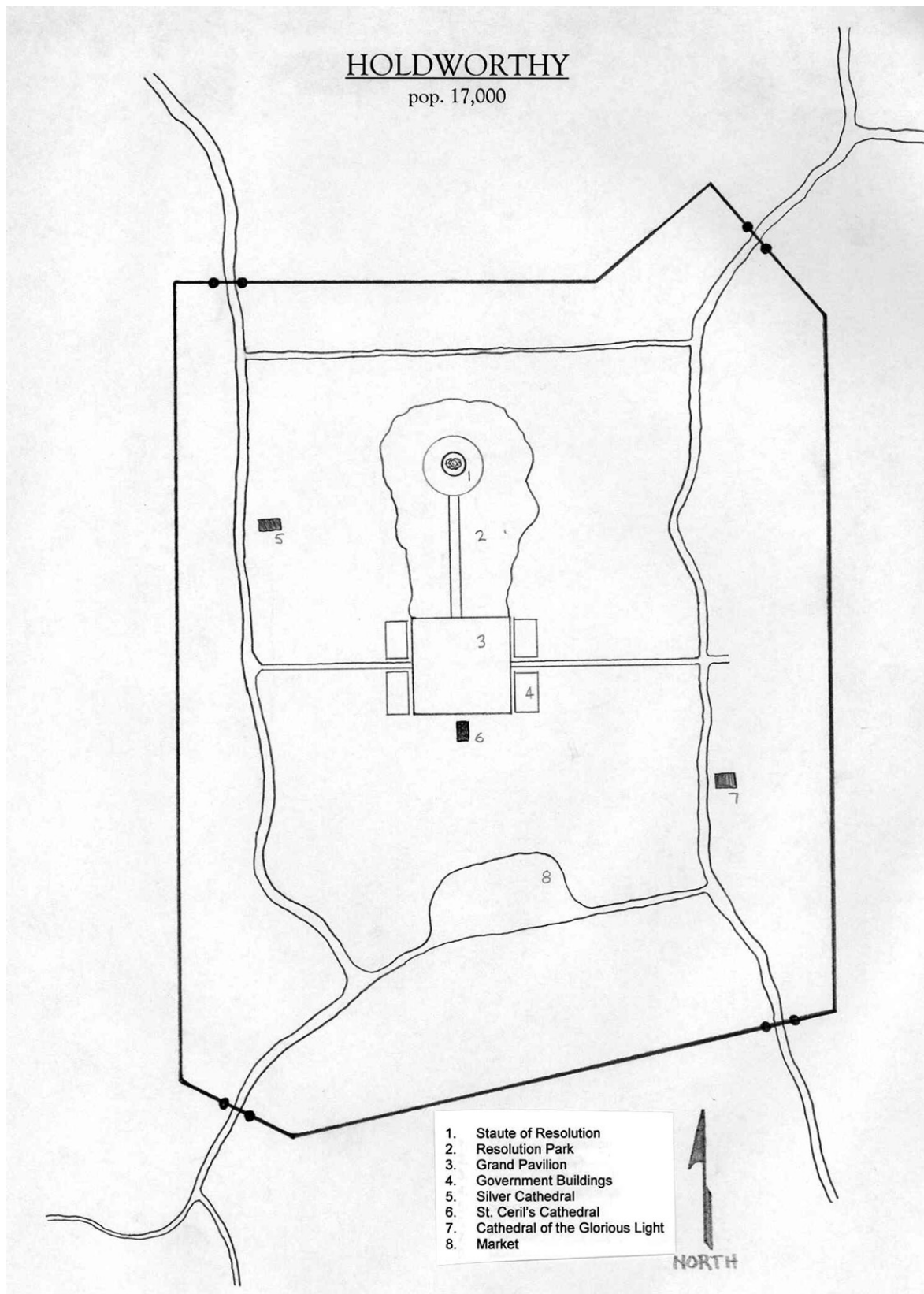
*Roll 1d20+80 to determine the result.

APPENDIX 3: RUMORS

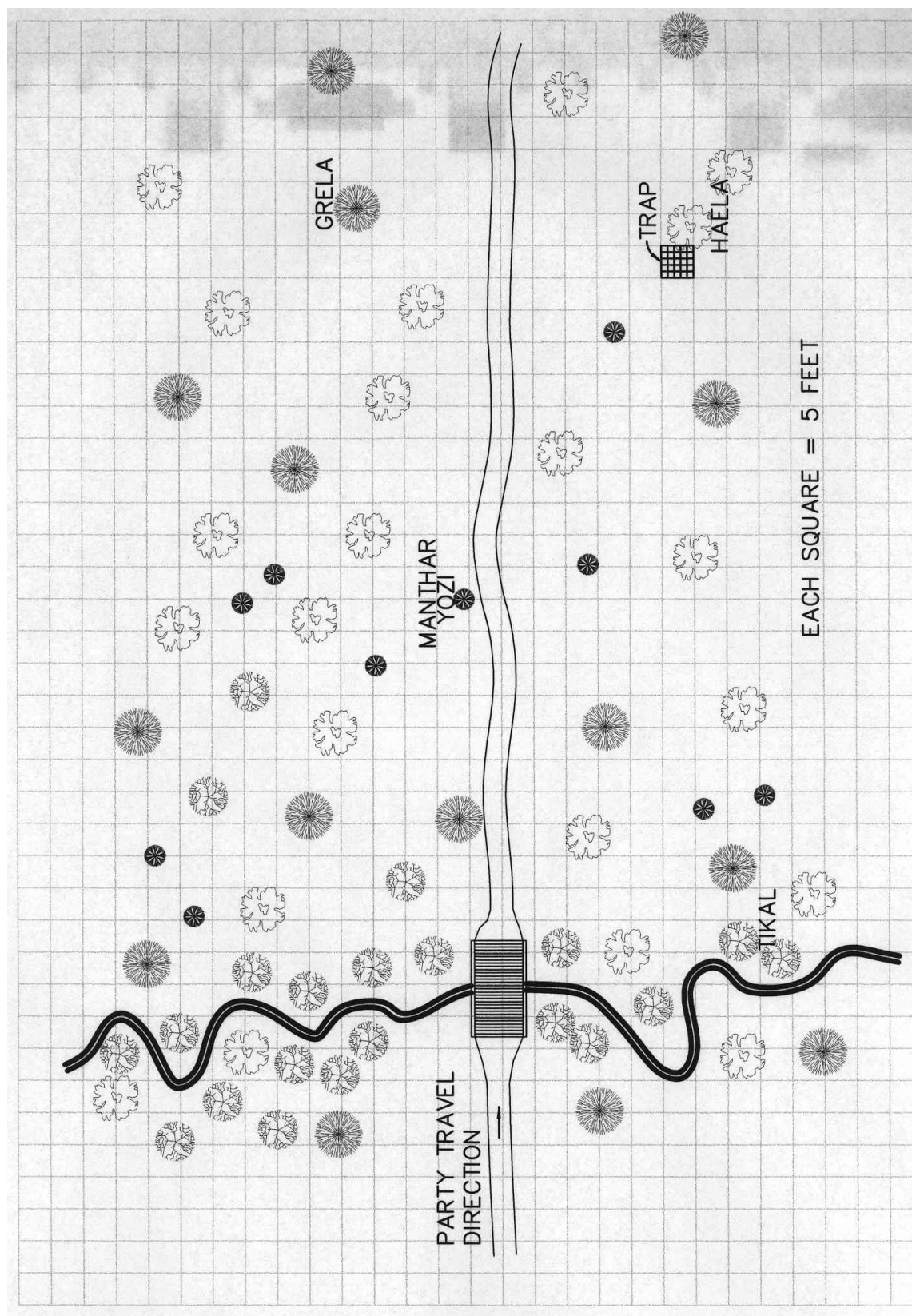
1. "Dorjan Oldrich, renowned dwarven scout of the Troll Fens, was captured and slain by the Troll King."	Not true. Dorjan has not been seen in quite some time, but he's not dead. He's been very busy in the Troll Fens lately, keeping a close eye on the activities of the trolls. Dorjan has some family members (several uncles/aunts/cousins) that live in Holdworthy that could confirm that they are not aware that anything bad happened to Dorjan. They are confident in his abilities to survive just about anything.
2. "The Yol River is going to flood this year."	There is no further information about this rumor. The truth of this is in the hands of Pholtus.
3. "The eggs of a white dragon have come up for sale on the black market."	True, although few details are available. Any player asking about the black market will be shunned, since most people don't believe there is one. Umar (see Encounter Two) has purchased one, although she would never willingly reveal this to anyone. She hopes to resell it once the rumors die down.
4. "An escape plan is being hatched for the New Dawn Camp at Tristor."	No further information is available.
5. "People have gone missing over the last few weeks in Holdworthy."	This is true, though no one knows why. A bloody ritual called the Night of the Scourge is being devised, where sacrifices are to be made to the glory of Hextor. No one is sure where the victims are being taken to or when the ritual is to take place.
6. "People have gone missing over the last few weeks in Wintershiven."	This is true, though no one knows why. A bloody ritual called the Night of the Scourge is being devised, where sacrifices are to be made to the glory of Hextor. No one is sure where the victims are being taken to or when the ritual is to take place.
7. "People have gone missing over the last few weeks in the farmlands."	This is true, though no one knows why. A bloody ritual called the Night of the Scourge is being devised, where sacrifices are to be made to the glory of Hextor. No one is sure where the victims are being taken to or when the ritual is to take place.
8. "A burning of several heretics is taking place. Prelate Rakim Thundershard is furious over the matter."	This is true. The prelate is away in Wintershiven trying to plead with the Theocrat to disallow the burnings. His pleas are unsuccessful, however, and the law is on the side of the Church Militant.
9. "The Cathedral of the Glorious Light has the best choir in town."	This is true. The Singers of the Glorious Light are fantastic.
10. "Ghost sightings have occurred around Castle Arndulant."	This is true.
11. "A white skinned ogre has been seen killing pigs on a nearby farm at night."	This is true, although the exact farm and location is not knowable until late in the scenario. The ogre Mosk is a half-dragon (white), who is guarding a very young white dragon near Palley's farm.
12. "A cult of St. Cuthbert is trying to convert locals. The Church Militant is making arrests."	This is true.
13. "A large black tree lies deep in the Phostwood feeding on souls."	The truth of this is unknown.
14. "Zemar has broken the record for drinking assassin wine at Shelly's Bar."	This is true. He drank 8 shots, all the rest of the stock at Shelly's bar (there is a shortage of assassin wine in the Pale just now). He can be frequently found at Shelly's Bar, but is otherwise not an integral part of this adventure.
15. "A vampire named Umar is in the business of selling poison."	This isn't exactly true. Umar is a tiefling who has some vampire-like qualities. She will sell poison for the right price. See Encounter 2 for more details about Umar.

16. "The most beautiful woman in Holdworthy is Velandia. She's been seen with several wealthy men."	This is basically true. She is a courtesan and she's become rather wealthy herself. Velandia, female human Exp7 [courtesan/high-class prostitute] (hp 45, AL N, Cha 19 [21 with cloak of Charisma +2]) Magnius Harthington, male human Ari3 (hp 18, AL LG, sometimes seen with Velandia; sometimes drunk) Velandia and Magnius can occasionally be found in Shelly's Bar, either together or separately. Otherwise they will likely be in their own upper class residences.
17. "The Arcanist's Guild is formulating a type of magical gold plating that will one day adorn the Statue of Resolution."	This is true. The statue is a massive 100-foot tall, carved granite statue in the likeness of Pholtus. A plan is being formulated to cover the statue with a gold plating that will glow day or night and never need cleaning.
18. "A shifty guy from Ogburg visiting Holdworthy was asking questions about gemstones. It seems like he was trying to collect several gems of roughly the same size and shape. He suggested they had some historical significance to them."	There is no additional information available about this rumor. The shifty guy is long gone.
19. "Tragedy befell an adventuring company known as the Four of Eltison. One of the Four died on the Nyr Dyv, and the rest decided to disband."	There is no additional information available about this rumor.
20. "An entire family was found dead near Rakervale. When they were found, the corpses all had gray hair and everyone looked like they were nearly a hundred years old."	There is no additional information available about this rumor.

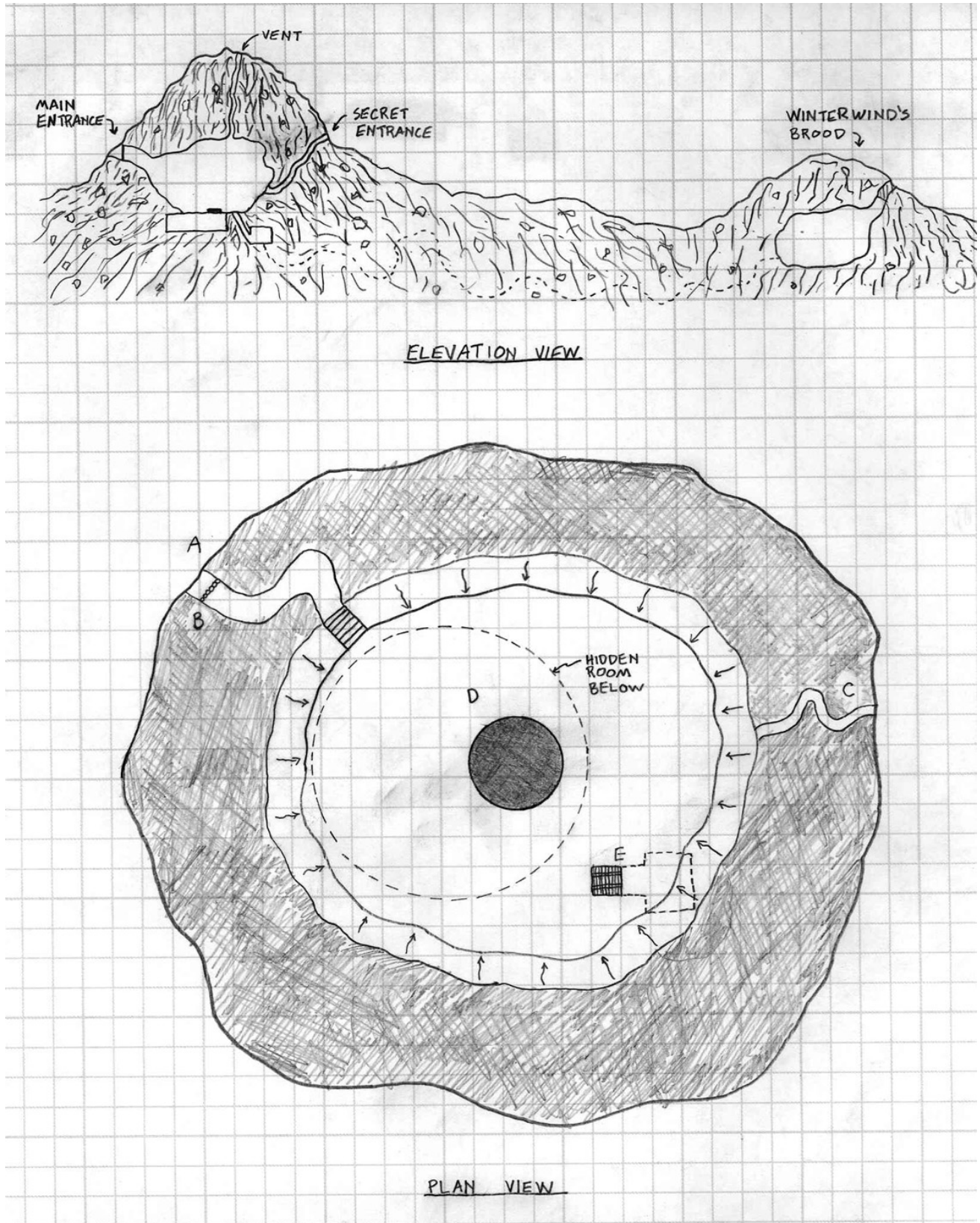
MAP 1: HOLDWORTHY



MAP 2: AMBUSH



MAP 3: NIGHT OF THE SCOURGE



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

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

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.