

GRM2-05



DEPTH PERCEPTION

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

Version 1

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Foul deeds in the night... The severed hand of the Whispered One rises to strike at the heart of Gran March... Are you able to stop it? An adventure for characters levels 1 – 10.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Gran March. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

A plot to discredit Elector Asterran Ocedrius has been underway for the last six months. The ultimate goal of this plot is the removal of Elector Ocedrius from his position. Rumors have been spreading amongst the populace of Hookhill, taking root through the efforts of many drinks purchased and many palms crossed with gold by three men: Gelsomino, a Keoish mercenary, Takharn, his half-orcish younger brother, and Mioran, a cleric of Hextor masquerading as a cleric of Trithereon. These three have been hired by intermediaries to perform this service, and were well paid to do so. The culmination of the plot is to occur this evening; it has been very well choreographed. Mercenaries from outside of the country have been hired to aid the main three conspirators in their plot, to act as the false cultists that witnesses are to find. The three perpetrators have set up a simulated worshipping of Vecna on the Elector's property; this false worship, however, includes a true human sacrifice.

The characters meet Gelsomino and Takharn very early in the adventure and, after an altercation Gelsomino picks the characters to be part of the witness pool. If the characters agree to listen to Gelsomino, he tells them his cover story that he is the agent of a Keoish organization that deals with the destruction of the worshippers of Vecna, The Whispered One. He does not say the Darkwatch aka the Knights of Malagari, and if inquired about them denies that he is a member. As the characters are discussing this with Gelsomino, they are alerted to a crowd gathering outside, of about 20 people listening to another man. This man is Mioran, the cleric of Hextor disguised as a cleric of Trithereon. He is attempting to gather credible witnesses, just like Gelsomino is doing, and also waiting for a specific patrolman to appear. The patrol leader, Darys, arrives at about the same time as the characters, and is convinced to come to the site of the supposed Vecna-worship. The characters and the crowd are invited along.

Mioran, traveling under the alias of Cersos the cleric of Trithereon, leads the crowd to a shop owned by the Ocedrius family. There the false ceremony is being conducted. Darys picks out a group to investigate, which includes the characters and Darys' own men. A fight ensues as the false worshippers put up token resistance. When the fight is over Darys discovers that the sacrifice is his own sister, a cleric of Wenta, one of the reasons this particular part of Hookhill was chosen. While Darys' men take care of the false cultists and the murdered cleric, it is suggested that the characters seek the Elector. A servant of the Elector, also in on the plot, meets the characters at the door and shows them more evidence that the Elector is involved. She says she will send the Elector to the characters, but actually stalls long enough for Corporal Darys to return. She sends out the Elector just as Darys returns. Whether the Elector is arrested or taken to the Commandant's Keep to be protected is up to the characters and their decisions.

Gelsomino, Takharn, and Mioran, along with the cadre of hired mercenaries they have freed from arrest, attack Corporal Darys and the characters while they are escorting the Elector. The characters need to defeat the three conspirators and their lackeys in order to save the Elector and clear his name.

INTRODUCTION

This adventure takes place in Hookhill, the capitol of Gran March. Please note that Hookhill is very well garrisoned and well patrolled by the 1st, 2nd and 19th Battles. A watch patrol, composed of 8 infantry soldiers and a Corporal, is never more than 10 rounds away from a disturbance. Please familiarize yourself with the Gran March legal document, as any characters caught perpetrating a Low Crime is arrested and either sentenced to the work gangs or, if they have the good word of a cleric of a Class One deity, either character or NPC, fined 5 gp. If any active military personnel are convicted of a Low Crime they also receive a Demerit. Mark the

Demerit in the Play Notes section of that character's Adventure Certificate.

ENCOUNTER 1: HONEYED WORDS

It is a pleasant Earthday evening as you walk through the quiet, well-lit streets of Hookhill. The sun has been down for a few hours, and it is cool as you are heading to your evening's repose. Your heels click on the marble flags as you make your way to your rest. The military barracks are not far, and several inns of no small reputation are here on this very road. The sound of raised voices coming from The Smiling Fox Tavern across the street draws your attention.

Gelsomino has instructed his brother Takharn to start a shouting match with a group of somewhat inebriated patrons of the Smiling Fox, the purpose being to ensure that Corporal Darys and his patrol are close by when the 'sermon' of his colleague Mioran begins. Takharn does not strike one of the patrons unless he is struck first, as he has been instructed by his brother not to do so.

As the door to the tavern swings inward you are greeted by the scent of aggression and beer. A half-orc male has squared off in the center of the tavern against a human patron, and a circle of humans surrounds them. The half-orc's coarse black hair hangs down in matted dreadlocks, each tipped with greenish-black rooster feathers and shiny steel beads. He is dressed in a dented and stained breastplate that is obviously ill fitted, and a dirty kilt with a faded tartan. There is a barely discernable heraldic symbol on the front.

A Knowledge (nobility and royalty) check (DC 15) or a Profession (soldier) check (DC 10) reveals to the characters that the heraldic symbol on his breastplate is that of a Keoish soldier. A Knowledge (nobility and royalty) check (DC 20) or a Profession (soldier) check (DC 15) reveals to the characters that the symbol is specific to soldiers in the Keoish Barony of Grayhill.

As you observe the half-orc and the human in the center of the ring fling insults at one another until the human, unable or unwilling to best the half-orc's skill at insulting, swings his fist into the half-orc's tusked visage.

At this point the bar brawl begins and the characters are more than welcome to join in as participants or as peacemakers.

APL 2 (EL 2)

👊 **Brawlers (4):** Male human War1; hp 9; see Appendix I.

APL 4 (EL 4)

👊 **Brawlers (8):** Male human War1; hp 9; see Appendix I.

APL 6 (EL 6)

🔪 **Brawlers (8):** Male human War2; hp 15; see Appendix I.

APL 8 (EL 8)

🔪 **Brawlers (8):** Male human War3; hp 21; see Appendix I.

APL 10 (EL 10)

🔪 **Brawlers (8):** Male human War5; hp 33; see Appendix I.

ALL APLS

🔪 **Corporal Darys:** Male human Ftr2; hp 20; see Appendix I.

🔪 **Soldiers (8):** Male human Ftr1; hp 12; see Appendix I.

Tactics: Takharn does not under any circumstances draw his weapon during the brawl; he instead lays about him with his fists. Gelsomino lays about him with his sap, attempting to subdue the brawling patrons. The guardsmen on patrol do not actually reach the area before the fight is over, however they arrive a few rounds afterward.

Development: The guard arrives 5 rounds after the brawl has ended. The leader of the patrol, one Corporal Darys, questions the characters and any brawlers still conscious, likely only Gelsomino and Takharn, about what transpired. Upon obtaining this account of the brawl they proceed to collect the unconscious brawlers to be deposited in lock-up until the morning when they have sobered up.

A quick explanation on the part of Gelsomino should be adequate to convince the guards that his and Takharn's role in the brawl was merely that of self-defense. There is a chance that the characters demand the arrest of Takharn for brawling (Low Law: Assault on a Commoner). Gelsomino does his best using appropriate skills like Diplomacy, to convince the characters and the guard to drop the matter, since no one was hurt seriously. Regardless, since Takharn did not initiate the combat he is not arrested. If the characters push the matter, Gelsomino takes the offending characters aside and informs them that he wishes no trouble and desires to make amends to them for their trouble.

The patrol leaves the scene, perhaps over the protestations of the characters, after taking the names of all involved for a report and collecting the unconscious brawlers. Under no circumstances does the patrol arrest Takharn for Assault on a Commoner, as he did not strike the first blow.

It should be noted that, at this point, a character with *detect evil* may indeed find that Gelsomino detects as evil. This is not reason enough to attack or try to injure him, or try to have him arrested.

At this point Gelsomino, if he has not already done so in the dispute with the guards, approaches the characters with all the charm he can muster, apparently intending to thank them for coming to his brother's aid in the brawl. He introduces himself and Takharn,

introducing him as "my brother". He apologizes profusely for the altercation, using all the relevant skills (Diplomacy and Bluff) to calm any still-agitated characters. If successful he offers to purchase them a drink in the now quiet Smiling Fox, and to discuss recent events. If he is successful, go on to *Encounter 2*. If the characters choose not to succumb to Gelsomino's blandishments, proceed to directly into *Encounter 3*.

ENCOUNTER 2: FOX AND TALE

At this point please have the characters go around and introduce themselves, describing their characters if they have not already done so.

The tavern is roughly half-filled with patrons; those that did not participate in the brawl. Takharn sits slightly behind his brother, and does not speak unless directly spoken to. Takharn's Common is fine, if a bit mushy due to his oversized orcish teeth. He has the look of a loyal dog, as alert as possible in his inebriated state. Occasionally he gazes at Gelsomino with a look of deep adoration.

There is an obvious familial resemblance between them. Gelsomino is charming and pleasant, and free with his gold. He pays special attention to females or fighter types, but is not rude or discourteous to any character. As the Encounter progresses Gelsomino mentions a piece of local gossip, and proceeds to explain to the characters his cover story and reason for being in Gran March.

Characters native to the Sheldomar Valley, particularly Gran March citizens, may have heard the rumors circulating about the Elector Asterran Ocedrius, who is native to Hookhill, and his behavior since the death of his only child and heir. A successful Knowledge (local) check (DC 15) or a successful Profession (soldier) check (DC 25) informs the character that Kehlerran Ocedrius was killed in Geoff fighting with the Army of Retribution though his body was never recovered. If no character has the appropriate skills to determine this information, Gelsomino tells them. Asterran was once a very public and well-loved man, a devout worshipper of the patron gods of Gran March (Heironeous, St. Cuthbert, etc.). In the last two years, he has all but sequestered himself from the outside world, except to fulfill his Electoral duties. He has not been seen at festivals or any sort of religious service in some time.

This in and of itself would not be enough to spur the very lawful citizens of Gran March into any sort of mob-type actions. The plot has been in effect for a number of months prior, however, and rumors have spread through this part of Hookhill. The rumors vary wildly, but the main ones concern the Elector's taking on the worship of Vecna. It has been said recently that the Elector has become a cleric of the Whispered One in an attempt to find the Eye and the Hand of Vecna. He would then use the two powerful relics to bring his dead son back to life. Gelsomino reports other rumors, tales of human sacrifice

and evil rituals. It has even been opined that the Elector was in some way responsible for the recent plague that struck Hookhill. Feel free to embellish as needed.

After Gelsomino has relayed the events of the last few months he begins to tell the characters why he is involved. Gelsomino is traveling under the guise of a Keoish witch-hunter dedicated to stamping out the worship of Vecna, although he denies being a member of the Darkwatch. News of the rumors has traveled as far as Niole Dra, he says, and he has come to investigate them. He mentions that being an agent of Vecna is very much against the laws of Gran March, and is a violation a Great Law. Nobles convicted of violating a Great Law are beheaded and suffer disinheritance.

As Gelsomino explains his presence, it becomes apparent to any character who is paying attention that the tavern has become increasingly quiet, and that the other patrons are listening to Gelsomino tell his tale. The other patrons then begin to discuss the rumors amongst themselves.

Here are some points that may come up in the telling of Gelsomino's tale:

- He and his brother have been in Hookhill for only a couple of weeks, two at the most. They are originally from Keoland.
- His witch hunting extends only to evil clerics, mainly those of the Whispered One (Vecna), the Old One (Iuz), the Herald of Hell (Hextor), and the Black Rider (Incabulos). Although Keoish, he does not automatically distrust clerics of most non-evil gods, though he does not seek their company either.
- His motivation for his profession is the murder of his father at the hands of orcish worshippers of Hextor.
- Takharn is his half-brother, and Takharn was conceived in the same incident that resulted in the death of his father. His mother loved Takharn despite the nature of his conception, and did not wish to see him raised as an orphan amongst the half-orcs of Haven.
- He is not here to arrest or accuse the Elector, but merely to gather as many facts as possible, so that a formal case might be brought against the Elector should the need arise.
- Gelsomino plans to present the facts he discovers to the military of the Gran March when his investigation is complete. He informs the characters that he is not the sort to cause a public uproar, and prefers to go about his missions this way.
- In the meantime he is acting as a concerned private citizen.
- Gelsomino has not spoken to the Elector himself yet but has been to the shop and purchased some honey, which was quite tasty.
- He plans on speaking to the Elector within the next few days. He has no wish to seek out the aid of any of the local religions. Alongside the fact that he prefers to work alone, he is Keoish and so does not necessarily look to the Church for assistance. He has

no intentions of informing the Elector of his reasons for being in Hookhill, but rather simply wishes to meet the Elector and take stock of him as a man.

- Gelsomino has a great deal of pride in his life's work, the stamping out of the worship of such evil gods. He sees no need to hide his profession or his intentions under false pretenses. It is for this reason that he does not mind being so free with his tale.

Development: See DM's Aid 2 for a list of rumors that Gelsomino relates to the characters as having been circulating in Hookhill for the past few months. Feel free to take reasonable liberties with Gelsomino's tale. The emphasis here is on the horror that is the worship of Vecna and the distinct possibility that a man in a position of power in Gran March could be involved. Characters native to Gran March should take this information very seriously. After explaining his general reasons for being in Gran March, Gelsomino explains that his search has led him to this particular part of town. He may even drop vague hints as to this fortnight's particular appropriateness to a dark sacrifice, due to the positions of the moons. Astronomy is notoriously undependable, so do not confirm or deny this, should characters wish to apply Knowledge skills. Gelsomino also mentions that it was mainly the testimony of a Gran March native that brought Gelsomino and his brother to Gran March. He does not reveal the man's name or occupation.

ENCOUNTER 3: THE PLOT THICKENS

The characters may remain in the tavern and gather information, but whatever they do, when they leave the tavern and head to their rest, they notice a crowd has begun to form outside, a few blocks down, surrounding a man standing on top of an overturned barrel. He is speaking to the crowd, which at the point that the characters begin to listen consists of about 20 people. A few more are gathering as he speaks.

The man on the barrel is blond, blue-eyed and clean-shaven, of obvious Oeridian descent. He is dressed in the manner of an adventurer, his chain shirt covered by a deep blue tabard. On the front of the tabard is a three-sided rune.

This rune may be identified with a successful Knowledge (religion) check (DC 10) as the Rune of Pursuit, the symbol of Trithereon.

A smaller but identical symbol made of metal is on a chain around his neck. He holds a shortspear in his right hand, which he uses to gesture with when making a point.

This man is actually Mioran, a cleric of Hextor, in disguise. He has cast *undetectable alignment* upon himself earlier today.

The characters can hear the crowd's sounds of agreement before they can clearly hear the man's speech.

He is speaking clearly in Common, but not shouting. As the characters approach, they can begin to hear him.

Unless the characters interact in some way, he continues with his speech:

“...spent to make this land safe for our women and children, and this is the thanks we receive? If nothing is to be done, we must take matters into our own hands. We cannot allow evil to fester here in the heart of Gran March, under our very noses no matter who brought it here. A man cannot give years of his life to defending his home from evil, then discover it in his own acre. We must end this ourselves, and soon. Tonight, I say! The Summoner has shown me the way to end this vile malfeasance, and I need the assistance of all good people here. Gather your arms, and we will end the rot once and for all!”

The crowd murmurs its assent. Note that even though Trithereon is a Class 2 god, this is not a court of law and a combination of rumor and circumstance, as well as Mioran's force of personality and well-chosen words have swayed the crowd. The patrol from Encounter 1 approaches before the end of Mioran's last sentence.

The plot is coming to fruition on this particular evening because this particular patrolman has been assigned to patrol this area of Hookhill. The altercation in Encounter 1 has ensured that he will be near when Mioran gives his speech. It is Corporal Darys whom the conspirators want to discover the plot, for very specific reasons.

Several men in the crowd greet the leader of the patrol by name, calling out “Darys”, and telling him to “heed the good priest's words”. He approaches the priest of Trithereon and speaks to him quietly. The man steps down from the barrel, facing Darys. They speak quietly for a few moments, and then Darys turns to address the crowd, now grown to about 40 men and a few women.

A successful Listen or Read Lips check (DC 20) allows a character to overhear the following:

Darys: “What is your name, friend?”

Mioran: “Cersos”

Darys: “Well friend Cersos, we will have no bloodshed or lynchin’ on my watch. There have been no complaints filed against anyone. I am not one to go around heedin’ idle gossip, disturbin’ as it may be. Let us see the truth in what ‘The Summoner’ has to say.”

A successful Sense Motive check (DC 10) reveals that Darys has heard the rumor before, but gives no indication whether he believes it one way or the other.

Darys raises his voice to address the crowd, “We will investigate this man's account. All may travel as witness, but we will not disturb the Lord Ocedrius with gossip and rumor.” He instructs Cersos to lead his patrol to the site that Trithereon has instructed him is the seat of the evil.

If the characters travel with the crowd, then move on to Encounter 4. If the characters do not, then the adventure ends here. There is nowhere else for them to go within the boundaries of this adventure.

ENCOUNTER 4: THE STING

Mioran (Cersos), the “cleric” of Trithereon, leads the patrol and the crowd, most of whom choose to come along, through the streets of Hookhill to the candlemaking shop of the Ocedrius family.

Four generations of Ocedrius families have operated this shop. The shop itself is small, and owned purely out of familial tradition. The back of the shop leads directly into the small yard in the rear. A high wall of stone, which surrounds the backyard of the modest Ocedrius estate, leads to the rear of the shop, and begins again on the opposite side, making the shop accessible to the public, but still a part of the estate. The Ocedrius estate is lovely and utilitarian in its design. Built on a corner near the edge of Hookhill's high outer wall, the front door of the manor faces the street perpendicular to the corner that leads to the shop front. A terrace of white marble steps leads to the manor's front double doors, beautifully crafted from ironwood. A braided bell pull is recessed into the left side panel. The night is clear; the scent of clover, and the fainter smell of fertilizer can be detected in the night air. The tops of a few deciduous trees are visible over the wall.

If any character attempts to climb the wall into the courtyard, Darys asks the character to stop, as he would dislike having to arrest the character for unlawful entry. If the character argues that someone inside may escape, Darys says, “Where? Into the Elector's home?”

The front of the shop is well crafted but plain; the door is at the top of a small three-step stair. One good-sized picture window displays the shop's wares, but the inside of the shop is dim. No movement can be seen inside the front room of the shop, but a very small amount of light can be seen coming from further inside. Here Mioran (Cersos) stops, turns to Corporal Darys and announces, not shouting but still loud enough for all to hear:

“Here! Here is the root of the evil that has taken root in our country! It must be cleansed once and for all. Now!” Before anyone can answer or protest, he steps up to the front door and opens it. It is unlocked, and opens silently. “Come”, he whispers, “Now.” He waits for the people to follow.

None of the crowd makes a move. After about 20 seconds, Darys scans the crowd. Most people were merely having a drink or socializing and are therefore not visibly ready for a fight. The characters should be the exception. He picks out the group of characters, along with his own patrolmen.

Darys turns to the crowd, and points to those he wishes to accompany him. “You,” (he points to the characters). **“You**

appear to be persons of good character. Please accompany me as witness. Men," he addresses the soldiers under his command, "remain here and keep watch on this crowd. Make sure none of them do anything rash."

Development: The characters should now enter the shop with Corporal Darys. If for some reason they choose not to go with Darys, he takes his men within and leaves the characters to watch the civilians. The characters soon hear sounds of fighting within and, depending on the APL, they may hear yelling for aid.

ENCOUNTER 5: THE HIVE

Mioran (Cersos) is the first into the door, but Darys overtakes him as they go inside.

The inside of the shop is sweet with the smell of beeswax, but a smell of smoke is coming from the room through the door at the rear of the front room. The front room is stacked with beeswax candles of all shapes, colors and sizes, along with many tall racks of candles connected by the wick. Bottles of honey mead along with amber pots of honeycomb and honey line shelves that are recessed into the wooden walls. A large straw basket of rock honey sugar sits on a table in the middle of the room. An orange and white striped cat looks up at you from its nest in the corner, and then lays its head back to continue its nap. There is an open doorway to the next room, and flickering light can be seen coming from underneath the two yards of amber-colored linen that serves as a partition.

Characters may search or do whatever they wish. They find nothing out of the ordinary, only trade goods dealing with bees, honey, and honey-based items. If they try to take anything, remember that they are under the watchful eye of Darys. Make Spot checks for this. If he succeeds, Darys notes this, but does not say anything until the fight is over. Darys does not allow any but himself to take the lead, reminding the characters if necessary that they are civilians, or if they are active duty military that they are not assigned to this duty, and may be escorted outside by his men if they do not comply. Corporal Darys is in command here, regardless of the rank of any active duty military character, as they are outside his chain of command, although he shows respect to higher ranking characters. Darys waits until all are ready, and then throws back the partition cloth.

As the partition cloth is drawn back, the sight of a large forty-foot long and thirty-foot wide storage room greets you. Masses of crates, barrels and sacks have been pushed and stacked against the walls to make room for a large table in the center of the room. Robed figures surround the table. As soon as the figures move away from the table, it becomes clear that the 'table' is in fact an altar of some sort. A still human figure lies upon the altar. The sound of a slamming door reverberates throughout the room.

These are the mercenaries that Gelsomino collected before he arrived in Hookhill. The mercenaries are not

Gran March natives, and have little idea that the practice of worshipping Vecna is punishable by death. They likely have never heard of Vecna, and are just going along with the plan for the money. Gelsomino had just finished setting them up in the false ceremony when the characters met him in *Encounter 1*.

One of the hired mercenaries was instructed to wait directly beside the slammed door for combat to begin. He plays the part of the fleeing Elector returning into his home. Immediately before the witnesses enter into the storeroom, the mercenary goes out the back door and locks it, using a lock provided by the servant girl Rivanda. The mercenary then sprints to the open door at the rear of the manor house. The servant Rivanda waits there and allows him to enter, locking the door behind him.

The 'cultists' immediately draw their weapons and combat begins. The room is 30 ft. feet wide by 40 ft. long. There are stacks of bags and crates lining the length of the walls, making it difficult for a combatant to stand in those squares. A tiny creature such as a familiar could conceivably occupy the squares.

APL 2 (EL 4)

☛ **Mercenaries (5):** Male human Ftr1; hp 12; see Appendix I.

APL 4 (EL 6)

☛ **Mercenaries (5):** Male human Ftr2; hp 20; see Appendix I.

APL 6 (EL 8)

☛ **Mercenaries (5):** Male human Ftr3; hp 28; see Appendix I.

APL 8 (EL 10)

☛ **Mercenaries (5):** Male human Ftr5; hp 44; see Appendix I.

APL 10 (EL 12)

☛ **Mercenaries (5):** Male human Ftr7; hp 60; see Appendix I.

Tactics: The mercenaries have been ordered to fight enough to make it look convincing without being killed. Then they are to surrender or run. Gelsomino has told them that they are to be rescued from jail later that night. The mercenaries fight until they are at half hit points, and then surrender. If necessary during combat they call out orders and battle tactics to each other in Velondi (their native language) assuming that none of the local population speak this human dialect.

The main objective of the mercenaries is to appear to be convincing cultists, as well as to assure the escaping mercenary time to get away. As such, the mercenaries move into positions that best serve to keep characters from effectively reaching the door at the rear.

As soon as Darys gains a clear view of the altar, he drops his weapon and moves to take the figure into his arms. Characters in close proximity to Darys can hear him weeping. If the characters try to comfort him or interact in any way, he doesn't respond. He does not move for the rest of the fight.

Development: The dead woman is Dryna, a young priestess of Wenta that Gelsomino had charmed and kidnapped earlier. She was picked because of her relation to Darys; she is his younger sister. The hope of the plot makers is that Darys, in his grief, attempts to kill the Elector himself.

The surrendered mercenaries refuse to talk unless under magical compulsion. They are hard-bitten professionals who have seen much worse than the characters in their days. Their reputation depends on their employers knowing they can be trusted, at least within the bounds of their contract, and so won't endanger their livelihood. Besides, they surrendered to 'good' folk, and good folk don't kill prisoners out of hand, or even to make a point.

If subjected to magical compulsion and they fail their saving throw, here is what they know:

- They were hired to act the part of worshipers of some evil god named Vecna.
- A man who paid them 1,000 crooks (Velunese gold coins) for their services hired them. Another 1,000 crooks were promised to them to be delivered upon completion of their mission.
- The money is buried in the countryside. (It is not recoverable within the scope of this adventure).
- They can describe the man who hired them. He was rather tall (around 6-ft. 5-in.) and his olive skin and dirty-blond hair spoke of mixed Oeridian and Sulioise descent. This was in fact Gelsomino in disguise.
- They do not know anything about who Vecna is or what his worship in Gran March entails.
- They are originally from Veluna and were members of that government's military until they were dishonorably discharged for crimes of war. Afterwards they took up the lives of mercenaries and have done moderately well for themselves.

If any of the characters kill a false Vecna-worshiper who has surrendered, they are guilty of breaking a High Law (murder of a commoner) and depriving the mercenaries the right of due process. Any Gran March character knows these facts, and a successful Knowledge (geography) check (DC 15) or Knowledge (law) check (DC 10) reveals the consequences of these actions to out of region characters. Darys tries his best to take the worshippers alive, but not necessarily unharmed.

Corporal Darys asks the characters to help bind the prisoners in preparation for their transportation to jail. Darys sends one of his men out to get two carts: one for the prisoners, and one for his sister. He suggests that they go to speak to the Elector, and the patrolman himself notifies the

guard. Darys explains that he is too shaken up at the moment to speak to somebody as important as an Elector in a proper fashion. He asks them to return to report when they have spoken with the Elector. He refuses to deputize the characters, or otherwise give them any sort of official capacity under any circumstances. He is not asking the characters to arrest the Elector, but merely to notify him of the occurrences, and to make sure he does not disappear should the rumors in fact be true.

Should characters wish to investigate the slammed door at the rear of the room, they discover that it has been locked, and requires a successful Open Locks check (DC 30) to pick, or a successful Strength check (DC 15) to break. Characters wishing to investigate further see that it leads out into the courtyard between the Ocedrius family home and the shop. It is no more than 100 yards across, and covered with beautiful and well-maintained greenery. A small picnic spot is located directly in the center of the garden. This is where the Ocedrius apiary is kept. It consists of 20 hives, all lined along the high outside walls. A winding, cobbled trail leads through the garden, to a small (locked) door at the rear of the Elector's home. It is important to note that breaking down the door or otherwise forcing entry into the Ocedrius home is illegal, and likely to be very much frowned upon.

Characters searching the garden find no trace of the mercenary who slammed the door, though even those without the Track feat are able to find the fresh tracks of a medium-size humanoid in the damp grass.

It is important to the emotional payoff of the adventure that the murder of the Dryna, the cleric of Wenta and Darys' reaction be emphasized here. Darys has found his beloved sister's freshly murdered body. He is distraught and unable to react when the combat begins. By the time the combat is over, he has regained a modicum of awareness of the situation, but is still only able to give the broadest of commands. When roleplaying Darys during this encounter, try to convey this depth of emotion.

If the characters decide to speak to the Elector, go to *Encounter 6*. If they decide to search the Elector's shop more thoroughly, go to *Encounter 6A*.

Treasure: The treasure in this Encounter is the arms and armor of the mercenaries that the characters are allowed to keep. Treasure is per character.

APL 2 – L: 108 gp; C: 0 gp; M: 0
APL 4 – L: 183 gp; C: 0 gp; M: 0
APL 6 – L: 333 gp; C: 0 gp; M: 0
APL 8 – L: 333 gp; C: 0 gp; M: 0
APL 10 – L: 333 gp; C: 0 gp; M: 0

ENCOUNTER 6: YOU RANG?

A short, slightly plump young human woman answers the door. Her demeanor is that of an extremely shy person. Even though she makes an effort to conceal her face, disfiguring pockmarks can clearly be seen upon her face. Her long brown hair lies in a plait down her back. Dressed in simple but well-kept clothing she

is apparently a servant of the family. She appears shaken, perhaps sweating or trembling a bit.

Rivanda is a servant for the Ocedrius household. She is in her early twenties, short, and a bit on the plump side, with long brown hair in a plait down her back. Her face is marked with the remnants of a disease that ravaged her in childhood. If the characters ask to come inside Rivanda leads them into the antechamber on the other side of the front door.

Gelsomino has spent the last month or so in a slow seduction of Rivanda. He staged a meeting with her when she was about Hookhill performing errands for her master. Over the following weeks he used a combination of his natural Charisma, skills of deception, and Rivanda's desperate need to be loved to manipulate her. At first he only requested small things: a bit of information here, some small token of the Elector's there. Eventually he was able to convince her that he truly loved her, and she is prepared to do anything to safeguard her 'love'. She is aiding Gelsomino to set up the Elector. At dinner she slipped the household (the servants and the Elector's file) with a drug that Gelsomino informed her was *oil of taggit*, which would put them to sleep and prevent them from interfering. In reality the poison was *dark reaver powder*. The servants and file are all dead. The house itself is dark and quiet.

If asked of the whereabouts of Lord Ocedrius, she replies that he has retired for the evening. This is true. If any cleric has cast *zone of truth*, none of her statements detect as untrue. Gelsomino has given her a *potion of glibness* that prevents her lies from being detected by magical means, as well as giving her a +30 to her Bluff checks for one hour. Rivanda quaffed the potion just before admitting the characters. She allows the characters inside to search, and if they encourage her to speak, she buckles. She has actually been instructed to do so by Gelsomino to make the ploy seem more convincing. She says:

"I cannot keep this secret any longer. Come. I will show you." She leads you up the stairs and into some sort of dressing room. Inside the room are a small dressing table and a chest on the far wall. The room is sparsely decorated and a closed door on the right-hand wall bars further observation in that direction. She says, "My Lord did not know that I saw him." She points to the chest. "Open the chest and look inside."

Inside the chest is a dirty ceremonial robe, in which is wrapped an evil-looking ceremonial dagger with fresh blood on the blade. When the characters find this, she tells them:

"I saw him come rushing into the manor not too long ago. I saw him put those in there, then rush into his chambers. If you will wait at the front door, I will summon the Elector to you."

She has been instructed to do this by Gelsomino, still in the hopes that Darys would be enraged and kill the Elector after he found this evidence.

Just before the Elector comes down, Corporal Darys returns with one guard.

Development: Should the characters insist on searching the Elector's room, they find him asleep in bed. The characters also find his boots, which are dirty and damp, as if they had been recently worn in the garden outside.

Rivanda first attempts to fetch the Elector for the characters. After doing so she takes the opportunity to slip to a quiet corner of the house and quaff a *potion of invisibility* that Gelsomino gave her earlier this day. Her plan is to slip away from the characters and meet Gelsomino at a pre-arranged location so that they can slip away together and live happily ever after. Unbeknownst to Rivanda, the potion is actually another draught of *dark reaver powder* that spells her doom when she quaffs it. If the characters do not allow her to fetch the Elector she instead attempts some other subterfuge to slip away, such as saying she must go to the jakes or some such. Should the characters allow Rivanda out of their sight for the briefest moment, she quaffs her 'potion' to escape.

Should the characters discover her body and search it, they also discover a suicide note, forged in her hand by Gelsomino and slipped onto her person using his Pick Pocket skill when he gifted her with the 'potion.' See *Player's Handout 1* for the suicide note. If the characters check for signs of a forgery, the Forgery check DC to detect it is as follows: APL 2 – DC 20; APL 4 – DC 22, APL 6 – DC 24, APL 8 – DC 26, APL 10 – DC 28. Rivanda's note is even more damning evidence of the Elector's 'crimes'.

If the characters present the bloody knife and robe to Corporal Darys, he places the Elector under formal arrest. If the characters do not present the evidence, Corporal Darys requests that the Elector to come with him, to speak to his superior. Regardless, the Elector refuses to be disarmed, and it is within his rights to bear arms until more formal charges are brought against him. A successful Knowledge (geography) check (DC 15), Knowledge (nobility and royalty) check (DC 10), or Knowledge (law) check (DC 5) confirms this information for the characters.

Corporal Darys asks the characters to return with him in order to present testimony as witnesses. If the characters go with the patrol move on to *Encounter 7*.

Should the characters take it upon themselves to awake the Elector to place him under arrest, he is not very pleased, to say the least. Asterran Ocedrius is asleep in his quarters when the characters enter the manor. He is one of the 150 or so most powerful people in Gran March. He is used to having his words taken seriously, and not used to being awoken in the night by accusations of being an evil cleric. He cooperates if the characters are polite, but becomes very angry if the characters are rude. If this occurs, he takes special note of this character. Should this character be active in the Gran March military, they receive a demerit for conduct unbecoming of a soldier. Should they be a Squire of the Watch or Dispatch, note their behavior accordingly on their Squire form.

The Elector takes his time and dresses himself in the official garments of an Elector of Gran March, as a way of showing the characters his position of power, no matter what the circumstances. Note that unless the Elector is a very good actor, he has the appearance of someone who has been asleep for a few hours, not the look of someone engaging in nefarious activities.

ENCOUNTER 6A: NEEDLE IN THE HAYSTACK

While searching the shop, if the characters make a successful Search check (DC 20), they find a steel bead and a greenish-black rooster feather near the altar, from where Takharn held down Darys' sister. The altar is made from two large crates stacked side by side, and covered with a piece of black velvet. Four iron braziers stand, one at each corner. Furthermore, a Knowledge (religion) check that exceeds Mioran's Knowledge (religion) check reveals that the worship area was set up by people who do not know the proper rites to Vecna. The DCs for each APL are as follows: APL 2 – DC 16; APL 4 – DC 18, APL 6 – DC 20, APL 8 – DC 22, APL 10 – DC 24. If a character has the Gran March Adapted Book of Torment and Torture Volume I (dealing with Vecna) and uses it to assist with this check, they automatically succeed at this check.

Development: If the characters are successful in locating the clues in this Encounter, they should suspect that something is not quite right. They may proceed to Encounter 6 or rejoin their fellow party members if they are already engaged in that Encounter.

ENCOUNTER 7: THE BEST LAID PLANS...

Things do not lay peaceful in the city of Hookhill. Accusations and refutations have been made, and evidence discovered. "These are not matters to be resolved this night," Corporal Darys said. "We must escort the Elector Ocedrius to the Commandant's Keep, to safeguard him until such time as his innocence or guilt may be proven." He turned to you, "I have but one guard with which to escort Elector Ocedrius, would you consent to one final service to the March this night?" So you find yourself walking down the quiet, darkened streets of Hookhill toward its center, the Elector Asterran Ocedrius in your midst.

Gelsomino is frustrated that his plan has not worked. Gelsomino has underestimated Darys' loyalty to Gran March's laws and his oath as a soldier to uphold them. In desperation Gelsomino hastily devises a new plan. The Elector and the witnesses to this night's deeds (the characters) are to be assassinated by 'followers of Vecna' to prevent them from revealing what they know about the

cult. Evidence to that effect is planted at the scene of the murder.

While returning with the Elector to the Commandant's Keep, the characters are set upon by an ambush. Gelsomino, Takharn and Mioran have freed the false worshippers from the patrol escorting them to the jail. Mioran cast a *calm emotions* spell from a scroll on the guards, and then Gelsomino sapped each of the guards in turn with enough subdual damage that they were knocked unconscious. Then the soldiers were dragged out of sight, killed, and their bodies hidden.

Allow the characters to make a Spot check just before the ambush. Anybody making a successful Spot check (DC 20) notes the figures crouching in ambush in the alleys. Just as they notice the ambushers, the boxed text begins. If people complain, don't worry. It's just a bit of drama that does not impact them or their mission in any way. Sometimes people die, and there is nothing to be done about it.

Your footsteps echo in the empty streets. Suddenly the silence of the night is broken by an angry buzz, as a red-fletched missile sprouts from the neck of Corporal Darys' remaining guard. "Damn his eyes! I missed!" Men dressed in the livery of Gran March soldiers pour from the alleyways ahead and behind you. Amongst their number are some few familiar figures. The half-orc Takharn wields his orc double-axe, and the cleric Cersos has donned more fell raiment. Gelsomino crouches nearby, bow in hand and already reaching to his quiver for another missile.

A successful Knowledge (religion) check (DC 10) reveals that Mioran (Cersos) is dressed in the vestments of a cleric of Hextor. Mioran has given up his disguise as cleric of Trithereon and has donned his regular garments as well as his holy symbol of Hextor.

APL 2 (EL 5)

✚ **Gelsomino:** Male human Rog2; hp 10; see Appendix I.

✚ **Mioran (Cersos):** Male human Clr2 (Hextor); hp 17; see Appendix I.

✚ **Takharn:** Male half-orc Ftr2; hp 22; see Appendix I.

APL 4 (EL 7)

Gelsomino: Male human Rog4; hp 18; see Appendix I.

✚ **Mioran (Cersos):** Male human Clr4 (Hextor); hp 31; see Appendix I.

✚ **Takharn:** Male half-orc Ftr4; hp 40; see Appendix I.

APL 6 (EL 9)

✚ **Gelsomino:** Male human Rog6; hp 26; see Appendix I.

✚ **Mioran (Cersos):** Male human Clr6 (Hextor); hp 45; see Appendix I.

✚ **Takharn:** Male half-orc Ftr6; hp 58; see Appendix I.

APL 8 (EL 11)

✚ **Gelsomino:** Male human Rog8; hp 34; see Appendix I.

➤ **Mioran (Cersos):** Male human Clr8 (Hextor); hp 59; see Appendix I.

➤ **Takharn:** Male half-orc Ftr8; hp 76; see Appendix I.

APL 10 (EL 13)

➤ **Gelsomino:** Male human Rog10; hp 42; see Appendix I.

➤ **Mioran (Cersos):** Male human Clr10 (Hextor); hp 73; see Appendix I.

➤ **Takharn:** Male half-orc Ftr10; hp 94; see Appendix I.

ALL APLS

➤ **Elector Asterran Ocedrius:** Male human War2/Ari6; hp 43; see Appendix I.

➤ **Rivanda:** Female human Com3; hp 7; see Appendix I.

Tactics: On his way to the combat Mioran casts any spells he has memorized with duration of a minute or more on himself (*protection from good, invisibility purge*). These spells are not crossed off on his spell list. Make the appropriate modifications to his spell list and stats for these precast spells.

Mioran begins the combat by casting *bleed* (prayer at higher APLs). Takharn charges the characters, and it is Gelsomino's arrow that strikes down the guard in boxed text (his sneak attack damage is more than enough to take him down). In the first round of combat Gelsomino attempts to target the Elector or another character with his missile weapon in order to get his sneak attack damage (remember he has to be within 30 ft.). Afterward Gelsomino attempts to tumble in and flank characters, his primary target is the Elector. If the APL is high enough for Gelsomino to utilize Spring Attack he does his best to remain out of reach of powerful melee combatants and keeping cover between him and any archers. After the Elector is slain, Gelsomino does his best to abduct the body.

At lower APLs Mioran provides spellcasting support for Gelsomino and Takharn, healing the two if necessary. Should he run out of offensive spells he engages relatively weak opponents in the hopes that he can finish them off quickly, or provide a flank for Gelsomino.

At higher APLs Mioran precasts several spells that are included in his statblock (*magic vestment and persistent divine favor*).

At APL 10 Mioran becomes a very dangerous combatant. He stands back and casts spells on himself for a few rounds (*divine power, righteous might*), then unleashes an *unholy blight* and *flame strike* to soften characters up. Mioran does not care about catching the mercenaries in his area of effect, however he avoids affecting Gelsomino and Takharn (in that order) if he can. He then wades into combat and seeks out the most powerful combatant, who he then engages in melee combat. Mioran heals himself if necessary. If Mioran engages an opponent in combat whom he cannot affect with melee attacks he converts one of his high-level spells into an inflict spell and attempts to make a touch attack against the problem opponent.

Mioran has a number of spells memorized to deal with enemy spellcasters (*dispel magic, dismissal*) that he employs if he must.

Treasure: The treasure in this Encounter is from the bodies of Gelsomino, Mioran and Takharn. Treasure is per character.

APL 2 – L: 190 gp; C: 0 gp; M: 0

APL 4 – L: 374 gp; C: 0 gp; M: 0

APL 6 – L: 589 gp; C: 0 gp; M: 0

APL 8 – L: 589 gp; C: 0 gp; M: *brooch of shielding* (Value 225 gp per character).

APL 10 – L: 522 gp; C: 0 gp; M: *brooch of shielding* (Value 225 gp per character); +1 *short sword* (Value 345 gp per character); +1 *masterwork orc double axe* (Value 358 gp per character).

Development: This fight is not staged, and all involved are fighting for real. The Elector is the main target of the antagonists, and most of the attacks are focused on breaking through the characters' defenses to kill the Elector. This does not stop them from trying to kill the characters, however. It is very important that the characters protect the Elector or keep his remains. Even if he is slain, he can be raised. This is not the case, however, if he is slain and his body taken by the mercenaries.

CONCLUSION

SUCCESS!

Should the characters prevail in the final encounter in aiding the Elector Ocedrius to safety, the plot to discredit the Elector is foiled and the truth is brought to light. Any of the perpetrators still alive are to be executed. The good name of the Ocedrius house is cleared of all wrongdoing. The characters are rewarded with an Influence Point with both the Elector Ocedrius and the Military of Gran March, for aiding the military patrol in the defense of Hookhill. The only exception is for any active military character that was especially rude or disrespectful to the Elector. This character shall receive a demerit for conduct unbecoming of a soldier of Gran March.

FAILURE

Should the characters fail in protecting the Elector from the mercenaries and he or his body is taken with the fleeing mercenaries, the name of the Ocedrius house is forever connected with the foul worship of Vecna. This is the case even if the characters present the evidence to the contrary. Should the characters come forward to the military with their evidence, the Elector is posthumously cleared of all wrongdoing, but it is forever the more commonly held view of the populace of Hookhill that the Elector escaped justice and is even now spreading the foul worship of Vecna. Characters who survive do not receive any of the Influence Points.

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 to each character.

Encounter 1: Honey Words

Break up the brawl in the tavern.

APL 2	30 XP
APL 4	90 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 5: The Hive

Defeat the mercenaries.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6A: Needle in the Haystack

Find the steel bead and green rooster feather.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 7: The Best Laid Plans

Defeat Gelsomino, Mioram, and Takharn.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Discretionary Roleplaying Award

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1110 XP
APL 10	1350 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 5: The Hive

Defeat the mercenaries and strip them of the gear.

APL 2:	L: 108 gp; C: 0 gp; M: 0
APL 4:	L: 183 gp; C: 0 gp; M: 0
APL 6:	L: 333 gp; C: 0 gp; M: 0
APL 8:	L: 333 gp; C: 0 gp; M: 0
APL 10:	L: 333 gp; C: 0 gp; M: 0

Encounter 7: The Best Laid Plans...

Defeat Gelsomino, Mioran, and Takharn, and strip them of their gear.

APL 2:	L: 190 gp; C: 0 gp; M: 0
APL 4:	L: 374 gp; C: 0 gp; M: 0

APL 6: L: 589 gp; C: 0 gp; M: 0
APL 8: L: 589 gp; C: 0 gp; M: *brooch of shielding* (Value 225 gp per character).

APL 10: L: 522 gp; C: 0 gp; M: *brooch of shielding* (Value 225 gp per character); +1 *short sword* (Value 345 gp per character); +1/*masterwork orc double axe* (Value 358 gp per character).

Total Possible Treasure

APL 2: 298 gp
APL 4: 561 gp
APL 6: 922 gp
APL 8: 1147 gp
APL 10: 1783 gp

Special (On Adventure Certificate)

Influence Point: Elector Asterran Ocedrius. For saving the Elector from certain death you have received this influence point. At any time the hero whose name appears on this Adventure Certificate is in Hookhill, he receives Adventurer's Standard upkeep for free as he stays with the Elector. Also while in Hookhill the hero named above may request the loan of any equipment the hero may need to complete a task (only mundane equipment available to the military may be had). These two uses do not expend this influence point.

One time only, the Elector grants a much larger favor to the hero. This may be used as an influence point with the College of Electors, the Church of Zilchus, or government of Hookhill (organizations with which the Elector has some sway). It may also potentially be used for other purposes. Submit unique proposals to the Gran March triad.

Influence Point: Gran March Military. The hero whose name appears on this Adventure Certificate has come to the favorable notice of the military for his actions while on leave in Hookhill. In order to use this influence please contact the Gran March triad. Other uses may be written into regional events, or included in future meta-campaign organizational material.

Magical Token: The character whose name appears on this Adventure Certificate has retrieved a magical token from the body of the Keoish witch hunter Gelsomino. The token is a Keoish hawk (silver piece). A hole has been bored through the center and a small silver chain run through the hole large enough to be worn as a bracelet, although it does not occupy the bracelet slot. The token and the character that carries it radiate a faint but distinct aura of magic (unidentifiable). Only one character per party may possess the Magical Token, so judges should cross this entry out on all other characters' Adventure Certificates.

Non-Certed Rewards

Demerit. Any active military character that was especially rude or disrespectful to the Elector shall receive a demerit for conduct unbecoming of a soldier of the Gran March.

Please note this Demerit in the Play Notes section of the offending character's Adventure Certificate.

APPENDIX I: NPCS

Encounter 1: Honeyed Words

APL 2 (EL 2)

✦ **Brawlers (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +3 Ref +1 Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Swim +5; Combat Reflexes, Weapon Focus (longspear).

Possessions: none.

APL 4 (EL 4)

✦ **Brawlers (8):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +3 Ref +1 Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +4, Swim +5; Combat Reflexes, Weapon Focus (longspear).

Possessions: none.

APL 6 (EL 6)

✦ **Brawlers (8):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +4 Ref +1 Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Handle Animal +5, Swim +6; Combat Reflexes, Weapon Focus (longspear).

Possessions: none.

APL 8 (EL 8)

✦ **Brawlers (8):** Male human War3; CR 2; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +4 Ref +2 Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Handle Animal +6, Swim +7; Combat Reflexes, Power Attack, Weapon Focus (longspear).

Possessions: none.

APL 10 (EL 10)

✦ **Brawlers (8):** Male human War5; CR 4; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +7 melee (1d3+2 subdual, unarmed strike); AL N; SV Fort +5 Ref +2 Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Handle Animal +8, Swim +10; Combat Reflexes, Power Attack, Weapon Focus (longspear).

Possessions: none.

All APLs

✦ **Corporal Darys:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +4; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +5 melee (1d8+3/x3, longspear) or +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5 Ref +2 Will +0; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +6, Handle Animal +6, Jump +6, Swim -1; Cleave, Combat Reflexes, Power Attack, Weapon Focus (longspear).

Possessions: longspear, light crossbow, 10 bolts, short sword, studded leather armor.

✦ **Soldiers (8):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+3/x3, longspear) or +3 melee (1d6+2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +4 Ref +2 Will +0; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +6, Handle Animal +5, Jump +6, Swim -1; Combat Reflexes, Power Attack, Weapon Focus (longspear).

Possessions: longspear, light crossbow, 10 bolts, shortsword, leather armor.

Encounter 5: The Hive

APL 2 (EL 4)

✦ **Mercenaries (5):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +4 melee (1d8+2/19-20, longsword); AL LE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +2, Swim +0; Cleave, Power Attack, Weapon Focus (longsword).

Possessions: breastplate armor, longsword.

APL 4 (EL 6)

✦ **Mercenaries (5):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +5 melee (1d8+2/19-20, longsword); AL LE; SV Fort +5, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Swim +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: masterwork breastplate armor, longsword.

APL 6 (EL 8)

✦ **Mercenaries (5):** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +7;

Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +7 melee (1d8+2/19-20, longsword); AL LE; SV Fort +5, Ref +4, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim +2; Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: masterwork breastplate armor, masterwork longsword.

APL 8 (EL 10)

☛**Mercenaries (5):** Male human Ftr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +9 melee (1d8+4/19-20, longsword); AL LE; SV Fort +6, Ref +4, Will +1; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Swim +4; Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork breastplate armor, masterwork longsword.

APL 10 (EL 12)

☛**Mercenaries (5):** Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 60; Init +7; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +11/+6 melee (1d8+4/19-20, longsword); AL LE; SV Fort +7, Ref +5, Will +4; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +6; Blind-Fight, Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork breastplate armor, masterwork longsword.

Encounter 7: The Best Laid Plans...

APL 2 (EL 5)

☛**Gelsomino:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6; hp 10; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +1 melee (1d6/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6); SQ Evasion; AL LE; SV Fort +0, Ref +6, Will +2; Str 10, Dex 16, Con 10, Int 16, Wis 14, Cha 18.

Skills and Feats: Bluff +9, Diplomacy +13, Disguise +9, Escape Artist +7, Forgery +8, Gather Information +9, Hide +7, Innuendo +7, Pick Pockets +7, Read Lips +8, Sense Motive +7, Tumble +7; Dodge, Mobility.

Possessions: masterwork chain shirt, masterwork light crossbow, 10 masterwork bolts, short sword.

☛**Mioran (Cersos):** Male human Clr2 (Hextor); CR 2; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +4 melee (1d8+1, light flail); SQ Spells, rebuke undead;

AL LE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 10, Con 14, Int 12, Wis 16, Cha 16.

Skills and Feats: Concentration +7, Diplomacy +8, Knowledge (religion) +6, Spellcraft +6; Lightning Reflexes, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: breastplate, masterwork light flail, large steel shield, scroll of undetectable alignment.

Spells Prepared (4/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – detect magic, detect poison, light, mending; 1st – bless, cure light wounds, protection from good*, random action.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

☛**Takharn:** Male half-orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10+6; hp 22; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d8+6/x3, orc double axe) or +5 melee (1d8+4/x3, orc double axe) and +5 melee (1d8+2/x3, orc double axe); SQ Darkvision 60 ft.; AL CN; SV Fort +6, Ref +2, Will -2; Str 18, Dex 15, Con 16, Int 8, Wis 6, Cha 8.

Skills and Feats: Climb +3, Jump +3; Ambidexterity, Exotic Weapon Proficiency (orc double axe), Two-Weapon Fighting.

Possessions: masterwork breastplate, masterwork orc double axe.

APL 4 (EL 7)

☛**Gelsomino:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6; hp 18; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +7 melee (1d6/19-20, short sword) or +4 melee (1d6 subdual, sap) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +1, Ref +7, Will +3; Str 10, Dex 16, Con 10, Int 16, Wis 14, Cha 19.

Skills and Feats: Bluff +11, Diplomacy +15, Disguise +11, Escape Artist +9, Forgery +10, Gather Information +11, Hide +9, Innuendo +9, Pick Pockets +9, Read Lips +10, Sense Motive +9, Tumble +9; Dodge, Mobility, Weapon Finesse (short sword).

Possessions: masterwork chain shirt, masterwork light crossbow, 10 masterwork bolts, masterwork sap, masterwork short sword.

☛**Mioran (Cersos):** Male human Clr4 (Hextor); CR 4; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d8+1, light flail); SQ Spells, rebuke undead; AL LE; SV Fort +6, Ref +3, Will +7; Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 16.

Skills and Feats: Concentration +9, Diplomacy +10, Knowledge (religion) +8, Spellcraft +8; Extend Spell, Lightning Reflexes, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: masterwork breastplate, masterwork light flail, masterwork large steel shield.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – create water, detect magic, detect poison, light, mending; 1st – bless, cure light wounds, protection from good*, random action (2); 2nd – cure moderate wounds, hold person, spiritual weapon*, undetectable alignment.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Spells with a line through them have been precast and figured in.

☛**Takharn:** Male half-orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+12; hp 40; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +10 melee (1d8+8/x3, orc double axe) or +8 melee (1d8+6/x3, orc double axe) and +8 melee (1d8+3/x3, orc double axe) or +9 ranged (1d8+4/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL CN; SV Fort +7, Ref +4, Will –1; Str 18, Dex 16, Con 16, Int 8, Wis 6, Cha 8.

Skills and Feats: Climb +4, Jump +4; Ambidexterity, Exotic Weapon Proficiency (orc double axe), Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Possessions: masterwork breastplate, masterwork mighty composite longbow (+4), 20 masterwork arrows, masterwork orc double axe.

APL 6 (EL 9)

☛**Gelsomino:** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6; hp 26; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d6/19-20, short sword) or +5 melee (1d6 subdual, sap) or +9 ranged (1d8/19-20, light crossbow); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +2, Ref +8, Will +4; Str 10, Dex 16, Con 10, Int 16, Wis 14, Cha 19.

Skills and Feats: Bluff +13, Diplomacy +17, Disguise +13, Escape Artist +12, Forgery +12, Gather Information +13, Hide +12, Innuendo +11, Pick Pockets +12, Read Lips +12, Sense Motive +11, Tumble +12; Dodge, Mobility, Spring Attack, Weapon Finesse (short sword).

Possessions: mithral chain shirt, masterwork light crossbow, 10 masterwork bolts, masterwork sap, masterwork short sword.

☛**Mioran (Cersos):** Male human Clr6 (Hextor); CR 6; Medium-size humanoid (human); HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +7 melee (1d8+1, light flail); SQ Spells, rebuke undead; AL LE; SV Fort +7, Ref +4, Will +8; Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +12, Knowledge (religion) +10, Spellcraft +10; Blind-Fight, Extend Spell, Lightning Reflexes, Martial Weapon

Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: masterwork full plate armor, masterwork light flail, masterwork large steel shield.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – create water, detect magic, detect poison, light, mending; 1st – bless, cure light wounds, protection from good*, random action (2); 2nd – cure moderate wounds, hold person (2), spiritual weapon*, undetectable alignment; 3rd – dispel magic, invisibility purge, magic vestment*, prayer.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Spells with a line through them have been precast and figured in.

☛**Takharn:** Male half-orc Ftr6; CR 6; Medium-size humanoid (orc); HD 6d10+18; hp 58; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +12/+7 melee (1d8+8/x3, orc double axe) or +10/+5 melee (1d8+6/x3, orc double axe) and +10 melee (1d8+3/x3, orc double axe) or +11 ranged (1d8+4/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL CN; SV Fort +8, Ref +5, Will +2; Str 18, Dex 16, Con 16, Int 8, Wis 6, Cha 8.

Skills and Feats: Climb +5, Jump +5; Ambidexterity, Exotic Weapon Proficiency (orc double axe), Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Possessions: masterwork breastplate, masterwork mighty composite longbow (+4), 20 masterwork arrows, masterwork orc double axe.

APL 8 (EL 11)

☛**Gelsomino:** Male human Rog8; CR 8; Medium-size humanoid (human); HD 8d6; hp 34; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10/+5 melee (1d6/19-20, short sword) or +7/+2 melee (1d6 subdual, sap) or +11 ranged (1d8/19-20, light crossbow); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +2, Ref +9, Will +4; Str 10, Dex 16, Con 10, Int 16, Wis 14, Cha 20.

Skills and Feats: Bluff +16, Diplomacy +20, Disguise +16, Escape Artist +14, Forgery +14, Gather Information +16, Hide +14, Innuendo +13, Pick Pockets +14, Read Lips +14, Sense Motive +13, Tumble +14; Dodge, Mobility, Spring Attack, Weapon Finesse (short sword).

Possessions: mithral chain shirt, masterwork light crossbow, 10 masterwork bolts, masterwork sap, masterwork short sword, brooch of shielding.

☛**Mioran (Cersos):** Male human Clr8 (Hextor); CR 8; Medium-size humanoid (human); HD 8d8+16; hp 59; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +9/+4 melee (1d8+1, light flail); SQ Spells, rebuke

undead; AL LE; SV Fort +8, Ref +4, Will +10; Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +14, Knowledge (religion) +12, Spellcraft +12; Blind-Fight, Extend Spell, Lightning Reflexes, Martial Weapon Proficiency (light flail), Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: masterwork full plate armor, masterwork light flail, masterwork large steel shield.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – create water, detect magic, detect poison, light, mending, purify food and drink; 1st – bless, cure light wounds (2), protection from good*, random action (2); 2nd – cure moderate wounds, hold person (2), spiritual weapon*, undetectable alignment; 3rd – bestow curse, dispel magic, invisibility purge, magic vestment*, prayer; 4th – cure critical wounds, dismissal, divine power, unholy blight*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Spells with a line through them have been precast and figured in.

✦**Takharn:** Male half-orc Ftr8; CR 8; Medium-size humanoid (orc); HD 8d10+24; hp 76; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +14/+9 melee (1d8+8/19-20/x3, orc double axe) or +12/+7 melee (1d8+6/19-20/x3, orc double axe) and +12 melee (1d8+3/19-20/x3, orc double axe) or +13 ranged (1d8+4/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL CN; SV Fort +9, Ref +5, Will +2; Str 19, Dex 16, Con 16, Int 8, Wis 6, Cha 8.

Skills and Feats: Climb +6, Jump +6; Ambidexterity, Exotic Weapon Proficiency (orc double axe), Improved Critical (orc double axe), Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Possessions: masterwork breastplate, masterwork mighty composite longbow (+4), 20 masterwork arrows, masterwork orc double axe.

APL 10 (EL 13)

✦**Gelsomino:** Male human Rog10; CR 10; Medium-size humanoid (human); HD 10d6; hp 42; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +11/+6 melee (1d6+1/19-20, short sword) or +8/+3 melee (1d6 subdual, sap) or +12 ranged (1d8/19-20, light crossbow); SA Sneak attack (+5d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), *slippery mind*; AL LE; SV Fort +3, Ref +10, Will +7; Str 10, Dex 16, Con 10, Int 16, Wis 14, Cha 20.

Skills and Feats: Bluff +18, Diplomacy +22, Disguise +18, Escape Artist +16, Forgery +16, Gather Information +18, Hide +16, Innuendo +15, Pick Pockets +16, Read Lips +16, Sense Motive +15, Tumble +16; Dodge, Iron Will, Mobility, Spring Attack, Weapon Finesse (short sword).

Possessions: mithral chain shirt, masterwork light crossbow, 10 masterwork bolts, masterwork sap, +1 short sword, brooch of shielding.

✦**Mioran (Cersos):** Male human Clr10 (Hextor); CR 10; Medium-size humanoid (human); HD 10d8+20; hp 73; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +11/+6 melee (1d8+2, light flail); SQ Spells, rebuke undead; AL LE; SV Fort +9, Ref +5, Will +11; Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +15, Diplomacy +16, Knowledge (religion) +14, Spellcraft +14; Blind-Fight, Extend Spell, Lightning Reflexes, Martial Weapon Proficiency (light flail), Persistent Spell, Spell Focus (Enchantment), Weapon Focus (light flail).

Possessions: masterwork full plate armor, masterwork light flail, masterwork large steel shield.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – create water, detect magic, detect poison, light, mending, purify food and drink; 1st – bless, cure light wounds (2), protection from good*, random action (2); 2nd – cure moderate wounds (2), hold person (2), spiritual weapon*, undetectable alignment; 3rd – bestow curse, dispel magic, invisibility purge, magic vestment*, prayer; 4th – cure critical wounds (2), dismissal, divine power, unholy blight*; 5th – divine favor (persistent), flame strike*, righteous might.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

Note: Spells with a line through them have been precast and figured in.

✦**Takharn:** Male half-orc Ftr10; CR 10; Medium-size humanoid (orc); HD 10d10+30; hp 94; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +16/+11 melee (1d8+9/19-20/x3, orc double axe) or +14/+9 melee (1d8+7/19-20/x3, orc double axe) and +14 melee (1d8+3/19-20/x3, orc double axe) or +15 ranged (1d8+4/x3, mighty composite longbow); SQ Darkvision 60 ft.; AL CN; SV Fort +10, Ref +6, Will +3; Str 19, Dex 16, Con 16, Int 8, Wis 6, Cha 8.

Skills and Feats: Climb +7, Jump +7; Ambidexterity, Cleave, Exotic Weapon Proficiency (orc double axe), Improved Critical (orc double axe), Iron Will, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Possessions: masterwork breastplate, masterwork mighty composite longbow (+4), 20 masterwork arrows, +1/masterwork orc double axe.

All APLs

✦**Electer Asterran Ocedrius:** Male human War2/Ari6; CR 7; Medium-size humanoid (human); HD 8d8; hp 43; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +9/+4 melee (1d6+1/18-20, rapier) or +7 melee (1d3+1 subdual, unarmed strike); AL LG; SV Fort +5 Ref +4 Will +8; Str 12, Dex 14, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Appraise +11, Bluff +11, Craft (beekeeping) +7, Diplomacy +15, Gather Information +11, Innuendo +12, Ride +11, Sense Motive +12, Speak Language (Dwarven, Elven, Halfling, Keoish, Velondi); Deflect Arrows, Dodge, Improved Unarmed Strike, Weapon Focus (rapier).

Possessions: masterwork rapier, bracers of armor +4.

✦ **Rivanda:** Female human Com3; CR 2; Medium-size humanoid (human); HD 3d4-3; hp 7; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike); AL N; SV Fort +0 Ref +2 Will +4; Str 10, Dex 12, Con 8, Int 14, Wis 16, Cha 6.

Skills and Feats: Bluff +0, Craft +8, Diplomacy +0, Listen +9, Profession (maid) +9, Spot +9, Use Rope +7; Simple Weapon Proficiency (club), Skill Focus (Bluff), Skill Focus (Diplomacy).

Possessions: potion of glibness.

DM's Aid 1: The Darkwatch (Knights of Malagari)

The Darkwatch is a special organization operating in and around the Rushmoors. The Darkwatch is a small order of Knights based in the Duchy of Dorling and operating throughout the Neheli lands, within the Rushmoors, and in areas around the Rushmoors. They are as feared as the people of those regions respect them. Membership is ridiculously easy to gain for an order of Knights, but the responsibilities are overwhelming, and the attrition rate is extreme. Further, the Darkwatch doesn't operate like a typical knightly order, they neither muster armies to ride into battle like the Knights of the Watch, nor comport themselves in a knightly manner. The Darkwatch is a small, elite order with a very special mission.

Members of the Darkwatch are expected to hunt for the enemies of the order, particularly undead, and eliminate them. They are not expected to negotiate, discuss the weather, or otherwise socialize with them. They are also expected to confiscate or destroy any and all materials related to the undead or secrets of their order. They are expected to do everything reasonable to achieve this. Darkwatch members are expected to hold anyone who travels with them to the same standards they must live up to.

DM's Aid 2: Rumors

Gelsomino, Mioran and Takharn have been spreading false rumors about the Elector Asterran Ocedrius for the past several months. The rumors range from the outrageous to the very plausible. As is the way of untruths, the rumors have been embellished and changed throughout the past months. Accordingly, feel free to make up rumors at your discretion. Here are a few that Gelsomino or various other NPCs might impart to the characters:

1. The Elector has become a cleric of Vecna in order to bring his dead son and heir back to life, using the Hand and Eye of Vecna. This rumor is the most persistent, the one they are spreading most voraciously.
2. The Elector has been stealing children to use in dark rituals to Vecna, luring them in with promises of honey candy. He is sacrificing them to appease his dark lord.
3. The bees the Elector keeps have been ensorcelled, and now give only poisoned honey. The honey tastes as sweet as regular honey, but can kill a grown man dead within a day.
4. The Elector himself turned his deceased son into an undead creature. The Elector keeps him in the garden to ward off trespassers.
5. The Elector's home has become a charnel house of any sort of sin and depredation. The Elector himself has ordered that he be brought a virgin lass every night for the last hundred nights, in the hopes that one may bear him a son to take the place of his deceased heir.

Player's Handout 1: Suicide Note

May the thrice kissed forgive me for what I have done, but I could not bear this wretched burden any longer. I have kept my silence, thinking all the while that the master would come to his senses and renounce this evil, this vile dark lord that he has embraced. My heart is so heavy with the sights of the past months I can no longer bear it. The master never knew that I was not his loyal servant, but that my service was always first to the Commandant and the March, though it may not seem it. I have done my duty and redeemed myself, and now I can rest.

Give my love to my mother,

Rivanda

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.