

ULP2-o8



VANISHED

A One-Round D&D[®] LIVING GREYHAWK[®]
Principality of Ulek Regional Adventure

Version 1

by Christopher Reed

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Something is just not right in the village of Dunharrow. An adventure for characters level 3-10.

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.

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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 Jozan 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 one-round Regional adventure set in the Principality of Ulek. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This is the twentieth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The characters begin the adventure in Fort Stonewall, a fort in the Lortmil Hills. Parts of ULP1-02 *Spies Like Us*,

ULP2-06 *Fort Stonewall* and ULP2-07 *Messengers* took place here.

Fort Stonewall is located in the Lortmil Hills and run by Commander Rond Stockbelly. Stockbelly has been the commander of the fort for nearly five years now. He and those stationed at Fort Stonewall have been quite valuable in the efforts against the humanoids from the Pomarj. Not only have they guarded this area but they have helped aid the patrol forces that have passed through here. Some of the patrol forces have found some precious and incredible information including the location of Rudd Rockcutter's final resting place (as seen in ULP1-02 *Spies Like Us* and ULP1-03 *Crypt of Promise*) and the location of various humanoids armies.

Just recently, Fort Stonewall had been surrounded by a band of goblins thus supplies and vital military information could not be received by the fort's inhabitants for months. However, several brave heroes managed to traverse a lesser known cave that leads into Fort Stonewall, clearing out the goblins who had taken over the cave and get inside the fort with the supplies and military information needed.

Next the goblins seemingly attempted to mount a massive attack on the fort, but they quickly retreated. The Warlord had others plans for them. He gathered a multitude of various humanoids to launch a major attack on the Principality of Ulek (as seen in the WiPoU #2 interactive). While the Warlord hoped for a complete success, he knew this might not be realistic. However, while both sides gathered their troops to the two locations, these battles had a secondary plan for the Warlord. The Warlord has under his control one lead necromancer, who has several minions of his own. Thus, while the two battles were taking place, the necromancers were to attack several villages with their undead minions causing as much havoc as possible. One village was even completely wiped out. The bodies were then removed and brought back to be prepared for an unlife. These new undead would then be used in upcoming battles with the Principality of Ulek Army.

The characters start the adventure in Fort Stonewall, having just completed a mission that took them there (perhaps ULP2-06 *Fort Stonewall* or ULP2-07 *Messengers*) or just been asked to provide assistance in anyway possible.

While at Fort Stonewall, a lone halfling scout returns with some saddening news. A village about a day's travel away has been entirely killed off. Once seeing this fact, the scout quickly returned to the fort deciding not to investigate further by himself. The characters are then asked to investigate and report back with any information they learn.

The characters head to the village meeting no resistance along the way. Investigation of the village leads to the fact that everyone is indeed missing. Even the animals of the village are missing. Also, anything of value has been taken or destroyed. Examination of the area surrounding the village leads to the discovery of numerous tracks heading off to the east. The tracks were made by the undead that came here and killed each of the

villagers plus the corpses of the dead villagers themselves as they were dragged off by the undead.

Following the tracks, the characters, after several hours of travel, reach the location of a small ruined stone tower. In the area around the tower there are many large pieces of rock, which were once part of the tower. Hiding behind the rocks are several undead that attack until destroyed.

Heading inside the ruins, the characters are able to search several rooms on the ground floor. The stairs that once lead up to another floor now lead to the open sky. The stairs that lead down are just the beginning of the horror that dwells there below.

Heading down into the basement of the ruins, is where the worst of the terror and dread for the characters lie, as this is the location of every body from the village including the animal's bodies. Several of the humanoid bodies (human and dwarves) are currently being prepared for the ritual of being animated to unlife by the necromancer (cleric of Nerull) who resides here, meanwhile the others are being readied to be taken elsewhere. However, he is but a minion for a more powerful necromancer that lives elsewhere in the Disputed Territory as can be learned from several notes and the necromancer's journal.

The characters are able to return to Fort Stonewall without incident and deliver the morbid news of what happened to the villagers.

Note: Characters who participate in this scenario do not have to pay the 10% tax that is currently being collected within the Principality of Ulek from all adventurers and caravan guards due being supported by the Principality of Ulek Army.

INTRODUCTION

You find yourself within the walls of Fort Stonewall. Many of you have been within these walls before, but for those who have not, you are quickly trained in several monotonous duties that you are to perform.

The talk of the vast battle between the Principality of Ulek Army and the humanoids from the Pomarj and Disputed Territory has been on everyone's breath. The rumors you have heard vary greatly. Some say that the Principality of Ulek Army barely managed to keep the humanoids from advancing further toward the Lortmil Hills. Others say that the army pushed the humanoids back to the edge of the Jewel River. While still others say that several bands of humanoids managed to break the army's lines and advance into the Lortmil Hills where they continue to wreak havoc.

The exact truth of the recent battle is unknown but the worst could not have occurred, for Fort Stonewall is still in one piece and you are alive within its walls.

Some characters may have a problem with being at a military fort. If so, allow the player to select a new character for this adventure.

Currently each of the characters is doing some type of menial task such as guard duty, cleaning the barracks, etc.

Feel free to set the mood for the characters but have the players describe their characters in the next encounter along with character introductions.

ENCOUNTER 1: SADDENING NEWS

Several days pass by with little excitement. Even the gray paste that you are served for your meals provides little stimulus.

You are currently eating another portion of the dull colorless paste for a morning meal. The mood is unusually somber. The air is still, so much so that you could hear a cockroach scuttle across the floor.

Seated at the table with you are a mismatch group (the other characters) and a single dwarf. The dwarf's beard is thick and full with graying streaks running down it. While some of this has been caused by the gray paste that was served as dinner, the others seem to have been caused by his advancing age. He glances at you with a stern pair of dark brown eyes that seemingly penetrate into your soul. After just a brief moment, he glances back at his meal and continues to messily shovel it into his mouth.

Gorlus Oxem is a Sergeant in the Principality of Ulek. He has been ordered by Commander Rond Stockbelly to deliver an assignment to the characters.

If the characters attempt to talk to Gorlus, he merely glances up at them firmly then gruffly states that they should finish their meal, as they have a busy day ahead of them. He then continues to scappily consume his meal.

If the characters attempt to continue their conversation with Gorlus, he looks up with half-squinted eyes and then goes back to eating.

After the characters have finished their meal and begin to leave the table, Gorlus slowly looks up and roughly states that their business lies here. He informs the characters that they should remain here until the rest of the men have left. Once all the other men have left, Gorlus cleans his beard of his morning meal and surveys each of the characters. If any character gets impatient with him, he forcefully slams his fist on table, then leans across the table stating, "Ye best have more patience then that or you'll be the next to fall."

Any character that strikes Gorlus is dismissed and asked to leave Fort Stonewall and, of course this adventure is over for them. If the character is in the Principality of Ulek army, they are promptly demoted one rank. This information should be noted on the character's adventure certificate for the scenario.

Any character that gives Gorlus any "lip" is reminded that he is a ranking officer and they should remember their place.

After Gorlus has had a chance to survey the characters, he informs them that Commander Rond

Stockbelly has assigned him to ask them for their assistance in a mission.

A lone halfling scout named Lurich Longlegs, who the characters may know from several previous Principality of Ulek scenarios, has recently returned to Fort Stonewall with some awfully saddening news. The village Dunharrow, about a day's travel away is completely empty. Lurich found some minor signs of struggle but no bodies. Everyone has just utterly vanished. Once Lurich saw this fact, he quickly returned to the fort deciding not to investigate further by himself despite his being a halfling slinger.

The characters mission, if they accept it, is to investigate the village, follow any clues they found and locate the missing villagers.

If the characters ask to speak with Lurich, he reports within minutes and answers any questions the characters might have. Unfortunately, he has little information. Basically, he went into the village to rest for an evening during his scouting mission and quickly discovered that everyone was missing. After a quick search around the village, he promptly left returning to Fort Stonewall. His quick search around the village revealed that not only were the citizens missing but also anything of value had been taken or destroyed. He did not search for any clues on what may have caused this or where they would have gone.

Once Gorlus has finished giving information to the characters about the mission, he asks them to gather their things so they can depart to the village, as it will take until nightfall to reach Dunharrow.

Encounter 2: Empty Village

Accepting the mission to learn what has happened to Dunharrow and the residents who used to live there, you proceed out of Fort Stonewall through the massive front gate.

The footprints of hundreds, perhaps thousands, of goblins still lie just outside; just a reminder of what has occurred at Fort Stonewall only months before. Fortunately, the dwarven made fort was able to withstand the months of attacks from the goblins until help arrived. Now the area is still and peaceful.

As you depart, graying clouds form overhead much like you and your group has done.

You spend the day traveling to Dunharrow. During your trek, old tracks of goblins and norkers can be found, but nothing that has been made recently. The gray clouds that formed during your departure still loom overhead, almost as if they are watching your every move.

Surprisingly, you meet no resistance along way. The hordes of humanoids that reside in the Disputed Territory must be marching in other parts of the country this day.

Coming upon the village, you can feel a stillness wash over you. The sun that peeks through the graying clouds that have followed you all day is now nearly below the horizon and the chill of the night will be upon you shortly.

The village of Dunharrow is now nothing but a ghost town. The buildings are intact but anything of value has been taken or destroyed save a few items (as seen in the

list below). If the characters decide to carefully investigate each of the buildings and other places of note within the village, which takes approximately four hours), they are able to find the following items or information. Some items require a skill check and this information is in parenthesis following the information:

1. The village was, seeming inhabited mainly by humans, dwarfs and halflings.
2. There are no living creatures, not even animals (horse, dog, etc.) now within the village. (The undead creatures took any living creature they found.)
3. There are few signs of struggle. (This is due to the fact that the undead creatures attacked at night while the majority of the villagers were asleep.)
4. The only signs of struggle seem to be smashed doors at many of the buildings in the village. The doors appear to have been broken down by some form of slam attack.
5. Tracks lead into and out of the village from the northwest portion of the village (Requires a successful Track check [DC 10]).
6. The tracks seem to be humanoid (Small and Medium-size) that were not wearing any type of footwear.
7. The cemetery in the northwest portion of the village was entered and numerous bodies unearthed.
8. Several pieces of decaying flesh lie about the village. (These are from the zombies that attacked the village.)
9. Several broken holy symbols to various gods and goddess (Lydia, Phytan, Fharlanghn and Moradin) lie within the streets of the village.
10. The diary of a human man, perhaps about twenty, named Wilz is located in one of the smaller homes within the village. The diary contains many passages about a young human lady named Dawana. (One passage can be found in DM's Aid 3). The last few entries turn a little more serious as it talks about how the village seems to be a little more somber and solemn. However, the journal does not indicate why. This item is listed on the Adventure Certificate for the adventure.

The important clue above, to keep the adventure moving along, is the fact that there are tracks leading out of the village. If the characters do not pick up on this clue, help them slightly.

Encounter 3: Trek to the Tower

Having located a set of tracks, you begin to follow them to see where they could possibly lead. The clouds that have hung over you since you began your mission, continue to follow overhead.

Pressing onward, you travel, following the tracks that chaotically wander about until it is nearly dusk once again. Looking up ahead you see the tracks lead to a small ruined stone tower currently only one story. Large pieces of rock, likely parts of the upper stories of the tower, lay to one side of the tower. Surrounding the entire tower is a short wall with a rusty iron

gate that is currently closed and locked. Within the wall are numerous gravestones.

Numerous zombies (ghouls and ghosts at higher APLs) reside in the tower's cemetery. Currently, they are resting in shallow graves with only a thin layer of dirt over them. The dirt provides enough cover to keep the characters from spotting them from outside the walls.

Once a character enters the cemetery, three things happen. First, the gray clouds that have loomed over them since they left Fort Stonewall start to partly expose the characters to the evening's full moon. Any character with lycanthropy (perhaps from ULP2-07 Messengers) may involuntarily transform into a were-creature, attacking their comrades. Second, the undead rise (in the surprise round). The next round, they perform partial charges and attack the nearest characters. Third, have each character make a Will save (APL 4: DC 13; APL 6: DC 14; APL: 8-10 DC 15) for the *bane* spell that is connected with the *unhallow* spell on the cemetery and the tower, as noted below.

Two additional items of note, if any character at the table has Oskar Dankil's *Silver Holy Symbol of Moradin* or Omur Hemdal's *Silver Holy Symbol of St. Cuthbert*, all the undead in this encounter focus their attacks on them if possible. Next, the cemetery and the tower are under the effects of an *unhallow* spell. See the *Player's Handbook* for further details regarding this effect.

APL 4 (EL 5)

☛ **Small Zombies (4):** hp 9, 10, 12, 15; see *Monster Manual*.

☛ **Medium-size Zombies (8):** hp 16, 16, 18, 18, 20, 20, 25, 27; see *Monster Manual*.

APL 6 (EL 7)

☛ **Small Zombies (8):** hp 9, 9, 9, 10, 12, 14, 15, 15; see *Monster Manual*.

☛ **Medium-size Zombies (12):** hp 16, 16, 16, 18, 18, 20, 20, 20, 25, 25, 27, 27; see *Monster Manual*.

APL 8 (EL 9)

☛ **Medium-size Zombies (10):** hp 16, 18, 18, 20, 20, 20, 25, 25, 27, 27; see *Monster Manual*.

☛ **Ghouls (12):** hp 20, 20, 18, 18, 16, 16, 16, 14, 14, 14, 14, 14; see *Monster Manual*.

APL 10 (EL 11)

☛ **Ghouls (10):** hp 20, 20, 18, 18, 16, 16, 16, 14, 14, 14; see *Monster Manual*.

☛ **Ghosts (12):** hp 40, 40, 38, 36, 36, 34, 34, 34, 32, 32, 30, 30; see *Monster Manual*.

When the characters defeat the undead and proceed to the tower, continue with the following encounter.

Encounter 4: Ground Floor

Having defeated the zombies, you now see the large iron door that leads into the tower. You get a strange feeling that the door is watching you, prying into your soul to determine your weaknesses.

What lies within this small ruined stone tower? Do you dare enter?

On the iron door is a *glyph of warding*. Any non-evil person who opens the door and those within five feet of the intruder are blasted by acid damage.

APL 4 (EL 2)

☛ ***Glyph of Warding (Acid)*** Trap: CR 2; Intruder and those within 5-ft. (2d8); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

APL 6 (EL 4)

☛ ***Glyph of Warding (Acid)*** Trap: CR 4; Intruder and those within 5-ft. (4d8); Reflex save (DC 16) for half damage; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

☛ ***Glyph of Warding (Acid)*** Trap: CR 6; Intruder and those within 5-ft. (6d8); Reflex save (DC 18) for half damage; Search (DC 28); Disable Device (DC 28).

APL 10 (EL 8)

☛ ***Glyph of Warding (Acid)*** Trap: CR 8; Intruder and those within 5-ft. (8d8); Reflex save (DC 20) for half damage; Search (DC 28); Disable Device (DC 28).

The characters could also enter the tower via the stairway that once when to the second floor, which is now nothing but rumble. If they do so, proceed to Sub-encounter Stairs (Up).

When the characters proceed through the iron front door, they see four doors; two of them in front of them and one to the right and left of them. Please see DM Aid #1 for a map of this level of the tower.

ROOM A (RESTING ROOM)

The door to this room is unlocked and not trapped. When the characters proceed inside, continue with the following:

Opening the dark pine door to this room, you quickly see that it is a resting room with several couches and a large rug in the middle of the room.

The walls are covered with tapestries that contain depictions of various unholy creatures murdering innocent women and children.

The room is immaculate and Trellis has given a great deal of care to the placement of everything within it. He uses this room to rest after performing his studies and meditation. The furniture here is simple but quite comfortable.

The tapestries were created and displayed here in honor of Trellis's god, Nerull.

ROOM B (LOUNGE)

The door to this room is unlocked and not trapped. When the characters proceed inside, continue with the following:

Opening the dark pine door to this room, you can easily tell this area is some sort of lounge with several chairs and an oak table. The room seems rather bare, especially the gray walls, which are barren.

Trellis has given little attention to this room as he has little use for it. It is clean but rather bare. Nothing else of interest lies here.

ROOM C (STUDY)

The door to this room is locked and requires a successful Strength check or Open Locks check (DC 20). However, it is not trapped. When the characters proceed inside, continue with the following:

Opening the oak door to this room, you quickly see that it is a study filled with no less than half a dozen bookshelves, each filled with numerous books.

This is Trellis's study where he spends a great deal of time. Many of the books relate to the god Nerull, death, darkness, murder and the underworld. If the characters make a successful Search (DC 25) of the various bookcases, they might be able to find a well-hidden book entitled *The Book of Gruesome Deaths and Heinous Murders*.

The book has a jet-black cover with the writing composed of blood. The tome's text is written in Infernal. Characters might have the ability to read Infernal in order to gain the insight bonuses the book provides. This text gives the owner a +2 circumstance bonus to Knowledge (religion) skill checks involving the unholy faith of Nerull. If the owner of the text does not possess the Knowledge (religion) skill, that individual can still make a Knowledge (religion) skill check for matters involving Nerull without the +2 bonus mentioned above. It takes at least 5 minutes of reading to gain the bonus. The book must be read no less than 5 minutes before the check that the character wishes to gain the bonus for is made.

ROOM D (LAB)

The door to this room is locked and requires a successful Strength check or Open Locks check (DC 20) to open, but it is not trapped. When the characters proceed inside, continue with the following:

Opening the door into this room, you see it is some type of lab. Several tables are littered with glass beakers, ceramic vials and various other liquid-holding canisters.

While the place looks to be quite busy, it seemingly has some type of order to it all.

This is where Trellis performs any experiments he wishes to partake in. Currently, he is in the process of brewing several potions but they have several days of preparation ahead before they are ready.

STAIRS (UP)

If the characters take the stairs going up, continue with the following:

Looking at the stairs going up, you see that they once led to another floor but now lead to the open sky.

Nothing else of interest lies here.

STAIRS (DOWN)

If the characters take the stairs going down, continue with the following:

Heading down the stone stairs that lead beneath the ground, you feel a chill wash over you. Past horrors fill your mind and an uneasy feeling fills your stomach.

These stairs lead to the basement of the tower. At the bottom of the stairs is an unlocked door with no traps.

When the characters proceed through the door, they see four doors: one in front of them, two to the right and one to the left of them. Please see DM's Aid 2 for a map of this level of the tower.

Encounter 5: The Basement

ROOM E (BEDROOM)

The door to this room is locked and requires a successful Strength check or Open Locks check (DC 20) to open, but it is not trapped. When the characters proceed inside, continue with the following:

Looking into this room, you can easily discern that it is a lavish bedroom. Inside is a beautiful dark oak dressing and nightstand. The bed seemingly is made out of obsidian with a layer of black feathers for sleeping comfort. A large black bear skin lines the center of the floor. The walls have paintings of various undead creatures causing torment and death to innocent looking folks.

This room is Trellis's bedroom. It is quite extravagant but could easily cause horror to some characters due to the dead black bear and the various paintings on the walls.

Locked inside the nightstand which requires a successful Strength check or Open Locks check (DC 30) to open, is Trellis's journal and a pouch filled with various coins (worth 30 gp total). It is filled with his plans to raid the village of Dunharrow and take the citizens there back to this tower so he can add them to his undead army. There are also numerous references to someone Trellis calls his master and how he hopes that his undead army can assist in the war against the Principality of Ulek.

ROOM F (TEMPLE TO NERULL)

The door to this room is unlocked and not trapped. When the characters proceed inside, continue with the following:

As you open the door to this room, the foul stench of many dead corpses assaults your noses. While the smell is quite nauseating, it does not compare to the site before your eyes. Several dozen bodies lie on the floor of this room. The bodies range in age from little children to older adults. Most of them are human or dwarfs but a few are halflings. Off in the corner is a pile of animal corpses instead several horses, dogs, goats, pigs and chickens.

In the back of the room, is a small altar to the Nerull. You can almost feel evil radiate from it as it sits there awaiting your next move.

After Trellis and his undead minions attack the village of Dunharrow, they brought the villagers back to the tower and placed them in this room. Trellis now performs a religious ceremony before he then animates the villagers into his undead minions. In fact, several of the zombies the characters encountered outside the tower were folks from the village of Dunharrow.

Any character who attempts to destroy or desecrate the altar of Neurll needs to make a successful Will save (DC 15) or be under the effect of a *doom spell* as per the spell (at the same spell level that Trellis is. See *Encounter 7* for his statistics.

ROOM G (WATER CLOSET)

The door to this room is unlocked and not trapped. When the characters proceed inside, continue with the following:

This little room is obviously a water closet.

Nothing else of interest lies here.

ROOM H (DINING ROOM)

The door to this room is locked requiring a successful Strength check or Open Locks check (DC 20) and is trapped (see below) with a *glyph of warding*. Any non-evil person who opens the door and those within five feet of the intruder are blasted by sonic damage. If this trap is set off, it warns everyone in the basement of the tower that there are intruders.

APL 4 (EL 2)

☞ *Glyph of Warding (Sonic) Trap*: CR 2; Intruder and those within 5-ft. (2d8); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

APL 6 (EL 4)

☞ *Glyph of Warding (Sonic) Trap*: CR 4; Intruder and those within 5-ft. (4d8); Reflex save (DC 16) for half damage; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

✧ **Glyph of Warding (Sonic) Trap:** CR 6; Intruder and those within 5-ft. (6d8); Reflex save (DC 18) for half damage; Search (DC 28); Disable Device (DC 28).

APL 10 (EL 8)

✧ **Glyph of Warding (Sonic) Trap:** CR 8; Intruder and those within 5-ft. (8d8); Reflex save (DC 20) for half damage; Search (DC 28); Disable Device (DC 28).

When the characters proceed inside, continue with the following:

Opening the door to this room, you see a large table perhaps twenty feet long by five feet wide. On the table is a candelabra. There is a door on both the left and right side of the room. On the far end of the room are several large iron suits of plate armor. They stand motionless but seemingly guarding something.

Suddenly, the candelabra on the table in front of you begin to speak, "So did you like that little trap? Hehehe . . . Well I hate to be so rude but you have to leave. Them are the rules. I don't want to hurt you or anything but if you don't I'll unfortunately have to hurt you."

The candelabra is actually a talking animated object. It wishes the characters no harm but if they proceed into the room past the beginning of the table, he plus several of the large iron suits of plate mail armor (also animated objects) begin to attack.

If the characters merely talk to the candelabra, it gladly holds a conversation, as he hasn't had one with anyone but Trellis in such a long time. It does know about the secret door in this room but does not divulge this fact to the characters nor that his boss (Trellis) is currently behind it. It does not know what else may be behind the secret door.

Keep in mind that the cemetery and the entire tower are under the effects of an *unhallow* spell.

APL 4 (EL 4)

✧ **Small Animated Object:** hp 5; see *Monster Manual*.

✧ **Large Animated Object:** hp 22; see *Monster Manual*.

APL 6 (EL 6)

✧ **Small Animated Object:** hp 5; see *Monster Manual*.

✧ **Large Animated Objects (3):** hp 22, 22, 22; see *Monster Manual*.

APL 8 (EL 8)

✧ **Small Animated Object:** hp 5; see *Monster Manual*.

✧ **Large Animated Objects (5):** hp 22, 22, 22, 22, 22; see *Monster Manual*.

APL 10 (EL 10)

✧ **Small Animated Object:** hp 5; see *Monster Manual*.

✧ **Large Animated Objects (10):** hp 22, 22, 22, 22, 22, 22, 22, 22, 22, 22; see *Monster Manual*.

After the characters have defeated the animated objects, allow them to search the room for any additional information including secret doors. A successful Search check (DC 25) is required to locate the secret door.

ROOM I (STOREROOM)

The door to this room is unlocked and not trapped. When the characters proceed inside, continue with the following:

This room is nothing more than a storeroom with various supplies kept here. Everything is in perfect order.

Nothing else of interest lies here.

ROOM J (KITCHEN)

The door to this room is unlocked and not trapped. When the characters proceed inside, continue with the following:

This room is nothing more than a kitchen with various supplies kept here. It is quite clean, so much so that one could easily eat off the floor.

Nothing else of interest lies here.

Encounter 6: Tunnel

Having found a secret door, you open it and a long tunnel, perhaps one hundred and twenty feet long extends straight before you.

Currently, hiding in the walls are several wraiths about thirty feet down the passage. They allow the first character to move through their first threatened square before attacking in hopes of taking several attacks of opportunity (due to Combat Reflexes) on the characters.

It requires a Spot check (DC 28) to notice the wraiths before they attack. If any character successfully notices the wraiths, all they see are two glowing red pinpoints that are seemingly coming from the wall itself.

Since the wraiths are incorporeal and using the wall for cover, they get three-quarters cover unless a character holds his action until the wraith attacks at which point the wraith only gets one-quarter cover.

At APL 4, the wraiths attack the nearest character. However, at APL 6 and above, they attempt to flank one character hoping to take advantage of the Expert Tactician feat they possess. The wraiths attack until killed.

Keep in mind that the cemetery and the entire tower are under the effects of an *unhallow* spell and that the wraiths have a +2 turn resistance.

APL 4 (EL 7)

✧ **Wraiths (2):** hp 32, 32; see *Monster Manual*.

APL 6 (EL 9)

➤ **Wraiths, Advanced** (2): hp 70, 70; see Appendix I.

APL 8 (EL 11)

➤ **Wraiths, Advanced** (4): hp 70, 70, 70, 70; see Appendix I.

APL 10 (EL 13)

➤ **Wraiths, Advanced** (8): hp 70, 70, 70, 70, 70, 70, 70, 70; see Appendix I.

Encounter 7: Necromancer

When the characters proceed past the wraiths and open the door, which is unlocked and not trapped, before the curtain, continue with the following:

Having dealt with the wraiths and opening the door behind them, you see the tunnel extends for thirty feet before there is a curtain that blocks your view.

Have the characters make a Listen check (DC 9) to hear mumbles coming from behind the curtain or a Spot check (DC 10) to notice light at the bottom of the curtain. If the characters make the Listen check by ten or more (DC 19), they can tell the mumbles are in Infernal.

Currently, Trellis is working on preparing several bodies for an *animate dead* spell. There are as many bodies as Trellis has levels. Each body has a 50-gp black onyx gem in their month (a spell component). He is wearing full plate armor and a silver holy symbol of Nerull.

Inside the room with him, by the entranceway, are two skeletons that attack anyone who enters the room.

There are also three secret doors in this room. Two of them run parallel to the hallway the characters came down and where the wraiths were waiting and attacked the characters from. The third is in the northwest corner. Trellis attempts to use this door to get away if he feels the combat is turning against him. The passage beyond this secret door leads upward toward the surface and into a buried coffin. It only requires a Strength check (DC 10) to open the coffin and get to the open area near the tower.

Keep in mind that the cemetery and the entire tower are under the effects of an *unhallow* spell.

APL 4 (EL 6)

➤ **Medium-size Skeletons** (2): hp 12; see *Monster Manual*.

➤ **Trellis**: Male human Clr6; hp 51; see Appendix I.

APL 6 (EL 8)

➤ **Medium-size Skeletons** (2): hp 12; see *Monster Manual*.

➤ **Trellis**: Male human Clr8; hp 67; see Appendix I.

APL 8 (EL 10)

➤ **Medium-size Skeletons** (2): hp 12; see *Monster Manual*.

➤ **Trellis**: Male human Clr10; hp 83; see Appendix I.

APL 10 (EL 12)

➤ **Medium-size Skeletons** (2): hp 12; see *Monster Manual*.

➤ **Trellis**: Male human Clr12; hp 99; see Appendix I.

CONCLUSION

With the unholy stone tower having totally collapsed, you make your way back to Fort Stonewall. The trek is somber and slow but you eventually return with the sad news you have learned.

The characters are thanked for their help in this mission.

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 3: Trek to the Tower

Defeat the zombies.

APL 4	120 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 4: Ground Floor

Defeat the acid trap.

APL 4	30 XP
APL 6	60 XP
APL 8	120 XP
APL 10	180 XP

Encounter 5: Basement

Room H (Dining Room)

Defeat the sonic trap.

APL 4	30 XP
APL 6	60 XP
APL 8	120 XP
APL 10	180 XP

Defeat the animated objects.

APL 4	90 XP
APL 6	150 XP
APL 8	180 XP
APL 10	240 XP

Encounter 6: Tunnel

Defeat the wraiths.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	330 XP

Encounter 7: Necromancer

Defeat Trellis.

APL 4	150 XP
APL 6	240 XP
APL 8	270 XP
APL 10	300 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 4: Ground Floor

Find and sell *The Book of Gruesome Deaths and Heinous Murders*.

APL 4: L: 5 gp; C: 0 gp; M: 0
APL 6: L: 5 gp; C: 0 gp; M: 0
APL 8: L: 5 gp; C: 0 gp; M: 0
APL 10: L: 5 gp; C: 0 gp; M: 0

Encounter 4: Basement

Find the coins from Trellis's bedroom.

APL 4: L: 0 gp; C: 30 gp; M: 0
APL 6: L: 0 gp; C: 30 gp; M: 0
APL 8: L: 0 gp; C: 30 gp; M: 0
APL 10: L: 0 gp; C: 30 gp; M: 0

Encounter 7: Necromancer

Strip and sell the necromancer's gear.

APL 4: L: 196 gp; C: 0 gp; M: *divine scroll of knife spray* (Value 23 gp per character); *divine scroll of sword stream* (Value 56 gp per character).

APL 6: L: 196 gp; C: 0 gp; M: *divine scroll of knife spray* (Value 23 gp per character); *divine scroll of sword stream* (Value 56 gp per character); *potion of cure serious wounds* (Value 113 gp per character).

APL 8: L: 31 gp; C: 0 gp; M: +1 *full plate armor* (Value 398 gp per character); *potion of cure serious wounds* (Value 113 gp per character); *divine scroll of knife spray* (Value 23 gp per character); *divine scroll of sword stream* (Value 56 gp per character); *ring of protection +1* (Value 300 gp per character).

APL 10: L: 31 gp; C: 0 gp; M: +1 *full plate armor* (Value 398 gp per character); *potion of cure serious wounds* (Value 113 gp per character); *divine scroll of knife spray* (Value 23 gp per character); *divine scroll of sword stream* (Value 56 gp per character); *ring of protection +1* (Value 300 gp per character).

Total Possible Treasure

APL 4: 310 gp
APL 6: 423 gp
APL 8: 956 gp
APL 10: 956 gp

Adventure Certificate Items

The following items are received/available for purchase by the characters after the event is over and are listed on the adventure certificate for this scenario:

Diary of Wilz - (Market Price: 0 gp; Frequency; Adventure): This diary once belonged to a human man, perhaps about twenty years old, named Wilz who resided in the village of Dunharrow. The diary contains many passages about a young human lady named Dawana.

The Book of Gruesome Deaths and Heinous Murders - (Market Price: 50 gp; Frequency: Adventure): The book has a jet-black cover with the writing composed of blood. The tome's text is written in Infernal. Characters might have the ability to read Infernal in order to gain the

circumstance bonuses the book provides. This text gives the owner a +2 circumstance bonus to Knowledge (religion) skill checks involving the unholy faith of Nerull. If the owner of the text does not possess the Knowledge (religion) skill, that individual can still make a Knowledge (religion) skill check for matters involving Nerull without the +2 bonus mentioned above. It takes at least 5 minutes of reading to gain the bonus. The book must be read for no less than 5 minutes before the check.

Divine scroll of knife spray - (Market Price: 150 gp; Frequency: Adventure)

Divine scroll of sword stream - (Market Price: 375 gp; Frequency: Adventure)

Recommendation for the Principality of Ulek Army - (0 gp; -; no; unusual; -): For helping deliver the note from Fort Stonewall to the city of Thunderstrike, Commander Rond Stockbelly has given the character a recommendation to join the army if they should ever decide to do so. If the character is already a member of the Principality of Ulek army, this certificate serves as a commendation. This certificate can only be received and retained by a character whose home region is the Principality of Ulek.

APPENDIX I: NPCS

ENCOUNTER 6: TUNNEL

APL 6 (EL 9)

☛ **Wraiths, Advanced (2):** CR 7; Medium-size undead (incorporeal); HD 9d12; hp 70; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +7 melee (1d4 and 1d6 permanent Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +3, Ref +6, Will +8; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +11, Intuit Direction +7, Listen +13, Search +11, Sense Motive +9, Spot +13; Alertness, Blind-Fight, Combat Reflexes, Expert Tactician*, Improved Initiative.

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

APL 8 (EL 11)

☛ **Wraiths, Advanced (4):** CR 7; Medium-size undead (incorporeal); HD 9d12; hp 70; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +7 melee (1d4 and 1d6 permanent Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +3, Ref +6, Will +8; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +11, Intuit Direction +7, Listen +13, Search +11, Sense Motive +9, Spot +13; Alertness, Blind-Fight, Combat Reflexes, Expert Tactician*, Improved Initiative.

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

APL 10 (EL 13)

☛ **Wraiths, Advanced (8):** CR 7; Medium-size undead (incorporeal); HD 9d12; hp 70; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +7 melee (1d4 and 1d6 permanent Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +3, Ref +6, Will +8; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +11, Intuit Direction +7, Listen +13, Search +11, Sense Motive +9, Spot +13; Alertness, Blind-Fight, Combat Reflexes, Expert Tactician*, Improved Initiative.

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

ENCOUNTER 7: NECROMANCER

APL 4 (EL 6)

☛ **Trellis:** Male human Clr6; CR 6; Medium-size humanoid (human); HD 6d8+18; hp 51; Init +5; Spd 20

ft.; AC 19 (touch 11, flat-footed 18); Atk +6 melee (1d6+1, sickle); AL NE; SV Fort +8, Ref +3, Will +7; Str 12, Dex 12, Con 16, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +12, Knowledge (religion) +9, Spellcraft +9; Blind-Fight, Brew Potion, Improved Initiative, Spell Focus (Evocation).

Possessions: masterwork full plate armor, masterwork sickle, *divine scroll of knife spray***; *divine scroll of sword stream***.

Spells Known (5/4+1/4+1/2+1; base DC = 12 + spell level; 14 + spell level for Evocation spells): 0 – *create water, detect magic, guidance, light, purify food and drink*; 1st – *cause fear**, *deathwatch, doom, endure elements, obscuring mist*; 2nd – *darkness, death knell**, *hold person, sound burst* (2); 3rd – *animate dead**, *dispel magic, inflict serious wounds*.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

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

APL 6 (EL 8)

☛ **Trellis:** Male human Clr8; CR 8; Medium-size humanoid (human); HD 8d8+24; hp 67; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +8/+3 melee (1d6+1, sickle); AL NE; SV Fort +9, Ref +3, Will +9; Str 12, Dex 12, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Knowledge (religion) +11, Spellcraft +11; Blind-Fight, Brew Potion, Improved Initiative, Spell Focus (Evocation).

Possessions: masterwork full plate armor, masterwork sickle, *potion of cure serious wounds, divine scroll of knife spray***; *divine scroll of sword stream***.

Spells Known (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – *create water, detect magic, guidance, light, purify food and drink, resistance*; 1st – *cause fear**, *deathwatch, doom, endure elements, magic weapon, obscuring mist*; 2nd – *darkness, death knell**, *hold person, sound burst* (2); 3rd – *animate dead**, *blindness/deafness, dispel magic, inflict serious wounds* (2); 4th – *castigate* (2)**; *unholy blight**.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

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

APL 8 (EL 10)

☛**Trellis:** Male human Clr10; CR 10; Medium-size humanoid (human); HD 10d8+30; hp 83; Init +5; Spd 20 ft.; AC 21 (touch 12, flat-footed 20); Atk +9/+4 melee (1d6+1, sickle); AL NE; SV Fort +10, Ref +4, Will +10; Str 12, Dex 12, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +16, Knowledge (religion) +13, Spellcraft +13; Blind-Fight, Brew Potion, Extra Turning, Improved Initiative, Spell Focus (Evocation).

Possessions: +1 full plate armor, masterwork sickle, ring of protection +1, potion of cure serious wounds, divine scroll of knife spray**, divine scroll of sword stream**.

Spells Known (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – create water, detect magic, guidance, light, purify food and drink, resistance; 1st – cause fear*, deathwatch, doom, endure elements, magic weapon, obscuring mist; 2nd – darkness, death knell*, hold person, sound burst (3); 3rd – animate dead*, blindness/deafness, dispel magic, inflict serious wounds (2); 4th – castigate (2)**; greater magic weapon, unholy blight*; 5th – circle of doom, flame strike, slay living*.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

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

APL 10 (EL 12)

☛**Trellis:** Male human Clr12; CR 12; Medium-size humanoid (human); HD 12d8+36; hp 99; Init +5; Spd 20 ft.; AC 21 (touch 12, flat-footed 20); Atk +11/+6 melee (1d6+1, sickle); AL NE; SV Fort +11, Ref +5, Will +11; Str 12, Dex 12, Con 16, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +18, Knowledge (religion) +15, Spellcraft +15; Blind-Fight, Brew Potion, Extra Turning, Improved Initiative, Spell Focus (Evocation), Spell Penetration.

Possessions: +1 full plate armor, masterwork sickle, ring of protection +1, potion of cure serious wounds, divine scroll of knife spray**, divine scroll of sword stream**.

Spells Known (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – create water, detect magic, guidance, light, purify food and drink, resistance; 1st – cause fear*, deathwatch, doom (2), endure elements, magic weapon, obscuring mist; 2nd – darkness, death knell*, hold person, sound burst (3); 3rd – animate dead*, blindness/deafness, cure serious wounds, dispel magic, inflict serious wounds (2); 4th – castigate (2)**; greater magic weapon, unholy blight*; 5th – circle of doom, flame strike, slay living*, spell resistance; 6th – create undead*, forbiddance.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a

melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

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

APPENDIX II. : NEW RULES

EXPERT TACTICIAN [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your tactical skill works to your advantage.

Prerequisite: Base attack bonus +3.

Benefit: You gain one extra partial action per round whenever a melee opponent is denied his Dexterity modifier to his AC. The partial action need not be an attack; you can perform any partial action. If you do attack, however, it must be against the opponent currently denied his Dexterity modifier to AC. You gain only one additional partial action regardless of how many melee opponents deprived of their Dexterity modifiers you face.

CASTIGATE AS PRESENTED IN *DEFENDERS OF THE FAITH*

Evocation [Sonic]

Level: Clr4

Components: V

Casting Time: 1 action

Range: 10 ft.

Target: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A saving throw is allowed for half damage from this spell.

KNIFE SPRAY AS PRESENTED IN *DEFENDERS OF THE FAITH*

Evocation

Level: Clr2

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause moisture in the air to sparkle, coalesce, then spray away from your fingertips, driving into all creatures in the cone of effect. Each creature in the area takes 1d6 points of damage, plus 1 additional point per caster level to a maximum of +5. A Reflex save is allowed for half damage.

SWORD STREAM AS PRESENTED IN *DEFENDERS OF THE FAITH*

Evocation

Level: Clr3

Components: V, S

Casting Time: 1 action

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

Effect: 5 ft. wide out to limit of range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Sword stream causes moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, plus 1 additional point per caster level to a maximum of +10.

DM'S AID 1: GROUND FLOOR OF TOWER

DM'S AID 2: BASEMENT OF TOWER

DM'S AID 3: PART OF WILZ'S DIARY

The travel from Havenhill has been dull and dreary, or at least until I came upon a small village between Havenhill and Dunharrow this afternoon. I do not know the name of this village but I'll surely never forget how to get back there. The village had a magical feel to it and was alive like a carnival but I was informed it was just a typical day. How could this be so when all my days before it have been so lifeless?

But as if this wasn't enough, my eyes fell upon a wondrous creature so beautiful that all of time stopped and froze. Even from a distance, I could see her beautiful hazel eyes that pierced my heart like an arrow. Her flowing dark hair seemed to dance as she swayed back and forth as she moved about the market. This vision has not slipped from my memory as I keep it close and near.

She must have noticed me as she playfully proceeded in my direction. And as she drew nearer, her smile filled me with a joy I've never known. And as I grew dizzy, I could hear her voice seemingly singing but yet in a whisper, "Hello there new friend," like a songbird on an early morning. And as she passed me to continue her dance about the market, her soft skin rubbed against my arm causing me to harshly bite my lip. But I felt no pain only the tingling on my skin where this lovely creature had touched me.

A village merchant tells me the creature's name is Dawana.

And as the day proceeded, I saw Dawana glance at me several times, as I made my way about the village, almost as if she was inviting me to come back one day. I only pray I have the courage to do so.

STORY SUMMARY

for use at WiPoU #2 only.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment 1905; Orlando, FL 32835.

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|--|-----|----|
| 1. Did the characters investigate the village of Dunharrow? | YES | NO |
| 2. Did the characters keep the diary? | YES | NO |
| 3. Did the characters kill all the undead? | YES | NO |
| 4. Did the characters defeat Trellis? | YES | NO |
| 5. Did any character keep <i>The Book of Gruesome Deaths and Heinous Murders</i> ? | | |

a) If so, who?	YES	NO
Real Name:	character Name:	RPGA#:

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.