

PAL2-04



THE SLEEPING LANDS

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

Version 1

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It is Harvest time in the Pale and time for the Pale to count and assure itself of how much food stock it has for the coming winter and year. 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.

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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 you 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	1	
1/3 and 1/2	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, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Pale. 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

The characters are hired to take a Pale census-taker to one of the local Harvest Festivals. The census taker records what the harvest for the year was to help gauge what to buy from the merchant houses to keep the Pale well fed. When the characters arrive they discover that the farmers themselves need help; the local priest of Merikka has gone missing, and he needs to be present to perform the Harvest Eve ceremony to put the land to sleep for the winter, and to welcome the winter wind. If he does not then next year's crops suffer.

The priest is being held captive by rogues hired by one of the Merchant Houses that trades heavily with the Pale. The rogues and a priest of Incabulos are working together. They have captured the priest of Merikka and plan to spill his blood on Harvest Eve to help spoil next year's crops. To ensure this, the thugs have been over the past week replacing the grain seed stock that the farmer's

have been putting up for next planting with salt that has been covered with illusions to look like seed. So come next spring, the farmers may salt their own land. The characters should save the priest and return the real seeds to the farmers and discard the salt.

The Harvest Eve occurs and the lands are put to sleep for the winter. If the characters are doing horribly at finding the caves they instead witness the sacrifice of the priest of Merikka and a blighting of the land for the coming year. The Harvest Festival then occurs, where thieves try to switch the census with a falsified version.

The party returns back to the city with the census-taker.

In this adventure the characters encounter non-Pholtan worshippers and are witness to a 'pagan' ritual.

This ritual or similar agricultural rituals have been taking place in the area of the Pale before the Theocracy even came into being. The local farmers know that all throughout the Pale other farmers, millers, and others, are participating in similar rituals. During the ritual Emmett, the Pholtan census-taker, is asleep in his room and thus does not find out about the ritual unless the characters tell him.

The characters have to make their own decision on how to react to this. If they decide to report the cleric of Merikka to the Theocracy officials, it is duly noted, but nothing is done about it. There have always been worshipers of agricultural gods in the Pale and as long as they are only focused on bringing in the crops, and not trying to overthrow the government, they are a very minor concern.

If the characters arrest and bring the cleric to Stradsett, the Pale official severely chastises them. They have caused a great commotion amongst the farmers of the area, who are rumbling about not supplying their crops to the cities. The Pale official asks the party to consider if it is more important to bring one 'pagan' in or to make sure that the populace is fed for the winter.

If they attempt to stop the ritual, the farmers stand in their way, and if the characters attack, they are attacking good people. This is considered an evil act.

The worship and ritual are kept as secret as possible, more out of respect for the church of Pholtus than anything else. None of the participants are ashamed or embarrassed about what they are doing.

Other situations could come up; you should run the adventure with the attitude that the cleric of Merikka is doing nothing wrong. The Pale officials probably even know of his existence, and fanatical adventurers are not a solution.

INTRODUCTION

The adventure starts with all the characters in Stradsett at a mustering for escorting census takers to the various local Harvest Festivals, this allows the Pale to know how much food stores are available for the winter and how much they have to purchase from various Merchant Houses to make sure that everyone is kept fed during the

year. As the mustering for the groups starts a cleric of Pholtus says:

"Thank you all for your assistance in helping guarantee that the Pale is able to provide food and sustenance for all. With the information you are assisting to gather, the Theocrat can plan for the coming winter and the rest of the year."

Each character has been promised 10 gp per APL for a week's worth of work. It is a couple days' ride to the farm hosting the Harvest Festival, then three or so days of collecting the data. The census-taker attends the Festival, and then the characters escort him back to the city.

Characters who know each other can show up together, however all the characters at the table are assigned to the same group. The Pale official presiding over the mustering splits it into 6 groups of (4, 5, or 6) all depending on how many players are at the table. Each group heads off in a different direction. The numbers are just to give a feeling that there is nothing different about their group than with any of the other groups that are heading out.

The characters are introduced to Emmett Seldspar, the census-taker who they are escorting, and they are told they are going to Jansom Dellscot's farm; he is hosting the festival this year for himself and all the farms neighboring.

If the characters ask about this, it should be explained that this is common for the Harvest Festivals. Each year a different farmer hosts the festival. It is a celebration of hard work, a chance for them to see their neighbors, and exchange different grain and seed stocks, and a chance to report in to the city how the crops have been and the numbers of the foodstuffs that are available throughout the winter.

Emmett actually turns out to be a nice enough fellow. He enjoys dealing with numbers, is kind and friendly to the characters, and is appreciative of having people to journey with him and make sure nothing fell befalls him on the way.

If asked why he feels more comfortable having guards he replies as follows:

"It's not that I am worried about bandits, but there are still many other sorts of dark creatures that come across the road at night."

However, Emmett is of no use in a fight; he is a simple city worker. If any characters ask about his hardiness, it should be described that he looks healthy enough, but it is obvious one good sword stroke could probably bring him down...two at most.

They leave the following morning.

ENCOUNTER 1: TRAVEL

This is the travel time to the Dellscot farm where the festival is being held. The party leaves Stradsett in the morning.

It is the closing of autumn, and the air is chill, but nowhere near as cold as it could be. Those of you who know the Pale know well that this is not even the beginning of the cold season. But already travel has died down as autumn comes to a close, and the road has few other travelers upon it.

The characters spend one night camping on the roadside; it is uneventful. The party arrives at the farm at dusk on the second day. There are occasionally other travelers on the road during the day, but none at night.

ENCOUNTER 2: DELLSCOT FARM

The characters arrive at the Dellscot farm and it is obvious that preparations for the festival have begun.

You arrive at the farmhouse; there, a big tent with many tables underneath has been set up. A small platform stage has been built for music or dancing. Pits have been dug for smoking and cooking meat. Many children are running around playing games.

It is obvious that the Dellscots are putting up several families from farms further away. Jansom comes and meets the characters as they arrive. A room has been saved for Emmet the census taker, but the characters need to sleep outside with some of the other visiting families. He also explains that his neighbors are putting up several others as well. The next few days, he explains, are busy for everyone exchanging grains for next year's planting, talking to the census-taker, and catching up with each other. The characters can make a Spot check (DC 15) to notice him examining their various holy symbols and paraphernalia.

His wife Elliana then comes over and takes Emmet off to his room. Before leaving, Emmet thanks the party for escorting him, and says that their time is their own until they have to leave, the day after the festival. They should enjoy themselves.

Jansom then escorts the characters off to show them where they can sleep. After showing them where they can sleep, but before leaving he asks to speak with one of the characters privately. He chooses which one in the following order:

1. A character wearing the holy symbol of one of the agricultural gods, or Beory
2. A character wearing a holy symbol not of Pholtus
3. A character not wearing any holy symbol
4. A follower of Pholtus

If more than one character falls into category one or two, then he chooses the character with the highest Charisma. For example, the party has two characters that worship various agricultural gods, two with no holy symbols, and

two who worship Pholtus. Jansom would choose to speak to whichever one of the characters that worshipped an agricultural god that had the highest Charisma. Upkeep costs play a part here; if there is a tie in the other criteria, then the one with the higher upkeep this adventure is chosen.

He explains that there have been noises heard in the night, yet nothing has gone missing from any of the farmhouses. Two nights ago one of his neighbors, Vend Karlsen, thought he heard wolves or wild dogs and went out to investigate, he came back about two hours later sick and fevered.

If he is speaking to a non-Pholtan he says the following:

"Ilnian, the priest of Merikka for this area, went to search and find what was causing this. He has not yet returned. He has to be found before Festival Eve, two nights from now. He is the one who performs the Harvest ceremony, and puts the land to rest for the winter. If he is not here to perform the ceremony next year's crops will be a fraction of what they should."

If he is speaking to a Pholtan, he says:

"Another has gone missing as well, named Ilnian, and if he is not found before the Harvest Festival it will be a bad omen for the following year." A successful Sense Motive check (DC 15) allows the character to see that he is not telling everything.

If the check is made and he is pressed he also says (once again this only applies to worshippers of Pholtus):

"Ilnian is a valued member of the community, he performs a small ceremony the night before the Harvest Festival that brings good luck for the following year." A successful Sense Motive check (DC 15) allows the character to see that he is not telling everything.

If the check is made, and if pressed further for information (once again this only applies to worshippers of Pholtus):

"Ilnian is a cleric of Merikka, and we do not know why someone would wish him harm. He helps us here with the crops and brings no ill will for anyone. If he does not perform the sleeping ceremony, the crops for next year will be ruined...we need your help to find him. Please."

Make sure the party knows that the disturbances, as well as the baying/howls have only been heard at night.

ENCOUNTER 3: KARLSEN FARM

You come to a small farmhouse, well kept and welcoming. The fields look well maintained, to the south the Gamboge Forest begins.

The Karlsen farmhouse is a small farm. When the characters arrive Vend Karlsen greets them and says that they are welcome to try and find anything.

If questioned he says:

“I thought I heard noises out toward the barn, but when I went out there I didn't hear or see anything. I was getting ready to come back in when I heard what sounded like some dogs barking in the distance. Sometimes we get strays or at worse some wild dogs onto the land. I went out into the field to chase them away.

“I got about halfway, going toward the woods, the ones past the south field, when I heard a dog or dogs again, and then everything blacked out. I woke up and was sweating, nauseous, and fevered. I don't remember even walking back to the farmhouse. The missus took care of me, and it passed during the night. That's when we sent a message to Ilnian. He came and checked me out, and then went to make sure the field was all right.”

About 10 minutes after Karlsen finishes this speech, the characters hear some barking in the distance, out toward the south part of the Karlsen farm.

Once they start inspecting the fields, have the following occur:

While walking through the fields of wheat in the process of being harvested, you see in the distance to the south a/some dog(s) that seems to be watching you closely.

APL 2 (EL 3)

➤ **Yeth Hound:** hp 30; see *Monster Manual*.

APL 4 (EL 5)

➤ **Yeth Hounds (2):** hp 30, 30; see *Monster Manual*.

APL 6 (EL 7)

➤ **Yeth Hounds (2):** hp 30, 30; see *Monster Manual*.

➤ **Hell Hounds (2):** hp 22, 22; see *Monster Manual*.

APL 8 (EL 9)

➤ **Yeth Hounds (4):** hp 30, 30, 30, 30; see *Monster Manual*.

➤ **Hell Hounds (4):** hp 22, 22, 22, 22; see *Monster Manual*.

APL 10 (EL 11)

➤ **Yeth Hounds (4):** hp 32, 32, 32, 32; see *Monster Manual*.

➤ **Half-Fiend Hell Hounds, Advanced (3):** hp 70, 70, 70; see Appendix 1: NPCs.

Tactics: The yeth hound(s) waits until the majority of the party is within 100-150 ft. before howling. Other outsiders are immune to the howling effect.

Once defeated with the following:

The blackened skin of the dog(s) loses whatever shape it had remaining and the corpse seeps out as black ooze that is absorbed into the ground. Whatever small grasses were growing here wither instantly and the ground looks barren.

ENCOUNTER 4: THE WOODS

If the party continues toward the woods to the south nothing happens until they enter the woods, if they start exploring the farm field give everyone a Spot check (DC 12). If the Spot check is made they notice a small path.

The grass and stalks of wheat seem to be lying flat, creating a narrow path going toward the grove of woods south of the field.

Anyone making a successful Track check (DC 15) notices that there aren't any tracks. The vegetation is lying flat on its own accord.

Once the party gets to the woods they notice, with a successful Spot check, (DC 15) a sparse trail of wheat, a few stalks growing here and there, but clearly creating a path. If no one makes the Spot check, have them notice that all the grass and wheat that was lying flat in the field has returned to normal, and let them make a Spot or Search check (DC 12) as appropriate, as more wheat has sprung up.

The grain path leads them to a small cave entrance...the cave enters a small hill and the first cave seems to lead downward.

ENCOUNTER 5: THE CAVE

The cave smells slightly of decay. There is a tunnel entrance to the south and although the dim light makes it hard to tell, there might be the faint glimmering of torchlight coming from around the bend.

The entrance to the tunnel is trapped. If the trap is sprung it also alerts all occupants of the cavern, both the guards and the cleric (*Encounter 6 and 7*).

APL 2 (EL 1)

➤ **Basic Arrow Trap:** CR 1; location trigger, Atk +10 ranged (1d6/x3, arrow); Search (DC 20); Disable Device (DC 20). Alarm sounds unless the trap is successfully disabled.

APL 4 (EL 3)

➤ **Poisoned Arrow Trap:** CR 3; location trigger, Atk +12 ranged (1d8 plus poison, arrow); Search (DC 19); Disable Device (DC 20). Alarm sounds unless the trap is successfully disabled.

Poison (large scorpion venom): Injury DC 18; Initial/Secondary damage (1d6 Str/1d6 Str).

APL 6 (EL 5)

➤ **Fusillade of Darts:** CR 5; location trigger, Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target)

in a 10-ft by 10-ft area), Search (DC 19); Disable Device (DC 25). Alarm sounds unless the trap is successfully disabled.

APL 8 (EL 7)

✦ **Fusillade of Poisoned Darts:** CR 5; location trigger, Atk +18 ranged (1d4+1 plus poison, dart); multiple targets (1d8 darts per target in a 10-ft by 10-ft area), Search (DC 19); Disable Device (DC 25). Alarm sounds unless the trap is successfully disabled.

Poison (greenblood oil): Injury DC 13; Initial/Secondary damage (1 Con/1d2 Con).

APL 10 (EL 9)

✦ **Fusillade of Poisoned Arrows:** CR 9; location trigger, Atk +20 ranged (1d6+1 plus poison, arrow; multiple targets (1d8 arrows per target in a 10-ft by 10-ft area), Search (DC 25); Disable Device (DC 25). Alarm sounds unless the trap is successfully disabled.

Poison (greenblood oil): Injury DC 13; Initial/Secondary damage (1 Con/1d2 Con).

ENCOUNTER 6: DEEPER INSIDE THE CAVE

The cavern leads into a small alcove being used as a guard post. If the party set off the alarm, the guards are waiting to get a surprise attack. If the alarm wasn't set off, the guards are in a standard alert mode, which means that the characters can sneak up on them and surprise them if they are quiet.

There are three guards in the room. The guards here are meant to delay the party so the cleric can be well prepared.

APL 2 (EL 2)

✦ **Guard:** Male human Rog1; hp 7; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr1; hp 11; see Appendix 1: NPCs.

APL 4 (EL 4)

✦ **Guard:** Male human Rog2; hp 12; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr2; hp 18; see Appendix 1: NPCs.

APL 6 (EL 6)

✦ **Guards (2):** Male human Rog2; hp 12; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr4; hp 32; see Appendix 1: NPCs.

APL 8 (EL 8)

✦ **Guards (2):** Male human Rog4; hp 22; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr6; hp 46; see Appendix 1: NPCs.

APL 10 (EL 10)

✦ **Guards (2):** Male human Rog6; hp 32; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr8; hp 60; see Appendix 1: NPCs.

Tactics: The guards have fairly strict orders of what to do when attacked. They attempt to get a sneak attack in against the party, and then cry out an alert so that the cleric and others in the next encounter can begin preparing. They then attempt to hold the characters for one or two additional rounds, and retreat to join the cleric and guard in the next room.

ENCOUNTER 7: THE MAIN CAVE

The main cavern of the cave is about 60 ft. in diameter. There are four torches mounted at four separate points to light the area.

If the party set off the trap, the priest has time to cast spells based on the number of rounds that the characters take in freeing people from the trap, and bypassing the guards.

You see a good-size cavern, there are two piles of sacks in the corner and you also see a man tied up lying against the far wall, he appears to have been severely beaten, but it is obvious he is still alive.

A man points his staff at you and says to the men with him, "Kill them, poison their blood, and we'll spread it over the land with the priest's."

Combat with the rogues and priest begins.

APL 2 (EL 4)

✦ **Priest of Incabulos:** Male human Clr3; hp 21; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr1; hp 11; see Appendix 1: NPCs.

APL 4 (EL 6)

✦ **Priest of Incabulos:** Male human Clr5; hp 33; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr3; hp 25; see Appendix 1: NPCs.

APL 6 (EL 8)

✦ **Priest of Incabulos:** Male human Clr7; hp 45; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr5; hp 39; see Appendix 1: NPCs.

APL 8 (EL 10)

✦ **Priest of Incabulos:** Male human Clr9; hp 57; see Appendix 1: NPCs.

✦ **Guard:** Male human Ftr7; hp 53; see Appendix 1: NPCs.

APL 10 (EL 12)

➤ **Priest of Incabulos:** Male human Clr11; hp 69; see Appendix 1: NPCs.

➤ **Guard:** Male human Ftr9; hp 67; see Appendix 1: NPCs.

Tactics: Once the alarm has gone off the priest has time to cast some preparatory spells. Count how many rounds he has and then cast spells on him in this order: *spell immunity* (magic missile or fireball and magic missile at high enough level), *magic weapon*, *protection from good* or *magic circle against good* (depending on level), *divine favor*, *bull's strength*.

He also has a *darkness* spell cast on the far wall so he and his allies can retreat to the darkness and make attacks out of it if necessary. When the characters arrive in the room the priest attempts to cast either *bane* or *hold person* on an obvious spellcaster.

This combat should be between three and four enemies versus the party: the guards who survive from *Encounter 6* plus the priest and his bodyguard.

If the priest is of a high enough level to cast *contagion*, he casts that and attempts to strike various party members with that touch attack. He generally uses either the 'red ache' or 'the shakes' as his disease, if the character fails their Fortitude save they suffer the effects of the disease. At higher APLs the priest uses his lower-level *darkness* spells first in hopes of getting the party to waste their light spells dispelling the lower-level *darkness* spells before he casts his higher-level *darkness*.

At APL 10 the priest casts *word of recall* to flee if he falls below 10 hit points.

AFTER THE BATTLE

In the cavern room there are some foodstuffs, the equipment and supplies for the priest and rogues and two piles of sacks. The sacks contain seed; both stacks seem identical to casual observing.

This was the main reason the rogues were here. One pile of sacks contains seed that has been stolen from the various farms. The other pile contains sacks of salt that have been covered with illusions to look like seed. At night the rogues were sneaking on to the farms and stealing the sacks of seed from the farmers and replacing them with the sacks of salt.

Ilnian is in need of some healing and is out of spells. He is grateful to the characters, and is willing to let them take the lead. He is a bit shaken by everything that has happened.

If asked what happened to him:

"I was investigating the fields where Vend said he had seen a strange dog, I noticed that there were spots where the land seemed sickened somewhat and was doing my best to heal it. I heard something, looked up and saw this sickly-looking dog; it began to howl and I started feeling sick. I must have passed out and when I woke up I was tied up here. That madman [points to the Priest of Incabulos] said he was going to sacrifice me to the Black Rider on Festival Eve, so as to put the land here to sleep forever.

"I think they were up to something else too. A couple of times I saw them leave taking sacks from one pile and when they returned they would toss the sacks on the pile over there. I also heard talk about how the merchants down in Nyrond were going to make this worth their while, although they didn't mention anyone specifically."

There are three ways to discover that something is wrong with the seeds.

- 1) A *detect magic* spell reveals that one of the piles is indeed magic, and if the caster concentrates for the appropriate amount of time the school of magic revealed is Illusion.
- 2) A Search check by a rogue (DC 28) reveals that some of the sacks contain salt that looks like grain.
- 3) Tasting the seeds, as the illusion doesn't cover taste, only sight, smell, and touch.

If the party doesn't discover the salt, Ilnian questions farmers when they get back to the Dellscot Farm, and in time the farmers figure out what is going on. The party only gets the experience if they discover the salt and share this information with Ilnian or the farmers or someone who prevents the farmers from salting their own lands.

ENCOUNTER 8: BACK TO THE FARM

There are two possible variations for Encounter 8.

- Version A should be used if they rescued Ilnian.
- Version B should be used only if the characters did not rescue Ilnian or did not find the caves.

VERSION A

The characters and Ilnian return back to the farm where the Harvest Festival is to occur. They should inform the farmers about the seeds and the salt, if they found them. Farmer Dellscot and Ilnian both thank the characters profusely. They also invite the party to the Festival Eve ceremony if they would like to attend.

You can either simply say that the Festival Eve ceremony happens without incident and it is a quiet but joyous ceremony (Emmett is sound asleep in his room for the entire ceremony), or you can read the following. This is all dependent on time, player interest level, and GM whim.

There is a fair amount of light from the moon and stars, the families you'd seen throughout the day have all gathered this evening, and all is peaceful and quiet. Ilnian, looking fully recovered, walks onto one of the Dellscot fields. He turns to the farmers and says, "The land thanks you for the care you have shown it once again through the year and we thank the land as always for all that it provides for us. We call to you, our provider, sleep for the winter and wake again in spring refreshed. We also bid farewell to the harvest wind that brings with it all the

bounty of autumn and welcome joyously her brother the winter wind.”

As he concludes the head of each family walks out onto the field, kneels down and just barely can you hear each say, “Sleep well.” And then takes a small handful of dirt and puts it into a small pouch on his belt. Farmer Dellscot, the very last of the farmers, picks up his handful of soil and tosses it into the air.

As Farmer Dellscot walks back to the gathering with Ilnian the wind begins to pick up, a cold biting wind. Winter has begun.

VERSION B

If the characters did not rescue Ilnian and did not defeat the priest and rogues the following happens.

Farmer Dellscot and the rest of the farmers have gathered for Festival Eve, but uneasy feelings run through the farmers. Rumbblings of a bad season next year are often heard. As the moon rises a robed figure can be seen standing, appearing from dark unnatural shadows in the field. Kneeling behind him are four others, holding a struggling figure prone on the ground. You hear him proclaim loudly, “I bring hunger to you; I bring the end of all seasons. As the servant of Merikka slumbers let the land as well slumber forever.”

With that he brings a dagger down onto the captive being held and a sickening stench soon begins to emanate from the field around you. The wind begins to pick up, carrying the foul stench...a cold wind, promising a long winter with little hope for spring.

From here it is possible to run Encounter 7, and have the battle occur on an open field instead of the cavern. In fact, the characters are likely to try to interfere as soon as the figure appears with the struggling prone figure. The enemies are 100 yards away when they first appear, so they have enough time to gut Ilnian before the characters arrive. In this case, they cannot perform a coup de grace, so do actual crit damage with the knife.

If they fight here, they have little chance of discovering the salt.

ENCOUNTER 9: ONE LAST TRY

This encounter happens the next day. The party has had time for a full night’s rest since the ceremony. This encounter only takes place at APL 4 and higher. At APL 2 just skip to the Conclusion.

During the Harvest Festival, while everyone is celebrating, two rogues attempt to switch Emmett’s census with a forged one which misrepresents how much food is stored for the winter and causes the Theocrat to buy more food supplies than necessary. The area should be setup with many NPCs milling about.

If the party saved Ilnian:

The Festival is in full swing; there is lots of food and more constantly being put on the tables. Barrels of beer are being opened and everyone toasts one another. During the afternoon

Emmett makes his speech, thanking all the farmers for their help and giving thanks to Pholtus for providing for the year. All the farmers heartily cheer Emmett and give loud thanks to Pholtus, even breaking into one of the Pholtan hymns.

As Emmett is going back to his seat the party hears him exclaim, “Excuse me, how rude. You could at least apologize.”

Emmett has just has his pocket picked by one of the two rogues; they have grabbed his census and have pocketed the original. A successful opposed Spot check against the rogue’s Hide check allows any character to see the rogue hiding a scrollcase as he walks away. Emmett can point out one of the rogues. If the party pursues, the two rogues immediately start to run. The party can easily catch up to them in one of the fields nearby.

Don’t make this so obvious that all the characters immediately conclude that something has happened. Try to make it one of the normal-seeming events of the festival; people bumping into each other.

If Ilnian was sacrificed:

The Festival is a somber event; everyone eats their food quietly and whenever toasts are made they are generally in remembrance of Ilnian or asking for as many blessings for the coming year as possible. Emmett says his speech thanking Pholtus for providing and all the farmfolk applaud him. As Emmett is going back to his seat the party hears him exclaim, “Excuse me, how rude. You could at least apologize.”

Emmett has just has his pocket picked by one of the two rogues; they have grabbed his census and have pocketed the original. A successful opposed Spot check against the rogue’s Hide check allows any character to see the rogue hiding a scrollcase as he walks away. Emmett can point out one of the rogues. If the party pursues, the two rogues immediately start to run. The party can easily catch up to them in one of the fields nearby.

Don’t make this so obvious that all the characters immediately conclude that something has happened. Try to make it one of the normal-seeming events of the festival; people bumping into each other.

THE BATTLE

Tactics: The rogues have blended in with the rest of the crowd at the festival. The battlemat should have civilians, and originally the party only knows of one of the rogues. The characters can either spot the rogue themselves or Emmett points him out. The other rogue should not be noticed. If the party begins to fight with the pickpocket, the other moves toward the combat and attempts a sneak attack on one of the party members.

APL 4 (EL 4)

☛ **Pickpockets (2):** Male human Rog2; hp 12; see Appendix 1: NPCs.

APL 6 (EL 6)

➔ **Pickpockets (2):** Male human Rog4; hp 22; see Appendix 1: NPCs.

APL 8 (EL 8)

➔ **Pickpockets (2):** Male human Rog6; hp 32; see Appendix 1: NPCs.

APL 10 (EL 10)

➔ **Pickpockets (2):** Male human Rog8; hp 42; see Appendix 1: NPCs.

CONCLUSION

The rest of the Harvest Festival goes smoothly and everyone has a great time and it is an enjoyable and celebratory event. If any characters have the Perform skill, this is a great opportunity to impress the locals. The day after the Harvest Festival Emmett and the party leave to head back to Stradsett.

The journey back to Stradsett is uneventful and the adventurers return Emmett back to the Church offices and receive their payment from the Church of Pholtus, as well as receiving thanks for helping to ensure that the people of the Pale all have sufficient foods for the coming year.

Depending on how much the characters tell Emmett and/or the Church of what happened various further outcomes could occur.

- If the party says nothing, everyone goes on their way happy, content.
- If the adventurers uncover the false census, Emmett tells the Church and the Church thanks the adventurers for preventing an unscrupulous merchant house from trying to take advantage of the Theocrat, and from hurting all the people of the Pale.
- If the party tells about the priest of Merikka and the pagan rituals that happened the Church representative says that the matter will be looked into.

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: Karlsen Farm

Defeat the yeth hounds/hell hounds.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

APL 8	270 XP
APL 10	330 XP

Encounter 5: The Cave

Defeat the arrow trap.

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 6: Deeper Inside the Cave

Defeat the guards

APL 2	60 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 7: The Main Cave

Defeat the priest of Incubulos.

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

Encounter 9: One Last Try (APL 4+)

Defeat the pickpockets.

APL 2	0 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Total Possible Experience

APL 2	300 XP
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 6: Deeper Inside the Cave

Defeat the guards and strip their gear.

APL 2: L: 115 gp; C: 0 gp; M: 0
APL 4: L: 115 gp; C: 0 gp; M: 0
APL 6: L: 146 gp; C: 0 gp; M: 0
APL 8: L: 163 gp; C: 0 gp; M: 0
APL 10: L: 163 gp; C: 0 gp; M: 0

Encounter 7: The Main Cave

Defeat the priest of Incabulos and strip his gear.

APL 2: L: 126 gp; C: 0 gp; M: *potion of endurance*.

APL 4: L: 126 gp; C: 0 gp; M: *potion of endurance*, *potion of bull's strength* (Value 45 gp per potion per character); *wand of summon monster I (50 charges)* (Value 113 gp per character).

APL 6: L: 120 gp; C: 0 gp; M: *potion of endurance*, *potion of bull's strength* (Value 45 gp per potion per character); *wand of summon monster I (50 charges)* (Value 113 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 8: L: 128 gp; C: 0 gp; M: *potion of endurance*, 2 *potions of cure moderate wounds*, *potion of bull's strength* (Value 45 gp per potion per character); *wand of summon monster I (50 charges)* (Value 113 gp per character); *cloak of resistance +1* (Value 150 per character)

APL 10: L: 17 gp; C: 0 gp; M: *potion of endurance*, 2 *potions of cure moderate wounds*, *potion of bull's strength* (Value 45 gp per potion per character); *wand of summon monster I (50 charges)* (Value 113 gp per character); +1 *chainmail* (Value 195 gp per character); 2 *cloaks of resistance +1* (Value 150 per cloak per character); *scroll of unholy*

blight (Value 105 gp per character); +1 *studded leather armor* (Value 176 gp per character) +1 *small wooden shield* (Value 173 gp per character); +1 *quarterstaff* (Value 345 gp per character); +1 *short sword* (Value 347 gp per character).

Encounter 9: One Last Try (APL 4+)

Defeat the pickpockets and strip their gear.

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

APL 4: L: 91 gp; C: 0 gp; M: 2 *potions of bull's strength* (Value 45 gp per potion per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character).

APL 6: L: 97 gp; C: 0 gp; M: 2 *potions of cat's grace* (Value 45 gp per potion per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character).

APL 8: L: 62 gp; C: 0 gp; M: 2 *potions of cat's grace*, 2 *potions of invisibility* (Value 45 gp per potion per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character); 2 suits of +1 *studded leather armor* (Value 176 gp per suit per character).

APL 10: L: 62 gp; C: 0 gp; M: 2 *potions of cat's grace*, 2 *potions of invisibility* (Value 45 gp per potion per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character); 2 suits of +1 *studded leather armor* (Value 176 gp per suit per character).

Total Possible Treasure

APL 2: 286 gp
APL 4: 596 gp
APL 6: 1000 gp
APL 8: 1691 gp
APL 10: 2724 gp

APPENDIX I: NPCS

ENCOUNTER 3: KARLSEN FARM

APL 10 (EL 11)

➤ **Half-Fiend Hell Hounds, Advanced (3):** CR 7; Large outsider (evil, fire, lawful); HD 8d8+32; hp 70; Init +6; Spd 40 ft.; AC 19 (touch 11, flat-footed 17); Atk +15 melee (2d6+7, bite) and +10 melee (1d6+3, 2 claws); SA Breath weapon, spell-like abilities; SQ Scent, fire subtype, darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +10, Ref +8, Will +6; Str 25, Dex 15, Con 19, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +12, Jump +15, Listen +9, Move Silently +18, Spot +11*, Wilderness Lore +8*; Improved Initiative, Track, Weapon Focus (bite).

SA: *Breath Weapon*—cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13.

*They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

ENCOUNTER 6: DEEPER INSIDE THE CAVE

APL 2 (EL 2)

➤ **Guard:** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+1/19-20, short sword); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +7, Disable Device +6, Escape Artist +7, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +6, Spot +4, Tumble +7; Blind-fight, Dodge.

Possessions: masterwork studded leather armor, masterwork short sword.

➤ **Guard:** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d6+2/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +4, Jump +6, Listen +1, Move Silently +4, Spot +1; Blind-fight, Dodge, Weapon Focus (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts.

APL 4 (EL 4)

➤ **Guard:** Male human Rog2; CR 2; Medium-size humanoid; HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d6+1/19-20, short sword); SA Sneak attack (+1d6); SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Disable Device +7, Escape Artist +8, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +7, Spot +5, Tumble +8; Blind-fight, Dodge.

Possessions: masterwork studded leather armor, masterwork short sword.

➤ **Guard:** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+2; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d6+2/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Ref +5, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +4, Jump +7, Listen +1, Move Silently +4, Spot +2; Blind-Fight, Dodge, Lightning Reflexes, Weapon Focus (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts.

APL 6 (EL 6)

➤ **Guards (2):** Male human Rog2; CR 2; Medium-size humanoid; HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d6+1/19-20, short sword); SA Sneak attack (+1d6); SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Disable Device +7, Escape Artist +8, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +7, Spot +5, Tumble +8; Blind-fight, Dodge.

Possessions: masterwork studded leather armor, masterwork short sword.

➤ **Guard:** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+4; hp 32; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +8 melee (1d6+4/19-20, short sword) or +8 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +5, Ref +6, Will +1; Str 15, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +4, Jump +7, Listen +4, Move Silently +5, Spot +5; Alertness, Blind-Fight, Dodge, Lightning Reflexes, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts.

APL 8 (EL 8)

➤ **Guards (2):** Male human Rog4; CR 4; Medium-size humanoid; HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6+1/19-20, short sword); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Disable Device +9, Escape Artist +10, Hide +10, Listen +7, Move Silently +10, Open Lock +10, Pick Pocket +10, Search +9, Spot +7, Tumble +10; Blind-fight, Dodge, Weapon Finesse (short sword).

Possessions: masterwork studded leather armor, masterwork short sword.

➤**Guard:** Male human Ftr6; CR 6; Medium-size humanoid; HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10/+5 melee (1d6+4/19-20, short sword) or +10 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +7, Ref +8, Will +3; Str 15, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +5, Jump +7, Listen +5, Move Silently +5, Spot +6; Alertness, Blind-Fight, Dodge, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts.

APL 10 (EL 10)

➤**Guards (2):** Male human Rog6; CR 6; Medium-size humanoid; HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6+1/19-20, short sword); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +12, Disable Device +11, Escape Artist +12, Hide +12, Listen +9, Move Silently +12, Open Lock +12, Pick Pocket +12, Search +11, Spot +9, Tumble +12; Blind-fight, Dodge, Improved Initiative Weapon Finesse (short sword).

Possessions: masterwork studded leather armor, masterwork short sword.

➤**Guard:** Male human Ftr8; CR 8; Medium-size humanoid; HD 8d10+8; hp 60; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +13/+8 melee (1d6+6/19-20, short sword) or +12 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +7, Ref +8, Will +5; Str 16, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +5, Jump +8, Listen +6, Move Silently +6, Spot +7; Alertness, Blind-fight, Dodge, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts.

ENCOUNTER 7: THE MAIN CAVE

APL 2 (EL 4)

➤**Priest of Incabulos:** Male human Clr3; CR 3; Medium-size humanoid; HD 3d8+3; hp 21; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atk +5 melee

(1d6+2, quarterstaff); SA Spells, rebuke undead; AL NE; SV Fort +4, Ref +1, Will +6; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +7, Craft (poison) +4, Diplomacy +3, Knowledge (arcana) +1, Knowledge (religion) +1, Spellcraft +4; Blind-Fight, Combat Casting, Spell Focus (Necromancy).

Possessions: masterwork chainmail, masterwork quarterstaff, *potion of endurance* (consumed if warned of the attack).

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level; 15 + spell level with Necromancy spells): 0 – *detect magic, guidance* (2), *resistance*; 1st – *bane, magic weapon, protection from good**, *shield of faith*; 2nd – *darkness, death knell, shatter**.

*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).

➤**Guard:** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d6+2/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +4, Jump +6, Listen +1, Move Silently +4, Spot +1; Blind-fight, Dodge, Weapon Focus (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts.

APL 4 (EL 6)

➤**Priest of Incabulos:** Male human Clr5; CR 5; Medium-size humanoid; HD 5d8+5; hp 33; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d6+2, quarterstaff); SA Spells, rebuke undead; AL NE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +9, Craft (poison) +4, Diplomacy +3, Knowledge (arcana) +2, Knowledge (religion) +2, Spellcraft +6; Blind-Fight, Combat Casting, Spell Focus (Necromancy).

Possessions: masterwork chainmail, masterwork quarterstaff, *potion of endurance* (consumed if warned of the attack), *wand of summon monster I* (50 charges).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level; 15 + spell level with Necromancy spells): 0 – *detect magic, guidance* (2), *resistance* (2); 1st – *bane, endure elements, magic weapon, protection from good*, shield of faith*; 2nd – *darkness, death knell, hold person, shatter**; 3rd – *contagion*, contagion, deeper darkness*.

*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).

➤**Guard:** Male human Ftr3; CR 3; Medium-size humanoid; HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6+2/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Hide +4, Jump +7, Listen +4, Move Silently +4, Spot +4; Alertness, Blind-fight, Dodge, Lightning Reflexes, Weapon Focus (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts, *potion of bull's strength* (consumed if alerted by the trap).

APL 6 (EL 8)

➤**Priest of Incabulos:** Male human Clr7; CR 7; Medium-size humanoid; HD 7d8+7; hp 45; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atk +8 melee (1d6+2, quarterstaff) or +8 melee (1d3+2 subdual, unarmed strike); SA Spells, rebuke undead; AL NE; SV Fort +7, Ref +3, Will +9; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +11, Craft (poison) +4, Diplomacy +5, Knowledge (arcana) +2, Knowledge (religion) +2, Spellcraft +8; Blind-Fight, Combat Casting, Spell Focus (Necromancy), Weapon Focus (unarmed strike).

Possessions: masterwork chainmail, masterwork quarterstaff, *potion of endurance* (consumed if warned of the attack), *wand of summon monster I* (50 charges), *cloak of resistance* +1.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level; 15 + spell level with Necromancy spells): 0 – *detect magic* (2), *guidance* (2), *resistance* (2); 1st – *bane*, *endure elements*, *entropic shield*, *magic weapon*, *protection from good**, *shield of faith*; 2nd – *bull's strength*, *darkness*, *death knell*, *hold person*, *shatter**; 3rd – *contagion**, *deeper darkness*, *magic circle against good*, *prayer*; 4th – *spell immunity*, *unholy blight**.

*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).

➤**Guard:** Male human Ftr5; CR 5; Medium-size humanoid; HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d6+4/19-20, short sword) or +9 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +6, Ref +7, Will +2; Str 15, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +4, Jump +7, Listen +5, Move Silently +5, Spot +5; Alertness, Blind-fight,

Dodge, Lightning Reflexes, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts, *potion of bull's strength* (consumed if alerted by the trap).

APL 8 (EL 10)

➤**Priest of Incabulos:** Male human Clr9; CR 9; Medium-size humanoid; HD 9d8+9; hp 57; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atk +9/+4 melee (1d6+2, quarterstaff) or +9/+4 melee (1d3+2 subdual, unarmed strike); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +4, Will +11; Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +13, Craft (poison) +4, Diplomacy +5, Knowledge (arcana) +3, Knowledge (religion) +3, Spellcraft +10; Blind-Fight, Combat Casting, Improved Unarmed Strike, Spell Focus (Necromancy), Weapon Focus (unarmed strike).

Possessions: masterwork chainmail, masterwork quarterstaff, *potion of endurance* (consumed if warned of the attack), 2 *potions of cure moderate wounds*, *wand of summon monster I* (50 charges), *cloak of resistance* +1.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level; 16 + spell level with Necromancy spells): 0 – *detect magic* (2), *guidance* (2), *resistance* (2); 1st – *bane*, *endure elements*, *entropic shield*, *magic weapon*, *protection from good**, *shield of faith*; 2nd – *bull's strength*, *darkness*, *death knell*, *hold person* (2), *shatter**; 3rd – *contagion**, *contagion* (2), *deeper darkness*, *magic vestment*; 4th – *greater magic weapon*, *poison*, *spell immunity*, *unholy blight**; 5th – *circle of doom**, *insect plague*.

*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).

➤**Guard:** Male human Ftr7; CR 7; Medium-size humanoid; HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +11/+6 melee (1d6+4/19-20, short sword) or +11 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +7, Ref +8, Will +5; Str 15, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +5, Jump +9, Listen +5, Move Silently +5, Spot +6; Alertness, Blind-fight, Dodge, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: masterwork studded leather armor, small wooden shield, masterwork short sword, light crossbow, 20 masterwork bolts, *potion of bull's strength* (consumed if alerted by the trap).

APL 10 (EL 12)

➤**Priest of Incabulos:** Male human Clr11; CR 11; Medium-size humanoid; HD 11d8+11; hp 69; Init +0;

Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +11/+6 melee (1d6+3, quarterstaff) or +11/+6 melee (1d3+2 subdual, unarmed strike); SA Spells, rebuke undead; AL NE; SV Fort +9, Ref +4, Will +12; Str 14, Dex 10, Con 12, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +15, Craft (poison) +4, Diplomacy +5, Knowledge (arcana) +4, Knowledge (religion) +4, Spellcraft +12; Blind-Fight, Combat Casting, Improved Unarmed Strike, Spell Focus (Necromancy), Weapon Focus (unarmed strike).

Possessions: +1 chainmail, +1 quarterstaff, *potion of endurance* (consumed if warned of the attack), 2 *potions of cure moderate wounds*, *wand of summon monster I* (50 charges), *cloak of resistance +1*, *scroll of unholy blight*.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level; 16 + spell level with Necromancy spells): 0 – *detect magic* (2), *guidance* (2), *resistance* (2); 1st – *bane*, *endure elements*, *inflict light wounds* (2), *magic weapon*, *protection from good**, *sanctuary*; 2nd – *bull's strength*, *darkness*, *death knell*, *hold person* (2), *shatter**; 3rd – *contagion**, *contagion* (2), *cure serious wounds*, *magic vestment*; 4th – *death ward*, *divine power*, *poison*, *spell immunity*, *unholy blight**; 5th – *circle of doom**, *flame strike*, *spell resistance*; 6th – *harm**, *word of recall*.

*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).

➤**Guard:** Male human Ftr9; CR 9; Medium-size humanoid; HD 9d10+9; hp 67; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +13/+8 melee (1d6+5/19-20, short sword) or +11 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +7, Ref +8, Will +5; Str 15, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +5, Jump +9, Listen +6, Move Silently +6, Spot +7; Alertness, Blind-fight, Dodge, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: +1 studded leather armor, +1 small wooden shield, +1 short sword, light crossbow, 20 masterwork bolts, *potion of bull's strength*, *potion of invisibility* (both are consumed if alerted by the trap), *cloak of resistance +1*.

ENCOUNTER 9: ONE LAST TRY

APL 4 (EL 4)

➤**Pickpockets (2):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6/19-20, short sword); SA Sneak attack (+1d6); SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +7, Bluff +4, Disable Device +7, Escape Artist +8, Hide +8, Intimidate +2, Intuit

Direction +6, Listen +8, Move Silently +8, Open Lock +4, Pick Pocket +8, Search +6, Spot +8; Alertness, Run

Possessions: masterwork studded leather armor, masterwork short sword, *potion of bull's strength* (consumed if spotted), *potion of cure light wounds*.

APL 6 (EL 6)

➤**Pickpockets (2):** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/19-20, short sword); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +10, Bluff +6, Disable Device +9, Escape Artist +9, Hide +10, Intimidate +4, Intuit Direction +6, Listen +10, Move Silently +10, Open Lock +6, Pick Pocket +8, Search +8, Spot +10; Alertness, Run, Weapon Finesse (short sword)

Possessions: masterwork studded leather armor, masterwork short sword, *potion of cat's grace* (consumed if spotted), *potion of cure light wounds*, *potion of haste* (consumed prior to the theft; lasts 4 rounds after the theft takes place).

APL 8 (EL 8)

➤**Pickpockets (2):** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d6/19-20, short sword); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +8, Will +3; Str 10, Dex 17, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +12, Bluff +9, Disable Device +10, Escape Artist +9, Hide +12, Intimidate +4, Intuit Direction +6, Listen +12, Move Silently +12, Open Lock +6, Pick Pocket +12, Search +9, Spot +12, Tumble +6; Alertness, Dodge, Run, Weapon Finesse (short sword)

Possessions: +1 studded leather armor, masterwork short sword, *potion of cat's grace* (consumed if spotted), *potion of cure light wounds*, *potion of haste* (consumed prior to the theft; lasts 4 rounds after the theft takes place), *potion of invisibility*.

APL 10 (EL 10)

➤**Pickpockets (2):** Male human Rog8; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +11/+6 melee (1d6/19-20, short sword); 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 18, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +15, Bluff +11, Disable Device +10, Escape Artist +12, Hide +15, Intimidate +6, Intuit Direction +6, Listen +14, Move Silently +15, Open Lock +7, Pick Pocket +14, Search +11, Spot +14, Tumble +10; Alertness, Dodge, Run, Weapon Finesse (short sword)

Possessions: +1 studded leather armor, masterwork short sword, *potion of cat's grace* (consumed if spotted), *potion of cure light wounds*, ~~*potion of haste*~~ (consumed prior to the theft; lasts 4 rounds after the theft takes place), *potion of invisibility*.

T is the trigger for the trap in Encounter 5,
the shaded area is the area of effect for traps
that have area effect.

x is where the rogue will wait to launch a
surprise attack for Encounter 6.

