

Triad YEO7-02

Skin Deep

A One-Round D&D[®] LIVING GREYHAWK[™] Yeomanry Regional Adventure

Version 0.5

Based on a draft by Kenneth Austin

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Playtesters: X

Students from the University at Loftwick are disappearing without a trace. The city watch is mystified. The students are terrified. The president, in desperation, calls on a group of adventurers to get to the bottom of the mystery before another tragedy occurs. An investigative Yeomanry regional adventure for APLs 2-6.

Note: This adventure will be of particular interest to members of the University at Loftwick and military characters.

Resources: *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Owen K.C. Stephens, Frank Brunner, John Snead], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark].

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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Visit the LIVING GREYHAWK website at www.rpga.com.

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

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a

harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's

kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. This information should be emailed to POC@yeomanry.net.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

REGION/CITY/LOCATION

Loftwick.

BACKGROUND

Eveena and Margré Martel are two sisters born into a simple family of farmers in the rural village of Lasker. Margré, the elder sister, is beautiful and vivacious; Eveena is plain and somewhat withdrawn. Margré received the lion's share of

attention from her parents and the other villagers; Eveena was frequently overlooked.

The parents are devout members of the Church of the Seven Faiths, primarily worshipping Fortubo. The two daughters responded very differently to the stern, oppressive parenting style. Margré grew rebellious and belligerent; Eveena became broody and resentful.

It was almost inevitable that the girls would seek to escape their circumstances. Margré, eager to broaden her horizons and be wooed by wealthy and powerful suitors, left first. She hitched an early morning ride with a passing merchant to parts unknown.

Several months passed with no news from Margré. Eveena found herself under even stricter scrutiny and more restrictive rules in the absence of her sister. She seethed inside, both hating and admiring her sister for having the courage to leave.

A confluence of three events drove Eveena to taking action. First, a letter arrived from Margré informing the family that she was in Loftwick and doing well. She sent a small amount of money and promised more to come. Her father threw the gold pieces into the field behind the house and tore the letter to shreds. Next a kind, if somewhat lecherous, traveling entertainer showed homely Eveena her very first attention from the opposite sex one evening when she delivered eggs to the kitchen of the inn where he was stopping overnight. She was late getting home, resulting in a severe beating and a night of being locked in her room "to pray." She slipped out her window, spent a furtive half-hour gathering the gold her father had strewn in the pasture, and left in the middle of the night for the big city, intending to take her share of the good life her sister was enjoying.

Sheltered Eveena was even more infatuated with bustling Loftwick than she had been with the bard. However, the relationship soured rapidly.

There were no jobs for a homely farm girl with no skills. Despite her best efforts, she couldn't find her sister. She was frightened, hungry, and desperate. When she stole some sausages from a vendor's cart, she found herself in a cell beneath the city watch station.

She shared a cell with two other girls in their early twenties. They told her stories of wealthy, handsome men, and of quick, easy money for girls who weren't afraid to show them a good time. Three days later, Eveena emerged from the jail bedraggled and lousy, and headed straight for The

Loftwick Gentlemen's Club – the establishment for which her cellmates worked.

The matron of the fairly upscale establishment took one look at the pitiful Eveena and frowned. This was no place for the likes of her. Eveena, angry tears freely flowing, turned away – thoughts of doing herself harm flashed through her mind.

Suddenly, a familiar voice called out from the stair. Anger gave way to surprise and awe. Margré, resplendent in lace and colored glass, rushed to embrace her sister. The matron, upon finding out that the new arrival was the younger sister of her star attraction, welcomed Eveena – with a realistically skeptical outlook on her capacity to earn her keep in a high-end brothel.

Eveena was scrubbed and brushed, tailored and coiffed, tutored and coached. But her debut was a devastating disappointment. She sat alone in the parlor as an almost continuous stream of well-heeled men of all ages, shapes, and backgrounds lavished her sister with attention. At the end of the evening, Margré was exhausted and flush with coin. Eveena was flushed with embarrassment.

Old resentments resurfaced. Familiar anger boiled to the surface. How unfair, it seemed to Eveena, that even though they had gone from village to city, from dogmatic morality to outright decadence, their roles remained the same...beautiful Margré starring as everyone's favorite; pathetic Eveena as pariah and laughing-stock. After a few painful weeks, the matron moved Eveena from the parlor to the kitchen. Her last shred of self-esteem evaporated. All hope for a "Loftwick miracle" in her life was extinguished.

Eveena was in a particularly black mood one afternoon while doing the shopping, so when she passed a seedy looking magic shop that advertised "potions and charms for all purposes," she decided to step inside.

The proprietor of the shop, Belak Iss, is a silver-tongued psychopath and dabbler in both arcane and divine magics. Although he has no formal ties to the cult, he is a self-styled worshiper of Vecna. Iss fled Farvale a decade earlier when his hobby of strangling young girls and preserving them in barrels was discovered. Since coming to Loftwick, he had kept his homicidal tendencies in check – until now.

In no time at all, Belak gained Eveena's confidence and discovered her jealousy of her sister. Eveena stopped by the shop several times

a week, and fell deeply under his influence. He taught her a few simple cantrips, and she proved an eager, apt student. He sympathized and commiserated with her over her unpleasant circumstances, and he helped her justify her resentment toward her sister. He became her confidant and lover.

When he felt the time was right, he made her an offer he knew she'd accept; he could make her pretty. He trained her to use the *disguise self* spell. She would memorize the spell from his spell book and cast it when she visited. He taught her to make subtle but effective changes in her appearance. They looked in the mirror together, admiring the "new" Eveena for the precious ten-minute duration of the spell. Then she would return to normal, more depressed than ever.

When she sighed one evening, expressing her desire to make the change permanent, he began a masterful deception. He could, he lied, make it last longer – for several weeks, even – but there was a price. She trusted him completely and urged him to tell her more. He told her that his god would, for an appropriate gift, extend the illusion for several weeks. He taught her the homemade prayers and improvised rituals he believed Vecna might enjoy, insisting all manner of bizarre acts were essential. Her hatred for her strict upbringing intensified her interest in his convincing Vecnan charlatanry.

After one particularly intense *faux* ceremony, he showed her a "holy relic" of his adopted father – a ribbon Vecna had himself enchanted (actually, a *hat of disguise* he'd taken from one of his wealthier victims). It could be hers, he purred, if she presented their lord with the blood of a maiden. She balked, but his influence over her was deep. He tied the blood-red ribbon in her hair, showed her the mirror. She looked, and nodded. She would bring a gift for her new master.

Belak was elated. It had been ten years since he had worked on his ghastly collection, and now he had someone to do the dirty work for him.

Eveena's reign of terror nearly ended before it began. Wearing a mask and dark clothing, she hid in an alley near the Dustdigger College and leapt out at a passing female student, hissing, "Blood for my lord, Vecna!" as she struck. The intended victim, an accomplished upperclassman, proceeded to beat Eveena badly and chase her through the streets of Loftwick until she escaped by hiding in an abandoned building.

Belak was furious, but maintained his composure. He administered a *cure light wounds*

potion to her before she had to return to the club and reassured her. During her afternoon visit the following day, he taught her the *daze* cantrip, the *charm person* spell and gave her a tanglefoot bag, hoping they would give her the edge she needed.

The following evening, after the last customer had left the Loftwick Gentlemen's Club, Eveena returned to the streets. She was afraid that she would never gain the magical item, but she was even more frightened of losing her lover if she failed again. However, this time she was successful, and dragged her unconscious quarry to a nearby horse and cart her lover had provided.

The ceremony that followed consisted of every depraved act that Belak's twisted mind had dreamed about over the last ten years, and was so savage and gory that Eveena very nearly abandoned the entire idea – surely she could start over again in another city, larger this time, and escape this madman and his sick, bloody pageant. But the remembrance of her image in the mirror kept her glued to the spot.

When it was over, Belak soaked the scarlet ribbon in the victim's blood and laid it in Eveena's hand. He'd done some fast thinking, and pressed her hard while she was still cleaning the blood from her hands. She was to quit the club, he said. He would rent her an apartment nearby his shop, and he would pay for her to take classes in magic at the University at Loftwick. Such a talented student, he flattered, needed better instruction than he could provide. However, his underlying purpose was for Eveena to have access to campus day or night without arousing suspicion.

The new Eveena was an instant hit at the Loftwick Gentlemen's Club. She deflected questions casually, saying that she'd changed her hair, tried new cosmetics, seen a consultant – all explanations she and Belak had prepared ahead of time. Several customers asked about the beautiful girl who was going back and forth through the parlor, moving her few belongings. Recognizing a good thing, the matron offered to allow Eveena back in the parlor full time. She demurred, saying that her fiancé wouldn't approve and that it would take time from her impending academic career.

Margré, jealous and suspicious, saw through the ruse, but said nothing. Her suspicions were considerably heightened when, while helping Eveena pack, she found some blood spatters on Eveena's clothing. She resolved to find out more

about her sister's mysterious new beau, but kept the matter to herself.

Meanwhile, members of the City Watch visited campus. A search was conducted, but everyone generally agreed that the young woman who'd vanished, academically weak and struggling, had probably returned home. A letter of inquiry was sent to her hometown, and the matter was put aside for the moment.

Eveena enrolled in the University at Loftwick and immediately established herself as an eager and apt student. Her sharp intellect and enhanced looks endeared her to everyone, faculty and students alike. She deftly avoided any spell effect that might expose her deception. Since no one had known her previously, no one thought to look past the magical façade.

Belak's depraved tastes had been whetted by the abduction, torture, and murder; and he soon found himself wanting to indulge again. The ribbon would lose its power, he told her, if it were not periodically recharged. A sacrifice was required at every full and new moon, representing Vecna's good and missing eyes. Eveena was intoxicated with the success and attention she'd been receiving at the University, and wasn't about to let it go. She'd done the deed once; she could do it again.

At the new moon, again armed with a tanglefoot bag, Eveena crept around campus, hiding in the shadows until another unescorted young lady passed by. But even as her victim fell, a second girl arrived on the scene. They struggled, thrashing about on the ground, until Eveena was able to knock out her attacker. It wasn't until she had dragged the two bodies to the cart that she noticed the strong resemblance. She'd abducted sisters.

Belak, euphoric and ecstatic, took his vile fetishes to new levels. Eveena, having had time to reflect on the earlier ceremony, found herself relaxing, almost enjoying it. Her hatred of the enforced piety of her childhood burned inside her, and she felt a perverse joy washing away its taint with the blood of the innocent girls. She found herself joining the horrific chants and prayers that the twisted Belak Iss had composed and improvised with the hope that his adopted liege, the Whispered One, might enjoy them.

This time, the City Watch descended on campus with purpose. They searched thoroughly, interviewed extensively, but came up with nothing.

There were no clues, and only a limited knowledge of the perpetrator's *modus operandi*.

The sheer amount of blood spilled, the pain and torture inflicted on the victims, and Belak's and Eveena's increasingly horrific acts earned notice – but not in the way Belak hoped.

In truth, the Maimed God had taken little interest in the spontaneous worship of Belak Iss up until this point. However, because the carelessness and the sensational nature of Belak's and Eveena's crimes will eventually lead to unwanted scrutiny on Vecna's true followers in Loftwick, cult members have been dispatched to eliminate the two and to conceal all evidence regarding for whom their horrific ceremonies were dedicated.

The trustees of the University are in a dither. The president is frantic. The students are terrified. A curfew has been established for the neighborhood, and armed members of the watch patrol campus. Perhaps the most agitated of all is Eveena, who believes she must kill again to empower the *hat of disguise*, but has little hope of carrying out another successful abduction under the heightened security in the city.

ADVENTURE SUMMARY

The adventure begins in Loftwick after the sisters' disappearance. The adventurers are asked upon arrival for their assistance in the investigation. military members are requested to don their red tunics; a strong presence of peacekeepers is needed to set the worried populace at ease.

The adventurers report to the University chancellor where they are given a briefing on the recent events. They are given the name of the girl who escaped Eveena's first, unsuccessful attempt. They are also given the names of the two sisters, and informed of the captain's suspicion that any pair of sisters might be at risk. The groups of adventurers that reported for duty are each given female students to guard. The PCs are assigned to escort Eveena home.

While the PCs are with Eveena, an APL appropriate hit squad chosen by the true Vecna worshipers attempts to assassinate her in her apartment. A cursory investigation reveals that the assassins are Vecnites. In the confusion, or at her first opportunity, Eveena escapes.

The PCs investigate Eveena and eventually end up at Belak Iss' magic shop. Belak, if asked, freely admits to knowing Eveena. Astute PCs will notice that the supplies in his shop seem to be focused on the darker aspects of magic. The City Watch and the Loftwick Gentlemen's Club also provide information for the PCs.

After the PCs visit the club, Eveena goes to Margré and, after Margré voices her suspicions, confesses all. Eveena kills Margré and takes the body back to Iss' shop. The PCs are alerted to the murder and can track a trail of blood back to Iss' shop where his crimes are discovered. He and Eveena attack the PCs in his horrific lair.

The PCs suspect that all is over, but the Vecnites have grown impatient. They allow the PCs to do the dirty work, and then come in to "tie up loose ends." During the ensuing battle, the fingers of Vecna attempt to remove all of the potentially incriminating evidence of Iss' worship, leaving the PCs only the collection of violated corpses to back up their story.

INTRODUCTION

The road to Loftwick is a well-traveled road, and today is no exception. The winter sky is a brilliant blue and the sun shines brightly upon the many who are journeying to and from the capitol of the Yeomanry League. Turned up collars, pulled down hats, and tightly wrapped scarves keep out the wind's bite, and gloves and mittens are the order of the day. The horses' breath steams as they pass, some pulling carts, some bearing riders.

As you approach the outskirts of Loftwick, you're met with an unusual sight. Would-be visitors to the city are lined up for at least a half-mile or so, and you can see in the distance that militiamen in red tabards are busily inspecting carts and interviewing those entering and exiting the city. The line is moving very slowly, and to pass the time you decide to break the stony silence and introduce yourself to those who are waiting with you.

Encourage player introductions for groups who are adventuring together for the first time. Ask leading questions of those who appear hesitant to role-play or who are unsure of themselves: Why are you traveling to Loftwick? What are you wearing? Is this your first time to Loftwick? Where have you previously adventured?

ENCOUNTER 1: KEEPING THE PEACE

The trip to Loftwick has not been as exciting as expected. The usually boisterous streets are quiet and sullen, and many of the taverns in town have been closing early due to the voluntary curfew. The only activity at night these days, it seems, is escort duty.

The problem started only a week or so ago—girls from the University going missing. But the inability of anyone to find out what's going on, and the fear that the culprit will strike again have left most of the area around the University morose.

Those who are interested in participating are directed to speak with Watch Sergeant Scylla Khagga.

The adventure is over for those who don't want to speak with the sergeant, and their visit to Loftwick is most likely uneventful and mundane.

The interested party members are introduced to Sergeant Scylla Khagga, a friendly young man who greets each party member with a smile and a handshake.

He explains that there has been a series of disappearances of young women in the city, and that every precaution is being taken to try to apprehend the guilty, including interviewing and logging those who are entering and exiting the city. The militia has been activated, and he asks members of the party who are currently in the militia to don their tabards while in town in the hope that the worried populace will find a strong military presence comforting.

Captain Khagga is reluctant to speak of details, merely repeating that three young women have disappeared and that the city is in a panic. Those interested in assisting in the investigation will get a briefing at the University from the Chancellor of the University at Loftwick and the Captain of the City Watch.

Allow those who wish to participate in the investigation to proceed to Encounter Two.

ENCOUNTER 2: THE CHANCELLOR SPEAKS

The walk to the University is an unsettling one. You see almost no young women on the streets, and those you do see are either

traveling with a group, or walking beside a militiaman. Even older women look anxiously over their shoulders and stay away from alleys and unpopulated areas.

Red tabards and watch uniforms swarm the campus of the University at Loftwick. It is clear that the authorities are taking recent events very, very seriously.

You're directed to a large lecture hall where several other groups of adventurers have already gathered, some of whom wear the militia uniform. Some militiamen bear the insignia of the recently returned Army of Freedom. Some bear the holy symbol of Phaulkon, designating them as members of Phaulkon's Reach. A few even bear the badge of the Brotherhood of Duelists. You have time to make new acquaintances and renew old friendships before the meeting starts.

PCs who have four or more levels of bard, rogue, or scout have amassed sufficient reputation to attract the attention of a bard named Dhavidel Walthers who is a member of the Rascals. Walthers approaches such PCs during the wait to feel out their attitude toward the Scarlet Brotherhood and other areas of interest to the Rascals. Those of a like mind are approached at the end of the adventure to join the organization.

Samuel Erlebar, the chancellor of the University, arrives and the conversations die down quickly. He takes the dais, looking grim.

"Unfortunately, the students of the University at Loftwick appear to be victims of malicious intent. We have asked you here to help us solve this problem quickly, before more young women are lost."

"Our best and only clues come from the victim of an incident several nights ago. Her name is Anjali Namitala, and she was attacked in the night as she returned home from a late night in the laboratory. Fortunately, Miss Namitala was able to fend off her assailant. I am sure some of you would like to talk with Miss Namitala. I assure you that a thorough questioning was done in a very sympathetic manner by our Dean of Students, Professor-Father Ayrnold Winthorpe. He has graciously agreed to take some of your questions at your convenience."

"The second incident involves the disappearance of a young lady named Becca Risberdall. Becca vanished from campus

without a trace. The last time anyone remembers seeing her was the afternoon after the attack on Miss Namitala. At first, we assumed that Miss Risberdall, a struggling student, had suddenly left the university for home, as sometimes happens with those who find our coursework too difficult. More recent developments cast her disappearance in a much darker tone."

"The most recent incident involves the disappearance of two sisters, Reesa and Lisa Malague. The Malagues are excellent students, with a supportive circle of friends. There is no ready explanation for why they would have vanished, and foul play is suspected, especially given the previous events that have transpired. The last time they were seen was two nights ago as they left a late class for their dormitory."

"Our request of you is two-fold. First, we ask that you act as escort to our female students as they travel to and from classes in the mornings and evenings. Second, we ask that you assist in the investigation. There is a substantial reward for apprehending the person responsible and returning our students to their families and us."

"I'm sure you have some questions for me..."

QUESTIONS FOR SAMUEL ERLEBAR

"Where did the attacks take place?"

"Miss Namitala was attacked three blocks from campus, near an alleyway. We are less sure of where the other two disappearances took place, though we have searched the route between the last place they were seen and their homes very thoroughly."

"Did your investigations reveal any clues?"

"We found the residue from a tanglefoot bag between the building where the Malague sisters were last seen and their dormitory. There were signs of a struggle, and we are assuming at the moment that these findings are related to the disappearance."

"Who do you want us to escort?"

"They will be assigned to you as needed."

QUESTIONS FOR PROFESSOR-FATHER AYRNOLD WINTHORPE ABOUT ANJALI NAMITALA

"Who are you, exactly?"

(Professor-Father Ayrnold Winthorpe is a gnome priest of Delleb who is also a professor at the university. He is a friendly sort who is very popular with the students and thus his position as Dean of Students. He is very grandfatherly, friendly but concerned for his many wards.)

"I'm the Dean of Students. I take care of their issues, mostly, listen to them and such. Occasionally, I act as an (he pauses a moment) an inquirer? That sounds so much better than interrogator or investigator. I occasionally use my divine magics at the Chancellor's request. Such as in expulsion hearings and such, Zones of Truth and all, you know. I interviewed Miss Namitala and did much of that with her."

"Did she see her attacker?"

"Yes. She wore black mask and dark clothing. She was medium build and about five foot four inches."

"Was the attacker male or female?"

"Anjali wasn't sure if it was a man's voice or a woman's. I used a Commune spell and that is one of the answers that Delleb was able to clarify. Her attacker was a woman."

"Did he say anything? What did he say?"

"Blood for my Lord Vecna."

"How did you get away?"

"She wasn't a very effective fighter. Anjali used a few of the moves she learned here at school and ended up beating her rather badly. She chased her through half of Loftwick before she lost her."

"What else were you able to divine?"

"Well, there was no trace of where any of the girls have gone. Locate Creature spells come up with nothing. This concerns me deeply, because, along with the answer to my Commune, I asked if the girls were living. The answer was 'no'. We tried using Locate Object spells to detect either the girls' bodies or their possessions. Their possessions have turned up in a city dump, complete with any coins or jewelry. One scavenger was found with one locket, but when it was determined he obtained it from the dump and had not seen who had left

it there, he was released. From the commune we also learned that this woman who attacked was not alone, she is a follower of Vecna, that she did not know the women she attacked personally, and that she may be a student at the university—the last part was unclear. Either she is masked in some way or under a false name? I am loathe to trouble Delleb twice on the same issue—such divinations have a way of providing even more confusion than clarity.

After the PCs are through with their questions, they are given a writ allowing them on the streets after curfew. However, the writ does not give them the power to search premises without permission.

PCs may wish to investigate the crime scenes for themselves. Allow them to do so, but there is nothing left to find.

ENCOUNTER 3: THE LONG ARM OF VECNA

See: *DM Aid, Map #1 – Eveena's Apartment* and *Appendices*.

At last, your party is assigned to escort a group of young female students home from class. Some live in the dormitory; some have their own apartments. Your last charge to drop off is Eveena Martel. She is in her first semester of study and is quite attractive. You're told that she has been an excellent student so far and probably has an excellent career ahead of her.

Gather Information checks on Eveena Martel

DC 5: "She recently arrived at the University. Everyone likes her and she's so pretty."

DC 10: "She said she's from the village of Lasker. She talks very little about her parents."

DC 15: "She has a boyfriend or fiancé, I hear. But he's very mysterious. He pays for her classes, I think."

DC 25: "A girl named Eveena used to work at the Loftwick Gentlemen's Club, but I'm not sure that's the same girl."

DC 30: "I knew a girl named Eveena that did some jail time. She was a homely, sad sight."

She arrives at the temporary watch station, pretty as a portrait, and speaks, "I really appreciate your willingness to help, but I really

can do this myself. I'm not helpless, you know."

Allow the PCs to role-play with Eveena based on what you know from the background (she's from a rural setting, she recently moved to town, etc.). Any questions about the murders or what is going on will result in her not wanting to speak about it.

"I don't want to talk about that. It just makes so many things in life so much more complicated since no one will just act normally anymore, doesn't it?" (This is not a lie, so doesn't require a Bluff roll.)

If the PCs decide to allow her to go home alone, she is assaulted and killed by the Vecna cultists. The disappearances stop because Iss is too much of a coward to continue by himself, and the murders go unsolved.

Walking a pretty girl home from school seems the easiest assignment you've had as an adventurer. It's broad daylight, but the town is suffused with a sense of danger in the air. Nevertheless, you arrive at Eveena's apartment without incident.

"Thank you for walking me home. I didn't think it was necessary, but it was very kind of you. I will be fine now." With that, she opens the door and steps inside her apartment.

If the PCs insist on going in to check things out, allow them a DC 15 Spot check to act in the surprise round.

If the PCs leave Eveena at the door, read the following:

Seconds after the door closes, you hear a terrified scream and the muffled thumps of a scuffle from within the apartment.

Conditions: Since it is night, the light in the apartment is shadowy from the street illumination. There is a 20% miss chance unless the PCs have an illumination source, low-light vision, or darkvision.

APL 2 (EL 4)

Assassins (2), Male Humans Rogue2: hp 11, 11; see *Appendix 1*.

APL 4 (EL 6)

Assassins (2), Male Humans Rogue4: hp 22, 22; see *Appendix 2*.

APL 6 (EL 8)

Assassins (2), Male Humans Rogue6: hp 32, 32; see Appendix 3.

Tactics: The assassins are fanatical Vecnites and will fight to the death to kill Eveena. Once the party engages them, they will switch their attention to the party. Eveena will make an attempt to get into the back room and close the door.

Developments: If somehow captured, the fanatical assassins refuse to speak and will do anything to kill Eveena.

When the dust from the fight clears, Eveena is nowhere to be seen. The tracks on the city street are a jumble and hard to decipher. She could have gone anywhere.

A DC 10 Search check of an assailant's body reveals a crumpled piece of paper in his pocket, listing Eveena Martel and her address, and Belak Iss and the Sundry Magics shop. A DC 22 Search check reveals a tattoo of a hand and eye on an attacker's body. A DC 15 Knowledge: Religion check confirms that it's a symbol of Vecna.

During the confusion, Eveena ran into the adjoining bedroom, shut the door, and doused herself with a bag of *dust of disappearance* that Iss had given her. She crawled out the window and ran until the duration ended. She headed for some of the hiding holes she discovered when she was living on the streets, far away from Iss' shop and the club.

Allow players a DC 30 Track check to determine that Eveena went off alone. Otherwise, the tracks lead away from the Gentlemen's Club and Belak's shop and are quickly lost among the tracks of the crowds of frightened people hurrying to finish their errands before dark.

ENCOUNTER 4: SUNDRY MAGICS

The PCs have no trouble locating the shop named Sundry Magics.

Gathering Information on the Sundry Magics shop reveals the following:

DC 15: The shop has been open about ten years.

DC 20: Most reputable mages shop elsewhere.

DC 30: Sundry Magics carries some necromantic spell components that cannot be found anywhere else in Loftwick.

The Sundry Magics shop is a rundown little affair squeezed between two warehouses in the low rent district of Loftwick. Chipped and faded paint on the window advertises "Potions and Charms for All Purposes."

Read the following if the PCs enter the store:

Rows and rows of small bottles of elixirs and pills fill the shelves of the tiny shop. Some claim to be love potions; others claim to restore hair. There's even a potion that guarantees weight loss with no special diet and no exercise. A handsome man with wavy hair stands behind the counter, busy with a customer.

"Yes, milady. Put a few drops in your neighbor's dog's water daily and you will not be troubled by his barking any more." The woman frowns. "Oh, no, it won't kill him. It merely quiets him. I think you'll be satisfied with the results." The lady exits the store with a self-satisfied smirk on her face.

DC 15 Knowledge (nature) check: He's sold her an elixir of some mostly benign herbs that cause swelling of the vocal folds. There is no long-term danger to the dog's overall health. Iss will share this information with the PCs if asked.

DC 15 Knowledge (arcana) check: You notice that there is an unusually large representation of components for necromantic spells on the shelves.

"You have the look of adventurers about you. Welcome, friends, to Sundry Magics. Belak Iss, proprietor, at your service."

Questions for Belak Iss

"Why do you sell so many necromantic spell components?"

"Simply supply and demand, and location as well. The spellcasters of Loftwick don't want to be seen in the finest neighborhoods purchasing black onyx or black pearls, now do they? I meet their needs discreetly, quietly. Raw meat and bone shards they can get at any abattoir, but I carry the obscure and rare."

"Do you know Eveena Martel?"

"Yes, I do. Eveena is a regular customer. I taught her a few easy cantrips and convinced her to enroll in the University. She seems very talented."

"Are you paying her tuition?"

"Yes. She was in a bad situation...working in a brothel. I felt sorry for her and wanted to get her out of there. I wanted to give her a chance to better herself."

"Are you two having a relationship?"

"That is none of your business. Would you like to make a purchase or not?"

"Do you know anything about the disappearances of the female students from the University at Loftwick?"

"Ah yes...the missing girls. The entire town is on edge. The watch and the militia seem to be everywhere." (DM Note: He didn't lie. If PCs ask, allow Sense Motive vs. his Bluff to learn he's holding something back.)

"Do you know where Eveena is now?"

"No, I don't. She has a sister named Margré who works at the Loftwick Gentlemen's Club. You might ask her. I haven't seen Eveena since yesterday."

"Where did you live before you moved to Loftwick?"

"I lived in Farvale. I knew a magic shop would make more money in a larger city, so I moved here about ten years ago." (DM Note: He didn't lie. If PCs ask, allow Sense Motive vs. his Bluff to learn he's holding something back.)

Iss will not allow them to search his upstairs apartments or his storeroom, threatening to get the watch and insisting that the PCs leave immediately. If for some reason the PCs do get the opportunity, there is nothing unusual in his apartment or retail space. However, a DC 28 Search check reveals a trap door in the floor of the storeroom beneath a carpet and some crates leading to Iss' chamber of horrors.

Gather Information checks on Belak Iss:

DC 10: Establishes that Iss has always been a loner.

DC 15: Reveals that he came to town about ten years ago.

DC 20: Uncovers that an attractive girl has recently begun spending a lot of time there.

DC 27: Reveals that he moved to Loftwick from Farvale.

If the party discovers the bit about Farvale, a DC 20 Bardic Knowledge check recalls that there

was a rash of unexplained disappearances in Farvale about ten years ago.

ENCOUNTER 5: LOFTWICK GENTLEMEN'S CLUB

There is no sign outside the Loftwick Gentlemen's Club, although the locals had no difficulty pointing it out to you. As you approach, you observe several men entering and exiting, hunched furtively as though the act would render them invisible to the passersby.

Gather Information checks on the Loftwick Gentlemen's Club:

DC 5: The club is an upscale brothel.

DC 10: More than one well-known local has suffered through scandal for frequenting here.

DC 15: There are stories about a beautiful young woman who works in the club named Margré Martel who charms and delights everyone she meets.

DC 25: Rumors are that the only reason the club stays open is that certain political figures frequent the club themselves.

The interior of the club is well and conservatively appointed. Dark hardwoods and expensive looking furnishings are tastefully arranged atop rugs in the style of those found in the Hold of the Sea Princes. Ornate stained glass globes like those found in Greyhawk rest atop the room's oil lamps, glistening like jewels.

"Greetings, friends." An older Rhennee woman, gracefully aged, with beautifully silvered hair pulled into a tight bun enters the room. Her light wrinkles and faint age spots don't detract at all from the matronly, elegant air she suffuses.

"I don't get the idea you're here as customers," she observes. "How is it that Madame Wilda can help you?"

Questions for Madame Wilda

"Do you know Eveena Martel?"

"Of course I know Eveena. She worked for us for a while, but not as you might think. She cleaned, cooked, ran errands for us. She was not one of the professional staff. When she arrived here, she was a starved, filthy mess.

Just out of jail even, crawling with lice. I was about to throw her out on the street when one of our hostesses, Margré, noticed that Eveena was her sister. She had followed Margré to Loftwick, hoping to make her fortune in the big city. We cleaned her up, dressed her up, fixed her hair and makeup, but she wasn't much to look at. Her sister Margré clearly got the good looks in the family. Margré has been one of our most popular hostesses. Eveena never caught anyone's interest, just too homely and plain. She quit a few nights ago. I hear she has a boyfriend or fiancé or something. Good for her.

"But Eveena is pretty now..."

"I keep hearing that. The girls said she was here the other night and turned every head in the room. I didn't see her, but the girls said she claimed she had something called a makeover. Someone worked with her on her makeup and hair. But if you ask me, there wasn't much to work with there in the first place. I have done some pretty impressive things with lace and makeup in my time, and I couldn't do anything for Eveena."

"Where did (Eveena/Margré) live before she came to Loftwick?"

"The village of Lasker - a rural little dump. Who could blame them for wanting to leave? Apparently they had very strict, very religious parents and ended up running away, Margré first, and then Eveena. They're not the first runaways that ended up here at the club, and they won't be the last."

"Can we speak to Margré?"

"Sure; I don't see why not. She's not busy at the moment."

PCs who go upstairs to Margré's room find it well appointed and luxurious. Margré is a beautiful lady, dressed in a low cut dress, and wears a great deal of colorful and gaudy glass jewelry.

Questions for Margré Martel

"Have you seen your sister?"

"No, not in the last day or two. I think she has some boyfriend. She even said something about getting married, but I doubt it."

"What's going on with your sister? Why did she leave the club?"

"She claimed she got some big makeover or beauty consultation, paid for by this guy

friend of hers. Everybody got all excited about her, but she looked the same to me. The only difference I noticed was a gaudy ribbon in her hair." (DM Note: Margré disbelieved the illusion successfully. A DC 20 Knowledge (arcana) check reminds the character that a *hat of disguise* in ribbon form could be responsible for the change in Eveena's appearance.)

"Did you know she's in school now?"

"Yes, she told me. That guy is paying for the school, too. I hear she's doing well. That must be some sweet deal. She's really got them fooled."

"Why do you say that?"

"Well, first of all, Eveena has never been a very good looking girl. I was surprised they let her work here at all. She's smart enough, that's for sure, but she's sneaky. She was always sneaky growing up. There's something suspicious about this, I'm telling you."

"What was it like growing up with Eveena in Lasker?"

"Lasker was a dump of a little village. To make things worse, our parents were very strict - it's no wonder we both ran away. I had things a little easier because of my good looks, I suppose. Eveena had things harder."

"You ran away?"

"Yes, I ran away first. Madame Wilda found me working in a seamstress shop - I could sew a little - and hired me to work here. I sent some money back to my parents once I became successful here at the club, but I never heard back from them. Then, a few weeks later, Eveena shows up. She spent a little time in jail. She stole some food she said. She had a hard time finding a job. She can't really do much. She's smart, but not many skills. I suppose school will be good for her. She was too plain to work here, but everyone seems to think she's a real looker now. She still looks like Eveena to me."

When the PCs are ready to leave, read the following:

Madame Wilda and Margré accompany you to the door. "Please find my sister," Margré urges. "Don't let anything happen to her."

ENCOUNTER 6: LOFTWICK CITY WATCH

PCs who visit the jail can get a confirmation that Eveena Martel did spend three nights in the jail a few weeks ago. The city watch members recall her as homely and plain, and that she stayed in a cell with several girls who used to work at the Loftwick Gentlemen's Club.

There are also loose rumors about cultists of Vecna operating within the city, but then there have *always* been rumors about that.

ENCOUNTER 7: FOUL DEEDS AT THE LOFTWICK GENTLEMENS' CLUB

Evening falls in Loftwick, and you're no closer to finding Eveena. The streets empty quickly due to the curfew. The only people on the streets are you, the City Watch, and the other groups of adventurers who have agreed to help in the investigation.

Whether or not the PCs visit the club, Eveena shows up in the middle of the night to talk to her sister. She confesses everything that she has done, including the most lurid details, to her sister who is shocked and appalled. Margré threatens to tell the City Watch, and Eveena stabs and kills her after a brief scuffle. She sneaks the body out the back door, but is not very careful about it. She leaves clues for the adventurers to find later.

Suddenly, a breathless runner turns the corner and heads toward you. "Thank goodness," he pants. "I thought I would never find you. You're the group looking for that missing girl, Eveena, right? It's Eveena's sister, Margré. Something's happened to her and you're wanted at the Loftwick Gentlemen's Club immediately."

Pause for the players to indicate where they wish to go. Some may try to second-guess the author and head for Iss' shop. If they go to the club, read the following:

A trembling Madame Wilda meets you at the door and rushes you down the hallway to Margré's room. There are clear signs of a scuffle, the window is open, the bed sheets have been pulled off the bed, and there is a great deal of blood on the mattress.

"Please, please do something. My Margré! Oh, my beautiful Margré! Please do not let her be dead. Hurry; hurry! You must find her!"

A DC 5 Search check reveals a trail of blood leading to the open window. A DC 10 Track check reveals a trail of blood that leads back to Belak Iss' shop. If the party can't find the trail, the watch messenger points it out and leads them down the darkened streets to Iss' shop.

ENCOUNTER 8: DEPRAVITY INCARNATE

See: *DM Aid*, Map #2 – *Chamber of Horrors* and *Appendices*.

The trail of blood leads directly to Sundry Magics, the shop of Belak Iss. The door is ajar, and the spattered droplets continue back into the storeroom where a trapdoor in the floor has been left open. Shouting can be heard coming from below the store. You recognize not only Belak Iss' voice, but also Eveena – the charge you were to protect. Perhaps she is in danger as well.

Allow the players to formulate a plan and precast any spells they wish. As the PCs descend the stairs, read the following.

You hear Iss hiss at Eveena, "You idiot girl! Careless fool! Do you not understand that you have led them directly to us? We must flee now, before the authorities arrive. Gather the tools!"

Eveena's panicked voice replies, "But we must recharge the ribbon. You said we must recharge the ribbon with blood. I want to stay beautiful. You said I could stay beautiful if I brought you blood!"

As you descend the stairs, the room you see before you is a dimly torch-lit nightmare incarnate. Margré's intact body lies on a blood stained altar. Hanging from hooks in the wall are the mutilated bodies of the missing girls, posed luridly. The walls have been painted a gory blood red, and on the wall above the altar is painted an eye and hand.

Allow a DC 10 Knowledge (religion) check to notice that something isn't quite right about the Vecna symbol. First, the wrong hand is depicted, and second, the eye is facing in the wrong direction. A DC 15 Knowledge (religion) check reveals that this sort of mutilation and violation of

corpses is not typical of Vecnan worship. A DC 20 Knowledge (religion) check confirms that these two are not authentic Vecna worshippers.

Give stealthy PCs a move silently check if they wish to go down the steps without detection, possibly allowing them a surprise round partial action. Belak and Eveena are distracted by their arguing so the PCs will get a +5 to their check. Belak or Eveena will initiate combat as soon as either of them is aware of any of the party members.

APL 2 (EL 3)

Belak Iss, Male Human Wizard2: hp 8; see *Appendix 1*.

Eveena Martel, Female Human Wizard1: hp 4; see *Appendix 4*.

APL 4 (EL 5)

Belak Iss, Male Human Wizard4: hp 15; see *Appendix 2*.

Eveena Martel, Female Human Wizard1: hp 4; see *Appendix 4*.

APL 6 (EL 7)

Belak Iss, Male Human Wizard7: hp 26; see *Appendix 3*.

Eveena Martel, Female Human Wizard1: hp 4; see *Appendix 4*.

Tactics: Belak and Eveena, realizing the jig is up, will fight to the death to escape since they know they have no hope for mercy after the crimes they have committed. Belak, with time and money and the type of business he runs, has had time to line the walls, floor, and ceiling of this basement room with a thin sheet of lead, which he has mortared over. This protection from divination is one of the things he learned from his mistakes years ago in Farvale.

Developments: Examination quickly reveals that Margré is already dead. During the last round of combat, another Vecna hit squad arrives and hears the combat. Allow them to prepare for the PCs (cast spells, take positions on the map, etc.) until the PCs come back up the stairs.

ENCOUNTER 9: ARRIVAL OF THE AUTHENTIC

See: *DM Aid, Map #3 – Sundry Magics Shop and Appendices*.

As you return up the cellar steps from your battle with the two depraved murderers, you find yourself face to face with several cloaked figures.

A female voice speaks with an amused tone. “Ah, well, you have done our work for us. For that, you have our appreciation.” The figures take a step toward you. The first drops her cloak, revealing a silver holy symbol of an eye and hand that appears much more authentic than Belak’s scribbling on the wall.

“You see, Belak and Eveena fancied themselves worshippers of the Maimed One, but they were nothing more than charlatans, pretenders. Belak improvised and used his black imagination to invent the sort of ritual he thought my liege might enjoy.”

“He coerced Eveena into assisting in his depravities by giving her a hat of disguise and lying to her that it needed fresh blood to keep it charged and active. She believed him. She hunted for him; obeyed his every whim. He enrolled her in the University so that she would be closer to the type of victim he preferred. I believe you saw his collection hanging from the wall downstairs.”

“Sick and stupid Iss. But our fear was that he would bring unwanted attention on the real practitioners of our faith once he was discovered. So we came to...clean up a bit. But you’ve already done part of the job for us. Now we just need to...tie up a few loose ends.”

APL 2 (EL 5)

Vecna Cleric, Female Human Cleric1: hp 7; see *Appendix 1*.

Vecna Assassins (3), Male Human Rogue2: hp 11, 11, 11; see *Appendix 1*.

APL 4 (EL 7)

Vecna Cleric, Female Human Cleric5: hp 34; see *Appendix 2*.

Vecna Assassins (3), Male Human Rogue2: hp 11, 11, 11; see *Appendix 2*.

APL 6 (EL 9)

Vecna Cleric, Female Human Cleric8: hp 54; see *Appendix 3*.

Vecna Assassins (3), Male Human Rogue2: hp 11, 11, 11; see *Appendix 3*.

Tactics: These fanatics must silence the party and their captives (if any) at all costs. They will

fight to the death. The cleric will attack with magic first, then melee weapons.

Developments: If somehow captured, none of these fanatics will talk.

CONCLUSION

The gruesome job of the cleanup falls to the City Watch. Stories and rumors spread across the city like wildfire – some true, some not. The administration of the University at Loftwick is very pleased with you. Young ladies may walk in peace along the city streets again. The entire city of Loftwick is grateful to you for returning them to a sense of normalcy.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the Vecna hit squad.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.

Encounter 8

Defeat Belak Iss.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.

Encounter 9

Defeat the elite Vecna hit squad.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.

Story Award

Solve the disappearances and report back to the City Watch.

APL 2: 60 xp.
APL 4: 105 xp.
APL 6: 150 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.
APL 4: 30 xp.
APL 6: 30 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their

foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 3:

APL 2: L: 154 gp, C: 6 gp, M: *oil of darkness* x2 (50 gp), *oil of magic weapon* x2 (8 gp), *potion of cat's grace* x2 (50 gp), *potion of cure light wounds* x2 (8 gp), *potion of spider climb* x2 (50 gp), *skill shard (hide)* x2 (8 gp)

APL 4: L: 232 gp, C: 16 gp, M: *elixir of hiding* x2 (42 gp), *elixir of sneaking* x2 (42 gp), *oil of darkness* x2 (50 gp), *oil of magic weapon* x2 (8 gp), *potion of cure light wounds* x4 (16 gp), *potion of cat's grace* x2 (50 gp), *potion of pass without trace* x2 (8 gp), *potion of spider climb* x2 (50 gp), *skill shard (hide)* x2 (8 gp), *tanglepatch* x2 (33 gp)

APL 6: L: 203 gp, C: 16 gp, M: *studded leather* +1 x2 (196 gp), *elixir of hiding* x2 (42 gp), *elixir of sneaking* x2 (42 gp), *oil of darkness* x2 (50 gp), *oil of magic weapon* x2 (8 gp), *potion of cat's grace* x2 (50 gp), *potion of cure light wounds* x4 (16 gp), *potion of invisibility* x2 (50 gp), *potion of pass without trace* x2 (8 gp), *potion of spider climb* x2 (50 gp), *cloak of resistance* +1 x2 (167 gp), *skill shard (hide)* x2 (8 gp), *tanglepatch* x2 (33 gp)

Encounter 8:

APL 2: L: 29 gp, C: 5 gp, M: *scroll of undetectable alignment* x2 (8 gp), *wand of color spray* (63 gp), *wand of magic missile* 1st (63 gp)

APL 4: L: 29 gp, C: 5 gp, M: *bracers of armor* +1 (83 gp), *elixir of love* (13 gp), *scroll of glitterdust* (13 gp), *scroll of undetectable alignment* x2 (8 gp), *wand of color spray* (63 gp), *wand of magic missile* (63 gp)

APL 6: L: 29 gp, C: 5 gp, M: *bracers of armor* +1 (83 gp), *elixir of love* (13 gp), *potion of cure moderate wounds* (25 gp), *scroll of glitterdust* (13 gp), *scroll of undetectable alignment* x2 (8 gp), *wand of color spray* (63 gp), *wand of magic missile* (63 gp), *ring of protection* +1 (167 gp), *beetle elixir* (113 gp)

Encounter 9:

APL 2: L: 278 gp, C: 12 gp, M: *elixir of sneaking* (21 gp), *oil of darkness* x3 (75 gp), *oil of magic weapon* x3 (12 gp), *potion of cat's grace* x3 (75 gp), *potion of cure light wounds* x3 (12 gp), *potion of shield of faith* +2 (4 gp), *potion of spider climb* x3 (75 gp)

APL 4: L: 261 gp, C: 16 gp, M: *oil of darkness* x3 (75 gp), *oil of magic weapon* x3 (12 gp), *potion of cat's grace* x3 (75 gp), *potion of cure light wounds* x3 (12 gp), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 (4 gp), *potion of spider climb* x3 (75 gp), *incense of concentration* (21 gp), *elemental gem (earth)* (188 gp)

APL 6: L: 261 gp, C: 12 gp, M: *oil of darkness* x3 (75 gp), *oil of magic weapon* x3 (12 gp), *potion of cat's grace* x3 (75 gp), *potion of cure light wounds* x3 (12 gp), *potion of sanctuary* (4 gp), *potion of shield of faith* +2 (4 gp), *potion of spider*

climb x3 (75 gp), *elemental gem (earth)* (188 gp), *incense of concentration* (21 gp), *rod of viscid globs* (167 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 461 gp, C: 23 gp, M: 582 gp – Total: 1066 gp (450 gp).

APL 4: L: 522 gp, C: 37 gp, M: 1016 gp – Total: 1575 gp (650 gp).

APL 6: L: 493 gp, C: 33 gp, M: 1901 gp – Total: 2427 gp (900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Reward of the University of Loftwick: For solving the crime involving the missing women amongst their student body, the University deans have granted the character one of the following boons, to be determined at the time of reward (circle the one chosen and cross out the other two):

- APL2 & 4: Flaming or Frost enhancement added to a single magical weapon as long as the character pays the cost of the enhancement. At APL 6 they will offer the above enhancements as well as Giantbane.
- A 10% discount to the enhancement costs to upgrade one 'wizardly' protection item (*bracers of armor*, *amulet of natural armor*, *ring of protection*, *cloak* or *vest of resistance*).
- One of the following limited spells from the following list. Higher APLs can pick from the lower APL lists if they wish. APL 2: Benign Transposition, Wall of Smoke; APL 4: Dark Way, Balor Nimbus; APL 6: Chain Missile, Wall of Light; APL 8: Greater Disrupt Undead, Know Vulnerabilities.

Item Access

APL 2:

- *Skill Shard, lesser (Hide)* (Adventure (limit 5); MIC)
- *Elixir of Sneaking* (Adventure; DMG)

APL 4:

- *Elixir of Hiding* (Adventure; DMG)
- *Elixir of Love* (Adventure; DMG)
- *Incense of Concentration* (Adventure (limit 1); MIC)
- *Tanglepatch* (Adventure (limit 2); MIC)
- *Elemental Gem (earth)* (Adventure (limit 1); DMG)

APL 6:

- *Rod of Viscid Globbs* (Adventure (limit 1); MIC)
- *Beetle Elixir* (Adventure (limit 1); MIC)

APPENDIX 1 – APL 2

ENCOUNTER 3

VECNA ASSASSIN **CR 2**
Male human rogue 2
LE Medium humanoid (human)
Init +6; **Senses** Listen +5, Spot +5
Languages Common, Infernal

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)
hp 11 (2 HD)
Fort +1, **Ref** +5, **Will** +0

Speed 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.
Melee masterwork short sword +4 (1d6+2/19-20) or dagger +3 (1d4+2/19-20)
Ranged masterwork light crossbow +4 (1d8) or dagger +3 (1d4+2)
Base Atk +1; **Grp** +3
Atk Options Sneak Attack (+1d6)
Combat Gear *oil of darkness, oil of magic weapon, potion of cat's grace, potion of cure light wounds, potion of spider climb*

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8
SQ Trapfinding, Evasion
Feats Dodge, Improved Initiative
Skills Balance +7, Bluff +4, Disguise +6, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Open Lock +6, Sleight of Hand +7, Spot +5, Tumble +7,
Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, masterwork short sword, masterwork studded leather, masterwork thieves' tools, backpack, belt pouch, flint and steel, whetstone, five pieces of chalk, *lesser skill shard (hide)*, 3 gp

ENCOUNTER 8

BELAK ISS **CR 2**
Male human wizard 2
CE Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Infernal

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 8 (2 HD)
Fort +1, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.
Melee dagger +2 (1d4+1/19-20) or quarterstaff +2 (1d6+1)
Ranged masterwork light crossbow +4 (1d8) or dagger +3 (1d4+1/19-20)
Base Atk +1; **Grp** +2
Atk Options Point Blank Shot, Precise Shot
Special Actions spells

Combat Gear *wand of color spray, wand of magic missile*

Wizard Spells Prepared (CL 2nd):

1st—*burning hands* (DC 13), *ray of enfeeblement, sleep* (DC 13)

0—*acid splash, daze* (DC 12), *detect magic, prestidigitation*

‡ Already cast

Abilities Str 12, Dex 14, Con 13, Int 15, Wis 10, Cha 8

SQ Summon Familiar

Feats Point Bank Shot, Precise Shot, Scribe Scroll

Skills Concentration +6, Decipher Script +7, Disguise +1, Knowledge (arcana) +7, Spellcraft +9

Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, quarterstaff, belt pouch, flint and steel, spell component pouch, whetstone, a piece of chalk, two *scrolls of undetectable alignment*, 5 gp

Spellbook spells prepared plus 0—*disrupt undead, mage hand, mending, message, open/close, read magic, touch of fatigue* 1st—*cause fear, chill touch, color spray, disguise self, expeditious retreat, magic missile*

ENCOUNTER 9

VECNA CLERIC **CR 1**
Female human cleric 1
LE Medium humanoid (human)
Init +0; **Senses** Listen +2, Spot +2
Aura Faint evil
Languages Common, Infernal

AC 17, touch 10, flat-footed 17
(+5 armor, +2 shield)
hp 7 (1 HD)
Fort +3, **Ref** +0, **Will** +4

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.
Melee masterwork heavy mace +0 (1d8-1) or sickle -1 (1d6-1)
Ranged sling +0 (1d4-1)
Base Atk +0; **Grp** -1
Special Actions spells
Combat Gear *elixir of sneaking, potion of shield of faith* +2

Cleric Spells Prepared (CL 1st):
1st—*bane* (DC 13), *cause fear* (DC 13), *protection from good*^D
0—*inflict minor wounds* (DC 12) x3
D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge
‡ Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 15, Cha 14
SQ Rebuke Undead, Domains
Feats Combat Casting, Improved Turning

Skills Concentration +5, Knowledge (religion) +5, Knowledge (the planes) +5, Spellcraft +5,
Possessions combat gear plus masterwork heavy mace, sickle, sling with 10 bullets, breastplate, heavy wooden shield, silver holy symbol, belt pouch, flint and steel, spell component pouch, whetstone, 3 gp

VECNA ASSASSIN

CR 2

Male human rogue 2

LE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +5

Languages Common, Infernal

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 11 (2 HD)

Fort +1, **Ref** +5, **Will** +0

Speed 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.

Melee masterwork short sword +4 (1d6+2/19-20) or dagger +3 (1d4+2/19-20)

Ranged masterwork light crossbow +4 (1d8) or dagger +3 (1d4+2)

Base Atk +1; **Grp** +3

Atk Options Sneak Attack (+1d6)

Combat Gear *oil of darkness*, *oil of magic weapon*, *potion of cat's grace*, *potion of cure light wounds*, *potion of spider climb*

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

SQ Trapfinding, Evasion

Feats Dodge, Improved Initiative

Skills Balance +7, Bluff +4, Disguise +4, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Open Lock +6, Sleight of Hand +7, Spot +5, Tumble +7,

Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, masterwork short sword, masterwork studded leather, masterwork thieves' tools, backpack, belt pouch, flint and steel, whetstone, five pieces of chalk, *lesser skill shard (hide)*, 3 gp

APPENDIX 2 – APL 4

ENCOUNTER 3

VECNA ASSASSIN CR 4

Male human rogue 4

LE Medium humanoid (human)

Init +7; **Senses** Listen +7, Spot +7

Languages Common, Infernal

AC 17, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 22 (4 HD)

Fort +2, **Ref** +7, **Will** +1

Speed 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.

Melee masterwork dagger +6 (1d4+2/19-20) or masterwork short sword +6 (1d6+2/19-20)

Ranged masterwork dagger +7 (1d4+2/19-20) or masterwork light crossbow +6 (1d8)

Base Atk +3; **Grp** +5

Atk Options Sneak Attack (+2d6)

Combat Gear *elixir of hiding*, *elixir of sneaking*, *oil of darkness*, *potion of cat's grace*, *potion of cure light wounds*, *potion of spider climb*

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

Feats Dodge, Improved Initiative, Mobility

Skills Balance +12, Bluff +6, Disguise +8, Escape Artist +10, Hide +10, Listen +7, Move Silently +10, Open Lock +9, Sleight of Hand +8, Spot +7, Tumble +10,

Possessions masterwork dagger, masterwork light crossbow with 10 bolts, masterwork short sword, masterwork studded leather, masterwork buckler, masterwork thieves' tools, backpack, belt pouch, flint and steel, whetstone, five pieces of chalk, *elixir of hiding*, *elixir of sneaking*, *oil of darkness*, *oil of magic weapon*, *potion of cat's grace*, *potion of cure light wounds* x2, *potion of pass without trace*, *potion of spider climb*, *lesser skill shard (hide)*, *tanglepatch*, 8 gp

ENCOUNTER 8

BELAK ISS CR 4

Male human wizard 4

CE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic, Infernal

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 armor)

hp 15 (4 HD)

Fort +2, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +3 (1d4+1/19-20) or quarterstaff +3 (1d6+1)

Ranged dagger +4 (1d4+1/19-20) or masterwork light crossbow +5 (1d8/19-20)

Base Atk +2; **Grp** +3

Atk Options Point Blank Shot, Precise Shot

Special Actions spells

Combat Gear *wand of color spray*, *wand of magic missile*, *scroll of glitterdust*

Wizard Spells Prepared (CL 4th):

2nd—*alter self*, *detect thoughts* (DC 15), *hypnotic pattern* (DC 15)

1st—*burning hands* (DC 14), *charm person* (DC 14), *magic missile*, *ray of enfeeblement*

0—*acid splash*, *daze* (DC 13), *detect magic*, *prestidigitation*

‡ Already cast

Abilities Str 12, Dex 14, Con 13, Int 16, Wis 10, Cha 8

SQ Summon Familiar

Feats Combat Casting, Point Bank Shot, Precise Shot, Scribe Scroll

Skills Concentration +8, Craft (alchemy) +8, Decipher Script +9, Disguise +2, Knowledge (arcana) +9, Spellcraft +11

Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, quarterstaff, belt pouch, flint and steel, spell component pouch, whetstone, a piece of chalk, *bracers of armor* +1, *elixir of love*, *scroll of undetectable alignment* x2, 5 gp

Spellbook spells prepared plus 0—*disrupt undead*, *mage hand*, *mending*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* 1st—*cause fear*, *chill touch*, *color spray*, *disguise self*, *expeditious retreat*, *grease*, *sleep* 2nd—*false life*

ENCOUNTER 9

VECNA CLERIC CR 5

Female human cleric 5

LE Medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Aura Faint evil

Languages Common, Infernal

AC 20, touch 10, flat-footed 20

(+8 armor, +2 shield)

hp 34 (5 HD)

Fort +5, **Ref** +1, **Will** +7

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork heavy mace +3 (1d8-1) or sickle +2 (1d6-1)

Ranged sling +3 (1d4-1)

Base Atk +3; **Grp** +2

Special Actions spells

Combat Gear *elemental gem (earth)*, *potion of sanctuary*, *potion of shield of faith* +2

Cleric Spells Prepared (CL 5th):

3rd—*deeper darkness, inflict serious wounds* (DC 16), *magic circle against good*^D
2nd—*bull's strength, detect thoughts*^D, *hold person* (DC 15), *inflict moderate wounds* (DC 15)
1st—*bane* (DC 14), *cause fear* (DC 14), *doom* (DC 14), *inflict light wounds* (DC 14), *protection from good*^D
0—*inflict minor wounds* (DC 13) x5

D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge
‡ Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14
SQ Rebuke Undead, Domains, Spontaneous Casting
Feats Blind-Fight, Combat Casting, Improved Turning
Skills Concentration +9, Knowledge (religion) +9, Knowledge (the planes) +9, Spellcraft +9,
Possessions combat gear plus masterwork heavy mace, sickle, sling with 10 bullets, full plate, heavy steel shield, silver holy symbol, belt pouch, flint and steel, spell component pouch, whetstone, *elemental gem (earth)*, *incense of concentration*, 7 gp

VECNA ASSASSIN

CR 2

Male human rogue 2
LE Medium humanoid (human)
Init +6; **Senses** Listen +5, Spot +5
Languages Common, Infernal

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)

hp 11 (2 HD)

Fort +1, **Ref** +5, **Will** +0

Speed 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.

Melee masterwork short sword +4 (1d6+2/19-20) or dagger +3 (1d4+2/19-20)

Ranged masterwork light crossbow +4 (1d8) or dagger +3 (1d4+2)

Base Atk +1; **Grp** +3

Atk Options Sneak Attack (+1d6)

Combat Gear *oil of darkness*, *oil of magic weapon*, *potion of cat's grace*, *potion of cure light wounds*, *potion of spider climb*

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

SQ Trapfinding, Evasion

Feats Dodge, Improved Initiative

Skills Balance +7, Bluff +4, Disguise +4, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Open Lock +6, Sleight of Hand +7, Spot +5, Tumble +7,

Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, masterwork short sword, masterwork studded leather, masterwork thieves' tools, backpack, belt pouch, flint and steel, whetstone, five pieces of chalk, *lesser skill shard (hide)*, 3 gp

APPENDIX 3 – APL 6

ENCOUNTER 3

VECNA ASSASSIN **CR 6**
Male human rogue 6
LE Medium humanoid (human)
Init +7; **Senses** Listen +9, Spot +9
Languages Common, Infernal

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 32 (6 HD)
Fort +4, **Ref** +9, **Will** +3

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.
Melee mwk short sword +7 (1d6+2/19-20) or mwk dagger +7 (1d4+2/19-20)
Ranged dagger +8 (1d4+2/19-20) or mwk light crossbow +8 (1d8)
Base Atk +4; **Grp** +6
Atk Options Sneak Attack (+3d6)
Combat Gear *oil of darkness, oil of magic weapon, potion of cat's grace, potion of cure light wounds x2, potion of invisibility*

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8
SQ Trapfinding, Evasion, Trap Sense +2, Uncanny Dodge
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Balance +14, Bluff +8, Disguise +9, Escape Artist +12, Hide +12, Listen +9, Move Silently +12, Open Lock +12, Sleight of Hand +8, Spot +9, Tumble +12,
Possessions combat gear plus masterwork dagger, masterwork light crossbow with 10 bolts, masterwork short sword, masterwork buckler, masterwork thieves' tools, backpack, belt pouch, flint and steel, whetstone, five pieces of chalk, *studded leather* +1, *elixir of hiding*, *elixir of sneaking*, *potion of pass without trace*, *potion of spider climb*, *cloak of resistance* +1, *lesser skill shard (hide)*, *tanglepatch*, 8 gp

ENCOUNTER 8

BELAK ISS **CR 7**
Male human wizard 7
CE Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Infernal

AC 14, touch 13, flat-footed 12
(+2 Dex, +1 armor, +1 deflection)
hp 26 (7 HD)
Fort +3, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.
Melee dagger +4 (1d4+1/19-20) or quarterstaff +4 (1d6+1)
Ranged dagger +5 (1d4+1/19-20) or masterwork light crossbow +6 (1d8/19-20)
Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Special Actions spells

Combat Gear wand of color spray, wand of magic missile 1st, scroll of Glitterdust, potions of cure moderate wounds

Wizard Spells Prepared (CL 7th):

4th—*confusion* (DC 17)

3rd—*deep slumber* (DC 16), *hold person* (DC 16), *suggestion* (DC 16)

2nd—*alter self*, *detect thoughts* (DC 15), *glitterdust* (DC 15), *hypnotic pattern* (DC 15)

1st—*burning hands* (DC 14), *charm person* (DC 14), *color spray* (DC 14), *magic missile*, *sleep* (DC 14)

0—*acid splash*, *daze* (DC 13), *detect magic*, *prestidigitation*

† Already cast

Abilities Str 12, Dex 14, Con 13, Int 16, Wis 10, Cha 8

SQ Summon Familiar

Feats Combat Casting, Craft Wondrous Item, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll

Skills Concentration +11, Craft (alchemy) +11, Decipher Script +12, Disguise +4, Knowledge (arcana) +12, Spellcraft +14

Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, quarterstaff, belt pouch, flint and steel, spell component pouch, whetstone, a piece of chalk, *bracers of armor* +1, *elixir of love*, *scroll of undetectable alignment* x2, *ring of protection* +1, *beetle elixir*, 5 gp

Spellbook spells prepared plus 0—*arcane mark*, *dancing lights*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* 1st—*cause fear*, *chill touch*, *disguise self*, *expeditious retreat*, *grease*, *hypnotism*, *identify*, *ray of enfeeblement*, *sleep* 2nd—*blindness/deafness*, *false life*, *flaming sphere*, *invisibility*, *spectral hand* 3rd—*fly*, *ray of exhaustion*, 4th—*unluck*

ENCOUNTER 9

VECNA CLERIC **CR 8**
Female human cleric 8
LE Medium humanoid (human)
Init +0; **Senses** Listen +3, Spot +3
Aura Faint evil
Languages Common, Infernal

AC 20, touch 10, flat-footed 20
(+8 armor, +2 shield)
hp 54 (8 HD)
Fort +7, **Ref** +2, **Will** +9

Speed 5 ft. in full plate (4 squares), base movement 30 ft.
Melee masterwork heavy mace +6/+1 (1d8-1) or sickle +5 (1d6 -1)

Ranged sling +6/+1 (1d4-1)

Base Atk +6/+1; **Grp** +5

Special Actions spells

Combat Gear *elemental gem (earth)*, *potion of sanctuary*, *potion of shield of faith* +2, *rod of viscid globs*

Cleric Spells Prepared (CL 8th):

4th—*divine power*, *inflict critical wounds* (DC 17), *Unholy Blight*^D

3rd—*deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 16), *invisibility purge*, *magic circle against good*^D

2nd—*bull's strength*, *detect thoughts*^D, *hold person* (DC 15), *inflict moderate wounds* (DC 15), *silence*

1st—*bane* (DC 14), *cause fear* (DC 14), *doom* (DC 14), *inflict light wounds* (DC 14), *protection from good*^D, *shield of faith*

0—*inflict minor wounds* (DC 13) x6

D: Domain spell. Deity: Vecna. Domains: Evil, Knowledge

† Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 17, Cha 14

SQ Rebuke Undead, Domains, Spontaneous Casting

Feats Blind-Fight, Combat Casting, Divine Shield, Improved Turning

Skills Concentration +12, Knowledge (religion) +12, Knowledge (the planes) +12, Spellcraft +12,

Possessions combat gear plus masterwork heavy mace, sickle, sling with 10 bullets, full plate, heavy steel shield, silver holy symbol, belt pouch, flint and steel, spell component pouch, whetstone, *elemental gem (earth)*, *incense of concentration*, 3 gp

VECNA ASSASSIN

CR 2

Male human rogue 2

LE Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +5

Languages Common, Infernal

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 11 (2 HD)

Fort +1, **Ref** +5, **Will** +0

Speed 30 ft. in masterwork studded leather (6 squares), base movement 30 ft.

Melee masterwork short sword +4 (1d6+2/19-20) or dagger +3 (1d4+2/19-20)

Ranged masterwork light crossbow +4 (1d8) or dagger +3 (1d4+2)

Base Atk +1; **Grp** +3

Atk Options Sneak Attack (+1d6)

Combat Gear *oil of darkness*, *oil of magic weapon*, *potion of cat's grace*, *potion of cure light wounds*, *potion of spider climb*

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

SQ Trapfinding, Evasion

Feats Dodge, Improved Initiative

Skills Balance +7, Bluff +4, Disguise +4, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Open Lock +6, Sleight of Hand +7, Spot +5, Tumble +7,

Possessions combat gear plus dagger, masterwork light crossbow with 10 bolts, masterwork short sword, masterwork studded leather, masterwork thieves' tools, backpack, belt pouch, flint and steel, whetstone, five pieces of chalk, *lesser skill shard (hide)*, 3 gp

APPENDIX 4 – ALL APLS

ENCOUNTER 8

EVEENA MARTEL CR 1

Female human wizard 1

CE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Draconic

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 4 (1 HD)

Fort +1, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +2 (1d4+1/19-20)

Ranged dagger +3 (1d4+1/19-20)

Base Atk +0; **Grp** +1

Atk Options Point Blank Shot, Precise Shot

Special Actions spells

Combat Gear tanglefoot bag

Wizard Spells Prepared (CL 1st):

1st—*charm person* (DC 13), *disguise self*

0—*daze* (DC 12) x2, *prestidigitation*

‡ Already cast

Abilities Str 12, Dex 14, Con 13, Int 15, Wis 10, Cha 8

SQ Summon Familiar

Feats Scribe Scroll, Point Blank Shot, Precise Shot

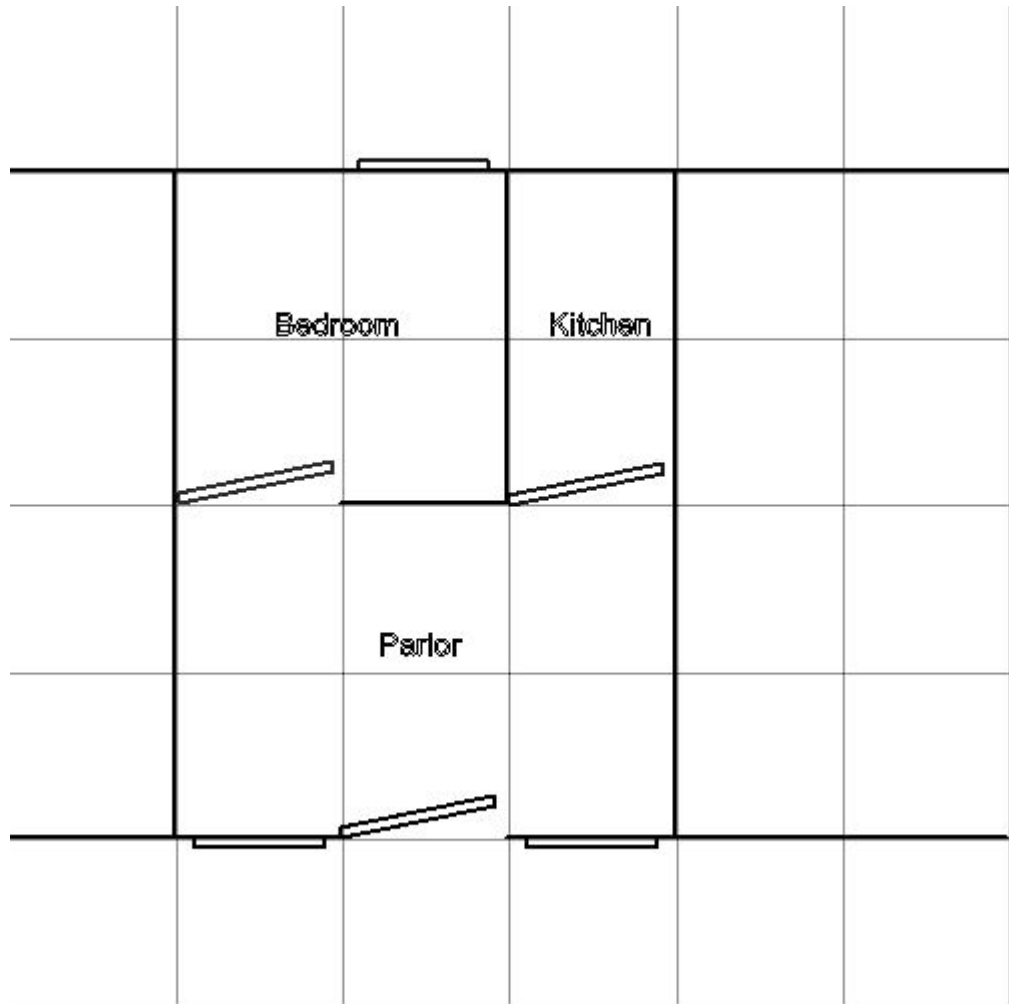
Skills Concentration +5, Decipher Script +6, Disguise +3, Knowledge (arcana)+6, Spellcraft +6

Possessions masterwork dagger, belt pouch, disguise kit, flint and steel, spell component pouch, tanglefoot bag, whetstone, a piece of chalk, ~~dust of disappearance~~ (used in Encounter 3), 11 gp

Spellbook spells prepared plus 0—*detect magic*, *mage hand*, *mending*, *message*, *open/close*, *read magic*.

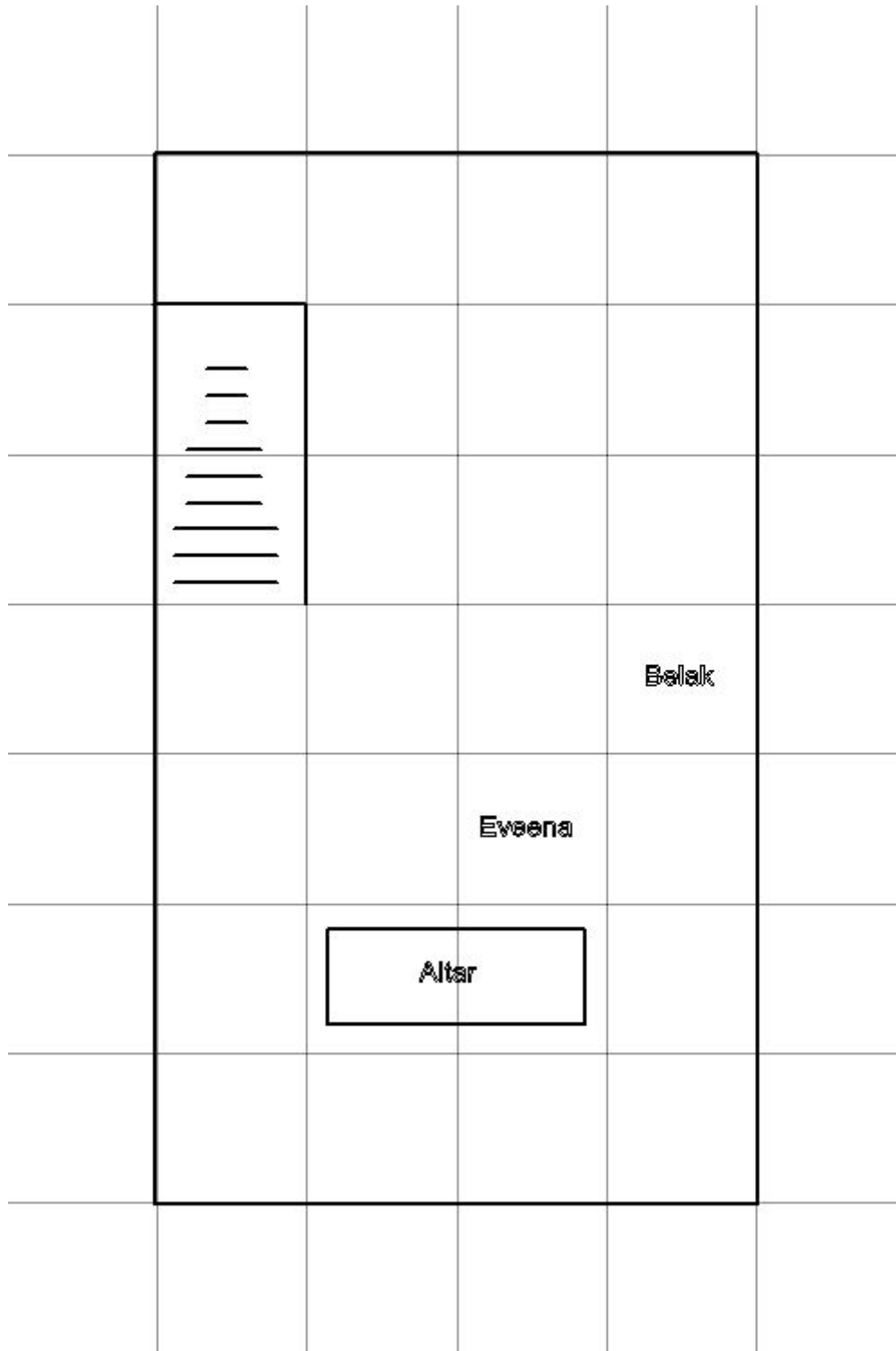
DM AID: MAP #1 – EVEENA’S APARTMENT

1 square = 5 feet



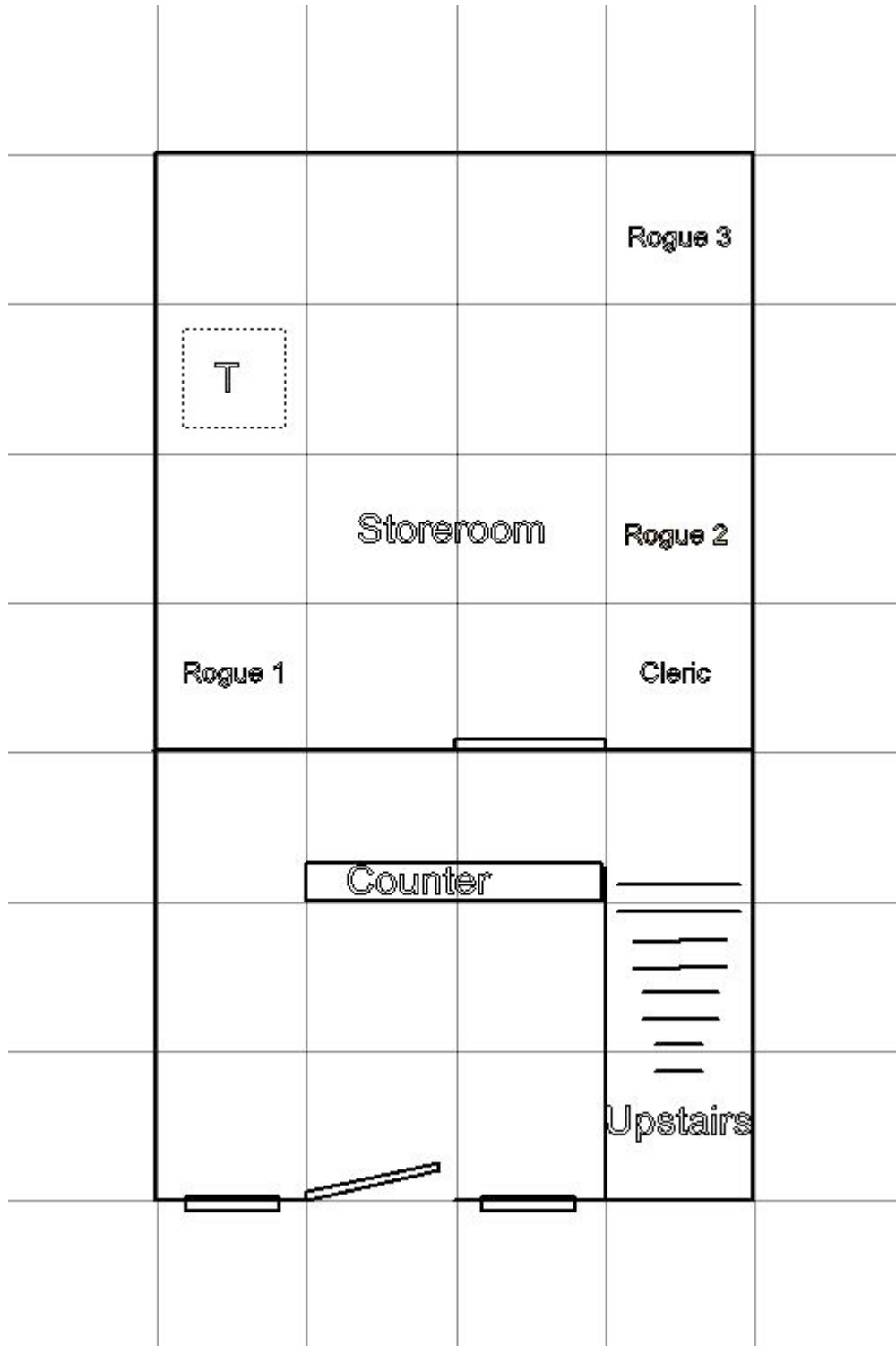
DM AID: MAP #2 – CHAMBER OF HORRORS

1 square = 5 feet



DM AID: MAP #3 – SUNDRY MAGICS SHOP

1 square = 5 feet



DM AID: NEW RULES

NEW FEATS

Divine Shield (Complete Warrior)

Prerequisite: Turn or rebuke undead ability, proficiency with a shield.

Benefit: As a standard action, spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts for a number of rounds equal to half your character level.

NEW ITEMS

Incense of Concentration (Magic Item Compendium)

This golden yellow block of incense is imprinted with a rune representing memory.

If burned while you prepare spells, this incense allows you to prepare one extra 1st-level spell for the day. You can benefit from only one exposure to incense of concentration in a 24-hour period.

Moderate transmutation; CL 7th; Craft Wondrous Item, *Rary's mnemonic enhancer*; Price 250 gp; Weight 0 lb.

Rod of Viscid Globbs (Magic Item Compendium)

An ooze of amber fluid leaks from this strangely sappy mahogany rod. The rod's surface is carved with tumorous bumps and weeping cysts.

A rod of viscid globbs fires a sphere of sticky material that acts like a tanglefoot bag. The rod can fire a glob up to 100 feet, and a glob acts as a splash weapon. A rod of viscid globbs can be used three times per day.

Moderate transmutation; CL 9th; Craft Rod, *entangle*; Price 2000 gp; Weight 2 lb.

Skill Shard, lesser (Hide) (Magic Item Compendium)

This tiny fragment of cast-off crystal glows with a minuscule bit of power.

When held, a skill shard telepathically whispers its command word into your mind. When you activate it, you gain a competence bonus on your next check with a specific skill, chosen during the item's creation. The check must begin before the end of your turn and must be completed within 10 minutes. A skill shard disintegrates when used.

Normal: +2 competence bonus

Greater: +5 competence bonus.

Moderate transmutation; CL 7th; Craft Wondrous Item, specified skill 2 ranks (lesser) or 5 ranks (greater); Price 50 gp; Weight 0 lb.

Beetle Elixir (Magic Item Compendium)

The viscous liquid in this vial has an oily brown color and smells a little like wet leaves.

Drinking beetle elixir causes your skin to harden, darken, and gloss over, and short antennae to sprout from your forehead. You gain darkvision out to 60 feet and a +2 enhancement bonus to your existing natural armor. (A creature without natural armor has an effective natural armor bonus of +0.) These effects last for 12 hours.

Moderate transmutation; CL 6th; Craft Wondrous Item, *alter self*, *darkvision*, Craft (alchemy) 5 ranks; Price 1350 gp; Weight 0 lb.

Tanglepatch (Magic Item Compendium)

Vines, creeping ivy, and gnarled roots knot together to form this dense tangle of vegetation.

To use a tanglepatch, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an entangle effect (as the spell) centered on the point of impact with a duration of 5 rounds. Once activated, a tanglepatch is expended and cannot be used again.

Faint transmutation; CL 3rd; Craft Wondrous Item, *entangle*; Price 200 gp; Weight 1 lb.