

Pilgrimage

An Aftermath of the Cracked Jewel Saga

A One-Round D&D Living City Adventure

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The curse of Carthoun has manifested in Procampur as the city is overrun by an army of undead. A pilgrimage has come offering to save the Shining Jewel of the Vast from this threat, but will they bring salvation or defeat in their wake? An adventure for characters levels 1-12.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Summary and Background

This adventure uses material from the D&D supplement **Living City Guide to the Forgotten Realms**. Since this scenario makes extensive use of the Faiths and Avatars material about the priesthoods for Lathander, Kelemvor and Myrkul, it is strongly recommended that the DM read those sections of the book before running this scenario. Due to space limitations the F&A information on these priesthoods is not reprinted in this scenario.

A Note About Tiers and the Power of PCs

Not all parties are created equal. Some Tier 4 parties can handle anything the DM can throw at them, and some Tier 6 parties are relatively weak for their levels. If the DM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can turn undead, or is a "role-playing" rather than "battle-ready" party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say for that tier, the DM should let common sense rule the day (and the scenario).

What Has Gone Before

At the end of the Cracked Jewel Saga (Battlefield: Procampur), Hamayarch Alamondh was revealed to be

a traitor secretly serving the lich Carthoun, who was bent on becoming the totalitarian dictator of the city of Procampur. When Thultyrl Rendeth, Alissa Wyndsong, and their PC allies confronted him, Alamondh was killed and Carthoun promised revenge upon the city for thwarting his will. A few months later Carthoun played his hand: an army of undead he had concealed in the abandoned tunnels beneath the city streets. The city is now at the mercy of the undead infestation Carthoun left as his legacy.

A few months after Alamondh's death, the city is in sorry shape. Many of the local clergy have been injured or killed in surprise attacks, carefully coordinated to reduce the ranks of the city's defenders. Those who remain are battle weary and hard-pressed to maintain the city's defense. The undead themselves seem unstoppable, in part due to their overwhelming numbers, and in part due to the amazing level of strategy shown by the living dead. These undead continue to be an organized threat, carefully coordinated from behind the scenes despite the apparent flight of Carthoun from the city.

Unknown to the Procampans, a long-forgotten threat has awakened beneath the city: an ancient dead (mummy) who has the full powers of a cleric of Myrkul. In life he was Corvinus Isogul (pronounced EE-SO-GUHL), a member of a long-dead noble house. He is controlling the hordes of undead still in Procampur and using them to "announce" his return (and Myrkul's). Unknown to Covinus is that his powers are being granted to him by Velsharoon, but it is highly doubtful he would care.

Procampur is poorly equipped to deal with the situation after such heavy losses. But hope comes now in the form of a pilgrimage of priests on a holy mission to eradicate the undead. The only problem is that not one, but two groups of priests have arrived: one representing Lathander, the other Kelemvor. Both consider it their sacred duty to eradicate the undead plague, and each regards the other group with suspicion and disdain. Both priesthoods will take immediate action against the undead attackers, but will spend as much time bickering among themselves as they spend destroying the undead.

The PCs will be hired by High Priest Pallar 'The Obedient,' head of the Quorum of Faith, to investigate the person or group organizing the undead, and to try to defuse tensions between the Lathanderites and the Kelemvorites. In the end they will confront the leader of the undead, a mummy who is a specialty priest of Myrkul. His destruction will give the Procampans the edge they need to drive back the undead and eventually eliminate them.

If the PCs find out the mummy's weakness (infant items) then they will be able to fend off the worst of his

spells and make an effective counterattack.

Before the adventure starts, the DM should ask each player to list on a sheet of paper which deity or deities their PC worships. Priests and paladins are assumed to have one primary deity but it cannot hurt to ask for others since a polytheistic culture expects most mortals to pray to different gods for different purposes. This will help the DM determine possible loyalties to Lathander or Kelemvor prior to the scenario, which may affect roleplaying and XP awards.

Introduction

The DM should read the following to the players when they sit down at the table. This will bring them up to date on recent events in Procampur and allow them to choose an appropriate character.

As you walk through the rain-soaked streets of Procampur, you muse upon the events that led to the siege of the city. Alamondh, who was until recently the Hamayarch of Procampur, trusted advisor to Thultyrl Rendeth, proved to be a traitor bent upon conquering the Shining Jewel for his own evil purposes. His plans almost succeeded until Rendeth, his true love Alissa Wyndsong, and a stalwart band of heroes opposed the wizard. But even in defeat, Alamondh left a legacy to plague the city: an army of undead, previously concealed beneath the streets of Procampur, who have plagued the city to this day.

The last two months have been hard ones, taking their toll upon all who call the Shining Jewel their home. Many of the city's protectors have been injured or killed, including Diamond Legionnaires and priests of the city's Quorum of Faith.

Weakened by the endless undead assaults, the city has been forced to call upon the city's adventurers, both native and foreign, for aid in this difficult time. You have been performing Undead Patrol duty at the behest of the Diamond Legion. You are on patrol now with fellow adventurers, and the nights have never seemed so long. Luckily dawn is soon approaching, and you can see the end in sight.

As these memories pass through your mind, you briefly ponder what the coming of the undead bodes for the already beleaguered city of Procampur. The dark clouds hang heavy over Procampur, with no end to the darkness in sight.

PCs who have no reason to be on Undead Patrol duty should manufacture some other reason to be out on the street in the wee hours of the morning. It is not likely that this will happen as there is a curfew from sunset to sunrise due to the undead threat. PCs on patrol will have

badges identifying their function to allow them to be out after sunset.

Find out if the PCs have played any previous Procampur scenarios, and if so which famous people they have met. If anyone has a Favor or Recognition certificate they should show it to you at this time. It will probably not affect the outcome of this adventure but it would be good as a role-playing device.

Encounter One: Let Me Show You Fear

The encounter begins suddenly and with little exposition...players of the previous scenarios will have an idea of what is happening, but new players may have no idea. Don't answer their questions yet; just ask them how they are reacting to the situation. This will create the illusion of a flashback sequence when the combat is over. They are in the Port District.

A soul-wrenching scream explodes from the mouth of the man who stands before you, as he falls under the blows of the undead. Without a moment's hesitation, the creatures turn towards you, reaching out to attack you. On the cloud-darkened horizon, the faintest pink haze begins to form on the horizon. You know that the rising of the sun is yet some time off, and will not come fast enough to save you. What do you do?

Play out the combat for 3-5 rounds maximum, going to the boxed text below when it is clear that the battle is about to end one way or another. Note that "N" is the number of PCs in the party, so if there are "N+7" monsters for a party of 5 PCs then there are 12 (5+7) monsters of that type present.

If there are no PCs who can turn undead in the party, reduce this number to N+1 undead per tier, or as common sense dictates!

If the party somehow annihilates the undead before you are able to have the Lathanderites move in, just bring in another, identical group of undead as reinforcements and have the priests arrive a round or two later to blow them away, but use the next higher tier for the reinforcements. If the first combat was too easy bump the reinforcements up a tier or two.

Tier 1

Skeletons (N+7): CR 1/3; Medium-Size Undead (6 ft. tall); HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 melee (1d4 [x2], claws); SQ Undead immunities, Immunities; AL Neutral; SV Fort +0, Ref +1, Will +2.

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Immunities* – Immune to cold, take ½ damage from piercing or slashing weapons.

Tier 2

Zombies (N+7): CR 0.5; Medium Undead (6 ft. tall); HD 2d12; hp 11 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ May only take Partial Actions in any given round, undead immunities; AL N; SV Fort +0, Ref -1, Will +2

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 3

Ghoul (N+7): CR 3; Medium-Size Undead (6 ft. tall); HD 2d12; hp 14; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1 and paralysis, bite), Atks +0 melee (1d3 and paralysis [x2] claw); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. *Feats:* Multi Attack, Weapon Finesse (bite).

SA: Paralysis —Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis. *Create Spawn* —In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell to rise to as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 4

Ghast (N+7): CR 1; Medium-Size Undead (6 ft. tall); HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2

Dex, +2 natural); Atks +4 melee (1d8+1 and paralysis, bite), Atks +1 melee (1d4 and paralysis [x2] claw); SA Paralysis, create spawn, stench; SQ Undead, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. *Feats:* Multi Attack, Weapon Finesse (bite).

SA: *Paralysis* —Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Elves are NOT immune to this paralysis. *Create Spawn* —In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell to rise to as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation. *Stench* —Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves, and skill checks for the next 1d6+4 minutes

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 5

Wight (N+7): CR 3; Medium-Size Undead (6 ft. tall); HD 4d12; hp 32; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +3 melee (1d4 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5.

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. *Feats:* Blind-Fight.

SA: *Energy Drain*—Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14. *Create Spawn* —Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawns are under the command of the wight that created them until its death. They do not possess any of the abilities they had in life.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 6

Spectres (N+7): CR 7; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 7d12; hp 64; Init +7 (+#

Dex, +4 Improved Initiative); Spd 40 ft, fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +6 melee (1d8 and energy drain, Incorporeal touch); SA Energy drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7.

Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA: *Energy Drain*—Living creatures hit by a spectre's incorporeal touch attack receive two negative levels. The Fortitude save to remove the negative level has a DC of 15. *Create Spawn* —Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawns are under the command of the spectre that created them until its death. They do not possess any of the abilities they had in life.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently. *Unnatural Aura*—Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. *Sunlight Powerlessness*—Spectres are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only partial actions.

When it is clear that the PCs are either going to win or lose to the undead, go to the boxed text below.

As the battle rages to its conclusion, a sudden blinding light overwhelms your senses. At first you are desperate to ward off your attackers before they take advantage of your sudden weakness, but then you realize that you are no longer under attack. The light slowly fades until you are able to see again. Standing over several piles of ash is a lone woman, clothed in the yellow, red and pink robes of a Morninglord. As if on cue, the sun finally peeks out over the horizon, bathing you in the warm glow of the new day. She looks to the glowing orb and smiles, then turns and walks down the street. You see her join others of her order...indeed, there seems to be a parade of

Morninglords of Lathander entering the city of Procampur!

The PCs will find the Morninglords silent on the matter of their arrival, simply smiling knowingly at the party. They will gesture for any obvious worshippers of Lathander (especially priests and paladins) to follow but will not explain anything for now even to them. The PCs will probably be curious enough to follow them to Scene 2 (if not, they should be!). If they don't take the bait, the PCs will later get their hands on a special edition of the Procampur Shining Jewel (Player Handout #1) which will relate what happens in Scene 2. If this happens go straight to Scene 3. If the party follows the pilgrims then go to Scene 2.

IMPORTANT: If the PCs search the undead for treasure, the PCs find that one of them wore an amulet (not obvious at first) bearing a specialized symbol, a black skull in a white triangular shield. *Knowledge (Religion)* check at DC 15 will reveal this to be the symbol of Myrkul, former god of the dead, now dead himself. If the PCs don't think to search, then have the players roll *Spot* Checks to spot it at DC 15. This clue will prove important later in the scenario.

Encounter Two:

There Ain't No Good Guys, There Ain't No Bad Guys, There's Only You and Me And We Just Disagree

The parade of priests proceeds through the city, chanting hymns honoring the Morninglord, heading for the Great Way, the huge avenue that connects all the inner districts. As they advance, frightened citizens slowly come out of their homes, finding courage in the passage of the bringers of light. Amazingly, a huge crowd follows in their wake, drawn like moths to the flame. Voices are raised throughout the streets, wondering if the Morninglord has finally heard their prayers for deliverance!

At the Great Way, the lead priest steps up onto the Crier's Platform as the assembled Morninglords form ranks behind the makeshift stage. She raises her hands to the crowd and they immediately grow silent, hanging on her every word.

This is not the same priestess who helped the party. Anyone who makes a *Knowledge (Religion or Nobles)* check at DC 20, or any priest, paladin or crusader of Lathander who merely looks (no roll required for them) realizes that many of the gathered Lathanderites bear the standard of the Knights of Aster, an order composed

of paladins and fighters who serve the church of Lathander.

If anyone looks around to spot interesting people in the crowd, it is easy to spot a contingent of Diamond Legionnaires. They are watching to see if the crowd gets out of hand. A *Spot* check at DC 15 will reveal Marissa Chandler standing in the crowd watching (PCs who played Battlefield: Procampur should recognize her, some might even have Noble Recognition). She is the personal assistant to Alissa Wyndsong. She will note the presence of the PCs but not approach them at this time. If anyone approaches her she motions for them to stop, puts a finger to her lips, and points to the speaking Lathanderite. If the PC persists she will explain that she needs to monitor the situation and will speak to the heroes after it is over. If necessary she will lose herself in the crowd. She wants to observe right now and not become part of the scene unless there is some manner of threat involved.

"Citizens of Procampur! Since the Coming of the Dead you have sought relief from the undead scourge that infects your shining jewel! Word of your plight has reached across the Realms, and your prayers have finally been answered! The ears of the great Morninglord have heard your prayers, and so we, his chosen messengers, have come to aid you in your hour of greatest need! I, Sunrise Lord Corona Brightsun, promise you that the dawning of this day marks the beginning of a new life for the city of Procampur, and the beginning of the end of your suffering! From death, there shall be life!"

Characters who worship Lathander or have the *Knowledge (Religion)* skill know that it is common custom to use male titles for priests of Lathander, regardless of the gender of the priest.

At this point the crowd cheers, shouting various praises to Lathander (be creative) and the priests bask in the praise of the crowds. Then life gets interesting....

After a few minutes, you notice the crowd's cheering begin to subside as the sound of armored boots approaches. Looking in the direction of the lull, you see the crowd parting to admit a new party to the impromptu gathering. A small army marches through the streets of Procampur, this one a stark contrast to the brightly clad Morninglords. Clothed in smoky gray robes and cowled cloaks, they march forward and halt just before the platform. A single cloaked figure mounts the platform, lowering his cowl to reveal a silver headband upon his head, and a gold amulet rests upon his chest, showing a set of scales gripped by a skeletal hand.

“Citizens of Procampur, I am Doomguide Derth Quickening. The balance of life and death in Procampur has been upset, a matter of grave concern to the Master of the Crystal Spire, our Lord Kelevmor. It is His will that we, his representatives on the mortal plane, eliminate the undead that currently occupy this fair city. As the appointed representatives of the Lord of the Dead, we come now to offer you our aid.”

The leaders of the two priesthoods stand staring at each other for long moments, as if taking each other’s measure. Hushed whispers pass through the gathered crowd.

Anyone who listens might hear one of the following rumors (roll 1d6):

Roll	Rumor
1	“The undead are a sign that we have angered the gods! Our time has come!”
2	“The Quorum of Faith is helpless to save us! We are doomed!”
3	“Priests of Kelevmor have been spotted in the city. I wonder what they will make of this!”
4	“The curfews are only the beginning...Alamondh has returned, taken over Rendeth’s mind, and will recapture the city! We’re doomed!”
5	“It’s all a Sembian plot, I’m sure of it!”
6	“My brother-in-law is in the Legion, he says it’s only a matter of time before the city falls!”

If the players seem interested in roleplaying give them the chance to do so, but keep it brief.

High Lord Corona Brightsun is the first to break the silence. “While I am certain that your offer is greatly appreciated by the citizens of the Shining Jewel, it is entirely unnecessary and redundant. The Morninglord has tended to the needs of the Realms for many ages past, and His servants are no strangers to the threat at hand. It would be best for you to go back where you came from and tend your duties there.”

Doomguard Derth Quickening’s response is as swift as it is biting. “Our Dread Lord sends us where we need to go, to deal the Final Death to his hated enemies, the living dead. Perhaps you would do better to go back to your temples and tend to less serious matters, while the real experts deal with the problem.”

“How dare you morbid upstarts insult us in this manner? Go back to your crypts and keep your evil chants away from the ears of innocent people!”

“How dare you peacocks presume to fault us for the errors of previous death gods? Kelevmor’s justice is firm but fair, no paradise or punishment is undeserved!”

*“Deathmongers!”
“Glory hounds!”
“Gravediggers!”
“Inane decorators!”*

At this point the crowd breaks out into shouting, the majority supporting the Lathanderites, but a strong minority favoring Kelevmor as the ally of Midnight, the new Mystra, and the sworn enemy of the Prince of Lies. Tensions are at a boiling point and threaten to explode into open combat within moments!

It is up to the PCs to decide how to react to the situation.

- If any PC tries to incite the crowd, it will tip the balance and there will be a riot in the streets. Let the PCs attack as they wish, but the average citizen has only 3 hit points and AC 10. PCs who push into the fray automatically take 2 points of damage times their tier per round (2 at Tier 1, 4 at Tier 2, etc.) from being hit and jostled around. PCs who are clearly on the attack will be arrested by the Diamond Legion for assault and inciting a riot. Unfortunately, if the PCs move to subdue anyone BEFORE the riot starts, they will be held liable even if their intentions were good.
- PCs may take measures to contain or defuse the riot before it gets out of hand. Magical means (such as an Eldath’s Peace Crane or a Cloak of Lordliness) would do the job by focusing on those directly around the platform, including the 2 priesthoods. The PCs (especially bards) might try to influence the crowd’s reactions, in which case have them make a *Charisma* roll against a DC of 15. The opposing groups will not come to love each other no matter what, but an impassioned plea for peace will have a reasonable chance of working. Give bonuses of +1 to +4 based on how sound the arguments are and how well the player role-plays the speech.
- If the PCs do nothing then a small riot will begin and the Diamond Legion will move in to deal with the situation. It will not last long because the impending arrival of Thultyrl Rendeth will defuse the crowd.

Give about 3-5 rounds for the PCs to do (or not do) whatever they can to deal with the situation. Then move on to the arrival of Rendeth. Modify the text to reflect the PCs’ actions.

A voice rises up from the crowd. “Look! It’s Rendeth! All hail the Thultyrl!” A hue and cry rises up from the

crowd, quelling for the moment any dissent among the Procampans. Rendeth walks up to the platform, accompanied by his retinue of Diamond Legionnaires. As he mounts the stage, the warring priests back off to opposing corners, still glaring at one another.

“Good priests, word of your coming has reached the Palace of the Thultyrl. We are pleased that your respective deities have seen fit to send to us you, their worthy servants, in this hour of need. Both of your priesthoods have a well-established reputation as staunch opponents of the undead, and we both honor and welcome your holy quest to vanquish them from our beloved Shining Jewel!”

The crowd greets the Thultyrl’s announcement with a mighty cheer! The opposing priests, while still casting suspicious glares in each other’s direction, are visibly calmer after the acceptance of the Thultyrl.

Rendeth gestures for the leaders to come forward. He takes their hands and clasps them together, then raises their arms up towards the crowd. “Together, we shall vanquish all the evil that plagues the Shining Jewel of Procampur!” The crowd goes wild, but this time it is with joy, not anger or fear. The two priest-leaders scarcely hide their ill will towards one another, but in the excitement of the moment, the citizens of Procampur scarcely notice it amidst their joy and celebration.

While the crowd is cheering, Rendeth escorts the two leaders off the podium towards his private carriage, and after a brief discussion the leaders give some orders to their respective pilgrims.

During this time Marissa Chandler comes over to

Rendeth and describes the events of the last hour and the PCs’ role in those events. Rendeth tells her to make contact with the heroes and have them report to the House of the Hand for work on behalf of the city.

The leaders depart with Rendeth in the carriage, while the pilgrims begin forming ranks and departing the scene as well. The PCs will later find that a temporary tent camp has been established for the visitors in the Temple District.

When the PCs show signs of wanting to talk to the major players, or when they are about to get bored and walk off, they are approached from the crowd by another player in the drama:

As you are about to move, a voice speaks to you: “Pray, tarry and stay a moment. Your services will be needed elsewhere.” A cloaked female approaches.

This is Marissa Chandler. The PCs may know her from previous scenarios (including Battlefield: Procampur). If they had a negative reaction to her (or vice versa) this will be ignored for now. If the PCs tried to help control

the riot situation, Marissa tells them that Rendeth is pleased with their efforts and wishes to further utilize the heroes on behalf of the Shining Jewel. If they did nothing positive or negative, their aid is still requested in dealing with the current crisis. The PCs are asked to report to the House of the Hand in the Temple District in three bells (9 AM). Marissa gives the PCs one-day passes into the Temple District that will allow them access to the area without any trouble.

If the PCs actually tried to make the riot worse or attacked people who did not need attacking (best judgment on this one; attacking to subdue is not necessarily a problem, but hacking up innocent citizens is!), then Marissa surrounds them with a contingent of Diamond Legionnaires and asks them to come along quietly. If they seem about to resist, she will hint to them that formal charges might not be necessary...if they come along quietly of their own free will AND help the city.

If the PCs are stupid enough to resist arrest, start the combat but quickly double and triple the number of guards attacking as needed; at first there will be twice the number of Legionnaires as there are PCs (N x 2). If the PCs use harmful area-effect spells, then a few powerful mages come along and quickly subdue the party. Use whatever spells you deem appropriate, at 18th level or higher effectiveness, to end this quickly.

Tier 1

Diamond Legionnaires, male and female humans, Ftr1 (Nx2): CR 1; Medium-Size Humanoid (5 ½-6 ft. tall); HD 1d10+2; hp 10; Init +1 (Dex); Spd 20 ft.; AC 17 (+7 half plate); Atks +4 melee (1d8+2 [19-20/x2], longsword), +2 ranged (1d4+2 [crit 19-20], dagger); AL LN; SV Fort +4, Ref +1, Will +2.

Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills: Gather Information +2, Knowledge (local) +1, Ride +2, Use Rope +2; *Feats:* Alertness, Iron Will, Weapon Focus (longsword).

Equipment: Longsword, 5 Daggers, Half-plate armor.

Tier 2

Diamond Legionnaires, male and female humans, Ftr3 (Nx2): CR 3; Medium-Size Humanoid (5 ½-6 ft. tall); HD 3d10+6; hp 30; Init +2 (Dex); Spd 20 ft.; AC 17 (+7 half plate); Atks +7 melee (1d8+3 [crit 19-20], longsword), +5 ranged (1d4+3 [crit 19-20], dagger); AL LN; SV Fort +5, Ref +5, Will +3.

Str 17, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills: Gather Information +3, Knowledge (local) +3, Ride +2, Use Rope +4; *Feats:* Alertness, Blind-fight, Iron Will, Lightning Reflexes, Weapon Focus (longsword).

Equipment: Longsword, 5 Daggers, Half-plate armor.

Tier 3

Diamond Legionnaires, male and female humans, Ftr1 (Nx2): CR 5; Medium-Size Humanoid (5 ½-6 ft. tall); HD 5d10+15; hp 45; Init +2 (Dex); Spd 20 ft.; AC 17 (+7 half plate); Atks +10 melee (1d8+6 [crit 19-20], longsword), +8 ranged (1d4 [crit 19-20], dagger); AL LN; SV Fort +7, Ref +5, Will +3.

Str 18, Dex 15, Con 16, Int 10, Wis 10, Cha 10.

Skills: Gather Information +4, Knowledge (local) +4, Ride +2, Use Rope +6; *Feats:* Alertness, Blind-fight, Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Longsword, 5 Daggers, Half-plate armor.

Tier 4

Diamond Legionnaires, male and female humans, Ftr7 (Nx2): CR 7; Medium-Size Humanoid (5 ½-6 ft. tall); HD 7d10+21; hp 76; Init +3 (Dex); Spd 20 ft.; AC 17 (+7 half plate); Atks +11/+6 melee (1d8+7 [crit 19-20], longsword), +10 melee (1d4+2 [crit 19-20], dagger), +3 ranged (1d4+5 [crit 19-20], dagger); AL LN; SV Fort +9, Ref +7, Will +4.

Str 20, Dex 16, Con 17, Int 10, Wis 10, Cha 10.

Skills: Gather Information +5, Knowledge (local) +5, Ride +2, Use Rope +6; *Feats:* Alertness, Ambidexterity, Blind-fight, Iron Will, Lightning Reflexes, Two Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Longsword, 5 Daggers, Half-plate armor.

Tier 5

Diamond Legionnaires, male and female humans, Ftr9 (Nx2): CR 9; Medium-Size Humanoid (5 ½-6 ft. tall); HD 9d10+36; hp 111; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+7 half plate); Atks +13/+8 melee (1d8+7 [crit 19-20], longsword), +10 melee (1d8+2 [crit 19-20], dagger), +12/+7 ranged (1d4+5 [crit 19-20], dagger); AL LN; SV Fort +4, Ref +1, Will +0.

Str 21, Dex 17, Con 18, Int 10, Wis 10, Cha 10.

Skills: Gather Information +6, Knowledge (local) +6, Ride +2, Use Rope +6; *Feats:* Alertness, Ambidexterity, Blind-fight, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Two Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Longsword, 5 Daggers, Half-plate armor.

Tier 6

Diamond Legionnaires, male and female humans, Ftr13 (Nx2): CR 13; Medium-Size Humanoid (5 ½-6 ft. tall); HD 13d10+52; hp 160; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+7 half plate); Atks +18/+13/+8 melee (1d8+8 [crit 19-20], longsword), +15/+10 melee (1d4+3 [crit 19-20] dagger), +17 ranged (1d4+6 [crit 19-20], dagger); AL LN; SV Fort +12, Ref +10, Will +6.

Str 22, Dex 18, Con 18, Int 10, Wis 10, Cha 10.

Skills: Gather Information +6, Knowledge (local) +6, Ride +2, Use Rope +6, Wilderness Lore +4; *Feats:* Alertness, Ambidexterity, Blind-fight, Endurance, Improved Initiative, Improved Two Weapon Fighting, Iron Will, Leadership, Lightning Reflexes, Run, Track, Two Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Longsword, 5 Daggers, Half-plate armor.

If the party is arrested, they will be released on a commuted sentence (time served) on the condition that they perform a mission on behalf of the city (the scenario). They will be geased into performing the task (and checked to make sure they did not make the saving throw and lie about it).

Dealing with the visiting priests

PCs might want to talk to the visitors or ask for healing magic. The visiting pilgrims are all rather busy, but as a show of goodwill will offer each PC who is obviously wounded a *cure light wounds* spell. They suggest that shows of support for their cause would bring greater benefits in the future and then hastily make off for their respective camps. No further healing will be available once they get to work fighting the undead.

If they did not already receive it, give the players **Player Handout #1**.

As soon as possible, move the party to Scene 3.

Encounter Three: Get Me To The Church On Time

PCs who are priests of Torm, or who make a *Knowledge (Religion or Procampur)* check DC 15 should receive Player Handout 2: Information about the House of the Hand before this scene begins.

The Temple District is a wild with activity, as acolytes serve as runners for one or another temple. You can see weary squads of priests assembling for patrols,

representing Torm, Helm, Tymora, Mystra, and Selune among others. An area has been set aside to form a temporary tent town...two actually...one for the Lathanderites and another for the Kelemvorites.

Everyone is too busy at this time to speak to the PCs, though directions will gladly be given to the House of the Hand just to get the PCs off their backs.

The House of the Hand is a wonder to behold: the white marble building sports gold leaf and jewels upon the doors, and friezes carved over the arches. The carved images seem to have a life and motion all their own giving the impression of a work of beauty and wonder. An acolyte greets you wordlessly at the door and leads you inside. You note that different wings of the structure are colored and aged differently; parts of doors are done in different styles with different materials. Every single inch of space is beautifully ornamented.

Your escort stops before a door deep in the temple. "High Priest Pallar 'The Obedient' will see you now."

Pallar is a stout man of 50, quite fit for a man of his age but clearly past his prime. He has a round face and gray hair that is receding on top, with a single curl in the center of his bald pate. His handshake is firm and he bears the manner of one who is used to the kind of problems adventurers face on a daily basis. He is polite but to the point.

Pallar explains that he has been asked by Thultyrl Rendeth to hire and brief the party for a special mission. He explains that the undead force that has held the city under siege for the better part of a month is clearly being organized by an intelligent foe...the assaults are too well planned to be the results of random attacks. As far as the city's leaders know, Carthoun fled the city before he launched the initial undead attack, but this does not rule out the possibility that he is still the guiding force behind the enemy forces.

Unfortunately, the enemy has been so successful that it is all the Quorum Priests can do to stem the tide of undead that washes through the city each day and night. Many priests were lost in the initial ambush, and others fall on a regular basis due to surprise attacks or fatigue. Likewise, the Diamond Legionnaires are pulling double shifts for the duration of the crisis.

The coming of the Pilgrimage is, of course, a mixed blessing. Both Lathanderites and Kelemvorites are well known for their crusade against undead wherever they find them. However, the obvious enmity between the two priesthoods hampers their effectiveness, and may indeed hinder their efforts rather than help.

The party's primary mission is to seek out the

guiding force behind the undead, and confront him, her, or it if at all possible. At the very least, the nature and location of this foe should be reported back to Pallar or any city official so the appropriate agents can deal with the problem.

The party's secondary mission is to help alleviate suffering wherever they encounter it, and also to try to keep the pilgrims on task and out of trouble. The initial conflict between the two groups was not an isolated incident, and the powers that be are afraid that the rivalry will escalate rather than decline.

The PCs will no doubt have questions for Pallar to answer:

*** How much will we be paid for this mission?**

Pallar is willing to pay the PCs 200 gp each for completing this dangerous mission. The amount is non-negotiable. If a Ravens Bluff PC refuses he will shrug his shoulders and indicate the door. If a native Procampan refuses the mission Pallar will glare grimly at the PC and tell him or her to leave and not come back.

*** Who can we contact in the other Quorum of Faith Religions for assistance?**

- **Helm:** The Tower of the Eye: High Guardian Endra "Watchever" Mathlyn (*LG hf Clr 16*)
- **Lliira:** The Hall of Joyous Success: Baniya Dolester (*CG hf Clr 12*).
- **Waukeen:** Temple under construction: Undil Latheen (stats!)
- **Tymora:** The Lady's Happy Hall: High Priest Orn Thavil (*CG hm Clr 14*).
- **Selune:** The Moonlight Pavilion: High Priestess Delenia Lunasole (*CG hf Clr 14*).
- **The Shrine of Deneir:** Underpriest Epirotes (*NG hm Clr 10*).
- **The Shrine of Gond:** Wonderer Querquetalanus "Querq" Krimpach (*N gm Clr 9*).
- **The Shrine of Istishia:** Essential Servant Pergamea (*NG hf Clr 9*).
- **The Shrine of Mystra:** Lady of Mystery Lilyra (*CG hf Clr 13*).
- **Oghma: The Dome of Reason:** High Loremaster Librarian Estember Orntalar (*N hm Clr 15*).
- **The Shrine of Glasya:** Cerephane.
- **Chauntea: The House of Plenty:** High Priestess Evantha Alazen (*N hf Drd 13*).

Of these, Pallar will recommend visiting either the Dome of Reason or the Shrine of Deneir for assistance in research, particularly if the PCs show him the holy symbol of Myrkul.

Unless the PCs have a favor for a particular temple, they will be unable to get any kind of magical assistance. Most of them will be too busy to hold an audience with the PCs (i.e. the DM can use this excuse to get the players back into the mission).

*** What can you tell us about the temple of Myrkul?**

Pallar does not recall much. The Church of Myrkul used to be one of the Quorum religions many years ago, but it has not been a legal city religion for a very long time. Either the Dome of Reason or the Shrine of Deneir is most likely to have information regarding this long-gone Quorum religion.

If the party did not find the unholy symbol of Myrkul, Pallar will present one to the PCs and mention that it was found on one group of undead that was destroyed. This should spark questions from the PCs.

Some PCs with *Knowledge (Procampur History or Ancient Religion)* might want to make a proficiency check to figure out the Myrkul connection. Let them make the roll, but since the appropriate information has been actively suppressed and stricken from all history books, they cannot possibly succeed without magical means (which will also fail when the DM makes rolls behind a screen to check for success).

*** Can we get magical healing?**

Assuming the party was somehow badly hurt in the previous encounters, they might require healing. If the PCs are in dire need, Pallar can have his priests provide two cure light wounds spells and one cure serious wounds. All of the city's priests are hard-pressed to keep up with the injuries of the city's protectors and they simply haven't any more spells to spare than that (unless the character presents a Favor for their temple).

*** Can we get a pass to enter the different city districts as needed?**

Pallar gives each PC a 3-day emergency pass for undead patrol, authorized for all districts. The PCs need only present the pass to any Legionnaires they meet to pass unmolested. If the party forgets to ask for one, Pallar gives them out anyway before they leave this meeting! He will also renew them in the event that the mission goes beyond three days (highly unlikely).

If the party decides to go anywhere but one of the two temples recommended, the DM will have to improvise encounters, but no really useful information will be given. The author recommends that the DM consult the Player's Guide to Procampur or else fake information as needed until the party is back on track. The other street encounters can be run during this time, as the exact order isn't terribly important to the overall plot.

NOTE: If the party has no means of casting either a dispel magic, remove curse, or neutralize poison spell, Pallar will lend the PCs a scroll with three remove curse spells on it (either priest or mage version as needed). If there are no spellcasters in the party (unlikely but you never know), these scroll spells will be specially tailored to be cast by non-spellcasters. He expects the scroll to be returned to him if the spells are not all used up. If asked why he thinks the party needs one, he tells them it pays to be cautious.

When the party is ready to move on to the temples, let them choose which temple they will go to first. Whichever one it is, the other one will have the book they need (this is to keep the PCs moving from one encounter to another). Go to Scene Four as they travel to their first destination.

Before the party leaves, Pallar will address them:

Please remember that your primary mission is to track down the unseen leader of the undead forces. When you find out what you need to know, bring that information straight back to me. It is very likely that this opponent is beyond your power to face, and I would not waste your lives needlessly. I can arrange for another group of adventurers to seek out this foe if necessary. Now go, and may the hand of Torm protect you from harm!

Encounter Four: In Brightest Day, In Blackest Night

At the start of the scene the PCs are on their way to their first temple destination, but come across two squadrons of undead hunters. This would be cause for rejoicing except that the two groups in question are the feuding priests of Lathander and Kelemvor (5 members in each group, including 1 specialty priest and 4 warriors per group). They all look tired and wounded, the result of long hours of hunting undead through the city. They are near the end of their shift, tired and irritable.

The problem is that the pilgrims have apparently just destroyed a group of minor undead (bone dust from the skeletons lies on the ground in large piles), but are now locked in a name-calling match. Unfortunately, they are now poised for a trap set by the skeletons who sacrificed themselves to bring the two pilgrim groups together. Other undead, shadows, lie waiting in the shadows (of course) for the right moment to strike. They will probably not kill all the pilgrims, but they will make a successful surprise attack that will deal a heavy blow to them. It is up to the PCs to notice the danger and save the priests from the ambush.

If asked, the tired pilgrims will explain that they have been dealing with one attack after another, and they are glad that their shift is almost over. They don't realize that they've been led through a series of combats designed to wear them down so they will be easy fodder for the shadows. The only problem is, if the PCs offer to heal the pilgrims, this is the time the shadows will choose for an ambush, probably ruining the healing spells!

Since a scripted argument would not be half as imaginative as what the various DMs will come up with, the DM is encouraged to make up a running insult match between the two groups. It is up to the PCs to determine how they will respond to this encounter.

- **Playing Peacemaker:** The PCs attempt to resolve the dispute and put the priests back on track. This means acknowledging the validity of everyone's feelings, but reminding them that they share a common goal that is better served by getting back to the job at hand. Make Charisma Rolls DC 15 for each PC who makes the attempt. The priests are considered "indifferent" for this purpose unless the PCs give them reason to feel otherwise. PCs of either religion (Lathander or Kelemvor) receive a -4 circumstance penalty, either for "being the enemy" or "siding with the enemy instead of us."
- **Taking Sides:** PCs may choose to play favorites and support one group over the other, particularly if one of the PCs belongs to the clergy or church of either religion. Make Charisma rolls as described above, but the favored side gets a +4 bonus on their roll and the slighted group gets a -4 penalty on rolls. The favored group is considered "friendly" while the slighted group is considered "threatening." Unless a real threat of attack is made, results of "hostile" will just result in more screaming and arguing.
- **Lecturing:** If the party takes an authoritative stance and just lectures the priests on the error of their ways, don't bother rolling the dice. The pilgrims will tell the PCs off, and return to their arguing. There is a difference between constructive criticism and condescension and they won't tolerate anyone talking down to them.
- **Just Watching:** If the PCs choose to watch and not interfere (biding their time, taking bets, making popcorn), the argument continues for a few rounds, after which the priests will suffer the shadow ambush.

- **Walking Away:** If the PCs actually walk away from the encounter without trying to resolve anything, then the ambush happens automatically. The pilgrims' cries can be heard by the PCs, who can return to the site to find both priests (they were targeted first) and half of the warriors on both sides are killed or disabled, and everyone else wounded. The remaining warriors can be saved.
- **Attacking the Priests:** If the players are foolhardy enough to make this choice (whether to give the priests a common enemy or just for laughs) let the PCs do a full round of attacks. The fighters will block for the priests who will try casting spells to detain the PCs (they are mostly prepared for combat with undead and so will be of limited use). At the end of the first round of combat, after all actions have been taken, the shadows all slink into the battle, literally under the feet of the heroes (remember, they're incorporeal shadows!), and attack both priests with devastating effect, probably killing them. The following round the shadows, realizing the potential for mischief, attack the PCs in full force, leaving the holy warriors alive to testify against the PCs in court. Between the Diamond Legion (who will arrive quickly) and the remaining warriors, subduing the party should be a formality.

If during this encounter anyone thinks to look around for trouble (a good idea), have PCs roll *Spot* checks at DC 15. PCs who succeed will note movement in the shadows of the alleys and buildings around them (as will anyone who looks specifically for moving shadows, no roll required if this is clearly stated). The monsters themselves, however, are 90% undetectable, even if the PC states he or she is looking for undead shadows.

Checking for ambushes in this manner will give PCs enough time to shout a warning to all around that there is danger about, meaning everyone (NPCs included) gets to make a surprise roll. If the PCs fail to even suspect danger, then surprise is automatic for the NPCs as everyone was too engrossed in the argument to notice the approaching danger. **Whoever was actively looking for trouble (note which players) does not have to roll surprise, but all other PCs and NPCs must make the surprise roll at a -4 penalty.**

Even if the PCs are unable to spot the shadows, they may wish to warn the NPCs that they are in a vulnerable position for such an attack while arguing in the streets. This will be sufficient to give the NPCs a surprise roll to possibly avoid the ambush. Otherwise surprise is automatic.

The priests and warriors remain the same level regardless of tier. Most of their spells are already cast

and gone (they have been in several skirmishes already) and they are all low on hit points. It is not expected that the PCs will attack the good guys but if they do make sure the pilgrims fight back! The stats for the shadows vary by party tier.

Remember that the shadows are incorporeal, two-dimensional creatures. This means they can pull sneaky tricks like sliding under the PCs' feet to attack another target (after all, they are shadows!). Play this up to the hilt to creep out the players, and also to remind them that it's almost impossible to play human shield for the pilgrims when the enemy can literally slip right through their defenses!

Morninglord Rayner, human male Clr9 (Lathander): Medium-Size Humanoid (6 ft. tall); HD 9d8+18; hp 22 (wounded); Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex); Atks +7/+2 melee (1d8+1, Heavy Mace); SA Divine spells; SQ Renewal, Sun Turning; AL Neutral Good; SV Fort +7, Ref +4, Will +9.

Str 12, Dex 12, Con 13, Int 11, Wis 16, Cha 14.

Skills: Concentration +10, Diplomacy +11, Heal +12, Knowledge (Religion) +9. *Feats:* Blind-fight, Endurance, Extra Turning, Leadership, Silent Spell.

SQ: Renewal- If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + Charisma modifier 1 time a day. Does not work if under -10 hit points. *Sun Turning*—Once per day, can perform a greater turning against undead in place of a regular turning event. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.

Equipment: Chainmail, Mace, Holy Symbol of Lathander.

Spells (6/5+1/5+1/4+1/2+1/1+1): 0 lvl—*create water, cure minor wounds, detect magic, guidance, light, resistance*; 1st lvl—**charm person, command x2, divine favor, remove fear, shield of faith**; 2nd lvl—*cure moderate wounds x2, hold person, lesser restoration, remove paralysis, spiritual weapon*; 3rd lvl—*continual flame, cure serious wounds x2, invisibility purge, searing light* 4th lvl—*cure critical wounds, freedom of movement, reincarnate*.

Doomguide Talia, female human Clr9 (Kelemvor): Medium-Size Humanoid (5 ½ ft. tall); HD 9d8+18; hp 23 (wounded); Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (Dex); Atks +7/+2 melee (1d8+1, Heavy Mace); SA Spells; SQ Uncanny Dodge, Freedom of Movement, Wilderness Lore is a class skill; AL LN; SV Fort +10, Ref +4, Will +9.

Str 12, Dex 12, Con 14, Int 11, Wis 16, Cha 10.

Skills: Diplomacy +4, Heal +8, Knowledge (undead) + 14, Wilderness Lore +6. *Feats:* Extra

Turningx2, Improved Initiative, Skill Focus (Knowledge, Undead), Toughness.

SQ: Uncanny Dodge—per 3rd level rogue, does not lose dex bonus when caught flatfooted or when flanked. *Freedom of Movement*—For a total of 1 round per level, per level (9), can act normally regardless of magical effects that impede movement (similar to the effect of the spell *Freedom of Movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit in rounds)

Equipment: Chainmail, Mace and Holy Symbol of Kelemvor.

Spells (6/5+1/5+1/4+1/2+1/1+1): 0 lvl—*create water, cure minor wounds, detect magic, guidance, light, resistance*; 1st lvl—*command x2, divine favor, remove fear, shield of faith, true strike*; 2nd lvl—*cure moderate wounds x2, hold person, locate object, remove paralysis, spiritual weapon*; 3rd lvl—*continual flame, cure serious wounds x2, fly, invisibility purge*, 4th lvl—*cure critical wounds, freedom of movement, status*.

Spells in **bold** are domain spells.

Pilgrim Warriors (8) Mixed Humans, War2: CR 2; Medium-Size Humanoids (5-6 ft. tall); HD 2d8+4; hp 4,5,6,7,8,9,10 (all wounded); Init +1 (Dex); Spd 20 ft.; AC 17; Atks +4 melee (1d8+2 [19-20/x2], Longsword); AL LN/NG; SV Fort +5, Ref +1, Will +0.

Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills: Climb -3, Handle Animal +2, Intimidate +2, Jump -3, Ride +3.

Equipment: Half-Plate armor, Longsword and Dagger.

Tier 1

Shadows (14): CR 3; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 3d12; hp 12; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary strength, incorporeal touch); SA Strength drain, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats:* Dodge.

SA: Strength Damage—The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. *Create Spawn*—Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tier 2

Shadows (16): CR 3; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 3d12; hp 16; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary strength, incorporeal touch); SA Strength drain, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats*: Dodge.

SA: *Strength Damage*—The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. *Create Spawn*—Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tier 3

Shadows (18): CR 3; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 3d12; hp 20; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary strength, incorporeal touch); SA Strength drain, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats*: Dodge.

SA: *Strength Damage*—The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a

shadow dies. *Create Spawn*—Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tier 4

Shadows (21): CR 3; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 3d12; hp 24; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary strength, incorporeal touch); SA Strength drain, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats*: Dodge.

SA: *Strength Damage*—The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. *Create Spawn*—ANY humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tier 5

Shadows (24): CR 3; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 3d12; hp 28; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary strength, incorporeal touch); SA Strength drain, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats*: Dodge.

SA: *Strength Damage*—The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. *Create Spawn*—ANY humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Tier 6

Shadows (34): CR 3; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 3d12; hp 36; Init +2 (+2 Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary strength, incorporeal touch); SA Strength drain, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats*: Dodge.

SA: *Strength Damage*—The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. *Create Spawn*—ANY humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

As soon as possible (depending on initiative and surprise), the priests of both groups will use their turning power to try to destroy the attacking undead (if they are still alive). Chastened, they will return to their appointed task without further argument. If any of the PCs make a comment to the effect that “if they’d focused more on holy missions instead of bickering amongst themselves, the shadows would not have been able to ambush them,” the pilgrims will not respond, but

will instead walk away with a thoughtful look on their faces. They can’t help but agree with the PCs, but their pride is too hurt to allow them to say so. In any event, the danger has passed.

If the PCs got a favorable reaction from either or both priests by the end of this encounter, Rayner will offer a scroll with a searing light spell and Talia will offer the party a scroll with one negative energy protection spell scribed on it. Each gift will be granted separately depending on the reaction of each priest, so if the party befriended Rayner but alienated Talia, they can get the searing light scroll but not the negative plane protection scroll.

A Special Guest

Unknown to the party, they have an unseen observer. Sir Eric Dunne, “The Sad Bard,” Knight of the Dove and Master Viceroy to the Ravens Bluff Guild of Bards and Entertainers, is visiting the city. Eric is an envoy sent to work out relations between the respective bard guilds of Procampur and Ravens Bluff. He is making his way *invisibly* through the city and trying to help where he can.

Eric will note the PCs’ actions in this encounter. If any PCs deal with the pilgrims in an egalitarian manner (or voice their support for this philosophy, even if they just watch and listen to a more eloquent PC speak), without resorting to violence, and at least tries to play peacemaker in this encounter, this will get a Favorable reaction from Eric. If any PCs play favorites in an obvious way, or fail to make any effort to resolve the pilgrims’ conflict peacefully, they will get a Neutral reaction from him. If any PCs are violent or threatening in their dealings with the pilgrims, or cause undue damage in the process, they will get a Negative reaction.

The results of this observation will not be apparent until the end of the adventure. Note that it is possible for different PCs to get different reactions from Eric depending on their individual actions, so the DM should carefully note those reactions on the Critical Event Sheet during this encounter. **DMs: BE CAREFUL TO NOTE THE EXACT CRITERIA FOR EACH REACTION. PCs SHOULD ONLY GET A NEGATIVE REACTION IN EXTREME CIRCUMSTANCES THAT ARE WELL-DESERVED.**

Encounter Five: Get Me To The Church On Time, Part I

This scene plays out the same regardless of which

temple the PCs choose to go to first (but don't tell them that!). The choice of temples that will affect the outcome of the adventure (following up on the Myrkul clue) include:

- **The Dome of Reason (Oghma):** High Loremaster Librarian Estember Orntalar (*N hm Clr 15*).
- **The Shrine of Deneir:** Underpriest Epirotes (*NG hm Clr 10*).

Along the way, the PCs see patrols of pilgrims fighting undead. They obviously have the situation in hand so the PCs' intervention is not necessary, but the DM can make up details of the battles and the nature of the undead as desired. This is meant to be window dressing, not an encounter.

Either priest will meet with the party if they present their pass, faster if they thought to ask for a letter of introduction from High Priest Pallar 'The Obedient.' Play either individual as friendly but harried, as are most priests in the city these days. They know any general information that is known to the party, the city, Pallar and the other priests. If asked about any lore regarding Myrkul, the representative recalls a Glyphscribe (specialty priest of Deneir) named Pericartius who has made the study of the ancient religious practices of Procampur his specialty. It is a certainty that if he does not know specific information regarding the following of Myrkul in the city, he can find the correct reference quickly.

If the party is currently at the Dome of Reason, they are directed to the Shrine of Deneir. If the party went directly to the Shrine of Deneir, they are told that Pericartius is currently en route to the Dome of Reason to make a report to the High Loremaster on unrelated temple matters. Either way, the PCs will have to backtrack to the other temple to get the information they need. Proceed to Scene Six on the way to the other temple or shrine.

Just after leaving, the PCs are stopped by a patrol of Diamond Legionnaires who ask to see their passes. They are not being rude or nasty, they are not acting like imperious storm troopers—they are just loyal soldiers who are doing their job and keeping the peace in a besieged city. Once the party has presented their passes, the soldiers thank them and wish them safe journey. If the PCs decide to argue or make a fuss, they will be warned not to interfere with a soldier's duty during a time of war. If they persist, or if the PCs attack, the legionnaires will send for sufficient reinforcements to defeat and arrest the PCs. This should happen *only if the players provoke a fight*, the soldiers are not looking for one.

Encounter Six: A Cire Situation

While en route to a meeting with Pericartius, the PCs encounter an innocent Procampian being threatened by a single zombie, easily defeated by even a 1st Tier party.

Zombies (1): CR 0.5; Medium Undead (6 ft. tall); HD 2d12; hp 11; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ May only take Partial Actions in any given round, undead immunities; AL N; SV Fort +0, Ref -1, Will +2

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

As the party is on the verge of vanquishing this threat, they see another wave of undead moving in to attack some innocent Procampians nearby. If the party is not paying attention to anything but the one zombie, the innocent points towards the oncoming undead, screams, and runs off. Unless the PCs move immediately to intervene, innocents will begin dying in large numbers.

Cire Gaines, male human, Nob5/Ftr5: Medium-Size Humanoid (6 ft. tall); HD 5d8+5d10; hp 52; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 19 (+2 Dex); Atks +12/+7 melee (1d6+5 [crit 18-20], Rapier); AL NG; SV Fort +6, Ref +5, Will +4.

Str 16, Dex 14, Con 10, Int 13, Wis 6, Cha 14.

Skills: Climb +10, Diplomacy +6, Innuendo-1, Jump +10, Knowledge (History) +8, Knowledge (Nobles) +6, Knowledge (Politics) +3, Knowledge (Procampur) +8, Read Lips +7, Ride +3, Spot +3, Swim +5. *Feats:* Blind-fight, Endurance, Luck of Heroes, Run, Weapon Focus (rapier), Weapon Specialization (rapier).

SQ: Luck—Tymora and a lot of other Gods must be looking out for Cire, because while he can be knocked unconscious, he can not be killed.

Equipment: Chainmail+2, Rapier, Amulet vs Undead (read below), Wineskin.

Innocent Victims (as many as the DM needs to make it a challenge for the tier!), Mixed Female/Male Young/Old Human/Demihuman Com1: CR 1/2; Medium-Size Humanoids (3-6 ft. tall); HD 1d4; hp 1-4; Init +0; Spd 20-30 ft.; AC 10; Atks +0 melee (1d3, unarmed); SQ PANIC; AL LN; SV Fort +0, Ref +0, Will +0 (at best).

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10 (at best).

Skills: Craft or Profession (any) +4, Knowledge (something doing with craft or profession) +4 (at best).

SQ: Panic—These citizens are unarmed and have no means of defending themselves. For each innocent victim, roll a d20. If the roll is less than 16 then the victim is paralyzed with fear. Otherwise victims will attempt to flee if given the opportunity.

Equipment: Common Stuff, not worth anything to an adventurer worth his weight in dirt.

Tier 1

Zombies (N-1): CR 0.5; Medium Undead (6 ft. tall); HD 2d12; hp 11 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ May only take Partial Actions in any given round, undead immunities; AL N; SV Fort +0, Ref -1, Will +2

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 2

Ghoul (N-1): CR 1; Medium-Size Undead (6 ft. tall); HD 2d12; hp 14; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1 and paralysis, bite), Atks +0 melee (1d3 and paralysis [x2] claw); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. *Feats:* Multi Attack, Weapon Finesse (bite).

SA: Paralysis —Those hit by a ghoul's bite or claw attack must succeed at a fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis. *Create Spawn* —In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell to rise to as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 3

Ghast (N-1): CR 3; Medium-Size Undead (6 ft. tall); HD 4d12; hp 20; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +2 natural); Atks +4 melee (1d8+1 and paralysis, bite), Atks +1 melee (1d4 and paralysis [x2] claw); SA Paralysis, create spawn, stench; SQ Undead, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. *Feats:* Multi Attack, Weapon Finesse (bite).

SA: Paralysis —Those hit by a ghoul's bite or claw attack must succeed at a fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Elves are NOT immune to this paralysis. *Create Spawn* —In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell to rise to as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation. *Stench* —Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for the next 1d6+4 minutes

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 4

Wight (N-1): CR 3; Medium-Size Undead (6 ft. tall); HD 4d12; hp 32; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +3 melee (1d4 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5.

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. *Feats:* Blind-Fight.

SA: Energy Drain—Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14. *Create Spawn* —Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawns are under the command of the wight that created them until its death. They do not possess any of the abilities they had in life.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Tier 5

Spectres (N-1): CR 7; Medium-Size Undead (Incorporeal) (6 ft. tall); HD 7d12; hp 64; Init +7 (+# Dex, +4 Improved Initiative); Spd 40 ft, fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +6 melee (1d8 and energy drain, Incorporeal touch); SA Energy drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7.

Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13. **Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA: *Energy Drain*—Living creatures hit by a spectre's incorporeal touch attack receive two negative levels. The Fortitude save to remove the negative level has a DC of 15. *Create Spawn*—Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawns are under the command of the spectre that created them until its death. They do not possess any of the abilities they had in life.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently. *Unnatural Aura*—Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. *Sunlight Powerlessness*—Spectres are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only partial actions.

Tier 6

Vampires, Ftr8 (N-1): CR 10; Medium-Size Undead (6 ft. tall); HD 8d12; hp 84 each; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft.; AC 18 (+3 Dex, +6 natural); Atks +14/+9 melee (1d8+7 [crit 17- 20], longsword), +13/+8 melee (1d6+5, slam), +3 ranged (1d6 [x3], shortbow); SA Domination, Energy Drain, Blood Drain, Children of the Night, Create Spawn; SQ Undead, Damage Reduction 15/+1, Turn Resistance +4, Resistance, Gaseous Form, Spider Climb, Alternate Form, Fast Healing; AL CE; SV Fort +6, Ref +7, Will +4.

Str 20, Dex 16, Con --, Int 12, Wis 14, Cha 14.

Skills: Climb +6, Hide +11, Jump+7, Listen +10, Move Silently +10, Spot +11; **Feats:** Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical, Improved Initiative, Lightning Reflexes, Mobility, Quick Draw, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

SA: *Domination*—A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th level sorcerer. The ability has a range of 30 feet. *Energy Drain*—Living creatures hit by a vampire's slam attack suffer 2 negative levels. *Blood Drain*—A Vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained. *Children of the Night*—Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. *Create Spawn*—Any human or monstrous humanoid is slain by a vampire's drain attack rises as a vampire spawn 1d4 after burial. If the vampire instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer hit dice and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Resistance*—Cold and electricity resistance 20. *Gaseous Form*—As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. *Spider Climb*—A vampire can climb sheer surfaces as though with a *spider climb* spell. *Alternate Form*—A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise. *Fast Healing*—A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a

vampire automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at a rate of 5 hit points per round.

Equipment: Longsword, shortbow, and Nice silk clothes worth 50 gp.

As the PCs look down the street, they notice the source of their current troubles. PCs who make a Local History: Procampur check (or who played the scenario *A Vial Secret*) will recognize Cire Gaines, the popular but bumbling swashbuckling hero of House Gaines. He has come to the city's defense with an old family heirloom, an Amulet Against Undead (level of functioning depends on the tier of the entire party). In typical Cire Gaines fashion, he is using this amulet to clear the streets of undead. Unfortunately, he does not realize that all he is doing is redirecting the undead he turns to another part of the city, usually one that is populated by helpless citizens who are incapable of defending themselves as he is!

Cire will continue sending additional undead at the party (by accident) to keep the encounter challenging until someone deals with him. It is up to the Judge's discretion as to how many undead constitute a fair challenge, but it should be enough to encourage the party to deal with Cire quickly!

The party will have to deal not only with the undead threatening innocent citizens, but also with Cire and his amulet. Cire will not listen to reason (he's not that bright and firmly believes that he is helping the city). He figures that the undead just "go away" when he turns them and will not understand why the party keeps attacking them. No matter what the PCs say, Cire will just not get it!

There are a number of undead equal to the number of active PCs *minus one*. For this purpose, count any henchmen, apprentices or animals who counted in the calculations for determining the party's tier; for example, a party with 5 PCs, 1 henchman and 1 war dog would give the DM 6 undead for the encounter (5+1+1-1). This would leave at least one PC free to try to deal with Cire Gaines (unless all of the PCs enter the fray). If Cire is not dealt with, he sends one additional undead of the same type to join the fight every two rounds until someone in the party deals with Cire directly!

Dealing with Cire:

Efforts to trick Cire somehow into giving up his efforts might succeed; make a reaction roll for Cire based on the talking PC's bonuses, modified for a good or bad argument by as much as +/-2. If the Reaction Roll is

favorable AND Cire fails a Wisdom check (his score is only 6) he will go along with the PC's suggestion, but will not part with the amulet willingly.

The party might try to subdue Cire without causing him harm, or just pound him into the pavement. More creative solutions might include the use of a dispel magic to temporarily cancel the amulet's power (dispel magic is vs. the amulet's turning level) or mind-affecting magics to make Cire stop and surrender.

Ideally the party will be able to get Cire to stop his troublemaking before he can cause any more damage. The PCs might take the amulet to keep it out of Cire's dangerous hands; if so it will prove useful until the final encounter, where turning will be completely ineffective. If the PCs ask a representative of House Gaines for permission to hold the amulet, it will be granted.

After 10 rounds (or sooner if the DM thinks the party is having a hard time and cannot resolve the action on their own) a group of pilgrims show up to eliminate the remaining undead.

Resolution

If the PCs attempt to return Cire and/or the amulet to House Gaines before the scenario's conclusion, the DM should make a note of it. Mikal Gaines (a 16 year old specialty priest of Tymora) will accept the amulet if it is returned at any time (with a groan as he sees Cire has made yet another public blunder!), and ask for the PCs' names. If they ask why, Mikal will tell them that his brother, Lord Consul Petroff Gaines will want to know who to contact later to inquire about the matter. If asked about a reward, he cannot promise one but will admit that one might be forthcoming. The PCs may refuse to leave their names, but if they do they will not be eligible for the amulet later on.

Mikal Gaines (CG hm P1 (Tymora), age 15) The youngest of three brothers, Mikal watched the state of his family as he grew from a small child. Not believing **any** family can be this unlucky, Mikal joined Tymora's order for all the support he might be able to get for his family. Mikal has genuine affection for Cire. He knows that Cire's heart is in the right place ... he just has trouble implementing his good intentions.

Encounter Seven: Get Me To The Church On Time, Part II

The PCs make it to the other temple (whichever one they did not visit in Scene 5), and catch up with Glyphscribe Pericartius.

- **The Dome of Reason (Oghma):** High Loremaster Librarian Estember Orntalar (*N hm P(Sp) 15*).
- **The Shrine of Deneir:** Underpriest Epirotes (*NG hm P(Sp) 10*).

The Glyphscribe is friendly, but he is so wrapped up in the excitement over his discovery that he doesn't quite realize that time is of the essence, peoples' lives are at stake, etc. When reminded he will get to the point. He makes the background information on House Isogul available to the PCs (Player Handout #3), and also shows the party a prophecy pulled from an ancient Myrkulite prayer book (**Player Handout #4**). He also informs the party that the old temple to Myrkul (the most logical place to go) can be found in the city cemetery.

The party might deduce from the history excerpt that Corvinus has a weakness regarding infants and infant objects. If they want to collect such items to use against him (or as defense against him), they may. However, unless they get items that were actually handled by real infants, not just store-bought, they will be useless!

Encounter Eight: The Temple of Myrkul

What happens next depends on how much time is left in the tournament. If the PCs have well over an hour left to play, then run them through the trap with the shadow asps. If time is short then have them go down the winding, darkened staircases and come straight to the final encounter with the ancient dead, a mummy specialty priest of Myrkul who is getting his powers now from Velsharoon, and his minions.

As you approach the large, iron-wrought fence that surrounds the Procampur Cemetery, you immediately note that the padlock and chains that normally hold the gate shut have been shattered. The gate swings lazily on its hinges, creaking almost as if in pain.

Passage through the graveyard is swift and silent, save for a low wind that moans in your ears. Strangely, no one, living or dead, opposes your passage. But out of the corner of your vision, you can almost sense eyes following you as you tread where no living being was meant to go

You pause for a moment, sensing something is wrong. You listen for sounds of danger but hear only silence...too much silence. Even the normal sounds of small animals and insects are absent from the graveyard this day. There is not a single undead

within sight, but surely this is impossible...they must be somewhere waiting for you....

You make your way slowly and cautiously through the cemetery. It seems an eternity passes until you reach your destination: the dark-stoned mausoleum that houses the now-defunct Temple of Myrkul.

IMPORTANT NOTE: The entire area inside the temple is infused with the presence of death. As a result, all attempts to turn undead for the rest of the scenario are hindered, whether by priestly or paladin powers or by magic item use. Consult the following table:

<u>Tier</u>	<u>Turning Penalty</u>
1	-2
2	-4
3	-6
4	-8
5	-10
6	-12

In the final encounter, there is NO chance of turning undead, no matter what the PCs do. PERIOD.

Encounter Nine: Don't You Wish We Had a Rogue in the Party?

The symbol of Myrkul clearly marks the location of the abandoned temple you seek. Yet how idle have the dead been all these centuries? The door lies ajar. Within you see a chamber, 20 feet by 30 feet. Lying dead center is a stone coffin, set into the ground. The lid lies on the ground, and inside the coffin a set of stone stairs are visible. A grimy plaque is affixed to the coffin facing you, the words illegible from years of dust and tarnish.

If the PCs clean the plaque, they can read it: *"Thou shalt descend the staires, ye who woulde enter the embrace of the Lorde of the Dead."*

The stairs descend 200 feet into the earth, though this will not be visible to the PCs. This is a trap. The moment one of them goes 100 feet down, the entire set of stairs converts into a slide, and oil is poured down the slide from hidden compartments at the top of the stairs. The result is that unless the PCs can somehow anchor themselves (flying, spider climbing) they will slide the whole length of the chute to the bottom. They will take only 1d6 damage upon landing, but a hidden

striker ignite oil that spills down the stairs, inflicting an additional 1d6 damage per tier of fire damage!

The REAL exit from this room is a section of the wall that swings in to reveal a second staircase. Pushing in the plaque on the stone coffin activates the secret door. These stairs are not trapped.

Encounter Ten: The Big Bad Guy

You descend the stairs, noting that little dust is kicked up by your passage. This temple is not quite so abandoned as you had hoped! The chill in the air is palpable, and it is not just the temperature that makes you feel so cold. Death stalks this place...perhaps your death.

A baleful green glow suffuses the hallway, revealing rotted tapestries depicting images of death and undeath...a world where the dead have returned to claim the living.

As you proceed, you notice a single skeleton standing in your way, armed with a shortsword. The only obvious exits are the way you came in and a set of double doors on the right at the end of the hallway 100 feet beyond.

This skeleton cannot be turned, and will not move to attack or resist the party. Its only purpose is to alert Isogul to the threat of invaders. A *sacred guardian* spell is cast upon the skeleton so Isogul can assess the danger of the invaders. A *spectral senses* spell is cast upon the skeleton that will allow Isogul to see the party through the skeleton's eyes and cast spells at the PCs with an *undead spell focus*. This will allow Isogul to plan his strategy for when the party enters his temple.

When the PCs appear in this hallway, Isogul uses a *corruption* power granted to him by Velsharoon upon the wall above the skeleton by means of the *undead spell focus* spell (adjacent to the temple) to make it crumble and fall. This only happens for tiers 2 and up. All PCs standing where the skeleton is the following round (those who charge forward to attack it) take 1d6 damage per party tier. They can make a saving throw vs. dragon breath to take half damage. If the PCs destroy the skeleton before the spell is cast Isogul can cast it normally as he knows where on the wall to focus the spell.

The rubble only partially blocks the hallway. The skeleton's head is dislodged and sits on a pile of rubble, seeming to smile at them. Unless the PCs can somehow climb or fly up through the hole in the wall, they will have to enter the room by the doors at the end of the hallway.

The enemy is well prepared for the party's arrival. [stopped]

The hallway ends in an open doorway. Inside, you see a large temple chamber, 100 feet wide and twice as long across. Scattered throughout the room are robed figures, wearing black robes with hooded cloaks, bound by a single bone-white sash around the waist. The figures' faces are not visible. An altar lies 200 feet across the room, behind it standing a single figure. He wears a mask over the upper part of his face that resembles a skull. The rest of his face is hidden in pitch-black shadows, his features unreadable.

The leader points in your direction. With that, the other robed figures move forward towards you.

For Tiers 1-3 also read the following:

A deep voice, like the sound of rocks being crushed together, echoes from the Deathbringer. "If you prove worthy you shall be my heralds to the land of the quick. You will announce the return of the Lord of the Dead to the mortal plane, and spread word of His return...and mine. Now prove your worth against my minions, and you may leave this place alive. Fail, and join my servants in eternal service to the Lord of Bones." He steps back, sits, and watches you.

In tiers 1-3, Isogul does not interfere in the combat, not even to cast spells. He will be good to his word as long as he is not personally attacked. If he is attacked he will laugh at the PCs' efforts until he is actually hurt or negatively affected by a spell (bless and prayer don't count, it has to be something that will actually cause him damage or hinder him significantly). If one of the PCs is foolish enough to attack such a superior foe, show no mercy, but have Isogul concentrate his attacks ONLY on the offending PC. There is no need for the rest of the party to pay the ultimate price for someone else's mistake. Use the Tier 4 stats for Isogul if they are needed for Tiers 1-3 combats (they should not be).

This combat is where things get messy. The DM should consult the DM handouts labeled New Spells and Duration of Cast Spells.

An *invisibility purge* has been cast on the doorway. Any PCs who walk through it will suffer the spell effects.

There are a number of lesser ancient dead (mummies) present equal to the number of players at the table. They do not cast spells.

This room has certain enchantments due to its status as a center of worship for Myrkul. (This is currently being powered by Velashroon). Turning in this area is absolutely impossible, no matter the level of the turning priest or magic items available. In addition, this area is considered a sinkhole of evil, causing PCs to

make saving throws during this encounter with the following penalties based on the PC's individual tier (not the party tier!):

<u>Tier</u>	<u>Saving throw penalty</u>
1	-2
2	-4
3	-6
4	-8
5	-10
6	-12

The saving throw penalty is here to make the combat a challenge for the PCs. Let them deal with it and run the combat.

The mummy's weakness: Corvinus Isogul cannot bear items used by infants because symbolically they are the antithesis of his death worship. However, such items must have actually been **USED BY INFANTS** in order to have effect.

At tiers 1-3, holding such an item will ward off Isogul (but not his servants) preventing him from closing for melee combat. He also cannot cast spells directly on such a PC, but only so long as the item is presented boldly to him (preventing any other action from being taken...you cannot boldly present an item AND attack in the same round!). He can try to use spells on such an item, and a single *corrupt* spell will render infant items impure and useless as protection.

At tiers 4-6, presenting the item boldly will ward off physical attacks, but not spells from Corvinus. Merely carrying the item will not have any effect. Corvinus will definitely use his *corrupt* spells to counter the protection as described above if he expects to enter melee.

Spell Source Key:

Boldface = Domain spells

~~Strikethrough~~ = pre-cast spell

Tier 1

Guardian Mummies (N): CR 1; Medium-Size Undead (6 ft. tall); HD 2d12+3; hp 12; Init -1 (Dex); Spd 20 ft.; AC 15 (-1 Dex, +6 natural); Atks +4 melee (1d6+2 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7.

Str 13, Dex 8, Con -; Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Spot +9. *Feats:* Alertness, Toughness.

SA: *Despair (SU)* – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the

save is successful, that creature cannot be affected again by that mummy's despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Resistant to Blows*—Physical attacks deal only half damage to mummies. Apply this effect before damage reduction. This does not apply to weapons covered with a baby blanket. *Fire Vulnerability*— A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Tier 1 Suggested Strategies: Isogul will not attack unless attacked first, and then only on the offending PC. In that instance he will use whatever attack modes make sense, following the following guidelines: Isogul will begin by casting *chill metal* on a metal-armored fighter (if none wear armor then it is cast on a tough-looking fighter's sword); cause blindness on any obvious mages, then priests; cause light wounds as needed, and *command* "die" if he needs to drop a PC quickly or get a break from attacks for a round.

Tier 2

Guardian Mummies (N+1): CR 2; Medium-Size Undead (6 ft. tall); HD 4d12+3; hp 26; Init -1 (Dex); Spd 20 ft.; AC 16 (-1 Dex, +7 natural); Atks +5 melee (1d6+3 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7.

Str 14, Dex 8, Con -; Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Spot +9. *Feats:* Alertness, Toughness.

SA: *Despair (SU)* – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary

Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. **Resistant to Blows**—Physical attacks deal only half damage to mummies. Apply this effect before damage reduction. This does not apply to weapons covered with a baby blanket. **Fire Vulnerability**—A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Tier 2 Suggested Strategies: Isogul will not attack unless attacked first, and then only on the offending PC. In that instance he will use whatever attack modes make sense, following the following guidelines: Isogul will begin by casting *chill metal* on a metal-armored fighter (if none wear armor then it is cast on a tough-looking fighter's sword); *chaotic combat* on the most effective warrior; *cause blindness* on any obvious mages, then priests; *cause light wounds* as needed, and *command "die"* if he needs to drop a PC quickly or get a break from attacks for a round. *Corrupt* will be cast on either holy water or a magic item that is causing considerable damage. A truly dangerous foe will merit a *poison* spell.

Tier 3

Guardian Mummies (N+1): CR 3; Medium-Size Undead (6 ft. tall); HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atks +6 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7.

Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Spot +9. **Feats:** Alertness, Toughness.

SA: Despair (SU) – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. **Mummy Rot**—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot

continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. **Resistant to Blows**—Physical attacks deal only half damage to mummies. Apply this effect before damage reduction. This does not apply to weapons covered with a baby blanket. **Fire Vulnerability**—A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Tier 3 Suggested Strategies: Isogul will not attack unless attacked first, and then only on the offending PC. In that instance he will use whatever attack modes make sense, following the following guidelines: Isogul starts with a *chill metal* on a metal-armored fighter (if none wear armor then it is cast on a tough-looking fighter's sword); *chaotic combat* on the most effective warrior; *cause blindness* on any obvious mages, then priests; *cause light wounds* as needed, and *command "die"* if he needs to drop a PC quickly or get a break from attacks for a round. *Corrupt* will be cast on either holy water or a magic item that is causing considerable damage. A truly dangerous foe will merit a *poison* spell followed by multiple *cause serious wounds*. If surrounded by foes he casts a *flame strike* at ground zero, or as needed to clear out the opposition.

Tier 4

Deathbringer Corvinus Isogul, Male Greater Mummy Clr13: Medium-Size Undead (5 ft. tall); HD 13d8; hp 100; Init +3 (Dex); Spd 30 ft.; AC 22 (Dex, +9 Natural); Atks +11 melee (1d3+2 and mummy rot, slam); SA Mummy rot, Spells; SQ Undead, fear aura, damage reduction 10/2, immune to cold and fire, weakness to iron and infant items; SR 23; AL LE; SV Fort +8, Ref +7, Will +14.

Str 14, Dex 16, Con --, Int 18, Wis 23, Cha 18.

Skills: Bluff +7, Concentration +18, Craft (Calligraphy) +8, Heal +10, Knowledge (Arcana) +16, Knowledge (Religion) +20, Listen +12, Scry +20, Sense Motive +11, Spellcraft +20. **Feats:** Extra Turning x2, Maximize Spell, Quickened Spell, Silent Spell, Still Spell.

SA: Despair (SU) – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 18) or be

paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Equipment: Unholy symbol of Myrkul, *claw of Myrkul*.

Spells (6+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1): 0 lv1—*inflict minor wounds x2, detect magic x2, resistance*; 1st lv1—*deathwatch, endure elements, inflict light wounds x3, protection from good, random action x2*; 2nd lv1—~~*augury*~~, *corrupt x2**, *death knell, hold person x2, resist elements, silence*; 3rd lv1—*animate dead, blindness, invisibility purge, meld into stone, ~~prayer~~, random action (silent still)*; 4th lv1 -- *dimensional anchorx2, hold person (silent, still), poison, spell immunity, unholy blight*; 5th lv1 -- *circle of doom, flame strike, insect plague, slay living, ~~true sight~~*; 6th lv1 -- *blade barrier, create undead, flame strike (silent), harm*; 7th lv1 -- *destruction, ~~greater scrying~~*.

Minor Death (1): Medium-Size Undead (6 ft. tall); HD 8d12; hp 66; Init +20 (Dex, Improved Init, Unnatural Speed); Spd 60 ft.; AC 30 (+6 Dex, +24 Natural); Atks +20 melee (2d8+6 [x4], Scythe); SQ Undead, Cannot be disarmed, immune to cold, fire, electricity, cannot be turned, vulnerability to holy water, hit by iron weapons and weapons covered with a baby blanket, unnatural speed; AL N; SV Fort +10, Ref +16, Will +16.

Str 22, Dex 22, Con ---, Int 10, Wis 10, Cha 10.

Skills: Hide +10, Move Silently +10, Wilderness Lore +10. *Feats*: Improved Init, Track.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Unnatural Speed* --- Due to its unearthly speed, besides the bonus to initiative and movement, the minor death is considered to have a permanent *haste* spell cast upon it, and can move

through controlled areas without invoking an attack of opportunity.

Equipment: Sickle.

Guardian Mummies (N+2): CR 4; Medium-Size Undead (6 ft. tall); HD 8d12+3; hp 56; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atks +6 melee (1d6+4 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7.

Str 13, Dex 8, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +10, Listen +11, Move Silently +10, Spot +11. *Feats*: Alertness, Toughness.

SA: *Despair (SU)* – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Resistant to Blows*—Physical attacks deal only half damage to mummies. Apply this effect before damage reduction. This does not apply to weapons covered with a baby blanket. *Fire Vulnerability*— A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Tier 4 Suggested Strategies: At this tier Isogul starts with a flame strike upon the largest concentration of heroes. He then uses a number of touch-based spells using the *Claw of Myrkul*, casting other spells as common sense dictates. If most of his undead servants fall he casts *flame strike* on either the greatest number of foes or the most dangerous one. Remember that Isogul can exchange any of his spells for a *Inflict Wounds* spell of the equivalent level. If the party is clearly too powerful Isogul will summon a *minor death* to fight on his behalf.

Tier 5

Deathbringer Corvinus Isogul, Male Greater Mummy Clr13/Hierophant 2: Medium-Size Undead (5 ft. tall); HD 15d8; hp 120; Init +5 (Dex); Spd 30 ft.; AC 26 (Dex, +11 Natural); Atks +11 melee (1d3+2 and mummy rot, slam); SA Mummy rot, spells, blast infidels; SQ Undead, fear aura, damage reduction 10/2, immune to cold and fire, weakness to iron and infant items, divine reach; SR 23; AL LE; SV Fort +11, Ref +11, Will +18.

Str 14, Dex 20, Con --, Int 20, Wis 24, Cha 20.

Skills: Bluff +10, Concentration +22, Craft (Calligraphy) +8, Heal +10, Knowledge (Arcana) +16, Knowledge (Religion) +20, Listen +12, Scry +22, Sense Motive +15, Spellcraft +22. *Feats:* Combat Casting, Extra Turning x2, Maximize Spell, Quicken Spell, Silent Spell, Still Spell.

SA: *Despair (SU)* – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 20) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds. *Blast Infidels* -- The hierophant can use negative energy spells to their maximum effect on creatures with a different patron as the hierophant. (In this case, Velsharoon) Any spell with a spell description that involves inflicting or channeling negative energy (*inflict wounds* spells, *circle of doom*, *harm*) cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot.)

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Divine Reach* -- The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead.

Equipment: Unholy symbol of Myrkul, *claw of Myrkul*.

Spells (6+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1): 0 lvl—*inflict minor wounds* x2, *detect magic* x2, *resistance*; 1st lvl—*deathwatch*, *endure elements*, *inflict light wounds* x3, *protection from good*, *random action*

x2; 2nd lvl—~~*augury*~~, *corrupt* x2*, *death knell*, *hold person* x2, *resist elements*, *silence*; 3rd lvl—*animate dead*, *bestow curse*, *blindness*, *invisibility* *purge*, *meld into stone*, ~~*prayer*~~, *random action (silent still)*; 4th lvl -- *dimensional anchor*x2, *hold person (silent, still)*, *poison*, *spell immunity*, ***unholy blight***; 5th lvl -- *circle of doom*, *flame strike*, *insect plague*, ***slay living***, ~~*true sight*~~; 6th lvl -- *blade barrier*, ***create undead***, *flame strike (silent)*, *harm*; 7th lvl -- ***destruction***, ~~*greater serving*~~, *unholy word*.

Minor Death (1): Medium-Size Undead (6 ft. tall); HD 8d12; hp 66; Init +20 (Dex, Improved Init, Unnatural Speed); Spd 60 ft.; AC 30 (+6 Dex, +24 Natural); Atks +20 melee (2d8+6 [x4], Scythe); SQ Undead, Cannot be disarmed, immune to cold, fire, electricity, cannot be turned, vulnerability to holy water, hit by iron weapons and weapons covered with a baby blanket, unnatural speed; AL N; SV Fort +10, Ref +16, Will +16.

Str 22, Dex 22, Con ---, Int 10, Wis 10, Cha 10.

Skills: Hide +10, Move Silently +10, Wilderness Lore +10. *Feats:* Improved Init, Track.

SQ: *Undead Immunities*—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Unnatural Speed* --- Due to its unearthly speed, besides the bonus to initiative and movement, the minor death is considered to have a permanent *haste* spell cast upon it, and can move through controlled areas without invoking an attack of opportunity.

Equipment: Scythe.

Guardian Mummies (N+3): CR 5; Medium-Size Undead (6 ft. tall); HD 10d12+3; hp 70; Init -1 (Dex); Spd 20 ft.; AC 15 (-1 Dex, +6 natural); Atks +8 melee (1d6+6 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7.

Str 13, Dex 8, Con -; Int 6, Wis 14, Cha 15.

Skills: Hide +12, Listen +13, Move Silently +12, Spot +13. *Feats:* Alertness, Toughness.

SA: *Despair (SU)* – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*).

An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. **Resistant to Blows**—Physical attacks deal only half damage to mummies. Apply this effect before damage reduction. This does not apply to weapons covered with a baby blanket. **Fire Vulnerability**—A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Tier 5 Suggested Strategies: SHOW NO MERCY. The *minor death* has already been summoned and will move to attack the strongest PC. At this tier Isogul starts with a *Unholy Word* to weaken his opponents, upon the largest concentration of heroes. He then uses heavy hitters like *destruction*, *slay living*, and *harm*. He then uses *flame strike* and a number of touch-based spells using the *Divine reach* ability, casting other spells as common sense dictates. If most of his opponents are making their saving throws he will focus on *cause wounds spells* since they have no saving throw. Be creative, be lethal.

Tier 6

Deathbringer Corvinus Isogul, Male Greater Mummy Clr13/Hierophant 5: Medium-Size Undead (5 ft. tall); HD 13d8; hp 140; Init +10 (Dex, Improved Init); Spd 30 ft.; AC 29 (Dex, +13 Natural); Atks +11 melee (1d3+2 and mummy rot, slam); SA Mummy rot, Spells, Blast Infidel; SQ Undead, fear aura, damage reduction 10/2, immune to cold and fire, weakness to iron and infant items, Divine Reachx2, Spell Powerx2; SR 23; AL LE; SV Fort +12, Ref +13, Will +20.

Str 14, Dex 22, Con --, Int 22, Wis 26, Cha 22.

Skills: Bluff +7, Concentration +21, Craft (Calligraphy) +8, Heal +10, Knowledge (Arcana) +27, Knowledge (Religion) +27, Listen +12, Scry +27, Sense Motive +11, Spellcraft +27. **Feats:** Extra Turning x2, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Still Spell.

SA: Despair (SU) – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 22) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. **Mummy Rot**—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary

Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master's Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds. **Blast Infidels** -- The hierophant can use negative energy spells to their maximum effect on creatures with a different patron as the hierophant. (In this case, Velsharoon) Any spell with a spell description that involves inflicting or channeling negative energy (*inflict wounds* spells, *circle of doom*, *harm*) cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot.)

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. **Divine Reach** -- The hierophant can use touch spells on targets up to 60 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. **Spell Power** --The hierophant gains Spell Power +4. Add this value to the difficulty class for saving throws against his divine spells and to caster level checks for his divine spells to overcome spell resistance.

Equipment: Unholy symbol of Myrkul, *Claw of Myrkul*.

Spells (6+1/7+1/7+1/6+1/6+1/4+1/3+1/2+1): 0 lvl—*inflict minor wounds* x2, *detect magic* x2, *resistance*; 1st lvl—*deathwatch*, *endure elements*, *inflict light wounds* x3, **protection from good**, *random action* x2; 2nd lvl—~~augury~~, *corrupt* x2*, **death knell**, *hold person* x2, *resist elements*, *silence*; 3rd lvl—**animate dead**, *blindness*, *invisibility purge*, *meld into stone*, ~~prayer~~, *random action (silent still)*; 4th lvl -- *dimensional anchor*x2, *dispel magic (silent)* *hold person (silent, still)*, *poison*, *spell immunity*, **unholy blight**; 5th lvl -- *circle of doom*, *flame strike*, *insect plague*, **slay living**, ~~true sight~~; 6th lvl -- *blade barrier*, **create undead**, *flame strike (silent)*, *harm*; 7th lvl -- **destruction**, ~~greater scrying~~.

Minor Death (1): Medium-Size Undead (6 ft. tall); HD 8d12; hp 66; Init +20 (Dex, Improved Init, Unnatural Speed); Spd 60 ft.; AC 30 (+6 Dex, +24 Natural); Atks +20 melee (2d8+6 [x4], Scythe); SQ Undead, Cannot be disarmed, immune to cold, fire, electricity, cannot be turned, vulnerability to holy water, hit by iron weapons and weapons covered with a baby blanket, unnatural speed; AL N; SV Fort +10, Ref +16, Will +16.

Str 22, Dex 22, Con ---, Int 10, Wis 10, Cha 10.

Skills: Hide +10, Move Silently +10, Wilderness Lore +10. *Feats:* Improved Init, Track.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Unnatural Speed* --- Due to its unearthly speed, besides the bonus to initiative and movement, the minor death is considered to have a permanent *haste* spell cast upon it, and can move through controlled areas without invoking an attack of opportunity.

Equipment: Scythe.

Guardian Mummies (N+1): CR 6; Medium-Size Undead (6 ft. tall); HD 12d12+3; hp 100; Init -1 (Dex); Spd 20 ft.; AC 21 (-1 Dex, +12 natural); Atks +10 melee (1d6+10 and mummy rot, slam); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7.

Str 21, Dex 8, Con -; Int 6, Wis 14, Cha 15.

Skills: Hide +14, Listen +15, Move Silently +14, Spot +15. *Feats:* Alertness, Toughness, Blind Fighting.

SA: *Despair (SU)* – At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy’s despair ability for one day. *Mummy Rot*—Supernatural disease – slam, Fortitude save (DC 15) incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. (See page 74 in the *Dungeon Master’s Guide*). An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

SQ: Undead Immunities—Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. *Resistant to Blows*—Physical attacks deal only half damage to mummies. Apply this effect before damage reduction. This does not apply to weapons covered with a baby blanket. *Fire Vulnerability*— A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Tier 6 Suggested Strategies: SHOW LESS MERCY THAN FOR TIER 5. The *minor death* has already been summoned and will move to attack the strongest PC. At

this tier Isogul starts with a *Unholy word* spell to weaken his opponents, upon the largest concentration of heroes. He then uses heavy hitters like *destruction*, *slay living*, and *harm*. He then uses *flame strike* and a number of touch-based spells using the *Divine Reach* ability, casting other spells as common sense dictates. If most of his opponents are making their saving throws he will focus on *cause wounds spells* since they have no saving throw. Be more creative, be more lethal.

Treasure: Deathbringer Corvinus Isogul will use the *claw of Myrkul* (detailed in the Treasure Summary) to cast a spectral hand, and use that to deliver his touch-attack spells. This does not use up charges on the cert (they’re assumed to have been spent already in the scenario, what is printed on the cert is what is left after this battle).

If the heroes lose the battle and cannot flee go to 11c. Otherwise proceed to Scene 11a for Tiers 1-3, or Scene 11b for Tiers 4-6. If they fled without winning then modify the boxed text to reflect this change.

Encounter 11A: Reporting Back (Low Tier)

The DM may choose to alter the following text if there is time for the players to explain their findings on their own.

High Priest Pallar "The Obedient" greets you as you are escorted to his office. He listens eagerly to your news of Isogul’s return and his powers and weaknesses.

“I thank you for your efforts on behalf of the Shining Jewel of the Vast. With the knowledge you have brought to us, we can properly arm a powerful group of heroes who will be able to end the threat of the Grey One and his servants.

“Please do not feel disappointed that you were not selected for this task, for no insult is intended or given. We each serve in our own way, and you may take heart that if it were not for your efforts today, those who will follow you would not be able to win out in the end. You are every bit as much heroes as those who will fight the greater battle, and I will personally see to it that you are hailed as heroes equal to the rest!

“A reward awaits you at the palace, and a pleasant surprise as well. Other priests will take you there while I see to the greater threat yet looming. Again, my thanks, and my eternal gratitude!”

Proceed directly to Scene 12.

Encounter 11B: Reporting Back (High Tier)

The DM may choose to alter the following text if there is time for the players to explain their findings on their own.

High Priest Pallar "The Obedient" greets you as you are escorted to his office. He listens eagerly to your news of Isogul's return and his powers and weaknesses.

"I thank you for your efforts on behalf of the Shining Jewel of the Vast. With the knowledge you discovered, you were able to end the threat of the Grey One and his servants.

"I will personally see to it that you are hailed as heroes throughout the city, as is your due!

"A reward awaits you at the palace, and a pleasant surprise as well. Other priests will take you there while I see to the remaining undead threats. Again, my thanks, and my eternal gratitude!"

Proceed directly to Scene 12.

Encounter 11C: Resolutions (Failure)

If the PCs are defeated in battle their bodies are at the mercy of Isogul. However, he considers the heroes unworthy of joining his minions and has their bodies delivered to the streets of the Temple District as a warning. The heroes can be raised or resurrected by the city at half the normal cost since they were on a mission for the city. They can be told of the events that follow in Scene 12 and will be offered the rewards from the priests and Eric Dunne in their hospital beds.

Encounter 12: Rebirth and Resolutions

Escorted by Pallar's representatives, you have no trouble presenting yourselves at the Thultyrl's palace and are quickly admitted. The Tormite who took you here has refused to comment on the 'surprise' awaiting you but says, smiling, that you will be pleased.

Your questions are quickly answered as you are taken to sumptuously decorated room containing a

large four-post bed. Inside you see Rendeth sitting beside Alissa Wyndsong, who lies in bed cradling a newborn baby. Guards stand at the ready as you approach, but a few whispered words from the Tormite gain you easy entry to the birthing chamber.

"She has her father's eyes," says the weary but happy Alissa.

"And her mother's beauty and grace," replies the proud father. Turning towards you, he addresses the party. "I understand we have you to thank for the resolution of the undead plague? You have Our thanks, of course, for the duty you have done for Our Shining Jewel. The first honor you shall receive is to be the first citizens to see the heir to the throne...my daughter."

PCs who played *Battlefield: Procampur* will recognize Jocelyn's features, even as an infant. She is adorable beyond words. The importance of this event cannot be understated, as any native Procampian will know (or anyone who makes a *Knowledge (Procampur)* check DC 15). It was long feared that there would be no heir to the Thultyrl's throne.

They are still settling on a name, but if the PCs offer the name "Jocelyn" it will be taken with a smile by the happy parents and she will be so named. If not Alissa will think to name her Jocelyn.

Two familiar figures appear in the doorway: Sunrise Lord Corona Brightsun and Doomguide Derth Quickening. The only odd thing is that neither of them appears to be uneasy in the presence of the other. One of the Legionnaires announces their wishes to approach the heir and give her the blessings of their gods. Rendeth nods his approval, and the two priests approach the bed.

Brightsun is the first to speak. "It is no coincidence that the Heir to the Shining Jewel is born now, upon the hour of the enemy's defeat. Her birth is a sign, a sign of rebirth, renewal, and hope for all Procampur! The Morninglord's blessing be with her, may she always bring new hope and new beginnings to the Shining Jewel of the Vast!"

Then Quickening comes forward. "The balance of the scales is set right, and by her birth this child represents that balance. Kelemvor shall bless this child with a long life as a just ruler, and let this be her gift to her subjects."

After the twin blessings, the happy parents ask all visitors to leave so they can enjoy this quiet time with their newborn daughter.

The following text assumes that the PCs were egalitarian in their dealings with both the Lathanderites and the Kelemvorites. If this is true, the PCs get the

awards from both temples. If they showed favor for one priesthood over the other in their deeds and words, then ONLY the favored priesthood will offer a reward to the party, and the DM will have to modify the following text. When in doubt, go with what the majority of the party did, but offer thanks individually to PCs who did the fair (and right) thing.

Be sure to modify the following text if the PCs were killed and brought back to life, or fled the final battle.

As you leave the birthing room to claim your rewards, Sunrise Lord Corona Brightsun and Doomguide Derth Quickenning both speak to you.

Corona speaks first. "It seems we owe you heroes a debt of gratitude. While we Morninglords engaged in petty rivalry with our counterparts among the Doomguides, you did the vital work of finding and striking at the true enemy. Indeed, from what we have heard, your intervention saved some of our fellow pilgrims from an ambush while they were engaged in fruitless arguments in the field."

Derth nods in agreement and speaks. "I concur with the Sunrise Lord. I only wish we had seen the error of our ways in time to be of real service to you in your particular quest. If you would, please accept these tokens of our thanks."

Assuming the PCs were fair and impartial in their dealings with the two groups of pilgrims, they will be given two rewards, one from each priesthood: a *shield of Lathander* and an *icon of Kelemvor*.

When the PCs finally make it to the next room, they are given 200 gp each.

If all of the PCs got a neutral reaction from Eric Dunne in Scene 4, then Eric will have nothing to say to them, and will not speak to the PCs at all (or even reveal that he was present). If so, end the scenario here. If any PCs got either a Favorable or Negative reaction, proceed to Scene 13.

Encounter 13: On the Wings of a Dove

As you finally depart the House of the Hand, a lone figure approaches you. He is clad in the performing garb of a bard, wearing primary colors of blue, yellow and red. A plumed hat adorns his head, with mid-length brown hair that bears a streak of white on both the left and right sides, and a closely trimmed beard and mustache. Over his left eye he wears a beige-colored eyepatch, embroidered upon it the image of a white dove in flight. His favored weapons appear to be

his mandolin, harp, and lute. Most significantly, you note pins signifying a knighthood of Ravens Bluff, membership in the bard guilds of both Ravens Bluff and Procampur, and an eagle pin showing the Favor of the Thultyrl.

"Hail and well-met. I am Sir Eric Dunne, 'The Sad Bard,' Knight of the Dove, and Master-Viceroy of the Ravens Bluff Bard's Guild, at your service!" At this he tips his hat and bows. "I was traveling through the Shining Jewel earlier today, hidden by my magic, and I happened to witness your intervention during a conflict between our two visiting pilgrim groups. Might I have a word with (some of) you please?"

Eric will have different things to say to different PCs depending on their actions in Scene 4. If both passages are read, the DM should alter the wording of one passage so it does not perfectly match the second.

Favorable: *"I was very impressed with your handling of the situation. I am always happy to see that true heroes understand that there is a time to fight, and also a time to choose the gentler path. In the situation you faced, helping the grieved parties try to achieve a peaceful understanding was the proper response. I commend you for your efforts, and will personally see to it that word of your kindness and wisdom shall reach Ravens Bluff! Thank you for setting an example to make us all proud!"*

Negative: *"I was less than impressed with your handling of the situation. I am always happy to meet heroes who understand that there is a time to fight, and also a time to choose the gentler path. In the situation you faced, helping the grieved parties try to achieve a peaceful understanding was the proper response. I wish I could commend you for your efforts, but your heavy-handed and violent approach to the situation was totally unwarranted. Understand that such conduct is unbecoming of a hero, and I will regretfully have to see to it that word of your cruelty and folly reaches Ravens Bluff, to serve as a warning to others. I hope that next time you will set an example to make us all proud!"*

There is no neutral response, as Eric will neither favor nor disfavor the PCs enough to want to talk to them. Attacking Eric will, of course, result in the arrest of the offending PC(s).

Knights who get a Negative reaction will also receive a -1 Chivalry Point. Fairness should not be an issue, as the players will have to seriously mishandle Scene 4 (i.e. commit evil acts) to warrant such a negative response.

If the PCs have not already visited House Gaines, a messenger from the house will deliver a letter thanking the PCs for dealing with the Cire problem, and asking them to keep quiet about Cire's mistakes in this encounter.

The End

Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Encounter One:						
Defeating undead	1,500	2,100	1,800	2,200	1,300	4,500
Encounter Two:						
Helping prevent a riot	100	100	100	100	100	100
Encounter Four:						
Trying to make peace	50	50	50	50	50	50
Saving 75% or more of the pilgrims from undead	100	100	100	100	100	100
Encounter Six:						
Defeating Undead	750	1,050	1,800	1,100	2,600	4,500
Minimal injury to innocents	50	100	100	100	100	100
Stopping Cire Gaines	50	50	50	50	50	50
Encounter Ten:						
Defeating foes	1,500	3,150	2,700	9,900	11,700	9,000
Total possible experience	4,100	6,700	6,700	13,600	16,000	18,400
Divide the above total by the number of PCs and round down						
Total possible experience per PC	683	1,116	1,116	2,266	2,666	3,066
	Then add					
Discretionary roleplaying award	0-50	0-50	0-50	0-50	0-50	0-50

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

- 200 gp per PC from a grateful city.
- A divine spell scroll (Value 525 gp) with a *negative energy protection* spell cast at 7th level upon it (only if it was not used during the

adventure).

- A divine spell scroll (Value 525 gp) with a *searing light* spell cast at 7th level upon it (only if it was not used during the adventure).
- *The Claw of Myrkul* (small, Value 19,440 gp, unusual, not tradeable). This gray glove is sewn together from carefully cured strips of human flesh, and in fact resembles a withered human hand.

The *claw of Myrkul* has 12 charges total. One charge allows the wearer to cast a *spectral hand* spell. Two charges allow the wearer to cast a *vampiric touch* spell. Three charges allow the wearer to cast an *enervation* spell. All spell are cast at 12th level effectiveness.

Use of this device opens the user to evil gods, and thus is an evil act. There is a 9% cumulative chance per use that the user's alignment will turn to Evil. When this happens, the character is removed from the campaign.

(This item is only available in tiers 4-6; it does not come into play in tiers 1-3 at all.)

- *Shield of Lathander* +X (y charges, small steel, unusual): This small steel shield is made of metal and painted yellow, orange and pink in the Impressionist style to create the image of a rising sun. In the hands of a cleric or registered follower of Lathander, it can be used to create a *stoneskin* spell effect on the user, cast as a 14th level cleric. Each use of this effect drains one charge.

The value of the bonus (X) and the number of charges (y) varies by tier, as does the value of the item. Check the line for the tier played.

<u>Tier</u>	<u>Bonus</u>	<u>Charges</u>	<u>Value</u>
1	+1	1	2,419
2	+1	3	4,939
3	+2	4	9,199
4	+2	4	9,199
5	+2	5	10,459
6	+3	5	15,459

- *Icon of Kelemvor* (5 charges, Value 1,200 gp): This amulet appears to be an ordinary holy symbol of Kelemvor, and can be used as such. In the hands of a cleric or registered follower of Kelemvor it allows the wearer to cast a *spiritual weapon* spell at 8th level of effect, creating a scythe. Each summoning of the scythe uses one charge.
- One *potion of cure serious wounds* (Value 750 gp), a bonus from a grateful city.

Knighly Dis-Honor

A -1 Chivalry Point ONLY for Knights who received a Negative reaction from Sir Eric Dunne in Scene 4. DMs should be very careful of the exact criteria for such a penalty before assigning it. Errors made by careless DMs are not the author's responsibility!

DM Aid #1: Spell Duration Chart

The following chart shows the durations remaining for spells that were pre-cast by Deathbringer Corvinus Isogul before the final encounter.

Pre-Cast Spell Duration Chart

Spell Name	Tier 1-4	Tier 5	Tier 6
blade barrier	34 r	46 r	53 r
bless	6 r	6 r	6 r
detect magic	67 r	87 r	119 r
invisibility purge	12 t	14 t	16 t
prayer	12 r	16 r	18 r
protection from elements (fire)	2 h 1 t	2 h 5 t	3 h
silence	23 r	31 r	35 r

r = rounds, t = 10 minutes, h = hours, d = days

PILGRIMAGE!

Early this morning, hope shone once more upon the Shining Jewel of Procampur. Just around dawn, the city was greeted by a group of Lathanderan pilgrims, come to deliver our city from the plague of undead that has tarnished our beloved Jewel! The Lathanderan representative, Sunrise Lord Corona Brightsun, promised the Procampur citizens that “the dawning of this day marks the beginning of a new life for the city of Procampur, and the beginning of the end of your suffering!”

But amidst the celebrations of a battle-weary people, another group of pilgrims arrived, likewise offering aid and solace to the city. The new pilgrim faction, led by Doomguide Derth Quickening, is dedicated to Kelemvor, Lord of the Dead. It would not be an exaggeration to say that a funereal pall fell over the gathering, as many questioned the motivation of this new faction. Kelemvor’s priests have spread a message throughout the Realms far more positive than that of the now-dead Myrkul, and their hatred of undead is well known, but some citizens still wonder just how different the new religion is from the old.

Sadly, conflict quickly erupted between the two pilgrim factions, which quickly degenerated into a bout of insults that soon had the crowd at each others’ throats as they argued over which of the two groups was the better savior of the city!

The timely appearance of our beloved Thultyrl Rendeth quelled any threats of violence. Our Lord and Ruler warmly welcomed both groups to camp in our city with the following speech:

“Good priests, word of your coming has reached the Palace of the Thultyrl. We are pleased that your respective deities have seen fit to send to us you, their worthy servants, in this hour of need. Both of your priesthoods have a well-established reputation as staunch opponents of the undead, and We both honor and welcome your holy quest to vanquish them from our beloved Shining Jewel! Together, we shall vanquish all the evil that plagues the Shining Jewel of Procampur!”

With that statement, the Thultyrl took the hands of the two priest leaders and clasped them together, raised high above the crowd! But despite this show of unity, onlookers could not help but note the scowls exchanged between the two rival saviors. It remains to be seen whether the pilgrimage will be Procampur’s salvation...or its downfall.

Player Handout #2: The House of the Hand (Temple of Torm)

The House of the Hand is among the most ancient and most ornate temples of Torm in all the Realms. It has not always been so magnificent, however: when it was first built --at which time the priesthood of Torm was neither strong nor wealthy in this part of the world --the House of the Hand was cold and bare, composed of simple granite blocks. Over the centuries, though, the temple accumulated some of the great wealth and magic that flowed through Procampur. Little by little, marble walls were erected over the old granite; gold leaf and jewels were added to the doors; friezes were carved over the arches --and later enchanted to give them life and motion; permanent illusions appeared in the alcoves; and so, presently, the building stands as a haphazard collection of beauty and wonder: different wings of the structure are colored and aged differently; parts of doors are done in different styles with different materials. Every single inch of space is beautifully ornamented.

As the worship of Torm is widespread among the warriors of the Diamond Legion, their white tabards and clinking armor can often be found in the massive great hall of the temple. The Chapel of Belleraat, located near the great hall, is dedicated to the Legion; services are conducted there prior to battles wherein the Legionnaires are blessed and given divine aid. Adventurers loyal to Torm are also welcome here; there is always a priest of some physical prowess there to aid such persons --and injuries incurred by Legionnaires in the line of duty are healed at no cost here. The rest of the temple is always abuzz with motion. People are always bustling down the aisles, offering prayers and hymns to Torm. During important services, the very stones tremble with the voices of the faithful: no temple in Procampur is so well attended as the House of the Hand --for every citizen serves in the Diamond Legion; and many join the temple during that time and remain faithful unto death.

The House of the Hand also runs a small hospital, where many Legionnaires and adventurers recover from injuries --to which such persons are highly prone. There are always a number of priests there ready to administer magical healing should it be needed. Powerful healing spells --even resurrections --are often available within a few days.

Until the Time of Troubles, the nearby Temple of Helm enjoyed higher status than the House of the Hand. With Torm's death and resurrection during those chaotic years, a new faith in Torm's vast power has arisen among many of Procampur's citizens; the House of the Hand became the dominant temple in Procampur within a year of the Time of Troubles. For this reason, the Temple of Helm regards the House of the Hand with some jealousy. The other temples of the District, which formerly looked to the Temple of Helm for leadership, now turn to the House of the Hand --especially the temple of Mystra. The shrines of Oghma and Deneir, who find the House's lack of a library distasteful, continue to seek knowledge from the Temple of Helm.

The House of the Hand is presided over by High Priest Pallar "The Obedient" (*LG hm Clr15*).

Player Handout #3: The Fall of the House of Isogul

(an excerpt from “A Complete History of the Noble Families of Procampur”)

By the year 348 PKR (109 DR) the noble house Isogul has reached new heights of success in their agricultural ventures. The House seemed destined for greatness, and indeed might have become one of the finest facets of the Shining Jewel, were it not for the black sheep of the family. Corvinus was always different than the rest. Even as a young child he seemed to disdain life, avoiding infants and even items associated with babies, such as blankets, rattles and cribs. He had no interest in tilling the soil or seeing living things grow, but was fascinated instead with dead and rotting things, and tended the compost heap. Corvinus’ vision led him to the other side of the pale, the land of the dead. He became a devout follower, and later priest, of Myrkul, the Lord of Bones. Despite his family’s objections, Corvinus followed his calling to Myrkul’s temple in the Procampur Cemetery. Threats to disown the wayward son were fruitless, and so it came to be that Corvinus joined the ranks of the Grey Ones.

Corvinus might well have been forgotten completely, and his noble family’s fortunes continue to shine, had he not taken a drastic course of action. None can know his true motivation, but surely he must have been following some dark edict from his god of death. One dark day in the year 348 PKR, Corvinus stole into his childhood home with a force of undead. He captured every last member of his family, and sacrificed each and every one of them to his dark god, by his own hand.

That black day haunted every citizen of Procampur. Righteous anger seethed in their hearts, and the need for justice coursed through their veins. The Proctors approached the temple of Myrkul with a large force of Diamond Legionnaires and priests of other Quorum religions, expecting heavy resistance. To their surprise, Corvinus left the temple alone and unarmed, and immediately surrendered. The blood of his kin still stained his hands. No battle was fought that day, save in the courts.

The Thultyrl himself presided over the trial, for only the highest authority in the city could render verdict on such a horrible crime. Corvinus offered no defense, pleading guilty to all of his terrible crimes. He never explained the reason for his fratricide, stating only that his actions were “the Will of Myrkul” and had to be done. The sentencing was swift, and the convicted prisoner faced a death sentence, carried out by his own preferred method, a spell of death cast by his own fellow priests. At the insistence of the Thultyrl, the Temple of Myrkul willingly closed their doors to the public and kept their own council for a period of 10 years. When inquiries were made, it was discovered that the temple had since been abandoned. It can truly be said that they were not missed, and the Grey Ones were never heard from or seen in Procampur again.

The House Isogul ceased to exist on the day of the mass murder. Their holdings were given to a favored son of the city, and House Arawl was granted noble status. Any mention of the destroyed house, killed by betrayal most foul, was stricken from written records to erase the horror of the event. The only exceptions were a few texts sacred to Oghma and Deneir, for all knowledge is sacred and should never truly die.

The people of Procampur quickly forgot the lost house of Isogul, though whispered rumors posed the theory that any who would inherit the holdings of a house so cursed were doomed, in time, to be accursed themselves. Only time will tell if this legacy comes back to haunt House Arawl in the future.

Player Handout #4: The Prophecy

(an excerpt from “The Prophecies of Suma Dartson”)

Let all know the word of Old Lord Skull, as spoken to his loyal servants, the Grey Ones.

There shall come a time when the dead shall rise up from their graves to reclaim the Jewel of the Vast from the living. Their coming shall herald the wakening of his loyal servant, the Kinslayer, long dead by choice and by fate, to herald the return of the Lord of the Dead to the Realms.

The coming of the undead and the Chosen One shall be preceded by these three signs:

The first sign shall be the death of a woman who would wed the Thultyrl, betrayed after betrayal.

The second sign shall be a scourging of the low and high, bringing torment and misery to each.

The third sign shall be when the jealous flame hides from water’s might, when the heart and hearth grow cold.

When these events have come to pass, the Chosen One shall return to bring death to The Jewel of the Vast, and the name of the Reaper shall be feared and honored throughout the Realms.