

GRM5-06

# Family Fortunes

## A One-Round D&D® LIVING GREYHAWK™ Gran March Regional Adventure

Version 1.1

by Sean Flaherty

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Watcher Reginar Vlarrian, Elder Oath-Bound Gargoyle has received disturbing news that one of his fallen brothers' souls is not at rest. He has entreated like-minded servants of righteousness to investigate and see the matter put right. At the same time a call for aid from adventurers has been issued by a minor noble from Barony Dragus. His manor has suddenly become haunted, and his new bride is threatening to abandon him and the family home. A Gran March regional adventure for APLs 2-12, and Part One of the *War of the Undying* series.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [pjf@cerlink.net](mailto:pjf@cerlink.net). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the Appendices.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

## ADVENTURE BACKGROUND

This story revolves around the conflict between a Knight of the Watch, Heleraïn Brogan, and Feyza Bahun, a Baklunish warrior priest who were bitter foes in their portion of the Greyhawk Wars. Both men are now dead. The Knight was a Captain in the Gran March Army responsible for holding a garrison that was heavily depleted by Commandant Petros' reallocation of troops to support the war in Geoff. The Knight's tower (in the extreme northwestern part of Gran March near the Dim) became a veritable island of defiance in the face of the Ketite onslaught. Watcher Brogan was only able to hold it through complete and utter commitment to that single cause. He did this through remarkable will, force of arms, great personal sacrifice and, on more than one occasion, single combat with the Bahun. Despite Watcher Brogan's best efforts, he, his men and the March of Bissel suffered. The military conflict ended in 586 CY with Bahun slaying the Knight and Ket's occupying of Bissel. In the end, both commanders lost sight of their goals and became so overwhelmed with the personal destruction of their opponent (who came to symbolize the ideologies they each despised – the Baklunish West vs. the Sheldomar Valley) that they became tied to the cause beyond death.

Between 586 and 595 CY, Bahun devoted himself to becoming a lich in order to achieve his goals of the destruction of Gran March, in general, and every trace of his chosen foe, in particular. The achieving of lichdom by Bahun has caused the manifestation of the soul of Watcher Brogan as a deathless Sacred Watcher. The Knight's manifestation has set several events in motion. First, the lich has sensed some kind of spiritual disturbance and has sent minions south to determine the state of his foe. Second, the Knight's manifestation has triggered a strange response in a routine *commune* by a Watcher Reginar Vlarrian, Elder Oath-Bound Gargoyle, in Hookhill, which indicated that not all of his brothers were at peace. As a result, Watcher Vlarrian is recruiting those he trusts to look into the matter. As an aside, a family of gnomes whose patriarch was killed while on business for the fallen Knight's heirs has begun "haunting" the family's estates. This was initially done in an effort to drive them to ruin in revenge for their father's death, however Bahun's minions have discovered the gnomes and are bending them to their purposes. Investigating the rumored haunting will be an additional plot hook to include characters that are unlikely to be trusted by (or to trust) a Knight of the Watch.

## ADVENTURE SUMMARY

The start of this adventure is triggered by events on two parallel paths that will eventually lead to all PCs involved seeking out the Brogan estate. Once there, the PCs will have the opportunity to meet with the members of the Brogan family now residing there and investigate both the haunting and the current state of Watcher Brogan's grave. They should eventually discover the gnomes living in the orchard and run them off, as well as meet the fallen knight's dwarven manservant who can send them in the direction of the remaining entrance to the family crypt.

Once in the crypt the PCs will need to defeat its guardians before entering the tomb of Helerain Brogan. Upon the PCs entering the tomb, the spirit of Watcher Brogan will manifest, reveal to them the nature of his foe and his return to Oerth, and ask them to pledge to fight this evil where he cannot. PCs so pledging will be given the opportunity to take items of power from his grave. Leaving the crypts, the PCs will be attacked by a scouting party sent by the lich to investigate the disturbance he sensed. After defeating these scouts the PCs should return to the Brogans and thereafter Hookhill to reveal what they have learned.

### Introduction

Knights of the Watch and Dispatch, Gran March Military, and Gran March Church metaorganization members receive a message from Watcher Vlarrian requesting that they meet with him immediately at the Knight's keep in Hookhill. At the meeting the Knight reveals his belief that one of his brethren has risen from the dead unnaturally and asks the PCs to investigate for him.

PCs who are not members of the relevant organizations will be approached in a tavern by a teenage boy who is about to muster into the army. He will relate to them the tale of his older sister's unhappy marriage and her recent letters complaining that her new estate is haunted and threatening to return to Hookhill. The young soldier will ask the PCs to go to her estate and look into the haunting.

### Encounter 1

PCs on either track set out for the Brogan estate outside of Keddin's Run. The day's journey brings both groups to an inn named Keddin's Rum as a tribute to the strong spirits there. Here the PCs can press the locals for information and combine their efforts for the next day.

### Encounter 2

The PCs arrive at the Brogan estate and meet the master of the house and his bride. The pair shares their tale of the house's haunting and give the PCs leave to investigate their home and the surrounding grounds. In addition they refer any questions about their fallen cousin to his aide who still lives on the estate.

### Encounter 3

The PCs investigate the house, interview the staff, and find some evidence that the haunting is not supernatural.

### Encounter 4

Meeting with the aide, the PCs gain some historical background on the fallen knight, see the collapsed entrance to the crypts and discover the location of the only remaining entrance to the family crypt. The dwarf also reveals that the haunting is no more than a bunch of pesky gnomes living in one of the orchards.

### Encounter 5

Confronting the gnomes in the orchard, the PCs discover a complicated tale of intrigue, betrayal and death. The gnomes will warn the PCs of the presence of the Bakluni and can be convinced to abandon their harassment of the Brogans. This will require a promise of protection from Bahun's minions and later assistance from the PCs. They know nothing of the fallen knight.

### Encounter 6

Arriving at the rear entrance to the Brogan family crypts, the PCs have to unlock the gate there and avoid being killed by its trap.

### Encounter 7

Venturing into the crypt, the PCs will travel some distance beneath the earth before encountering the actual tombs of the Brogans and their guardians. Originally set in place to destroy grave robbers, the guardians are unwilling to let anyone pass without a fight.

### Encounter 8

Having defeated the guardians, the PCs can enter the tomb of Watcher Brogan. The spirit of the Watcher will reveal his story and his purpose in returning from the afterlife. He then asks the PCs' aid in destroying his Baklunish lich enemy.

### Encounter 9

Leaving the crypt behind, the PCs are attacked by a group of mounted Paynims and their evil cleric/thaumaturgist leader. These scouts were sent by the lich to be sure Watcher Brogan is dead and destroy his remains if possible. They will use any captured PCs to gain knowledge about the situation and kill them afterward.

### Conclusion

After convincing the gnomes to leave, making their way to Watcher Brogan's grave, and defeating the Baklunish raiders, the PCs can claim their rewards from the Lesser Brogans and report to Watcher Vlarrian on the state of his fallen brother.

## PREPARATION FOR PLAY

Knights of the Watch and Dispatch, Gran March Military, and Gran March Church metaorganization members receive a message from Watcher Vlarrian requesting that they meet with him immediately at the Knight's keep in Hookhill; these PCs being in the Message from the Watcher section of the Introduction.

PCs who are not members of the relevant organizations will be approached in a tavern by a teenage boy who is about to muster into the army; these PCs being in the Approached in the Tavern section of the Introduction.

**Note:** While it is possible for all PCs at a given table to take a single path, it is more likely that you will have to guide the two parts of the party into the adventure from different paths.

## INTRODUCTION

### MESSAGE FROM THE WATCHER

*Morning comes late to Hookhill in the week of Richfest as old soldiers, new veterans and fresh conscripts all attempt to recover from the late nights and long parties. As the military sleeps off the exhaustion of it's one-week of frivolity, the merchants of Gran March's capital attempt to lever themselves from sleep and prepare for the fourth consecutive day of the festival. Similarly a pounding on the door of your lodging rouses you from your slumber. Opening the door you see a young man in half-plate bearing a longsword and steel shield.*

*He salutes you formally and as he reaches into a pouch at his side you notice a pin in the shape of a silver owl attached to the neck of his cloak. [Sir or Madame] please forgive the indecency of the hour and my presumption in waking you. Elder Oath-Bound Gargoyle, Watcher Reginar Vlarrian, bids you welcome and asks that you attend him at Cathedral Valorous immediately." Saying this he hands you a small sealed envelope, salutes a second time and turns smartly on his heel and marches from the hall.*

PCs opening the envelope may read Player Handout #1, which is essentially a formal written invitation from Watcher Reginar Vlarrian [REG-ih-nar Vhu-LARE-ee-en]. The invitation notes the organization of which they are a member that has called them to his attention and bids them come quickly as he has pressing business in Ulek. A DC 15 Knowledge (religion or local - Sheldomar Valley metaregion) will indicate that the PC knows that although the Church of Heironeous in Gran March is led by the an elected Speaker, currently Lidda of Keddin's Run, Watcher Vlarrian is the most powerful priest of the Lord of Battles living in Gran March.

*Responding to the urgent call you have quickly dressed and proceeded to Cathedral Valorous, the center of worship in Gran March for the Church of Heironeous. An acolyte in chainmail and a blue cloak seems to be expecting you and at the mention of Watcher Vlarrian immediately takes you to what appears to be a small training room with several wooden benches. There are others here and from their appearance, they too have received the early morning summons.*

Allow players a moment to describe their PCs to each other.

*Without warning a door across the room opens and a battle hardened man in the formal golden chainmail vestment of a priest of Heironeous and a long blue cloak trimmed in silver strides into the room. He begins speaking without preamble. "My name is Reginar Vlarrian. I am a Knight of the Watch and Warrior Valiant of the Lord of Battles. Thank you for coming."*

*"I have summoned you because of a troubling response I received in a commune with Heironeous this very morning. I have sworn an oath that while I live, no priest of Heironeous or Knight of the Watch shall rest uneasy after their time on Oerth has passed. None of my brothers need fear unending existence as undead, imprisonment, entrapment, or an otherwise tormented soul after their time here. It is my purpose. One that has kept me and my brothers busy of late."*

*"Each year during Richfest, I return to Hookhill, commune with the Invincible Knight and spend the week in ritual reflection on the deeds of my order. As part of my commune, I always ask the Lord of Battles if my fallen comrades rest easy. I invest considerable resources throughout the year to assure the eternal rest of my brethren or be aware of exceptions, so I have always received the affirmation I expect. Today, instead of the simple 'Yes' I anticipated, Heironeous spoke a name. A name I know. Helerain Brogan."*

*"Watcher Brogan was a knight of great courage who lost his life at the end of the so-called Greyhawk Wars in a conflict along the extreme northwestern border near Bissel. I personally oversaw the internment of Watcher Brogan in a family crypt beneath one of their smaller estates outside Keddin's Run. The Electorship held by Helerian's family passed to one side of the family, while I believe possession of the estate passed to a lesser branch somewhat removed from the Elector."*

*"My obligations require me to remain here in Hookhill until the end of Richfest and then the changing events in the Principality of Ulek require my presence there almost immediately. I need you to go to Watcher Brogan's estate and determine the*

*disposition of his corpse and immortal soul if possible. The inheritors of his estate are simple merchants and should not trouble you about this request. In case they do, however, I have prepared a letter of explanation. It lacks some of the details I have shared with you. Once you have identified the nature of Helerian's unrest, return here and inform me so I can decide how best to resolve his situation."*

Concluding, Watcher Vlarrian will await any questions the PCs may have. He can supply additional information as follows:

- Helerain Brogan [Hell-AIR-ane BRO-gan] was a Captain in the Gran March army during the Greyhawk Wars. His pride was detached from the 17<sup>th</sup> Battle and charged with protecting a tower, which served as a strong point in the northwest corner of Gran March.
- Helerain was also a Knight of the Watch. He held the rank of Beast of the Air and his full title was Captain Watcher Helerain Brogan, Obdurate Falcon. If these terms are unclear to the PCs, Vlarrian has no interest in explaining them.
- Watcher Brogan was killed in action toward the end of the Greyhawk War, but despite being significantly outnumbered in the battle that took his life, his men held their position and prevented a Ketite force from penetrating into Gran March.
- Helerain was slain in 587 CY and formally laid to rest in his family's crypt in 588 CY. The last seven years have passed without event.
- Watcher Brogan was apparently killed in single combat with a Baklunish warrior priest. His sacrifice bought his men the time necessary to reinforce and hold their position. Watcher Vlarrian knows the general story, but not the details.

🔱 **Watcher Reginar Vlarrian, Elder Oathbound Cargoyl:** Male Human Clr19.

Beyond these details Watcher Vlarrian knows little more of the life and times of Watcher Brogan. During the Greyhawk Wars, there were over 6,000 active Knights of the Watch. If questioned about his oath, Watcher Vlarrian will explain that it is a sacred duty that he has taken on in service of the Invincible Knight. He knows of all the Knights who are not at rest and works with his superiors in the order to make certain they are found and put at ease. He will suggest but not directly say that it is important that the souls of Knights of the Watch be unfettered in the afterlife, as though he is aware of some specific duty they have.

### APPROACHED IN THE TAVERN

*From the name of the tavern you have taken residence in during the chaos that is Richfest, you*

*must assume that the proprietor is either well connected or fearless. Whichever is the case, the irreverently dubbed Commandant's Breakfast has become a favorite with new recruits this season. The main room of the tavern is thick with gangly youths just past their mid-teens trying to eat their way through hangovers or in some cases just achieve sobriety.*

*Halfway through the morning meal, one bleary-eyed boy rises, shaking his head helplessly as he mutters to his companions, "Well, I've got to do something or she'll end up on the streets." Saying this he steps onto the bench he was sitting on and steps on to the table with a definitive wobble. He begins to shout in a voice louder than necessary, "Are there any adventurers or sell swords about that have experience with ghosts?! My sister has married an important man from Keddin's Run, but their mansion is haunted. I'm sure they'll reward you handsomely if you help them. They're related to an Elector." Finishing, the boy attempts to dismount the table, but catches his foot and tumbles painfully into a heap on the floor much to his comrades' amusement.*

The boy is Dylan Rhudern [DILL-an RU-dern], he is fifteen and mustering into the army at the conclusion of Richfest. He has recently received disturbing letters from his sister Heiddyn Rhudern Brogan [HI-din] who was married in the spring to Dodwith Brogan. She is complaining that life on the estate alternates between boring and horrifying. Heiddyn claims that in the last three months repeated bizarre events and hauntings have occurred in her new home.

🔱 **Dylan Rhudern:** Male Human War1.

The Brogans live in a small manor outside Keddin's Run and Dodwith is known locally as a fairly successful merchant. He also has a fine pedigree as his great grandfather was an Elector. However, as a result of Dodwith's father and grandfather being second and third sons respectively, he is far from wielding any real authority in the area. The family name however, does carry some weight with the locals.

Should the PCs approach him and ask for details, the boy can provide the following information:

- Dylan is from what used to be a well-to-do merchant family in Hookhill, but his parents were killed while visiting Orlane in the spring of 592 CY. This happened during the Battle of Orlane.
- His aunt and uncle inherited the family's business and wealth, but they had always been jealous of his parents and do not like Dylan or Heiddyn.
- The aunt and uncle put them on an allowance and moved to Niole Dra. The terms of the allowance, however, stipulated that he does not receive his

small stipend unless he becomes a Gran March citizen which is why he's mustering instead of moving to Keoland. (well, that and their war). His sister's situation was somewhat more difficult. She only received her stipend until age 17 unless she married and even after that the entire remaining amount was given to her husband as a dowry.

- Heiddyn was married in a small ceremony in the Temple of the Harvest Church in the spring of 595 CY. Her aunt and uncle did not attend, but sent a proxy with the agreed upon payment.
- Heiddyn is a prissy girl from Hookhill who got everything she wanted when her parents were alive. She did not adjust well to having less when they died, but was pretty and clever enough to marry a reasonably well-off man she can manage.
- Dylan's sister has written to him every few weeks since moving to Keddin's Run. At first he found this odd, but over time he has realized that she is lonely and he is her only remaining family.
- About a month ago the letters included the first reference to unusual events. Then the letters became more frequent arriving every few days.
- The letters, a couple of which Dylan will share (provide *Player Handout #2*), include references to strange lights and sounds in the manor and on the grounds, a pestilence of vermin, and a strange sense that she might be being possessed from time to time.
- Heiddyn's pleas have gotten strange and desperate enough that he would go to her himself, but he has to muster into the army. He did show his sister's letters to his new sergeant, but the man seemed to take a low opinion of him and said, "You'll have to try better than that. I've already seen the crazy sister excuse this year."
- Heiddyn has threatened to leave her husband and return to Hookhill. Although Dylan doesn't know where she'd stay as they no longer have lodgings and she has no money.

After sharing the relevant portions of this information, Dylan will ask any PCs that seem interested if they will go to Keddin's Run and help his sister. He cannot offer any reward, but expects that Heiddyn's husband might offer one if the situation is as bad as she says. He will provide directions to the estate.

## ENCOUNTER 1: KEDDIN'S RUM

*Nearly a full day's travel north from Hookhill has brought you to the town of Keddin's Run. Artisans' shops line the main street with several side streets populated with simple cottages and one-story*

*homes. Asking around and consulting the directions you were given, you quickly realize that the estate of Dodwith Brogan is several more miles and if you continue tonight you will arrive well after dark.*

If the PCs decide to travel on regardless of the hour, move to encounter two with the modification that the Brogans are extremely irritated with the hour of their arrival. If the PCs inquire about lodging, they will discover that most of the inns in town are full with citizens from the outlying settlements and farms coming to celebrate Richfest. Despite this they are told that the largest inn in town, Keddin's Rum, will have space, although it is known as a hard-partying establishment.

*Arriving at Keddin's Rum, you find the three-story inn and tavern overfilled with people apparently celebrating the holiday week. Shouldering your way through the crowd of patrons packing the doorway and spilling out into the street, you find yourselves in a large common room where nearly three-quarters of the patrons face a single man standing on a table giving a speech. The man wears the uniform of a Gran March Sergeant and is clearly in his later years from his thinning hair and graying beard. As the innkeeper notices your arrival and waves you over the man continues his speech:*

*"...and another way I knew it was time to retire was when after surviving the training of all three Eddan brothers, their sons started showing up to join the file." The room responds with knowing chuckles. "I see you laughing now Corporal Eddan, but you weren't smiling when your lip made the whole recruiting class have to run the obstacle course in mail with their long spears." Several audible groans of remembrance fill the room. They come from men of a variety of ages, so this was clearly a common punishment. "Now, it's been thirty years since I was the first to endure that punishment, so I don't want to hear any whining. So, I guess the last thing for me to do before I step down for good and move to Shibboleth to help my son rebuild is to announce my replacement. The Captain and I debated long and hard about this one, and the Elector himself signed off on the promotion. Now, I know that he's done his mandatory service, but I'm hoping being Sergeant of the Elector's File will be prestigious enough to keep him on another twenty years or so. Well, what do you say, Sergeant Eddan." The Corporal mocked only moments earlier is visibly shocked and the sound of his mug dropping to the floor fills the suddenly silent room. The man then snaps to attention, salutes and says, "I'll report for duty in the morning, Sergeant." The older Sergeant replies, "Well, get up here and let's have a toast." The room breaks into thunderous applause as the younger man climbs up next to his mentor.*

This discourse takes place as the PCs join the innkeeper across the room at the bar. The innkeeper's name is Teinon and he is the owner and operator of Keddin's Rum. He prefers his establishment a little bit on the exciting side and encourages drinking and loud parties like the one going on now. He will offer the PCs accommodations, but at a somewhat inflated price of 5 gp per night. In addition, he only has two rooms available.

**Note:** The most important thing to have happen in this encounter is for PCs from the different introductory hooks to compare notes and realize that they are headed to the same estate for different reasons that may appear to be related.

Should the PCs choose to mingle in the common room before retiring for the evening they can learn the following from the populace in general.

- Tonight is Sergeant Grellwys' retirement party and apparently the promotion and announcement of his replacement, Sergeant Eddan.
- Grellwys has been Sergeant of the Elector's file for over twenty years and in the army for thirty.
- Every man from Keddin's Run who's come into the army in the last twenty years was trained by Grellwys.
- Most of the Eddan family is worthless, but Caran Eddan took Grellwys as a mentor and has made something of himself.
- The estate of Dodwith Brogan is about five miles from town. Dodwith is a gentleman farmer, meaning that he pays people to work his fields and the orchards that surround the estate.
- Dodwith did his time in the military and mustered out about six years ago.
- Dodwith recently married a beauty from Hookhill who had more looks and sense than money. The two have been cloistered at the estate since their wedding and no one blames him.
- No one has heard anything about a haunting at the estate (Dodwith has gone to great lengths to keep the servants quiet).

If the PCs engage Sergeant Grellwys they can learn the following additional facts:

- Watcher Helerein Brogan was trained by Sergeant Grellwys in 575 CY, the first year of his duty as Sergeant in the Elector's file.
- Grellwys remembers Helerein fondly and thinks of him as one of the best men to come through his unit.
- Watcher Brogan's family connections, membership in the Knighthood, military prowess, and

fearlessness in battle led to his rapid promotion to Captain in just six short years.

- Grellwys heard that Watcher Brogan was pivotal in the defense of a tower in the northeast of corner of Gran March, but knows little of his exploits during the Greyhawk Wars.
- Grellwys did attend the funeral service conducted by Watcher Vlarrian and remembers him as great man. At the funeral he met Watcher Helerein's aid de camp, a dwarf named Lodnin Anghan. He believes that the dwarf has stayed on at the Brogan estate in some capacity and will suggest that the PCs talk to him if possible.
- If the PCs specifically ask around about Helerein Brogan, there is a Bard named Glenal Burbin who knows the tale. Glenal is a black haired, blue-eyed man from Bissel who has moved to the Gran March given recent events in his home country. Glenal knows the tale of last battle between the Brogan and the Bahun. This is the same tale as witnessed by Lodnin the dwarf captain (see Encounter 4).

Watcher Helerein Brogan and Feyza Bahun, a Baklunish warrior priest, were bitter foes in their portion of the Ketite invasion of the Sheldomar. The Knight was a Captain in the Gran March Army responsible for holding a garrison that was heavily depleted by Commandant Petros' reallocation of troops to Geoff. The Knight's tower (in extreme northwestern Gran March near the Dim) became a veritable island of defiance in the face of the Ketite onslaught, but Watcher Brogan was only able to hold it through complete and utter commitment to that single cause. He did this through remarkable will, force of arms, great personal sacrifice and, on more than one occasion, single combat with the Baklunish leader.

Despite Watcher Brogan's best efforts, he, his men and the March of Bissel suffered. In one cataclysmic battle in 586 the tower was nearly overrun and only Watcher Brogan's invocation of mysterious Watcher powers was able to fend off yet another assault. In the end he stood alone and defiant in the gate of the tower laying waste every Baklunish warrior who came near him. Then the Ketites withdrew and their priest leader came forward alone. The man grew to the size of an ogre as he invoked a series of enchantments from his deity. Helerein merely stood fast in the gateway and waited. When at last the battle was joined the warriors slammed into each other again and again, with Watcher Brogan even abandoning his position in the gate in the effort to get at his foe. In a final destructive charge the two crashed into each other one last time. Helerein Brogan's shield shattered under the impact of the Bahun's charge and the man's falchion dealt a lethal blow to the Watcher's head. Despite his death, Helerein had bought his men the time required to replace the gate with a makeshift barrier. The men of the tower rallied and



inspired by their leader's sacrifice, launched a ferocious counter attack and reclaimed the body of their fallen Captain. An uneasy truce settled over the combatants as the Baklunish acknowledged the passing of a great foe. Before hostilities could resume again, word of the truce dividing Thornward arrived.

## ENCOUNTER 2: THE LESSER BROGANS

*Departing in the morning, a few hours of leisurely travel bring you to a well cared for dirt road leading into an orchard with trees planted in neat, straight rows. Fat, ripe fruit surrounds you as you continue on the road toward the two-story manor in the distance. The smell of apples is thick and along the rows of trees you can see teams of laborers picking the season's harvest, despite the Richfest holiday.*

*Arriving at the manor you find yourselves in a circular track with a fountain in the shape of a fruit tree surrounded by statues of six beautiful humans, four female and two male. Water falls from the leaves and branches of the tree in a deluge of gurgles and splashes. At your arrival a pretty strawberry blonde woman throws open a second story window and shouts, "Are you here to rescue me?"*

A DC 10 Knowledge (religion) check will reveal that the six statues are the commonly worshiped deities of the Harvest Church: Atroa, Merikka, Sotillion, Telchur, Velnus, and Wenta.

*Moments after your arrival, a manservant opens the front door and starts to ask, "Greetings gentle folk. What is your bus..." but is cut off as the young woman bursts through the door behind him with a well dressed man in pursuit.*

The woman is Heiddyn Brogan and the man is her husband Dodwith. Heiddyn is reaching the end of her rope and is extremely excited about the arrival of strangers. She hopes they are here to set things right. Dodwith will attempt to calm his wife and she will make an effort to contain her excitement. The two will invite the PCs inside into a sitting room and see to it that they are served a light lunch. Over the course of the meal Dodwith will ask what business brings them to the estate. He will be very cross with Heiddyn when it is revealed that she has been telling people about the "haunting." Those PCs who furnish the letter from Watcher Vlarrian will be regarded more seriously, but the combined group will be given permission to investigate both issues and will be offered rooms in the servant's quarters if their work requires more than one day.

Heiddyn is an attractive young woman who has just turned eighteen. She is smart, friendly and talkative. Her months on the estate have begun to wear on her and the haunting has her terrified. Despite the fact that she married him for his money, she truly loves Dodwith, but

is coming to despise his home. Its remote location, lack of "modern" conveniences, complete lack of magic, and provincial staff frustrates her beyond words. The combination of her fear of poverty and genuine affection for her husband has kept her at the manor, but she is seriously considering running away when the PCs arrive. She simply lacks the independence to leave.

For his part, Dodwith is an athletic, dark haired amicable fellow in his mid twenties. He is insightful enough to know that Heiddyn married him in part for financial stability and that she is very frightened by the events occurring at the manor. The haunting is simply beyond his ability to deal with. He has ordered the staff not to speak of it and paid them bonuses for their silence. He hoped the problem would just go away, but with the PCs arrival is grateful for the offer of help.

☞ **Dodwith Brogan:** Male Human Ari3.

☞ **Heiddyn Brogan:** Female Human Ari1.

If they ask questions of Heiddyn and Dodwith, they will provide details as follows:

- They were married in Hookhill during the Feast of Atroa on the last day of Growfest (just under three months ago). They returned to the manor the very next day.
- Everything was fine for the first month and then they began to see strange lights in the north orchard at night.
- These lights were followed quickly by lights and inexplicable sounds in and around the house proper.
- A root cellar was found to be infested with a family of moles after several of them broke through into the kitchen.
- If for some reasons someone suggests that there might be gnomes involved, he will tell the PCs that he did hire a gnome to buy a necklace for him in Greyhawk a couple years back (he intended it for his wife when he found one. The fellow disappeared for several weeks and when he returned claimed he had bought the necklace but that it was stolen in transit. Needless to say Dodwith did not pay him for the necklace or his work.
- Heiddyn will be reluctant to speak of it, but if pressed she will admit that she fears she is being possessed by a wanton spirit at times. On two occasions she has found oddly compelled to confess her love for Lodnin Anghan, the dwarf and attempted to accost him. Both times the dwarf gently subdued her and tied her to a chair. On another occasion, she had the same compulsion overtake her while speaking with one of the human servants. He lacked the dwarf's discretion and has since been dismissed.

- If asked about Lodnin Anghan, Dodwith will explain that he is a holdover from the previous owner, his cousin Helerain Brogan. Dodwith has permitted him to stay on as he doesn't get in the way and was very helpful with some local robbers the year Dodwith moved in. He lives in a stone cellar beneath the house and Dodwith will show the PCs where he can be found.
- If a reward is discussed, Dodwith will shrewdly say that as a businessman he believes that rewards should be comparable to the risks one takes. He would like to wait until he knows what it takes to drive off the ghosts haunting his home before committing to a figure.

In the event that no PCs are on the Watcher Vllarrian track, a letter from him to Dodwith will have arrived the same morning requesting information about the situation. Dodwith will ask the PCs to include inquiring into his cousin's situation in their investigation, as he could be the source of the haunting.

### ENCOUNTER 3: THE STATE OF THE ESTATE

*Lunch with the Brogans is informative if uneventful and you now have the run of their estate, provided you can stop the haunting. A quick look around indicates that this manor is typical of those of lesser, rural nobility. It is a two-story building with dormers into an attic, which serves as the servants' quarters. The ground floor contains several sitting rooms, a dining hall, kitchens and an office for Dodwith. The second story has one enormous master bedroom with an adjoining nursery that seems recently decorated, as well as three smaller bedrooms.*

*All twelve servants were brought out to meet you and seem to have little to hide or share except even more sensational versions of the haunting lights, sounds and vermin. No one other than Heiddyn seems to be suffering from possession.*

In this encounter the PCs have the opportunity to search the manor itself, the nearby grounds, and to question the staff. Feel free to embellish their stories as necessary with the basic facts from Encounters 2 and 4. The servants are as follows: 4 maids (Merys, Meidwan, Dyllaryn, Wenos), 3 manservants (Dyllaryn, Donyl, Lusnan), 2 cooks (Disin, Gaeduth), 1 butler (Radfarth), 1 groom (Rhunwyn), and 1 foreman (Gren) for the laborers that work the fields.

The only ones with any additional helpful information are the cook Disin and the foreman Gren. Disin will tell that she has found some odd bottles that are not hers in the kitchen from time to time, but she has thrown them all away. Gren knows that something strange is going on in the North Orchard, but his crews

have not reached there yet in the picking and the one man he sent to check it out was found unconscious in the fountain the next morning.

If the PCs search for tracks, a DC 20 Survival check (by someone with the Track feat) will reveal that the grounds surrounding the house are well traveled by human feet, but that there are a large number of gnome-sized footprints as well. The majority of these lead off to the North Orchard.

### ENCOUNTER 4: ONE LOYAL DWARF

*When you asked to meet Lodnin Anghan, the dwarf, Dodwith agreed to personally introduce you. He took you to a door just outside the kitchen, lit a lantern and then opened the door and started down a set of cold stone steps. As you descended, Dodwith remarked that this was once the entrance to the crypts beneath the estate but that a collapse in part of the foundation sealed off that area forever shortly before he moved in.*

*The stairs twist a few times before opening into a long narrow room with a carved tunnel at the far end. The faintest bit of light from the lantern reaches into the tunnel and reveals a collapse just inside the entrance. The small red glow of a pipe's hot embers reach to you in the half-light as a gruff voice says, "Hello Master Dodwith, who're your friends?"*

Dodwith will quickly introduce the PCs to Lodnin, who will light several lanterns around the room as Dodwith speaks. Dodwith seems uncomfortable around the dwarf and will attempt to excuse himself after introductions are made.

🔱 **Lodnin Anghan:** Male Dwarf Rgr12.

Lodnin is a 170-year old, 4 ft. 2 in., 170 lb. dwarf. He is aged, but energetic. He has spent nearly a decade in mourning for his Captain and friend and in perhaps another five or ten years his grief will have run its full course. He considers these years his tribute to a great leader and the best friend of his life. Lodnin served with Watcher Brogan as one of his key NCOs from the time he was made a knight and promoted to Lieutenant. He considers Helerain to have been the most inspired combat commander he served under in a century of and a half of military service and he can tell the PCs the entire tale of battles of Brogan and Bahun.

Captain Watcher Helerain Brogan and Feyza Bahun, a Baklunish warrior priest, were bitter foes in their portion of the Ketite invasion of the Sheldomar. The Knight was a Captain in the Gran March Army responsible for holding a garrison that was heavily depleted by Commandant Petros' reallocation of troops to Geoff. The Knight's tower (in the extreme northwestern

Gran March which can be confused with the border of southern Bissel near the Dim) became a veritable island of defiance in the face of the Ketite onslaught in Bissel, but Watcher Brogan was only able to hold it through complete and utter commitment to that single cause. He did this through remarkable will, force of arms, great personal sacrifice and, on more than one occasion, single combat with the Baklunish leader.

Despite Watcher Brogan's best efforts, he, his men and the March of Bissel suffered. In one cataclysmic battle in 586 CY the tower was nearly overrun and only Watcher Brogan's invocation of mysterious Watcher powers was able to fend off yet another assault. In the end he stood alone and defiant in the gate of the tower laying waste every Baklunish warrior who came near him. Then the Ketites withdrew and their priest leader came forward alone. The man grew to the size of an ogre as he invoked a series of enchantments from his deity. Helerain merely stood fast in the gateway and waited. When at last the battle was joined the warriors slammed into each other again and again, with Watcher Brogan even abandoning his position in the gate in the effort to get at his foe. In a final destructive charge the two crashed into each other one last time. Helerain Brogan's shield shattered under the impact of Bahun's charge and the man's falchion dealt a lethal blow to the Watcher's head. Despite his death, Helerain had bought his men the time required to replace the gate with a makeshift barrier. The men of the tower rallied and inspired by their leader's sacrifice, launched a ferocious counter attack and reclaimed the body of their fallen Captain. An uneasy truce settled over the combatants as the Baklunish acknowledged the passing of a great foe. Before hostilities could resume again, word of the truce dividing Thornward arrived.

Lodnin personally accompanied the body of Helerain Brogan to the estate and carried out the final instructions left him in a letter. Among these was request for a burial by Watcher Vlarrian and, knowing that the estate would pass to another branch of the family, insistence that the tunnel into the crypts from the basement be fully collapsed. Lodnin, as a dwarf, put his best effort into destroying the tunnel to the point that it would take the better part of a week to dig out. If the PCs explain the situation or produce the letter from Watcher Vlarrian, Lodnin will tell them that there is another entrance to the crypts. This was created so that they could also serve as a secret escape route from the manor. The Brogans asked Lodnin not to collapse the other entrance in case his order or the portion of his family he respected ever needed access to the crypts. The other entrance is in a small valley on the far side of the East Orchard, there is a spring with a gate in the hillside next to it. The gate leads into the crypts. Lodnin is not interested in accompanying the PCs. He prefers to remember his Captain as he was in battle. Lodnin also knows nothing of the traps or guardians of the crypt as they were not active

at the time of the funeral due to the presence of Helerain's body.

In general Lodnin is somber without being a stereotypically gruff dwarf. His grief is sincere, deeply felt, and personal. When the PCs share with Lodnin the possibility that the Brogan is no longer at rest he is at first surprised, but then seems resigned to the idea and willing to let the PCs pursue their investigation. While this may seem odd to the PCs, Helerain alluded to the possibility that he might return if his work on earth was not done. Lodnin have previously assumed that he meant a resurrection, but now is considering other possibilities.

If they ask about the haunting, the dwarf will laugh and tell them that there is a family of gnomes attempting to cause trouble for Dodwith. Under normal circumstances he would have driven them off himself, but the gnomes seem to be focusing their antics on Heiddyn and he doesn't like her. The first day she came home to the estate, she referred to him as "that horrible little man living in our basement." While he normally wouldn't let something like that bother him, she also promptly had Helerain's coat of arms and portraits removed from the upstairs. He will gesture to a pile of paintings and stonework in one corner. This erasure of his Captain was too much and thereafter he avoided her. For her part Heiddyn became fascinated with the mysterious dwarf and use to spy on him from time to time, going so far as to sneak into the basement with a candle. It was on these occasions that she acted erratically and possessed. Lodnin suspects the gnomes are involved in that too, but doesn't really know what's going on. In any case he's permitted the gnomes to have their fun with Heiddyn and Dodwith as long as no one actually got hurt.

Lodnin will ask the PCs to do two things for him in return for revealing the location of the entrance to the crypt and sharing the tale of Brogan and Bahun. The PCs questions have awoken some degree of guilt in Lodnin and he will ask them to first proceed to the North Orchard to run off the gnomes. In addition, he will ask them to take a weapon to Brogan's crypt for him and leave it there in remembrance. If they agree he will give them an adamantite warhammer to take to the Crypt.

## ENCOUNTER 5: NOBODY GNOMES

*Given what you've discovered about the haunting, you decided to set out for the North Orchard and investigate. After about a half-mile of walking from the manor, you find yourself in a stand of decades old pear trees that reach over thirty feet in height.*

Allow PCs Spot and/or Listen checks to notice the gnomes in the trees. At this point the gnomes will use their *ghost sound* spell-like ability to attempt to lure the PCs away. If the PCs spot them, then the sons will drop

from the trees and attempt to subdue the PCs or negotiate with them. This encounter is designed to be a roleplaying opportunity rather than a combative situation. Most parties will easily overwhelm the gnomes if it comes to blows.

*Realizing you have spotted their hiding places in the branches of the nearby pear tree, three of the five gnomes drop to the ground to confront you. Two wear leather armor, have rapiers at their sides, but have drawn saps. The third lands more lithely than the first two and is completely unarmored except for an amulet. As he strikes a pose, you notice his well-muscled tiny body is covered with tattoos. "You must leave this place and never return. To interfere with our vengeance would be to upset the balance."*

Hopefully, the PCs will parlay and hear the gnomes' story. Grenn Nackel, the eldest brother and monk, will speak for the Nackel family (mother – Rhanlleth, sons – Lunebran and Ecan, daughter – Anyllt). Three years ago, their father Lorig was in Greyhawk City and met a merchant named Auldon Brendingund. This man had a beautiful diamond, sapphire and platinum necklace for sale at a fraction of its value. Lorig had heard that Dodwith Brogan might be in the market for expensive jewelry to use in wooing a bride and came to Keddin's Run with a proposal for him. Lorig offered him the necklace at a significant discount over its value, but a price much higher than the fool Brendingund was asking. Unfortunately, Dodwith was unwilling to front the gnome such a vast sum of money, so Lorig returned to Greyhawk and borrowed the money from some "acquaintances" there at a painful rate of interest. Somewhere along the journey the necklace either disappeared or was stolen, but Lorig was unaware of this because he kept it locked in an iron box. When he arrived to present the necklace to Dodwith, he was shocked to discover it missing. Dodwith was outraged at what he thought was a gnomish prank and threw him out of the manor. Lorig was unable to pay the money he owed his friends in Greyhawk and eventually they sent enforcers to beat it out of him. The beating went too far and Lorig was killed.

When they heard of his fate, his sons returned home to their mother and sister in Hookhill and promised to avenge their father. However, inquiries in Greyhawk quickly indicated that they were up against the thieves' guild there. The dangerous reputation of this organization and the suggestion by some of their contacts that the guild would see Lorig's sons as responsible for his debts led them to take revenge on Dodwith instead. It's not the most logical approach, but they're gnomes. Their initial approach to revenge was to use their gnomish spell-like abilities to "haunt" the manor.

However, shortly after their arrival, the minions of Bahun captured the mother and daughter gnomes. The Baklunish then forced the gnomes to take more

aggressive action. While they tried to resist at first, after all three sons were badly beaten and the Baklunish threatened to find them if they ran, they have given up and are doing as they have been ordered. As a result, the sons have been sneaking into the estate at night trying to find an entrance to the crypts and slipping *elixirs of love* into Heiddyn's evening tea. They are doing this in an effort to run off or force Dodwith to run off the dwarf, as they suspect he is guarding the entrance. The gnomes do not know where the Baklunish are or how many there are. They have only seen two and they are always mounted.

The gnomes can be convinced to break off their harassment of the Brogans if the PCs offer to protect them and point out that they are taking out their frustrations on an innocent man and his wife. They will also ask the PCs' names and for their help in getting revenge on those responsible for their father's death. If the PCs promise to help the gnomes get revenge, they receive the **Promise to the Nackel Gnomes** effect on the Adventure Record.

Should a fight break out the gnomes will attack to subdue. The mother and daughter of the family will remain in the tree unless one of the sons is injured in which case they will jump down and try to heal them with their *wand of cure light wounds*. This will not work since they cannot cast spells, but their brothers have gotten the wands to work from time to time through the Use Magical Device skill.

#### All APLs

➤ **Gnome Mother and Daughter:** Female Gnome Com1; hp 4 each; possess a *wand of cure light wounds* (CL 1<sup>st</sup>) and an *elixir of love*.

#### APL 2 (EL 2)

➤ **Gnome Armed Sons (2):** Male Gnome Com1; hp 4 each; see *Appendix 1*.

➤ **Gnome Unarmed Son:** Male Gnome Mnk2; hp 14; see *Appendix 1*.

#### APL 4 (EL 3)

➤ **Gnome Armed Son #1:** Male Gnome Com1; hp 4; see *Appendix 2*.

➤ **Gnome Armed Son #2:** Male Gnome Rog1; hp 6; see *Appendix 2*.

➤ **Gnome Unarmed Son:** Male Gnome Mnk2; hp 14; see *Appendix 2*.

#### APL 6 (EL 4)

➤ **Gnome Armed Son #1:** Male Gnome Com1; hp 4; see *Appendix 3*.

➤ **Gnome Armed Son #2:** Male Gnome Rog1; hp 6; see *Appendix 3*.

👉 **Gnome Unarmed Son:** Male Gnome Mnk3; hp 21; see Appendix 3.

#### APL 8 (EL 5)

👉 **Gnome Armed Sons (2):** Male Gnome Rog1; hp 6 each; see Appendix 4.

👉 **Gnome Unarmed Son:** Male Gnome Mnk4; hp 27; see Appendix 4.

#### APL 10 (EL 6)

👉 **Gnome Armed Son #1:** Male Gnome Rog1; hp 6; see Appendix 5.

👉 **Gnome Armed Son #2:** Male Gnome Rog2; hp 11; see Appendix 5.

👉 **Gnome Unarmed Son:** Male Gnome Mnk5; hp 34; see Appendix 5.

#### APL 12 (EL 7)

👉 **Gnome Armed Sons (2):** Male Gnome Rog2; hp 11 each; see Appendix 6.

👉 **Gnome Unarmed Son:** Male Gnome Mnk6; hp 41; see Appendix 6.

## ENCOUNTER 6: THE CRYPT ENTRANCE

*The brief journey through the apple trees of the east orchard and into the valley beyond is actually quite refreshing and the smell of ripening fruit reminds you of the quickly fading Richtfest celebration. As you enter the valley you quickly spot a small creek running down its center between the two low ridges making up its sides. Another ten minutes journey brings you to a spring emerging from the hillside and set into the hill next to it is a strong iron gate.*

The gate is locked and trapped with the fireworks version of the spell *pyrotechnics*, intended to scare off any intruders.

#### All APLs (EL 3)

🔒 **Iron Portcullis:** 2 in. thick; hardness 10; hp 60; DC 25 Break; DC 25 Open Lock.

👉 **Fireworks Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*pyrotechnics* (fireworks version), 3<sup>rd</sup> level wizard; Will DC 13 negates); Search DC 27; Disable Device DC 27.

The entrance beyond is trapped as indicated below. All versions of the trap reset in 1d4 rounds after being triggered.

#### APL 2 (EL 1)

👉 **Wall Blade Trap:** CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (DC

25 Search); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22.

#### APL 4 (EL 2)

👉 **Burning Hands Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (DC 27 Search); spell effect (*burning hands*, 1<sup>st</sup> level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

#### APL 6 (EL 3)

👉 **Melf's Acid Arrow Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (DC 29 Search); Atk +2 ranged touch; spell effect (*Melf's acid arrow*, 3<sup>rd</sup> level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

#### APL 8 (EL 4)

👉 **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (DC 31 Search); spell effect (*lightning bolt*, 5<sup>th</sup> level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

#### APL 10 (EL 5)

👉 **Phantasmal Killer Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (DC 33 Search); spell effect (*phantasmal killer*, 7<sup>th</sup> level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

#### APL 12 (EL 6)

👉 **Whirling Poison Blades:** CR 6; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 35); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20.

## ENCOUNTER 7: CRYPT GUARDIANS

*Once beyond the locked gate to the crypts and its trap, you find that the narrow five foot wide corridor opens into a well crafted twenty-five foot wide hallway. Alternating ten foot square statues of knights, angels, wizards and scholars line the sides of the passage at regular intervals. Between these statues are empty torch sconces that must have made for an impressive display of the statues when lit. After a few hundred yards of travel, you reach another iron gate completely blocking the passage.*

*As you approach, a deathless voice rings out, "Do not disturb the slumber of the Brogans. As mighty as they were allies of righteousness in life, so they have allies in death."*

At lower APLs (2 to 8) a *magic mouth* just inside the portcullis says this. At higher APLs (10 and 12) the *magic mouth* on the runic guardian speaks. The gate is locked and untrapped.

🗡️ **Iron Portcullis:** 2 in. thick; hardness 10; hp 60; DC 25 Break; DC 25 Open Lock.

Thirty feet on the far side of the portcullis, the passage opens into a forty-five foot square room with sealed entrances to crypts on either side. The one on the east is that of Helerein Brogan, the west vault is that of his younger brother, Culben, who died when thrown from a horse as a boy. At the far end of the room the passage continues on to the crypts of dozens more Brogans, but is blocked by a second portcullis. The statues described earlier still line the walls of the hall from the gate to the room, except that at APLs 2 and 4, the last of these angelic statues is one or two unusually good-looking gargoyles. At higher APLs (6 to 12), the crypt wardens and runic guardians stand in the room itself, but can easily see PCs at the gate. If the PCs move into the crypt beyond the gate, the guardians will begin their defense.

**Note:** The PCs should be carrying an adamantite warhammer that they took from Lodnin to place in Helerein's crypt. This will prove quite useful against the damage reduction or hardness of many of the defenders the PCs encounter here.

#### APL 2 (EL 4)

🗡️ **Gargoyle:** hp 39; see *Monster Manual*, page 113.

#### APL 4 (EL 6)

🗡️ **Gargoyles (2):** hp 39 each; see *Monster Manual*, page 113.

#### APL 6 (EL 8)

🗡️ **Crypt Warden:** hp 81; see *Appendix 3*.

**Tactics:** While the crypt warden itself is not too dangerous a foe for good creatures, he will begin his defense of the crypt by *animating* the statues in the hall closest to the PCs. This will provide him with sufficient time and space to use his *holy smite* ability. The warden will *animate* up to six statues, one per round, at this APL. The statues are large animated objects made of stone:

🗡️ **Animated Objects, Large Stone (max. 6):** hp 53 each; hardness 8; see *Monster Manual*, page 13.

#### APL 8 (EL 10)

🗡️ **Crypt Wardens (2):** hp 81 each; see *Appendix 4*.

**Tactics:** While the crypt wardens themselves are not too dangerous foes for good creatures, they will begin

their defense of the crypt by *animating* the statues in the hall closest to the PCs. This will provide them with sufficient time and space to use their *holy smite* abilities. The wardens will *animate* up to eight statues, one per round, at this APL. The statues are large animated objects made of stone:

🗡️ **Animated Objects, Large Stone (max. 8):** hp 53 each; hardness 8; see *Monster Manual*, page 13.

#### APL 10 (EL 12)

🗡️ **Crypt Wardens (2):** hp 81 each; see *Appendix 5*.

🗡️ **Runic Guardian:** hp 150; see *Appendix 5*.

**Tactics:** The runic guardian will cast its *mage armor* and *chill touch* spells before engaging from behind the statues. While the crypt wardens themselves are not too dangerous foes for good creatures, they will begin their defense of the crypt by *animating* the statues in the hall closest to the PCs. This will provide them with sufficient time and space to use their *holy smite* abilities. The wardens will *animate* up to ten statues, one per round, at this APL. The statues are large animated objects made of stone:

🗡️ **Animated Objects, Large Stone (max. 10):** hp 53 each; hardness 8; see *Monster Manual*, page 13.

#### APL 12 (EL 14)

🗡️ **Crypt Wardens (2):** hp 81 each; see *Appendix 6*.

🗡️ **Runic Guardian:** hp 150; see *Appendix 6*.

🗡️ **Runic Guardian, Advanced:** hp 210; see *Appendix 6*.

**Tactics:** The runic guardians will cast their *mage armor* and *chill touch* spells before engaging from behind the statues. While the crypt wardens themselves are not too dangerous foes for good creatures, they will begin their defense of the crypt by *animating* the statues in the hall closest to the PCs. This will provide them with sufficient time and space to use their *holy smite* abilities. The wardens will *animate* up to twelve statues, one per round, at this APL. The statues are large animated objects made of stone:

🗡️ **Animated Objects, Large Stone (max. 10):** hp 53 each; hardness 8; see *Monster Manual*, page 13.

**Development:** After defeating the guardians of the crypt, the PCs can take note of their surroundings:

*After defeating the guardians of the Brogans' crypt, you take note of your surroundings. The thirty foot square room has a tunnel exiting the other side with another gate thirty feet down the corridor. The sealed entrances to two crypts are in the center of the east and west walls of the room. One seal bears the name Helerein Brogan in common and Ancient Suloise and depicts a knight astride a rearing wathorse. The other seal names the occupant as*

*Cullben Brogan (born 554 CY, died 565 CY) and shows a youth with two beautiful horses, one gazing over each of his shoulders.*

◆ **Seals, Superior Masonry:** 1 ft. thick; hardness 8; hp 90; DC 35 Break.

**Note:** PCs violating the crypt of Cullben Brogan will be scorned by Helerrain's spirit, and he will not appear to them. If the PCs move to break the seal to Cullben's crypt, point out that doing so might be considered an affront to the Brogans. Don't prevent them from doing so if they continue to discuss it, just give them the one warning.

## ENCOUNTER 8: THE OATH OF THE BROGAN

*Smashing through the masonry sealing Watcher Brogan's crypt, stale air sealed with him in death chokes your breath for an instant before disbursting in the antechamber. Looking within you see another square thirty foot room which is sparsely appointed. A closed stone sarcophagus upon which lie a suit of golden chainmail, a sword and a shattered shield occupies the center of the room. A well-worn military saddle rests against one wall with a lance standing in the corner next to it.*

*As you enter, a shimmering occurs in the air above the sarcophagus. The shimmering becomes a vaguely man-shaped cloud and then coalesces into a ghostly human shape of a man dressed in the uniform of a Captain in the Gran March army.*

*He measures you all carefully with his gaze. "I hope that you are heroes of righteousness come to aid me in my task and not simple tomb raiders. If you are looters, I will tell you that there is no gain for you here save a few mundane weapons."*

Once the PCs explain their purpose here, Helerrain, his spirit in Sacred Watcher form, will visibly relax.

*"It is good then that Watcher Vlarrian casts his communes each year, as I am tied to my shield and without you to bear me from here I will be unable to face my foe. Have you heard the tale of Brogan and Bahun?"*

The PCs should have heard this tale from the dwarf, but if not, Helerrain will recount their battle in a somewhat more modest fashion for them.

*"Ah, loyal Lodnin. He has a good memory for details. You must tell him that I absolve him or any further duty to me and command him to follow his heart and go forth. What he does not know is that my ancient enemy Feyza Bahun has died and risen again. His perversion of the laws of nature is what has called me back from my rest. He has become an*

*abomination and the creature now called the Bahun Lich must be destroyed.*

*"If you will aid me in this task I ask two things of you and make you an offer. First, swear by your god and what you hold dear to aid me in the destruction of the lich. Second, when you leave this place take a piece of the broken shield on my casket with you. Through it I will be borne from this place and may be able to appear to you from time to time. Finally, if you wish, you may take my mail, my sword, or my lance. They may serve you well in our quest."*

Once the PCs swear the **Oath of the Brogan**, his spirit will settle over the shield and dissipate. He will not appear again until circumstances surrounding Bahun dictate. These PCs may take any of the items indicated and receive the **Sword, Armor, and Lance of the Brogan** effects on their Adventure Record (as well as the **Oath of the Brogan** and **Shard of the Shield of the Brogan** effects). Each PC taking the oath is entitled to each of these items. PCs taking items and not taking the oath will find that the items are forever merely masterwork versions of the armor or weapon in question.

## ENCOUNTER 9: BAKLUNISH DEVILS

*Emerging from the crypt of the Brogans, you find the light of the sun moving toward the far end of the low valley. A quick trip to the manor will see you there safely before darkness falls completely.*

Allow the PCs to state they are heading for the manor or mention any precautions they are taking. As they move down the valley a squad of Bakluni in the service of the Bahun Lich is watching for them. The Baklunish leader is lying just over the crest of the hill watching, while his mounted servants wait out of sight. The Bakluni will take a round or two to drink their potions and the summoner will cast *invisibility* before they attack, but the basic plan is that when the PCs draw even with their position the summoner will give them the order to charge over the hill and attack. PCs should be allowed a DC 20 Spot check to not be surprised by the charge. The valley is 200 feet across with a small stream (it does not impact movement) running down the middle.

**Note:** PCs that took the **Oath of the Brogan** should receive, in this encounter, the +1 sacred bonus that it grants.

*A sharp ululating cry and the thundering of hooves from your left immediately draws your attention and you see several mounted warriors bear down on you. The men have simple conical helms, spears, scimitars and light shields. All the hallmarks of Ketite light cavalry.*

#### APL 2 (EL 5)

➤ **Cavalry (2):** Male Human (Baklunish) Ftr1; hp 9 each; see *Appendix 1*.

➤ **Dark Summoner:** Male Human (Baklunish) Clr3 of Xan Yae; hp 23; see *Appendix 1*.

#### APL 4 (EL 7)

➤ **Cavalry (4):** Male Human (Baklunish) Ftr1; hp 9 each; see *Appendix 2*.

➤ **Mad Baklun:** Male Human (Baklunish) Bbn1/Ftr2; hp 27; see *Appendix 2*.

➤ **Dark Summoner:** Male Human (Baklunish) Clr3 of Xan Yae; hp 23; see *Appendix 2*.

#### APL 6 (EL 9)

➤ **Cavalry (6):** Male Human (Baklunish) Ftr2; hp 17 each; see *Appendix 3*.

➤ **Mad Baklun:** Male Human (Baklunish) Bbn1/Ftr4; hp 43; see *Appendix 3*.

➤ **Dark Summoner:** Male Human (Baklunish) Clr5 of Xan Yae; hp 38; see *Appendix 3*.

#### APL 8 (EL 11)

➤ **Cavalry (6):** Male Human (Baklunish) Ftr4; hp 33 each; see *Appendix 4*.

➤ **Mad Baklun:** Male Human (Baklunish) Bbn3/Ftr4; hp 63; see *Appendix 4*.

➤ **Dark Summoner:** Male Human (Baklunish) Clr7 of Xan Yae; hp 53; see *Appendix 4*.

**Tactics, APLs 2 to 8:** The cavalry charges the PCs, but does not group together (in order to avoid area of effect spells). The Mad Baklun rages and charges on foot, engaging the most formidable looking fighter. The Dark Summoner uses his *invisibility* to stay hidden at the top of the ridge while summoning as many creatures to aid his minions as possible. The specific creatures summoned are indicated in his spell list. Please note that the Dark Summoner has the Augment Summoning feat, so all summoned creatures will have +4 enhancement bonuses to Str and Con.

#### APL 10 (EL 13)

➤ **Cavalry (6):** Male Human (Baklunish) Ftr6; hp 50 each; see *Appendix 5*.

➤ **Mad Baklun:** Male Human (Baklunish) Bbn5/Ftr4; hp 89; see *Appendix 5*.

➤ **Dark Summoner:** Male Human (Baklunish) Clr7 of Xan Yae/Thaumaturgist2; hp 62; see *Appendix 5*.

**Tactics, APL 10:** The cavalry charges the PCs, but does not group together (in order to avoid area of effect spells). The Mad Baklun rages and charges on foot,

engaging the most formidable looking fighter. The Dark Summoner uses his *invisibility* to stay hidden at the top of the ridge while summoning as many creatures to aid his minions as possible. The specific creatures summoned are indicated in his spell list. Please note that the Dark Summoner has the Augment Summoning feat, so all summoned creatures will have +4 enhancement bonuses to Str and Con. Once a significant number of his minions are defeated, the Dark Summoner will move among the fallen using his *wand of reversion* to restore them to life.

#### APL 12 (EL 15)

➤ **Cavalry (6):** Male Human (Baklunish) Ftr8; hp 72 each; see *Appendix 6*.

➤ **Mad Baklun:** Male Human (Baklunish) Bbn7/Ftr4; hp 110; see *Appendix 6*.

➤ **Dark Summoner:** Male Human (Baklunish) Clr7 of Xan Yae/Thaumaturgist4; hp 71; see *Appendix 6*.

**Tactics, APL 12:** The cavalry charges the PCs, but does not group together (in order to avoid area of effect spells). The Mad Baklun rages and charges on foot, engaging the most formidable looking fighter. The Dark Summoner uses his *invisibility* to stay hidden at the top of the ridge while summoning as many creatures to aid his minions as possible. The specific creatures summoned are indicated in his spell list. Please note that the Dark Summoner has the Augment Summoning feat, so all summoned creatures will have +4 enhancement bonuses to Str and Con. Once a significant number of his minions are defeated, the Dark Summoner will move among the fallen using his *wand of reversion* to restore them to life.

**Note:** At this APL, the Dark Summoner has a contingent conjuration that takes effect when he is reduced to half of his hit points or incapacitated. This conjuration completes the casting of the *planar ally* spell summoning a glabrezu. The service to this demon is prenegotiated and requires the demon to slay the summoner's enemies and then bear him to safety. This particular demon however is in the service of the demon lord Vilprixcur who was thwarted by heroes of Gran March in 591 CY. Should any PC bear the **Mark of the Demon** from that event, the glabrezu will call him by name and attack, without regard for the pact.

➤ **Demon, Glabrezu:** hp 162; see *Monster Manual*, page 43.

## CONCLUSION

*Defeating the Baklunish incursion, the question of who these men were and if they are a prelude to some greater treachery remains. You return to the Brogan estate and explain the gnomish infestation to Dodwith and his wife. They are greatly relieved and grateful for your service. Dodwith offers to pay*



*you with what he has most ready and offers you a bushel of fruit each harvest for your troubles.*

Successful PCs receive the **Thanks of the Lesser Brogans** effect on the Adventure Record.

*Returning to Hookhill and Watcher Vlarrian, he is content with your explanation of Watcher Brogan's restlessness. He asks to examine one of the shards of the shield briefly and seems content with what he finds after casting a few quick incantations.*

He casts *detect magic*, *detect evil*, and *bles*.

*He returns the shard and advises that you keep it with you and bear it in good health as it contains a powerful force for righteousness. Watcher Vlarrian also tells you that he will notify his order of your actions and see you properly commended.*

*With that he dismisses you to make plans for his imminent departure to the Principality of Ulek and you are left to enjoy the last days of Richfest.*

Successful PCs receive the **Influence Point with the Knights of the Watch** effect on the Adventure Record.

## The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 5

Defeat, disburse, or dissuade the gnome family.

APL 2: 60 xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

### Encounter 6

Disable, survive, or avoid (via the hidden bypass) the catacomb trap **WITHOUT** destroying it.

APL 2: 30 xp.

APL 4: 60 xp.

APL 6: 90 xp.

APL 8: 120 xp.

APL 10: 150 xp.

APL 12: 180 xp.

### Encounter 7

Defeat the catacomb guardians.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

### Encounter 9

Defeat the lich's Baklunish minions.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

### Discretionary roleplaying award

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

### Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter 5:

APL 2: L: 6 gp, C: 28 gp, M: *wand of cure light wounds* – CL 1<sup>st</sup> (63 gp), 3 *elixirs of love* (13 gp each), 2 *elixirs of hiding* (21 gp each), 2 *elixirs of sneaking* (21 gp each), 2 *elixirs of vision* (21 gp each), *amulet of natural armor* +1 (167 gp).

APL 4: L: 6 gp, C: 28 gp, M: *wand of cure light wounds* – CL 1<sup>st</sup> (63 gp), 3 *elixirs of love* (13 gp each), 2 *elixirs of hiding* (21 gp each), 2 *elixirs of sneaking* (21 gp each), 2 *elixirs of vision* (21 gp each), *amulet of natural armor* +1 (167 gp).

APL 6: L: 6 gp, C: 28 gp, M: *wand of cure light wounds* – CL 1<sup>st</sup> (63 gp), 3 *elixirs of love* (13 gp each), 2 *elixirs of*

*hiding* (21 gp each), 2 *elixirs of sneaking* (21 gp each), 2 *elixirs of vision* (21 gp each), *amulet of natural armor* +1 (167 gp), *bracers of armor* +1 (83 gp).

APL 8: L: 6 gp, C: 28 gp, M: *wand of cure light wounds* – CL 1<sup>st</sup> (63 gp), 3 *elixirs of love* (13 gp each), 2 *elixirs of hiding* (21 gp each), 2 *elixirs of sneaking* (21 gp each), 2 *elixirs of vision* (21 gp each), *amulet of natural armor* +1 (167 gp), *bracers of armor* +1 (83 gp), *potion of owl's wisdom* (25 gp).

APL 10: L: 29 gp, C: 28 gp, M: *wand of cure light wounds* – CL 1<sup>st</sup> (63 gp), 3 *elixirs of love* (13 gp each), 2 *elixirs of hiding* (21 gp each), 2 *elixirs of sneaking* (21 gp each), 2 *elixirs of vision* (21 gp each), *amulet of natural armor* +1 (167 gp), *bracers of armor* +1 (83 gp), *potion of owl's wisdom* (25 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor* (97 gp).

APL 12: L: 54 gp, C: 28 gp, M: *wand of cure light wounds* – CL 1<sup>st</sup> (63 gp), 3 *elixirs of love* (13 gp each), 2 *elixirs of hiding* (21 gp each), 2 *elixirs of sneaking* (21 gp each), 2 *elixirs of vision* (21 gp each), *amulet of natural armor* +1 (167 gp), *bracers of armor* +1 (83 gp), *potion of owl's wisdom* (25 gp), *cloak of resistance* +1 (83 gp), 2 +1 *leather armors* (97 gp each), *ring of protection* +1 (167 gp).

#### Encounter 7:

APL 2: L: 0 gp, C: 0 gp, M: 0 gp.

APL 4: L: 0 gp, C: 0 gp, M: 0 gp.

APL 6: L: 71 gp, C: 0 gp, M: 0 gp.

APL 8: L: 142 gp, C: 0 gp, M: 0 gp.

APL 10: L: 142 gp, C: 0 gp, M: 0 gp.

APL 12: L: 142 gp, C: 0 gp, M: 0 gp.

#### Encounter 9:

APL 2: L: 164 gp, C: 12 gp, M: 2 *potions of shield of faith* +2 (4 gp each), 2 *potions of cure light wounds* (4 gp each), +1 *chain shirt* (104 gp), *potion of shield of faith* +3 (25 gp), *potion of barkskin* +2 (25 gp), *divine scroll of summon monster III* (31 gp).

APL 4: L: 335 gp, C: 12 gp, M: 4 *potions of shield of faith* +2 (4 gp each), 4 *potions of cure light wounds* (4 gp each), *potion of barkskin* +3 (50 gp), 2 +1 *chain shirts* (104 gp each), 2 *potions of shield of faith* +3 (25 gp each), *potion of barkskin* +2 (25 gp), *divine scroll of summon monster III* (31 gp).

APL 6: L: 379 gp, C: 12 gp, M: 6 *potions of shield of faith* +2 (4 gp each), 6 *potions of cure light wounds* (4 gp each), 2 *potions of barkskin* +3 (50 gp each), *large* +1 *falchion* (204 gp), 8 +1 *chain shirts* (104 gp each), *potion of shield of faith* +3 (25 gp), *potion of shield of faith* +4 (50 gp), *divine scroll of summon monster III* (31 gp), *pearl of power* – 1<sup>st</sup> level spell (83 gp).

APL 8: L: 374 gp, C: 12 gp, M: 6 *potions of shield of faith* +2 (4 gp each), 6 *potions of cure moderate wounds* (25 gp each), 6 +1 *light steel shields* (97 gp each), 2 *potions of barkskin* +3 (50 gp each), large +1 *falchion* (204 gp), 8 +1 *chain shirts* (104 gp each), *potion of shield of faith* +3 (25 gp), *potion of shield of faith* +4 (50 gp), *divine scroll of summon monster III* (31 gp), *pearl of power – 1<sup>st</sup> level spell* (83 gp), *gauntlets of ogre power* (333 gp), *periapt of wisdom* +2 (333 gp).

APL 10: L: 369 gp, C: 12 gp, M: 6 *potions of shield of faith* +2 (4 gp each), 6 *potions of cure moderate wounds* (25 gp each), 6 +1 *light steel shields* (97 gp each), 6 +1 *lances* (193 gp each), 2 *potions of barkskin* +3 (50 gp each), large +1 *falchion* (204 gp), 8 +1 *chain shirts* (104 gp each), *potion of shield of faith* +3 (25 gp), *potion of shield of faith* +4 (50 gp), *divine scroll of summon monster III* (31 gp), *pearl of power – 1<sup>st</sup> level spell* (83 gp), *gauntlets of ogre power* (333 gp), *periapt of wisdom* +2 (333 gp), *cloak of resistance* +2 (333 gp), *wand of reversion* (CL 7<sup>th</sup>, 5 charges) (350 gp).

APL 12: L: 369 gp, C: 12 gp, M: 6 *potions of shield of faith* +5 (75 gp each), 6 sets of *horseshoes of speed* (250 gp each set), 6 *potions of cure moderate wounds* (25 gp each), 6 +1 *light steel shields* (97 gp each), 6 +1 *lances* (193 gp each), 2 *potions of barkskin* +3 (50 gp each), large +1 *unholy falchion* (1,538 gp), 8 +1 *chain shirts* (104 gp each), *potion of shield of faith* +3 (25 gp), *potion of shield of faith* +4 (50 gp), *divine scroll of summon monster III* (31 gp), *pearl of power – 1<sup>st</sup> level spell* (83 gp), *gauntlets of ogre power* (333 gp), *periapt of wisdom* +2 (333 gp), *cloak of resistance* +2 (333 gp), *pearl of power – 3<sup>rd</sup> level spell* (750 gp), *wand of reversion* (CL 7<sup>th</sup>, 5 charges) (350 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 170 gp, C: 40 gp, M: 596 gp – Total: 806 gp (450 gp).

APL 4: L: 341 gp, C: 40 gp, M: 791 gp – Total: 1,172 gp (650 gp).

APL 6: L: 456 gp, C: 40 gp, M: 1,851 gp – Total: 2,347 gp (900 gp).

APL 8: L: 562 gp, C: 40 gp, M: 3,250 gp – Total: 3,852 gp (1,300 gp).

APL 10: L: 540 gp, C: 40 gp, M: 5,067 gp – Total: 5,647 gp (2,300 gp).

APL 12: L: 565 gp, C: 40 gp, M: 9,545 gp – Total: 10,150 gp (3,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

#### ☛ Influence Point with the Knights of the Watch

In return for assisting Watcher Reginar Vlarrian in the matter of Watcher Helerain Brogan, this PC has earned influence with the Knights of the Watch. Alternately a human, dwarven or half-eleven PC meeting the other requirements for the order can use this influence to have Watcher Vlarrian's recommendation to squire to the order.

#### ☛ Thanks of the Lesser Brogans

For ridding their manor of its “ghosts”, the current Brogan family promises an annual shipment of fruit from their orchards to their rescuers. This fruit can be sold once per year for 50 gp on the first Adventure Record of each year (this amount is in addition to any gold awarded on that AR).

#### ☛ Promise to the Nackel Gnomes

This PC promised a service to the Nackel gnomes for leaving the orchard. This promise may come into play in a future adventure.

#### ☛ Oath of the Brogan

This PC has sworn an oath to aid Watcher Helerain Brogan in destroying his sworn enemy the Baklunish lich Feyza Bahun. In any future encounter with minions of the Bahun Lich, this PC receives a +1 sacred bonus to attacks, damage, and saving throws against those minions.

#### ☛ Shard of the Shield of the Brogan

This piece of a shattered large steel shield was once a +1 *animated shield*, but it was destroyed in the final battle between Brogan and Bahun. Helerain Brogan insisted that each PC that swore an **Oath of the Brogan** take a shard with them when departing his crypt.

#### ☛ Sword of the Brogan

This masterwork longsword is the foundation of a *sword of crypts* (*Arms & Equipment Guide*). It begins as a masterwork longsword, cost 315 gp, but the owner is entitled to purchase the following upgrades (Frequency: Regional) in the following order: +1 enhancement bonus (2,000 gp), *holy weapon* special ability (16,000 gp), +2 enhancement bonus (14,000 gp), completed *sword of crypts* (10,000 gp). A PC must have taken the **Oath of the Brogan** to receive this weapon. This weapon may not be upgraded in any other way than that described above.

Moderate Evocation (Good); CL 9<sup>th</sup>; *Prerequisites*: can't be crafted; *Market Price*: 315 gp (base), 42,315 gp (completed); *Weight*: 4 lbs.

#### ☛ Armor of the Brogan

This bright golden masterwork chainmail is the foundation of a suit of *celestial armor*. It begins as masterwork chainmail, cost 300 gp, but the owner is entitled to purchase the following upgrades (Frequency: Regional) in the following order: +1 enhancement bonus (1,000 gp), +2 enhancement bonus (3,000 gp), +3

enhancement bonus (5,000 gp), completed *celestial armor* (13,100 gp). A PC must have taken the **Oath of the Brogan** to receive this armor. This armor may not be upgraded in any other way than that described above.

Faint Transmutation (Good); CL 5<sup>th</sup>; *Prerequisites*: can't be crafted; *Market Price*: 300 gp (base), 22,400 gp (completed); *Weight*: 20 lbs.

### ☠ **Lance of the Brogan**

This masterwork lance is the foundation of a *lance of the unending charge* (*Arms & Equipment Guide*). It begins as a masterwork lance, cost 310 gp, but the owner is entitled to purchase the following upgrades (Frequency: Regional) in the following order: +1 enhancement bonus (2,000 gp), *mighty cleaving* weapon special ability (6,000 gp), +2 enhancement bonus (10,000 gp), completed *lance of the unending charge* (32,000 gp). A PC must have taken the **Oath of the Brogan** to receive this weapon. This weapon may not be upgraded in any other way than that described above.

Strong Transmutation; CL 13<sup>th</sup>; *Prerequisites*: can't be crafted; *Market Price*: 310 gp (base), 50,310 gp (completed); *Weight*: 10 lbs.

### Item Access

APL 2:

- *Armor of the Brogan* (*Adventure*; see above)
- *Elixir of Hiding* (*Adventure*; *Dungeon Master's Guide*)
- *Elixir of Love* (*Adventure*; *Dungeon Master's Guide*)
- *Elixir of Sneaking* (*Adventure*; *Dungeon Master's Guide*)
- *Elixir of Vision* (*Adventure*; *Dungeon Master's Guide*)
- *Lance of the Brogan* (*Adventure*; see above)
- *Masterwork Military Saddle* (*Adventure*; *Complete Adventurer*)
- *Sword of the Brogan* (*Adventure*; see above)
- *Wand of Cure Light Wounds* (CL 1<sup>st</sup>; *Adventure*; *Dungeon Master's Guide*)

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

- *Large Masterwork Falchion* (*Adventure*; *Player's Handbook*)

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

- *Large +1 Falchion* (*Adventure*; *Dungeon Master's Guide*)
- *Pearl of Power, 1<sup>st</sup> Level Spell* (*Adventure*; *Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Cloak of Resistance +2* (*Adventure*; *Dungeon Master's Guide*)
  - *Wand of Revenance* (CL 7<sup>th</sup>; *Adventure*; *Complete Divine*)
- APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- *Horseshoes of Speed* (*Adventure*; *Dungeon Master's Guide*)
  - *Large +1 Unholy Falchion* (*Adventure*; *Dungeon Master's Guide*)
  - *Pearl of Power, 3<sup>rd</sup> Level Spell* (*Adventure*; *Dungeon Master's Guide*)
  - *Potion of Shield of Faith +5* (*Adventure*; *Dungeon Master's Guide*)

**ENCOUNTER 5**

**Gnome Armed Son:** Male Gnome Com1; CR ½; Small Humanoid (Gnome); HD 1d4+1; hp 4; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 armor); Base Atk +0; Grp -3; Atk -3 melee (1d4 nonlethal, sap) or +1 melee (1d4/18-20, rapier) or +2 ranged (1d3/19-20, dagger); Full Atk -3 melee (1d4 nonlethal, sap) or +1 melee (1d4/18-20, rapier) or +2 ranged (1d3/19-20, dagger); SA -; SQ low-light vision, gnome traits; AL CN; SV Fort +1, Ref +1, Will -1; Str 10, Dex 13, Con 12, Int 8, Wis 9, Cha 11.

*Skills and Feats:* Craft (alchemy) +2, Hide +5, Listen +1, Use Magical Device +1, Use Rope +2; Martial Weapon Proficiency (rapier).

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Unarmed Son:** Male Gnome Mnk2; CR 2; Small Humanoid (Gnome); HD 2d8+2; hp 14; Init +2; Spd 20 ft.; AC 16, touch 15, flat-footed 14 (+1 size, +2 Dex, +2 Wis, +1 natural); Base Atk +1; Grp +2; Atk +3 melee (1d4+1, unarmed strike); Full Atk +3 melee (1d4+1, unarmed strike) or +1/+1 melee (1d4+1, flurry of blows); SA flurry of blows, unarmed strike; SQ low-light vision, gnome traits, evasion; AL LN; SV Fort +4, Ref +5, Will +5; Str 13, Dex 15, Con 12, Int 9, Wis 14, Cha 10.

*Skills and Feats:* Craft (alchemy) +3, Escape Artist +6, Hide +6, Listen +6, Move Silently +2, Sense Motive +7; Stunning Fist (2/day, Fort DC 13), Deflect Arrows, Improved Grapple, Improved Unarmed Strike.

*Languages:* Common, Gnome.

*Possessions:* amulet of natural armor +1.

**ENCOUNTER 9**

**Cavalry:** Male Human (Baklunish) Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+1; hp 9; Init +2; Spd 30 ft., horse 60 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 armor, +1 shield); Base Atk +1; Grp +3; Atk +4 melee (1d8+3/x3, lance) or +4 melee (1d6+2/18-20, masterwork scimitar); Full Atk +4 melee (1d8+3/x3, lance) or +4 melee (1d6+2/18-20, masterwork scimitar); AL LE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Handle Animal +3, Ride +7 (+9 to stay on horse), Spot +3; Mounted Combat, Ride-By Attack, Weapon Focus (lance).

*Possessions:* chain shirt, light steel shield, helmet, lance, masterwork scimitar, *potion of shield of faith* +2, light warhorse, masterwork military saddle\* (+1 circumstance bonus to Ride checks, +2 additionally to stay on horse), *potion of cure light wounds*. \*Complete Adventurer.

*Physical Description:* These Baklunish light cavalry work for the Dark Summoner. They bear standard equipment, except for the potions he has given them. If captured, they will reveal that they were well paid to sneak into Bissel and Gran March from the Baklunish West. They stopped off at a tower several days ago for orders, but were forced to camp more than a mile away while the Dark Summoner met with whoever was within.

**Dark Summoner:** Male Human (Baklunish) Clr3 of Xan Yae; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor); Base Atk +2; Grp +1; Atk +3 melee (2d4-1/18-20, masterwork falchion); Full Atk +3 melee (2d4-1/18-20, masterwork falchion); SA spells, rebuke undead; SQ aura, spontaneous casting; AL NE; SV Fort +5, Ref +2, Will +5; Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12.

*Skills and Feats:* Concentration +7, Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +5; Augment Summoning, Combat Casting, Martial Weapon Proficiency (falchion), Spell Focus (conjunction), Weapon Focus (falchion).

*Spells Prepared* (4/3+1/2+1; save DC = 12 + spell level; 13 + spell level for conjunction spells): 0—*detect magic*, *light*, *cure minor wounds* x2; 1<sup>st</sup>—*magic weapon\**, *sanctuary*, *summon monster I* x2 (*fiendish dire rat*); 2<sup>nd</sup>—*invisibility\**, *summon monster II* x2 (*devil*, *lemure*).

\*Domain spells. *Domains:* Trickery (add Bluff, Disguise, and Hide to your list of cleric class skills); War (free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon).

*Possessions:* +1 chain shirt, helmet, masterwork falchion, *potion of shield of faith* +3, *potion of barkskin* +2, *divine scroll of summon monster III* (CL 5<sup>th</sup>, *hell hound*).

*Physical Description:* The Dark Summoner wears charcoal gray armor with the symbol of a black lotus barely discernable upon its breast from a distance. He is a haggard looking Baklunish human with long wavy black hair and a wild look in his eyes. He will fight to the death rather than be captured.

**ENCOUNTER 5**

**Gnome Armed Son #1:** Male Gnome Com1; CR ½; Small Humanoid (Gnome); HD 1d4+1; hp 4; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 armor); Base Atk +0; Grp -3; Atk -3 melee (1d4 nonlethal, sap) or +1 melee (1d4/18-20, rapier) or +2 ranged (1d3/19-20, dagger); Full Atk -3 melee (1d4 nonlethal, sap) or +1 melee (1d4/18-20, rapier) or +2 ranged (1d3/19-20, dagger); SA -; SQ low-light vision, gnome traits; AL CN; SV Fort +1, Ref +1, Will -1; Str 10, Dex 13, Con 12, Int 8, Wis 9, Cha 11.

*Skills and Feats:* Craft (alchemy) +2, Hide +5, Listen +1, Use Magical Device +1, Use Rope +2; Martial Weapon Proficiency (rapier).

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Armed Son #2:** Male Gnome Rog1; CR 1; Small Humanoid (Gnome); HD 1d6+1; hp 6; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk +0; Grp -3; Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); Full Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); SA sneak attack +1d6; SQ low-light vision, gnome traits, trapfinding; AL CN; SV Fort +2, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Appraise +1, Craft (alchemy) +5, Disable Device +1, Escape Artist +4, Forgery +1, Gather Information +2, Hide +6, Listen +3, Move Silently +4, Open Lock +4, Search +1, Tumble +6, Use Magical Device +4; Dodge.

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Unarmed Son:** Male Gnome Mnk2; CR 2; Small Humanoid (Gnome); HD 2d8+2; hp 14; Init +2; Spd 20 ft.; AC 16, touch 15, flat-footed 14 (+1 size, +2 Dex, +2 Wis, +1 natural); Base Atk +1; Grp +2; Atk +3 melee (1d4+1, unarmed strike); Full Atk +3 melee (1d4+1, unarmed strike) or +1/+1 melee (1d4+1, flurry of blows); SA flurry of blows, unarmed strike; SQ low-light vision, gnome traits, evasion; AL LN; SV Fort +4, Ref +5, Will +5; Str 13, Dex 15, Con 12, Int 9, Wis 14, Cha 10.

*Skills and Feats:* Craft (alchemy) +3, Escape Artist +6, Hide +6, Listen +6, Move Silently +2, Sense Motive +7; Stunning Fist (2/day, Fort DC 13), Deflect Arrows, Improved Grapple, Improved Unarmed Strike.

*Languages:* Common, Gnome.

*Possessions:* *amulet of natural armor* +1.

**ENCOUNTER 9**

**Cavalry:** Male Human (Baklunish) Ftr1; CR 1; Medium Humanoid (Human); HD 1d10+1; hp 9; Init +2; Spd 30 ft., horse 60 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +4 armor, +1 shield); Base Atk +1; Grp +3; Atk +4 melee (1d8+3/x3, lance) or +4 melee (1d6+2/18-20, masterwork scimitar); Full Atk +4 melee (1d8+3/x3, lance) or +4 melee (1d6+2/18-20, masterwork scimitar); AL LE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Handle Animal +3, Ride +7 (+9 to stay on horse), Spot +3; Mounted Combat, Ride-By Attack, Weapon Focus (lance).

*Possessions:* chain shirt, light steel shield, helmet, lance, masterwork scimitar, *potion of shield of faith* +2, light warhorse, masterwork military saddle\* (+1 circumstance bonus to Ride checks, +2 additionally to stay on horse), *potion of cure light wounds*. \*Complete Adventurer.

*Physical Description:* These Baklunish light cavalry work for the Dark Summoner. They bear standard equipment, except for the potions he has given them. If captured, they will reveal that they were well paid to sneak into Bissel and Gran March from the Baklunish West. They stopped off at a tower several days ago for orders, but were forced to camp more than a mile away while the Dark Summoner met with whoever was within.

**Mad Baklun:** Male Human (Baklunish) Bbn1/Ftr2; CR 3; Medium Humanoid (Human); HD 1d12+2d10+3; hp 27; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +3; Grp +5; Atk +5 melee (2d6+3/18-20, large masterwork falchion); Full Atk +5 melee (2d6+3/18-20, large masterwork falchion); SA rage 1/day; SQ fast movement; AL NE; SV Fort +6, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +6, Intimidate +3, Jump +6, Listen +4, Ride +4, Survival +4, Swim +4; Cleave, Intimidating Rage\*, Monkey Grip\*, Power Attack, Weapon Focus (falchion). \*Complete Warrior.

*Possessions:* +1 chain shirt, helmet, large masterwork falchion, *potion of shield of faith* +3, *potion of barkskin* +3.

*Physical Description:* The Mad Baklun is a fearless berserker with an enormous sword. He thrills in battle and carnage and his only fear is that he will not die covered in the gore of his enemies. He stands over six feet tall and has an incredibly well muscled build.

**Dark Summoner:** Male Human (Baklunish) Clr3 of Xan Yae; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor); Base Atk +2; Grp +1; Atk +3 melee (2d4-1/18-20, masterwork falchion); Full Atk +3 melee (2d4-1/18-20, masterwork falchion); SA spells, rebuke undead; SQ aura, spontaneous casting; AL NE; SV Fort +5, Ref +2, Will +5; Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12.

*Skills and Feats:* Concentration +7, Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +5; Augment Summoning, Combat Casting, Martial Weapon Proficiency (falchion), Spell Focus (conjuration), Weapon Focus (falchion).

*Spells Prepared* (4/3+1/2+1; save DC = 12 + spell level; 13 + spell level for conjuration spells): 0—*detect magic*, *light*, *cure minor wounds* x2; 1<sup>st</sup>—*magic weapon*\*, *sanctuary*, *summon monster I* x2 (*fiendish dire rat*); 2<sup>nd</sup>—*invisibility*\*, *summon monster II* x2 (*devil*, *lemure*).

\*Domain spells. *Domains:* Trickery (add Bluff, Disguise, and Hide to your list of cleric class skills); War (free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon).

*Possessions:* +1 *chain shirt*, *helmet*, *masterwork falchion*, *potion of shield of faith* +3, *potion of barkskin* +2, *divine scroll of summon monster III* (CL 5<sup>th</sup>, *hell hound*).

*Physical Description:* The Dark Summoner wears charcoal gray armor with the symbol of a black lotus barely discernable upon its breast from a distance. He is a haggard looking Baklunish human with long wavy black hair and a wild look in his eyes. He will fight to the death rather than be captured.

**ENCOUNTER 5**

**Gnome Armed Son #1:** Male Gnome Com1; CR ½; Small Humanoid (Gnome); HD 1d4+1; hp 4; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 armor); Base Atk +0; Grp -3; Atk -3 melee (1d4 nonlethal, sap) or +1 melee (1d4/18-20, rapier) or +2 ranged (1d3/19-20, dagger); Full Atk -3 melee (1d4 nonlethal, sap) or +1 melee (1d4/18-20, rapier) or +2 ranged (1d3/19-20, dagger); SA -; SQ low-light vision, gnome traits; AL CN; SV Fort +1, Ref +1, Will -1; Str 10, Dex 13, Con 12, Int 8, Wis 9, Cha 11.

*Skills and Feats:* Craft (alchemy) +2, Hide +5, Listen +1, Use Magical Device +1, Use Rope +2; Martial Weapon Proficiency (rapier).

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Armed Son #2:** Male Gnome Rog1; CR 1; Small Humanoid (Gnome); HD 1d6+1; hp 6; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk +0; Grp -3; Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); Full Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); SA sneak attack +1d6; SQ low-light vision, gnome traits, trapfinding; AL CN; SV Fort +2, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Appraise +1, Craft (alchemy) +5, Disable Device +1, Escape Artist +4, Forgery +1, Gather Information +2, Hide +6, Listen +3, Move Silently +4, Open Lock +4, Search +1, Tumble +6, Use Magical Device +4; Dodge.

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Unarmed Son:** Male Gnome Mnk3; CR 3; Small Humanoid (Gnome); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 17, touch 15, flat-footed 15 (+1 size, +2 Dex, +2 Wis, +1 natural, +1 armor); Base Atk +2; Grp +3; Atk +5 melee (1d4+1, unarmed strike); Full Atk +5 melee (1d4+1, unarmed strike) or +3/+3 melee (1d4+1, flurry of blows); SA flurry of blows, unarmed strike; SQ low-light vision, gnome traits, evasion, still mind; AL LN; SV Fort +4, Ref +5, Will +5; Str 13, Dex 15, Con 12, Int 9, Wis 14, Cha 10.

*Skills and Feats:* Craft (alchemy) +3, Escape Artist +7, Hide +6, Listen +6, Move Silently +3, Sense Motive +8; Stunning Fist (3/day, Fort DC 13), Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Weapon Finesse.

*Languages:* Common, Gnome.

*Possessions:* amulet of natural armor +1, bracers of armor +1.

**ENCOUNTER 7**

**Crypt Warden:** CR 8; Medium Deathless; HD 9d12; hp 81; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +3 natural, +5 armor, +2 shield); Base Atk +4; Grp +6; Atk +8 melee (1d10+2, masterwork bastard sword); Full Atk +8 melee (1d10+2, masterwork bastard sword); SA animate objects, *holy smite*; SQ DR 5/bludgeoning, deathless traits, SR 19; AL LG; SV Fort +3, Ref +4, Will +7; Str 15, Dex 12, Con -, Int 14, Wis 13, Cha 16. *Book of Exalted Deeds*, page 167.

*Skills and Feats:* Climb +10, Diplomacy +17, Intimidate +15, Jump +10, Knowledge(religion) +14, Sense Motive +13, Tumble -1; Exotic Weapon Proficiency (bastard sword), Sanctify Martial Strike (bastard sword)\*, Subduing Strike\*, Weapon Focus (bastard sword). \**Book of Exalted Deeds*.

**Animate Objects (Su):** As a standard action, a crypt warden can cause a statue or another object within the tomb it guards to animate, as if affected by the animate objects spell. It can animate one object of Large size or smaller each round; this ability otherwise works as the spell cast by a 10<sup>th</sup> level cleric.

**Holy Smite (Sp):** A crypt guardian can use *holy smite* at will. CL 10<sup>th</sup>; Will DC 17. The save DC is Cha-based.

**Deathless Traits:** A crypt warden is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects. It is not subject to critical hits, nonlethal damage, ability drain, or death from massive damage. It is not subject to Strength, Dexterity, or Constitution damage. A crypt warden cannot be raise or resurrected. A crypt warden has darkvision (60-foot range).

*Possessions:* masterwork bastard sword, masterwork breastplate, masterwork heavy steel shield.

*Physical Description:* A crypt warden's basic form is indistinguishable from a skeleton or similar creature. It wears a fine breastplate and carries a shield and sword to use in its tomb's defense. It speaks Common and Celestial.

**ENCOUNTER 9**

**Cavalry:** Male Human (Baklunish) Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+2; hp 17; Init +2; Spd 30 ft., horse 60 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +5 armor, +1 shield); Base Atk +2; Grp +4; Atk +5 melee (1d8+3/x3, lance) or +5 melee (1d6+2/18-20, masterwork scimitar); Full Atk +5 melee (1d8+3/x3, lance) or +5 melee (1d6+2/18-20, masterwork scimitar); AL LE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.



*Skills and Feats:* Handle Animal +4, Intimidate +0, Ride +8 (+10 to stay on horse), Spot +3; Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance).

*Possessions:* +1 chain shirt, light steel shield, helmet, lance, masterwork scimitar, *potion of shield of faith* +2, light warhorse, masterwork military saddle\* (+1 circumstance bonus to Ride checks, +2 additionally to stay on horse), *potion of cure light wounds*. \*Complete Adventurer.

*Physical Description:* These Baklunish light cavalry work for the Dark Summoner. They bear standard equipment, except for the potions he has given them. If captured, they will reveal that they were well paid to sneak into Bissel and Gran March from the Baklunish West. They stopped off at a tower several days ago for orders, but were forced to camp more than a mile away while the Dark Summoner met with whoever was within.

**Mad Baklun:** Male Human (Baklunish) Bbn1/Ftr4; CR 5; Medium Humanoid (Human); HD 1d12+4d10+4; hp 43; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +5; Grp +8; Atk +8 melee (2d6+7/18-20, large +1 falchion); Full Atk +8 melee (2d6+7/18-20, large +1 falchion); SA rage 1/day; SQ fast movement; AL NE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +7, Intimidate +5, Jump +8, Listen +4, Ride +6, Survival +4, Swim +6; Cleave, Intimidating Rage\*, Monkey Grip\*, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion). \*Complete Warrior.

*Possessions:* +1 chain shirt, helmet, large +1 falchion, *potion of shield of faith* +3, *potion of barkskin* +3.

*Physical Description:* The Mad Baklun is a fearless berserker with an enormous sword. He thrills in battle and carnage and his only fear is that he will not die covered in the gore of his enemies. He stands over six feet tall and has an incredibly well muscled build.

**Dark Summoner:** Male Human (Baklunish) Clr5 of Xan Yae; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +3; Grp +2; Atk +4 melee (2d4-1/18-20, masterwork falchion); Full Atk +4 melee (2d4-1/18-20, masterwork falchion); SA spells, rebuke undead; SQ aura, spontaneous casting; AL NE; SV Fort +6, Ref +3, Will +6; Str 8, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

*Skills and Feats:* Concentration +10, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +6; Augment Summoning, Combat Casting, Martial Weapon Proficiency (falchion), Spell Focus (conjunction), Weapon Focus (falchion).

*Spells Prepared* (5/4+1/3+1/1+1; save DC = 12 + spell level; 13 + spell level for conjunction spells): 0—*detect magic* x2, *light*, *cure minor wounds* x2; 1<sup>st</sup>—*cure light wounds*, *magic weapon*\*, *sanctuary*, *summon monster I* x2 (*fiendish dire rat*); 2<sup>nd</sup>—*cure moderate wounds*, *invisibility*\*, *summon monster II* x2 (*devil*, *lemure*); 3<sup>rd</sup>—*non-detection*\*, *summon monster III* (*hell hound*).

\*Domain spells. *Domains:* Trickery (add Bluff, Disguise, and Hide to your list of cleric class skills); War

(free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon).

*Possessions:* +1 chain shirt, helmet, masterwork falchion, *potion of shield of faith* +4, *potion of barkskin* +3, *divine scroll of summon monster III* (CL 5<sup>th</sup>, *hell hound*), *pearl of power* (1<sup>st</sup> level spell).

*Physical Description:* The Dark Summoner wears charcoal gray armor with the symbol of a black lotus barely discernable upon its breast from a distance. He is a haggard looking Baklunish human with long wavy black hair and a wild look in his eyes. He will fight to the death rather than be captured.

## APPENDIX 4 – APL 8

### ENCOUNTER 5

**Gnome Armed Son:** Male Gnome Rog1; CR 1; Small Humanoid (Gnome); HD 1d6+1; hp 6; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk +0; Grp -3; Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); Full Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); SA sneak attack +1d6; SQ low-light vision, gnome traits, trapfinding; AL CN; SV Fort +2, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Appraise +1, Craft (alchemy) +5, Disable Device +1, Escape Artist +4, Forgery +1, Gather Information +2, Hide +6, Listen +3, Move Silently +4, Open Lock +4, Search +1, Tumble +6, Use Magical Device +4; Dodge.

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Unarmed Son:** Male Gnome Mnk4; CR 4; Small Humanoid (Gnome); HD 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 18, touch 16, flat-footed 15 (+1 size, +3 Dex, +2 Wis, +1 natural, +1 armor); Base Atk +3; Grp +4; Atk +7 melee (1d6+1, unarmed strike); Full Atk +7 melee (1d6+1, unarmed strike) or +5/+5 melee (1d6+1, flurry of blows); SA flurry of blows, unarmed strike, ki strike (magic); SQ low-light vision, gnome traits, evasion, still mind, slow fall 20 ft.; AL LN; SV Fort +5, Ref +7, Will +6; Str 13, Dex 16, Con 12, Int 9, Wis 14, Cha 10.

*Skills and Feats:* Craft (alchemy) +3, Escape Artist +8, Hide +7, Listen +6, Move Silently +6, Sense Motive +9; Stunning Fist (4/day, Fort DC 14), Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Weapon Finesse.

*Languages:* Common, Gnome.

*Possessions:* *amulet of natural armor* +1, *bracers of armor* +1, *potion of owl's wisdom*.

### ENCOUNTER 7

**Crypt Warden:** CR 8; Medium Deathless; HD 9d12; hp 81; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +3 natural, +5 armor, +2 shield); Base Atk +4; Grp +6; Atk +8 melee (1d10+2, masterwork bastard sword); Full Atk +8 melee (1d10+2, masterwork bastard sword); SA animate objects, *holy smite*; SQ DR 5/bludgeoning, deathless traits, SR 19; AL LG; SV Fort +3, Ref +4, Will +7; Str 15, Dex 12, Con -, Int 14, Wis 13, Cha 16. *Book of Exalted Deeds*, page 167.

*Skills and Feats:* Climb +10, Diplomacy +17, Intimidate +15, Jump +10, Knowledge(religion) +14, Sense Motive +13, Tumble -1; Exotic Weapon Proficiency

(bastard sword), Sanctify Martial Strike (bastard sword)\*, Subduing Strike\*, Weapon Focus (bastard sword). \**Book of Exalted Deeds*.

**Animate Objects (Su):** As a standard action, a crypt warden can cause a statue or another object within the tomb it guards to animate, as if affected by the animate objects spell. It can animate one object of Large size or smaller each round; this ability otherwise works as the spell cast by a 10<sup>th</sup> level cleric.

**Holy Smite (Sp):** A crypt guardian can use *holy smite* at will. CL 10<sup>th</sup>; Will DC 17. The save DC is Cha-based.

**Deathless Traits:** A crypt warden is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects. It is not subject to critical hits, nonlethal damage, ability drain, or death from massive damage. It is not subject to Strength, Dexterity, or Constitution damage. A crypt warden cannot be raise or resurrected. A crypt warden has darkvision (60-foot range).

*Possessions:* masterwork bastard sword, masterwork breastplate, masterwork heavy steel shield.

*Physical Description:* A crypt warden's basic form is indistinguishable from a skeleton or similar creature. It wears a fine breastplate and carries a shield and sword to use in its tomb's defense. It speaks Common and Celestial.

### ENCOUNTER 9

**Cavalry:** Male Human (Baklunish) Ftr4; CR 4; Medium Humanoid (Human); HD 4d10+4; hp 33; Init +3; Spd 30 ft., horse 60 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 armor, +2 shield); Base Atk +4; Grp +6; Atk +7 melee (1d8+5/x3, lance) or +8 melee (1d6+2/18-20, masterwork scimitar); Full Atk +7 melee (1d8+5/x3, lance) or +8 melee (1d6+2/18-20, masterwork scimitar); AL LE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Handle Animal +6, Intimidate +0, Ride +11 (+13 to stay on horse), Spot +4; Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance, scimitar), Weapon Specialization (lance).

*Possessions:* +1 *chain shirt*, +1 *light steel shield*, helmet, lance, masterwork scimitar, *potion of shield of faith* +2, light warhorse, masterwork military saddle\* (+1 circumstance bonus to Ride checks, +2 additionally to stay on horse), *potion of cure moderate wounds*. \**Complete Adventurer*.

*Physical Description:* These Baklunish light cavalry work for the Dark Summoner. They bear standard equipment, except for the potions he has given them. If captured, they will reveal that they were well paid to sneak into Bissel and Gran March from the Baklunish West. They stopped off at a tower several days ago for

orders, but were forced to camp more than a mile away while the Dark Summoner met with whoever was within.

**Mad Baklun:** Male Human (Baklunish) Bbn3/Ftr4; CR 7; Medium Humanoid (Human); HD 3d12+4d10+7; hp 63; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor); Base Atk +7; Grp +11; Atk +11 melee (2d6+9/15-20, large +1 falchion); Full Atk +11/+6 melee (2d6+9/15-20, large +1 falchion); SA rage 1/day; SQ fast movement, uncanny dodge, trap sense +1; AL NE; SV Fort +8, Ref +4, Will +3; Str 16 (18), Dex 14, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +10, Intimidate +7, Jump +10, Listen +5, Ride +7, Survival +7, Swim +7; Cleave, Improved Critical (falchion), Intimidating Rage\*, Monkey Grip\*, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion). \*Complete Warrior.

*Possessions:* +1 chain shirt, helmet, large +1 falchion, potion of shield of faith +3, potion of barkskin +3, gauntlets of ogre power.

*Physical Description:* The Mad Baklun is a fearless berserker with an enormous sword. He thrills in battle and carnage and his only fear is that he will not die covered in the gore of his enemies. He stands over six feet tall and has an incredibly well muscled build.

**Dark Summoner:** Male Human (Baklunish) Clr7 of Xan Yae; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 53; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +5; Grp +4; Atk +6 melee (2d4-1/18-20, masterwork falchion); Full Atk +6 melee (2d4-1/18-20, masterwork falchion); SA spells, rebuke undead; SQ aura, spontaneous casting; AL NE; SV Fort +7, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 15 (17), Cha 12.

*Skills and Feats:* Concentration +12, Knowledge (arcana) +7, Knowledge (religion) +8, Spellcraft +7; Augment Summoning, Combat Casting, Martial Weapon Proficiency (falchion), Rapid Spell\*, Spell Focus (conjuration), Weapon Focus (falchion). \*Complete Divine.

*Spells Prepared* (6/5+1/4+1/3+1/1+1; save DC = 13 + spell level; 14 + spell level for conjuration spells): 0—*detect magic* x2, *light* x2, *cure minor wounds* x2; 1<sup>st</sup>—*bane*, *bless*, *cure light wounds*, *magic weapon*\*, *sanctuary*, *summon monster I* (fiendish dire rat); 2<sup>nd</sup>—*cure moderate wounds*, *invisibility*\*, *rapid summon monster I* (fiendish dire rat), *summon monster II* x2 (devil, lemure); 3<sup>rd</sup>—*magic circle against good*, *nondetection*\*, *summon monster III* x2 (hell hound); 4<sup>th</sup>—*confusion*\*, *summon monster IV* (yeth hound).

\*Domain spells. *Domains:* Trickery (add Bluff, Disguise, and Hide to your list of cleric class skills); War (free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon).

*Possessions:* +1 chain shirt, helmet, masterwork falchion, potion of shield of faith +4, potion of barkskin +3, divine scroll of *summon monster III* (CL 5<sup>th</sup>, hell hound), pearl of power (1<sup>st</sup> level spell), periapt of wisdom +2.

*Physical Description:* The Dark Summoner wears charcoal gray armor with the symbol of a black lotus

barely discernable upon its breast from a distance. He is a haggard looking Baklunish human with long wavy black hair and a wild look in his eyes. He will fight to the death rather than be captured.

## APPENDIX 5 – APL 10

### ENCOUNTER 5

**Gnome Armed Son #1:** Male Gnome Rog1; CR 1; Small Humanoid (Gnome); HD 1d6+1; hp 6; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk +0; Grp -3; Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); Full Atk +2 melee (1d4+1 nonlethal, sap) or +2 melee (1d4+1/18-20, rapier) or +3 ranged (1d3+1/19-20, dagger); SA sneak attack +1d6; SQ low-light vision, gnome traits, trapfinding; AL CN; SV Fort +2, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Appraise +1, Craft (alchemy) +5, Disable Device +1, Escape Artist +4, Forgery +1, Gather Information +2, Hide +6, Listen +3, Move Silently +4, Open Lock +4, Search +1, Tumble +6, Use Magical Device +4; Dodge.

*Languages:* Common, Gnome.

*Possessions:* leather armor, rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Armed Son #2:** Male Gnome Rog2; CR 2; Small Humanoid (Gnome); HD 2d6+2; hp 11; Init +2; Spd 20 ft.; AC 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 armor); Base Atk +1; Grp -2; Atk +3 melee (1d4+1 nonlethal, sap) or +4 melee (1d4+1/18-20, masterwork rapier) or +4 ranged (1d3+1/19-20, dagger); Full Atk +3 melee (1d4+1 nonlethal, sap) or +4 melee (1d4+1/18-20, masterwork rapier) or +4 ranged (1d3+1/19-20, dagger); SA sneak attack +1d6; SQ low-light vision, gnome traits, trapfinding, evasion; AL CN; SV Fort +2, Ref +5, Will +1; Str 13, Dex 15, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Appraise +1, Craft (alchemy) +5, Disable Device +1, Escape Artist +5, Forgery +1, Gather Information +3, Hide +6, Listen +4, Move Silently +5, Open Lock +5, Search +1, Tumble +7, Use Magical Device +5; Dodge.

*Languages:* Common, Gnome.

*Possessions:* +1 leather armor, masterwork rapier, dagger, sap, *elixir of love*, *elixir of hiding*, *elixir of sneaking*, *elixir of vision*.

**Gnome Unarmed Son:** Male Gnome Mnk5; CR 5; Small Humanoid (Gnome); HD 5d8+5; hp 34; Init +3; Spd 30 ft.; AC 19, touch 17, flat-footed 16 (+1 size, +3 Dex, +2 Wis, +1 natural, +1 armor, +1 monk); Base Atk +3; Grp +4; Atk +7 melee (1d6+1, unarmed strike); Full Atk +7 melee (1d6+1, unarmed strike) or +6/+6 melee (1d6+1, flurry of blows); SA flurry of blows, unarmed strike, ki strike (magic); SQ low-light vision, gnome traits, evasion, still mind, slow fall 20 ft., purity of body; AL LN; SV Fort +6, Ref +8, Will +7; Str 13, Dex 16, Con 12, Int 9, Wis 14, Cha 10.

*Skills and Feats:* Craft (alchemy) +3, Escape Artist +9, Hide +8, Listen +6, Move Silently +6, Sense Motive +10;

Stunning Fist (5/day, Fort DC 14), Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Weapon Finesse.

*Languages:* Common, Gnome.

*Possessions:* amulet of natural armor +1, bracers of armor +1, *potion of owl's wisdom*, *cloak of resistance* +1.

### ENCOUNTER 7

**Crypt Warden:** CR 8; Medium Deathless; HD 9d12; hp 81; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +3 natural, +5 armor, +2 shield); Base Atk +4; Grp +6; Atk +8 melee (1d10+2, masterwork bastard sword); Full Atk +8 melee (1d10+2, masterwork bastard sword); SA animate objects, *holy smite*; SQ DR 5/bludgeoning, deathless traits, SR 19; AL LG; SV Fort +3, Ref +4, Will +7; Str 15, Dex 12, Con -, Int 14, Wis 13, Cha 16. *Book of Exalted Deeds*, page 167.

*Skills and Feats:* Climb +10, Diplomacy +17, Intimidate +15, Jump +10, Knowledge(religion) +14, Sense Motive +13, Tumble -1; Exotic Weapon Proficiency (bastard sword), Sanctify Martial Strike (bastard sword)\*, Subduing Strike\*, Weapon Focus (bastard sword). \**Book of Exalted Deeds*.

**Animate Objects (Su):** As a standard action, a crypt warden can cause a statue or another object within the tomb it guards to animate, as if affected by the animate objects spell. It can animate one object of Large size or smaller each round; this ability otherwise works as the spell cast by a 10<sup>th</sup> level cleric.

**Holy Smite (Sp):** A crypt guardian can use *holy smite* at will. CL 10<sup>th</sup>; Will DC 17. The save DC is Cha-based.

**Deathless Traits:** A crypt warden is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects. It is not subject to critical hits, nonlethal damage, ability drain, or death from massive damage. It is not subject to Strength, Dexterity, or Constitution damage. A crypt warden cannot be raise or resurrected. A crypt warden has darkvision (60-foot range).

*Possessions:* masterwork bastard sword, masterwork breastplate, masterwork heavy steel shield.

*Physical Description:* A crypt warden's basic form is indistinguishable from a skeleton or similar creature. It wears a fine breastplate and carries a shield and sword to use in its tomb's defense. It speaks Common and Celestial.

**Runic Guardian:** CR 10; Large Construct; HD 17d10+30; hp 150; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27 (-1 size, +1 Dex, +18 natural); Base Atk +11; Grp +18; Atk +18 melee (2d8+7 plus stunning strike, slam); Full Atk +18 melee (2d8+7 plus stunning strike, 2 slams); Space/Reach 10 ft./10 ft.; SA runic spells, stunning strike;

SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

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

Body Part	Highest Level Spell
Head	1 <sup>st</sup>
Each arm	2 <sup>nd</sup>
Each leg	3 <sup>rd</sup>
Torso	5 <sup>th</sup>

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

This particular runic guardian is imbued with spells as follows (CL 16<sup>th</sup>):

Head – *magic mouth*, triggers when a creature enters the crypts.

Right Arm – *chill touch*, triggers if the guardian decides to attack.

Left Arm – *mage armor*, triggers if creatures do not leave after the *magic mouth* speaks.

Right Leg – *repair serious damage (Complete Arcane)*, triggers when the guardian is reduced to less than 75 hit points.

Left Leg – *repair serious damage (Complete Arcane)*, triggers when the guardian is reduced to less than 50 hit points.

Torso – *lesser globe of invulnerability*, triggers when the guardian is targeted by a spell.

**Stunning Strike (Ex):** Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

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

**Find Master (Su):** No matter the distance a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows granting its master a +4 deflection bonus to AC. This

power functions only when the runic guardian is within 5 feet of its master.

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

**Teleport without Error (Sp):** Once per day, a runic guardian can use *teleport without error* (CL 18<sup>th</sup>). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

**Physical Description:** A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors.

## ENCOUNTER 9

**Cavalry:** Male Human (Baklunish) Ftr6; CR 6; Medium Humanoid (Human); HD 6d10+6; hp 50; Init +3; Spd 30 ft., horse 60 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 armor, +2 shield); Base Atk +6; Grp +8; Atk +10 melee (1d8+6/x3, +1 lance) or +10 melee (1d6+2/18-20, masterwork scimitar); Full Atk +10/+5 melee (1d8+6/x3, +1 lance) or +10/+5 melee (1d6+2/18-20, masterwork scimitar); AL LE; SV Fort +6, Ref +5, Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

**Skills and Feats:** Handle Animal +8, Intimidate +0, Ride +13 (+15 to stay on horse), Spot +5; Cavalry Charger\*, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance, scimitar), Weapon Specialization (lance). \*Complete Warrior.

**Possessions:** +1 chain shirt, +1 light steel shield, helmet, +1 lance, masterwork scimitar, *potion of shield of faith* +2, light warhorse, masterwork military saddle\* (+1 circumstance bonus to Ride checks, +2 additionally to stay on horse), *potion of cure moderate wounds*. \*Complete Adventurer.

**Physical Description:** These Baklunish light cavalry work for the Dark Summoner. They bear standard equipment, except for the potions he has given them. If captured, they will reveal that they were well paid to sneak into Bissel and Gran March from the Baklunish West. They stopped off at a tower several days ago for orders, but were forced to camp more than a mile away while the Dark Summoner met with whoever was within.

**Mad Baklun:** Male Human (Baklunish) Bbn5/Ftr4; CR 9; Medium Humanoid (Human); HD 5d12+4d10+18; hp 89; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor); Base Atk +9; Grp +13; Atk +13 melee (2d6+9/15-20, large +1 falchion); Full Atk +13/+8 melee (2d6+9/15-20, large +1 falchion); SA rage 2/day; SQ fast movement, uncanny dodge, improved uncanny dodge,

trap sense +1; AL NE; SV Fort +12, Ref +6, Will +5; Str 16 (18), Dex 14, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +10, Intimidate +11, Jump +11, Listen +5, Ride +7, Survival +11, Swim +8; Cleave, Improved Critical (falchion), Intimidating Rage\*, Monkey Grip\*, Power Attack, Power Critical (falchion)\*, Weapon Focus (falchion), Weapon Specialization (falchion). \*Complete Warrior.

*Possessions:* +1 chain shirt, helmet, large +1 falchion, potion of shield of faith +3, potion of barkskin +3, gauntlets of ogre power, cloak of resistance +2.

*Physical Description:* The Mad Baklun is a fearless berserker with an enormous sword. He thrills in battle and carnage and his only fear is that he will not die covered in the gore of his enemies. He stands over six feet tall and has an incredibly well muscled build.

**Dark Summoner:** Male Human (Baklunish) Clr7 of Xan Yae/Thaumaturgist2; CR 9; Medium Humanoid (Human); HD 7d8+2d4+18; hp 62; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk +6; Grp +5; Atk +7 melee (2d4-1/18-20, masterwork falchion); Full Atk +7/+2 melee (2d4-1/18-20, masterwork falchion); SA spells, rebuke undead; SQ aura, spontaneous casting, improved ally; AL NE; SV Fort +7, Ref +4, Will +12; Str 8, Dex 14, Con 14, Int 10, Wis 16 (18), Cha 12.

*Skills and Feats:* Concentration +14, Knowledge (arcana) +8, Knowledge (religion) +8, Knowledge (the planes) +2, Spellcraft +8; Augment Summoning, Combat Casting, Divine Metamagic (Rapid Spell)\*, Extra Turning, Martial Weapon Proficiency (falchion), Rapid Spell\*, Spell Focus (conjuration), Weapon Focus (falchion). \*Complete Divine.

*Spells Prepared* (6/5+1/5+1/4+1/3+1/1+1; save DC = 14 + spell level; 15 + spell level for conjuration spells): 0—detect magic x2, light x2, cure minor wounds x2; 1<sup>st</sup>—bane, bless, cure light wounds, magic weapon\*, obscuring mist, sanctuary; 2<sup>nd</sup>—cure moderate wounds x3, death knell, invisibility\*, spiritual weapon; 3<sup>rd</sup>—magic circle against good, ~~magic vestment~~, nondetection\*, summon monster III x2 (hell hound); 4<sup>th</sup>—confusion\*, summon monster IV x3 (yeth hound); 5<sup>th</sup>—flame strike\*, summon monster V (devil, bearded).

\*Domain spells. *Domains:* Trickery (add Bluff, Disguise, and Hide to your list of cleric class skills); War (free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon).

*Possessions:* +1 chain shirt, helmet, masterwork falchion, potion of shield of faith +4, potion of barkskin +3, divine scroll of summon monster III (CL 5<sup>th</sup>, hell hound), pearl of power (1<sup>st</sup> level spell), periapt of wisdom +2, wand of reversion (CL 7<sup>th</sup>, 10 charges)\*. \*Complete Divine.

*Physical Description:* The Dark Summoner wears charcoal gray armor with the symbol of a black lotus barely discernable upon its breast from a distance. He is a haggard looking Baklunish human with long wavy black hair and a wild look in his eyes. He will fight to the death rather than be captured.

## APPENDIX 6 – APL 12

### ENCOUNTER 5

**Gnome Armed Son:** Male Gnome Rog2; CR 2; Small Humanoid (Gnome); HD 2d6+2; hp 11; Init +2; Spd 20 ft.; AC 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 armor); Base Atk +1; Grp -2; Atk +3 melee (1d4+1 nonlethal, sap) or +4 melee (1d4+1/18-20, masterwork rapier) or +4 ranged (1d3+1/19-20, dagger); Full Atk +3 melee (1d4+1 nonlethal, sap) or +4 melee (1d4+1/18-20, masterwork rapier) or +4 ranged (1d3+1/19-20, dagger); SA sneak attack +1d6; SQ low-light vision, gnome traits, trapfinding, evasion; AL CN; SV Fort +2, Ref +5, Will +1; Str 13, Dex 15, Con 14, Int 9, Wis 12, Cha 11.

*Skills and Feats:* Appraise +1, Craft (alchemy) +5, Disable Device +1, Escape Artist +5, Forgery +1, Gather Information +3, Hide +6, Listen +4, Move Silently +5, Open Lock +5, Search +1, Tumble +7, Use Magical Device +5; Dodge.

*Languages:* Common, Gnome.

*Possessions:* +1 leather armor, masterwork rapier, dagger, sap, elixir of love, elixir of hiding, elixir of sneaking, elixir of vision.

**Gnome Unarmed Son:** Male Gnome Mnk6; CR 6; Small Humanoid (Gnome); HD 6d8+6; hp 41; Init +3; Spd 40 ft.; AC 20, touch 18, flat-footed 17 (+1 size, +3 Dex, +2 Wis, +1 natural, +1 armor, +1 monk, +1 deflection); Base Atk +4; Grp +5; Atk +9 melee (1d6+1, unarmed strike); Full Atk +9 melee (1d6+1, unarmed strike) or +8/+8 melee (1d6+1, flurry of blows); SA flurry of blows, unarmed strike, ki strike (magic); SQ low-light vision, gnome traits, evasion, still mind, slow fall 30 ft., purity of body; AL LN; SV Fort +7, Ref +9, Will +8; Str 13, Dex 16, Con 12, Int 9, Wis 14, Cha 10.

*Skills and Feats:* Craft (alchemy) +3, Escape Artist +10, Hide +8, Listen +6, Move Silently +7, Sense Motive +11; Stunning Fist (6/day, Fort DC 15), Deflect Arrows, Improved Grapple, Improved Trip, Improved Unarmed Strike, Weapon Finesse, Weapon Focus (unarmed strike).

*Languages:* Common, Gnome.

*Possessions:* amulet of natural armor +1, bracers of armor +1, potion of owl's wisdom, cloak of resistance +1, ring of protection +1.

### ENCOUNTER 7

**Crypt Warden:** CR 8; Medium Deathless; HD 9d12; hp 81; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +3 natural, +5 armor, +2 shield); Base Atk +4; Grp +6; Atk +8 melee (1d10+2, masterwork bastard sword); Full Atk +8 melee (1d10+2, masterwork bastard sword); SA animate objects, holy smite; SQ DR 5/bludgeoning, deathless traits, SR 19; AL LG; SV Fort +3, Ref +4, Will +7; Str 15, Dex 12, Con -, Int 14, Wis 13, Cha 16. *Book of Exalted Deeds*, page 167.

*Skills and Feats:* Climb +10, Diplomacy +17, Intimidate +15, Jump +10, Knowledge(religion) +14, Sense Motive +13, Tumble -1; Exotic Weapon Proficiency (bastard sword), Sanctify Martial Strike (bastard sword)\*, Subduing Strike\*, Weapon Focus (bastard sword). \**Book of Exalted Deeds*.

**Animate Objects (Su):** As a standard action, a crypt warden can cause a statue or another object within the tomb it guards to animate, as if affected by the animate objects spell. It can animate one object of Large size or smaller each round; this ability otherwise works as the spell cast by a 10<sup>th</sup> level cleric.

**Holy Smite (Sp):** A crypt guardian can use *holy smite* at will. CL 10<sup>th</sup>; Will DC 17. The save DC is Cha-based.

**Deathless Traits:** A crypt warden is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects. It is not subject to critical hits, nonlethal damage, ability drain, or death from massive damage. It is not subject to Strength, Dexterity, or Constitution damage. A crypt warden cannot be raise or resurrected. A crypt warden has darkvision (60-foot range).

*Possessions:* masterwork bastard sword, masterwork breastplate, masterwork heavy steel shield.

*Physical Description:* A crypt warden's basic form is indistinguishable from a skeleton or similar creature. It wears a fine breastplate and carries a shield and sword to use in its tomb's defense. It speaks Common and Celestial.

**Runic Guardian:** CR 10; Large Construct; HD 17d10+30; hp 150; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27 (-1 size, +1 Dex, +18 natural); Base Atk +11; Grp +18; Atk +18 melee (2d8+7 plus stunning strike, slam); Full Atk +18 melee (2d8+7 plus stunning strike, 2 slams); Space/Reach 10 ft./10 ft.; SA runic spells, stunning strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, shield master, teleport without error; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

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

Body Part	Highest Level Spell
Head	1 <sup>st</sup>
Each arm	2 <sup>nd</sup>
Each leg	3 <sup>rd</sup>
Torso	5 <sup>th</sup>

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

This particular runic guardian is imbued with spells as follows (CL 16<sup>th</sup>):

Head – *magic mouth*, triggers when a creature enters the crypts.

Right Arm – *chill touch*, triggers if the guardian decides to attack.

Left Arm – *mage armor*, triggers if creatures do not leave after the *magic mouth* speaks.

Right Leg – *repair serious damage* (Complete Arcane), triggers when the guardian is reduced to less than 75 hit points.

Left Leg – *repair serious damage* (Complete Arcane), triggers when the guardian is reduced to less than 50 hit points.

Torso – *lesser globe of invulnerability*, triggers when the guardian is targeted by a spell.

**Stunning Strike (Ex):** Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 25) or be stunned (unable to act, loses any Dexterity bonus to AC, and attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

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

**Find Master (Su):** No matter the distance a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

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

**Teleport without Error (Sp):** Once per day, a runic guardian can use *teleport without error* (CL 18<sup>th</sup>). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

**Physical Description:** A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and

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

**Runic Guardian, Advanced:** CR 12; Large Construct; HD 25d10+30; hp 210; Init +2; Spd 30 ft.; AC 29, touch 11, flat-footed 27 (-1 size, +2 Dex, +18 natural); Base Atk +17; Grp +24; Atk +24 melee (2d8+7 plus stunning strike, slam); Full Atk +24 melee (2d8+7 plus stunning strike, 2 slams); Space/Reach 10 ft./10 ft.; SA runic spells, stunning strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +8, Ref +10, Will +9; Str 24, Dex 14, Con –, Int –, Wis 12, Cha 1.

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

Body Part	Highest Level Spell
Head	1 <sup>st</sup>
Each arm	2 <sup>nd</sup>
Each leg	3 <sup>rd</sup>
Torso	5 <sup>th</sup>

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

This particular runic guardian is imbued with spells as follows (CL 16<sup>th</sup>):

Head – *magic mouth*, triggers when a creature enters the crypts.

Right Arm – *chill touch*, triggers if the guardian decides to attack.

Left Arm – *mage armor*, triggers if creatures do not leave after the *magic mouth* speaks.

Right Leg – *repair serious damage* (Complete Arcane), triggers when the guardian is reduced to less than 75 hit points.

Left Leg – *repair serious damage* (Complete Arcane), triggers when the guardian is reduced to less than 50 hit points.

Torso – *lesser globe of invulnerability*, triggers when the guardian is targeted by a spell.

**Stunning Strike (Ex):** Any creature hit by a runic guardian's slam attack must make a successful Fortitude saving throw (DC 29) or be stunned (unable to act, loses any Dexterity bonus to AC, and attacker gets a +2 bonus on attack rolls against it) for 1 round, in addition to taking the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Fast Healing (Ex):** A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or



suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

**Find Master (Su):** No matter the distance a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

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

**Teleport without Error (Sp):** Once per day, a runic guardian can use *teleport without error* (CL 18<sup>th</sup>). It normally uses this ability to answer a call from its master, teleporting unerringly to his or her side.

**Physical Description:** A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors.

## ENCOUNTER 9

**Cavalry:** Male Human (Baklunish) Ftr8; CR 8; Medium Humanoid (Human); HD 8d10+16; hp 72; Init +3; Spd 30 ft., horse 90 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +5 armor, +2 shield); Base Atk +8; Grp +10; Atk +12 melee (1d8+6/19-20/x3, +1 lance) or +12 melee (1d6+2/18-20, masterwork scimitar); Full Atk +12/+7 melee (1d8+6/19-20/x3, +1 lance) or +12/+7 melee (1d6+2/18-20, masterwork scimitar); AL LE; SV Fort +8, Ref +5, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

**Skills and Feats:** Handle Animal +10, Intimidate +0, Ride +15 (+17 to stay on horse), Spot +7; Cavalry Charger\*, Improved Critical (lance), Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance, scimitar), Weapon Specialization (lance). \*Complete Warrior.

**Possessions:** +1 chain shirt, +1 light steel shield, helmet, +1 lance, masterwork scimitar, *potion of shield of faith* +5, light warhorse, masterwork military saddle\* (+1 circumstance bonus to Ride checks, +2 additionally to stay on horse), *potion of cure moderate wounds*, *horseshoes of speed*. \*Complete Adventurer.

**Physical Description:** These Baklunish light cavalry work for the Dark Summoner. They bear standard equipment, except for the potions he has given them. If captured, they will reveal that they were well paid to

sneak into Bissel and Gran March from the Baklunish West. They stopped off at a tower several days ago for orders, but were forced to camp more than a mile away while the Dark Summoner met with whoever was within.

**Mad Baklun:** Male Human (Baklunish) Bbn7/Ftr4; CR 11; Medium Humanoid (Human); HD 7d12+4d10+22; hp 110; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor); Base Atk +11; Grp +15; Atk +15 melee (2d6+9 plus 2d6 damage vs. good/15-20, large +1 *unholy falchion*); Full Atk +15/+10/+5 melee (2d6+9 plus 2d6 damage vs. good /15-20, large +1 *unholy falchion*); SA rage 2/day; SQ fast movement, uncanny dodge, improved uncanny dodge, trap sense +2, DR 1/-; AL NE; SV Fort +13, Ref +7, Will +6; Str 16 (18), Dex 14, Con 14, Int 10, Wis 12, Cha 8.

**Skills and Feats:** Climb +10, Intimidate +13, Jump +13, Listen +5, Ride +8, Survival +13, Swim +11; Cleave, Improved Critical (falchion), Intimidating Rage\*, Monkey Grip\*, Power Attack, Power Critical (falchion)\*, Weapon Focus (falchion), Weapon Specialization (falchion). \*Complete Warrior.

**Possessions:** +1 chain shirt, helmet, large +1 *unholy falchion*, *potion of shield of faith* +3, *potion of barkskin* +3, *gauntlets of ogre power*, *cloak of resistance* +2.

**Physical Description:** The Mad Baklun is a fearless berserker with an enormous sword. He thrills in battle and carnage and his only fear is that he will not die covered in the gore of his enemies. He stands over six feet tall and has an incredibly well muscled build.

**Dark Summoner:** Male Human (Baklunish) Clr7 of Xan Yae/Thaumaturgist4; CR 11; Medium Humanoid (Human); HD 7d8+4d4+22; hp 71; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk +7; Grp +6; Atk +8 melee (2d4-1/18-20, masterwork falchion); Full Atk +8/+3 melee (2d4-1/18-20, masterwork falchion); SA spells, rebuke undead; SQ aura, spontaneous casting, improved ally, extended summoning, contingent conjuration (see note in Encounter 9); AL NE; SV Fort +8, Ref +5, Will +13; Str 8, Dex 14, Con 14, Int 10, Wis 16 (18), Cha 12.

**Skills and Feats:** Concentration +16, Knowledge (arcana) +8, Knowledge (religion) +8, Knowledge (the planes) +6, Spellcraft +8; Augment Summoning, Combat Casting, Divine Metamagic (Rapid Spell)\*, Extra Turning, Martial Weapon Proficiency (falchion), Rapid Spell\*, Spell Focus (conjuration), Weapon Focus (falchion). \*Complete Divine.

**Spells Prepared** (6/6+1/5+1/5+1/4+1/2+1/1+1; save DC = 14 + spell level; 15 + spell level for conjuration spells): 0—*detect magic* x2, *light* x2, *cure minor wounds* x2; 1<sup>st</sup>—*bane*, *bless*, *cure light wounds*, *divine favor*, *magic weapon*\*, *obscuring mist*, *sanctuary*; 2<sup>nd</sup>—*cure moderate wounds* x3, *death knell*, *invisibility*\*, *spiritual weapon*; 3<sup>rd</sup>—*animate dead*, *magic circle against good*, *magic vestment*, *nondetection*\*, *summon monster III* x2 (*hell hound*); 4<sup>th</sup>—*confusion*\*, *summon monster IV* x4 (*yeth hound*); 5<sup>th</sup>—*flame strike*\*, *summon monster V* x2 (*devil, bearded*); 6<sup>th</sup>—*mislead*\*, *summon monster VI* (*devil, chain*).

\*Domain spells. Domains: Trickery (add Bluff, Disguise, and Hide to your list of cleric class skills); War (free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon).

Possessions: +1 chain shirt, helmet, masterwork falchion, *potion of shield of faith* +4, *potion of barkskin* +3, *divine scroll of summon monster III* (CL 5<sup>th</sup>, hell hound), *pearl of power* (1<sup>st</sup> level spell), *pearl of power* (3<sup>rd</sup> level spell), *periapt of wisdom* +2, *wand of reversion* (CL 7<sup>th</sup>, 10 charges)\*. \*Complete Divine.

*Physical Description:* The Dark Summoner wears charcoal gray armor with the symbol of a black lotus barely discernable upon its breast from a distance. He is a haggard looking Baklunish human with long wavy black hair and a wild look in his eyes. He will fight to the death rather than be captured.

## NEW FEATS

### **Cavalry Charger** (*Complete Warrior*)

Fighting from the back of a steed is second nature to you.

**Prerequisite:** Mounted Combat, Spirited Charge, Trample, BAB +6.

**Benefit:** The Cavalry Charger feat enables the use of three tactical maneuvers:

**Unhorse:** To use this maneuver, you must be mounted and charge a mounted foe. If your charge attack hits, you may make a free bull rush attempt. If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

**Leaping Charge:** To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage. If you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

**Fell Trample:** You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on pages 157 and 158 of the *Player's Handbook*. Your mount gets a hoof attack against each foe you successfully overrun.

**Special:** A fighter may select Cavalry Charger as one of his fighter bonus feats.

### **Divine Metamagic** (*Complete Divine*)

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

**Prerequisites:** Ability to turn undead or rebuke undead.

**Benefit:** When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

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

### **Intimidating Rage** (*Complete Warrior*)

Your rage engenders fear in your opponents.

**Prerequisites:** Rage or frenzy ability.

**Benefit:** While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize is shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

### **Monkey Grip** (*Complete Warrior*)

You are able to use a larger weapon than other people your size.

**Prerequisites:** BAB +1.

**Benefit:** You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature with this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off-hand, and you cannot use this feat with a double weapon.

### **Power Critical** (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

**Prerequisites:** Weapon Focus with weapon, BAB +4.

**Benefit:** When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** You may take this feat multiple times. Each time you take this feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. A fighter may select this feat as a fighter bonus feat.

### **Rapid Spell (*Complete Divine*)**

You can cast spells with long casting times more quickly.

**Benefit:** Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

**Special:** A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

### **Sanctify Martial Strike (*Book of Exalted Deeds*)**

Sacred power suffuses your attacks with a certain kind of weapon.

**Prerequisite:** Cha 15, Weapon Focus with the specified weapon.

**Benefit:** Whenever you wield a specific kind of weapon, it deals 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and devil undead. In addition, that weapon is considered good-aligned for purposes of overcoming damage reduction.

**Special:** You can take this feat more than once, selecting a different weapon each time.

### **Subduing Strike (*Book of Exalted Deeds*)**

You are adept at striking to deal nonlethal damage even with normal weapons.

**Benefit:** You can use a melee weapon to deal nonlethal damage with no penalty on your attack roll. If you are a rogue, you can deal nonlethal damage with your sneak attack even if you are using a normal melee weapon. This feat does not allow you to deal nonlethal damage with ranged weapons.

**Normal:** If you use a melee weapon designed to deal lethal damage to deal nonlethal damage instead, you take a -4 penalty to your attack roll. Rogues normally can only use saps or unarmed strikes to deal nonlethal damage with their sneak attacks.

**Special:** A fighter may select Subduing Strike as one of his fighter bonus feats.

## **NEW SPELLS**

### ***Repair Serious Damage (Complete Arcane)***

Transmutation

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Construct touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When laying your hands upon a construct that has at least one hp remaining, you transmute its structure to repair the damage it has taken. The spell repairs 3d8 points of damage +1 point per caster level (maximum +15).

### ***Revenance (Complete Divine)***

Conjuration (Healing)

**Level:** Blackguard 4, Clr 4, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Dead ally touched

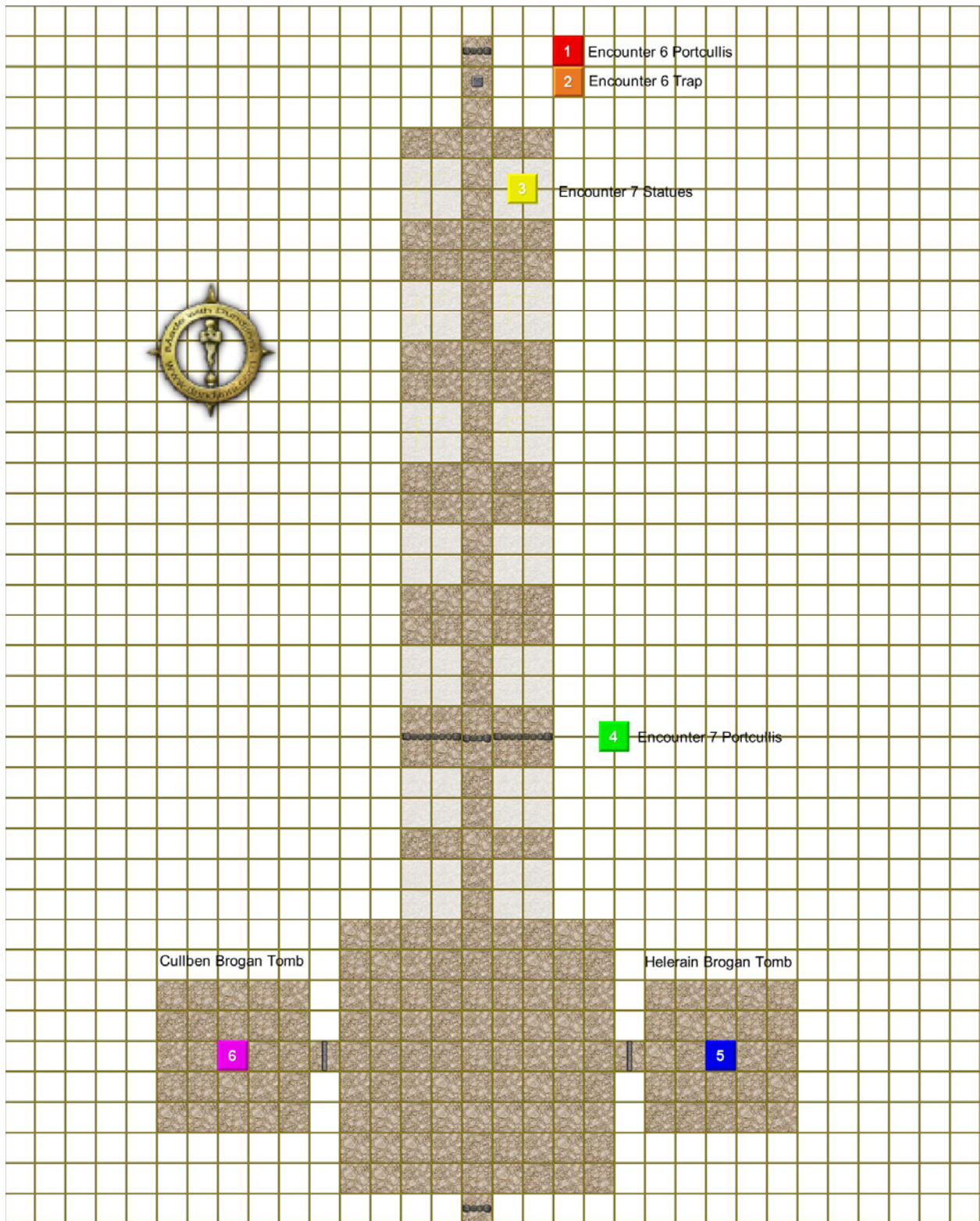
**Duration:** 1 min./level

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/CL. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full normal hp. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*. The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

# DM AID: MAP #1



## PLAYER HANDOUT #1: INVITATION FROM VLARRIAN

The simple envelope with the PC's name in calligraphy on the outside is sealed with silver wax seal in the shape of a rampant owl. The note contained reads as follows:

*Noble [PC Name],*

*Greetings from the house of Heironeous. Your reputation in the [insert appropriate metaorganization] as a servant of the forces of good and willingness to serve others has reached me. In the name of those forces, I request your presence at Cathedral Valorous at the earliest possibility this morning. The fate of a fallen knight and servant of Heironeous may hang in the balance. Pressing business in the Principality of Ulek will call me away soon, so please do not delay.*

*May the Richfest find you well,*

*Watcher Reginar Vlarrian*

*Elder Oath-bound Gargoyle*

*Warrior Valiant of Heironeous*

## PLAYER HANDOUT #2: LETTERS OF HEIDDYN BROGAN

Dylan Rhudern shares three excerpts from Heiddyn's letters to him with the PCs:

### FIRST LETTER

*Things have gotten even stranger since I last wrote you. The lights I told you about in the orchard are appearing closer and closer to the house. When we send the servants to find out what causes them they find nothing. I can't decide if they're incompetent bumpkins or there's really something strange going on.*

*I know I told you how much I love Dodwith, and he's really trying hard to make everything here more modern, but I just hate living in the middle of miles of trees. I haven't been to a party or a ball since we arrived. Please come visit soon. See if some of my friends won't come with you.*

### SECOND LETTER

*Now the lights are appearing IN the house, and strange sounds are beginning to accompany them. I'm really not sure what's going on and I'm starting to get scared. Something's really strange here. Dodwith says he's trying to make it stop and that he'll protect us.*

*Oh, did I mention there's a dwarf living in the basement? I'm not kidding. I guess he came with the house or something. I only mention it because I suspect he's handy with an axe if something attacks us.*

*Still no parties or balls. I'm so lonely. Write soon.*

### THIRD LETTER

*Something terrible has happened. I think I am being possessed I find myself going places and saying things that are just so wrong. I think I proposed an illicit affair to the dwarf. Dodwith has forbidden me to speak of these things to anyone, but I know you will help me. If anything else happens I don't think I can stand it. I'm making plans to come home to Hookhill. I know you will take care of me.*