

VEL4-09

Shattered Faith

A one Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

By David Kerscher

Triad Edit: Jeff Richards

Circle Edit: Tim Sech

Herion's forces surround Mitrik. Canon Hazen has fallen. The Crook has been taken. Rao is unreachable in the Vale's time of need. Veluna's defenders are losing faith. Any glimmer of hope is worth investigating, isn't it? A scenario for APLs 6 through 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.

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Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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 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.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you 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 free action (spoken command) that may be attempted each round. If an animal loses half or more hp

in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure,

set in the Archclericy of Veluna. Characters native to Veluna 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.

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	

Adventure Background

A long time ago, a paladin of Rao named Gaspar Noleson was part of the elements of the Church of Rao that opposed Canon Herion and his "reforms". This element rebelled against the Canon, who had turned to Nerull and fought Herions loyalists to regain control of Veluna for Rao. Gaspar Noleson was part of a group that attempted to strike directly at Herion, hoping to end the internal conflict by deposing its leader before bloody conflict could erupt.

But they arrived too late. Herion was aware of his opponent's plans, and had fully turned to Nerull in a vile ceremony that turned him into a lich. Part of this ceremony involved ritually shattering his holy symbol of Rao, a symbolic gesture indicating his full acceptance of Nerull as his patron. When Gaspar and company arrived, Herion had already fled, leaving behind traces of the foul ritual he had performed to gain mastery over death.

Disgusted by the fact of a Canon turning his back on Rao, Gaspar kept pieces of the broken holy symbol as part of the "treasure" he gained from the adventure, as a example of the evil that can grow out of a devout man, and thus as a reminder not to be tempted to lose faith.

Years later, in honor of his dedication to Rao and many brave deeds done in the service of Canon Kerin in the struggle against the heretic Canon Herion, Gaspar was granted a title and told to build a keep in the mountains to defend the Vale against humanoid incursions. He graciously accepted the duty, and as a way of "blessing" the

venture, embedded the piece of the holy symbol he had found inside the cornerstone of the keep.

Gaspar told no one of the true nature of the relic within the cornerstone – even Gaspar’s family were not privy to that information – but he was fond of saying that his keep was “built upon his faith in Rao”, of which he considered the piece in the stone to be an important symbol. Since none knew the true nature of the relic, they began to believe it was just a story told by Gaspar to enhance his life story.

Through the many generations that followed, descendants of Gaspar weakened in their dedication to the Church, enjoying the fruits of their station more and more. The necessity for a keep in that particular location grew less and less, and eventually, the keep was abandoned, the later Nolesons having moved to the cities, where they eventually squandered away their money and titles.

Many years have passed, and Herion threatens Veluna once more. The war has reached a stalemate of sorts, and the next fight could be the critical one. Rao, with his infinite Reason, has foreseen this, and with the help of a celestial minion, has planted a seed long ago that is about to flower....

Adventure Summary

Introduction - Some information comes to light that arouses the curiosity of a scholar and some adventurers. (There are three possible introductions, depending on meta-org affiliations within the group.)

Encounter #1 - The information leads to more knowledge, which points the adventurers to a keep in the mountains.

Encounter #2 - The adventurers depart on their quest, but have to find a way out of Mitrik first.

Encounter #3 - Arriving at the ruined keep, the adventurers find that unsavory elements have taken up temporary residence.

Encounter #4 - The party finds a secret passage, which leads to a puzzle...

Encounter #5 - ...and a very old resident of the keep.

Encounter #6 - The final room in the dusty tunnels holds the key to Veluna’s future...

VELUNA NOTE TO DMs: Any PC or NPC that attempts to cast *scry*, *divination*, *commune*, *contact other plane*, or *greater scrying* in this module will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage.

Introduction: Should I Stay or Should I Go?

There are multiple options for the way to begin this module, and the choice of which to use is dependent on the meta-org membership of the PCs involved (or the lack thereof). Before reading the Introduction to the entire party, the DM should determine if any PCs are members of the following meta-orgs: College of the Arcane, College of the Divine, Church of Rao, Mitrik Temple Guard, or Knights of Salvation. If a PC fits into more than one category, use the one that he “fits into” first. If there are multiple PCs with ties to these organizations, pick one to get a “special” introduction.

In all cases, if they wish to be on “war footing” since they are in Mitrik, a city under siege, allow them to be so prepared.

The mood in the temple quarter is hard to gauge. There has been little levity in the city of Mitrik for these past few weeks – an understandable state with the forces of “The One” laid in for a siege around the city. Minor fiends occasionally appear in the streets, terrorizing citizens until dispatched by knights, or sometimes adventurers. There is a constant awareness that the next attack could come at any time. Many adventurers have gathered here to aid in the defense, and you are among them.

From atop the walls you can see why normal travel into Mitrik is nigh impossible – vast numbers of vile humanoids and creatures surround the walls. You were able to get here only because of teleportation circles set up in Veluna City and Mitrik, which the Church has been using to resupply and reinforce her defenders. Without the use of such powerful magics, Mitrik would have certainly fallen weeks ago.

Still, there is some hope. The defenders have done well enough to hold the enemy in place, though they have not yet been able to dislodge them from the footholds gained in the southern quarter. The churches have been able

to provide enough food and other supplies that the defenders have yet to feel real hunger, and it has not been long enough for diseases to make their appearance among them. Rumors have even been making their way around the walls that an agreement has been reached allowing for the Thornward garrison's return – many feel that if true, such a boon will be able to turn the tide of this war. That is, if Mitrik can be held until then.

It is from this point that the introduction will vary. If there is a High Mage of the College of the Arcane, High Priest of the College of the Divine, or Chancellor of the Board of either College in the party, use Introduction A. If there are none of the above, but there is a lesser member of the College of the Arcane, College of the Divine, use Introduction B. If there are none of the above, but there is a member of the Church of Rao, Knights of Salvation or Mitrik Temple Guard, use Introduction C. If there are no members of any of these organizations, use Introduction D.

Introduction A

(For Chancellors, High Mages & High Priests)

Pull the Chancellor, High Mage or High Priest aside and read him the following:

Whether or not the release of the Thornward Garrison will be enough to turn war's fortune to the side of Veluna is up for much debate among those in the College. At least, it is when your associates have time for debate. Fighting off the near daily attacks, along with hours (if not days) of searching for ways to repel the forces of "The One" have taken quite a toll on the members of the colleges. Even the Chancellors have taxed themselves near exhaustion in defense of the holy city.

As you are thinking about the future, a knock comes at your door.

Assuming the PC answers, calls for the knocker to enter, etc,

Two men enter the room. One, a middle aged man, looks around sheepishly, as if searching for a reason to not interrupt. He is dressed in the drab colors of a clerk, but wears robes similar to a priest or a mage. He carries some papers under his arm, and constantly adjusts his glasses upon his nose. You recall seeing him around the library in the past. The other is one of the mid-rank sages on staff, and it is he who speaks.

"Excuse me, sir. I don't want to interrupt your rest, but Gerrod here has found something that may be of interest."

The scribe stammers a bit, just now realizing that his supervisor wishes him to tell you the story.

"Oh. Well, yes. Umm, I was cleaning up the mess where that large rock hit the library – dreadful mess, but luckily not much real damage. Mainly just shook the floor enough to topple a shelf or three..."

"Get on with it Utz" the older man says with a slight roll of the eyes.

"Right. Sorry. Anyway, I was putting the books back on the shelves and found this – it must have been tucked into one of the tomes – I don't know if it means anything, but I thought it worth showing to Scribe Tobias."

(Give the Chancellor, High Mage or High Priest Player's Handout #1)

Scribe Tobias picks up the story after seeing you have read the parchment.

"Though I have studied the Kempton area extensively, I recall nothing telling of any relic being located at this keep. I have yet to bring it to the attention of the Church, but with this reference to "the Heretic", I thought you might want to do that yourself. Also, note the age of the paper and the language used – we believe this might be from the time of Herion's reign. Any possible information from that time would certainly be worth pursuing in these times of need, don't you agree?"

The two pause, hoping that they have not disturbed you without reason.

Even if it turns out to be nothing, perhaps a break from the siege will do you good. Of course, first you'll need a good group of traveling companions...

Both scribes can answer some questions for the PC and suggest other avenues of information gathering (see [Scribes' Information](#) at end of Introduction D). The PC may also recruit a party and discuss his discovery (go to **Encounter 1**), or go to bring the matter to the attention of the Church (go to Introduction D to bring in the rest of the PCs).

Introduction B

(for other College members)

As you sit in a quiet lounge resting from your latest stint on the city walls, Gerrod Utz, one of the scribes under your supervision, enters the room. As always, he is dressed in the drab colors of a clerk, but wears robes similar to a priest or a mage. He carries some papers under his arm, and constantly adjusts his glasses upon his nose. He looks around as if searching for someone.

From the excited look on his face, you know he has found something he thinks is an earth-shattering discovery, and that he is looking for you. His face breaks into a relieved smile when he spots you, and he rushes to your chair.

"Excuse me for interrupting, sir, but I was hoping to find you, you see, I think I've found something. Something important! You see, I was cleaning up the mess where that large rock hit the library – dreadful mess, but luckily not much real damage. Mainly just shook the floor enough to topple a shelf or three... Anyway, I was putting the books back on the shelves and found this – it must have been tucked into one of the tomes – I don't know if it means anything, but it sure looked interesting."

(Give the PC Player's Handout #1)

"I thought you would know something about this – the keep, the relic, "the Heretic" – or at least know someone who does. I think it might date from the time of Herion – is it worth bringing to the attention of the Church?"

For once, Gerrod seems to have found something worthy of his enthusiasm. The potential for new information from that time is at least worth investigating – and at worst, getting away from the siege for a while couldn't hurt. Of course, to do that, you'll need some associates...

Gerrod can answer some questions for the PC and suggest other avenues of information gathering (see [Scribes' Information](#) in **Encounter 1**). The PC may recruit a party and discuss his discovery (go to **Encounter 1**), or go to bring the matter to the attention of the Church (go to introduction D to bring in the rest of the PCs).

Introduction C

(for members of the Church of Rao, Mitrik Guard or Knights of Salvation)

It is in this uneasy state of wariness and hope that you find yourself once again on the ramparts of Mitrik, awaiting the next assault by

the gathered armies of Herion. By all estimates, there will be no major attack for some time – even the enemy needs time to recover from a vicious assault on the northeast wall yesterday. An attack which you were barely able to repel.

As you stare out over the despoiled fields and wonder when they will once more be full of grain rather than undead, a messenger arrives and hands you a paper.

[Insert PC name here], I request you come to meet me regarding a favor I wish to ask of you on a matter of some importance." It is signed "Bishop Morlov, College Security"

Assuming the PC accepts the invitation:

The messenger leads you to the main steps of the Cathedral of Rao, where three men wait. Two scribes stand patiently, while the third, a priest of Rao paces. When he spots you, he stops and awaits your arrival at the top of the stairs.

"Thank you for coming. I have a need for someone of your... experience. Here and now, I can only say that something has come to light which may be of benefit in this war, and I need someone to investigate the possibility. I will tell you more when you accept. If you wish to decline the mission, I will understand and you may return to the walls with all haste. So, if you wish to return to the walls, go on; if you wish to at least hear my request, come inside."

The priest turns and walks briskly into the cathedral, the two scholars hurrying to keep up.

Assuming the PC follows, continue.

He leads you to a small antechamber with a table and a few chairs. He holds the door until everyone has entered, glances out into the hall to see if any more are coming, then closes the door.

"Right. It seems that these two gentlemen have stumbled onto something of interest. From what I understand, Gerrod here (he indicates the younger of the two men with him) found this (he gestures with the paper) while cleaning up from one of the recent attacks. Doesn't know where it came from originally, but it is certainly very old and upon translation, it seems to indicate that there may be a relic of some sort hidden in an old keep down by Kempton."

The younger of the two men, after glancing up at the priest for permission, slides a paper over to the party.

(Give the party **Player's Handout #1**)

"Gerrod brought it to the attention of Tobias, (he gestures to the other man) who wisely brought it to my attention. Now, I know a bit about the history of the Church, and I don't remember any relic being sent out to that area that hasn't been otherwise accounted for. Also, if it does date from the time of Herion... and this reference to "the Heretic" – well, my curiosity is piqued. That's where you come in."

"Someone needs to go and investigate this, and I can't spare the time to go looking into it myself, plus we don't want to draw anyone's attention there if you know what I mean. So, I need you to recruit a team and take care of this."

"Once you've gathered your team, I can arrange for you to use the portal to Veluna City so that you won't have to fight your way out of the city."

"This might be nothing, but I can't take that risk. If there's something within reach that could be of use, even information about what was happening around that time... we have to try. Any questions?"

At this point the PC should have plenty of questions, and he or she has some good resources in the room with them to start with. (See [Scribes' Information](#) at end of Introduction D).

Morlov will confirm Tobias' information about the title of Margrave, will say that the location of the keep sounds right, and will also be able to provide some additional information – see [The Church](#) in **Encounter 1**.

Have the PC recruit the other PCs and proceed to **Encounter 1**.

Introduction D

(for parties without any of the above ties, or PCs that could not be directly recruited by PCs with the above ties)

Note that if Introduction A, B, or C was used, one the "newcomers" may include one or more of the PCs. The DM will have to modify the text accordingly. Use this introduction for any PCs that the DM cannot otherwise get "hooked".

It is in this uneasy state of wariness and hope that you find yourselves in the courtyard of the Grand Cathedral of Rao, recovering from a vicious assault on the northeast wall which you were barely able to repel. The priests here were able to remove the lingering effects of a particularly vile spell that you hope to never encounter again.

Many other defenders are resting here, recuperating from various wounds and other, less visible damage. All but a very few are anywhere near ready to return to the walls. The siege is wearing on the defenders – while none say it out loud, you can sense that the hope that the Thornward garrison will arrive in time is slowly dwindling.

Turning from the courtyard full of wounded, you notice a high ranking Raoan cleric has stepped out onto the main steps of the cathedral, and is talking with a couple scholarly types.

(If a PC is present, (s)he may be there in addition to the two men (if intro A was used) or in place of the second man (if intro B was used).

One of the people he is speaking with wears the clothes of a simple scribe, and the other is dressed similarly, but his clothes are of a higher quality. The small group speaks quietly, but you can tell that the Raoan is very interested in what the others have to say.

Shortly after you notice them, the Raoan nods his head and turns toward the courtyard. His stern gaze seems to fall on you and some of the other healthy looking individuals, and he motions the other men to follow him and approaches.

Paraphrase the next paragraph to reflect the number of PCs to be recruited, plus two.

"You... you... you... you over there... yes. And you as well – you with the cloak. May I have a minute of your time, please?"

As the people he indicated gather around, he continues.

"I am Bishop Morlov, and I have a need for some hearty souls to undertake a mission for the Church. Do not consider this a favor for the healing you have recently received. If you wish to decline, I will understand and you may return to the walls with all haste. So, if you wish to return to the walls, go on; if you wish to at least hear my request, come inside."

With that, the gruff priest turns on his heel and leads the gentlemen he had been talking to back into the cathedral. Two of those that had come at the Bishop's summons glance at each other and then go back to join a severely wounded friend in the courtyard.

Those that go back to the courtyard can be recruited later by the other PCs, but will not hear this next text. Continue for those that follow.

The priest walks briskly into the cathedral, the two scholars and you hurrying to keep up. He leads you to a small antechamber with a table and a few chairs. He holds the door until everyone has entered, glances out into the hall to see if any more are coming, then closes the door.

"Right. It seems that these two gentlemen have stumbled onto something of interest. From what I understand, this paper here" (he takes an obviously old paper, torn on one side, from one of the other men) "indicates where something of value in this fight might be hidden away, and I... that is the Church, needs some people to go and investigate. Before I go any further, do you all accept this mission?"

He will pause to see if anyone declines. If anyone does, they will be asked to leave. If anyone asks about rewards or payment, Morlov will scowl at them and assure the "mercenary" that they will be paid, "if that is all you really care about".

If there is a PC present from introduction A, B, or C, the Bishop will turn the proceedings over to that person. If not, he continues:

"It seems that Gerrod here (he indicates the younger of the two men with him) found this (he gestures with the paper) while cleaning up from one of the recent attacks. Doesn't know where it came from originally, but it is certainly very old and upon translation, it seems to indicate that there may be a relic of some sort hidden in an old keep down by Kempton."

The younger of the two men, after glancing up at the priest for permission, slides a paper over to the party.

(Give the party **Player's Handout #1**)

"Gerrod brought it to the attention of Tobias, (he gestures to the other man) who wisely brought it to my attention. Now, I know a bit about the history of the Church, and I don't remember any relic being sent out to that area

that hasn't been otherwise accounted for. Also, if it does date from the time of Herion... and this reference to "the Heretic" – well, my curiosity is piqued. That's where you come in."

"I need you to go check this out. I can't spare the time or manpower to go looking into it myself, plus we don't want to draw anyone's attention there if you know what I mean. I can arrange for you to use the portal to Veluna City so that you won't have to fight your way out of the city."

"This might be nothing, but I can't take that risk. If there's something within reach that could be of use, even information about what was happening at that time... we have to try. Any questions?"

At this point the party should have many questions, and they have some good resources in the room with them to start with. (See [Scribes' Information](#) in **Encounter 1**).

Morlov will confirm Tobias' information about the title of Margrave, will say that the location of the keep sounds right, and may also be able to provide some additional information, depending on the makeup of the party – see [The Church](#) in **Encounter 1**.

Encounter One: Don't Know Much About History

No matter how the paper came into the characters' possession, or how they took on this quest, they will need more information in order to proceed with the adventure. There are three main sources of information – the scribes, Colleges/ Library, and the Church.

Scribes' Information

If Gerrod is present, he can tell them:

- The paper fell out of a book entitled "Flora of the Southern Asnath Copse".
- He does not know where in the book it was before it fell out.

If Tobias is present, he can tell them:

- The 'Margrave of Kempton Pass' is a title that passed into disuse many years ago.
- It was linked to a family of landed gentry that were in charge of a small defensive outpost

southwest of Kempton in the Lortmil mountains.

- The keep itself, long abandoned, is located up a mountain trail from the farmsteads in the foothills, in an area that used to suffer many attacks from humanoids.

The PCs can make their own knowledge checks to gain additional information. Note that members of appropriate meta-orgs can make use of the Great Library to get bonuses on their checks. This will take time though; it will consume the rest of the day. Note that PCs cannot “aid another” on these knowledge rolls, but each PC can roll individually.

If the PCs request that the NPCs do some research in the Great Library for them, it will take the rest of the day and the NPCs can make a roll at +8 on both knowledge skills.

NOTE: All these DC’s assume the PC is a Veluna resident. For non-residents add +5 to the DC because this is very regional specific information.

Knowledge: History Check

[DC 13] The Noleson family was granted the title because of one member’s great devotion to Rao and heroic deeds done in the service of Veluna. The family performed the watch duties well enough, but as the attacks slowly stopped and subsequent generations grew more interested in other pursuits, the keep was eventually abandoned.

[DC 17] The title was granted (and the keep founded) about 450 years ago. Gaspar Noleson, a paladin of Rao, and his adventuring companions were noted adventurers, often working for Canon Kerin himself.

[DC 23] The official reason the keep was abandoned was because of the lack of a threat in the area, but some say it was really because Rao cursed it after the Nolesons abandoned their duties.

Knowledge: Nobility and Royalty Check

[DC 13] The Noleson family was granted the title because of one member’s great devotion to Rao and heroic deeds done in the service of Veluna. The family performed the watch duties well enough, but as the attacks slowly stopped and subsequent generations grew more interested in other pursuits, the keep was eventually abandoned. The family has dispersed to places unknown, either uninterested in or ashamed of their past.

[DC 17] The title was granted (and the keep founded) about 450 years ago. The Noleson family

crest is a sword and a crook crossed behind the heart of Rao, over a ribbon inscribed “Faith in Rao”, all before a masonry wall. The early Nolesons were known for their devout faith.

[DC 23] One of Gaspar’s descendants was a member of the College of the Arcane for a time, although she had renounced the family name, going instead by Derra the Summoner. It is said she went insane obsessing over secrets that were being kept from her.

[DC 29] Derra the Summoner was a nervous, drunken wreck that never really accomplished anything. According to her own stories, she was an alchemist and a crafter and a plane-traveler, bragging often of her magical creations and planar travels, though no one ever actually saw any evidence of such claims.

The Church

If the characters have gone through Introduction D, they can research the background at the Church of Rao, based on their level of participation in the Church.

If the characters did not go through Introduction D but are now inquiring at the Church of Rao for information, who can give them the following information, based on their level of participation in the Church.

In all cases, if any PCs have Favors or Influence with the Church of Rao, Knights of Salvation, the Mitrik Temple Guard, or any individual representatives thereof, they can “upgrade” their information received by one rank for each single Favor or three Influences spent. (Favors or Influence used in this manner are used up.) This represents the PC calling in some favors and making the proper contacts.

It will take some research in church records to get the information in D or E, so the PCs will have to wait until the next day. Feel free to play up the cleric’s responses and couch them in pro-Raoan terms, verging on propaganda if the listener is a non-Raoan:

A: Non-Velunan non-worshiper of Rao: The Margrave was granted the title by the Church. The Church is very disappointed in the discarding of the title and duties by the later generations. He does not know about a “relic” at that location, but will explain that many religious sites do use such items to provide a symbolic link to their deity.

B: Velunan non-worshiper of Rao OR non-Velunan worshiper of Rao: As above, plus the “Bastion of Faith”, as the text calls it, was a small

defensive fortress that has fallen into disuse with the cessation of the humanoid incursions from the southwest mountains. It withstood many attacks, and the defenders were devout Raoans. The original Margrave, Gaspar Noleson, was a particularly pious paladin.

C: Cleric or Paladin of Rao: As above, but they will also learn that Gaspar Noleson was a paladin of some renown who not only defended the country and church with great fervor, but often took on special missions for the Church – it makes sense that he might have been rewarded for doing so. Also, the rumors of a long-ago split in the Church date to the same time frame as the founding of the keep – Church records from that time are spotty at best.

D: Member of Church of Rao (Tier 1), Knight of Salvation (Squire) or Mitrik Temple Guards (1st rank): As above, plus he discovers that though an Archbishop Creen was present for the ceremonial opening of the Margrave's keep, nothing is mentioned of any relics being kept there. The schism in the Church dating from that time (and the facts around it) was apparently covered up. No one knows why this was done, and many important facts are just now coming to light, thanks to discoveries by adventurous types. This is very disturbing to a clergy of reason.

E: Member of Church of Rao (Tier 2 or 3), Knight of Salvation (Knight), or Mitrik Temple Guards (2nd rank and up): The clerics are able to ascertain that Noleson participated in a mission in the north around that time. With recent events and knowledge coming to light, it makes sense that the mission probably involved Herion or his followers, and that if it did, Noleson might have been chosen for that mission because of his particularly deep faith in Rao. It also stands to reason that he might have had some item that helped in that mission, though the Church has no record of such an item in his possession.

When the PCs are finished gathering what information they can, they must now travel to the keep. The easiest way to get out of Mitrik in this situation is to use the teleport circle that the Church has set up for supplies, scouting missions, etc. Bishop Morlov is able to arrange for the party's use of this circle, and will offer to do so if asked about how to get out of Mitrik without fighting the besieging army. If the party accepts this offer, go to **Encounter Three**.

On the other hand, there will be parties who don't think to ask or insist that they can do it themselves. In such a case, use **Encounter Two**.

Encounter Two: We Gotta Get Out of This Place

For those parties that wish to forego the Church's offer to use the *teleportation circle*, they will need to come up with their own alternative. In order to do this, they must first get out of Mitrik, which can be an interesting adventure in and of itself these days. Everyone knows (even the PCs) that the forces of Herion are arrayed all around the walls. They are also encamped within the southern half of the city itself. This makes it difficult, to say the least, to leave the embattled city.

Some options include teleporting themselves or trying to sneak or fight their way out by land, sea or air. Remember the latter is not an easy thing to do, and even the cleverest plan may result in a fight. The enemy is watching very carefully, and is very aware of the magic capabilities of certain spells. For example, the devils have seen PCs use *wind walk* and similar spells, and will be looking for such tactics.

Still, because these are optional encounters and experience, feel free to let the PCs have some fun planning an escape from Mitrik if they wish to do so.

If the PCs do have problems with their plan, or insist on fighting their way out, use these **Optional Encounters (2A – 2D)**. As mentioned above, these encounters are extra and will not increase the amount of experience gained in the module unless other experience is missed.

Some information that the PCs need to know for their planning:

The enemy forces are lighter outside the city to the south, but are infesting the southern parts of the city itself. The bulk of their force lies to the north, facing the Knights and College compounds. With planning and bravery, some people have been able to "escape" via land, but many more have tried and failed.

The river bordering the city on the west is held by the enemy, and there have been reports of boats being overturned and simple fishermen going missing. Exactly what the enemy is using to enforce this side of the siege has not yet been determined.

Once the PCs have determined their plan of “escape”, use whatever encounter is appropriate to the situation. Feel free to give the party a scare or two if they are sneaking through the southern half of the city by day, but the land encounter will actually happen outside the city and the enemy encampments. If they are foolish enough to try the southern portion of the city by night, they will be set upon by the vampire spawn that infest the occupied portion of the city.

The river encounter will happen shortly after they embark, and the air encounter will happen as they clear the enemy lines. Due to the multiple variables with this encounter (party plans, direction, etc), the DM will have to describe things as he sees fit.

If the party chooses to teleport out of Mitrik, they will skip this encounter and gain no experience for it. (Also note that they will need a place to which to teleport, as no one has been to the Bastion of Faith itself in many a year.)

Optional Encounter 2A: The Long and Winding Road

(If the party departs via ground thru the southern occupied city by night)

APL 6 (EL 8)

☛ **Vampire Spawn (4):** hp 38 each; *Monster Manual*

APL 8 (EL 10)

☛ **Vampire Spawn (3):** hp 38 each; *Monster Manual*

☛ **Vampire Fighter:** hp 63; See Appendix 1

APL 10 (EL 12)

☛ **Vampire Spawn (6):** hp 38 each; *Monster Manual*

☛ **Vampire Fighter:** hp 63 each; See Appendix 1

APL 12 (EL 15)

☛ **Sample Elite Vampire:** Mnk9/ShadDcr4; hp 117; see *Monster Manual*

Treasure:

APL 6: L (0 gp); C (0 gp); M – 0 gp

APL 8: L (0 gp); C (0 gp); M – +1 *full plate* (220 gp per character), +1 *scythe* (193 gp per character), *cloak of resistance* +1 (83 gp per character)

APL 10: L (0 gp); C (0 gp); M – +2 *full plate* (470 gp per character), +1 *scythe* (193 gp per character), *cloak of resistance* +1 (83 gp per character), *amulet natural armor* +1 (166 gp per character)

APL 12: L (0 gp); C (0 gp); M – +2 *keen kama* (1526 gp per character), +1 *frost sling* (692 gp per

character), *ring of protection* +2 (333 gp per character), *bracers of armor* +3 (750 gp per character), *periapt of wisdom* +4 (1333 gp per character)

Optional Encounter 2B: The Long and Winding Road

(If the party departs via ground, either day or night)

APL 6 (EL 6)

☛ **Orc Marauder Skirmishers (2):** hp 19 each; See Appendix 1

☛ **Orc Marauder Archers (2):** hp 17 each; See Appendix 1

APL 8 (EL 8)

☛ **Orc Marauder Skirmishers (2):** hp 42 each; See Appendix 1

☛ **Orc Marauder Archers (2):** hp 34 each; See Appendix 1

APL 10 (EL 10)

☛ **Erinyes:** hp 99; See *Monster Manual*

☛ **Advespa (3):** hp 36 each; See Appendix 1

APL 12 (EL 12)

☛ **Erinyes:** hp 99; See *Monster Manual*

☛ **Hellwasp Swarms (2):** hp 117 each; See *Monster Manual*

Treasure:

APL 6: L (210 gp); C (0 gp); M – 0 gp

APL 8: L (110 gp); C (0 gp); M – +1 *chain shirt* (x2) (104 gp per character)

APL 10: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)

APL 12: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)

Optional Encounter 2C: Take Me to the River

(If the party departs via the river)

APL 6 (EL 6 after +1 for water)

☛ **Zombie Advanced Elasmosaurus:** hp 138; See Appendix 1

APL 8 (EL 8 after +1 for water)

☛ **Skeleton, Advanced Elasmosaurus:** hp 135; See Appendix 1

APL 10 (EL 10 after +1 for water)

☛ **Erinyes**, hp 99; See *Monster Manual*
☛ **Advespa (3)**: hp 36 each; See Appendix 1

APL 12 (EL 12 after +1 for water)

☛ **Erinyes**: hp 99; See *Monster Manual*
☛ **Hellwasp Swarms (2)**: hp 117 each; See *Monster Manual*

Treasure:

APL 6: L (0 gp); C (0 gp); M – 0 gp
APL 8: L (0 gp); C (0 gp); M – 0 gp
APL 10: L (3 gp); C (0 gp); M – +1 flaming composite longbow (695 gp per character)
APL 12: L (3 gp); C (0 gp); M – +1 flaming composite longbow (695 gp per character)

Optional Encounter 2D: Up, Up and Away

(If the party departs via air)

APL 6 (EL 7)

☛ **Advespa (4)**: hp 36 each; See Appendix 1

APL 8 (EL 9)

☛ **Erinyes**: hp 99; See *Monster Manual*
☛ **Advespa (3)**: hp 36 each; See Appendix 1

APL 10 (EL 11)

☛ **Erinyes**: hp 99; See *Monster Manual*
☛ **Hellwasp Swarms (2)**: hp 117 each; See *Monster Manual*

APL 12 (EL 13)

☛ **Erinyes (2)**: hp 99; See *Monster Manual*
☛ **Hellwasp Swarms (3)**: hp 117 each; See *Monster Manual*

Treasure:

APL 6: L (0 gp); C (0 gp); M – 0 gp
APL 8: L (0 gp); C (0 gp); M – 0 gp
APL 10: L (3 gp); C (0 gp); M – +1 flaming composite longbow (695 gp per character)
APL 12: L (3 gp); C (0 gp); M – +1 flaming composite longbow (x2) (695 gp per character)

Encounter Three: Wild Boys

If the party escaped Mitrik on their own, it is about 70 miles east on the Great Western Road to Veluna City.

From Veluna City it is about 25 miles south along a smaller road to the city of Kempton, then about another 25 miles southwest on trails thru hilly

terrain (3/4 speed) to Kempton pass. This journey would take a party on foot (speed 30) 2 ½ days of travel. Moving at a speed of 20 would be the better part of 4 days. See *The Players Handbook* page 64 to determine travel times. The DM will have to determine when the PCs arrive at the keep.

After escaping the siege of Mitrik, your party's trip to the mountain pass is uneventful. The lands south of the war zone are calm, but you can tell that the locals are wary of what might happen should Mitrik fall. Kempton shows signs of preparing for potential conflict, and a few displaced citizens ask for news from the north. Soon you find yourselves in the Pass of Kempton, rising up into the Lortmils.

The trip from the beginning of the pass to the keep is a journey of about 12 miles on trackless mountain terrain. This will take a party moving at speed 30 eight hours to travel. A mounted party moving speed 50 can make it in five hours. The trail is not fit for vehicles.

The trail is obviously little used, and shows signs that those that do use it are mere shepherds. Coming around a bend, you find a pile of large square rocks covered with ivy. As you get closer, you can tell it is a collapsed stone shack, perhaps an old guard house.

Pressing on, you crest a rise and see the remains of the Margrave's "Bastion of Faith". The keep has obviously been abandoned for some time. Enough of the walls and structures still stand that you would recognize it as an old fort even if you had just stumbled on it by chance, but only barely.

Crawling vines creep over every surface you can see. What was once a grand gatehouse is mostly broken, the gates smashed long ago and lost to the ages. Large chunks of worked stone lie along the road, mute testament to the force that took this once mighty bastion of good. As you get closer, you can still make out some of the words above the arched gate. "Faith in Peace, Faith in Reason, Faith in Serenity".

Though the keep has been long abandoned by the Velunans that built it long ago, it is currently occupied. As the party approaches the gate, roll Listen checks for the squatters vs. the party's lowest Move Silently check (if they state they are approaching quietly). The squatters are not taking pains to be quiet, but are not too boisterous either, so the base DC to hear them is 0. Remember to apply the –1 per 10 feet modifier to both sides' rolls.

If the squatters hear the PCs, they will get a round (at least) to prepare. At APLs 8+, the female ogre mage will become *invisible* in this round.

While their kind is prone to fight (and these are no exception) the squatter(s) appreciate the security of the old keep and do not want to remove himself/themselves to a new location. They will negotiate to stay if given the chance. They are considered “Hostile” to begin with, and must be taken to “Friendly” for them to allow the PCs access without a fight. (Diplomacy DC 40; though if the first attempt succeeds at DC 30 [making the squatter(s) indifferent], the PC may continue with his argument and try again, this time with a DC of 20.)

Note that Diplomacy takes at least a minute to perform, and the PCs will have to get the squatter's attention with an offer of treasure just to get that minute. The squatters will allow a negotiation attempt if offered at least 100 gp x APL. Note that at APLs 8+, the female ogre mage is possibly invisible, and will not betray this state by conducting negotiations. Alternatively, diplomacy can be rushed in one round with a -10 modifier to the roll (see the *Players Handbook* description of the Diplomacy skill).

In protracted negotiations, no more than one PC may assist the PC attempting to persuade the squatter (too many speakers confuse the subject), and the squatters WILL NOT LEAVE the immediate area. They will agree to let the PCs look around, but they consider this their home, and do not want to lose it.

Should the PCs find the secret door (Inside the Keep) and the squatters observe that they do, they decide to disregard the results of the negotiations and attack the party when it re-emerges from the secret door. They believe that whatever the party finds behind the secret door belongs to them (it was in their home) and they decide to take it.

APL 6 (EL 8)

👉 **Ogres (4):** hp 35 each; See *Monster Manual*

👉 **Ogre Shaman:** Giant Adpt4; hp 53; See Appendix 1

APL 8 (EL 10)

👉 **Ogre Barbarians (4):** Giant Bbn1; hp 45; See Appendix 1

👉 **Ogress Mage:** hp 45; See *Monster Manual*

APL 10 (EL 12)

👉 **Hill Giant Barbarians (3):** Giant Bbn1; hp 133 each; See Appendix 1

👉 **Ogress Mage Sorcerer:** Giant Sor1; hp 51; See Appendix 1

APL 12 (EL 14)

👉 **Hill Giant Barbarians (3):** Giant Bbn 2; hp 144 each; See Appendix 1

👉 **Ogress Mage Sorcerer:** Giant Sor4; hp 78; See Appendix 1

Treasure:

APL 6: L (25 gp); C (0 gp); M – *large +1 hide armor* (97 gp per character), *cloak of resistance +1* (83 gp per character), *wand of cure light wounds – 20 charges* (25 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 8: L (100 gp); C (0 gp); M – *large +1 hide armor* (x4) (97 gp per character each), *cloak of resistance +1* (x4) (83 gp per character each), *potion of cure moderate wounds* (x8) (25 gp per character each).

APL 10: L (0 gp); C (0 gp); M – *+1 large greatclub* (x3) (192 gp per character each), *+2 large hide armor* (x3) (355 gp per character each), *cloak of resistance +1* (x3) (83 gp per character each), *+2 large chain shirt* (354 gp per character), *+1 greatsword* (196 gp per character), *cloak of resistance +2* (333 gp per character), *horn of goodness/evil* (542 gp per character), *potion of cure moderate wounds* (x2) (25 gp per character each).

APL 12: L (0 gp), C (0 gp); M – *+1 large greatclub* (x3) (192 gp per character each), *+2 large hide armor* (x3) (355 gp per character each), *cloak of resistance +2* (x3) (333 gp per character each), *+2 large chain shirt* (425 gp per character), *+1 large greatsword* (196 gp per character), *cloak of resistance +2* (333 gp per character), *horn of goodness/evil* (542 gp per character), *ioun stone (pink rhomboid)* (667 gp per character), *potion of cure moderate wounds* (x2) (25 gp per character each).

Encounter Four: Cold as Ice

Once the squatters have been dealt with, the PCs are free to explore the ruins of the “Bastion of Faith”. There are four main areas that are more than just piles of rock and overgrown rubble: the center courtyard (4A), the northwest tower (4B), the northern gatehouse (4C), and the east wall (4D). The following boxed text describes the overall scene. If the PCs investigate specific areas, proceed to the appropriate section for details.

The giants that made this their lair have cleared out almost all of the underbrush and rubble

from the center of the keep's courtyard. You can make out foundations where two or three buildings stood, and there is a hole to the southeast, with part of a low wall around it. A large bucket and rope lie in the dirt nearby. There seems to be a large circle set in the center of the yard.

The least damaged piece of the keep is the eastern wall, most likely because it is partially carved from the mountain itself. Surely of dwarven manufacture, the wall anchored the keep to the living stone of the mountain, on a cliffside too sheer for climbing. There are two stairways along the wall, allowing access to the ramparts. There is also evidence that a small building once stood there as well.

Near the northwest corner of the courtyard, two stories still stand of a tower that was obviously once much taller. Large rocks lay strewn about the base, some bear evidence of a violent relocation from their original place in the tower's wall. The windows are long since shattered, and the door to the tower leans against the wall, leaving the interior open to the elements.

The northern gatehouse is in similar shape, its portcullis lying on the ground. You can see that there are words etched into the stones forming the archway, though they are worn and difficult to make out from here.

Keep section 4A (Center Courtyard)

There is nothing of any great importance here in the courtyard. The hole with a wall around it is a well. It still holds some water, though the squatters have not covered it as well as they should, so the liquid is not too palatable.

The large circle was originally a sparring circle, marked by bricks set into the ground. Derra at one point tried using it as a summoning circle, but it was not anywhere near perfect enough for that purpose.

A Search check (DC 15) around one of the building foundations will reveal a "secret" door in the ground. This door merely leads to a root cellar, but the PCs don't need to know that if they want to gear up for a potential fight.

Keep section 4B (Northwest Tower)

The first floor of the tower has been ravaged by time and weather. Worn and broken furniture litters the area, and you can see where tapestries once hung on the walls. A fireplace sits cold on one wall, and the shattered and

rotted wood from a staircase lies in a pile opposite the door.

The party finds remains of furniture and other things one would expect to find in the sitting room of a minor noble. Everything is of course damaged beyond repair and worthless. The fireplace is empty and holds nothing of note. There is a secret panel (Search check DC 15, easy to find because the ravages of time and weather have worn away the wall) in the wall where the tapestry was, but the compartment behind it is empty.

If the PCs can get to the second floor (Climb check DC 25), they find the remains of a private room, its contents in similar condition to the one below.

The second floor of the tower is in better condition than the first, as the weather has not been able to get inside as easily. The windows remain shuttered, and parts of the ceiling remain though the rest of the tower above is gone. The basic layout of the room is identical to the first floor, but this level seems to have been used for a bed and sitting room, rather than a common room.

The most interesting difference, however, is the scribbling on the walls. Faded from the passing of years, you can still make out that someone had once written over and over, "Peace", "Reason", and "Serenity", in different orders and different languages, but also crossed them all out.

A Search check (DC 15) reveals one different inscription, "Liars! They don't work! These are not the keys. Why do they keep me from the power that is mine by right?"

The writings are from when Derra Noleson was still alive, but had already become more than obsessed with the secret of the keep. She knew about the writings in the book (below), but could not figure out the password to get past the forbiddance.

There is also a secret compartment on this floor (in the same location as that on the first floor – Search DC 20, DC 10 if they state they are looking in the same spot as the previous one.) This compartment holds a small book. The book is written in an old dialect of Velunan Common. It is easily decipherable, and seems to be a short, hand written history of the Noleson family. A Search check (DC 10) reveals one page is missing. Some PCs may guess that it is the one found by Gerrod Utz.

On the page AFTER the one that was pulled out, (**Player's Handout #2**) the text again refers to the "Rock of Faith" being the source of strength of the keep, and to Faith in Rao being the key to accessing that strength, and Peace, Reason and Serenity being key to "touching the power" all in very flowery and philosophical language. What the players may not realize is that these are the keys to getting into the final room and accessing the relic.

On the last page of the book, in a different hand, is written the phrase "If Faith remains in the Heart, it will keep your enemies at bay. Thus faith brings you to Peace. Once you attain Peace, show your faith in your words and actions to sow his Reason. If Faith in Rao is on your lips as well as in your heart may you enter into his Serenity. Thus Faith in Rao must come before one receives the Gift of his Peace, Reason and Serenity." (See **Player's Handout #3**)

Keep section 4C (Northern Gatehouse)

The majority of this structure has fallen to the ground, but the archway forming the gate still stands. Inscribed along the arch (on the side of the courtyard), faded by time (and the efforts of marauders past) is a phrase written in an old dialect of Velunan Common: "As you leave this Bastion of Faith, keep within your heart Rao's teachings."

Keep section 4D (East Wall)

This wall is part hewn stone, part natural cliff face, and part masonry. The stone stairs are in bad shape, but do not appear to be at risk of collapse. Along the wall are three large niches carved into the wall. Each contains broken pedestals. Anchor points from long gone peaked roofs and bits of supporting walls give evidence of small structures long since destroyed. These were apparently small shrines at one time, as the rear walls bear the engravings "Peace", "Reason" and "Serenity".

The niches were three small shrines to the three tenets of Rao. The shrines were in the open courtyard up against the wall. Each shrine was maybe 5 ft by 5 ft walled and roofed, with the side towards the courtyard open.

The shrine to "Reason" had a secret door in the back of it. A Search check (DC 20) reveals a hidden cache which will allow what was the back of this shrine to pivot, revealing a secret passageway within the wall/cliff face. This passageway goes about 10 feet, then turns back on itself as stairs lead down into darkness. At the base of the stairs is a small landing (10x10) with an

iron door. Above the door is engraved (in an old dialect of Velunan Common) the word "Reason".

The door is locked and trapped.

☛**Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; locked (DC 28).

APL 6 (EL 7)

☛**Empowered Cold Ball Trap:** CR 7; spell; spell trigger; automatic reset; spell effect (energy affinity [cold] empowered fireball, 8th level wizard; 8d6 x1.5 cold, Reflex save [DC 15] half damage); Search (DC 30); Disable Device (DC 30).

APL 8 (EL 9)

☛**Cone of Cold Trap:** CR 9; spell; spell trigger; automatic reset; spell effect (cone of cold, 15th level wizard; 15d6 cold, Reflex save [DC 17] half damage); Search (DC 30); Disable Device (DC 30).

APL 10 (EL 11)

☛**Empowered Cone of Cold Trap:** CR 11; spell; spell trigger; automatic reset; spell effect (empowered cone of cold, 13th level wizard, 13d6 x1.5 cold, Reflex save [DC 18] half damage); Search (DC 32); Disable Device (DC 32).

APL 12 (EL 13)

☛**Maximized Cone of Cold Trap:** CR 13; spell; spell trigger; automatic reset; spell effect (maximized cone of cold, 14th level wizard, 84 cold (14d6 maximized), Reflex save [DC 19] half damage); Search (DC 33); Disable Device (DC 33).

Encounter Five: Iron Man

Behind the locked door lies an oval room holding a dozen armored statues, depicting various persons of obvious import. Other than all being within the room and standing in niches, the various statues have little in common. Almost all are stone, though a few appear to be merely suits of armor, and one seems to be made of wood. Some of the stone statues are clad in actual armor, and some are sculpted to be wearing robes. Some are of average height, some tower above the others.

On the floor is an engraved magic circle, and there are more carvings around it that are not a usual part of such an inscription. Some have been scratched at but are still readable.

Across the room is an iron door with gold engravings. The engravings depict a heart, over

a staff and a sword, above an inscribed ribbon. Above the door is an inscription: "Entry Forbidden to Those not of the Purest Faith."

The "extra" inscriptions on the floor merely say "Peace", "Reason", and "Serenity" over and over in an old dialect of Velunan Common. The engraving on the door is the Heart of Rao and the inscription reads "Faith in Rao" in an old dialect of Velunan Common – the old family crest of the Nolesons.

Four of the twelve statues are large. One of the suits of armor will radiate magic if someone is detecting for such auras. The suit of chainmail belonged to one of the Noleson Margraves, and is detailed in the treasure section, as its properties differ by APL.

Treasure:

APL 6: L (0 gp), C (0 gp); M – rockhammer chainmail (+1 *anti-impact mithral chainmail*) (596 gp per character)

APL 8: L (0 gp), C (0 gp); M – rockhammer chainmail (+2 *anti-impact mithral chainmail*) (846 gp per character)

APL 10: L (0 gp), C (0 gp); M – rockhammer chainmail (+2 *anti-impact glamered mithral chainmail*) (1071 gp per character)

APL 12: L (0 gp), C (0 gp); M – rockhammer chainmail (+3 *anti-impact glamered mithral chainmail*) (1488 gp per character)

The spirit of Derra Noleson (a.k.a. Derra the Summoner) will manifest when someone gets within ten feet of the door on the far side of the room (the entrance to the reliquary) and attacks. While fighting, she wails and shrieks about various "lies" told to her – Rao & her ancestors' stories of "treasure", and an "item of power" within the shrine, and how they are "keeping it from her" even in death. She will scream at the PCs that it's "hers" and they "can't have it".

At no point will she pursue PCs out of the underground portion of the keep, though she will make use of the walls for cover. Any PCs that enter the shrine during the combat will become the focus of her attacks (she will use spells cast into the forbidden area).

Note that she is unable to enter the shrine now (due to the *forbiddance* spell), so she will not pass through that wall. (If she could enter, she could pass right through the cornerstone/altar and find the relic.)

Note that at APL 8 or 10, the Shield Guardian is inactive until the ghost manifests.

Note that at APL 10, the Runic Guardian will teleport into the room the round after the ghost manifests. (Derra, though technically "dead" has maintained control of the guardian.)

APL 6 (EL 9)

☞ **Derra Noleson:** Ghost Wiz6; hp 54; See Appendix 1

☞ **Advanced Dread Guards (2):** hp 60 each; See Appendix 1

APL 8 (EL 11)

☞ **Derra Noleson:** Ghost Wiz8; hp 72; See Appendix 1

☞ **Shield Guardian:** hp 142; See *Monster Manual* (*inscribed spell is repair critical damage, to be cast when taken below half hit points*)

APL 10 (EL 13)

☞ **Derra Noleson:** Ghost Wiz9; hp 81; See Appendix 1

☞ **Runic Guardian:** hp 128; See Appendix 1

☞ **Shield Guardian:** hp 142; See *Monster Manual* (*inscribed spell is repair critical damage, to be cast when taken below half hit points*)

APL 12 (EL 15)

☞ **Derra Noleson:** Ghost Wiz11; hp 99; See Appendix

☞ **Iron Golem:** hp 165; See *Monster Manual*

Encounter Six: Pick Up the Pieces

The final door opens toward you to reveal a small shrine to Rao carved from the bedrock of the mountains themselves. Gilded and adorned with plush textiles, the altar seems untouched by the ages that have surely passed since it was crafted. The small room is lit by torches that burn brightly, as if lit just yesterday. The simple altar stone appears cut from the living rock around it, and is bereft of any decoration but an inscription that you cannot make out from outside the door.

There is a *forbiddance* spell (Lawful Good) in effect here, aligned just inside the doorframe. This is what claimed Derra's life and why her body is right where the area of the spell is.

***DM NOTE:** In this room is Derra's body as she was killed by the *forbiddance* spell trying to get into the final room. Her possessions are on her

body but years of dust and decay has made it somewhat difficult to find. A Search check (DC 15) will discover it or someone casting *detect magic* will recognize the magical signatures.

Treasure:

APL 6: L (0 gp); C (0 gp); M – *bracers of armor +1* (83 gp per character); *vest of resistance +1* (83 gp per character); *brooch of shielding* (125 gp per character); *pearl of power (1st level)* (83 gp per character); *pearl of power (2nd level)* (333 gp per character); *scrolls of transdimensional repair moderate damage* (x2) (50 gp per character each)

APL 8: L (0 gp); C (0 gp); M – *bracers of armor +2* (333 gp per character); *vest of resistance +2* (333 gp per character); *brooch of shielding* (125 gp per character); *pearl of power (1st level)* (83 gp per character); *pearl of power (2nd level)* (333 gp per character); *scrolls of transdimensional repair moderate damage* (x3) (50 gp per character each)

APL 10: L (0 gp); C (0 gp); M – *bracers of armor +2* (333 gp per character); *vest of resistance +3* (750 gp per character); *brooch of shielding* (125 gp per character); *pearl of power (1st level)* (83 gp per character); *pearl of power (2nd level)* (333 gp per character); *scrolls of transdimensional repair moderate damage* (x3) (50 gp per character each)

APL 12: L (0 gp); C (0 gp); M – *bracers of armor +3* (750 gp per character); *vest of resistance +3* (750 gp per character); *brooch of shielding* (125 gp per character); *cloak of charisma +2* (333 gp per character); *pearl of power (3rd level)* (750 gp per character); *3 scrolls of transdimensional repair serious damage (caster level 10)* (104 gp per character).

No one will be able to enter the area without first saying the password “Faith in Rao”. Anyone attempting to do so will take damage depending on his or her alignment. Lawful Good: no damage. Lawful Neutral, Lawful Evil, Neutral Good, Chaotic Good: 6d6 damage. Neutral, Neutral Evil, Chaotic Evil, Chaotic Neutral: 12d6 damage. Note that this also prevents teleportation, *dimension door*, *plane shifting*, astral or ethereal travel, and all summoning spells from functioning into or within the reliquary area. This effect was created by a 20th level caster.

Upon closer inspection, the inscription on the altar (written in an old dialect of Velunan Common) can be made out:

“Warrior of Reason, keep strong your faith, lest it break, as did that of the Heretic.”

This inscription is located just above two faint depressions on the top of the altar, about two inches apart, each about seven inches across and vaguely circular in shape. The area these depressions are located in, as well as a larger oval maybe eighteen inches across, are noticeably smoother than the rest of the rough-hewn rock. These features are only noticeable when standing directly in front of the altar.

Imbedded within the altar, which is part of the keep’s cornerstone itself, is the relic that was placed here centuries ago by the keep’s founders. It is a piece of Herion’s smashed holy symbol, though the party may not know it as such. It radiates some good and magic, and is detectable by casters detecting such.

In order to remove it from the altar/stone, a Lawful Good character must place his or her hands on the altar (in the depressions) and say “Faith in Rao”. The piece will rise to the character’s hands, and he or she may remove it without difficulty.

If they cannot figure this out (or have no Lawful Good PC), PCs may use various spells in order to open the rock (*stone shape*, *transmute rock to mud*, etc), or in order to enter the rock themselves (*meld into stone*). Note that *ethereal jaunt* and similar spells will NOT allow access to the relic, as the *forbiddance* spell prevents ethereal travel. If they wish to break the rock, they can try that as well. (Give a bonus to anyone with Stonecraft or similar skills if they have the appropriate equipment.)

☛ **Stone altar:** 12 in. thick (to get to the relic); hardness 8; hp 180; AC 5; Break DC 45.

Realistically, there is no pressing timetable beyond Derra possibly reforming in a few days (outside the scope of the module), so parties can take as much time as they wish, get help, etc. They could travel back to Kempton and bring a priest of Rao back to help them.

You hold in your hands a piece of worked silver and gold, shaped like a triangle with a rounded edge. The straighter edges of the piece bear marks hinting that it had been broken from a larger piece. Some triangular protrusions stick out from the curve, while etched marks and subtle differences in texture are present on what would be the center part of the circle. There are no legible inscriptions that you can make out.

Only if a character with at least five ranks of Knowledge (religion) carefully examines the piece will the PCs recognize it as part of a Raoan holy

symbol, but one made of expensive materials and more elaborate design. As noted before, the piece radiates faint magic (abjuration) and faint good auras. *Identify* and similar magics will not be able to illuminate what the magic of the item does.

If any PCs put some clues together and deduce that this was part of Herion's holy symbol, and that it might have something to do with his becoming a lich, allow a Knowledge (religion) check (DC 25) to remember that the voluntary smashing of a holy symbol is indeed often used in such rituals where a priest forsakes his deity for another, achieving the state of undeath desired.

Conclusion: Only the Beginning

Remember that if the squatters were negotiated with in **Encounter 3**, they will be hanging around, and will decide to attack the PCs to get whatever they found "in the secret place".

When the party decides to return to Mitrik, read the following, modifying it as necessary depending on what the PCs discovered and what they did not:

The journey back to Mitrik (via Veluna City) is an uneventful one, and soon you find yourselves in the office of Bishop Morlov, ready to present your findings. The Bishop enters and begins speaking before reaching his seat.

"Good to see you back – what were you able to find?"

Allow the PCs to present their findings to the good Bishop. He will listen and nod a lot, asking questions to prompt more detailed accounts. The two things he is most interested in are the relic itself and any historical documents of information the PCs might have found (like the book from the tower).

If the PCs have nothing to report about the book or the relic:

As you speak, the Bishop's look of interest is slowly replaced by one of resigned disappointment.

"Hmmpph. Nothing there. Perhaps we were foolish to expect anything in the first place. I thank you for your efforts. Peace, Reason and Serenity be with you, the page can show you out."

With that, he rises and leaves.

Should the PCs present him with the book:

The Bishop pulls the original piece of paper which started this adventure out of his desk and, with a barely trembling hand, fits it to the torn page, confirming that it came from this book.

"The Wizeden One be praised – certainly this was his doing. How else could this page have gotten to the Library? I will have the scholars take a good hard look at this – there should be much to learn about the time of Herion within."

Should the PCs present him with the relic:

He takes the relic gingerly, and places it on his desk, bending close to inspect its detail. He takes out a pair of spectacles and peers through them, his eyes in turn squinting and growing wide.

"Yes. Yes. Hmmm. Well, I agree that it is a piece of something bigger; and if you compare this section here to this part of my badge of office, you can guess that the 'bigger thing' is most likely an old Raoan holy symbol."

"That alone doesn't explain why Noleson kept it in such a special location, or why it seems to be radiating some magic and even some good, as most symbols do not do so. That will take some research on the part of our colleagues at the Colleges."

"However, the date that the text infers it was placed there, and the fact that it is made from silver AND gold – a privilege usually reserved for Archbishops and higher ranks – leads me to the rather shocking conclusion that this is most likely part of Herion's own holy symbol." After a moment of silent thought, he continues.

"I can't say we were expecting anything like this. I'm sure some were hoping for another Crook or a Shield or Sword to help in the fight against Herion. Some will be disappointed in this fragment of metal."

He leans forward, smiling for the first time that you know of.

"But I for one will trust in the Reason of Rao – for certainly it was he that led us to this. Perhaps Herion's ultimate defeat lies not

through strength of arms, but somehow through restoring his shattered faith."

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: foundation

THE END

Experience 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: Don't Know Much About History

Discretionary role playing reward for good role playing while researching the Bastion of Faith.

APL 6	80 xp
APL 8	100 xp
APL 10	120 xp
APL 12	140 xp

OPTIONAL Encounter 2A: The Long and Winding Road

Defeat the vampires.

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	450 xp

OPTIONAL Encounter 2B: The Long and Winding Road

Defeat the patrol and escape Mitrik.

APL 6	180 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

OPTIONAL Encounter 2C: Take Me to the River

Defeat the monsters and escape Mitrik.

APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

APL 12	360 xp
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OPTIONAL Encounter 2D: Up, Up and Away

Defeat the monsters and escape Mitrik.

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Three: Wild Boys

Defeat, drive away or negotiate passage from the squatters.

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Four (Section 4D): Cold as Ice

Disable, bypass or set off trap without taking damage.

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Five: Iron Man

Defeat Derra Noleson's restless spirit.

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six: Pick Up the Pieces

Story reward for recovering the relic.

APL 6	100 xp
APL 8	125 xp
APL 10	150 xp
APL 12	175 xp

Remember the optional encounters do increase the maximum amount of experience earned.

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 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.

OPTIONAL Encounter 2A: The Long and Winding Road

APL 6: L (0 gp); C (0 gp); M – 0 gp
APL 8: L (0 gp); C (0 gp); M – +1 *full plate* (220 gp per character), +1 *scythe* (193 gp per character), *cloak of resistance* +1 (83 gp per character)
APL 10: L (0 gp); C (0 gp); M – +2 *full plate* (470 gp per character), +1 *scythe* (193 gp per character), *cloak of resistance* +1 (83 gp per character), *amulet natural armor* +1 (166 gp per character)
APL 12: L (0 gp); C (0 gp); M – +2 *keen kama* (1526 gp per character), +1 *frost sling* (692 gp per character), *ring of protection* +2 (333 gp per character), *bracers of armor* +3 (750 gp per character), *periapt of wisdom* +4 (1333 gp per character)

OPTIONAL Encounter 2B: The Long and Winding Road

APL 6: L (210 gp); C (0 gp); M – 0 gp
APL 8: L (110 gp); C (0 gp); M – +1 *chain shirt* (x2) (104 gp per character)
APL 10: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)
APL 12: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)

OPTIONAL Encounter 2C: Take Me to the River

APL 6: L (0 gp); C (0 gp); M – 0 gp
APL 8: L (0 gp); C (0 gp); M – 0 gp
APL 10: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)
APL 12: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)

OPTIONAL Encounter 2D: Up, Up and Away

APL 6: L (0 gp); C (0 gp); M – 0 gp
APL 8: L (0 gp); C (0 gp); M – 0 gp
APL 10: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)
APL 12: L (3 gp); C (0 gp); M – +1 *flaming composite longbow* (695 gp per character)

Encounter 3: Wild Boys

APL 6: L (25 gp); C (0 gp); M – *large* +1 *hide armor* (97 gp per character), *cloak of resistance* +1 (83 gp per character), *wand of cure light wounds* – 20 *charges* (25 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 8: L (100 gp); C (0 gp); M – *large* +1 *hide armor* (x4) (97 gp per character each), *cloak of resistance* +1 (x4) (83 gp per character each), *potion of cure moderate wounds* (x8) (25 gp per character each).

APL 10: L (0 gp); C (0 gp); M – +1 *large greatclub* (x3) (192 gp per character each), +2 *large hide armor* (x3) (355 gp per character each), *cloak of resistance* +1 (x3) (83 gp per character each), +2 *large chain shirt* (354 gp per character), +1 *greatsword* (196 gp per character), *cloak of resistance* +2 (333 gp per character), *horn of goodness/evil* (542 gp per character), *potion of cure moderate wounds* (x2) (25 gp per character each).

APL 12: L (0 gp), C (0 gp); M – +1 *large greatclub* (x3) (192 gp per character each), +2 *large hide armor* (x3) (355 gp per character each), *cloak of resistance* +2 (x3) (333 gp per character each), +2 *large chain shirt* (425 gp per character), +1 *large greatsword* (196 gp per character), *cloak of resistance* +2 (333 gp per character), *horn of goodness/evil* (542 gp per character), *ioun stone (pink rhomboid)* (667 gp per character), *potion of cure moderate wounds* (x2) (25 gp per character each).

Encounter 5: Iron Man

APL 6: L (0 gp), C (0 gp); M – rockhammer chainmail (+1 *anti-impact mithral chainmail*) (596 gp per character)

APL 8: L (0 gp), C (0 gp); M – rockhammer chainmail (+2 *anti-impact mithral chainmail*) (846 gp per character)

APL 10: L (0 gp), C (0 gp); M – rockhammer chainmail (+2 *anti-impact glamered mithral chainmail*) (1071 gp per character)

APL 12: L (0 gp), C (0 gp); M – rockhammer chainmail (+3 *anti-impact glamered mithral chainmail*) (1488 gp per character)

APL 6: L (0 gp); C (0 gp); M – *bracers of armor* +1 (83 gp per character); *vest of resistance* +1 (83 gp per character); *brooch of shielding* (125 gp per character); *pearl of power* (1st level) (83 gp per character); *pearl of power* (2nd level) (333 gp per character); *scrolls of transdimensional repair moderate damage* (x2) (50 gp per character each)

APL 8: L (0 gp); C (0 gp); M – *bracers of armor* +2 (333 gp per character); *vest of resistance* +2 (333 gp per character); *brooch of shielding* (125 gp per character); *pearl of power* (1st level) (83 gp per character); *pearl of power* (2nd level) (333 gp per character); *scrolls of transdimensional repair moderate damage* (x3) (50 gp per character each)

APL 10: L (0 gp); C (0 gp); M – *bracers of armor* +2 (333 gp per character); *vest of resistance* +3 (750 gp per character); *brooch of shielding* (125 gp per character); *pearl of power* (1st level) (83 gp per character); *pearl of power* (2nd level) (333 gp per character); *scrolls of transdimensional repair moderate damage* (x3) (50 gp per character each)

APL 12: L (0 gp); C (0 gp); M – *bracers of armor* +3 (750 gp per character); *vest of resistance* +3 (750 gp per character); *brooch of shielding* (125 gp per character); *cloak of charisma* +2 (333 gp per character); *pearl of power* (3rd level) (750 gp per character); 3 *scrolls of transdimensional repair serious damage (caster level 10)* (104 gp per character).

Total Possible Treasure

APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

APPENDIX 1: NPCs

Optional Encounter 2A

APL 8

Vampire Fighter: CR 9; Male human vampire
Ftr7: Medium Undead (augmented humanoid);
HD 7d12; hp 63; Init +6; Spd 20 ft; AC 27 [+1 Dex,
+10 full plate, +6 natural], touch 11, flat-footed 26;
Base Atk +7/+2; Grp +14; Atk +16 melee (2d4+13,
+1 scythe, x4) or +14 melee (1D6+10 plus energy
drain, slam); Full Atk +16/+11 melee (2d4+13, +1
scythe, x4) or +14 melee (1D6+10 plus energy
drain, slam); SA Blood drain, children of the night,
create spawn, dominate, energy drain; SQ +4 turn
resistance, darkvision 60 ft, undead traits, alternate
form, DR 10/silver and magic, spider climb, fast
healing 5, gaseous form, resistance to cold and
electricity 10; AL LE; SV Fort +6, Ref +7, Will +6;
Str 24, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Hide +5,
Intimidate +12, Jump +12, Knowledge (religion)
+6, Listen +11, Move Silently +5, Search +9, Sense
Motive +9, Spot +12; Alertness, Improved
Initiative, Dodge, Combat Reflexes, Lightning
Reflexes, Weapon Focus (scythe), Weapon
Specialization (scythe), Iron Will, Combat
Expertise, Improved Trip, Improved Disarm,
Power Attack, Cleave.

Possessions: +1 full plate, +1 scythe, cloak of
resistance +1

APL 10

Vampire Fighter: CR 11; Male human vampire
Ftr9: Medium Undead (augmented humanoid);
HD 9d12; hp 81; Init +6; Spd 20 ft; AC 29 [+1 Dex,
+11 full plate, +7 natural], touch 11, flat-footed 28;
Base Atk +9/+4; Grp +16; Atk +18 melee (2d4+13,
+1 scythe, x4) or +16 melee (1D6+10 plus energy
drain, slam); Full Atk +18/+13 melee (2d4+13, +1
scythe, 19-20x4) or +16 melee (1D6+10 plus energy
drain, slam); SA Blood drain, children of the night,
create spawn, dominate, energy drain; SQ +4 turn
resistance, darkvision 60 ft, undead traits, alternate
form, DR 10/silver and magic, spider climb, fast
healing 5, gaseous form, resistance to cold and
electricity 10; AL LE; SV Fort +7, Ref +8, Will +7;
Str 25, Dex 14, Con -, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Hide +5,
Intimidate +14, Jump +14, Knowledge (Religion)
+7, Listen +11, Move Silently +5, Search +9, Sense
Motive +9, Spot +13; Alertness, Improved
Initiative, Dodge, Combat Reflexes, Lightning
Reflexes, Weapon Focus (Scythe), Weapon
Specialization (Scythe), Iron Will, Combat
Expertise, Improved Trip, Improved Critical
(Scythe), Improved Disarm, Power Attack, Cleave.

Possessions: +2 full plate, +1 scythe, cloak of
resistance +1, amulet natural armor +1

Optional Encounter 2B

APL 6

Orc Marauder Skirmishers (2): CR 2; Medium
Humanoid (Orc) Ftr2; HD 2d10+4; hp 19 each;
Init +0; Spd 30 ft; AC 15 [+4 armor, +1 shield],
touch 10, flat-footed 15; Base Atk +2; Grp +5; Atk
+6 melee (1d6+3, masterwork scimitar) or +2
ranged (1d6, shortbow); Full Atk +6 melee
(1d6+3, masterwork scimitar) or +2 ranged (1d6,
shortbow); SQ Darkvision 60', light sensitivity; AL
LE; SV Fort +5, Ref +0, Will -1; Str 17, Dex 11, Con
14, Int 8, Wis 8, Cha 8.

Skills & Feats: Ride +5; Mounted Combat,
Ride-By Attack, Power Attack

Possessions: Chain shirt, masterwork
scimitar, composite shortbow, 20 arrows, light
warhorse, tack and harness, military saddle.

Orc Marauder Archers (2): CR 2; Medium
Humanoid (Orc) Ftr2; HD 2d10+2; hp 17 each;
Init +3; Spd 30 ft; AC 17 [+4 armor, +3 dex] touch
13, flat-footed 14; Base Atk +2; Grp +4; Atk +6
ranged (1d6+2, masterwork mighty shortbow (+2
Str bonus)) or +4 melee (1d6+2, scimitar); Full Atk
+6 ranged (1d6+2, masterwork mighty shortbow
(+2 Str bonus)) or +4 melee (1d6+2, scimitar); SQ
Darkvision 60', light sensitivity; AL LE; SV Fort +4,
Ref +3, Will -1; Str 14, Dex 16, Con 12, Int 8, Wis 8,
Cha 8.

Skills & Feats: Handle Animal +1, Ride +6;
Mounted Combat, Mounted Archery, Point Blank
Shot.

Possessions: Chain shirt, masterwork mighty
composite shortbow (Str +2), 20 arrows, scimitar,
light warhorse, tack and harness, military saddle

APL 8

Orc Marauder Skirmishers (2): CR 4; Medium
Humanoid (Orc) Ftr4; HD 4d10+12; hp 42 each;
Init +1; Spd 30 ft; AC 17 [+1 Dex, +5 armor, +1
shield], touch 11, flat-footed 17; Base Atk +4; Grp
+7; Atk +8 melee (1d6+3, masterwork scimitar) or
+4 ranged (1d6, shortbow); Full Atk +8 melee
(1d6+3, masterwork scimitar) or +4 ranged (1d6,
shortbow); SQ Darkvision 60', light sensitivity; AL
LE; SV Fort +6, Ref +2, Will +0; Str 17, Dex 12, Con
14, Int 8, Wis 8, Cha 8.

Skills & Feats: Ride +7; Improved Toughness,
Mounted Combat, Ride-By Attack, Power Attack,
Spirited Charge

Possessions: +1 Chain shirt, masterwork
scimitar, composite shortbow, 20 arrows, light
warhorse, tack and harness, military saddle.

Orc Marauder Archers (2): CR 4; Medium Humanoid (Orc) Ftr4; HD 4d10+4; hp 34 each; Init +3; Spd 30 ft; AC 18 [+5 armor, +3 dex] touch 13, flat-footed 15; Base Atk +4; Grp +6; Atk +8 ranged (1d6+2, masterwork mighty shortbow (+2 Str bonus)) or +6 melee (1d6+2, scimitar); Full Atk +8 ranged (1d6+2, masterwork mighty shortbow (+2 Str bonus)) or +6 melee (1d6+2, scimitar); SQ Darkvision 60', light sensitivity; AL LE; SV Fort +5, Ref +4, Will +0; Str 14, Dex 16, Con 12, Int 9, Wis 8, Cha 8.

Skills & Feats: Handle Animal +1, Ride +8; Mounted Combat, Mounted Archery, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: +1 Chain shirt, masterwork mighty composite shortbow (Str +2), 20 arrows, scimitar, light warhorse, tack and harness, military saddle

APL 10

Advespa* (3): CR 3; Large Outsider; HD 4d8+12; hp 36 each; Init +5; Spd 30, fly 40 ft; AC 17 (touch 10, flat-footed 16 [-1 Size, +1 Dex, +7 natural]; Base Atk +4; Grp +9; Attack +8 melee (1d6+5, claw); Full Attack +8 melee (1d6+5, 4 claws) and +3 melee (1d4+2 plus poison, sting); SA Improved Grab, poison, spell-like abilities; SQ Baatezu traits, DR 5/silver or good, regeneration 2, SR 15; AL LE; SV Fort +7; Ref +5; Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10.

Skills and Feats: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative

Poison (Ex): Fort save [DC 15] resists, 1d4 Strength/1d4 Strength

Spell-Like Abilities: 3/day – change self, command, produce flame, pyrotechnics. Caster level 4th; save DC 10+spell level

* See Appendix 2: New Rules Items

Optional Encounter 2C

APL 6

Advespa* (3): CR 3; Large Outsider; HD 4d8+12; hp 36 each; Init +5; Spd 30, fly 40 ft; AC 17 (touch 10, flat-footed 16 [-1 Size, +1 Dex, +7 natural]; Base Atk +4; Grp +9; Attack +8 melee (1d6+5, claw); Full Attack +8 melee (1d6+5, 4 claws) and +3 melee (1d4+2 plus poison, sting); SA Improved Grab, poison, spell-like abilities; SQ Baatezu traits, DR 5/silver or good, regeneration 2, SR 15; AL LE; SV Fort +7; Ref +5; Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10.

Skills and Feats: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative

Poison (Ex): Fort save [DC 15] resists, 1d4 Strength/1d4 Strength

Spell-Like Abilities: 3/day – change self, command, produce flame, pyrotechnics. Caster level 4th; save DC 10+spell level

* See Appendix 2: New Rules Items

APL 8

Advespa* (6): CR 3; Large Outsider; HD 4d8+12; hp 36 each; Init +5; Spd 30, fly 40 ft; AC 17 (touch 10, flat-footed 16 [-1 Size, +1 Dex, +7 natural]; Base Atk +4; Grp +9; Attack +8 melee (1d6+5, claw); Full Attack +8 melee (1d6+5, 4 claws) and +3 melee (1d4+2 plus poison, sting); SA Improved Grab, poison, spell-like abilities; SQ Baatezu traits, DR 5/silver or good, regeneration 2, SR 15; AL LE; SV Fort +7; Ref +5; Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10.

Skills and Feats: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative

Poison (Ex): Fort save [DC 15] resists, 1d4 Strength/1d4 Strength

Spell-Like Abilities: 3/day – change self, command, produce flame, pyrotechnics. Caster level 4th; save DC 10+spell level

* See Appendix 2: New Rules Items

APL 10

Advespa* (6): CR 3; Large Outsider; HD 4d8+12; hp 36 each; Init +5; Spd 30, fly 40 ft; AC 17 (touch 10, flat-footed 16 [-1 Size, +1 Dex, +7 natural]; Base Atk +4; Grp +9; Attack +8 melee (1d6+5, claw); Full Attack +8 melee (1d6+5, 4 claws) and +3 melee (1d4+2 plus poison, sting); SA Improved Grab, poison, spell-like abilities; SQ Baatezu traits, DR 5/silver or good, regeneration 2, SR 15; AL LE; SV Fort +7; Ref +5; Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10.

Skills and Feats: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative

Poison (Ex): Fort save [DC 15] resists, 1d4 Strength/1d4 Strength

Spell-Like Abilities: 3/day – change self, command, produce flame, pyrotechnics. Caster level 4th; save DC 10+spell level

* See Appendix 2: New Rules Items

Optional Encounter 2D

APL 6

Zombie Advanced Elasmosaurus: CR 5; Huge Undead; HD 15d12; hp 138; Init +2; Spd 20, swim 50 ft; AC 16 (touch 9, flat-footed 15 [-2 Size, +1 Dex, +7 natural]; Base Atk +7; Grp +23; Attack +14 melee (2d8+13, bite) or +14 melee (2d6+9, slam); Full Attack +14 melee (2d8+13, bite) or +14 melee (2d6+9, slam); SA ; SQ Single Actions only; AL N; SV Fort +5; Ref +6; Will +9; Str 28, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

APL 8

Skeleton, Adv. Elasmosaurus: CR 7; Huge Undead; HD 15d12; hp 135; Init +6; Spd 20, swim 50 ft; AC 16 (touch 9, flat-footed 15 [-2 Size, +3 Dex, +3 natural]); Base Atk +7; Grp +25; Attack +15 melee (2d8+12, bite) or +15 melee (2d6+8, slam); Full Attack +15 melee (2d8+12, bite) or +15 melee (2d6+8, slam); SQ Darkvision 60', DR 5/bludgeoning, immunity to cold, single actions only, undead traits; AL NE; SV Fort +5; Ref +8; Will +9; Str 26, Dex 16, Con -, Int -, Wis 10, Cha 1.
Skills and Feats: Improved Initiative

APL 10

Advespa* (3): CR 3; Large Outsider; HD 4d8+12; hp 36 each; Init +5; Spd 30, fly 40 ft; AC 17 (touch 10, flat-footed 16 [-1 Size, +1 Dex, +7 natural]); Base Atk +4; Grp +9; Attack +8 melee (1d6+5, claw); Full Attack +8 melee (1d6+5, 4 claws) and +3 melee (1d4+2 plus poison, sting); SA Improved Grab, poison, spell-like abilities; SQ Baatezu traits, DR 5/silver or good, regeneration 2, SR 15; AL LE; SV Fort +7; Ref +5; Will +4; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10.

Skills and Feats: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative

Poison (Ex): Fort save [DC 15] resists, 1d4 Strength/1d4 Strength

Spell-Like Abilities: 3/day – *change self, command, produce flame, pyrotechnics.* Caster level 4th; save DC 10+spell level

* See Appendix 2: New Rules Items

Encounter Three

APL 6

Ogre Shaman: Male Giant Adpt4; CR 5; Large Giant; HD 4d8+4d6+19; hp 53; Init +0; Spd 30 ft; AC 18 (touch 9, flat-footed 18 [-1 Size, +5 natural, +4 hide armor]); Base Atk +3; Grp +12; Atk +11 melee (2d8+7, greatclub) or +4 ranged (1d8+5, javelin); Full Attack +11 melee (2d8+7, greatclub) or +4 ranged (1d8+5, javelin); SQ Darkvision 60'. Low-light vision; AL CE; SV Fort +6; Ref +3; Will +8; Str 20, Dex 10, Con 12, Int 6, Wis 14, Cha 6.

Skills and Feats: Climb +7, Listen +3, Spot +3; Eyes in the Back of Your Head*, Toughness, Weapon Focus (Greatclub)

Spells Prepared: (3/3/1; base DC = 12 + Spell Level): 0 – *cure minor wounds, ghost sound, touch of fatigue*; 1st – *cure light wounds (x2), protection from good*; 2nd – *invisibility*

Possessions: masterwork large greatclub, +1 large hide armor, cloak of resistance +1, wand of cure light wounds – 20 charges, potion of cure moderate wounds

* See Appendix 2: New Rules Items

APL 8

Ogre Barbarian: Male Giant Bbn1; CR 4; Large Giant; HD 4d8+1d12+13; hp 45; Init -1; Spd 40 ft; AC 17 (touch 8, flat-footed 17 [-1 Size, -1 Dex, +5 natural, +4 hide armor]); Base Atk +4; Grp +12; Atk +10 melee (2d8+7, greatclub) or +2 ranged (1d8+5, javelin); Full Atk +10 melee (2d8+7, greatclub) or +2 ranged (1d8+5, javelin); SA Fast movement, Rage 1/day; SQ Darkvision 60'. Low-light vision; AL NE; SV Fort +7; Ref +2; Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Listen +3, Spot +3; Toughness, Weapon Focus (greatclub)

Possessions: masterwork large greatclub, +1 large hide armor, cloak of resistance +1, potion of cure moderate wounds (x2)

APL 10

Hill Giant Barbarian: Male Giant Bbn1; CR 8; Large Giant; HD 12d8+1d12+52; hp 133; Init +1; Spd 40 ft; AC 22 (touch 8, flat-footed 2 [-1 Size, -1 Dex, +9 natural, +5 hide armor]); Base Atk +10; Grp +21; Atk +18 melee (2d8+11, +1 large greatclub) or +16 melee (1d4+7, slam) or +9 ranged (2d6+7, rock); Full Atk +18/+13 melee (2d8+11, +1 large greatclub) or +16 melee (1d4+7, slam) or +9 ranged (2d6+7, rock); SA Rock throwing; SQ Low light vision, rock catching; AL NE; SV Fort +15; Ref +4; Will +5; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +4, Spot +7; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Possessions: +1 large greatclub, +2 large hide armor, cloak of resistance +1, potion of cure moderate wounds (x2)

Ogress Mage Sorcerer: Female Giant Sor1; CR 9; Large Giant; HD 5d8+1d4+15; hp 51; Init +4; Spd 40, fly 40 ft; AC 20 (touch 9, flat-footed 20 [-1 Size, +5 natural, +6 chain shirt]); Base Atk +3; Grp +12; Atk +8 melee (3d6+8, +1 large greatsword) or +2 ranged (2d6, longbow); Full Atk +8 melee (3d6+8, +1 large greatsword) or +2 ranged (2d6, longbow); SA Spell-like abilities; SQ Darkvision 90', low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +9; Ref +5; Will +7; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Listen +10, Spellcraft +10, Spot +10; Combat Expertise, Improved Initiative, Lightning Reflexes

Possessions: +2 large chain shirt, +1 large greatsword, cloak of resistance +2, horn of goodness/evil, potion of cure moderate wounds (x2), large longbow

Spells Known: (5/4; base DC = 13+ Spell Level): 0 – *daze, open/close, ray of frost, resistance*; 1st – *enlarge person, ray of enfeeblement*

APL 12

Hill Giant Barbarian: Male Giant Bbn2; CR 9; Large Giant; HD 12d8+2d12+52; hp 144; Init +1; Spd 40 ft; AC 22 (touch 8, flat-footed 22 [-1 Size, -1 Dex, +9 natural, +5 hide armor]); Base Atk +11; Grp +22; Atk +19 melee (2d8+11, +1 large greatclub) or 17 melee (1d4+7, slam) or +10 ranged (2d6+7, rock); Full Atk +19/+14 melee (2d8+11, +1 large greatclub) or +17 melee (1d4+7, slam) or +10 ranged (2d6+7, rock); SA Fast movement, Rage 1/day, Rock throwing; SQ Low light vision, rock catching, Uncanny Dodge; AL NE; SV Fort +17; Ref +5; Will +6; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +5, Spot +8; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Possessions: +1 large greatclub, +2 large hide armor, cloak of resistance +2, potion of cure moderate wounds (x2).

Ogress Mage Sorcerer: CR 12; Female Giant Sor4; HD 5d8+4d4+36; hp 78; Init +4; Spd 40, fly 40 ft; AC 21 (touch 9, flat-footed 21 [-1 Size, +6 natural, +6 mithral chain shirt]); BAB: +5; Grp +14; Atk +10 melee (3d6+8, +1 large greatsword) or +4 ranged (2d6, longbow); Full Atk +10 melee (3d6+8, +1 large greatsword) or +4 ranged (2d6, longbow); SA Spell-like abilities; SQ Darkvision 90', low-light vision, regeneration 5, spell resistance 19; AL LE; SV Fort +10; Ref +6; Will +9; Str 21, Dex 10, Con 19, Int 14, Wis 14, Cha 18.

Skills and Feats: Concentration +16, Listen +12, Spellcraft +14, Spot +12; Combat Expertise, Improved Initiative, Improved Natural Armor, Lightning Reflexes

Possessions: +2 large chain shirt, +1 large greatsword, cloak of resistance +2, horn of goodness/evil, ioun stone (pink rhomboid), potion of cure moderate wounds (x2), large longbow

Spells Known: (6/7/4; base DC = 14+ Spell Level): 0 – daze, mage hand, mending, open/close, ray of frost, resistance, 1st – enlarge person, obscuring mist, ray of enfeeblement, 2nd – scorching ray.

Encounter Five

APL 6

Derra Noleson: Female Human Ghost Wiz(Conjurer)6: CR 8; HD 6d12; hp 54; Init +2; Spd 30 ft; AC 15 (touch 14, flat-footed 13) [+2 Dex, +1 armor, +2 deflection]; Base Atk +3; Grp +2; At +2 melee (1D4 Charisma drain, slam); Full Atk +2 melee (1D4 Charisma drain, slam); SA Draining touch, horrific appearance, manifestation; SQ Incorporeal traits, Rejuvenation, Turn resistance +4, Undead traits; AL CN; SV Fort +5; Ref +5; Will +7; Str 8, Dex 14, Con -, Int 18, Wis 12, Cha 14.

Skills and Feats: Concentration +14, Craft (metalworking) +11, Hide +10, Knowledge (arcana) +13, Knowledge (architecture & engineering) +9, Knowledge (nobility and royalty) +13, Knowledge (the planes) +13, Listen +9, Search +12, Spellcraft +15, Spot +9; Craft Wondrous Item, Empower Spell, Great Fortitude, Skill Focus (Concentration), Spell Focus (Conjuration)

Spells Prepared: (5/5/5/4; base DC = 14+Spell Level; Conjuration base DC = 15+Spell Level): 0 – acid splash, dancing lights, repair minor damage (x2), touch of fatigue, 1st – grease, magic missile (x2), ray of enfeeblement, shield, 2nd – fireburst*, glitterdust, repair moderate damage*(x2), scorching ray, 3rd – dispel magic (x2), empowered ray of enfeeblement, stinking cloud.

Possessions: bracers of armor +1; vest of resistance +1; brooch of shielding; pearl of power (1st level); pearl of power (2nd level); 2 scrolls of transdimensional repair moderate damage (caster level 8).

* See Appendix 2: New Rules Items

Advanced Dread Guards (2): CR 3; Medium Construct; HD 8d10+20; hp 80 each; Init +0; Spd 20 (can't run) ft; AC 17 (touch 10, flat-footed 17 [+6 armor, +1 shield]); Base Atk +6; Grp +9; Atk +9 melee (1d8+3, longsword); Full Atk +9 melee (1d8+3, longsword); SQ Cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +2; Ref +2; Will +3; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

Skills and Feats: Spot +12; Cleave, Power Attack

APL 8

Derra Noleson: Female Human Ghost Wiz(Conjurer)8: CR 10; HD 8d12; hp 72; Init +2; Spd 30 ft; AC 16 (touch 14, flat-footed 14) [+2 Dex, +2 armor, +2 deflection]; Base Atk +4; Grp +3; Atk +6 melee (1d4 Charisma drain, slam); Full Atk +6 melee (1d4 Charisma drain, slam); SA Draining touch, horrific appearance, manifestation; SQ Incorporeal traits, rejuvenation, turn resistance +4, undead traits; AL CN; SV Fort +6; Ref +6; Will +9; Str 8, Dex 15, Con -, Int 18, Wis 12, Cha 14.

Skills and Feats: Concentration +16, Craft (metalworking) +13, Hide +10, Knowledge (arcana) +15, Knowledge (architecture & engineering) +11, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Listen +9, Search +12, Spellcraft +17, Spot +9; Craft Wondrous Item, Empower Spell, Great Fortitude, Skill Focus (Concentration), Spell Focus (Conjuration),

Spells Prepared: (5/6/5/5/4; base DC = 14+Spell Level; Conjuration base DC = 15+Spell Level): 0 – acid splash, dancing lights, repair minor damage (x2), touch of fatigue, 1st – grease, magic missile (x2), ray of enfeeblement (x2), shield, 2nd – fireburst*, glitterdust, repair

*moderate damage** (x2), *scorching ray*, 3rd – *dispel magic* (x2), *empowered ray of enfeeblement*, *protection from energy*, *stinking cloud*, 4th – *empowered fireburst**, *empowered scorching ray*, *Evard's black tentacles*, *wall of fire*.

Possessions: bracers of armor +2; vest of resistance +2; brooch of shielding; pearl of power (1st level); pearl of power (2nd level); 3 scrolls of transdimensional repair moderate damage (caster level 8).

* See Appendix 2: New Rules Items

APL 10

Derra Noleson: Female Human Ghost

Wiz(Conjurer)9: CR 10; HD 9d12; hp 81; Init +2; Spd 30 ft; AC 16 (touch 14, flat-footed 14) [+2 Dex, +2 armor, +2 deflection]; Base Atk +4; Grp +3; Atk +6 melee (1d4 Charisma drain, slam); Full Atk +6 melee (1d4 Charisma drain, slam); SA Draining touch, horrific appearance, manifestation; SQ incorporeal traits, rejuvenation, turn resistance +4, undead traits; AL CN; SV Fort +8; Ref +8; Will +10; Str 8, Dex 15, Con -, Int 18, Wis 12, Cha 14.

Skills and Feats: Concentration +17, Craft (metalworking) +13, Hide +11, Knowledge (arcana) +16, Knowledge (architecture & engineering) +12, Knowledge (nobility and royalty) +16, Knowledge (the planes) +16, Listen +10, Search +12, Spellcraft +18, Spot +9; Craft Wondrous Item, Empower Spell, Great Fortitude, Greater Spell Focus (Conjuration), Skill Focus (Concentration), Spell Focus (Conjuration),

Spells Prepared: (5/6/6/5/4/2; base DC = 14+Spell Level; Conjuration base DC = 15+Spell Level): 0 – *acid splash*, *dancing lights*, *repair minor damage* (x2), *touch of fatigue*, 1st – *grease*, *magic missile* (x2), *ray of enfeeblement* (x2), *shield*, 2nd – *fireburst**, *glitterdust*, *repair moderate damage** (x2), *scorching ray* (x2); 3rd – *dispel magic* (x2), *empowered ray of enfeeblement*, *protection from energy*, *stinking cloud*, 4th – *empowered fireburst**, *empowered scorching ray*, *Evard's black tentacles*, *wall of fire*, 5th – *cloudkill*, *dismissal*.

Possessions: bracers of armor +2; vest of resistance +3; brooch of shielding; pearl of power (1st level); pearl of power (2nd level); 3 scrolls of transdimensional repair moderate damage (caster level 8).

* See Appendix 2: New Rules Items

Runic Guardian*: CR 10; Large Construct; HD 17d10; hp 158; Init +1; Spd 30 ft; AC 28 (touch 10, flat-footed 27 [-1 Size, +1 Dex, +18 natural]); Base Atk +12; Grp +19; Atk +18 melee (2d8+10 plus stunning strike, slam); Full Atk +18 melee (2d8+10 plus stunning strike, 2 slams); SA Runic spells, stunning strike; SQ Construct traits, DR 10/adamantine, fast healing 10, find master, guard, shield master, teleport without Error; AL N; SV

Fort +5; Ref +6; Will +5; Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

Runic spells (Sp): A runic guardian has inscribed upon its body a number of spells, each usable 1/day – *dispel magic* (x2), *magic missile* (x2), *repair critical wounds*, *repair moderate wounds* (x2). Caster level 16.

APL 12

Derra Noleson: Female Human Ghost

Wiz(Conjurer)11: CR 13; HD 11d12; hp 99; Init +2; Spd 30 ft; AC 18 (touch 14, flat-footed 14) [+2 Dex, +3 armor, +3 deflection]; Base Atk +5; Grp +4; At +7 melee (1d4 Charisma drain, slam); Full Atk +7 melee (1d4 Charisma drain, slam); SA Draining touch, horrific appearance, manifestation; SQ Incorporeal traits, rejuvenation, turn resistance +4, undead traits; AL CN; SV Fort +8; Ref +8; Will +11; Str 8, Dex 15, Con -, Int 18, Wis 12, Cha 16.

Skills and Feats: Concentration +21, Craft (metalworking) +16, Hide +10, Knowledge (arcana) +16, Knowledge (architecture & engineering) +14, Knowledge (nobility and royalty) +16, Knowledge (the planes) +16, Listen +9, Search +12, Spellcraft +20, Spot +9; Craft Wondrous Item, Empower Spell, Great Fortitude, Greater Spell Focus (Conjuration), Skill Focus (Concentration), Spell Focus (Conjuration), Transdimensional Spell*

Spells Prepared: (5/6/6/6/5/3/2; base DC = 14+Spell Level; Conjuration base DC = 16+Spell Level): 0 – *acid splash*, *dancing lights*, *repair minor damage* (x2), *touch of fatigue*, 1st – *grease*, *magic missile* (x2), *ray of enfeeblement* (x2), *shield*, 2nd – *transdimensional grease**, *transdimensional magic missile* (x2), *transdimensional ray of enfeeblement*, *transdimensional repair light damage** (x2); 3rd – *protection from energy*, *transdimensional fireburst** (x2), *transdimensional glitterdust**, *transdimensional scorching ray* (x2); 4th – *Evard's black tentacles*, *transdimensional dispel magic*, *transdimensional empowered ray of enfeeblement*, *transdimensional repair serious damage**, *transdimensional stinking cloud*, 5th – *cloudkill*, *transdimensional empowered scorching ray*, *transdimensional repair critical damage**; 6th – *transdimensional cloudkill*, *true seeing*.

Possessions: bracers of armor +3; vest of resistance +3; brooch of shielding; cloak of charisma +2; pearl of power (3rd level); 3 scrolls of transdimensional repair serious damage (caster level 10).

* See Appendix 2: New Rules Items

APPENDIX 2: New Rules Items

Fireburst as presented in *Miniatures Handbook*

Evocation (Fire)
Level: Sor/Wiz 2, Wmg 2
Components: V,S,M
Casting Time: 1 standard action
Range: 5 ft
Effect: Burst of fire extending 5 ft from you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures within that area, except for you, take 1d8 points of fire damage per caster level (maximum 5d8). The burst does not affect you or any creatures or objects in your space.

Material Component: A bit of sulfur.

Fireburst, Greater as presented in *Miniatures Handbook*

Evocation (Fire)
Level: Sor/Wiz 5, Wmg 5
Effect: Burst of fire extending 10 ft from you
This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

Repair Critical Damage as presented in *Miniatures Handbook*

Transmutation
Level: Sor/Wiz 4
As repair light damage, except repair critical damage repairs 4d8 points of damage plus 1 point per caster level (up to +20).

Repair Light Damage as presented in *Miniatures Handbook*

Transmutation
Level: Sor/Wiz 1
Components: V,S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has taken. The spell repairs 1d8 points of damage plus 1 point per caster level (up to +5).

Repair Minor Damage as presented in *Miniatures Handbook*

Transmutation
Level: Sor/Wiz 0

As repair light damage, except repair minor damage repairs 1 point of damage.

Repair Moderate Damage as presented in *Miniatures Handbook*

Transmutation
Level: Sor/Wiz 2
As repair light damage, except repair moderate damage repairs 2d8 points of damage plus 1 point per caster level (up to +10).

Repair Serious Damage as presented in *Miniatures Handbook*

Transmutation
Level: Sor/Wiz 3
As repair light damage, except repair serious damage repairs 3d8 points of damage plus 1 point per caster level (up to +15).

Transdimensional Spell [Metamagic] as presented in *Complete Divine*

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane, or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are blinking, or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive the creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation or spread.

A transdimensional spell uses up a spell one slot higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

Advespa (Baatezu) as presented in *Monster Manual 2*

Large Outsider (Evil, Lawful)

Hit Dice: 4d8+12 (30 hp)

Initiative: +5

Speed: 30 ft., fly 40 ft (good)

Armor Class: 17 (-1 Size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +4/+9

Attack: Claw +8 melee (1d6+5)

Full Attack: 4 claws +8 melee (1d6+5) and sting +3 melee (1d4+2 plus poison)

Space/Reach: 10 ft/10 ft
Special Attacks: Improved grab, poison, spell-like abilities
Special Qualities: Baatezu traits, DR 5/silver or good, regeneration 2, SR 15
Saves: Fort +7; Ref +5; Will +4
Abilities: Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10.
Skills: Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8
Feats: Flyby Attack, Improved Initiative
Environment: Nine Hells of Baator
Organization: Solitary, pair, team (3-4), squad (5-10) or swarm (11-20)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment: +4

Baatezu traits: Immune to fire and poison, acid resistance 10, cold resistance 10, see in darkness, telepathy
Improved Grab (Ex): If an advespa hits an opponent at least one size category smaller than itself with two claws, it may attempt to start a grapple as a free action. If it gets a hold, it automatically hits with its sting. Successful grapple checks in subsequent rounds automatically deal damage from both claws and the sting.
Poison (Ex): Fort save [DC 15] resists, 1d4 Strength/1d4 Strength
Regeneration (Ex): An advespa takes normal damage from acid, holy weapons, and attacks that deal holy damage.
Spell-Like Abilities: 3/day – change self, command, produce flame, pyrotechnics. Caster level 4th; save DC 10+spell level
Summon baatezu (Sp): 1/day – summon 1d2 advespas with 30% chance of success.

Advespas are female, wasplike devils that patrol the skies above the infernal planes. They are often found under the command of some more powerful baatezu.

An advespa appears as a huge, heavy-bodied wasp with a female face. It has small, antennalike horns, protruding humanoid features, dripping mandibles, a chitinous hide, and a pair of dark, resilient, insect wings. Its lower abdomen terminates in a barbed, poisonous stinger, which may be brought up over the creature's head in the manner of a scorpion's tail.

The most common advespa is entirely black; in fact, it looks as if it had been carved from obsidian or some other dark stone. The more powerful advespas (those with higher stations and slightly

higher Charisma scores) have striations of yellow, red, and orange, and they tend to be smaller than the common advespas. These colorful advespas usually serve as the leaders of the squads and swarms.

COMBAT

An advespa usually attacks from above, seeking to pounce upon and grapple an opponent. If it succeeds, it stings with its poisonous tail until its foe succumbs, then flies off with its helpless prey.

Runic Guardian as presented in *Monster Manual 2*

Large Construct

Hit Dice: 17d10
Initiative: +1
Speed: 30 ft
Armor Class: 28 (-1 Size, +1 Dex, +18 natural), touch 10, flat-footed 27
Base Attack/Grapple: +12/+19
Attack: Slam +18 melee (2d8+10 plus stunning strike)
Full Attack: 2 Slams +18 melee (2d8+10 plus stunning strike)
Space/Reach: 10 ft/10 ft
Special Attacks: Runic spells, stunning strike
Special Qualities: Construct traits, DR 10/adamantine, Fast healing 10, Find master, Guard, Shield Master, Teleport without Error
Saves: Fort +5; Ref +6; Will +5
Abilities: Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.
Skills: -
Feats: -
Environment: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always Neutral
Advancement: 18-25 HD (Large); 26-51 HD (Huge)

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spellof 6th or 7th level, but this covers its whole body.

Body Part	Highest Level Spell
Head	1 st
Each Arm	2 nd
Each Leg	3 rd
Torso	5 th

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a

spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude save (DC 25) or be stunned for one round. Creatures immune to critical hits cannot be stunned.

Construct Traits: Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised, resurrected, or heal itself, but may be "healed" through repair

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hitpoints lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): The runic guardian can find the piece of jewelry that connects it to its master and can teleport to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows when within 5' of its master, granting the master a +4 deflection bonus to AC.

Shield master (Sp): The runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150' of the construct. *Shield master* transfers three fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): 1/day (The guardian normally uses this to answer a call from its master.

Runic guardians are constructs similar to shield guardians (see the *Monster Manual*), but with far superior physical and magical capabilities. Runic guardians are especially popular among dwarves and giants, though spellcasters of all races find them useful.

A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and

arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors.

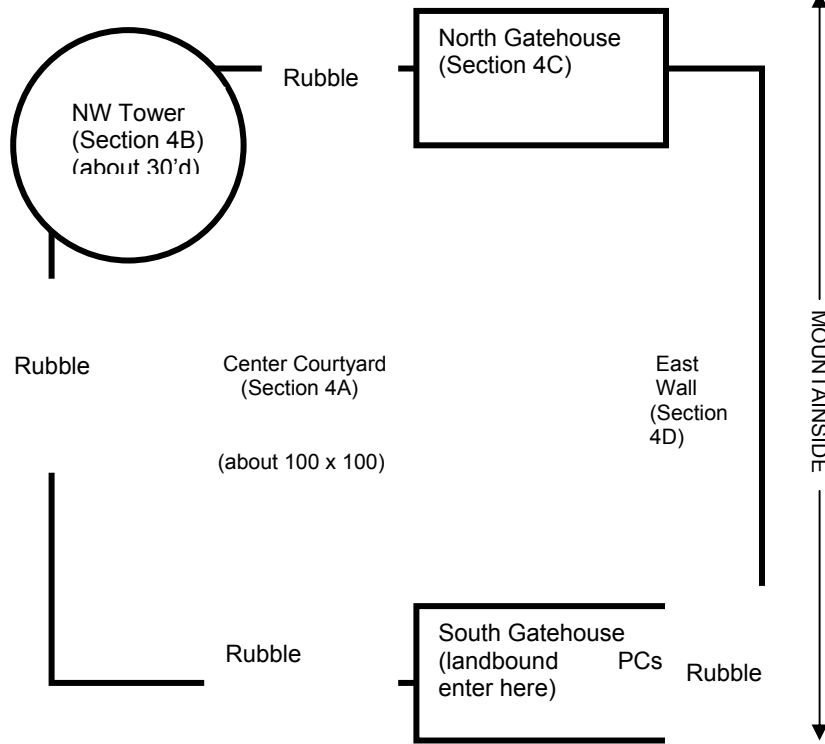
A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry (normally a ring or amulet) worn by its master and made at the time of creation. The master can use this piece of jewelry to call the runic guardian to his or her side from any distance, or even from another plane. A runic guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright.

COMBAT

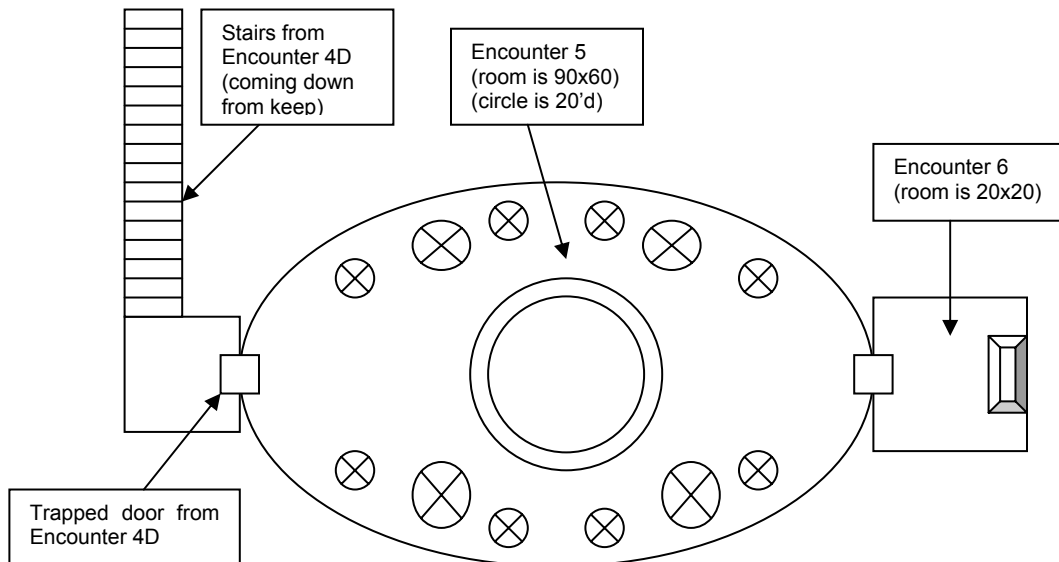
In battle, a runic guardian protects its master by casting predetermined defensive spells upon him or her, then pounding away at foes with its leaden fists. Runic guardians equipped with offensive spells use them only when directly commanded to do so. A runic guardian is instantly aware of its master's death, whether or not it was present at the time. When the master's death occurs, the construct immediately goes on a rampage, attacking all creatures within sight. Possession of its jewelry in such a circumstance gains the bearer neither control over the construct nor safety from its attacks. The runic guardian does not stop until destroyed.

APPENDIX 3: Maps

Ruins of The Bastion of Faith - walls 6' thick; "Rubble" 10' across, hampers



Underneath The Bastion of Faith



PLAYERS HANDOUT #1

(Translated from an old dialect of Velunan Common by Gerrod Utz)

And it was at that time that the Church, from gratitude for what he had done, did bestow upon great-grandfather the title of protector of Veluna, and did bestow upon him the title of Margrave of Kempton Pass, and did require of him that he maintain his vigilance against the enemies of the country and of the faith, within and without. And so great was the flame of his faith in Veluna, that he did build a keep so as to withstand the predations of the barbarian tribes that did issue forth from those mountains and did worship vile beings that desired to destroy the fair vale.

And this keep he did build strong upon the rock of his faith and with the mortar of his will, and he would not have it broken by weakness of the same, and so did provide for the blessing of Rao upon the keep and all who would defend it by placing within the heart of the fortress a relic of shattered faith, taken from the Heretic, which would keep the Faith of Rao within their hearts and minds, and thus empower them to repel the barbarians.

And this fortress he did name "The Bastion of Faith". And this keep did hold fast against many foes, for though they crashed upon the walls, and though the stone itself did shake and tremble before their assaults, the faith of the defenders was strong and did not break, just as the Rock of Faith the keep was built upon.

PLAYERS HANDOUT #2

(Written in an old dialect of Velunan Common)

These enemies of the Vale were both numerous and potent, and counted among them were giants of stone and fire, flying beasts with venomous tails, and fiendish creatures that no man should ever face in battle. Many were the doubts that did linger in the hearts of the defenders, yet truly were those fears washed away, and the Warriors of Reason made strong and resolute by the power of Faith which issued forth from the very Rock of Faith itself, and the relic therein did safeguard the valiant defenders upon the ramparts. For this relic had been won for the Church from he that had abandoned his faith and turned against Rao, and thus it did remind them to keep their faith strong.

The evil attempted to break the strength of the defenders time and again, even trying to pierce the heart of the keep, but could not breach the power protecting it (just as it protected the keep), for they knew not the words to pass into the realm of Serenity. Grandfather did never let his Faith waver, for he knew that our family's Faith in Rao protected that place and that Peace, Reason and Serenity were necessary to truly grasp the Rock of Faith and touch the power of the relic. This the barbarians would never have, he said, and verily, time and again the barbarians did return, only to breathe their last in the shadow of the Bastion of Faith.

And it was in these battles that grandfather did prove himself worthy of the mantle of Margrave, repelling many barbarians and even more giants, for though he did suffer many a blow from their boulders, their stones of evil weight were not able to bring him down, so strong was his Faith in Rao. Verily, for this he did receive praise from the Rockhammer Dwarves that were present for one battle with the giants, and was called by many of them "Dwarf Brother", which is the greatest of honors that can be granted a human by ...

PLAYER'S HANDOUT #3

(Written in an old dialect of Velunan Common)

If Faith remains in the Heart, it will keep your enemies at bay. Thus faith brings you to Peace. Once you attain Peace, show your faith in your words and actions to sow his Reason. If Faith in Rao is on your lips as well as in your heart may you enter into his Serenity. Thus Faith in Rao must come before one receives the Gift of his Peace, Reason and Serenity.