

URD5-07

Tears of the Sun

A one-Round D&D Living Greyhawk® Duchy of Urnst Regional Adventure

Version 1.5

by Denise Mauldin

edited by Jon Thompson, Mike Haakstad, and Craig Hier

Playtesters: David Thompson, Hollis Lau, Barbara Cowman, Albert Nakano,
Daniel Moser and Scott Hawley

A mission of mercy leads to a hotbed of trouble in an unexpected place. When laughter is the best medicine, will you give in and learn about the darkness hiding in the Sun's heart? Intrigue, danger, and destiny await. An adventure for APLs 2-12.

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

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

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

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy

new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The Duchy of Urnst was once a very religious nation since the Suloise people have always worshipped the Suel Pantheon with Lendor at its head. However, during the reign of Justinian Lorinar, the religious landscape of the Duchy changed drastically. Justinian was a Skeptic, who believed that the gods are simply mortals who have gained a great deal of power. As such, he did not believe that the churches should be exempt from many of the taxes that the nobility paid. Thus, in CY 571 the churches were subjected to a tax increase to bring their taxes equal to other nobility – an increase of over 300%. Rather than pay these taxes, many of the churches closed their parishes and emigrated to other lands. Most of those that remained went underground and served the laity in hiding from secret shrines and temples. However, a few

were outraged and began planning a rebellion. In an event called the Temple Coalition Revolt, the churches rose up to protest the taxes and great rioting took place in the streets of Leukish. Justinian called out the Ducal Guard and put down the rebellion, but in the process the temple of the mercantile Oeridian god Zilchus was razed and still has not been reconstructed. In the aftermath of the revolt, noble houses that supported the churches lost their seats in the Honorable Chamber, leaving no one to speak in the churches interest.

Although Justinian did not rule for long and the additional taxes were reduced, the recovery from the Temple Coalition Revolt has been a long time coming. During the last 24 years, the traditional Suloise churches have kept a low profile within the Duchy of Urnst. This has given astonishing freedom to those churches not of the Suel Pantheon. A large church of Saint Cuthbert stands in Goldplains, as well as a large church of Pelor in the town of Pontyrel. In particular, the temple of Pelor has gained influence in the last few years through a religious crusade to find the Jade Chapel. The questors successfully located the Chapel and freed it from the influence of evil that surrounded it. Through the knowledge of the last inhabitant of the chapel, the Pelorites were able to recover some lost relics of the church. As these non-Suel churches have gained followers, a current of unrest has begun among the nobility and the faithful followers of the Suloise pantheon. They dream of the long ago time when the laws were purer, but none speak as openly as the members of House Kruske, who lost their seats during the Revolt.

In CY594, with the approval of the Honorable Chamber, Duke Karll appointed several nobles to fill vacant seats within the Honorable Chamber. Remarkably among these appointees, three of the four were clergy for various churches of the Suel Pantheon. However, none of them were members of the Kruske family, which made this family even more disgruntled. Though the unrest within this family continues to increase, the rest of the faithful worshippers were slightly appeased. While the churches have yet to regain any significant status within the Honorable Chamber, these appointments show that the churches are once again rising in influence.

Also in CY594 an ancient temple to WeeJas with a strange magical shield was discovered in the western Abbor-Alz Hills (URD4-02 Breakfast of Champions). A party of adventurers was hired by Uthor Meissel, a cleric of the temple of Pelor in Pontyrel, to explore the area. Since House Meissel and House Szabo have been in conflict for the last couple of years, House Szabo also dispatched their own set of adventurers to the site. The adventurers came in conflict, and the result was that the tale of the site spread far and wide. A cleric of Syrul, Sarnin, took advantage of the conflict between the adventurers to examine the site for himself and although he fought the adventurers, he escaped knowing that the

adventurers had been hired by Uthor Meissel. There has been much excitement about that discovery of this ancient site, with adventurers questioned near and far whether they knew any information.

Adventure Summary

This adventure begins a year and several months past the events in URD4-02 Breakfast of Champions. During that time Sarnin has slowly worked himself into a position of power in the Temple of Pelor in Pontyrel. He intends to ruin the temple of Pelor as revenge for Uthor's interference in his plans. In addition, he plans to corrupt the relics of Pelor retrieved by the temple. As part of his plan, he has been slowly replacing the legitimate priests of Pelor with his own counterfeit followers over the last year, sending the originals out to rural parishes and having them ambushed and replaced before their return.

Unbeknownst to Sarnin, the Tears of the Laughing Rogues band of the Rogues of Seltaren are also interested in the Temple of Pelor. They'd really like to get their hands on the relics. They've laid an elaborate plan to infiltrate the temple and steal the relics from the temple vault.

Unfortunately for the Rogues, the night they are going to execute their plan there is a party of PCs in the temple who have recently arrived on a mission of mercy bringing orphans to the orphanage at the temple.

Encounter 1

The PCs arrive at Pontyrel with a group of orphans they've been escorting to the orphanage at the Temple of Pelor. They may or may not figure out something fishy is up by talking to the priests of Pelor. At any rate, they're given a meal and a bed.

Encounter 2

The PCs have a chance to see or hear the Tears of the Laughing Rogues sneak into the temple. If they do, they have the option of joining them, in which case proceed to Encounter 3. If they do not see them, skip to Encounter 6.

Encounter 3

The PCs and the Rogues will attempt to sneak past the Temple of Pelor guards into the vault. If they do not successfully sneak past, they will have to battle the guards.

Encounter 4

The PCs and the Rogues reach the vault and must get into the vault through some nasty traps – if no one in the PC group can do it, the Tears can do it, but the PCs will not receive experience for it. They must complete additional encounters to receive full experience.

Encounter 5

The PCs and the Tears enter the vault. While searching around for the area with the relics, they discover the secret entrance to the false Syrulite temple under the vault. Figuring the relics are kept down there, they head down. Unfortunately they encounter some bound devils that serve as the temple's guardians. After defeating the guardians they can recover the relics from the midst of a corrupting ritual. The PCs must bribe the Tears to keep the relics; otherwise the Tears will attempt to escape.

Encounter 6

The Tears set "fire" to the temple as they leave (using smokesticks and *pyrotechnics*), hoping to expose the secret Syrulite temple. PCs that defeated the Tears in Encounter 2 or did not see them now get a chance to detect the disturbance caused by the "fire". People are fleeing the temple or running towards the "fire". PCs who have not done encounter 5 should be directed towards the temple vault as the source of the "fire" and to rescue the relics. PCs who have done Encounters 3 through 5 should go to Encounter 7.

Encounter 7

While escaping the temple, the PCs are confronted by the Pelorite priests who believe that the PCs have the relics, whether they do or don't in actuality. The Syrulites ambush them wherever they go.

Encounter 8

What happens in the aftermath? Did the PCs get the relics? Did they save the temple? Did they find out about the Syrulites? If discovered, did any Syrulites escape?

JUDGE NOTE: No matter what, the Tears open the passage to the Syrulite temple below the Vault. The PCs only have a chance of preventing the Tears from stealing the relics if they accompany the Tears into the vault the first time.

Preparation for Play

Determine if the characters have played URD4-02 Breakfast of Champions.

Determine if the characters belong to the Rogues of Seltaren metaorg and whether or not they are members of the Tears of the Laughing Rogue band. Determine if the characters belong to the Church of Pelor metaorg and what their rank in the metaorg is.

Determine if the characters are rogues, worshippers of Olidammara, or a scout with ranks in search and disable device.

It will also be useful to pre-roll some Listen and Spot checks to determine if the PCs detect the Tears of the Laughing Rogue band as they enter the Temple.

Introduction

The last months in the Abbor-Alz hills have been hard ones. The destruction of several of the border keeps left many families homeless, and left some folk widowed or orphaned. The defense of the land is still strong, however, due to a repositioning of the Ducal Guard before these events occurred. That's how you find yourself in the office of one Master Sergeant Rollis of the Ducal Guard – at a somewhat desolate location near the middle of the Eastern Abbor-Alz March.

"Well, we have a problem y'see. We have a bunch of orphans of those Ducal Guard members that were killed in the line of duty recently. We'd like to see that you get them someplace where they'll be taken care of. We can offer ye a small stipend to do so."

The PCs are being hired to take care of some of the orphans from a nearby keep that was destroyed recently. The Master Sergeant will offer [25 x APL] gold dukes to escort the children (50 gp at APL2, up to 300 gp at APL 12). There are about a dozen of them (11 in all), subdued children from ages 10 through 15 who are sad to have lost their parents. Anyone that is kind to them will receive a somewhat pathetic affection from them. The Master Sergeant will offer the PCs a wagon to carry the children in.

If the PCs are higher level, one of the orphans is a member of noble house Grek and they want someone to safeguard his travel as this would be an opportune time to kidnap the child.

A DC 15 Knowledge Local (Nyronid Metaregion) reveals that there are two main orphanages in the Duchy of Urnst. The Temple of Lydia in Leukish runs the first. The Temple of Pelor in Pontyrel runs the second. The orphanage run by the Temple of Pelor is much closer to the PCs than the Temple of Lydia. If PCs decide to take the orphans to the Temple of Lydia, they will be accepted with open arms, but the caretaker of the orphanage will ask the PCs to take a message about their current status to the orphanage in Pontyrel.

The PCs arrive at Pontyrel just before dinnertime no matter how long it's taken them to get here.

The travel to Pontyrel has been uneventful, much as you find that hard to believe. The city of Pontyrel is a small city, but one that is well cared for – beautiful statuary and lush planters decorate the streets. The Temple of Pelor is a welcoming sight, a tall structure made of white granite embellished with stylized suns. Behind it is a complex of buildings of the same white granite from which the sound of children's laughter drifts.

When the PCs approach the building read the following:

The front door of the temple is open on this bright spring day despite the chill – perhaps the warmth of Pelor chases it away. A young man stands to one side of the doorway, waiting patiently. At your appearance, his face brightens. “Greetings in the Light! Welcome to the Temple of Pelor. I am Brother Thaskin, how can I help you?”

If the PCs have the children in tow, he will smile brightly at each in turn while waiting for the PCs response. If they mention finding a place for the children or delivering a letter, read the following:

Brother Thaskin nods. “Certainly, certainly.” And before you know it everything has been taken care of and you’ve been seated for dinner at a table with your comrades. Brother Thaskin has assured you that although they had to open the rooms in the east wing, they’re sure to be comfortable.

Dinner is uneventful. The PCs can find someone to talk to if they’d like. If they do, roll a d20. If you roll an 18-20, the PCs are talking to one of the Syrulite priests in disguise. If they make a DC 30 Sense Motive check, they can determine that the priest is hiding something. If they talk extensively about theology of the church with the priest, they can make a DC 30 Knowledge (Religion) check to determine that the priest has a somewhat sketchy knowledge of some of the finer points of Pelorite canon, but not anything to be truly suspicious.

After dinner the PCs are taken to their rooms. There are two beds per room; however, they can all sleep in one room if they’d like to. The Pelorites will attempt to make the PCs comfortable by bringing in cots or sleeping bags if they need them. Check to see if the PCs are keeping watches.

Encounter One: Stirring in the Night

At 2:00 am, the Tears of the Laughing Rogue will begin their entrance of the Temple using a trapdoor in the roof of the eastern wing, which was supposed to be deserted. The temple is sparsely lit with torches every 30-40 feet, leaving quite a few shadows for the Tears to hide in.

Use the following table for the Tears’ Hide and Move Silently checks and for Jax’s Bluff, Sense Motive or Sleight of Hand skills. Behrun is the most likely to be detected, especially at higher APLs, but if Behrun is detected Jax will attempt to run cover for him as he thinks it’s likelier that he can talk his way out of a bad situation.

	Listen and Spot DCs			Jax’s Skill Modifiers		
APL	Jax	Behrun	Rohn	Bluff	Sense Motive	Sleight of Hand

2	18	18	18	6	5	6
4	19	19	20	7	6	9
6	21	21	23	9	8	11
8	23	23	25	11	10	13
10	26	25	27	13	11	15
12	28	27	29	13	11	16

If the PCs detect the Rogues and they do not have time to escape, then begin combat as normal. During combat they will mostly try to escape or parlay rather than damage the PCs unless a) one of the members is stuck somehow (held, netted, etc) or b) one of the members is killed immediately. If the Rogues detect the PCs before the PCs actually see them, they will attempt to hide and sneak past if they think they can, otherwise they’ll try to parlay with one of the ‘roguey’ types when watch schedules are back to normal. They will use the secret code words between the Rogues of Seltaren to attempt to make contact. Anyone in the Rogues of Seltaren metaorg should be able to understand and reply to these codes using the cant.

The leader of the Tears of the Laughing Rogue is a slender half-Suloise, half-elf male by the name of Jax. He’s an illegitimate child of House Verle and has a red oak leaf ring. He’s a good leader and a fun loving guy who becomes very serious when trouble happens. He’s good at heart and enjoys being a member of the Tears of the Laughing Rogue band because of the camaraderie and thrill of the job.

APL 2 (EL 5)

- ☛ **Jax:** hp 8. See Appendix One.
- ☛ **Behrun:** hp 11. See Appendix One.
- ☛ **Rohn:** hp 35. See Appendix One.

APL 4 (EL 7)

- ☛ **Jax:** hp 14. See Appendix One.
- ☛ **Behrun:** hp 18. See Appendix One.
- ☛ **Rohn:** hp 50. See Appendix One.

APL 6 (EL 9)

- ☛ **Jax:** hp 26. See Appendix One.
- ☛ **Behrun:** hp 32. See Appendix One.
- ☛ **Rohn:** hp 65. See Appendix One.

APL 8 (EL 11)

- ☛ **Jax:** hp 44. See Appendix One.
- ☛ **Behrun:** hp 46. See Appendix One.
- ☛ **Rohn:** hp 81. See Appendix One.

APL 10 (EL 13)

➤ **Jax:** hp 58. See *Appendix One*.

➤ **Behrun:** hp 60. See *Appendix One*.

➤ **Rohn:** hp 97. See *Appendix One*.

APL 12 (EL 15)

➤ **Jax:** hp 72. See *Appendix One*.

➤ **Behrun:** hp 75. See *Appendix One*.

➤ **Rohn:** hp 113. See *Appendix One*.

Developments:

If the PCs agree to follow along with the Tears, continue to Encounter Two. This may result in the party splitting,

If the PCs defeat the Tears, continue to encounter Six.

If the PCs do not see the Tears AND there is a rogue in the party (or a worshipper of Olidammara, or a member of the Rogues of Seltaren or a scout with ranks in search and disable device), Jax will contact that PC and ask if they'd like to go along on a little expedition. If they agree, continue to encounter Two. If they disagree, they can either fight the Tears or the Tears can escape, either of which lead to Encounter Six.

Treasure:

APL 2: Loot – 40 gp, Coin – 0 gp, Magic – *heward's handy haversack* (167 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 4: Loot – 65 gp, Coin – 0 gp, Magic – +1 *mithral breastplate* (433 gp each), *heward's handy haversack* (167 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 6: Loot – 6 gp, Coin – 0 gp, Magic – +1 *mithral breastplate* (433 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (2) (95 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 8: Loot – 56 gp, Coin – 0 gp, Magic – +1 *mithral breastplate* (433 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (2) (95 gp each), *ring of protection +1* (166 gp each), +1 *mithral heavy shield with masterwork shield spikes* (195 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 10: Loot – 56 gp, Coin – 0 gp, Magic – +2 *mithral breastplate* (683 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (100 gp each), *ring of protection +1* (2) (166 gp each), +1 *mithral heavy shield with masterwork shield spikes* (195 gp each), +1 *silent, slick full plate* (845 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 12: Loot – 154 gp, Coin – 0 gp, Magic – +3 *mithral breastplate* (1100 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (100 gp each), *ring of protection +2* (333 gp each), *ring of protection +1* (2) (166 gp each), +1 *mithral heavy shield with masterwork shield spikes* (195 gp each), +1 *silent, slick full plate* (845 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

Encounter Two: Halls of Shadow

The wide brightly lit halls of the day are gone, replaced by shadows that seem to shift with a life of their own. The Tears seem to have traveled this route before as they flow effortlessly from one slight piece of cover to another. One of them turns to you when you follow, whispering.

"This is the tricky part. We have to get by the guard station that goes down to the vault. Do you think you can make it?"

The Tears will take anyone's yes as an answer because they believe in the responsibility of the individual. That means if the PCs are lying, they'll be left to deal with the consequences.

"Alright. Once you get to the doors, you have to say 'Sun's Mercy' – that's the password.

If anything happens, we're going to continue on so that we don't make a bigger incident of it than we have to. Remember that these are Pelorites and we really shouldn't try to hurt them permanently. After all, then they wouldn't know of our trick." With that he winks and smiles at you.

The PCs can ask any questions they like about the layout of the temple or what the plan is and the Tears will cheerfully answer them. Area 8 on the map has an *alarm* spell cast with the silent option. Sarnin has organized it such that he is the one that's in charge of this spell and he will be the first to respond.

The Tears don't care if the PCs use magic (such as *Invisibility*) or if they sneak using *Hide and Move Silently*.

When the PCs are ready to go, they must make three successive *Hide and Move Silently* checks. Give circumstance modifiers to the PCs for wrapping their armor in cloth (to muffle noise) or other innovative solutions up to a bonus of +5. In addition, if you feel like their preparations would hinder their checks, you may apply a penalty of up to -5. You should allow PCs to make DC 10 *Intelligence* checks to realize if it would help or hinder their checks. Alternatively, any PC who is a rogue or a member of the Rogues of Seltaren will realize whether it will help or hinder automatically.

Hide and Move Silent DCs	
APL 2:	DC 17
APL 4:	DC 19
APL 6:	DC 21
APL 8:	DC 23
APL 10:	DC 25
APL 12:	DC 27

PCs that use *silence* or other similar spell must make three DC 10 Move Silent checks to indicate that they did not brush the guards with the *silence*.

If the guards detect the PCs, determine where PCs are placed on the map. PCs that fail the Move Silent check may simply stand still in order for the guards to pass by and go back to their normal activities. PCs that fail the Hide check must find some other piece of cover to hide behind. Remember that casting spells with verbal components at this point will alert the guards that someone is in the vicinity (much like failing a Move Silently check). If the guards are alerted more than three times, they will comb the hallways until they find someone to attack or 10 minutes have passed. Use the men at arms statistics from Encounter Six if the PCs wish to use spells or other means to pacify the guards.

As the Tears pass the guard station, one of them will cause a slight distraction to make the guard look away, while another slips a poison into the guard's drink in order to make him fall unconscious in a few minutes.

Encounter Three: Into the Darkness

The Tears are waiting for you at a set of steps that leads down into a darkness that seems somehow menacing.

They move through the darkness as if at home in its depths and scan the floor as they move.

If the party is split at this point, the Tears will move ahead and take care of the traps. They will disarm the traps, which will result in them remaining disarmed for 10 minutes. During this time the Tears and the PCs will reach the urn room and find the secret temple entrance. At this point, any PCs accompanying the Tears will be advised to return to get their friends. Once the PCs returns with the entire party, the traps will be re-armed.

There are 2 traps located on the stairs or inside the vault. In addition, there are 3 fake traps that do nothing, but have *nystul's magic aura* on them to give the illusion that *evocation* traps are present. The 2 real traps are marked on the map with X's whereas the fake traps are marked on the map with O's. There is an additional trap on the door into Room E that is detailed below.

The vault itself has *dimensional anchor* tied to a *know alignment* and a *locate object*. This allows a slight modification that anyone who is wearing a holy symbol of Pelor and is good or neutral is unaffected, as are the bearers of certain ritually attuned items. Thus PCs that wear holy symbols of Pelor and are good or neutral will be able to *teleport* or *dimension door* out, but they would not be able to carry anyone else who does not fulfill the same criteria.

APL 2

↗ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 12 Will save half damage); Search DC 26; Disable Device DC 26.

↗ **Burning Hands trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cone starts at the door and hits the square directly in front and one to either side.

APL 4

↗ **Inflict Serious Wounds Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*inflict serious wounds*, 5th-level cleric, +3 melee touch attack, 3d8+5, DC 14 Will save half damage); Search DC 28; Disable Device DC 28.

↗ **Lightning Bolt trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6

↗ **Inflict Light Wounds Mass Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds mass*, 9th-level cleric, 1d8+9, DC 17 Will save half damage); Search DC 31; Disable Device DC 31. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 1 and accounts for a CR increase. This trap is centered on the door apex and affects up to nine creatures that are no more than 30 feet apart.

↗ **Lightning Bolt trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 8th-level wizard, 8d6 electricity, DC 14 Reflex save half damage); Search DC 29; Disable Device DC 29. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 1 and accounts for a CR increase.

APL 8

↗ **Inflict Moderate Wounds Mass Trap:** CR 8; magic device; touch trigger; automatic reset; spell

effect (*inflict moderate wounds mass*, 11th-level cleric, 2d8+11, DC 19 Will save half damage); Search DC 32; Disable Device DC 32. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 3 and accounts for a CR increase. This trap is centered on the door apex and affects up to thirteen creatures that are no more than 30 feet apart.

↗ **Chain Lightning trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 14th-level wizard, 12d6 electricity to target nearest center of trigger area plus 7d6 electricity to up to fourteen secondary targets, DC 19 Reflex save half damage); Search DC 34; Disable Device DC 34. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 3 and accounts for a CR increase.

APL 10

↗ **Inflict Serious Wounds Mass Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*inflict serious wounds mass*, 16th-level cleric, 3d8+16, DC 22 Will save half damage); Search DC 37; Disable Device DC 37. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 5 and accounts for a CR increase. This trap is centered on the door apex and affects up to thirteen creatures that are no more than 30 feet apart.

↗ **Chain Lightning trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 16th-level wizard, 16d6 electricity to target nearest center of trigger area plus 8d6 electricity to up to eighteen secondary targets, DC 19 Reflex save half damage); Search DC 36; Disable Device DC 36. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 5 and accounts for a CR increase.

APL 12

↗ **Energy Drain Trap:** CR 12; magic device; touch trigger; automatic reset; spell effect (*energy drain*, 17th-level cleric, 2d4 negative levels, +11 ranged touch); Search DC 40; Disable Device DC 40. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 7 and accounts for the CR increase.

↗ **Chain Lightning trap:** CR 12; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 20th-level wizard, 20d6 electricity to target nearest center of trigger area plus 10d6 electricity to up to sixteen secondary targets, DC 19 Reflex save half damage); Search DC 38; Disable Device

DC 38. This trap has had *Nystul's Magic Aura* cast upon it, which makes it undetectable by any spell that sees magical auras. This raises the Search and Disable Device DCs by 7 and accounts for a CR increase.

Room A:

This room is locked with a simple lock, DC 20 to pick. It contains incense, high priests' robes with gold embroidery, and other mundane but expensive goods totaling roughly 500 gold and sold for full price (see conclusion for details). The Laughing Tears are not interested in these items.

Room B:

This room is locked with a simple lock, DC 20. It contains ceremonial weapons and armor for the paladins and temple guardians. Chased with gold and of the highest quality, these are worth 10,000 gold, however their distinctive markings mean that they would only fetch roughly 2,000 gold if stolen and sold for full price (see conclusion for details). Several of these weapons are made of cold iron and might be useful to 1st level PCs who require their use to beat the Dretch in the Syrulite temple. The Laughing Tears are not interested in these items.

Room C:

This room is locked with a good lock, DC 25. It contains minor magic items such as *Murlynd's spoon* and other wondrous items that can be used for healing or feeding a great many people. These items are worth 20,000 gold, however their distinctive markings mean that they would only fetch roughly 5,000 gold if stolen and sold for full price (see conclusion for details). The Laughing Tears will demand half of the worth of these items at the time they're taken. (If the PCs loot this room, the Tears request half of the loot. If the PCs do not loot this room, the Tears ignore it as well.)

Room D:

This room is locked with a good lock, DC 25. It contains scrolls and lorebooks of Pelor's doctrine. The lorebooks aren't worth anything to anyone other than a Pelorite, who would know they are stolen. The scrolls have been obviously warded with *explosive runes* if they leave the temple. There are 10 scrolls of *cure light wounds*, 5 scrolls of *cure moderate wounds*, 5 scrolls of *cure serious wounds*, 3 scrolls of *cure critical wounds*, and 1 scroll of *heal* here that could be used while in the temple. In addition, there are 3 scrolls of *align weapon* and one oil of *bless weapon*. Finding the scrolls amongst the others requires a DC 20 Search check and 20 minutes. If the PCs only wish to spend one minute searching, they can find the following depending on the Search DC. Each result adds to the following, so a DC 25 Search check would find the scrolls for DC 10 and DC 20.

- DC 10 - one scroll of *cure light wounds* and the oil of *bless weapon*.

- DC 20 - two scrolls of *cure light wounds*, one scroll of *align weapon*, and one scroll of *cure moderate wounds*.
- DC 30 - scroll of *cure serious wounds* and one of *cure critical wounds*.
- DC 40 - scroll of *heal*.

Alternatively, if the PCs have *detect magic* or *arcane sight* or a similar magic effect, they may find all of the scrolls in 2 minutes of looking around without any skill checks.

JUDGE NOTE: Please make sure that any 1st level PCs take the oil of *bless weapon* and/or the scroll of *align weapon*.

Room E:

This room is locked with a superior lock, DC 30. It is also trapped with the following:

APL 2

↗ **Poison Needle trap:** CR 2; mechanical; touch trigger; repair reset; Atk +17 melee (1 plus poison, needle); poison (small centipede poison, DC 11 Fortitude resists (poison only), 1d2 Dex/1d2 Dex); Search DC 20; Disable Device DC 20.

APL 4

↗ **Poison Needle Trap:** CR 4; mechanical; location trigger; manual reset; Atk +17 melee (1 plus poison, needle); poison (giant wasp poison, DC 18 Fortitude resists (poison only), 1d6 Dex/1d6 Dex); Search DC 21; Disable Device DC 21.

APL 6

↗ **Poison Needle Trap:** CR 6; mechanical; location trigger; manual reset; Atk +20 melee (1 plus poison, needle); poison (giant wasp poison, DC 18 Fortitude resists (poison only), 1d6 Dex/1d6 Dex); Search DC 21; Disable Device DC 25.

APL 8

↗ **Poison Needle Trap:** CR 8; mechanical; location trigger; manual reset; Atk +20 melee (2d8 plus poison, needle); poison (giant wasp poison, DC 18 Fortitude resists (poison only), 1d6 Dex/1d6 Dex); Search DC 25; Disable Device DC 25.

APL 10

↗ **Poison Needle Trap:** CR 10; mechanical; location trigger; manual reset; Atk +25 melee (2d8 plus poison, needle); poison (distilled terinav root, DC 18 Fortitude resists (poison only), 1d6 Dex/2d6 Dex); Search DC 27; Disable Device DC 27.

APL 12

↗ **Poison Needle Trap:** CR 12; mechanical; location trigger; manual reset; Atk never miss (2d8 plus poison, needle); poison (distilled terinav root, DC 25 Fortitude

resists (poison only), 1d6 Dex/2d6); Search DC 30; Disable Device DC 30.

A pedestal topped with a shining white marble urn with golden suns engraved on the sides dominates this room. A warm light seems to emanate from the top of the urn and a feeling of goodness pervades the air. Tapestries of Pelor's deeds and those of his saints decorate the walls and ornate low cabinets line the back of this room.

A *detect magic* and a DC 18 Spellcraft check will reveal that there is an effect similar to a *good hope* spell emanating from the top.

This is a replica of the true urn that is located below. Followers of Pelor may make a DC 10 Wisdom check to realize that this seems 'counterfeit' to them somehow, though they can't explain how.

A DC 20 Knowledge (Religion) or DC 25 Bardic Knowledge will know that this urn contains something from one of Pelor's early followers.

A DC 30 Knowledge (Religion) or DC 35 Bardic Knowledge will know that this urn contains the broken remains of Saint Bane's mace.

A DC 40 Knowledge (Religion) or DC 45 Bardic Knowledge will know that Saint Bane, also called "The Scourger" was a hero-deity and renowned paladin of Pelor. He is the patron saint of all who hunt undead. He ascended after slaying Khuul the Witch-Ghoul, who terrorized the Flanaess centuries ago.

There is a 5'x5' secret trapdoor in this room hidden in the right corner behind some tapestries and around the corner of one of the cabinets. It can be found with a DC 30 Search check, otherwise the Tears will find it after a few minutes of discussion as to why this doesn't look like the 'real' urn.

The secret trapdoor leads to a ladder in a 5'x5' area that heads beneath the temple into the corrupted Syrulite area. There are no traps on the ladder, but it seems to be covered with blood.

If the party is split at this time, Jax will look through the trap door and realize something is terribly wrong (from the blood and the edge of the ritual circle he can make out) and he'll advise the PCs to go and get the rest of their friends since this is something that might turn out badly.

He'll also warn the PC that the traps are likely to be rearmed by this time, so be careful when re-entering. Jax will disarm the traps again if the PCs request it, but warn the players that this will result in loss of experience.

As the PC leaves, they will notice that the guards are now unconscious from the drug fed to them by the Tears earlier.

Encounter Four: Beneath the Depths

Read the following:

This room may have once been a bastion of purity and light, however, now the walls are splattered with blood and the floor is covered with a dark grasping mist.

If the PCs are entering the room with the Tears:

In the center of the room, directly beneath the pedestal upstairs is another pedestal containing an identical urn. The light emanating from it is smothered here and the clinging mist seems to crawl up the base of the urn before being driven back by the light. Even as you watch, it seems that the urn loses a bit of its illumination.

Otherwise:

In the center of the room, directly beneath the pedestal upstairs is another pedestal that is currently empty.

Continue:

Surrounding the pedestal are ritualistic markings of an arcane nature, glowing a sullen yellow. Standing outside the ritual circle is a huge carving of a snake, with a bloody stained altar before it.

Allow the PCs to react as they want to. If they begin to go towards the altar read Jax's lines below, otherwise continue:

There are a few moments of breathless silence, while the Tears look from one to the other, and then Jax speaks.

"This is bad... We need to get out of here and let everyone know what's going on. Looks like an infestation of the Night Hag needs to be cleaned up. We should suspect anyone above as we exit. Hurry, grab the urn."

A DC 15 Knowledge (Religion) check will reveal that this is an altar to Syrul and that Night Hag is one of the names that Syrul is known by.

The Tears will wait for the PCs to grab the urn or until they're directed to do so. As soon as anyone approaches the urn or the altar, the massive snake behind the altar (elemental or golem by APL) activates and attempts to prevent anyone from touching the urn. In addition, once the snake activates a demon will be summoned.

At this point the PCs can choose which fight they want and the Tears will take the other fight. Allow Knowledge checks on the creatures, then ask the group which one they're fighting. At that point, begin the fight (the monsters conveniently don't attack until the PCs are fighting a specific set). The Tears will run towards their

monster, heading across the room to the other side of the altar. Once they've crossed the altar point, the Tears and their monster will be sealed off on the other side of a *wall of force*. PCs may *disintegrate* the *wall of force* or *dimension door* through it, but suggest to the players that they think the Tears seem to be handling their fight fine.

The following constructs/elementals have been altered to look like snakes, but otherwise function as monster manual creatures. The demons are just ugly demons. If you're running APL 2 for a party of all 1st level characters, the Tears will take out the earth elemental, leaving the PCs to handle the two dretches. Also remind them if they're having problems that there was a library with scrolls upstairs.

APL 2 (EL 3 or 4)

🔥 **Earth Elemental, medium:** hp 30. See *Monster Manual* page 97.

OR

🔥 **Dretch (2):** hp 13 each. See *Monster Manual* page 42.

APL 4 (EL 5 or 6)

🔥 **Earth Elemental, Large:** hp 68. See *Monster Manual* page 97.

OR

🔥 **Babau:** hp 66. See *Monster Manual* page 40.

APL 6 (EL 7 or 8)

🔥 **Earth Elemental, Huge:** hp 152. See *Monster Manual* page 97.

OR

🔥 **Babau (2):** hp 66 each. See *Monster Manual* page 40.

APL 8 (EL 9 or 10)

🔥 **Earth Elemental, Greater:** hp 199. See *Monster Manual* page 97.

OR

🔥 **Bebilith:** hp 150. See *Monster Manual* page 42.

APL 10 (EL 11 or 12)

🔥 **Stone Golem:** hp 107. See *Monster Manual* page 136.

OR

🔥 **Bebilith (2):** hp 150 each. See *Monster Manual* page 42.

APL 12 (EL 13 or 14)

🔥 **Stone Golem (2):** hp 107 each. See *Monster Manual* page 136.

OR

🔥 **Nalfeshnee:** hp 175. See *Monster Manual* page 45.

Developments: Once the snake has been destroyed and the demon is gone, the wounded PCs and Tears can take the urn. The Tears will attempt to get to the urn first, which should be kept in mind while they're fighting their monster. Don't run the Tear's fight; assume that they finish at the same time as the PCs. Roll an opposed Spot check versus Jax's Sleight of Hand to see if the PCs notice him take the urn. The Tears will attempt to rush the PCs out of the vault and say that whoever the high priest is here must know that his defenses have been compromised and they should leave as quickly as possible.

Once the Tears have gotten back out of the vault into the lower level they search through the equipment stored in the bottom level until they find some smokesticks. They use these and the scroll of *pyrotechnics* that Jax has to cause lots of smoke in order to draw attention down to the vault.

The PCs may decide to fight them at this time, if they do, see the stats in Encounter One. They believe that it's best to reveal the vault and the only way for them to do it is in this way. The Tears will use their potions of *invisibility* if necessary to escape. Otherwise assume that the Tears have a *message* spell or Rary's *telepathic bond* with others of their group outside the temple and the smoke is caused by these people.

Skip to Encounter Six.

Encounter Five: The Smoky Passages

Note: This encounter should only be run for those PCs that did not see the Tears or killed the Tears and did not participate in Encounters 3 and 4.

For those PCs on watch:

This watch seems deadly dull and boring, but as you wait and watch, you begin to hear faint cries in the distance and the tingle of smoke disturbs the scent of mild incense.

For those PCs asleep:

The cloying taste of smoke and someone yelling in the distance wakes you from your sleep.

When the PCs wake and are ready to head out to investigate, have them meet with a variety of Pelorite acolytes and guardsmen. The guardsmen are attempting to herd everyone out while some of the priests are attempting to head towards the vault and others are casting *create water* on the walls in an attempt to stymie the fire. The acolytes and priests all seize upon the PCs as trained individuals who can investigate the start of the fire and find out what's going on (without risk to themselves). They also ask the PCs to check to see that

the relics and the lorebooks properly teleported out and to rescue them if the protections failed for any reason.

The PCs will be channeled to the vault area. The guards in area 8 have been drugged into unconsciousness. The pyrotechnics were set around area 8 in the map of the first floor of the Temple of Pelor. Thus, the PCs will have to go through the smoky area, but the vault area is unaffected by these conditions.

See Encounter Three for descriptions of the rooms and their contents. Each of the room has had its contents pillaged by this point. Room C has half of the items gone, whereas all of the items in room D have either been destroyed or taken (or been enchanted to teleport elsewhere). When they enter room E, they will discover that the Tears have left the hatch to the secret temple open.

The Tears managed to sneak in and take the urn without triggering the snake altar and only had to defeat the demon. When the PCs go to investigate, they must fight the snake (elemental/construct), which animates when all of the PCs are in the room.

APL 2 (EL 3 or 4)

🔥 **Earth Elemental, medium:** hp 30. See *Monster Manual* page 97.

APL 4 (EL 5 or 6)

🔥 **Earth Elemental, Large:** hp 68. See *Monster Manual* page 97.

APL 6 (EL 7 or 8)

🔥 **Earth Elemental, Huge:** hp 152. See *Monster Manual* page 97.

APL 8 (EL 9 or 10)

🔥 **Earth Elemental, Greater:** hp 199. See *Monster Manual* page 97.

APL 10 (EL 11 or 12)

🔥 **Stone Golem:** hp 107. See *Monster Manual* page 136.

APL 12 (EL 13 or 14)

🔥 **Stone Golem (2):** hp 107 each. See *Monster Manual* page 136.

Developments: When the PCs have defeated the snake elemental/golems, they can look around the room and may realize that the pedestal down here is directly beneath the one upstairs. A DC 10 Intelligence check or a DC 15 Knowledge (Architecture and Engineering) may aid them in this realization. If none of them make it, they may conclude that the urn upstairs is the one with the relics that they should rescue.

Encounter Six: Hallway to Horror

As the PCs are fleeing from the vault, they will be ambushed by the Syrulites and their unwitting dupes who are trying to get the urn back from them, whether they have it or not or if it's the real one or not. Set this combat up with the PCs fleeing down one of the hallways that exits from the vault.

If they try to teleport or some other spell as soon as they get out of the vault, then have the Syrulites spring on them there while they prepare.

This fight is hampered by 1d6 civilians fleeing the Temple per round placed randomly on the map for 2d3 rounds. Sarnin will not care about the civilians, but Shayne will not attack them or catch them in area of effect spells. Alter the boxed text if the civilians are not present or if the PCs were ambushed rather than fleeing down a hallway.

Anyone looking into the rooms can make a DC 10 Spot check to notice that there are valuables lying about that would be easy to pilfer. Only give this information to characters likely to pay attention to these things, such as rogues.

The corridors of the temple are rapidly filling with smoke and people rush frantically along them attempting to escape, often leaving open the doors to their rooms. As you follow the flow of people, a couple of men at arms followed by a cleric forge their way against the tide. "Halt! You were seen coming out of the vault. Give me the relics!" The cleric shouts, with a maddened gleam in her eye.

Behind her, almost in the darkness stands a man in blackened full plate with a cruel sardonic grin.

Characters that have played URD4-02 Breakfast of Champions will recognize this man as Sarnin, the cleric from that module.

If the PCs attempt to reason with Shayne, Sarnin will counteract their arguments and she will believe him rather than the PCs. No Diplomacy check can convince her to halt while Sarnin is present. If they give her the relics, she will take them back to Sarnin and he will promptly use his *word of recall* to take both of them away, leaving only the men at arms. If Sarnin gets bored of the PCs trying to talk to Shayne, he'll say that the PCs are attacking (casting a spell, etc), then leave.

If the PCs attempt to reason with the Trumpet Archon (at APLs 10 and 12), then have Sarnin and Shayne make a Diplomacy check versus the PC's Diplomacy check. At APL 10, Sarnin and Shayne have a +20 to their Diplomacy, and at APL 12, they have a +24 to their Diplomacy.

- If Sarnin and Shayne win, or the check ties, the Trumpet Archon behaves normally and helps Sarnin and Shayne.
- If the PCs beat Sarnin and Shayne by 5 or less, the Trumpet Archon heals the Pelorites but does not attack.
- If the PCs beat Sarnin and Shayne by 12 or less, the Trumpet Archon heals everyone impartially unless it gets attacked, in which case it does not heal anyone that attacked it.
- If the PCs beat Sarnin and Shayne by 18 or more, the Trumpet Archon will heal the PCs and stabilize the Pelorites unless it gets attacked, in which case it will not heal that person.

If the PCs do not attempt to reason with Shayne, then Sarnin will say that the PCs are attacking Shayne, then uses his *word of recall* immediately unless it is APL 12 and he believes Shayne requires his help to retrieve the relics.

At APLs below 12, once Sarnin is gone, Shayne will surrender if she is close to death or if the PCs make a DC 35 (DC 45 in combat) Diplomacy check. At APL 12, Shayne will surrender once Sarnin is defeated and she is close to death.

APL 2

☛ Men at arms (2): hp 16 each. See Appendix One.

☛ Shayne: hp 31. See Appendix One.

APL 4

☛ Men at arms (2): hp 25 each. See Appendix One.

☛ Shayne: hp 45. See Appendix One.

APL 6

☛ Men at arms (2): hp 43 each. See Appendix One.

☛ Shayne: hp 57. See Appendix One.

APL 8

☛ Men at arms (2): hp 61 each. See Appendix One.

☛ Shayne: hp 69. See Appendix One.

APL 10

☛ Men at arms (2): hp 79 each. See Appendix One.

☛ Shayne: hp 81. See Appendix One.

☛ Trumpet Archon: hp 126. See *Monster Manual* page 18.

APL 12

☛ Men at arms (2): hp 79 each. See Appendix One.

☛ Shayne: hp 81. See Appendix One.

➤ **Sarnin:** hp 101. See Appendix One.

➤ **Trumpet Archon:** hp 126. See *Monster Manual* page 18.

Tactics: Shayne stays behind whomever she is accompanying and keeps them healed and the people with her attempt to protect her from attackers. If it's feasible, she'll use her *sanctuary* spell, otherwise she'll attempt to position herself to reduce attacks. Sarnin has fooled Shayne into believing that the PCs are members of whatever force that has attacked the fortress and that they have the relics. She'll stop at nothing to get them back, although usually she is fairly mild mannered.

If Sarnin is present, he tries to retrieve the relics from the PCs and *Word of Recall* away. If he is in mortal danger, he'll also try to escape.

Treasure:

APL 2: Loot – 393 gp, Coin – 0 gp, Magic 0 gp.

APL 4: Loot – 18 gp, Coin – 0 gp, Magic – +1 *full plate* (3) (221 gp each).

APL 6: Loot – 134 gp, Coin – 0 gp, Magic – +1 *full plate* (2) (221 gp each), +1 *greatsword* (2) (195 gp each).

APL 8: Loot – 134 gp, Coin – 0 gp, Magic – +1 *full plate* (2) (221 gp each), +1 *greatsword* (2) (195 gp each), *ring of protection +1* (2) (166 gp each).

APL 10: Loot – 134 gp, Coin – 0 gp, Magic – +2 *full plate* (2) (470 gp each), +1 *greatsword* (2) (195 gp each), *ring of protection +1* (3) (166 gp each), +2 *periapt of wisdom* (333 gp each).

APL 12: Loot – 267 gp, Coin – 0 gp, Magic – +2 *full plate* (470 gp each), +1 *greatsword* (2) (195 gp each), *ring of protection +1* (3) (166 gp each), +2 *periapt of wisdom* (2) (333 gp each), *gauntlets of ogre power* (2) (333 gp each).

Developments: Shayne has not been entirely corrupted by Sarnin. Once he is gone, she slowly comes to her senses.

If Shayne killed any of the PCs, she'll pay for a *raise dead* for the PCs and will subsequently undergo an *atonement* spell.

If, however, the PCs killed her or the guards, they must pay for a *raise dead* for them, although they do not have to pay the casting cost – only the 5,000 gp diamond. The PCs are allowed to keep the equipment of Shayne and her guards as punishment for their transgressions and may use this to pay for the *raise dead*. They do, however, receive the Enmity of the Pontyrel Temple. The judge may use his/her discretion to assign blame to the PCs in the case that only one or a few of the PCs are responsible for the deaths. However, no PC should pay more than 5,000 gp even if that means that all of the *raise dead* spells are not paid for – the Pelorites will pick up the remainder. The PCs may spend TUs working off their debt at the Temple of Pelor instead of paying cash. Each

TU gains them 200 gold in credit towards the *raise dead* component cost.

At APLs 2-4, the *raise dead* component is offered at half price (2,500 gp). In addition, the PCs may spend TUs working off their debt at the Temple of Pelor instead of paying cash. Each TU gains them 200 gold in credit towards the *raise dead* component cost.

If the PCs refuse to pay, they are put in jail and made to work off the costs at the above stated rates.

Good clerics, holy liberators, and paladins who did not protest the killing of Shayne and her companions (as she obviously uses her holy symbol of Pelor to cast her spells still) must pay for an *atonement* spell.

Conclusion

If the PCs did not kill Shayne and her companions they receive the Favor of Pontyrel Temple and are allowed to keep the equipment of Shayne and her guards as an apology for the attack and assumption that the PCs were responsible for the unconscious guards and (possible) theft of the relics.

In addition, if the PCs missed the Tears and seem lost, the Pelorites will do some divinations. These will reveal that it was likely Temple Raiders who took the relics, but not which Temple Raiders nor how it was accomplished. By asking around, the PCs can determine that Jax was posing as a member of the Church of Pelor for several months while he checked out how they had everything organized.

If the PCs looted the temple while others were present (such as during Encounter Six), have a representative for the PCs make a DC 15+APL Sleight of Hand check. This section should not be used for the scrolls from Room E of Encounter Three, but should be used for all other items taken from the vault in Encounter Three. If they succeed, they do not receive the Enmity of the Pontyrel Temple.

They may sell the goods without spending any additional TUs with the remainder over cap spent as usual per the LGCS and Dispel Confusion.

If the PCs are members of the Rogues of Seltaren metaorganization, they may automatically sell the goods there for maximum price. Jax will suggest this to any PCs that he's friendly with, otherwise they must come up with the idea on their own. If they don't think to sell to the Rogues, they must make a DC 20 Profession (Merchant), Profession (Fence), DC 30 Diplomacy or DC 30 Gather Information to sell for full price. If they make a DC 10 Profession (Merchant), Profession (Fence), DC 15 Diplomacy or DC 15 Gather Information check, they may sell the goods for partial price.

They may also elect to spend 1 TU attempting to sell the goods they obtained for more gold over cap. This

counts as an 'optional encounter' and they can receive additional gold rewards on the AR as per the following:

	Full	Partial
APL2	225 gp	110 gp
APL4	325 gp	160 gp
APL6	450 gp	225 gp
APL8	650 gp	325 gp
APL10	1150 gp	575 gp
APL12	1650 gp	825 gp

They do not gain any additional experience for this TU spent selling stolen goods.

If the PCs specifically denote that they're selling their goods to the Rogues of Seltaren, they receive Contact within the Rogues.

If the PCs aided the Tears and allowed them to keep the relics, they also receive the Favor of the Laughing Tears. They also get this favor if the Tears were successful in stealing the relics and the PCs did not do lethal damage to the Tears they encountered (if any).

If the PCs are rogues, scouts with disable device and search, or worshippers of Olidammara or if they ask, they receive the Temple Raider favor. This favor is revoked if the PC was particularly rude to the Tears. In addition, they become eligible to train in Nightsong Enforcer if they meet the other requirements.

If the PCs killed the Tears or if they prevented the Tears from retrieving the relics, they receive the Enmity of the Laughing Tears. They may not receive the Temple Raider favor.

The End

Experience Point Summary

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

Encounter One

Defeat the Tears of the Rogue Band

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Encounter Three

Get past the traps (disarm or set off). The PCs do not receive experience if they have the Tears disarm the traps.

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Encounter Four

Defeat the enemies

APL2	105 xp
APL4	165 xp
APL6	225 xp
APL8	285 xp
APL10	345 xp
APL12	405 xp

Encounter Six

Defeat the Syrulites

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	450 xp

Story Award

Retrieved the Relics

APL2	25 xp
APL4	45 xp
APL6	70 xp
APL8	90 xp
APL10	115 xp
APL12	135 xp

Discretionary roleplaying award

APL2	25 xp
APL4	45 xp
APL6	70 xp
APL8	90 xp

APL10 115 xp

APL12 135 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time

Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Introduction

APL 2: Loot – 0 gp, Coin – 50 gp, Magic 0 gp.

APL 4: Loot – 0 gp, Coin – 100 gp, Magic 0 gp.

APL 6: Loot – 0 gp, Coin – 150 gp, Magic 0 gp.

APL 8: Loot – 0 gp, Coin – 200 gp, Magic 0 gp.

APL 10: Loot – 0 gp, Coin – 250 gp, Magic 0 gp.

APL 12: Loot – 0 gp, Coin – 300 gp, Magic 0 gp.

Encounter One

APL 2: Loot – 60 gp, Coin – 0 gp, Magic – *heward's handy haversack* (167 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 4: Loot – 65 gp, Coin – 0 gp, Magic – +1 *mithral breastplate* (433 gp each), *heward's handy haversack* (167 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 6: Loot – 6 gp, Coin – 0 gp, Magic – +1 *mithral breastplate* (433 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (2) (95 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 8: Loot – 56 gp, Coin – 0 gp, Magic – +1 *mithral breastplate* (433 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (2) (95 gp each), *ring of protection +1* (166 gp each), +1 *mithral heavy shield with masterwork shield spikes* (195 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 10: Loot – 56 gp, Coin – 0 gp, Magic – +2 *mithral breastplate* (683 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (100 gp each), *ring of protection +1* (2) (166 gp each), +1 *mithral heavy shield with masterwork shield spikes* (195 gp each), +1 *silent, slick full plate* (845 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

APL 12: Loot – 154 gp, Coin – 0 gp, Magic – +3 *mithral breastplate* (1100 gp each), *heward's handy haversack* (167 gp each), +1 *greatsword* (195 gp each), +1 *studded leather* (100 gp each), *ring of protection +2* (333 gp each), *ring of protection +1* (2) (166 gp each), +1 *mithral heavy shield with masterwork shield spikes* (195 gp each), +1 *silent, slick full plate* (845 gp each), *headband of intellect* (333 gp each), *goggles of minute seeing* (104 each).

Encounter Four:

All APLs: Loot - 420 gp, Coin – 0 gp, Magic – 420 gp.

Encounter Six:

APL 2: Loot – 393 gp, Coin – 0 gp, Magic 0 gp.

APL 4: Loot – 18 gp, Coin – 0 gp, Magic – +1 *full plate* (3) (221 gp each).

APL 6: Loot – 134 gp, Coin – 0 gp, Magic – +1 *full plate* (2) (221 gp each), +1 *greatsword* (2) (195 gp each).

APL 8: Loot – 134 gp, Coin – 0 gp, Magic – +1 *full plate* (2) (221 gp each), +1 *greatsword* (2) (195 gp each), *ring of protection +1* (2) (166 gp each).

APL 10: Loot – 134 gp, Coin – 0 gp, Magic – +2 *full plate* (2) (470 gp each), +1 *greatsword* (2) (195 gp each), *ring of protection +1* (3) (166 gp each), +2 *periapt of wisdom* (333 gp each).

APL 12: Loot – 267 gp, Coin – 0 gp, Magic – +2 *full plate* (470 gp each), +1 *greatsword* (2) (195 gp each), *ring of protection +1* (3) (166 gp each), +2 *periapt of wisdom* (2) (333 gp each), *gauntlets of ogre power* (2) (333 gp each).

Total Possible Treasure

APL 2: L: 873 gp; C: 50 gp; M: 604 gp - Total: 1,477 gp.
Maximum 450 gp + (Optional Encounter 225 gp) = Total 675 gp.

APL 4: L: 503 gp; C: 100 gp; M: 1,700 gp - Total: 2,302 gp.
Maximum 650 gp + (Optional Encounter 325 gp) = Total 975 gp.

APL 6: L: 560 gp; C: 150 gp; M: 2,262 gp - Total: 2,973 gp.
Maximum 900 gp + (Optional Encounter 450 gp) = Total 1,350 gp.

APL 8: L: 610 gp; C: 200 gp; M: 2,956 gp - Total: 3,767 gp.
Maximum 1,300 gp + (Optional Encounter 650 gp) = Total 1,950 gp.

APL 10: L: 610 gp; C: 250 gp; M: 5,121 gp - Total: 5,982 gp.
Maximum 2,300 gp + (Optional Encounter 1,150 gp) = Total 3,450 gp.

APL 12: L: 842 gp; C: 300 gp; M: 6,871 gp - Total: 8,013 gp.
Maximum 3,300 gp + (Optional Encounter 1,650 gp) = Total 4,950 gp.

Special

Favor of Pontyrel Temple: As thanks for your help, the Pelorite priests at the Pontyrel temple provide you with a jeweled sun with the *refuge* (*Player's Handbook* page 269) spell cast upon it. Breaking the sun and uttering the phrase 'Sun of Mercy' will return you to the location of the Prelate Last Malon in Pontyrel.

Enmity of Pontyrel Temple: You have a -5 penalty on any Charisma based skill checks with Pelorite priests and may not join any organizations with Pelorite connections. Previous members of any Pelorite organization are expelled and may not rejoin until they spend 3 Favours with House Grek, Temple of Lydia, or Temple of Pelor.

Favor of the Laughing Tears: The Laughing Tears will arrange to "import" a magic item. This favor may be used for a 15% discount on any one magic item worth less than 10,000 gp, to which the PC has prior access, purchased after a regional adventure. Until this favor is used, it grants regional access to any of the items below that are marked with a *.

Enmity of the Laughing Tears: Before you purchase your next magic item, you must pay a 100 X character level gold piece surcharge to have it delivered. This may be paid at any time, even in advance of purchasing an item. AR paid ____.

Contact within the Rogues: By disposing of your goods as you did, you managed to make a useful contact within the Rogues of Seltaren. This counts as two Influence Points with the Rogues of Seltaren metaorg. If this is not used a year after it was gained, it becomes a 5% discount on one magic item worth less than 10,000 gp, to which the PC has prior access, purchased after a regional adventure.

Temple Raider: You have been invited to join the Temple Raiders of Olidammara and may now take levels in that prestige class if you meet the other prerequisites.

Nightsong Enforcer: If this PC was a member of the Rogues of Seltaren metaorg at the beginning of this module, they may spend an additional 6 TUs immediately after this module to train as a Nightsong Enforcer and gain access to the Nightsong Enforcer prestige class from *Complete Adventurer*. If the PC leaves the Rogues of Seltaren for any reason, they may no longer take levels in this prestige class.

Items for the Adventure Record

Item Access

APL 2:

- *wand of detect magic* (Regional; DMG; 375 gp)
- *pearl of power* (1st level) (Adventure; DMG, 1,000 gp)
- *goggles of minute seeing* (Regional; DMG; 1,250 gp*)
- *Heward's handy haversack* (Regional; DMG; 2000 gp)*

APL 4 (all of APL 2 plus the following):

- *wand of cure light wounds* (Regional; DMG; 750 gp)
- *Murlynd's spoon* (Adventure; DMG; 5,400 gp)
- *lens of detection* (Regional; DMG; 3,500 gp)*
- +1 *mithral breastplate* (Regional; DMG, 5200)*

APL 6 (all of APLs 2-4 plus the following):

- *wand of cure moderate wounds* (Regional; DMG; 4,500 gp)
- *amulet of health +4* (Adventure; DMG; 16,000 gp)
- *immovable rod* (Regional; DMG; 5,000 gp)*

APL 8 (all of APLs 2 -6 plus the following):

- *wand of cure serious wounds* (Regional; DMG; 11,250 gp)
- *periapt of wound closure* (Adventure; DMG; 15,000 gp)
- *ring of climbing, improved* (Regional; DMG; 10,000 gp)*
- *+1 mithral heavy shield with masterwork shield spike* (Regional; DMG; 2330)*

APL 10 (all of APLs 2 -8 plus the following):

- *wand of cure critical wounds* (Regional; DMG; 21,000 gp)
- *bracelet of friends* (Adventure; DMG; 19,000 gp)
- *ring of invisibility* (Regional; DMG; 20,000 gp)*
- *+2 mithral breastplate* (Regional; DMG; 8200)*

APL 12 (all of APLs 2-10 plus the following):

- *staff of healing* (Regional; DMG; 27,750 gp)
- *strand of prayer beads* (Adventure; DMG; 25,800 gp)
- *ring of x-ray vision* (Regional; DMG; 25,000 gp)*
- *+3 mithral breastplate* (Regional; DMG; 13,200 gp)*

Appendix One – APL 2

Encounter One

Jax: male half-elf Rog 1; CR 1; HD 1d6+2; hp 7; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk: +0; Grp: +0; Atk +0 melee (1d6, 18-20/x2, rapier); Full Atk +0 melee (1d6, 18-20/x2 rapier); SA Sneak Attack 1d6; SQ: Low-Light vision, immunity to sleep effects, +2 saving throw vs enchantment, Trapfinding; AL CG; SV Fort +1, Ref +3, Will +0; Str 10, Dex 14, Con 12, Int 20, Wis 10, Cha 12.

Skills and Feats: Bluff +5, Disable Device +9, Gather Information +5, Hide +8, Knowledge (religion) +3, Move Silently +8, Open Lock +6, Search +15, Sense Motive +4, Sleight of Hand +6, Spot +5, Tumble +6, Use Magic Device +5; Stealthy.

Possessions: rapier, masterwork studded leather, traveler's outfit, holy symbol of Olidammara, thieves' tools, *heward's handy haversack*, *headband of intellect* +2, potion of *invisibility*, scroll of *pyrotechnics*, goggles of *minute seeing*.

Behrun: male human (Suel) Rog 1; CR 1; HD 1d6+2; hp 11; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk: +0; Grp: +0; Atk +0 melee (1d6; 18-20/x1, rapier); SA Sneak Attack 1d6, Evasion, Trapfinding; AL CG; SV Fort +2, Ref +4, Will +2; Str 10, Dex 14, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Concentration +4, Decipher Script +6, Diplomacy +4, Disable Device +6, Heal +4, Hide +8, Knowledge(Religion) +4, Move Silently +8, Sense Motive +6, Spot +6, Tumble +6. Stealthy, Toughness.

Possessions: rapier, masterwork studded leather, traveler's outfit, holy symbol of Olidammara, potion of *invisibility*.

Rohn: male human (Suel) Rgr 4; CR 4; HD 4d8+12; hp 35; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk: +4; Grp +6; Atk +6 melee (2d6+3; 19-20x2, greatsword); SQ Wild Empathy, Favored Enemy (Human) +2, Track, Endurance; AL CG; SV Fort +2, Ref +4, Will +3; Str 15, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +5, Disable Device +6, Handle Animal +7, Hide +8, Knowledge (Religion) +3, Move Silently +8, Open Lock +6, Search +9, Spot +8, Tumble +4. Improved Initiative, Improved Toughness, Power Attack. Two-Weapon Fighting.

Possessions: greatsword, masterwork chain shirt, traveler's outfit, holy symbol of Olidammara, potion of *invisibility*.

Spells Prepared (1; base DC = 11 + spell level): 1st—[*pass without trace*].

Feathers: tiny animal; CR ¼; HD 1d8; hp 4; Init +3; Spd 10ft., fly 40 ft.(average); AC 17, touch 15, flat-footed 14; Base Atk: +0; Grp: -11; Atk +5 melee (1d4-3, talon); SQ Low-light Vision; AL N; SV Fort +2, Ref +5, Will +2; Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +6 (+14 in areas of shadowy illumination); Weapon Finesse.

Encounter Six

Men at arms: male human Ftr 1; CR 1; HD 1d10+6; hp 16; Init +1; Spd 30 ft.; AC 19 (+8 armor, +1 dex), touch 11, flat-footed 18; Base Atk: +1; Grp: +4; Atk +4 melee (2d6+4, 19-20/x2, greatsword); Full Atk +4 melee (2d6+4, 19-20/x2 rapier); AL CG; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +2, Spot +2; Power Attack, Cleave, Toughness.

Possessions: full plate, greatsword, cleric's vestments, holy symbol of pelor.

Shayne: human female (Suel) Clr4; CR 4; HD 4d8+8; hp 31; Init +1; Spd 20 ft.; AC 21 (+8 armor,+2 shield, +1 dex), touch 11, flat-footed 20; Base Atk: +3; Grp: +3; Atk +3 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8, heavy mace) or +4 ranged (1d8/19-20, light crossbow); SA rebuke undead; AL NG; SV Fort +6, Ref +4, Will +7; Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Heal +10, Knowledge (Religion) +7, Spellcraft +7. Extra Turning, Lightning Reflexes, Augment Healing.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—*create water*, *detect magic*, *light*, *mending*, *read magic*; 1st—*cure light wounds**, *bless*, *divine favor*, *sanctuary*, *shield of faith*; 2nd—*cure moderate wounds**, *silence*, *sound burst*, *spiritual weapon*; *Domain spell. 3

Spell Details: *Cure light wounds* cures 1d8 +6 damage. *Cure moderate wounds* cures 2d8 +8 damage.

Deity: Pelor; **Domains:** Sun (Once per day you can perform a greater turning), Healing (You cast Healing spells at +1 caster level),

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, backpack, silver holy symbol of Pelor, wooden holy symbol of Pelor, spell component pouch, traveler's clothes, waterskin.

Appendix One – APL 4

Encounter One

Jax: male half-elf Rog 2; CR 2; HD 2d6+4; hp 12; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk: +1; Grp: +1; Atk +1 melee (1d6, rapier); SA Sneak Attack 1d6, Evasion, Low-light vision, immune to sleep, +2 on saving throws vs enchantment, Trapfinding; AL CG; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 20, Wis 10, Cha 12.

Skills and Feats: Bluff +6, Disable Device +10, Gather Information +6, Hide +9, Knowledge (religion) +6, Move Silently +9, Open Lock +7, Search +16, Sense Motive +5, Sleight of Hand +9, Spot +6, Tumble +7, Use Magic Device +6; Stealthy.

Possessions: rapier, masterwork studded leather, traveler's outfit, holy symbol of Olidammara, thieves' tools, *heward's handy haversack*, *headband of intellect* +2, *potion of invisibility*, scroll of *pyrotechnics*, *goggles of minute seeing*.

Behrun: male human (Suel) Rog 1/Clr 1; CR 2; HD 1d6+1d8+4; hp 18; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk: +0; Grp +0; Atk +0 melee (1d6; 18-20x2, rapier); SA Sneak Attack 1d6; SQ Trapfinding, turn undead; AL CG; SV Fort +4, Ref +4, Will +4; Str 10, Dex 14, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Concentration +5, Decipher Script +6, Diplomacy +4, Disable Device +6, Heal +5, Hide +9, Knowledge(Religion) +4, Move Silently +9, Sense Motive +6, Spot +6, Tumble +6. Stealthy, Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—[*cure minor wounds*, *detect magic*, *light*]; 1st—[*disguise self**, *bless*, *shield of faith*].

Possessions: rapier, masterwork studded leather, traveler's outfit, holy symbol of Olidammara, *potion of invisibility*.

Rohn: male human (Suel) Rgr5/Rog1; CR 6; HD 1d6+5d8+18; hp 50; Init +6; Spd 30 ft.; AC 18 (+6 armor, +2 dex), touch 12, flat-footed 16; Base Atk: +5; Grp: +7; Atk +8 melee (2d6+3; 19-20x2, greatsword) or +12 melee (2d6+6; 19-20/x2, greatsword) against humans or +10 melee (2d6+6, 19-20/x2, greatsword) against elves; SA Sneak attack 1d6; SQ Wild Empathy, Favored Enemy (Human) +4, Favored Enemy (Elf) +2, Trapfinding, Track, Endurance; AL CG; SV Fort +6, Ref +8, Will +3; Str 15, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +7, Disable Device +7, Handle Animal +8, Hide +10, Knowledge (Religion) +3, Move Silently +10, Open Lock +7, Search +11, Spot +10, Tumble +10. Improved Favored Enemy,

Improved Initiative, Improved Toughness, Power Attack. Two-Weapon Fighting.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—[*pass without trace*].

Possessions: masterwork greatsword, +1 *mithral breastplate*, traveler's outfit, holy symbol of Olidammara, *potion of invisibility*.

Feathers: CR ¼; tiny animal; HD 3d8; hp 12; Init +3; Spd 10ft., fly 40 ft.(average); AC 20, touch 16, flat-footed 16; Base Atk: +2; Grp: -9; Atk +8 melee (1d4-2, talon); SQ Evasion, Low-light Vision; AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Hide +8, Listen +14, Move Silently +19, Spot +6 (+14 in areas of shadowy illumination); Weapon Finesse, Stealthy.

Encounter Six

Men at arms: male human Ftr 2; CR 2; HD 2d10+9; hp 25; Init +1; Spd 30 ft.; AC 20 (+9 armor, +1 dex), touch 11, flat-footed 19; Base Atk: +2; Grp: +5; Atk +6 melee (2d6+4, 19-20/x2, greatsword); Full Atk +6 melee (2d6+4, 19-20/x2 rapier); AL CG; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Jump -5, Listen +2, Spot +2; Power Attack, Cleave, Toughness, Weapon Focus (Greatsword).

Possessions: +1 *full plate*, greatsword, cleric's vestments, holy symbol of pelor.

Shayne: human female (Suel) Clr6; CR 6; HD 6d8+12; hp 45; Init +1; Spd 20 ft.; AC 22 (+9 armor, +2 shield, +1 dex), touch 11, flat-footed 21; Base Atk +4; Grp +4; Atk +4 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ Protection from fire 72 points of damage. AL NG; SV Fort +7, Ref +5, Will +8; Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 14.

Skills and Feats: Heal +12, Knowledge (Religion) +9, Spellcraft +9. Extra Turning, Lightning Reflexes, Maximize Spell, Augment Healing.

Spells Prepared (5/4/4/3; base DC = 14 + spell level): 0—*create water*, *light*, *detect magic*, *mending*, ~~*read magic*~~; 1st—*cure light wounds**, *bless*, *divine favor*, *sanctuary*, *shield of faith*; 2nd—*cure moderate wounds**, *silence*, *sound burst* (2), *spiritual weapon*; 3rd—*cure serious wounds**, *bestow curse*, *dispel magic*, ~~*protection from energy*~~. *Domain spell.

Spell Details: *Cure light wounds* cures 1d8 +7 damage. *Cure moderate wounds* cures 2d8 +11 damage. *Cure serious wounds* cures 3d8+13 damage.

Deity: Pelor; **Domains:** Sun (Once per day you can perform a greater turning), Healing (You cast Healing spells at +1 caster level), Purification (You cast Abjuration spells at +1 caster level).

Precast: protection from energy (fire) for 72 points of protection.

Possessions: Heavy mace, light crossbow with 20 bolts, +1 *full plate*, heavy steel shield, backpack, silver holy symbol of Pelor, wooden holy symbol of Pelor, spell component pouch, traveler's clothes, waterskin.

Appendix One – APL 6

Encounter One

Jax: male half-elf Rog4; CR 4; HD 4d6+8; hp 22; Init +2; Spd 30 ft.; AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; Base Atk: +3; Grp: +3; Atk +5 melee (1d6, rapier); SA Sneak Attack 2d6, Evasion, Low-Light Vision, immune to sleep, +2 on saving throws vs enchantment spells, Trapfinding; AL CG; SV Fort +3, Ref +6, Will +2; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +8, Disable Device +12, Gather Information +8, Hide +11, Knowledge (religion) +6, Move Silently +11, Open Lock +9, Search +18, Sense Motive +7, Sleight of Hand +11, Spot +8, Tumble +9, Use Magic Device +8; Stealthy, Weapon Finesse.

Possessions: rapier, +1 studded leather, traveler's outfit, holy symbol of Olidammara, thieves' tools, *heward's handy haversack*, *headband of intellect* +2, *potion of invisibility*, scroll of *pyrotechnics*, *goggles of minute seeing*.

Behrun: male human (Suel) Rog 1/Clr 3; CR 4; HD 1d6+3d8+9; hp 33; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk: +2; Grp +2; Atk +2 melee (1d6; 18-20x2, rapier); SA Sneak Attack 1d6; SQ Trapfinding, turn undead; AL CG; SV Fort +5, Ref +5, Will +5; Str 10, Dex 14, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Concentration +8, Decipher Script +6, Diplomacy +4, Disable Device +6, Heal +4, Hide +11, Knowledge(Religion) +4, Move Silently +11, Sense Motive +6, Spot +6, Tumble +6. Augment Healing, Stealthy, Improved Toughness.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—[*cure minor wounds*, *detect magic*, *light*, *mending*]; 1st—[*disguise self*⁶, *bless*, *magic weapon*, *shield of faith*]; 2nd—[*invisibility*^{*}, *align weapon*, *restoration*, *lesser*].

Possessions: rapier, +1 studded leather, traveler's outfit, holy symbol of Olidammara, *potion of invisibility*.

Rohn: male human (Suel) Rgr5/Rog2/NsEnf 1; CR 8; HD 2d6+6d8+24; hp 65; Init +6; Spd 30 ft.; AC 18 (+6 armor, +2 dex), touch 12, flat-footed 16; Base Atk: +7; Grp: +9; Atk +10 melee (2d6+5; 19-20x2, greatsword) or +14 melee (2d6+8; 19-20/x2, greatsword) against humans or +12 melee (2d6+8, 19-20/x2, greatsword) against elves; SA Sneak attack 2d6; SQ Wild Empathy, Favored Enemy (Human) +4, Favored Enemy (Elf) +2, Teamwork, Trapfinding, Track, Endurance, Evasion; AL CG; SV Fort +6, Ref +11, Will +5; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +8, Disable Device +8, Handle Animal +8, Hide +13, Knowledge (Religion) +3, Listen +6, Move Silently +13, Open Lock +8, Search

+13, Spot +12, Tumble +13. Improved Favored Enemy, Improved Initiative, Improved Toughness, Power Attack. Two-Weapon Fighting.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a join mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—[*pass without trace*].

Possessions: +1 greatsword, +1 mithral breastplate, traveler's outfit, holy symbol of Olidammara, *potion of invisibility*.

Feathers: CR ¼; tiny animal; HD 3d8; hp 12; Init +3; Spd 10ft., fly 40 ft.(average); AC 20, touch 16, flat-footed 16; Base Atk: +2; Grp: -9; Atk +8 melee (1d4-2, talon); SQ Evasion, Low-light Vision; AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Hide +8, Listen +14, Move Silently +19, Spot +6 (+14 in areas of shadowy illumination); Weapon Finesse, Stealthy.

Encounter Six

Men at arms: male human Ftr 4; CR 4; HD 4d10+12; hp 43; Init +1; Spd 30 ft.; AC 20 (+9 armor, +1 dex), touch 11, flat-footed 19; Base Atk: +4; Grp: +7; Atk +8 melee (2d6+6, 19-20/x2, greatsword); Full Atk +8 melee (2d6+6, 19-20/x2 rapier); AL CG; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +6, Jump -5, Listen +3, Spot +3; Power Attack, Cleave, Combat Reflexes, Toughness, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: +1 full plate, +1 greatsword, cleric's vestments, holy symbol of pelor.

Shayne: human female (Suel) Clr6/RSP2; CR 8; HD 2d6+6d8+16; hp 57; Init +1; Spd 20 ft.; AC 27 (+11 armor,+5 shield, +1 dex), touch 11, flat-footed 26; Base Atk: +5; Grp: +5; Atk +5 melee (1d8, heavy mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8, heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ Protection from fire 96 points. AL N; SV Fort +10, Ref +5, Will +11; Str 10, Dex 12, Con 14, Int 10, Wis 18, Cha 15.

Skills and Feats: Heal +15, Knowledge (Religion) +11, Spellcraft +11. Extra Turning, Lightning Reflexes, Maximize Spell, Augment Healing.

Radiance: When a radiant servant of Pelor cast any spell with the light descriptor, the radius if

illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is treated as a 4th level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health(Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Spells Prepared (6/5/4/4/2; base DC = 14 + spell level): 0—*create water, cure minor wounds, detect magic, light, mending, read magic*; 1st—*cure light wounds**, *bestow divine favor, obscuring mist, sanctuary, shield of faith*; 2nd—*cure moderate wounds**, *silence, sound burst (2), spiritual weapon*; 3rd—*cure serious wounds**, *bestow curse, dispel magic (2), protection from energy*; 4th—*fire shield**, *magic vestment (2)* *Domain spell.

Spell Details: *Cure light wounds* cures 1d8 +7 damage. *Cure moderate wounds* cures 2d8 +13 damage. *Cure serious wounds* cures 3d8+15 damage. *Cure critical wounds* cures 4d8+17 damage.

Deity: Pelor; **Domains:** Sun (Once per day you can perform a greater turning), Healing (You cast Healing spells at +1 caster level),

Precast: protection from energy (fire) for 96 points of protection. Magic vestment (2).

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, backpack, silver holy symbol of Pelor, wooden holy symbol of Pelor, spell component pouch, traveler's clothes, waterskin.

Appendix One – APL 8

Encounter One

Jax: male half-elf Rog6; CR 6; HD 6d6+18; hp 38; Init +2; Spd 30 ft.; AC 16 (+4 armor, +2 dex), touch 12, flat-footed 14; Base Atk: +4; Grp: +4; Atk +7 melee (1d6, rapier); SA Sneak Attack 3d6, Evasion, Low-light vision, immune to sleep, +2 on saving throws vs enchantment, Trapfinding, uncanny dodge; AL CG; SV Fort +4, Ref +7, Will +2; Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Disable Device +14, Gather Information +10, Hide +13, Knowledge (religion) +6, Move Silently +13, Open Lock +11, Search +20, Sense Motive +9, Sleight of Hand +13, Spot +10, Tumble +11, Use Magic Device +10; Improved Toughness, Stealthy, Weapon Finesse.

Possessions: masterwork rapier, +1 studded leather, traveler's outfit, holy symbol of Olidammara, thieves' tools, heward's handy haversack, headband of intellect +2, potion of invisibility, scroll of pyrotechnics, goggles of minute seeing.

Behrun: male human (Suel) Rog 1/Clr 5; CR 6; HD 1d6+5d8+15; hp 49; Init +2; Spd 30 ft.; AC 19 (+4 armor, +3 shield, +2 dex), touch 12, flat-footed 17; Base Atk: +3; Grp: +3; Atk +4 melee (1d6; 18-20x2, rapier) or +4 melee (1d6, shield bash); SA Sneak Attack 1d6; SQ Trapfinding, turn undead; AL CG; SV Fort +6, Ref +5, Will +6; Str 10, Dex 14, Con 14, Int 14, Wis 15, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +6, Diplomacy +4, Disable Device +6, Heal +6, Hide +13, Knowledge(Religion) +4, Move Silently +13, Sense Motive +6, Spellcraft +4, Spot +6, Tumble +6. Augment Healing, Divine Spell Power, Stealthy, Improved Toughness.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[cure minor wounds, detect magic, light, mending, read magic]; 1st—[disguise self*, bless, magic weapon, remove fear, shield of faith]; 2nd—[invisibility*, align weapon, restoration, lesser, silence]; 3rd—[protection from energy*, dispel magic].

Possessions: masterwork rapier, +1 studded leather, +1 mithral steel shield with masterwork shield spike, traveler's outfit, holy symbol of Olidammara, potion of invisibility.

Rohn: male human (Suel) Rgr5/Rog2/NsEnf 3; CR 10; HD 2d6+8d8+30; hp 81; Init +6; Spd 30 ft.; AC 19 (+6 armor, +2 dex, +1 deflection), touch 13, flat-footed 17; Base Atk: +9; Grp: +11; Atk +13 melee (2d6+5; 19-20x2, greatsword) or +17 melee (2d6+8; 19-20/x2, greatsword) against humans or +15 melee (2d6+8, 19-20/x2, greatsword) against elves; SA Sneak attack 2d6; SQ Wild Empathy, Favored Enemy (Human) +4,

Favored Enemy (Elf) +2, Teamwork, Trapfinding, Track, Endurance, Evasion; AL CG; SV Fort +7, Ref +12, Will +6; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +8, Disable Device +8, Handle Animal +8, Hide +15, Knowledge (Religion) +3, Listen +8, Move Silently +15, Open Lock +8, Search +15, Spot +14, Tumble +15. Improved Favored Enemy, Improved Initiative, Improved Toughness, Power Attack. Two-Weapon Fighting.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training (Ex): A nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): A nightsong enforcer can use her training to improve the skill of those around her. All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—[pass without trace].

Possessions: +1 greatsword, +1 mithral breastplate, ring of protection +1, traveler's outfit, holy symbol of Olidammara, potion of invisibility.

Feathers: CR ¼; tiny animal; HD 3d8; hp 12; Init +3; Spd 10ft., fly 40 ft.(average); AC 20, touch 16, flat-footed 16; Base Atk: +2; Grp: -9; Atk +8 melee (1d4-2, talon); SQ Evasion, Low-light Vision; AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Hide +8, Listen +14, Move Silently +19, Spot +6 (+14 in areas of shadowy illumination); Weapon Finesse, Stealthy.

Encounter Six

Men at arms: male human Ftr 6; CR 6; HD 6d10+18; hp 61; Init +5; Spd 30 ft.; AC 20 (+8 armor, +1 dex, +1 deflection), touch 12, flat-footed 19; Base Atk: +6; Grp: +9; Atk +10 melee (2d6+6, 19-20/x2, greatsword); Full Atk +10/+5 melee (2d6+6, 19-20/x2 rapier); AL CG; SV Fort +8, Ref +3, Will +2; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +6, Jump -5, Listen +3, Spot +3; Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Toughness,

Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: +1 full plate, +1 greatsword, ring of protection +1 cleric's vestments, holy symbol of pelor.

Shayne: human female (Suel) Clr6/RSP4; CR 10; HD 4d6+6d8+20; hp 69; Init +1; Spd 20 ft.; AC 21 (+8 armor,+2 shield, +1 dex), touch 11, flat-footed 20; Base Atk: +7; Grp: +7; Atk +7 melee (1d8, heavy mace) or +8 ranged (1d8/19-20, light crossbow); Full Atk +7/+2 melee (1d8, heavy mace) or +8 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ Protection from fire 120 points. AL NG; SV Fort +12, Ref +7, Will +14; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 15.

Skills and Feats: Heal +18, Knowledge (Religion) +13, Spellcraft +13. Extra Turning, Lightning Reflexes, Maximize Spell, Augment Healing, Divine Metamagic (Maximize Spell).

Radiance: When a radiant servant of Pelor cast any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is treated as a 4th level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health(Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases,

including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Spells Prepared (6/6/5/4/4/3; base DC = 15 + spell level): 0—create water, cure minor wounds, detect magic, light, mending, ~~read magic~~; 1st—cure light wounds*, bane, bless, divine favor, obscuring mist, sanctuary, shield of faith; 2nd—cure moderate wounds*, align weapon, silence, sound burst (2), spiritual weapon; 3rd—cure serious wounds*, bestow curse, dispel magic (2), ~~protection from energy~~; 4th—fire shield*, ~~magic vestment~~ (2), divine power, freedom of movement, 5th—flame strike*, ~~spell resistance, stalwart pact~~; *Domain spell.

Spell Details: Cure light wounds cures 1d8 +7 damage. Cure moderate wounds cures 2d8 +14 damage. Cure serious wounds cures 3d8+17 damage. Cure critical wounds cures 4d8+19 damage. Cure light wounds, mass cures 1d8+21 damage.

Turn Attempts: 9 per day. Shayne can divine maximize 2 spells per day (4 turn attempts each).

Deity: Pelor; **Domains:** Sun (Once per day you can perform a greater turning), Healing (You cast Healing spells at +1 caster level), Purification (You cast Abjuration spells at +1 caster level).

Precast: protection from energy (fire) for 120 points of protection. Spell Resistance 24. Stalwart Pact.

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, *peripart of wisdom* +2, backpack, silver holy symbol of Pelor, wooden holy symbol of Pelor, spell component pouch, traveler's clothes, waterskin.

Appendix One – APL 10

Encounter One

Jax: male half-elf Rog7/Rdr1; CR 8; HD 8d6+16; hp 50; Init +3; Spd 30 ft.; AC 18 (+4 armor, +3 dex, +1 deflection), touch 14, flat-footed 15; Base Atk: +5; Grp: +5; Atk +9 melee (1d6, rapier); SA Sneak Attack 4d6; SQ Evasion, Trapfinding, Low-light vision, immune to sleep, +2 on saving throws vs enchantment, Trapfinding, uncanny dodge; AL CG; SV Fort +3, Ref +10, Will +4; Str 10, Dex 16, Con 12, Int 20, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Disable Device +16, Gather Information +11, Hide +16, Knowledge (religion) +6, Move Silently +16, Open Lock +14, Search +22, Sense Motive +10, Sleight of Hand +15, Spot +12, Tumble +14, Use Magic Device +12; Stealthy, Improved Toughness, Weapon Finesse.

Temple Raider Spells Prepared (2; base DC = 11 + spell level): 1st—[*detect secret doors*].

Possessions: masterwork rapier, +1 *studded leather, ring of protection* +1, traveler's outfit, holy symbol of Olidammara, thieves' tools, *heward's handy haversack, headband of intellect* +2, *potion of invisibility*, scroll of *pyrotechnics, goggles of minute seeing*.

Behrun: male human (Suel) Rog 1/Clr 7; CR 8; HD 1d6+7d8+21; hp 65; Init +2; Spd 30 ft.; AC 23 (+9 armor, +3 shield, +1 dex), touch 11, flat-footed 22; Base Atk: +5; Grp: +5; Atk +6 melee (1d6; 18-20x2, rapier) or +6 melee (1d6, shield bash); SA Sneak Attack 1d6; SQ Trapfinding, turn undead; AL CG; SV Fort +7, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Decipher Script +6, Diplomacy +4, Disable Device +6, Heal +7, Hide +15, Knowledge(Religion) +4, Move Silently +15, Sense Motive +7, Spellcraft +6, Spot +7, Tumble +1 (cannot tumble currently). Augment Healing, Divine Spell Power, Stealthy, Improved Toughness.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0—[*cure minor wounds, detect magic, light*(2), *mending, read magic*]; 1st—[*disguise self**, *bless, magic weapon, remove fear, resurgence, shield of faith*]; 2nd—[*invisibility**, *align weapon, hold person, restoration, lesser, silence*]; 3rd—[*protection from energy**, *dispel magic, invisibility purge, magic circle against evil*]; 4th—[*confusion**, *freedom of movement*].

Possessions: masterwork rapier, +1 *silent, slick full plate, +1 mithral steel shield with masterwork shield spike*, traveler's outfit, holy symbol of Olidammara, *potion of invisibility*.

Rohn: male human (Suel) Rgr5/Rog2/NsEnf 5; CR 12; HD 2d6+10d8+36; hp 97; Init +6; Spd 30 ft.; AC 19

(+7 armor, +2 dex, +1 deflection), touch 20 flat-footed 17; Base Atk: +11; Grp: +13; Atk +15 melee (2d6+5; 19-20x2, greatsword) or +19 melee (2d6+8; 19-20/x2, greatsword) against humans or +17 melee (2d6+8, 19-20/x2, greatsword) against elves; SA Sneak attack 3d6; SQ Wild Empathy, Favored Enemy (Human) +4, Favored Enemy (Elf) +2, Teamwork, Trap Sense, Trapfinding, Track, Endurance, Evasion; AL CG; SV Fort +7, Ref +13, Will +6; Str 16, Dex 15, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +8, Disable Device +8, Handle Animal +8, Hide +17, Knowledge (Religion) +3, Listen +10, Move Silently +17, Open Lock +8, Search +17, Spot +16, Tumble +17. Improved Favored Enemy, Improved Initiative, Improved Toughness, Power Attack. Two-Weapon Fighting.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training (Ex): A nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): A nightsong enforcer can use her training to improve the skill of those around her. All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

Flanking Teamwork (Ex): When a nightsong enforcer flanks an opponent, the enforcer and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to the normal flanking bonus, if it applies).

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—[*pass without trace*].

Possessions: +1 *greatsword, +2 mithral breastplate, ring of protection* +1, traveler's outfit, holy symbol of Olidammara, *potion of invisibility*.

Encounter Six

Men at arms: male human Ftr 8; CR 8; HD 8d10+18; hp 79; Init +5; Spd 30 ft.; AC 22 (+10 armor, +1 dex, +1 deflection), touch 13, flat-footed 21; Base Atk: +8; Grp: +11; Atk +14 melee (2d6+8, 17-20/x2, greatsword); Full Atk +14/+9 melee (2d6+8, 17-20/x2 greatsword); AL CG; SV Fort +9, Ref +3, Will +2; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump -6, Listen +5, Spot +5; Blind-Fight, Cleave, Combat Reflexes,

Improved Critical (Greatsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: +2 full plate, +1 greatsword, ring of protection +1, cleric's vestments, holy symbol of pelor.

Shayne: human female (Suel) Clr6/RSP6; CR 12; HD 6d6+6d8+24; hp 81; Init +1; Spd 20 ft.; AC 28 (+11 armor, +5 shield, +1 dex, +1 deflection), touch 12, flat-footed 27; Base Atk: +8; Grp: +8; Atk +12 melee (1d8+3, heavy mace) or +9 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+3, heavy mace) or +9/+4 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ SR 24. Protection from fire 120 points. AL N; SV Fort +12, Ref +7, Will +14; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 16.

Skills and Feats: Heal +20, Knowledge (Religion) +15, Spellcraft +15. Extra Turning, Lightning Reflexes, Maximize Spell, Augment Healing, Divine Metamagic (Maximize Spell), Sacred Healing.

Radiance: When a radiant servant of Pelor cast any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is treated as a 4th level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health(Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Bonus Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third cleric domain or he can choose the Glory or Purification domain. He can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting his maximum spells for the day.

Spells Prepared (6/7/5/5/4/4/2; base DC = 14 + spell level): 0—*create water, cure minor wounds* (2), *detect magic, mending, read magic*; 1st—*cure light wounds**, *bane, bless, divine favor, obscuring mist, sanctuary, shield of faith*(2); 2nd—*cure moderate wounds**, *align weapon, lesser restoration, silence, sound burst, spiritual weapon*; 3rd—*cure serious wounds**, *bestow curse, dispel magic* (2), ~~protection from energy~~ (2); 4th—*fire shield**, ~~magic vestment~~ (2), *divine power, freedom of movement*, 5th—*flame strike* (2)*, ~~spell resistance, stalwart pact~~; 6th—*fires of purity**, *blade barrier, planar ally*. *Domain spell.

Spell Details: *Cure light wounds* cures 1d8 +7 damage. *Cure moderate wounds* cures 2d8 +14 damage. *Cure serious wounds* cures 3d8+19 damage. *Cure critical wounds* cures 4d8+21 damage. *Cure light wounds, mass* cures 1d8+23 damage. *Heal* cures 142 damage.

Turn Attempts: 10 per day. Shayne can divine maximize 2 spells per day (4 turn attempts each).

Deity: Pelor; **Domains:** Sun (Once per day you can perform a greater turning), Healing (You cast Healing spells at +1 caster level), Purification (You cast Abjuration spells at +1 caster level).

Precast: protection from energy (fire and electricity) for 120 points of protection. Spell Resistance 24. Planar ally to summon a Trumpet Archon (see Monster Manual page 18). Stalwart Pact.

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, *peripat of wisdom* +2, *ring of protection* +1, backpack, silver holy symbol of Pelor, wooden holy symbol of Pelor, spell component pouch, traveler's clothes, waterskin.

Appendix One – APL 12

Encounter One

Jax: male half-elf Rog7/Rdr3; CR 10; HD 10d6+30; hp 62; Init +3; Spd 30 ft.; AC 18 (+4 armor, +3 dex, +1 deflection), touch 14, flat-footed 18; Base Atk: +7; Grp: +7; Atk +11 melee (1d6, rapier); Full Atk +11/+6 melee (1d6, rapier); SA Sneak Attack 5d6; SQ Evasion, Trapfinding, Low-light vision, immune to sleep, +2 on saving throws vs enchantment, Trapfinding, uncanny dodge, improved uncanny dodge; AL CG; SV Fort +4, Ref +11, Will +5; Str 10, Dex 16, Con 12, Int 20, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Disable Device +18, Gather Information +11, Hide +18, Knowledge (religion) +6, Move Silently +18, Open Lock +16, Search +24, Sense Motive +10, Sleight of Hand +15, Spot +14, Tumble +16, Use Magic Device +14; Combat Expertise, Improved Toughness, Stealthy, Weapon Finesse.

Temple Raider Spells Prepared (2; base DC = 11 + spell level): 1st—[*detect secret doors, obscuring mist*].

Possessions: masterwork rapier, +1 studded leather, ring of protection +1, traveler's outfit, holy symbol of Olidammara, thieves' tools, heward's handy haversack, headband of intellect +2, potion of invisibility, scroll of pyrotechnics, goggles of minute seeing.

Behrun: male human (Suel) Rog 1/Clr 9; CR 10; HD 1d6+9d8+27; hp 78; Init +2; Spd 30 ft.; AC 20 (+9 armor, +1 dex, +1 deflection), touch 12, flat-footed 19; Base Atk: +5; Grp +5; Atk +6 melee (1d6; 18-20x2, rapier); SA Sneak Attack 1d6; SQ Trapfinding, turn undead; AL CG; SV Fort +7, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +14 (+18 when casting defensively), Decipher Script +6, Diplomacy +4, Disable Device +6, Heal +7, Hide +17, Knowledge(Religion) +4, Move Silently +17, Sense Motive +7, Spellcraft +6, Spot +7, Tumble +6. Augment Healing, Combat Casting, Divine Spell Power, Stealthy, Improved Toughness.

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0—[*cure minor wounds, detect magic, light(2), mending, read magic*]; 1st—[*disguise self**, *bless, magic weapon, remove fear, resurgence, shield of faith*]; 2nd—[*invisibility**, *align weapon, hold person, restoration, lesser, silence (2)*]; 3rd—[*protection from energy**, *dispel magic (2), invisibility purge, magic circle against evil*]; 4th—[*confusion**, *restoration, freedom of movement*]; 5th—[*break enchantment**, *flame strike*].

Possessions: masterwork rapier, +1 silent slick full plate, ring of protection +1, traveler's outfit, holy symbol of Olidammara, potion of invisibility.

Rohn: male human (Suel) Rgr5/Rog2/NsEnf 7; CR 14; HD 2d6+12d8+42; hp 113; Init +6; Spd 30 ft.; AC 22 (+8 armor, +2 dex, +2 deflection), touch 14, flat-footed 20; Base Atk: +13; Grp: +15; Atk +16 melee (2d6+4; 19-20x2, greatsword) or +20 melee (2d6+7; 19-20/x2, greatsword) against humans or +18 melee (2d6+7, 19-20/x2, greatsword) against elves; SA Sneak attack 4d6; SQ Wild Empathy, Favored Enemy (Human) +4, Favored Enemy (Elf) +2, Skill Teamwork +4, Trapfinding, Track, Endurance, Evasion, Flanking Teamwork, Opportunist; AL CG; SV Fort +8, Ref +14, Will +7; Str 16, Dex 15, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +8, Disable Device +8, Handle Animal +8, Hide +19, Knowledge (Religion) +3, Listen +12, Move Silently +19, Open Lock +8, Search +19, Spot +18, Tumble +19. Combat Reflexes, Improved Favored Enemy, Improved Initiative, Improved Toughness, Power Attack, Staggering Strike, Two-Weapon Fighting.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training (Ex): A nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): A nightsong enforcer can use her training to improve the skill of those around her. All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

Flanking Teamwork (Ex): When a nightsong enforcer flanks an opponent, the enforcer and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to the normal flanking bonus, if it applies).

Opportunist (Ex): Once per round, a nightsong enforcer can make an attack of opportunity against an opponent who has just been injured in melee by another character.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st—[*pass without trace*].

Possessions: +1 greatsword, +3 mithral breastplate, ring of protection +2, traveler's outfit, holy symbol of Olidammara, potion of invisibility.

Encounter Six

Men at arms: male human Ftr 8; CR 8; HD 8d10+18; hp 79; Init +5; Spd 30 ft.; AC 22 (+10 armor, +1 dex, +1

deflection), touch 13, flat-footed 21; Base Atk: +8; Grp: +11; Atk +15 melee (2d6+10, 17-20/x2, greatsword); Full Atk +15/+10 melee (2d6+10, 17-20/x2 greatsword); AL CG; SV Fort +9, Ref +3, Will +2; Str 20, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +10, Jump -6, Listen +5, Spot +5; Blind-Fight, Cleave, Combat Reflexes, Improved Critical (Greatsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: +2 full plate, +1 greatsword, gauntlets of ogre power, ring of protection +1, cleric's vestments, holy symbol of pelor.

Sarnin: human male (Suel) Clr14; CR 14; male humanoid; HD 14d8+28; hp 101; Init +1; Spd 20 ft.; AC 26 (+11 armor, +5 shield), touch 10, flat-footed 26; Base Atk: +10/+5; Grp: +12; Atk +15 melee (1d8+5, heavy mace) or +10 ranged (1d8/19-20, light crossbow); Full Atk +15/+10 melee (1d8+5, heavy mace) or +10/+5 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ SR 24. Protection from fire 120 points. Stalwart Pact. AL N; SV Fort +11, Ref +6, Will +15; Str 14, Dex 10, Con 14, Int 12, Wis 22, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +8, Disguise +1 (+3 to act in character), Concentration +22, Intimidate +3, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Religion) +6, Knowledge (the planes) +6, Listen +6, Sense Motive +11, Spellcraft +12; Extend Spell, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (concentration).

Turn Undead (Su): Sarnin can rebuke, command, or bolster undead. He can turn undead 4/day as a 12th level cleric.

Spells Prepared (6/8/7/6/5/5/4; base DC = 16 + spell level, channels negative energy): 0—~~create water, cure minor wounds (2), detect magic, mending, read magic,~~ 1st—~~protection from good*, bane, bless, comprehend languages, divine favor, obscuring mist, shield of faith (2);~~ 2nd—~~invisibility*, align weapon, cure moderate wounds, lesser restoration, silence, sound burst, spiritual weapon;~~ 3rd—~~nondetection*, bestow curse (2), cure serious wounds, dispel magic, invisibility purge, 4th—confusion*, extended magic vestment (2), divine power, freedom of movement,~~ 5th—~~quicken protection from good*, extended freedom of movement, extended greater magic weapon,~~ quickened divine favor, righteous might, 6th—~~mislead*, mass bear's endurance, harm, word of recall.~~ *Domain spell.

Deity: Syrul; **Domains:** Evil (cast evil spells at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

Precast: Protection from energy (fire) for 120 points of protection. Spell Resistance 24. Greater Magic Weapon. Magic Vestment (2). Freedom of Movement. Stalwart Pact. Nondetection.

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, *periapt of wisdom* +2, backpack, silver holy symbol of Syrul, wooden holy

symbol of Syrul, spell component pouch, traveler's clothes, waterskin.

Shayne: human female (Suel) Clr6/RSP6; CR 12; HD 6d6+6d8+24; hp 81; Init +1; Spd 20 ft.; AC 28 (+11 armor, +5 shield, +1 dex, +1 deflection), touch 12, flat-footed 27; Base Atk: +8; Grp: +8; Atk +12 melee (1d8+3, heavy mace) or +9 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+3, heavy mace) or +9/+4 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ SR 24. Protection from fire 120 points. AL N; SV Fort +12, Ref +7, Will +14; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 16.

Skills and Feats: Heal +20, Knowledge (Religion) +15, Spellcraft +15. Extra Turning, Lightning Reflexes, Maximize Spell, Augment Healing, Divine Metamagic (Maximize Spell), Sacred Healing.

Radiance: When a radiant servant of Pelor cast any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is treated as a 4th level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained all level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health(Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Bonus Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third cleric domain or he can choose the Glory or Purification domain. He can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting his maximum spells for the day.

Spells Prepared (6/7/5/5/4/4/2; base DC = 14 + spell level): 0—*create water*, *cure minor wounds* (2), *detect magic*, *mending*, ~~read magic~~; 1st—*cure light wounds**, *bane*, *bles*, *divine favor*, *obscuring mist*, *sanctuary*, *shield of faith*(2); 2nd—*cure moderate wounds**, *align weapon*, *lesser restoration*, *silence*, *sound burst*, *spiritual weapon*; 3rd—*cure serious wounds**, *bestow curse*, *dispel magic* (2), ~~protection from energy~~ (2); 4th—*fire shield**, ~~magic vestment~~ (2), *divine power*, *freedom of movement*, 5th—*flame strike**, ~~spell resistance~~ (2), ~~stalwart pact~~; 6th—*fires of purity**, *blade barrier*, ~~planar ally~~. *Domain spell.

Deity: Pelor; **Domains:** Sun (Once per day you can perform a greater turning), Healing (You cast Healing spells at +1 caster level), Purification (You cast Abjuration spells at +1 caster level).

Precast: protection from energy (fire) for 120 points of protection. Spell Resistance 24. Planar ally to summon a Trumpet Archon (see Monster Manual page 18).

Possessions: Heavy mace, light crossbow with 20 bolts, full plate, heavy steel shield, *periapt of wisdom* +2, *ring of protection* +1, backpack, silver holy symbol of Pelor, wooden holy symbol of Pelor, spell component pouch, traveler's clothes, waterskin.

Appendix Three – New Rules Items

New Feats

Augment Healing [General]

Reference: *Complete Divine*, page 79.

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

Divine Metamagic [Divine]

Reference: *Complete Divine*, page 80.

You channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead, selected metamagic feat.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jazon the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Divine Spell Power [Divine]

Reference: *Complete Divine*, page 80.

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he

would apply a –1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Improved Favored Enemy [General]

Reference: *Complete Warrior*, page 101.

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5.

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Improved Toughness [General]

Reference: *Complete Warrior*, page 101.

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Sacred Healing [Divine]

Reference: *Complete Divine*, page 84.

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft burst. The fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round).

Staggering Strike

From *Complete Adventurer*

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the

target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first) your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

New Spells

Stalwart Pact

Reference: Complete Divine, page 181.

Conjuration (Healing)

Level: Cleric 5, pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched, then 1 round/level

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This allows the target to enter into a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP

New Prestige Classes

Nightsong Enforcer

From Complete Adventurer

Throughout the city, even the vilest assassin does not command more respect than the nightsong enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they often work in elite teams.

The enforcers of the Nightsong Guild focus on the stealth-centered combat training that rogues usually learn; they forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus, they strike quickly from the shadows. They do not worry about honor or fighting fair, scoffing at such ideals as childish.

Rogues most often become nightsong enforcers, although bards, fighters, and urban rangers are also known to undertake the class. On occasion, a wizard or sorcerer will endure the intensive training required to join the enforcers' ranks.

When working with others, a nightsong enforcer is the linchpin. She is the very picture of fidelity when it comes to supporting teammates on a mission. It is common for an enforcer to lead a team composed of not only other enforcers, but fighters, spellcasters, or rogues.

Adaptation: Although described here as associated with the Nightsong Guild, the nightsong enforcer prestige class could have many different uses in a campaign. Enforcers could represent the members of an elite criminal organization, a well-funded private security force, or a highly trained branch of a nation's military. Emphasizing their training and group tactics can greatly shape an encounter or a character based around this prestige class.

Hit Die: d8

Requirements

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

Base Attack Bonus: +5

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Improved Initiative

Special: Evasion class feature

Special: The character must undergo intensive training and tests with the Nightsong Guild before she can gain the class abilities.

Class Skills

The nightsong enforcer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock

(Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All of the following are class features of the nightsong enforcer prestige class.

Weapon and Armor Proficiency: Nightsong enforcers are not proficient with any weapon. They are proficient with light armor but not with shields.

Sneak Attack (Ex): A nightsong enforcer

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Sneak attack +1d6, teamwork (hear/see allies)
2 nd	+2	+0	+3	+0	Agility training
3 rd	+3	+1	+3	+1	Skill teamwork +2
4 th	+4	+1	+4	+1	Sneak attack +2d6
5 th	+5	+1	+4	+1	Flanking teamwork
6 th	+6	+2	+5	+2	Opportunist
7 th	+7	+2	+5	+2	Sneak attack +3d6, skill teamwork +4
8 th	+8	+2	+6	+2	Improved evasion
9 th	+9	+3	+6	+3	Teamwork (<i>status</i>)
10 th	+10	+3	+7	+3	Sneak attack +4d6

deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 4th level, 3d6 points at 7th level, and 4d6 points at 10th level. See the rogue class feature, page 50 of the *Player's Handbook*. If a nightsong enforcer gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gets a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

At 9th level, a nightsong enforcer's senses are honed so finely that she is aware of the location and status (as with the *status* spell) of all allies within 100 feet, even if they are not within sight.

Agility Training (Ex): Starting at 2nd level, a nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): At 3rd level and higher, a nightsong enforcer can use her training to improve the skill of those around her. All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

At 7th level, this bonus increases to +4.

Flanking Teamwork (Ex): When a nightsong enforcer of 5th level or higher flanks an opponent, the enforcer and all other allies who threaten the same opponent gain a +1

circumstance bonus on their attack rolls (in addition to the normal flanking bonus, if it applies).

Opportunist (Ex): Once per round, a nightsong enforcer of 6th level or higher can make an attack of opportunity against an opponent who has just been injured in melee by another character. See the rogue class feature, page 51 of the *Player's Handbook*.

Improved Evasion (Ex): If a nightsong enforcer of 8th level or higher is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw, and half damage if the saving throw fails.

Temple Raider of Olidammara

From Complete Divine

Hit Die: d6

Requirements

Alignment: Any Chaotic

Base Attack Bonus: +5

Skills: Disable Device 4 ranks, Knowledge (religion) 1 rank, Open Locks 4 ranks, Search 8 ranks.

Special: Must worship Olidammara and be

Class Level	BAB	Fort	Ref	Will	Special	Spells			
						1 st	2 nd	3 rd	4 th
1st	+0	+0	+2	+2	Trapfinding, trap sense+1	0	-	-	-
2nd	+1	+0	+3	+3	Sneak attack +1d6	1	-	-	-
3rd	+2	+1	+3	+3	Uncanny dodge	1	0	-	-
4th	+3	+1	+4	+4	Trap sense +2	1	1	-	-
5th	+3	+1	+4	+4	Sneak attack +2d6	1	1	0	-
6th	+4	+2	+5	+5	Improved Uncanny dodge	1	1	1	-
7th	+5	+2	+6	+6	Trap sense +3	2	1	1	0
8th	+6	+2	+6	+6	Sneak attack +3d6	2	1	1	1
9th	+6	+3	+6	+6	Skill mastery	2	2	1	1
10th	+7	+3	+7	+7	Luck domain, trap sense +4	2	2	2	1

invited to join the ranks for the temple raiders by at least three current members of that prestige class.

Class skills

The temple raiders' class skills (and key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble

(Dex), Use Magic Device (Cha) and Use Rope (Dex), see PHB for skill descriptions.

Skill points per level: 4+ Int modifier.

Class Features

Weapon and Armor proficiency: Temple raiders gain proficiency with all simple weapons and the rapier. In addition, they gain proficiency with light and medium armor.

Spells per day: A temple raider has the ability to cast a number of divine spells. To cast a spell, a temple raider must have a Wisdom score of at least 10 + spell level. Temple raider bonus spells are based on Wisdom and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the temple raider gets 0 spells per day of a given level, he gets only the bonus spells he would be entitled to based on his Wisdom score for that level.

Trapfinding (Ex): Like rogues, temple raiders can use the Search skill to locate traps when the task has a DC higher than 20.

Trap Sense (Ex): A temple raider gets +1 bonus on Reflex saves and AC against traps.

Sneak Attack (Ex): At 2nd level, a temple raider gains the ability to sneak attack opponents. This functions identically to the rogue's sneak attack ability.

Uncanny Dodge (Ex): At 3rd level, a temple raider retains his Dex modifier to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dex modifier to AC if immobilized.

If a temple raider already has uncanny dodge from another class, he gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 6th level, the temple raider can no longer be flanked, unless the attacker has four more rogue levels than he has temple raider levels.

If the temple raider already has improved uncanny dodge from another class, total up the level to determine the minimum rogue level needed.

Skill mastery (Ex): At 9th level, a temple raider selects a number of skills equal to 3 + Int modifier. When making a skill check, he may take 10 even if stress or distraction would normally prevent him from doing so.

Luck Domain: At 10th level, the temple raider may use the Luck domain and adds the domain's spells to his temple raider spell list. If he already has the Luck domain, he can use its granted power one additional time per day.

Temple Raider Spell List

1st level: *detect law, detect secret doors, disguise self, invisibility to undead, obscuring mist, protection from law.*

2nd level: *augury, cat's grace, darkvision, delay poison, lesser restoration, undetectable alignment.*

3rd level: *locate object, magic circle against law, nondetection, obscure object, remove curse, resist energy, see invisibility.*

4th level: *air walk, confusion, death ward, freedom of movement, neutralize poison, restoration, spell immunity.*

Radiant Servant of Pelor

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serv – to minister to the needs of Pelor's followers and goodhearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics. Some are

multiclassed cleric/paladins or cleric/rangers, or even the occasional cleric/druid.

NPC radiant servants of Pelor can be found wherever there is human need – in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

Adaptation: As mentioned in the introduction to the chapter, this prestige class doesn't have to be about Pelor. It works just as well with any god of the sun whose clerics often turn undead, and given the Sun domain's granted power, it'd be a strange sun-god that didn't want his clerics turning undead.

Hit Die: d6.

Requirements

To qualify to become a radiant servant of Pelor, a character must fulfill the following criteria.

Alignment: Neutral good.

Base Save Bonus: Will +5.

Skills: Heal 5 ranks, Knowledge(Religion) 9 ranks.

Feat: Extra Turning.

Spells: Able to cast 1st level divine spells and access to the Sun domain.

Special: Must have Pelor as patron deity.

Class Skills

The radiant servant of Pelor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the radiant servant of Pelor prestige class.

Weapon and Armor Proficiency: Radiant servants of Pelor are proficient with all simple and martial weapons, with all armor, and with shields.

Radiance: When a radiant servant of Pelor cast any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is

treated as a 4th level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health(Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Bonus Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third cleric domain or he can choose the Glory or Purification domain. He can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting his maximum spells for the day.

Maximize Healing (Ex): When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain that spell is affected as though by the Maximize Spell feat. The spell does not use up a higher level slot. This

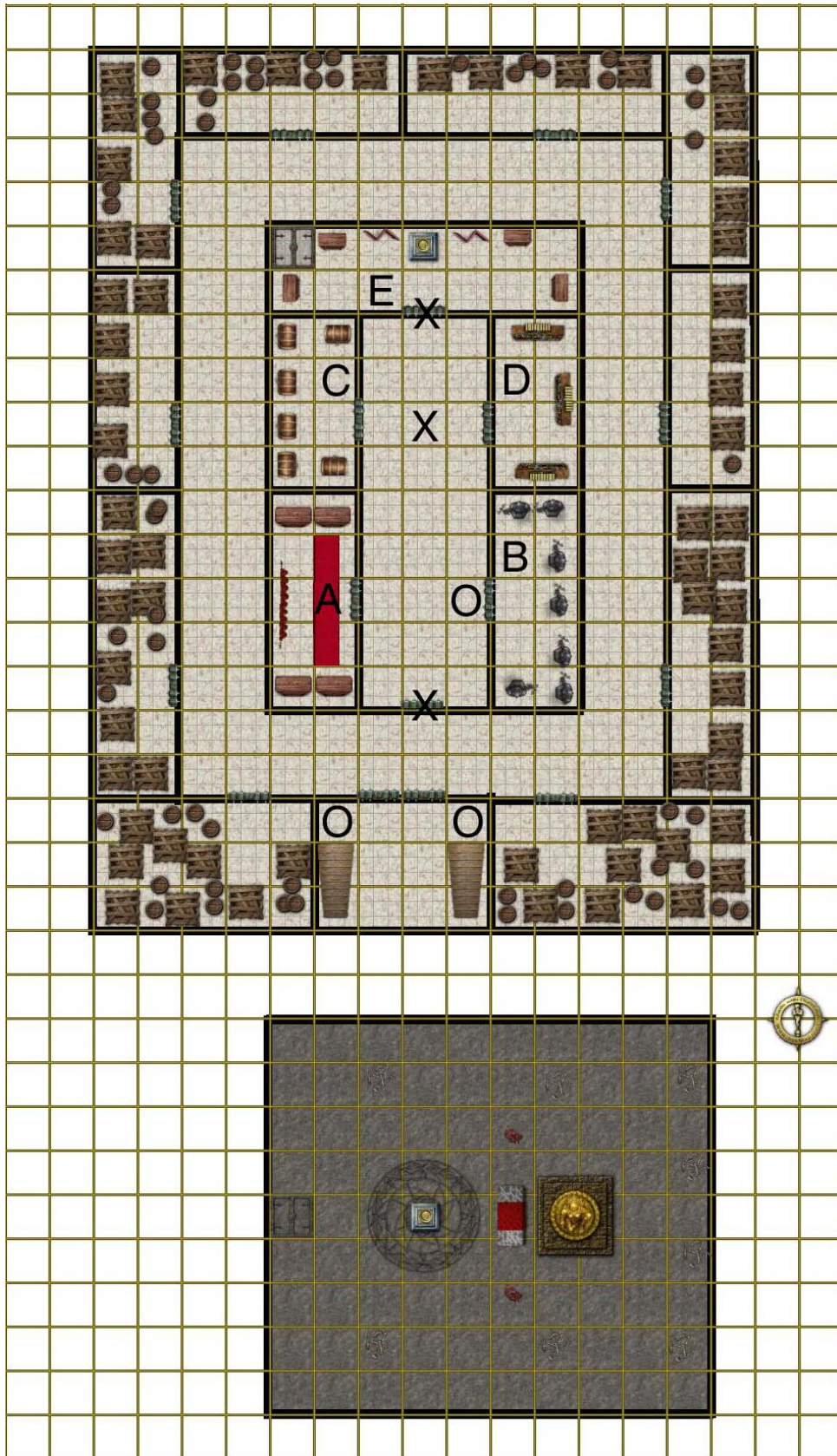
power supersedes the empower healing ability until the character reaches 10th level.

Positive Energy Burst (Su): As a standard action, a radiant servant of Pelor who is at least 8th level can create a positive energy burst that deals 1d6 points of damage per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant cannot use this ability if he has fewer than two turning attempts left for the day.

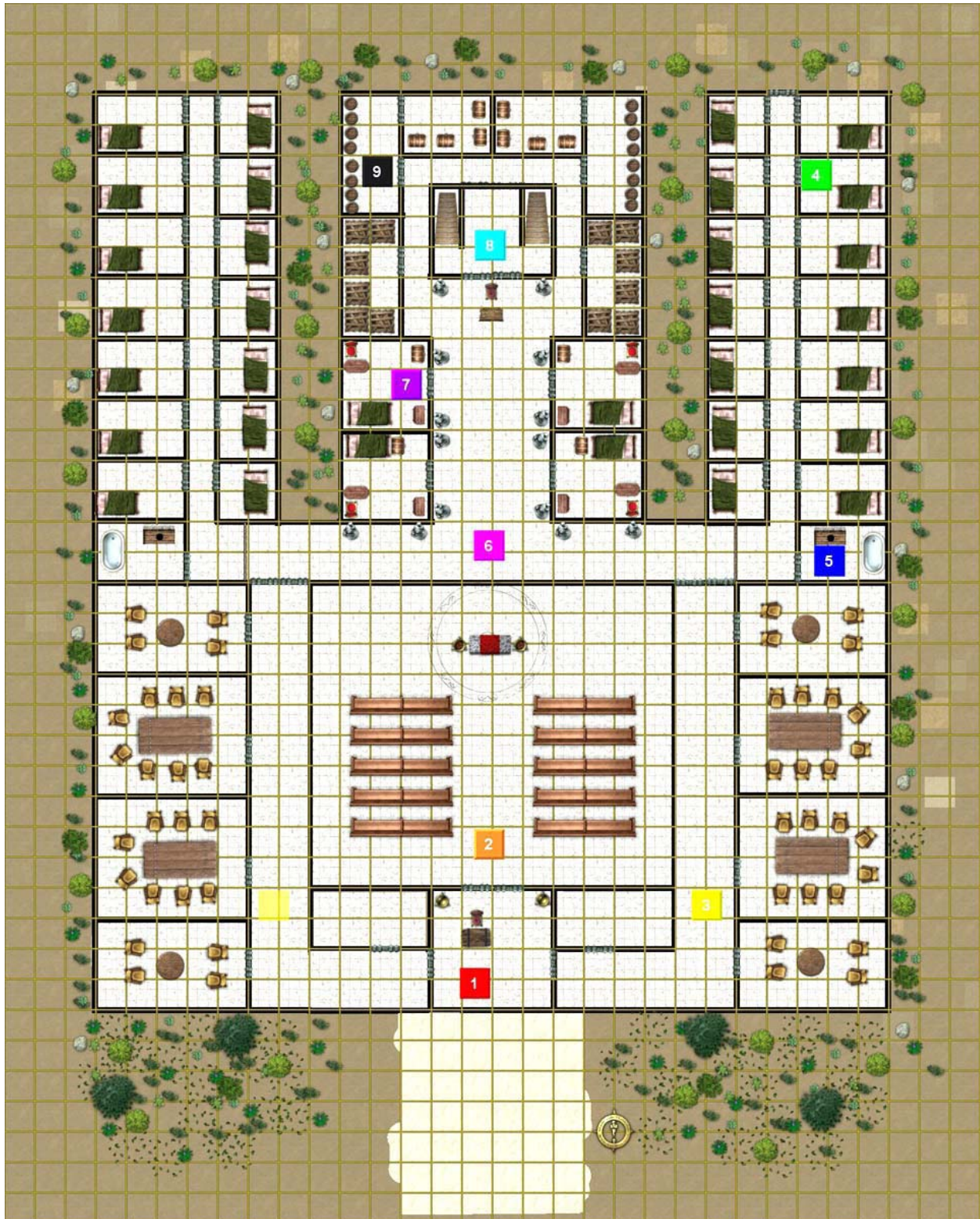
Supreme Healing (Ex): When a radiant servant of Pelor who is at least 10th level casts a domain spell from the Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Extra greater turning, radiance, turn undead	+1 level of existing divine spellcasting class
2 nd	+1	+3	+0	+3	Divine health, empower healing	+1 level of existing divine spellcasting class
3 rd	+2	+3	+1	+3	Aura of warding	+1 level of existing divine spellcasting class
4 th	+3	+4	+1	+4	-	+1 level of existing divine spellcasting class
5 th	+3	+4	+1	+4	Bonus domain	+1 level of existing divine spellcasting class
6 th	+4	+5	+2	+5	Maximize healing	+1 level of existing divine spellcasting class
7 th	+5	+5	+2	+5	-	+1 level of existing divine spellcasting class
8 th	+6	+6	+2	+6	Positive energy burst	+1 level of existing divine spellcasting class
9 th	+6	+6	+3	+6	-	+1 level of existing divine spellcasting class
10 th	+7	+7	+3	+7	Supreme healing	+1 level of existing divine spellcasting class

DM Aide #1 – Map of the Lower level



Player Handout #1 – Map of the Temple of Pelor



- 1 – Entry Foyer 3 – Meeting Rooms 5 – Restroom 7 – Visiting Cleric's Rooms
2 – Main Temple 4 – Guest Rooms 6 – Hallway 8 – Stairs Down 9 – Storage