

PAL3-05

Arms of Divine Might

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

Version 1.0

Round 1

by Donovan Hicks

Recently in the Pale, the Shield of the Blinding Light was recovered. Now it is believed that the location of the rest of the arms and armor of Corin Malthesun has been found. Will you be the heroes who recover the rest of these relics for the Pale, so that the Champion of the Pale can be named and properly armed and armored. Part II of the Champion of the Pale series.

This is an adventure set in the Theocracy of the Pale for character levels 1-13.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

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

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

know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at

a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in The Pale. Characters native to The Pale pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a Member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day.

This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy day. Otherwise the die result indicates the number of days until the next Pholtan Holy day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC Character if his or her rank in the Church of the One True Path is at least Prior and the judge believes that there is time available.

Adventure Background

This adventure begins with the characters in Wintershiven, where members of either the Conservative or Progressive party will approach them. If the characters have played in the adventure, The Shield of Faith, the party they previously returned the shield to will contact them. If they have not, the judge should use the Progressive party contact.

The journal of Corin Malthesun, a paladin of Pholtus, has been found and within its pages is text describing the possible location of his lost weapon and armor. The text contains a map leading from the last known location of Corin

before he was never heard from again. If these items could be recovered, the Church could give them to the Champion of the Pale along with the Shield of the Blinding Light recovered previously. The armor is described as a suit of full plate of brilliant gold known as the Dawn Armor. The weapon is a morning star that glows with the holy light of Pholtus himself and is called the Star of the Morning. The map starts at a village on the southern edge of the Griff Mountains and leads into the mountains themselves.

Once the party has agreed to go on the mission for the church they will journey to the ruins of the village of Millet's Mine. This village is the beginning of the map found in the journal of Corin Malthesun. The village was destroyed during the war and is now barely even recognizable as a village. Here the party will be attacked by a group of orc bandits. If the party does not have the map from Corin's journal because they are working for the wrong side, then the orcs may be able to give them information that will lead them to the lair of Nerith Shelryn who slew Corin Malthesun. Once the party locates the trail leading into the mountains from the village they will be able to follow it to the fossilized skeleton of a great dragon. The dragon bones now form a large cave area and can be used for shelter by the party.

From the dragon bones the party will journey down the path until it begins to skirt the edge of the Troll Fens. Along the trail, the party will see a great battle going on between a group of trolls and a noble warrior. This is Tristan and Bhugtru engaged in mortal combat with a group of evil trolls. If the party is not careful they may end up alienating Tristan in this fight by attacking Bhugtru.

Once the party leaves the company of Tristan and Bhugtru the trail will once again lead up into the mountains. The trail winds deep into the mountains for a day's travel at this point and will eventually lead to the lair of Nerith Shelryn. The lair is guarded outside by some of Nerith's minions. The party will have to fight their way through the minions to gain entrance to the lair itself. Once the party is inside the lair they will face the hag, Nerith Shelryn. Nerith has the Dawn Armor and the Star of the Morning hung on her wall as trophies along with the preserved head of Corin Malthesun himself.

Introduction

The journal of the last Champion of Pholtus has recently been recovered in the war torn lands of

Tenh. Within the pages of the journal of Corin Malthesun, a paladin of Pholtus, has been found text describing the possible location of his lost weapon and armor. You have been called to Wintershiven by a member of the Church in hopes you will help recover the Dawn Armor and Star of the Morning. Your contact within the Church has indicated that if these items could be recovered the Church could name the Champion of the Pale and properly outfit the new champion with arms befitting his role.

Encounter One: Help the Church

Progressive Party Contact

Your party has arrived in Wintershiven at the request of a member of the Church in hopes you will help them with a special mission. You have journeyed to the Pious Pilgrim and are quietly relaxing when you see Father Teldon enter the tavern's common room. You rise as he approaches and takes a seat at your table. Once pleasantries have been made, Father Teldon gets right down to business. He speaks, "The journal of Corin Malthesun previously recovered with his shield indicates the possible location of the Dawn Armor and the Star of the Morning and a name of the person that may be holding them Nerith Shelryn. It would seem these relics are within the reach of the Church and should be easily recoverable by heroes such as yourselves. I ask you to aid the Church and the Pale and to recover these two relics for the Church." Father Teldon awaits your answer hopeful that you will aid the Pale in its time of need.

When the party agrees give them Player Handout #1

Conservative Party Contact

Your party has arrived in Wintershiven at the request of a member of the Church in hopes you will help them with a special mission. You have journeyed to the Pious Pilgrim and are quietly relaxing when you Sister Rhianna enters the tavern's common room. You rise as she approaches and takes a seat at your table. Once pleasantries have been made, Sister Rhianna gets right down to business. She speaks, "Our spies have learned the journal of Corin Malthesun previously recovered with his shield indicates the possible location of the Dawn Armor and the Star of the Morning and a name of the person that may

be holding them, Nerith Shelryn. It would seem these relics are within the reach of the Church and should be easily recoverable by heroes such as yourselves. I ask you to aid the Church and the Pale and to recover these two relics for the Church." Sister Rhianna awaits your answer hopeful that you will aid the Pale in its time of need.

The contact will be either Father Teldon or Sister Rhianna. Father Teldon is a member of the Progressive Party and acts as an agent for Saryn Reddick while Sister Rhianna is a member of the Conservative Party and acts as an agent for Zacktinerim. If the contact is Father Teldon, the party will be given a map that depicts the village of Millet's Mine with a trail leading away from it and deep into the Griff Mountains. This map can be used to lead the party to the lair of Nerith Shelryn. If the contact is Sister Rhianna, the party will be told they need to journey to the ruins of the village of Millet's Mine. From here, the party will have to locate a trail that leads into the mountains and ultimately to the lair of Nerith Shelryn.

Father Teldon: Male Human Clr6.

Sister Rhianna: Female Human Clr6.

Minea: Female human Sor6.

Tactics: If the party questions the reason for which a contact's liege wants to obtain the arms and armor. The answers are based on their party views. Judges should make sure they are familiar with the current political climate of the Pale as well as the views of the Progressive Party and the Conservative Party to get the right attitudes of both sides. Progressives are in favor of a relaxing of the Inquisition, they believe in converting heathens, not burning them at the stake. Progressives even believe heretics can be taught the errors of their ways and should thus be sent to New Dawn Camps and not immediately put to the torch. Progressives also think demi-humans are an asset to the Pale and should be taught the power of the Blinding Light and not ostracized. Conservatives on the other hand, think the Pale has become too soft on heretics and heathens. Heretics should be put to the torch if they do not immediately confess the error of their ways. Heathens should be thrown into a New Dawn Camp and taught the power of the Blinding Light

and to follow the One True Path, failing this they should be put to the torch as well. Conservatives think Demi-humans have their place in society but it should not be above those who believe in the power of Pholtus in favor of their own savage deities.

Encounter Two: The Village of Millet's Mine

Your party has journeyed for 3 days to where the village of Millet's Mine is supposed to be. You're sure this is the spot but there is only the shell of a building here, not a village. You can barely make out in faded letters on a sign leaned up against the side of the building the words Inn of the Steel Heart. A careful search of the area finds the foundations of other buildings but the structures themselves have all been destroyed, most due to fire apparently. You slowly come to the realization that Millet's Mine stands no more, a casualty of the war with Old Wicked. The sun will set soon and the dilapidated ruins of the Inn look like they would provide some cover from the rain that is starting to fall. You feel it would be best to wait until morning to try and locate the trail leading away from the village and so set up camp.

Shortly after nightfall, a group of orc raiders will attack the party.

Inn of the Steel Heart: Walls are 6 in. worked stone and are still well supported. The roof of the inn has fallen in on the second floor, however, leaving the second floor a complete ruin. Entry to the second floor of the inn cannot be gained from inside, only by climbing up and over the walls of the Inn. The second floor also has no flat spots due to the collapse of the roof and would require a Dex check DC 20 for someone to even move around without catching their foot on an unseen obstacle and falling down with a 40% chance of landing on a sharp piece of wood and taking 1d8 points of damage. The stairs from the first floor to the second floor are damaged now and will collapse if more than 100 lbs of weight is placed on them. Anyone caught on the stairs during a collapse will have to make a reflex save DC 20 to avoid falling with the stairs and taking 1d10 damage from the fall and debris hitting them.

APL2 (EL1)

Orcs: (2) hp 3, 4; see *Monster Manual* page 146

APL4 (EL3)

Orcs: (4) hp 3, 4, 7, 5; see *Monster Manual* page 146

Orc Leader: Male Orc Bbn 2 (See Appendix for Encounter Two)

APL6 (EL5)

Orcs: (4) hp 3, 4, 7, 5; see *Monster Manual* page 146

Orc Leader: Male Orc Bbn 4 (See Appendix for Encounter Two)

Orc Adept: Female Orc Adp 3 (See Appendix for Encounter Two)

APL8 (EL7)

Orcs: (9) hp 3, 4(x4), 5(x2), 7(x2); see *Monster Manual* page 146

Orc Leader: Male Orc Bbn 6 (See Appendix for Encounter Two)

Orc Adept: Female Orc Adp 5 (See Appendix for Encounter Two)

APL10 (EL9)

Orcs: (3) Orc Bbn 3 (See Appendix for Encounter Two)

Orc Leader: Male Orc Bbn 8 (See Appendix for Encounter Two)

Orc Adept: Female Orc Adp 7 (See Appendix for Encounter Two)

APL12 (EL11)

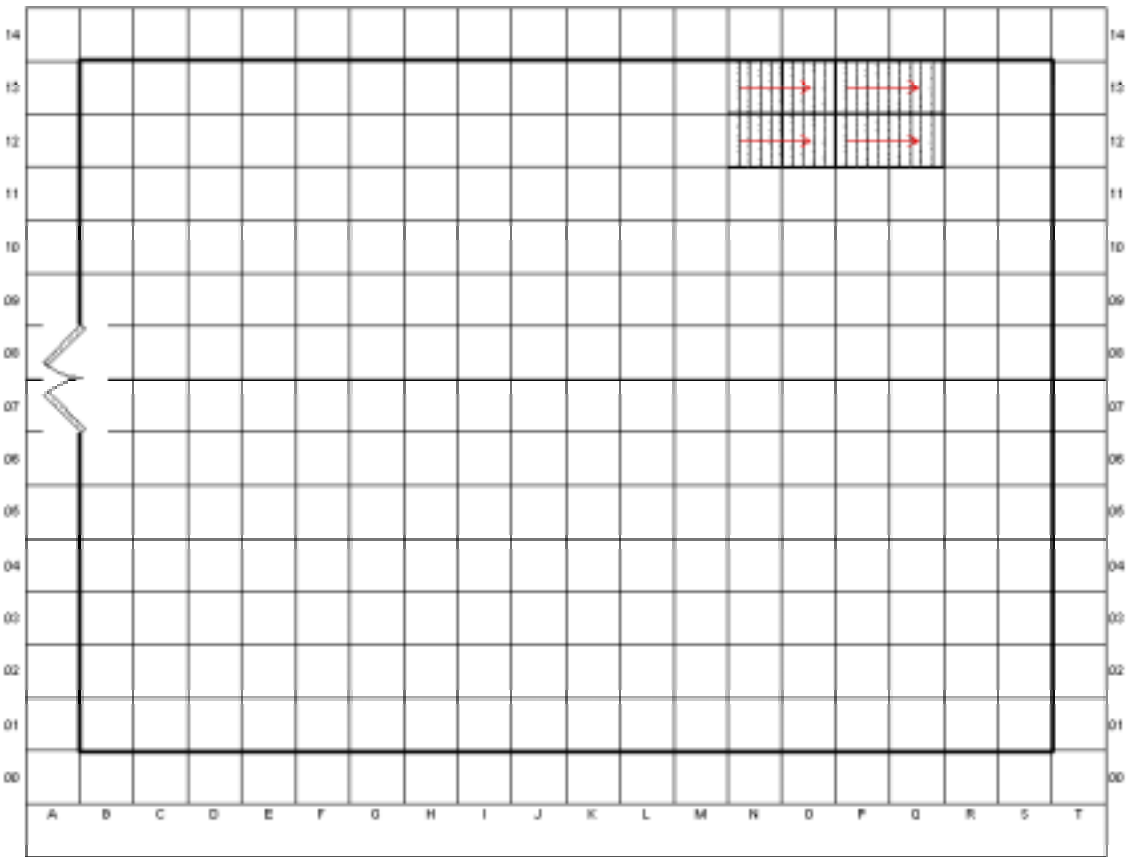
Orcs: (3) Orc Bbn 4 (See Appendix for Encounter Two)

Orc Leader: Male Orc Bbn 10 (See Appendix for Encounter Two)

Orc Adept: Female Orc Adp 7 (See Appendix for Encounter Two)

Tactics: The orcs are raiders and not typical thieves. They will try to use stealth to approach the party but would prefer to use strength of arms to end the battle as quickly as possible. The lead orc (the highest level barbarian orc) and the adept will always remain back from the fight at first allowing the band to weaken the party as much as possible. At the beginning of the battle, the leader will target spellcasters and anyone else separated from a melee with his crossbow as much as possible. If he knows a person is a spellcaster he will ready the action to fire as soon as they begin casting a spell in hopes of stopping the spell from being cast. If the leader notices who the strongest warrior is in the party, he will attempt to draw him out for single combat as quickly as possible. The leader will not rush into a massive melee to do this, but will instead shout insults at the person. He will say things that insult the warrior's strength and the like. As soon as someone rushes the leader he will immediately rage. The adept is the mate of the leader, therefore if the adept is attacked the leader will immediately rage and attack whoever attacked her. All of the band of orcs except the leader will rage on the first round of combat in the APL 10 encounter.

Development: The orcs can be an important source of information. If any orcs survive the encounter and are questioned they can tell the party where the trail starts at and even the way to Nerith's lair. The orcs are even aware of the fact Nerith is still alive and is a hag, the orcs will tell the party she is long since dead and though they can be tortured into telling the party she is alive they will never reveal her exact nature. They will say things like she is a powerful woman and other such truths without revealing her true nature or appearance. Should the adept be killed, the leader will tell the party nothing or lie to them outright and no amount of torture will change this attitude towards them. If the leader is searched, the party will find a crude map on him indicating a trail which starts slightly behind the Inn of the Steel Heart. Without the orcs a search check will have to be made to find the trail. If the party has the map from the orcs or from Father Teldon, it is a DC 10 search as they know its approximate location and the trail is still being used by wild game and the orc raiders. If the party does not have either map the DC for finding the trail is 20.



Encounter Three: Raiders' Lair

As night falls on your first full day of travel along the trail, you come upon a huge fossilized skeleton half buried in the mountains at a fork in the trail. The skeleton is huge in size and though you can't tell how many legs the creature had, surely based on the layout of the skeleton there were four. You can see the bones of what was probably its tail leading away down the trail leading to the east and the skull stares at you, its mouth open with its jagged teeth still ready to rip you apart. In the cliffs behind the skeleton, the faint outline of what might have once been wings can be seen. The mouth leads into a cave that has formed from the skeleton over the years and the stench of someone living there fills your nostrils. You feel this might be a good place to rest if whatever lives here is friendly.

The skeleton is of a mature adult red dragon who died over a century ago. The raiders from encounter two used the cave as a base of operations. The northern split of the trail leads deeper into the mountains and after a day of travel to a ruined bridge that leads across a gorge thousands of feet deep. The trail leading to the east along the dragon's tail is the way to Nerith's Lair. If any of the orc raiders escaped from encounter two, they will be found here nursing their wounds.

Encounter Four: Tristan and Bhugtru Fight Some Trolls

You have followed the trail down from the great skeleton to a point where it now borders between the Griff Mountains and the Troll Fens. Up ahead in the waning light of the day you can see a battle taking place. As you move closer to investigate you see a knight fall to the claws of a great troll.

Depending on the APL of the encounter, the judge should continue with the following description:

APL 4 and 6: As the warrior falls a second troll standing over another body turns and rushes towards the first troll. It seems as if the two trolls will fight over the kill.

APL 8 and 10: As the warrior falls, other trolls from nearby stop their fighting and rush towards the first troll. It looks as if they are all going to fight over the kill.

The warrior is Tristan, the Champion of the Pale and one of the trolls is his companion Bhugtru. Tristan is wounded but not dead, he has been dropped to negative 1 hit point.

APL2 (EL1)

Troll (1): hp 71(8); see *Monster Manual* page 180

Tristan Spencer: Male Human Pal9/Sor4 (Full stats not given as he does not fight)

Bhugtru: Male Troll Mnk8 (Full stats not given as he does not fight)

APL4 (EL3)

Troll (1): hp 71(57); see *Monster Manual* page 180

Tristan Spencer: Male Human Pal9/Sor4 (Full stats not given as he does not fight)

Bhugtru: Male Troll Mnk8 (Full stats not given as he does not fight)

APL6 (EL5)

Troll (1): hp 71; see *Monster Manual* page 180

Tristan Spencer: Male Human Pal9/Sor4 (Full stats not given as he does not fight)

Bhugtru: Male Troll Mnk8 (Full stats not given as he does not fight)

APL8 (EL7)

Troll (2): hp 71(2); see *Monster Manual* page 180

Tristan Spencer: Male Human Pal9/Sor4 (Full stats not given as he does not fight)

Bhugtru: Male Troll Mnk8 (Full stats not given as he do not fight)

APL10 (EL9)

Troll (4): hp 57, 65, 71(2); see *Monster Manual* page 180

Tristan Spencer: Male Human Pal9/Sor4 (Full stats not given as he does not fight)

Bhugtru: Male Troll Mnk8 (Full stats not given as he does not fight)

APL12 (EL11)

Troll (4): hp 57, 65, 71(2); see *Monster Manual* page 180

Troll Leader: Male Troll Bbn4; (See appendix for Encounter 4)

Tristan Spencer: Male Human Pal9/Sor4 (Full stats not given as he does not fight)

Bhugtru: Male Troll Mnk8 (Full stats not given as he does not fight)

Tactics: The troll who has just felled Tristan will turn immediately to face Bhugtru, knowing the other troll will be coming to defend his human friend. As Bhugtru rushes him, he will shout insults and obscenities at Bhugtru in Giant. Bhugtru will seek to defend Tristan at all costs. Should the party intervene, in an APL 2 and 4 encounter after the first two rounds of combat Bhugtru will halt combat with the other trolls (during this time he will have hit the troll enough times to cause damage, leaving the troll with it's current hit points, the ones in parenthesis) and see to Tristan's wounds and in all other APL's he will halt combat immediately. If the party attacks Bhugtru he will defend himself against the party but will not try to kill them. In no APL other than 2 and 4 will Bhugtru or Tristan help the party, Tristan's wounds are too grievous. Anyone close enough to Bhugtru will be able to make a spot check DC 5 to see his wooden holy symbol of Pholtus around his neck.

Development: Should the party not intervene in this fight, Tristan and Bhugtru will not think very highly of the party's cowardice in future dealings with them. If the party intervenes and kills Bhugtru, Tristan will not speak to them once he learns the truth of their deed. Tristan will simply gather the body of his long time friend and trudge off into the Troll Fens. Should the party help Tristan and Bhugtru, they will gain some influence with these two for the future.

Encounter Five: End of the Road

It has been a day and a half since your encounter with the trolls in the fens bordering the mountains. The trail has once again led you deep into the Griff Mountains. The sun is hot as it reaches its mid day summit, but the chill mountain air protects you from its heat. You are beginning to wonder if this trail leads anywhere besides deep into these mountains and on a wild goose chase. No one told you what the journal said about where these relics were hidden. Is it possible the clerics of the Church have misinterpreted what was written you wonder as you round a large curve in the trail. You look up from your musings and realize the clerics probably weren't wrong though as you see up ahead of you what appears to be giants guarding a large door set into the side of a mountain.



The party notices the giants when they are approximately 150 feet from them and the door. The giants may not see the party at first. The giants are on watch though and should be considered to be taking 10 on their spot checks. They are alert as the consequences for failing Nerith in their duties is death. When the creatures notice the party they will use missile weapons against the party until the party has closed with them and then switch to their melee weapons. Each ogre will have three large javelins and each giant will have two boulders to throw. See Map labeled "End of the Road."

Wooden Door: 6 in. thick; hardness 5; hp 60; AC 5; Break DC 35. The door is obviously built for the giants. It is large and made from small tree trunks that have been planed into square beams. The beams have then been banded together with iron. The door is locked from the inside with a simple lock. The key is on the largest giant and will be found on his corpse if the giants are defeated.

APL2 (EL2)

Ogres (1): hp 21; See *Monster Manual* page 144

APL4 (EL4)

Ogres (3): hp 21, 22, 35; See *Monster Manual* page 144

APL6 (EL6)

Hill Giant (1): hp 117; See *Monster Manual* page 98

APL8 (EL9)

Hill Giants (2): hp 106, 117; See *Monster Manual* page 98

APL10 (EL10)

Hill Giants (3): hp 89, 106, 117; See *Monster Manual* page 98

APL12 (EL12)

Hill Giants (4): hp 89, 106, 113, 117; See *Monster Manual* page 98

Encounter Six: Nerith Shelryn

As you enter the lair behind the great door you see before you a hideous sight. In front of you hanging from the ceiling is a shrunken human head with a holy symbol of Pholtus embedded in its forehead. Based on the legends and stories you've heard of him, you now know what happened to the great Corin Malthesun. In piles beneath the head is a small amount of treasure. Mounted on the wall behind the head 10 feet off the floor is what appears to be a mace of some type, the head of which is producing light to illuminate the cavern even though it is covered with a cloth. Standing in front of the weapon is a suit of plate armor made of gold. A feminine voice greets you as you enter, "So you have come to join my greatest enemy in my trophy room. Fear not, that I will display you as I have him, for you are not worth of that." There is a slight pause and then the voice speaks again as a figure steps from the shadows, "No, I see you haven't come looking for Corin. You've come for his things, yes? No doubt, the Church of Vile Light sent you. Well, I hope you have been looking forward to meeting your petty deity."

The voice is that of Nerith Shelryn, a powerful hag who has haunted these mountains for centuries. At APL 4 and 6 Nerith will be using her change self spell to appear as a powerful female hill giant, while at APL 8 and 10 the night hag will appear in her true form. As soon as her speech is finished she will attack the party, concentrating on paladins and clerics first and then on spell casters unless someone is actually hurting her with physical blows. Nerith believes the holy crusaders and spell casters will be the biggest threat in any party attacking her. Should the night hag find herself in a position where she may actually lose, she will become ethereal and seek to leave the field of battle in order to seek revenge another time. Use map labeled "Nerith's Lair."

APL2 (EL4)

Green Hag (1): hp 33; See *Monster Manual* page 115

NOTE: The green hag is injured, a permanent injury she sustained in her combat with Corin all those years ago and thus her hit points are lower than a normal green hag. She has also lost the use of her Weakness ability and her invisibility because of the injuries. She lost her right arm in the combat with Corin so she also only has one claw attack.

APL4 (EL6)

Annis (1): hp 57; See *Monster Manual* page 115

APL6 (EL8)

Half-Fiend Annis (1): hp 52 See Appendixes for Encounter Six

APL8 (EL9)

Night Hag (1): hp 46; See *Monster Manual* page 140

APL10 (EL12)

Advanced Night Hag (1): hp 88; See Appendix for Encounter Six

APL12 (EL14)

Advanced Night Hag (1): Female Night Hag Ftr2, hp 106; See Appendix for Encounter Six

Treasure: *Dawn Armor* - The dawn armor is a suit of +3 *Full Plate* made of gold and strengthened with magic. The armor has the holy symbol of Pholtus engraved and etched in silver across the front and back of the breastplate and both glow with a dim light. The armor may only be used by a paladin or cleric of Pholtus. The armor grants the wearer the permanent effects of a *protection from chaos* spell. The armor is also permanently imbued with the power of a *fire shield* - *warm shield* spell as cast by a 10th level cleric. The wearer of the armor may also activate the power of a *negative energy protection* spell as if cast by a 10th level cleric 3 times per day.

Star of the Morning - The Star of the Morning acts as a +5 *lawful morning star of brilliant energy*. This special morning star has a haft made of mithril silver while the head is pure energy. The head of the weapon appears as the sun itself, flashing and changing in appearance as if it were the sun itself burning overhead. The weapon acts as a greater holy symbol of Pholtus and can only be used by a paladin or cleric of Pholtus. The weapon glows brighter when chaos or evil is present and can be used to detect either at will. In the hands of a paladin of Pholtus the morning star also acts as a holy weapon. The weapon is intelligent and has an intelligence of 13, a wisdom of 16, and a charisma of 15. The weapon has an alignment of lawful good. The weapon may communicate through empathy. The weapon has the special purpose of defending the Theocracy of the Pale and Pholtans.

APL 4-coin-(2000 gp)

APL 6-coin-(3400 gp)

APL 8-coin-(2000 gp), *Heartstone*

APL 10-coin-(5000 gp), *Heartstone*

Encounter Seven: Back In Wintershiven

Description 1: *As you arrive back in Wintershiven and make your way to meet with your contact, you hear a whispered excuse me from a nearby alleyway. As you turn you see a well-dressed young woman who motions for you to come towards her. The alleyway is well lit and there is no fear there are others with her, unless they are invisible. The raven haired woman moves out of the alley towards you her hands up as if in surrender. She speaks quietly, "I am Minea, many of you know me as an agent of Milamber. I have come here to ask you to give me the two relics you carry so that Milamber might curry favor with the new Theocrat."*

The woman is Minea, an agent of Milamber. Milamber was the personal advisor of Theocrat Ogon Tillit. He sought to keep the Pale balanced between the Progressives and Conservatives during the time of the previous Theocrat. With the ascension of Theoman Basslet to the rank of Theocrat, Milamber's position is now uncertain. He remains the leader of the Arcanist's Guild, but how much political power he will continue to wield is unknown. Milamber has decided to obtain these relics to give to Theocrat Basslet himself if possible in order to show he still has value to the Pale and the office of the Theocrat.

Minea wishes for the party to give the two relics to her for Milamber. She speaks the truth and if questioned further will reveal the above information about Milamber to the party. Milamber truly wishes the best for the Pale and her citizens but is not sure of his place in the new regime. Minea will share this information as well. She will offer to reward the party in the same manner that their previous employer had intended to reward them. If the party refuses Minea's offer, she will grow angry with them. She will threaten to reveal their actions to the opposing political party in retaliation. Minea will further threaten them with retaliation by Milamber himself, although this is an empty threat; Milamber himself simply wished Minea to make the offer and not to threaten the party in any way. Should the party actually attack her she has a ring of teleportation which she will activate to escape.

If the party agrees to surrender the two relics to Minea, she will be overjoyed with them and will give them the appropriate rewards for their work for the Pale and the Church.

Description 2: *After your encounter with the woman in the alley you make your way to the agreed upon meeting spot with your employer at the Pious Pilgrim. Your contact leads you to a private room in the Pious Pilgrim where he inspects the two relics and verifies their authenticity before speaking to you. "You have done the Pale and the Church a great service this day. With these two relics and the shield previously recovered, the Pale can once again name a champion for her cause. You have proven yourselves to be great heroes this day and deserve to be rewarded for your efforts on behalf of the Church. I will see to it that you are justly rewarded for your service. Thank you so much." The agent will then dispense the proper rewards to the party and bid them, "Walk with the light and may Pholtus bless you in all your heroic tasks."*

Father Teldon: Male Human Clr6.

Sister Rhianna: Female Human Clr6.

Minea: Female human Sor6.

Development: If the party attacks Minea, the guard should subdue them with little effort. This is the Pale after all and a judge should feel free to use whatever resources are available to the guards including members of the Church Militant and the Church to ensure these criminals do not escape. Once the party is captured, they will of course be put on trial for their crimes of attacking a person in the street. If they are found guilty the penalty will be assessed based on how bad their crime actually was. If they attacked Minea but no one was killed and surrendered as soon as the guard arrived, they will be fined 200 gold each. If a member of the party cannot pay his fine he will be required to perform one week of community service for the Pale (loss of 1 TU). If the party fought against the guard when they arrived, each one who raised arms against the guard will be fined and sentenced to a New Dawn Camp for two weeks (loss of 2 TU). If the party actually killed Minea or a member of the guard, they are in serious trouble. The Triad will give out the sentence for this crime.

Conclusion

You have completed a great quest for the Church and the arms and armor of Corin Malthesun are now safely locked away within the vaults of the Church. As you celebrate your victory in the Pious Pilgrim you begin to hear the rumors of how the Church will soon name a Champion of the Pale again. Rumors speak of Tristan Spencer being named since he is already the Champion of Pholtus. Many among the Conservative Party, though condemn this possibility. They point to Tristan's association with a troll as evidence that he is unworthy to champion the cause of the Pale. These people speak of how Louis Phillip Gaston II will surely be named as the Champion of the Pale. Many heated arguments arise in the tavern even as you try to relax in the common room at the Pious Pilgrim. Several patrons even approach you and ask your party who they think will be named as the champion. You voice your political views which quickly starts a barroom brawl. The guard soon arrives and after things are sorted out there are more than a few bloody lips and black eyes to go along with their owners political convections.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter Two

Defeating the Orc raiders at Millet's Mine.

APL2 30 xp

APL4 90 xp

APL6 150 xp

APL8 210 xp

APL10 270 xp

APL12 330 xp

Encounter Four

Helping Bhugtru to defeat the trolls and save Tristan's life.

APL2 30 xp

APL4 90 xp

APL6 150 xp

APL8 210 xp

APL10 270 xp

APL12 330 xp

Encounter Five

Defeating the guards at the entrance to Nerith's lair.

APL2 60 xp

APL4 120 xp

APL6 180 xp

APL8 270 xp

APL10 300 xp

APL12 360 xp

Encounter Four

Defeating Nerith Shelryn.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 270 xp

APL10 360 xp

APL12 420 xp

Story Award

Recovering the Dawn Armor and the Star of the Morning and returning them to the Church and not being arrested for attacking Minea. If the party is arrested for attacking Minea, they should not receive any of the experience listed here.

APL2 30 xp

APL4 60 xp

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

Discretionary role-playing award

APL2 30 xp

APL4 60 xp

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

Total possible experience:

APL2 300 xp

APL4 600 xp

APL6 900 xp

APL8 1200 xp

APL10 1500 xp

APL12 2100 xp

Treasure Summary

Encounter Two: Millet's Mine

APL 2: 70 gp
APL 4: 1238 gp
APL 6: 2682 gp
APL 8: 9683 gp
APL 10: 16011gp
APL 12: 18361gp

Encounter Five: End of the Road

APL 2: 23 gp
APL 4: 69 gp
APL 6: 20 gp
APL 8: 40 gp
APL 10: 60 gp
APL 12: 80 gp

Encounter Six: Nerith Shelryn

APL 2: 1000 gp
APL 4: 2000 gp
APL 6: 3400 gp
APL 8: Heartstone
APL 10: 5000 gp and Heartstone
APL 12: 5000 gp and Heartstone

Total Possible Treasure

APL 2: 200 gp
APL 4: 400 gp
APL 6: 600 gp
APL 8: 1200 gp
APL 10: 1750 gp
APL 12: 3000 gp

Special

APL 8, 10, and 12:

Heartstone: Imparts a +2 resistance bonus to all saving throws. Cures any disease contracted by the holder, which can be used ten times before the heartstone shatters for good creatures. (5400 gp).

All APL's

Access to the Armory of the Prelatal Army: All members of the party who complete the mission and turn the armor and weapon over to the Church receive access to the Armory of the Prelatal Army.

This access allows the character to upgrade one piece of armor or a single shield by a +1 Enchantment Bonus, for example, a +2 shield could be made a +3 Shield or a +1 Breastplate could be made into a +1 Shadow Breastplate. The current enchantment of the armor cannot be changed by this, for example a +2 shield could not be changed to a +1 Shield of Arrow Deflection.

Appendix: NPC Statistics

Encounter Two:

APL 4 (EL 3)

Orc Leader: Male Orc Bbn 2; CR 2; Medium-Size Humanoid (Orc); HD 2d12+2, hp 21; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) [masterwork breastplate +5, Dex +2]; Atk +8 melee (1d12+6/x3 damage, great axe) or +5 ranged (1d8/19-20, light crossbow); SA Rage 1 per day (hp 25, +10 melee, 1d12+9/x3 damage, great axe, Str 23, Con 17, Fort +6, +2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed); AL CE; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Listen +5, Wilderness Lore +5. Weapon Focus (great axe).

Possessions: masterwork breastplate, masterwork great axe, light crossbow, 20 masterwork bolts, 1 *potion of cure moderate wounds*, 1 *potion of endurance*, and 1 *potion of lesser restoration*.

APL 6 (EL 5)

Orc Leader: Male Orc Bbn 4; CR 4; Medium-Size Humanoid (Orc); HD 4d12+4, hp 37; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) [masterwork breastplate +5, Dex +2]; Atk +11 melee (1d12+7/x3 damage, great axe) or +7 ranged (1d8/19-20, light crossbow); SA Rage 1 time per day (hp 41, +13 melee, 1d12+10/x3 damage, great axe, Str 24, Con 17, Fort +7, +2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed); AL CE; SV Fort +5, Ref +3, Will +1; Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +9, Listen +7, Wilderness Lore +7. Dodge, Weapon Focus (great axe).

Possessions: masterwork breastplate, masterwork great axe, light crossbow, 20 masterwork bolts, 3 *potions of cure moderate wounds*, 1 *potion of endurance*, 1 *potion of neutralize poison*, and 1 *potion of lesser restoration*.

Orc Adept: Female Orc Adp 3; CR 2; Medium-Size Humanoid (Orc); HD 3d6+3, hp 17; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [Dex +2]; Atk +4 melee (1d6+2/x3 damage, halfspear) or +3 ranged (1d8/19-20, light crossbow); SA divine spells, familiar (tiny viper snake, hp 8 see *Monster Manual* page 201), poisonous bite (DC 11 fort save, initial and secondary damage 1d6 constitution); AL CE; SV Fort +2, Ref +3, Will +4; Str 14, Dex 14, Con 13, Int 10, Wis 13, Cha 6

Skills and Feats: Concentration +7 (+11 defensive), Heal +7. Combat Casting, Scribe Scroll.

Possessions: masterwork halfspear, light crossbow, 10 bolts, 2 *scrolls of cure light wounds*, and 1 *potion of blur*.

Spells Prepared (3/3; base DC = 11 + spell level): 0-*cure minor wounds*(3); 1st-*burning hands*, *cause fear*, *obscuring mist*.

APL 8 (EL 7)

Orc Leader: Male Orc Bbn 6; CR 6; Medium-Size Humanoid (Orc); HD 6d12+6, hp 53; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 18) [+1 *breastplate* +6, Dex +2]; Atk +13/+8 melee (1d12+7/x3 damage, great axe) or +9 ranged (1d8/19-20, light crossbow); SA Rage 2 times per day (hp 65, +15/+10 melee, 1d12+10/x3 great axe, Str 24, Con 17, Fort +8,+2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed, can't be flanked); AL CE; SV Fort +6, Ref +4, Will +2; Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +11, Listen +9, Wilderness Lore +9. Dodge, Track, Weapon Focus (great axe).

Possessions: +1 *breastplate*, masterwork great axe, light crossbow, 20 masterwork bolts, 3 *potions of cure serious wounds*, 1 *potion of bull's strength*, 1 *potion of endurance*, 1 *potion of neutralize poison*, and 1 *potion of lesser restoration*.

Orc Adept: Female Orc Adp 5; CR 4; Medium-Size Humanoid (Orc); HD 5d6+5, hp 27; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [Dex +2]; Atk +5 melee (1d6+2/x3 damage, halfspear) or +4 ranged (1d8/19-20, light crossbow); SA divine spells, familiar (tiny viper snake, hp 13 see *Monster Manual* page 201), poisonous bite (DC 11 fort save, initial and secondary damage 1d6 constitution); AL CE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 14, Con 13, Int 10, Wis 14, Cha 6

Skills and Feats: Concentration +9 (+13 defensive), Heal +10. Combat Casting, Scribe Scroll.

Possessions: masterwork halfspear, light crossbow, 10 bolts, +1 *ring of protection*, 5 *scrolls of cure light wounds*, 1 *potion of blur*, and 1 *potion of levitate*.

Spells Prepared (3/3/2; base DC = 12 + spell level): 0-*cure minor wounds*(3); 1st-*burning hands*, *cause fear*, *obscuring mist*; 2nd-*bull's strength*, *web*.

APL 10 (EL 9)

Orcs: (3) Male Orc Bbn 3 CR 3; Medium-Size Humanoid (Orc); HD 3d12+3, hp 29; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) masterwork breastplate +5, Dex +2]; Atk +9 melee (1d12+6/x3 damage, great axe) or +6 ranged (1d8/19-20, light crossbow); SA Rage 1 time per day (hp 35, +11 melee, 1d12+9/x3 great axe, Str 23, con 17, Fort +6, +2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed); AL CE; SV Fort +4, Ref +3, Will +1; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Listen +6, Wilderness Lore +6. Dodge, Weapon Focus (great axe).

Possessions: masterwork breastplate, masterwork great axe, light crossbow, 20 masterwork bolts, 2 *potion of cure moderate wounds*, 1 *potion of bull's strength*, and 1 *potion of endurance*.

Orc Leader: Male Orc Bbn 8; CR 8; Medium-Size Humanoid (Orc); HD 8d12+16, hp 77; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 19) [+1 *breastplate* +6, +1 *amulet of natural armor* +1, Dex +2]; Atk +15/+10 melee (1d12+9/x3 damage, great axe) or +11 ranged (1d8/19-20, light crossbow); SA Rage 3 times per day (hp 93, +17/+12 melee, 1d12+11/x3 great axe, Str 24, Con 18, Fort +10, +2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed, can't be flanked); AL CE; SV Fort +8, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +13, Listen +11, Wilderness Lore +11. Dodge, Track, Weapon Focus (great axe).

Possessions: +1 *breastplate*, +1 *great axe*, light crossbow, 20 masterwork bolts, +1 *amulet of natural armor*, 3 *potions of cure serious wounds*, 2 *potion of neutralize poison*, and 2 *potions of lesser restoration*.

Orc Adept: Female Orc Adp 7; CR 6; Medium-Size Humanoid (Orc); HD 7d6+7, hp 37; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [Dex +2]; Atk +6 melee (1d6+2/x3 damage, halfspear) or +5 ranged (1d8/19-20, light crossbow); SA divine spells, familiar (tiny viper snake, hp 18 see *Monster Manual* page 201), poisonous bite (DC 11 fort save, initial and secondary damage 1d6 constitution); AL CE; SV Fort +3, Ref +4, Will +7; Str 14, Dex 14, Con 13, Int 10, Wis 14, Cha 6

Skills and Feats: Concentration +11 (+15 defensive), Heal +12. Brew Potion, Combat Casting, Scribe Scroll.

Possessions: masterwork halfspear, light crossbow, 10 bolts, +1 *ring of protection*, 5 *scrolls of cure light wounds*, 1 *scroll of silence*, 1 *potion of blur*, and 1 *potion of levitate*.

Spells Prepared (3/4/3; base DC = 12 + spell level): 0-cure minor wounds(3); 1st-burning hands, cause fear, cure light wounds, obscuring mist; 2nd-bull's strength, darkness, web.

APL 12 (EL 11)

Orcs: (3) Male Orc Bbn 4 CR 4; Medium-Size Humanoid (Orc); HD 4d12+4, hp 37; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 17) [masterwork breastplate +5, Dex +2]; Atk +11 melee (1d12+7/x3 damage, great axe) or +7 ranged (1d8/19-20, light crossbow); SA Rage 1 time per day (hp 45, +13 melee, 1d12+10/x3 great axe, Str 24, con 17, Fort +7, +2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed); AL CE; SV Fort +5, Ref +3, Will +1; Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +9, Listen +7, Wilderness Lore +7. Dodge, Weapon Focus (great axe).

Possessions: masterwork breastplate, masterwork great axe, light crossbow, 20 masterwork bolts, 3 *potions of cure moderate wounds*, 1 *potion of bull's strength*, 1 *potion of endurance*, and 1 *potion of neutralize poison*.

Orc Leader: Male Orc Bbn 10; CR 10; Medium-Size Humanoid (Orc); HD 10d12+20, hp 95; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 19) [+2 breastplate +7, +1 amulet of natural armor +1, Dex +2]; Atk +17/+12 melee (1d12+8/x3 damage, great axe) or +13 ranged (1d8/19-20, light crossbow); SA Rage 3 times per day (hp 115, +19/+14 melee, 1d12+11/x3 great axe, Str 24, Con 17, Fort +11, +2 Will saves, -2 AC), Uncanny dodge (retains Dex bonus to AC even when caught flat footed, can't be flanked); AL CE; SV Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +15, Listen +13, Wilderness Lore +13. Dodge, Track, Mobility, Weapon Focus (great axe).

Possessions: +2 breastplate, +1 great axe, light crossbow, 20 masterwork bolts, +1 amulet of natural armor, 2 *potions of cure serious wounds*, 1 *potion of bull's strength*, 1 *potion of endurance*, 2 *potions of haste*, and 2 *potions of neutralize poison*.

Orc Adept: Female Orc Adp 7; CR 6; Medium-Size Humanoid (Orc); HD 7d6+7, hp 37; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [Dex +2]; Atk +6 melee (1d6+2/x3 damage, halfspear) or +5 ranged (1d8/19-20, light crossbow); SA divine spells, familiar (tiny viper snake, hp 18 see *Monster Manual* page 201), poisonous bite (DC 11 fort save, initial and secondary damage 1d6 constitution); AL CE; SV Fort +3, Ref +4, Will +7; Str 14, Dex 14, Con 13, Int 10, Wis 14, Cha 6

Skills and Feats: Concentration +11 (+15 defensive), Heal +12. Brew Potion, Combat Casting, Scribe Scroll.

Possessions: masterwork halfspear, light crossbow, 10 bolts, +1 ring of protection, 5 scrolls of cure light wounds, 1 scroll of silence, 1 *potion of blur*, and 1 *potion of levitate*.

Spells Prepared (3/4/3; base DC = 12 + spell level): 0-cure minor wounds(3); 1st-burning hands, cause fear, cure light wounds, obscuring mist; 2nd-bull's strength, darkness, web.

Encounter Four:

APL12 (EL11)

Troll Leader: Male Troll Bbn4; CR11; Large-Size Humanoid HD: 6d8+36 +4d10+ hp ; Init +2 (Dex), Spd 30 ft.; AC 23 (touch 11, flat-footed 23) [-1 size, +2 Dex, +7 natural, +5 masterwork breastplate]; Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d6+4, 1 bite) or +15 melee (1d12+8/x3, +1 great axe) and +9 melee (1d6+4, 1 bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA: Rend 2d6+9, Rage 2/day (), Uncanny dodge (Retains dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker); SQ

Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +15, Ref +5, Will +4; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills and Feats: Listen +7, Spot +7, Tumble +4; Alertness, Cleave, Iron Will, Power Attack.

Possessions: masterwork breastplate, +1 masterwork great axe, 3 potions of cure moderate wounds, 1 potion of bull's strength, 1 potion of endurance, 1 potion of protection from elements (fire).

Encounter Six:

APL6 (EL8)

Half-Fiend Annis: Female Annis; CR 8; Large-size Outsider (Chaotic, Evil) HD 7d8+21 hp 52; Init +3 (Dex), Spd 40 ft.; AC 23 (touch 12, flat-footed 20) [-1 size, +3 Dex, +11 natural]; Atk 2 claws +15 melee, bite +10 melee (1d6+9, claw and 1d8+4, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved Grab, rend 2d6+18 (when the Annis hits with both claw attacks, she automatically deals an additional 2d6+18 points of damage), Spell Like Abilities: 3/day-change self, darkness, fog cloud, and poison, 1/day-desecrate and unholy blight (all spells are cast as if by an eighth level sorcerer); SQ: Steely skin (slashing and piercing weapons reduce damage by 1 point per hit, while bludgeoning weapons increase damage by 1 point per hit), Immune to poison, Acid, cold, electricity and fire resistance 20; SR 19; AL CE; SV Fort +5, Ref +8, Will +6; Str 29, Dex 16, Con 16, Int 17, Wis 13, Cha 12. Height 8 ft.

Skills and Feats: Climb +16, Concentration +13, Hide +13, Jump +19, Listen +11, Move Silently +13, Search +11, Spot +11; Alertness, Blind-Fight, Combat Casting.

APL10 (EL12)

Advanced Night Hag: Female Night Hag; CR 12; Medium-Size Outsider (Evil); HD 16d8+16, hp 88; Init +1 (Dex); Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +9 natural]; Atk +20 melee [2d6+6 and disease, bite]; SA: Spell-like abilities: At will-detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph self, ray of enfeeblement and sleep (cast as if by a 8th level sorcerer, DC 11 + spell level), etherealness at will as a 16th level sorcerer, Dream Haunting; SQ: Immune to fire and cold, and to charm, sleep, and fear effects, DR 20/+3; SR 25; AL NE; SV Fort +13, Ref +13, Will +14; Str 19, Dex 12, Con 12, Int 15, Wis 15, Cha 12.

Skills and Feats: Bluff +15, Concentration +16, Intimidate +5, Listen +18, Ride +15, Sense Motive +16, Spellcraft +17, Spot +18; Alertness, Combat Casting, Mounted Combat.

Dream Haunting (Su): See the description for this ability under Night Hag in the *Monster Manual* on page 140.

Disease (Ex): See the description for this ability under Night Hag in the *Monster Manual* on page 140.

Possessions: Heartstone.

APL12 (EL14)

Advanced Night Hag: Female Night Hag Ftr2; CR 14; Medium-Size Outsider (Evil); HD 16d8+16 and 2d10+2, hp 102; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +9 natural]; Atk +23 melee [2d6+6 and disease, bite]; SA: Spell-like abilities: At will-detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph self, ray of enfeeblement and sleep (cast as if by a 8th level sorcerer, DC 11 + spell level), etherealness at will as a 16th level sorcerer, Dream Haunting; SQ: Immune to fire and cold, and to charm, sleep, and fear effects, DR 20/+3; SR 25; AL NE; SV Fort +16, Ref +13, Will +14; Str 19, Dex 12, Con 12, Int 15, Wis 15, Cha 12.

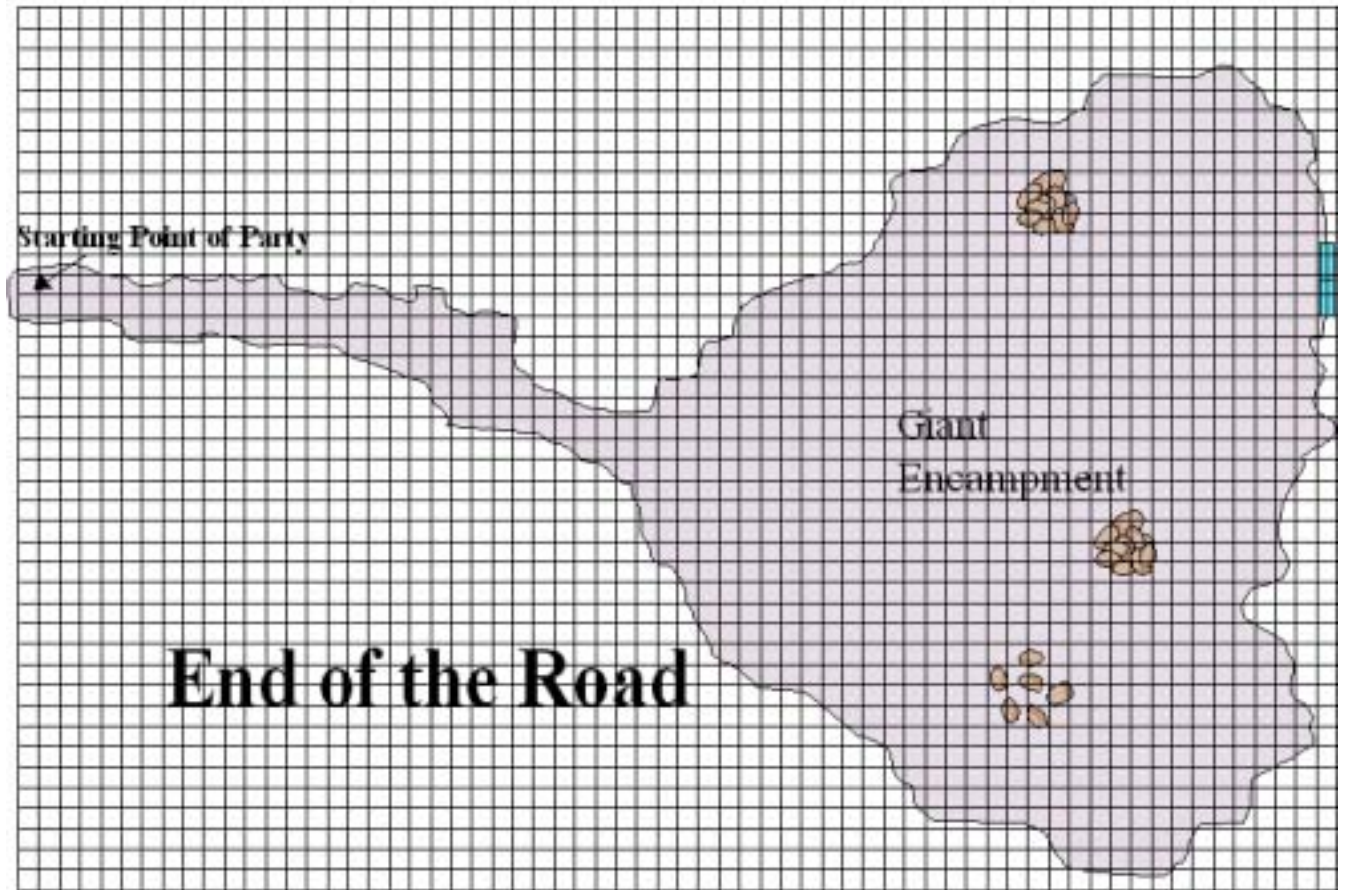
Skills and Feats: Bluff +17, Concentration +18, Intimidate +7, Listen +20, Ride +17, Sense Motive +18, Spellcraft +19, Spot +18; Alertness, Combat Casting, Improved Initiative, Mounted Combat, Weapon Focus (Bite).

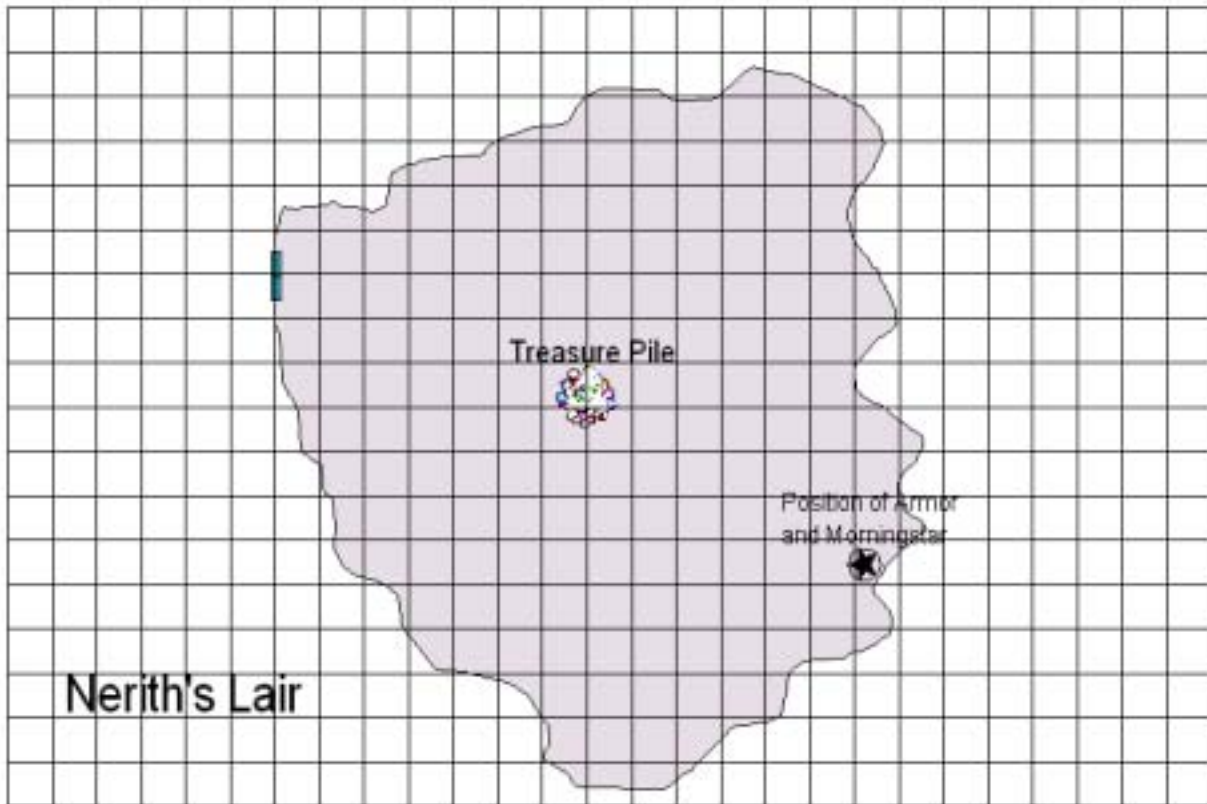
Dream Haunting (Su): See the description for this ability under Night Hag in the *Monster Manual* on page 140.

Disease (Ex): See the description for this ability under Night Hag in the *Monster Manual* on page 140.

Possessions: Heartstone.

Appendix 2: Maps





Player Handout #1

The map showing the way to Nerith's Lair

