

SHE6-01

Flesh Torn Asunder

A One-Round D&D® LIVING GREYHAWK™

Sheldomar Valley Metaregional Adventure

Version 1.0

by Will Dover

Reviewer: Michael Moore, Sheldomar Triads Circle Reviewer: Steven Conforti

Playtesters: Katherine Akin, Robert Sean Harley, Doug LaVinge, Melanie Neumuller, Ryan White, Russ Yates

Murder here, murder there, murder everywhere. There is skullduggery afoot in the city of Hochoch as the bodies begin to stack. A Sheldomar Valley metaregional adventure for APLs 6-14, and Part Two of the Turf War series.

Note: This adventure will be of particular interest to Knights of the Watch, Knights of Dispatch, wizards, and members of roguish organizations. This adventure offers teamwork benefits. It is helpful to play SHE5-04 *A Cup O'eturned* prior to playing this adventure.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

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 scon40@aol.com. 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 table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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. Sidebars contain important information for you, including special instruction on

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 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.

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley 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.

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

ADVENTURE BACKGROUND

The Triumvirate who got the *Cup Insidious* in SHE5-04 *A Cup O'erturned* are now going for the second piece needed for their ritual, which they believe will bring the deity Vecna back to the Prime Material Plane. What they want is a piece of undead flesh that they believe to be from Vecna himself. Hired agents have found such a piece from the lower part of the Rushmoors in Keoland. The problem comes in getting such an item to Hochoch, the center of the conspiracy. The Knights are already suspicious that something is up from the Cup incident so the Triumvirate is going to need a diversion to get the flesh through. This diversion should be sufficient to tie up the Knights long enough for the item to get through.

Their opportunity has come in the form of the Keoish Regent Jessa's order for the Knights of the Watch to evacuate Fortress Goarada. One of the Flan Knights who died in the raid on that fortress, Watcher Steffan the Just, requested that the Knights cremate his body and scatter the ashes on the banks of the Realstream near Hochoch in Geoff. The Knights cremated her remains as requested, but they could not return the ashes to Hochoch because of the fallout at Goarada. Instead, the Knights gathered the ashes into a simple clay urn that would not draw attention, in case some Keolander got overzealous and wanted to hurt the Knights by desecrating the ashes. When the Knights evacuated the fortress, the urn containing the ashes went with them.

Before the urn left Goarada, however, the Triumvirate bribed a Keoish soldier to place the piece of flesh in the urn so that the ashes would conceal it. An undead agent named Nycos Dephos would then get the urn and retrieve the piece. Unfortunately, an ambitious rogue associated with the Midnight Ravens got word of the urn, stole it, and went to fence it to a known Midnight Ravens fence named Tywyn the Broker. The Triumvirate then ordered their agent in Hochoch to retrieve the urn. Being a vile undead, this agent killed two others, a Midnight Raven named Xavier Riverbend before he killed Tywyn and a Corporation operative named Bethany Grenda after (both of whom the PCs may have met if they played SHE5-04 *A Cup O'erturned*), to conceal the true nature of the crime and to escalate the tensions between the Midnight Ravens and The Corporation. It is just after the murder of Grenda that the PCs enter the adventure.

THE MIDNIGHT RAVENS

Very little is known about the Midnight Ravens except that which has been reported by a few brave adventurers. The Midnight Ravens seem to be a Thieves Guild of some sort, but suspicions are that their influence goes beyond

that scope. The few reported contacts with the guild indicate that they have a great deal of information, and they demand gold or favors in exchange for sharing it. The leader of the guild is unknown, but reports indicate dealings with someone using a female voice and identifying herself as the Aspect of Knowledge.

The Midnight Ravens claim to be interested in knowledge, apparently to use for future power grabs. When asked, they did not admit to committing the normal nefarious acts of a thieves' guild, but they did not deny those acts either. The only thing that the Midnight Ravens vehemently denied is being engaged with murder or other violent activities. As a result, many suspect that they are mainly into smuggling, protection rackets, and burglary. Unfortunately, no evidence has ever surfaced regarding the group's involvement in a crime.

Rumors have their base of operations in Hochoch. However, there are other rumors that indicate that the Midnight Ravens did not want to have anything to do with the new government and have departed the city. Which is true is one of the secrets exposed in this adventure.

THE CORPORATION

The Corporation is a group of rogues and other like individuals working inside Gran March. Because of the lawful and militaristic nature of their nation's government, The Corporation takes great pains to keep their existence the subject of superstition and legend. The group is itself a lawful organization with numerous different tiers. At the lower levels are (in ascending importance) associates, members, and senior members. PCs who are members of the Corporation are typically from these lower ranks.

Recently, a faction of The Corporation, led by their head of security, engaged in risky and public ventures, such as trying to assassinate Commandant Vrianian, which brought light to the organization. The main body subsequently allowed that arm to be discovered and to take the fall for all of their activities. Thus, the authorities believe that they destroyed this new incarnation of the Corporation, while the majority of the organization remained secretly intact. Members (not associate members) should know this operation as the Second Divestiture.

The Corporation has since gone back to its behind-the-scenes illicit activities. While Hochoch has changed hands yet again, they see the changes as an opportunity for them to gain some territory that would free them from Gran March interference. They are thus interested in taking over most, if not all, of the Hochoch underworld.

THE SITUATION IN HOCHOCH (AS OF EARLY CY 596)

In CY 594, Commandant Magnus Vrianian claimed the Gyri city of Hochoch and the rest of the area known as "the Cup" in return for the Gran March's continued support of Geoff's war effort against the giants. The Cup consists of the Gyric cantrev of Arweth and half of the cantrev of Rhwng yr Coed. His reasoning was that the giants took the city and the land from Geoff and that Gran March forces subsequently liberated the area from them. Geoff's Regent, Sierra Blackblade, at the time reluctantly agreed to Vrianian's terms and, due to the chaos in the Keoish court, this action went unchallenged.

In early CY 595, however, Hugo of Geoff, Grand Imperial Wyvern and head of the Knights of the Watch and the Knights of Dispatch, asked Commandant Vrianian to turn over the Cup to the Knights for their use. Vrianian, himself a Watcher and by oath subordinate to Hugo, had little choice but to grant Hugo his wish. While the new Regent of Keoland voiced her displeasure, there was little that the Court of the Land could do until the previously recognized noble that ruled the area, Padrig ap Bedwin, provides a timely challenge to the change. This change in leadership thus has stood so far.

Gaining a city, however, is not the same as helping it to grow and flourish. Thus, Hugo and his Knights are working towards establishing Hochoch as a strong trade and defense center. To this end, the Knights have invited many merchants from all over the Sheldomar Valley to establish businesses and commercial traffic in Hochoch. Hugo knows, however, that the economic future of Hochoch and the Cup depend on his Knights establishing law and order in a region only recently freed from the threat of attack from the war and full of freedom-loving Gyri. Whether or not the lawful Knights can succeed in helping Hochoch to flourish, while keeping their own agendas and frayed reputations afloat, is the question.

The beginning of CY 596 still sees Hochoch in transition. With the victory of the allied forces in neighboring Geoff, merchant trade is beginning to flourish under the new government. Many of the city guard, however, have left the city to move to the Downlands. Thus, the Knights are not quite equipped to maintain their normal law and order in Hochoch.

ADVENTURE SUMMARY

Introduction: Bethany Grenda recruits the PCs to help investigate some incidents in Hochoch that are affecting her business. Those who played *SHE5-04 A Cup O'eturned* receive a note playing off of this prior relationship. Those who did not get a note based on their reputation as adventurers.

Encounter 1: The Third Body: While waiting at The Boar's Other Knuckle for the meeting, the PCs hear a

crowd gathered around the body of Bethany Grenda lying dead in the street. Dephos set a magical trap on the body. Only a thorough search triggers the trap.

Encounter 2: Cleaning up the Mess: A group of city guards led by a Knight of the Watch arrives. After questioning them, the Knight asks them to investigate this murder as a favor for the city government, who is still rather short-staffed for doing this sort of investigative work. She tells them about the murders of Tywyn and Riverbend and asks for their help in investigating all three murders.

Encounter 3: The Second Body: The party investigates the murder of Tywyn the Broker and finds out about the urn from his second set of books.

Encounter 4: The First Body: The party investigates Riverbend's murder and finds out that Riverbend answered to the Aspect of Sight, a leader in the Midnight Ravens.

Encounter 5: Word on the Street: The PCs may want to use Gather Information or Knowledge (local) to find out more background on anything they have learned. This encounter provides those answers via an encounter with their old friend, the elven merchant Parwyn Amastacia.

Encounter 6: From a Raven's View: At some point, if the party has a Midnight Raven PC, the party may want to contact the Midnight Ravens to confirm what they find out from the murders of Tywyn and Riverbend and get more background on the Ravens' side of the conflict. They find out that the Aspect of Sight is trying to maintain control of the Midnight Ravens' operations in Hochoch on his own. This encounter provides those sorts of answers.

Encounter 7: Within the Body Corporate: If the party has a Corporation PC, the party may also want to seek out someone in The Corporation who can shed some light on Tywyn and Grenda's murders. This encounter deals with those issues.

Encounter 8: Knights: Based on investigating Tywyn's murder, the PCs may want to revisit the Knights to find out more about the urn and what they have learned since the last adventure in this series.

Encounter 9: Down among the Dead: Fearing that the PCs may be getting too close, the Triumvirate asks Dephos to kill the PCs in a nearby cemetery, using the now-empty urn as bait. He does this using traps provided by one of the Triumvirate and some undead that he has found on his travels through Sterich.

Encounter 10: The Assassin: Having weakened the party with the traps and undead, Dephos himself now comes to finish them off. He is, of course, confident enough in his abilities that he tells the party of the Triumvirate and their plans as they fight.

Conclusion: The party learns that there is a group called the Triumvirate who has exacerbated the situation in Hochoch's underground in order to gather together relics of power from the Occluded Empire. They also learn that the Aspect of Sight is the reason why some of the Midnight Ravens have stayed in Hochoch. Finally, if successful, they have denied the Triumvirate a powerful agent from their use later on.

PREPARATION FOR PLAY

There are a number of questions to ask before beginning the adventure. First, you should know which players played *SHE5-04 A Cup O'turned* with their PCs. This affects how Grenda contacts each PC. Second, you should find out about each PC's metaorganization memberships. This will affect what they know prior to this adventure and whom they may contact.

BISSEL

The Bissel Free Companies and a small company of Bissel regulars operate in Geoff to assist with security and reconstruction. Given that Hochoch has served as a rear area for the conflict with the giants, it is reasonable for PCs in these armed forces to find rest and recreation in the city. This would be considered as part of the mandatory military service for those PCs.

PCs who are members of the Thieves' Guild of Dountham may want to report to their guild about what they find out about the changes in the Hochoch underworld. The Guild is too involved in Dountham affairs to expand their operations into Hochoch. Note on the Critical Event Summary if these PCs do make such a report.

During the course of the adventure, PCs who are Mist Chameleons may find out more about the gathering of these various evil artifacts. Knowing that this might be of interest to Evard the Necromancer and, subsequently, to Regent Saralind, they may want to make a report to a Bissel noble on these events. Note this in the Critical Event Summary.

GEOFF

As Hochoch was, until recently, Gyri territory, many Geoff PCs will have various reactions to the city's new government. With the recent victory over the giants, Hochoch is still flush with returning veterans waiting to be released from service.

PCs who are members of the Midnight Ravens have an all-together different interest in this situation once they discover that their organization is involved. It is generally understood within the group that unnecessary conflict is bad for business. Thus, Midnight Ravens PCs should expect that the group is planning to leave Hochoch. They, however, may have heard rumors that the Midnight Ravens still has a presence. If they choose

to report what they find out in this adventure, this should be noted on the Critical Event Summary.

GRAN MARCH

With the victory over the giants, many Gran March soldiers come to Hochoch for rest and recreation while waiting for reassignment or release. The Gran March military would have little interest in any of the events in this adventure at this time; Commandant Vrianian has instructed all military commanders that Hochoch's problems are now Watcher and Dispatcher problems. Members of the School of Hard Knocks are also heading out to see if there are any giant items that would be worth displaying in their Great Hall in Shibolet.

Corporation PCs, on the other hand, may be here looking for new territory for Corporate interest. The shift in leadership from Gran March to the Knights has caused only a small wrinkle in their plans to control the criminal rackets in Hochoch. Corporation PCs can make a Knowledge (local - Sheldomar Valley metaregion) check at a DC equal to the APL to know this (this is more difficult for higher level PCs as they are more than likely off adventuring and less involved in regional affairs). If the PCs make the check by 10 or more, they get the name of Bethany Grenda as one of the point-takers in the various operations to gain control of the underworld.

KEOLAND

Those PCs with strong ties with the Keoish nobility are in Hochoch to observe the transition of power to the Watchers and Dispatchers. It is no secret that many in the Court of the Land do not like them being in control of Hochoch and would be very interested in anything that would undermine the Knights' claim on the city. Evidence of strong underworld activity and evil influences would be very useful at court. This should be noted on the Critical Event Summary.

Also, the ex-Regent Jessa recently sent 15,000 soldiers into Geoff to defeat the giants and make the nation stable. PCs who are in the Royal Army would likely find their way to Hochoch for rest and relaxation like the other foreign soldiers assisting Geoff.

If the PCs discover that the events in this adventure are related to the Cup from the previous, they may want to inform the Silent Ones of its existence. The Silent Ones are starting to do research on the matter and are interested in any relevant information. Note any reports to them on the Critical Event Summary.

The Niole Dra Thieves' Guild, being information brokers, are very interested in what's going on in Hochoch. Even if they do not act on it directly, they could sell the intelligence to someone else. Note if any PC sends word to this organization on the Critical Event Summary.

KNIGHTS OF THE WATCH/KNIGHTS OF DISPATCH

This group is taking over Hochoch after Commandant Vrianian gave it to them earlier in CY 595. Thus, Knight PCs may be here on business related to the establishment of a new city government or out looking for a new home (particularly if these PCs are from Bissel or Keoland). There is plenty of work to be done, especially tasks befitting a Squire or Senior Squire. They can stay at the Knights of the Watch Chapterhouse located in the Old City located at O3 on the players' map of Hochoch (*Player Handout #3*). Furthermore, Knights have police powers within Hochoch and can arrest criminals if necessary. If any Knight PCs choose to report what they find during the course of this adventure to their superiors, Note this on the Critical Event Summary.

THE PRINCIPALITY OF ULEK

While Hochoch is far from the Principality, there is at least one group who is paying attention to the situation. PCs who are members of the Society of Shadows are contacted by Allinel Nightshade, Matron of the Thunderstrike Shadows. Nightshade tells these PCs that the Society is very interested in information about the new government and any criminal groups operating within Hochoch. They cannot pay anything at this time, but will not forget PCs who provide that information. A DC 35 Sense Motive check against Nightshade indicates that she is interested more for her own interests than the best interests of the Society as a whole.

THE YEOMANRY

The Academy of Lore is particularly interested in developments in Hochoch as they have learned that one of their members actually transported the Cup. They are extremely interested in events related to the Cup so as to remove the blot on their reputation that this incident might bring. Any contact with the Academy should be noted on the Critical Event Summary.

The Rascals have more than enough to do in the Yeomanry than to work to acquire more criminal territory. However, they would be interested in any intelligence concerning who controls the Hochoch underworld. Note whether or not PCs contact the Rascals in the Critical Event Summary.

FOR PCS FROM OUTSIDE THE SHELDOMAR VALLEY METAREGION

Most PCs from other regions are in Hochoch just passing through. If a PC is a member of a thieves' guild organization, they may choose to report the state of affairs in Hochoch. If they do, indicate this on the Critical Event Summary.

For PCs that do not fit in with one of these hooks, you should just find some explanation that makes sense

for the character, even if it is only just vacationing away from their home region.

INTRODUCTION

PCs that have played in the adventure SHE5-04 *A Cup O'erturned* receive a copy of *Player Handout #1*. This letter reintroduces Grenda to the players and encourages them to return to Hochoch for more work. PCs that did not play the previous adventure will get a copy of *Player Handout #2*. These letters come to each party member regardless of where they are located in the Flanaess.

After the party agrees to meet with Grenda, they go to Hochoch off-stage without incident. Unless the PCs have some justification for arriving together, each PC arrives in Hochoch separately. The Boar's Other Knuckle is at position C3 on *Player Handout #3 – Map of Hochoch*. Thus, there is no provision for the casting of such spells as *heroes feast*. Read the following to them:

You have arrived at Hochoch shortly before the time of your meeting. The sun has set, and you manage to get through the city gates with little difficulty. This is a good thing, for otherwise you would be severely late. You make your way to the area of the city known as the Commons, for this is where The Boar's Other Knuckle is found. The bar has all the atmosphere of its predecessor; it is a rough and tumble establishment similar to those servicing adventurers all over Oerth. There is a burly fellow of Flan descent tending bar as you enter.

The bartender's name is Caleb. If asked, Caleb directs each PC to a table reserved by Grenda. He will also ask that PCs with animal companions have them tethered outside as they tend to make a mess. At this point, have each player describe their PC to the rest of the table. The PCs might also ask about Medwen the Rack. She was a well-known barmaid who worked at the Boar's Other Knuckle. She has opened her own tavern, the Wild Hunt, in Aberglain.

ENCOUNTER 1: THE THIRD BODY

The party may want to order food and/or drink while they wait. They may even want to indulge in a *heroes feast*. A waitress can take food and drink orders for the party. The food and drink arrives, and the *heroes feast* (if any) can begin. The events in the following box text occur during their meal, and thus interrupt the casting of the *heroes feast*. Read the following (adjusting its content based on what the party eats and/or drinks):

Your food and drink arrive at your table. It is pretty good considering your location. You get started eating, when, suddenly, a young Gyri lad bursts through the door. He is screaming, "Dead lady outside! Dead lady outside!" Many of the

patrons in The Boar's Other Knuckle drop what they are doing and go outside.

It might be possible that the PCs do not immediately go out there to investigate. If this is the case, read the following:

As the customers start to leave, the bartender grabs the young lad and says, "Now, Elis, what are you carrying on about? Don't you know scaring folks out of their wits is bad for business?"

"I am sorry, Caleb, but it is bad! She's that trader lady from outta town that has been here in the bar! You know, the one with the pretty red hair! You know she's gotta be someone important, seeing how she was asking all those questions and all!"

This brief description matches that of Grenda and should be enough to encourage the party to check out the situation. Read the following:

As you go outside, you see a crowd of about two dozen people gathering around the entrance to an alleyway to the right side of the bar as you exit. Some of the crowd you recognize as customers you saw in the bar earlier.

Use DM Aid: Map #1 for setting up this encounter. While there is no combat in this encounter per se, a map is useful for determining how many of the crowd is affected by the party's actions in this encounter. Besides, it will cause the players to think that there is a combat coming when (unless they truly play this out badly) there should not be.

If the party thinks to work the crowd for information, this is a DC 10 Gather Information check. Someone in authority, like a Knight of the Watch, a Knight of Dispatch, or an officer in one of the allied forces, automatically succeeds at this check. The two people who talk say the same thing: the body just appeared in the alley's entrance. They saw no one around it.

Getting to look at the body is a simple task. A DC 10 Bluff, Diplomacy, or Intimidation check convinces enough people to move aside so that the party can get to the body. Any PC identifying themselves as someone who can heal or as someone in authority, like a Knight of the Watch, a Knight of Dispatch, or an officer in one of the allied forces, automatically succeeds at this check. Once the PCs get to the body, read the following:

Once you get past the crowd, you see the prone form of a young red-haired woman in fine clothing available to the fairly well-to-do. She is very pale in color as if all of the blood has drained away from her body.

Those PCs who have met Grenda before automatically recognize her, and those who have not note that she is wearing the red rose as she said she would in her letter. A Heal check on the body automatically

succeeds to determine she is dead. If a player chooses to roll a check, he or she learns other information about the body:

Automatic: The body has been disemboweled. It has been damaged significantly as a result.

DC 10: The body appears to have lost a lot of blood, but there is little blood on the victim's clothing or on the ground.

DC 15: There are a lack of bruises and other defensive wounds on the body.

DC 20: There are two puncture wounds on the neck (taking 20 on the check allows this to be found automatically).

The party will obviously want to search the body. They can take 20 on the check as there is plenty of time before the city guard shows up. They will find a +1 mithral buckler, a cloak of charisma +2, a +1 mithral chain shirt, a +1 rapier, an amulet of health +2, a set of gloves of dexterity +2, a hat of disguise, her well-made clothes, a ring of mind shielding, a ring of protection +1, and a sap. The hat is currently disguised as a ribbon gathering her hair. There is not enough time to perform a full magical survey of her gear, but with a successful DC 20 Search check, they find a leather-bound, untitled book covered in arcane symbols. PCs can take 20 on this check, since discovering the book carries with it no risk. Furthermore, if anyone moves the body before they find the book, the book falls out and the party automatically finds it.

Trap: The book on Grenda's body has been booby-trapped with a magical device containing one or more traps. These traps target a large number of people. By doing this, Dephos believes that he will discourage further investigation.

The trap is contained in a small book provided by the Triumvirate. Opening the book triggers the trap. Assume the center point of each burst is the upper right corner of the square of the person opening the book.

APL 6 (EL 7)

✦ **Heightened Acidball Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (heightened (to 6th level) energy substitution (acid) *fireball*, 11th-level wizard, DC 19 Reflex half, 10d6 acid); Search DC 31; Disable Device DC 31.

APL 8 (EL 9)

✦ **Heightened Delayed Blast Acidball Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (heightened (to 8th level) energy substitution (acid) *delayed blast fireball*, 15th-level wizard, DC 22 Reflex half, 15d6 acid); Search DC 29; Disable Device DC 33.

APL 10 (EL 11)

✦ **Heightened Delayed Blast Fireball Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (heightened (to 8th level) *delayed blast fireball*, 15th-level wizard, DC 22 Reflex half, 15d6 fire); Search DC 29; Disable Device DC 33.

✦ **Heightened Delayed Blast Acidball Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (heightened (to 8th level) energy substitution (acid) *delayed blast fireball*, 15th-level wizard, DC 22 Reflex half, 15d6 acid); Search DC 29; Disable Device DC 33.

APL 12 (EL 13)

✦ **Sculpted Empowered Cone of Fire Trap:** CR 12; magic device; proximity trigger (*alarm*); no reset; spell effect (sculpted (to 20' burst) energy substitution (fire) empowered *cone of cold*, 15th-level wizard, 15d6 + ½ of 15d6 fire, DC 17 Reflex half); Search DC 26; Disable Device DC 30.

✦ **Heightened Delayed Blast Acidball Trap:** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (heightened (to 9th level) energy substitution (acid) *delayed blast fireball*, 15th-level wizard, DC 23 Reflex half, 15d6 acid); Search DC 30; Disable Device DC 34.

APL 14 (EL 15)

✦ **Sculpted Maximized Cone of Fire Trap:** CR 14; magic device; proximity trigger (*alarm*); no reset; spell effect (sculpted (to 20' burst) energy substitution (fire) maximized *cone of cold*, 17th-level wizard, 90 hp fire, DC 17 Reflex half); Search DC 26; Disable Device DC 30.

✦ **Sculpted Empowered Cone of Acid Trap:** CR 12; magic device; proximity trigger (*alarm*); no reset; spell effect (sculpted (to 20' burst) energy substitution (acid) empowered *cone of cold*, 15th-level wizard, 15d6 + ½ of 15d6 acid, DC 17 Reflex half); Search DC 26; Disable Device DC 30.

Note: At APLs 8 to 14, because the two *alarm* spells used in the triggers have been within 10 feet of one another for more than 24 hours, the Search DC for discovering the traps is reduced by 4 (as per the *Player's Handbook*, page 172). The DCs above are already modified to reflect this reduction, but since this is a visible effect; blinded searchers will not gain this advantage (raise the Search DCs by 4 in that case).

If the trap goes off near the body, it does enough damage so that no one will find out the cause of Grenda's death. Also, unless the party thinks to move the mob outside of the 20 foot radius of the trap or move the trap away from the crowd the required distance, the crowd will be caught in the blast. Even if they make their saves,

the damage from these traps will kill any commoner outright.

Treasure: While Grenda had many valuable items on her person, the city guard that appears in the next encounter will want to take possession of them as evidence. They also may be damaged if the trap goes off, as they are unattended.

Assuming that a PC wants to grab some loot from the body, would-be thieves can only obtain light weapons and small objects. This limits the available items to the *amulet*, the *gloves*, the *hat*, either of the *rings*, and the *sap* and thus the Treasure Summary only includes these items. Each *ring* was worn inside of the *gloves*; to get to them, someone must remove the *gloves*. However, looting a murder victim is illegal under Hochoch's new leadership. Would-be thieves should make a DC 10 Knowledge (local – Sheldomar Valley metaregion) check to know this (if common sense should fail the PCs).

Finding an item via a normal search takes two minutes minimum unless magical means are available. Grabbing an item off Grenda's body is automatic, as she is dead. However, the would-be thief must roll a Slight of Hand check against every other PC's Spot check as well as that of the crowd. The crowd's Spot check is essentially treated as one roll with many Aid Another checks and so the DC is 34 (an average roll of 10 with 12 assists). If the crowd sees the theft, they immediately cry "Thief" and continue with the outcry until the city guard shows up in Encounter 2.

Development: If the PCs do not search the body and leave it unattended for any period of time longer than a minute, someone from the crowd starts searching the body and automatically finds the trapped book, open it, and set off the trap. This undoubtedly kills most of the crowd, as it consists of commoners and experts, and forces the PCs to make saves against the traps. Unless they deactivated the trap or took damage from it, they receive no experience points for it.

Five minutes after the party arrives at the scene, the city guards show up in Encounter 2. What the party did in this encounter dictate the response from the city guards.

ENCOUNTER 2: CLEANING UP THE MESS

After finding the dead body of Bethany Grenda in Encounter 1, a group of city guards shows up on the scene, led by a Knight of the Watch on horseback. Using DM Aid: Map #1, the group approaches the crowd from the south. Read the following:

While you are examining the body, a deep male voice cries out, "Make way for the city guards! Make way!" The crowd parts, and a group of eight soldiers make their way towards you. Behind them on

horseback is a woman in finely crafted full plate armed with lance and shield. The steel shield is painted black with the image of a large white owl on the field. The woman yells out, "Freeze, all of you, by order of the Grandiose Imperial Wyvern Hugo of Geoff!"

The woman on horseback is Watcher Branwen, Trustworthy Vigil. She is currently on patrol with this group of guards. Normally, such duties would belong to a Senior Squire, but there are still too few of them in the city. Thus, newly knighted Vigils are filling the gaps.

Watcher Branwen immediately orders everyone to back away from the body, including any PCs who are searching the body, and orders her troops to surround the body, keeping the PCs inside the circle of troops. After the way is clear, she addresses the PCs from her mount. From that point, the reaction of Watcher Branwen and the guards are entirely dependent on what the PCs have done so far.

SIMPLE INVESTIGATING

If the PCs have done nothing except examine the body and give a reasonable accounting of their actions to Watcher Branwen, player characters can attempt a Diplomacy check to earn the Watcher's trust. Assume that Watcher Branwen's initial attitude is Indifferent, and she learns to trust the party with a result of Friendly (a DC 15 Diplomacy check, others can assist). If the PCs have disabled the trap in Encounter 1 and inform the guards during their elocution of events, this adds a +5 circumstance bonus. Feel free to award an extra circumstance bonus of up to +2 for exceptional roleplaying. If a member of party is a Knight of the Watch or Knight of Dispatch, this check automatically succeeds.

Players may also mention that they have a trapped book in their possession (from Encounter 1). At this point, Watcher Branwen will offer to escort the party to Waterwatch Castle (the current headquarters of the Knights located at position H1 on *Player Handout #3 – Map of Hochoch*). There, the party can trip off the trap without harming anyone as the Knights will provide a large stone-walled room there for safe detonation.

If player characters earn Watcher Branwen's trust, she takes them into her confidence. Her face deepens with concern, and she pulls the party aside. Proceed to What the Watcher Knows below.

SET OFF THE TRAP

If the party has set off the trap, Watcher Branwen's initial reaction depends on several factors. If the party took precautions to avoid any casualties in the crowd, her initial reaction is Indifferent, and a DC 15 Diplomacy check adjusts the reaction to Friendly. If the party has caused the death of anyone in the crowd from the trap, her initial reaction is Unfriendly, and any offensive

actions on the part of the party will provoke combat. It takes skillful diplomacy to get the Watcher to Friendly (so that the adventure continues). It can be done with one DC 25 Diplomacy check or two successful checks at DC 15 (the first check, if successful, takes the attitude to Indifferent and the second check to Friendly). Parties can have one retry at any failed check. Having a Knight of the Watch or Knight of Dispatch in the party gives a +5 circumstance bonus to the check; while this improves the chances of Watcher Branwen looking favorably on the party, it is not as automatic as if they had disabled the trap in the first place. The party can also mention that it happened accidentally while they were investigating the murder of their potential employer; this is worth a +2 circumstance bonus. If successful, proceed to What the Watcher Knows below. If someone else in the crowd set off the trap, this is worth a +5 circumstance bonus as the body of the bystander will be near ground zero of the blast. If the diplomatic efforts of the party are unsuccessful, Watcher Branwen will seek aid elsewhere, and this adventure will end for this party.

LOOTING THE BODY

If any of the party is discovered looting Grenda's body, Watcher Branwen's initial reaction is Unfriendly, and any offensive actions on the part of the party will provoke combat. It takes skillful diplomacy to get the Watcher to Friendly (so that the adventure continues). It can be done with one DC 25 Diplomacy check or two successful checks at DC 15 (the first check, if successful, takes the attitude to Indifferent and the second check to Friendly). Having a Knight of the Watch or Knight of Dispatch in the party gives a +5 circumstance bonus to the check; while this improves the chances of Watcher Branwen looking favorably on the party, it is not as automatic as if they had disabled the trap in the first place.

If there is any failure in the Diplomacy checks, Watcher Branwen places the PCs under suspicion under arrest. Quick-thinking PCs can try to negotiate their way out. Because of the situation, Watcher Branwen will allow the perpetrator and the party to work off some of the jail time for the theft by investigating the case. The perpetrator will still have to do some time, however; remember not to strikethrough the **Imprisoned in Hochoch (First Outcome)** AR effect. Proceed to What the Watcher Knows below.

WHAT THE WATCHER KNOWS

Here is what Watcher Branwen knows about the murders so far:

- This is the third murder in a series that has been going on for the last couple of days.
- There has been blood loss and disembowelment in all three cases. Fearing the work of a vampire, the Knights have been beheading each corpse to ensure

they do not rise again. Grenda's body will be beheaded as soon as they can get the body back to Waterwatch Castle.

- Grenda's murder was the first to be out in the open.
- The first murder victim was a halfling named Xavier Riverbend. He was found in his apartment in the Low Quarter. From the looks of the apartment, the murderer or murderers were looking for something. As for Riverbend himself, he had the reputation of being a retired adventurer.
- The second victim was a human merchant named Tywyn the Broker. He dealt in consignment goods, buying used goods from others as cheaply as possible and selling them at a profit. The murder occurred in his store/apartment in the Market Quarter. Again, the murderer or murderers apparently was looking for something in both the store and the apartment.
- She can give directions to both of the other crime scenes.
- There has been no time to conduct a thorough investigation at either of the previous two murders. For now, two Knights who are clerics of Heironeous have cast a *forbiddance* spell on each crime scene (if it comes up, yes, this is expensive, but having an undead assassin in the city is serious business). Each spell is aligned Lawful Good and has the password "reciprocity" placed on it to allow investigators who are not Lawful Good to enter. Watcher Branwen does not verbally speak the password, but will write it down for the party. The doors to each building are also padlocked, but Branwen has the keys and gives them to the party.
- There were no witnesses to either of the first two murders.

Those who played in SHE5-04 *A Cup O'eturned* recognize Riverbend as running a rogue operation in Hochoch.

SPEAKING WITH THE DEAD

The party may want to cast a *speak with dead* spell on the body. The body, however, has severe damage so it is only able to give out recent information. Also, if the caster is not Lawful Neutral, the body gets a Will save (+5). If the caster is successful, the party gets the following information.

- Grenda was attacked while taking a shortcut through an alley.
- She took the short cut because she was running late for a meeting at the Boar's Other Knuckle.
- She was caught by surprise.
- She felt cold hands on her when she was attacked.

That is all she knows. If the party wants the Knights to cast the spell, they will the next day (thus, any results are outside of play).

Trap: If the PCs have not found and disabled the trap in Encounter 1 before they leave this encounter, one of the city guards searches the body after the party has moved far enough away from the crowd. He finds the trapped book and sets off the trap. Watcher Branwen survives, but the city guard and the crowd are not so lucky. The PCs emerge unscathed and, hearing the explosion, may turn around to go back to the scene of the crime. Unless they deactivated the trap or took damage from it, they receive no experience points for it. Also, as noted in Encounter 1, if the trap goes off near the body, there is enough damage so that no one will find out the cause of Grenda's death.

Creatures: Watcher Branwen, Trustworthy Vigil, is a veteran in the Army of Liberation and has only recently been knighted. She has seen action at Bloody Ridge, Preston, and Gorna. Watcher Branwen is an expert rider and is quite competent in battle on her paladin's mount, Challenger.

The other members of Watcher Branwen's squad are Gyri and Marcher infantry veterans who have seen action since the beginning of hostilities. They have seen adventurers in action during their tours of duty and will not take any chances in their capture.

All APLs (EL 15)

🗡️ **Watcher Branwen, Expeditious Vigil, Female Human Pal10/Knight of the Watch2:** hp 108; see Appendix 6.

🐎 **Challenger (Paladin Mount), heavy warhorse:** hp 75; see Appendix 6.

👤 **Town Guard Veterans, Male and Female Human Ftr8 (8):** hp 72 each; see Appendix 6.

Tactics: Watcher Branwen is not looking for a fight here, but will give one if the party is unruly. She orders the troops to ready weapons and then Unleash Inner Strength on herself. She recognizes adventurers are tough opponents and tries to knock them out unless the party uses lethal force. After that, it is no holds barred.

Treasure: While the city guards and Watcher Branwen have a great deal of treasure, the party will have no time to loot the bodies as some of the crowd have already called for more guards. Allow the party to escape if they defeat the guards, but do not allow them any of the guards' gear.

Development: The usual path would be for the party to investigate the remaining crimes for Watcher Branwen, either because of her favor or because they are trying to keep one of their thieving members from an extended stay in a Hochoch prison. If the party accepts her offer, she will provide paperwork that shows that the party are working for the Knights as investigators in this

matter. She will also provide access to holy water and silver weapons. Their next move will probably take them to either Encounter 3 or Encounter 4 to investigate the prior crime scenes; if they do not think of it on their own, have Watcher Branwen suggest it. If the party opts to use Gather Information to find out what is going on from the local populace, go to Encounter 5.

If the party engages the city guard, there are different results. If the party was defeated, they can petition (with automatic success) to work off part of their sentence by investigating the crimes. They will still have a term of imprisonment, but it will be less severe. Remember not to strikethrough the **Imprisoned in Hochoch (Second Outcome)** AR effect. The party can then be released to continue with the adventure.

If the party engages and defeats the city guard, allow them to exit from the city and award them the xp for the encounter. The adventure ends for this party at this point. From here on out, they are considered to be Outlaws in Hochoch. Members of the Knights of the Watch or the Knights of Dispatch who are Outlaws are immediately removed from the Order. If outlaws return to Hochoch, they are automatically captured and imprisoned for 156 TUs. Remember not to strikethrough the **Outlaw in Hochoch** AR effect.

ENCOUNTER 3: THE SECOND BODY

This encounter deals with investigating the store and apartment of Tywyn the Broker. The party gets here from the directions given by Watcher Branwen, Expeditious Vigil, in Encounter 2.

The directions given to you by the Watcher take you to the Market Quarter. There, you find an elaborate two-story building with a sign with three gold balls painted on it that says "Tywyn the Broker – Consignment Sales and Acquisitions" in both Common and Flan. The building is built of brown river stone and mortar at great expense.

The door to the store has a padlock on it to prevent entry. If the party asked, Watcher Branwen provides them with a key. Otherwise, opening the lock requires a DC 30 Open Lock check. Also, remember that there is a *forbiddance* spell (CL 11th) in place. Anyone not speaking the password and not of Lawful Good alignment takes damage per the spell's description.

The store is on the lower level, and the apartment is upstairs. Every room has been ransacked. However, one item still remains there for the party to find. On a Search check (DC APL + 20) (take 20 is allowed as are assists from other PCs), they find a set of ledgers under loose floorboards in the apartment. While the dates are readable, the entries in the ledgers are encoded, but either a DC 25 Decipher Script check or a *comprehend languages* spell cast shows that an entry made a couple of

days before the murders indicates that Tywyn purchased an urn from someone named Alain. The urn's description has a name associated with it: Watcher Steffan the Just. Watchers and Dispatchers recognize the name on either a DC 10 Knowledge (nobility and royalty) check or a DC 10 Knowledge (local -Sheldomar Valley metaregion) check as a Knight who recently fell at Fortress Goarada.

A day after the entry of the Urn, Tywyn noted that a person came by wanting to buy the Urn for 2,000 gp. He called himself Dephos. Tywyn noted that he told this Dephos that the urn was not available now, but he could get his hands on it. He did this to stall Dephos so that he could talk to Alain about the offer. The amount was too high and Dephos seemed too desperate to have it.

The ledger also has several past entries that mention the name of Xavier Riverbend. The last one was about six months ago. It mentioned the possible sale of a goblet that Riverbend had acquired. Riverbend cancelled the transaction because he "misplaced the item." This entry is, of course, related to the events in SHE5-04 A Cup O'eturned.

Development: If the mention of a Knight in this ledger pushes the party to go back to the Knights for more information, go to Encounter 8. If they may choose to pursue the Riverbend lead, go to Encounter 4.

ENCOUNTER 4: THE FIRST BODY

This encounter deals with investigating the store and apartment of Tywyn the Broker. The party gets here from the directions given by Watcher Branwen, Expeditious Vigil, in Encounter 2. Encounter 3 may also provide additional impetus to follow this lead.

Riverbend's apartment is in a converted inn in the Low Quarter. The inn is obviously a failed establishment converted to rental units for poor citizens. The sign on the building reads "Elysium Hall – Xavier Riverbend, landlord".

The door to the apartment building has a padlock on it to prevent entry. If the party asked for a key in Encounter 2, the party has a master key. Otherwise, opening the lock requires a DC 30 Open Lock check. Also, remember that there is a *forbiddance* spell (CL 11th) in place. Anyone not speaking the password and not of Lawful Good alignment takes damage per the spell's description.

It is easy to find Riverbend's landlord apartment on the first floor. If the party cares to check, the rest of the apartments are empty. The Knights made the rest of the residence move, partially to keep them protected from the *forbiddance* spell, partially to prevent any entry into Riverbend's apartment.

Every room in Riverbend's apartment has been ransacked. There is, however, one item that the party can

find. On a Search check (DC APL + 20) (take 20 is allowed as are assists from other PCs), they find a lockbox with encrypted notes inside. The box has a lock requiring a DC 30 Open Lock check before opening. The notes are encoded, but either a DC 25 Decipher Script check or a *comprehend languages* spell cast reveals their contents. Three major facts come out from study of the notes:

- Riverbend was up to various shady dealings, some of which were criminal. There are notes about thefts, extortion attempts, and assaults dating back a couple of years.
- Riverbend had recently gotten two sets of messages. The first told him to pull up stakes and move from Hochoch. It was unsigned, but there is a broken silver wax seal of a raven which originally sealed the letter. Only a Midnight Raven can recognize this symbol on the seal as coming from the Convergence. The second note was asking him to stay to "look after things in the city." It is also unsigned, but has a different wax seal on it. Only a Midnight Raven can recognize this symbol as possibly coming from the Aspect of Sight. This is an unusual situation as Aspects generally do not leave any identifying marks like signatures or seals on their documents. Midnight Raven PCs may want to roll a Forgery check for validity; this automatically succeeds and identifies the document as genuine. Midnight Ravens also know that the Convergence is the overall leader of the Midnight Ravens and that the Aspect of Sight is one of the Convergence's lieutenants.
- Riverbend got a note from someone named Alain mentioning a container that Alain had "acquired". He had planned on selling the container to Tywyn the Broker and giving the appropriate cut to Riverbend.
- Finally, Riverbend got a note from Tywyn asking him to contact Alain about the "merchandise." The broker had a potential buyer named Dephos, but he did not trust the deal. The fact that Tywyn consulted Riverbend indicates that Riverbend was someone of importance in the Hochoch underworld.

Development: If the party has not visited the store of Tywyn the Broker, this might lead them to do so. If the party chooses to visit the store of Tywyn the Broker, go to Encounter 3. Midnight Ravens may also want to find out more about what the messages mean and go to Encounter 5.

ENCOUNTER 5: WORD ON THE STREET

This encounter can occur anytime the players want their PCs to use Gather Information checks to get word from the populace.

BETHANY GREENDA

Members of any Sheldomar thieves' organization have a +5 circumstance bonus to these Gather Information checks.

DC 15: The woman was here to investigate potential business ventures in the City of Hochoch. She had talked to several merchants already.

DC 20: She is from Gran March. Rumor has it that she is a licensed member of the Keoland Guilds and is capable of acting on behalf of the Keoland Guilds.

DC 25: Initially, she was very curious about the changes in Hochoch and the potential of using Hochoch as a trade city. Lately, her questions became more about the bard Trevor ap Tryvan.

TREVOR AP TRYVAN

Geoff PCs, Gran March active-duty military PCs, and Yeomanry Militia PCs have a +5 circumstance bonus to these checks.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 10: Trevor ap Tryvan is a bard who is quite wealthy from his profession. He has been in retirement for years and is a recluse. No one knows where he lives.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 15: He is known to be a collector of antiques and typically uses an intermediary to handle negotiations.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 20: He is willing to engage smugglers and rogues to obtain pieces he wants for his collection, though he has never been known to kill anyone in the process.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 25: Rumor has it that he recently acquired an antique goblet found in the Sea of Dust. Other rumors say that he had instead contracted a third party to dig up the goblet from the desert, only to have the goblet stolen before ap Tryvan could get it.

THE SITUATION IN HOCHOCH

Members of any Sheldomar thieves' organization have a +5 circumstance bonus to these checks.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 10: The transition of government appears to be going very smoothly. The Knights have not taken full control over the city, but will in a few months. They have started assisting in patrolling the streets.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 15: There are

tensions within the Hochoch underworld. Many rogues and ruffians are thinking of moving to greener pastures.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 25: Their concern is not over the Knights' lawful governance, but over the power vacuum in the city. Right now, several criminal organizations are looking to gain territory in the city during the power transition, following the idea that chaos brings opportunity.

At some point while the party is gathering information, they will run across an elven merchant named Parwyn Amastacia. In SHE5-04 *A Cup O'ertuned*, he hired the party to deactivate some nonlethal traps. If any in the party played the previous adventure, read the following:

As you work your way from bar to inn trying to find out what is going on from the general populace, you find yourself in the Market Ward. Suddenly, you hear a booming male voice from behind you, "Well, if it isn't my friends back again in the City of the Knights?" When you turn, you see the portly form of the elven merchant Parwyn Amastacia. He has lost neither his style in clothing nor his air of affluence. He continues, "Word is about that you are investigating deeds most foul. Such activities are bad for business of any sort. I might be able to shed some light on the matter so that you can put things right faster."

If the party has never met Amastacia before, read the following:

As you work your way from bar to inn in trying to find out what is going on from the general populace, you find yourself in the Market Ward. Suddenly, you hear a booming male voice from behind you, "So you are the ones I have heard about?" When you turn, you see a male elf of impressive stature, stockier than most of his kind. It is clear from the cut of his fine clothes to the slight paunch of his waistline that life has been very good to him. Even while he is shouting, he still maintains the air of one rich, noble-born, or both. He has lost neither his style in clothing nor his air of affluence. He continues, "I am Parwyn Amastacia, trader and broker extraordinaire. Word is about that you are investigating deeds most foul. Such activities are bad for business of any sort. I might be able to shed some light on the matter so that you can put things right faster."

After introductions are made, Amastacia asks them to have a drink at the Giant's Hearth Inn here in the Market Ward (position M1 on Player Handout #3 – Map of Hochoch) so that he can discuss what he knows with them discretely. The Giant's Hearth is a Rich lifestyle inn and got its name from the gigantic stone fireplace in the middle of the dining room. He does not give up

information, but he answers questions that the players ask:

WHAT AMASTACIA KNOWS

To anyone who asks, Amastacia gives the following:

- There is a conflict in place between two groups. The first is a group known as the Midnight Ravens. They had operated the underworld in Hochoch prior to the Knights' arrival.
- The second group appears to be a faction of a Gran March group calling itself The Corporation. Word is that they had something to do with the assassination attempts on Commandant Vrianian last year. Gran March authorities then destroyed the organization by capturing or killing its members. Rumor is that some escaped, that some fled to other less-lawful climates, but that some came to Hochoch to set up shop in the city.
- This group was not likely to be the original Corporation as many groups have taken that name from time to time to capitalize on the original organization's reputation for fear and retaliation.
- Two of the murders were definitely associated with the Midnight Ravens, and they have increased tensions in the underworld.
- Riverbend was a Midnight Raven. He operated many operations out of his Elysium Hall apartments.
- Tywyn the Broker fenced many "acquisitions" for the Ravens.
- If shown the notes from Encounter 4, Amastacia recognizes the symbols on them as being associated with the Midnight Ravens, but does not know what they mean.
- There was a rumor going around that Bethany Grenda may have been working for The Corporation group. Amastacia has met her, though, and she never seemed to him to be the assassination type.
- Rumor is that since the Knights took over, the Ravens were going underground. Some say that they were abandoning the city rather than going against the more lawful Knights.
- Other rumors say that some in the Midnight Ravens want to stay and exploit the holes in the current government to their own ends, much like the legendary Corporation of Gran March.
- There is one Raven who may not have gone completely out of the public eye yet. There is a street performer known as Ffagan the Nimble who works the Market area.

He also hands them a piece of paper that he found where Grenda had dropped it. If asked, he says that he does not understand either. This is the one lie during the whole conversation. He was once an associate of The Corporation, and he knows a Corporation message when he sees it. Hand the party *Player Handout #5*. To most PCs, this is a simple piece of badly written doggerel. To Corporation PCs, this is a message in CorporateSpeak. If any of them possess that language and choose to read the note, pull them aside and hand them *Player Handout #6*. It is not deliberately encoded because it is not a high-security message; *comprehend languages* can decrypt it.

Creatures: Amastacia is not above working with either the Midnight Ravens or the Corporation to get the best deal. To see both groups in opposition makes him nervous and thus willing to see a quick resolution to the dispute.

🔮 **Parwyn Amastacia, Male Elf Brd15:** hp 68; see *Appendix 6*.

Development: If the party follows the lead to meet with Ffagan, go to Encounter 6. If the party decides to investigate the body of Tywyn the Broker, go to Encounter 3. If the party chooses to investigate the body of Riverbend, go to Encounter 4. If the party chooses to follow up on The Corporation lead, go to Encounter 7.

ENCOUNTER 6: FROM A RAVEN'S VIEW

This encounter is completely dependent on the presence of a Midnight Raven or the ability for a party to bluff their way into their confidence. A Midnight Raven can, on a DC 10 Knowledge (local - Sheldomar Valley metaregion) (making it usable untrained for this check), find one Midnight Raven named Ffagan the Nimble, a street performer in the Market Quarter. If the party asks Parwyn Amastacia about this in Encounter 5, he confirms the existence and location of Ffagan.

If the party wants to pursue this line of investigation but do not have a Midnight Raven in the party, the party will have a much harder time. For starters, they must be put on the trail of the Midnight Ravens. Only Parwyn Amastacia can do that. In Encounter 5, he gives up Ffagan as a possible contact when asked.

Read the following:

You work your way through the Market Quarter to find a small, slender human male entertaining a crowd. He is dressed in motley tights and currently bent like a pretzel in a constricting contortionist movement that is painful to watch.

Ffagan entertains the crowd for a bit after which time, the PC can approach him. If approached correctly, Ffagan readily converses with PCs who are members of the Midnight Ravens. Other PCs who want to talk with him must gain his trust. This is not easy, for Ffagan is

well trained in reading people (in part so that he can tailor a performance to a crowd). PCs trying to pass as Midnight Ravens must succeed at an opposed Bluff check against Ffagan's Sense Motive. If this fails, Ffagan's initial reaction is Hostile and he attempts to flee by tumbling into a crowd and hiding. He even goes so far as to find a city guard and get himself arrested for something to avoid talking to the PCs. If it succeeds, he treats them like any other Midnight Raven and starts out with them as Friendly. If the party just approaches him honestly, he starts out at Unfriendly. Obviously, his attitude is Friendly towards members of the Midnight Ravens.

If the party can ever get Ffagan's attitude to Friendly, he shares with them the following:

- The leader of their group has told them to leave Hochoch as soon as possible. Ffagan just got back into Hochoch after being on the road in Keoland and only found out about that today. He plans to leave after making some traveling money this evening.
- If shown the notes from Encounter 4, Ffagan recognizes one as being from the leader (he will avoid using titles in the presence of non-members) and one being from the Aspect of Sight.
- He has heard that the Aspect of Sight wants to keep the operations in Hochoch, but is surprised that he would be going against the Convergence in this matter.
- He had heard that some were staying behind to hold on to the Hochoch underworld. Until he is shown the Aspect's note to Riverbend, he does not connect the Aspect to their activities in Hochoch.

Creatures: Ffagan the Nimble is an attractive Flan male in his mid-twenties. He makes his way through the Sheldomar Valley as an acrobat and comedian. He does not call Hochoch home per se, but does manage to swing through here often.

☛ **Ffagan the Nimble, Male Human Brd3:** hp 14; AC 12, touch 12, flat-footed 10 (+2 Dex); Balance +10, Bluff +8, Diplomacy +8, Hide +4, Perform (comedy) +8, Sense Motive +6, Tumble +13.

Development: This pretty much covers everything concerning the Midnight Ravens. Parties may go on to try to find out something about The Corporation's activities in Hochoch and go to Encounter 7 or talk to the Knights in Encounter 8, if they have not done so already. It may also be the case that the PCs have run out of options and thus need to proceed directly to Encounter 9. After all, the party is already out on the streets of Hochoch.

ENCOUNTER 7: WITHIN THE BODY CORPORATE

How this encounter works is completely dependent on the presence of a member of the Corporation. Sometime during the party's investigation, a street urchin appears to pick the pocket of a party member. The Corporation has hired many such kids to act as lookouts and low-security couriers; they are aware of members in Hochoch. Any Corporation PC present will be the preferred mark. Otherwise, pick a party member at random. Read the following:

You feel a small tug at your pocket. As you look down, you see a young Gyri lad of maybe ten pulling his fingers away from you. He then bolts to be quickly lost in the city crowd.

When the party member checks to see if anything is stolen, they find something. If the PC is a Corporation member, they find *Player Handout #7* and #8. If the PC is not, he or she finds only *Player Handout #8*.

Development: This ends up the Corporation portion of the investigation. If the party goes on to try to find out something about Midnight Raven activities in Hochoch, go to Encounter 6. If the party goes to talk to the Knights of the Watch, go to Encounter 8. If the PCs have run out of options, proceed directly to Encounter 9.

ENCOUNTER 8: KNIGHTS

With the discovery of the urn in Encounter 3, the party may want to go back to the Knights at Waterwatch Castle (position H1 on *Player Handout #3 – Map of Hochoch*) for more information. They may also want to call upon them again to gather information. Watcher Branwen will be back there after her patrol and can answer questions about the urn; anyone in the castle can direct the party to her.

THE URN

When the party mentions to Watcher Branwen about the urn, she says that she is quite familiar with the case and reveals the following:

- Watcher Steffan the Just, Deliberate Rust Monster, was a well-respected Knight born here in Hochoch. He was one of the Knights sent to liberate Fortress Goarada in Keoland. Steffan died in the raid on that fortress. His last wishes were that he was to be cremated and his ashes returned to Geoff so that the ashes may be scattered on the banks of the Realstream River.
- The Knights performed the cremation but were unable to return the ashes to Hochoch immediately because of all of the fallout from the raid. Instead, the Knights gathered the ashes into a simple clay urn that would not cause attention, in case some

Keolander got overzealous and wanted to hurt the Knights by desecrating the ashes. When the Knights evacuated the fortress, the urn containing the ashes went with them.

- The urn with the ashes was stolen when the Knights left Keoland. When the caravan made it back to Hochoch, they searched for the urn and did not find it. They believed that a thief stole it but have been unable to expend the investigative resources to find it.

THE CUP

Players may want to follow up on what happened with the Cup from the last adventure. Watcher Branwen steps away for a few moments to confer with others and returns with the following information:

- After doing extensive research, the Knights believe that the goblet may be *The Cup Insidious*, a minor Ur-Flan artifact lost since the days of the Occluded Empire. No one knows for sure what it does, but it radiates strong magic and strong evil.
- They think that the Cup may have been mentioned in the poem *Rhyme of the Occluded Time* (give the party *Player Handout #9*).

INFORMATION AVAILABLE TO KNIGHTS OF THE WATCH/KNIGHTS OF DISPATCH

PCs may want to do Gather Information checks from the Knights at Waterwatch Castle. This information is only available to PCs who are members of either organization and only if they choose to check in at the Knights Barracks in Hochoch. Knights (not Squires or Senior Squires) get a +5 circumstance bonus to the check.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 10: The transition of government appears to be going smoothly. Hugo has already arrived and is taking residence in *Caer Dwr Gwyldy* (known in Common as Waterwatch Castle).

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 15: Preparations are being made both for the final transition of Hochoch and for the purges that Hugo spoke of earlier.

Gather Information or Knowledge (local - Sheldomar Valley metaregion) DC 20: The Knights are aware of the potential shift in the Hochoch underworld but lack intelligence on the actual structure of the various factions. Anything that the Knights can find out about the current situation would be greatly rewarded.

Development: This ends any investigation with the Knights. Branwen will ask the party to meet back with her later at the castle after they have done more investigation. This allows them to double back to any of the other encounters they missed. Once the party is back in the city and either have run out of encounters or are stumped, proceed to Encounter 9 after pondering where to go next.

ENCOUNTER 9: DOWN AMONG THE DEAD

At some point after visiting the Knights again or when the PCs have pursued all avenues of investigation, Dephos sends a ransom note for the urn to Waterwatch Castle. Watcher Branwen rides out in search of the party, as this is the most solid lead on the murders to date. Read the following:

While you walk the dark streets of Hochoch pondering your next move, Watcher Branwen rides up to you at a fast trot. She halts her mount and says to you, "Greetings! I have word of the murders for you. We received this note at the castle." She then proceeds to read it to you:

"To my respected adversaries: You by now know that I have the remains of the noble one who has fallen and that three ignoble fools have fallen because they got in my way. I do so like a challenge, and am willing to let you win it back by trial. Send the investigators to the old Birmigam estate north of the city. I will give them until the midnight hour this evening to get there, after which I will find all sorts of experiments to do to the ashes. I will be waiting for their challenge. With all sincerity, Nycos Dephos of Sterich"

Watcher Branwen can provide some background on the estate as well as directions.

- The original settler of the estate, Klytus Birmigam, was a successful adventurer from the Free City of Greyhawk. He retired to Arweth back in CY 570 with his Gyri wife and two sons.
- Both sons fought and died in the Army of Liberation.
- Klytus and his wife were killed in the early days of the giant conflict. The estate was ransacked and abandoned as there was no clear heir to the title.
- Unlike most Gyri, the Birmigams were followers of Wee Jas. They also believed in burying their dead instead of burning them. Thus, they had a small family cemetery on the estate.
- After the allied forces retook Arweth, soldiers were sent to the Birmigam estate to make sure no undead were around. They exhumed and burned the bodies

found. The mausoleum, however, was not torn down.

There is no time to use Gather Information for more information on Nycos Dephos. Bardic Knowledge or Knowledge (arcana) at DC 30 yields that there was once a necromancer in the Valley by that name, but that was many years ago.

The trip to the estate takes about an hour so the party arrives right at midnight. Read the following once they arrive:

What was once a prosperous estate is now little more than ruins casting long shadows in the moonlight. A search of the grounds leads you to the one remaining intact structure on the property: a large stone mausoleum with a columned entrance. The double doors of the mausoleum have two crests on them. The first is a simple shield with red on top and blue on the bottom. At its center, there is a blue dragon rampant. The second is a shield with a red skull surrounded in red flames painted on a black field. Two red daggers flank this second shield.

Trap: Dephos has set up numerous trapped devices around the front of the mausoleum to weaken his opposition and bolster his undead guards. In addition to *alarm* spells used for triggering the traps, he has set up *alarm* spells to notify him when any intruders trigger the traps so that he can begin casting buff spells whose duration is measured in hours/level.

Creatures: In addition to the traps, he has two guards from the undead that he has collected over the years. If a target is required for a trap, it is whatever creature set off the trap. Also, at APLs 12 and 14, there is a heightened *unhallow* trap that Dephos has already triggered by crossing it. He triggers it every day so that it renews. The *bane* effect affects creatures that are not Lawful Evil in alignment.

APL 6 (EL 8)

↖ **Enervation Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; Atk +3 ranged touch; spell effect (*enervation*, 7th-level wizard, 1d4 negative levels for 7 hours, DC 16 Fort negates); Search DC 29; Disable Device DC 29.

☞ **Ettin Skeletons (2):** hp 90 each; see *Monster Manual*, page 227.

APL 8 (EL 10)

↖ **Mass Inflict Moderate Wounds Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass inflict moderate wounds*, 11th-level cleric, 2d8+11 negative energy, DC 19 Will half); Search DC 31; Disable Device DC 31.

☞ **Cloud Giant Skeletons (2):** hp 153 each; see *Monster Manual*, page 227.

APL 10 (EL 12)

↖ **Mass Inflict Critical Wounds Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass inflict critical wounds*, 15th-level cleric, 4d8+15 negative energy, DC 22 Will half); Search DC 33; Disable Device DC 33.

☞ **Mummified Ettins (2):** hp 90 each; see *Appendix 3*.

APL 12 (EL 14)

↖ **Mass Inflict Critical Wounds Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass inflict critical wounds*, 15th-level cleric, 4d8+15 negative energy, DC 22 Will half); Search DC 33; Disable Device DC 33.

↖ **Heightened Unhallow Trap:** CR 9; magic device; proximity trigger (*detect undead*); no reset; spell effect (*heightened* (to 8th-level) *unhallow*, 15th-level cleric, *magic circle against good* effect, all turning checks made to turn undead take a -4 penalty and turning checks to rebuke undead gain a +4 profane bonus, *heightened* (to 8th-level) *bane* effect, DC 22 Will negates); Search DC 33; Disable Device DC 33.

☞ **Mummified Stone Giants (2):** hp 126 each; see *Appendix 4*.

APL 14 (EL 16)

↖ **Heightened Mass Inflict Critical Wounds Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*heightened* (to 9th-level) *mass inflict critical wounds*, 17th-level cleric, 4d8+17 negative energy, DC 23 Will half); Search DC 34; Disable Device DC 34.

↖ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fort partial); Search DC 34; Disable Device DC 34.

↖ **Heightened Unhallow Trap:** CR 10; magic device; proximity trigger (*detect undead*); no reset; spell effect (*heightened* (to 9th-level) *unhallow*, 17th-level cleric, *magic circle against good* effect, all turning checks made to turn undead take a -4 penalty and turning checks to rebuke undead gain a +4 profane bonus, *heightened* (to 9th-level) *bane* effect, DC 23 Will negates); Search DC 34; Disable Device DC 34.

☞ **Mummified Stone Giants, Double-Evolved (2):** hp 126 each; see *Appendix 5*.

Tactics: The mindless undead guards advance across the field and attack the nearest PCs. In doing so, they trip off the traps. The mummified creatures attempt to engage the PCs in the area of the traps so that the undead creatures regain hit points as the traps weaken their opponents.

Treasure: The weapons that the undead guards possess can be sold afterward. The Treasure Summary at the end lists their value. Also, after the party disables the traps, they will see that there are valuable gems that are part of the traps' construction. The value of the gems is APL x 50 gp per character. This is also in the Treasure Summary.

Development: Dephos does not come out to defeat the party; he expects them to come to him. A DC 20 Search check (take 20 allowed) of the mausoleum shows that the center crypt is actually an entrance to an underground passage leading to Encounter 10.

ENCOUNTER 10: THE ASSASSIN

The party gets to this encounter after finding the secret entrance in the mausoleum's center crypt in Encounter 9. Read the following:

The stairs hidden in the center crypt lead you down to a short ten-foot wide hallway illuminated by everburning torches. There is a steel double door at the end with a large and quite visible lock centered between them.

Refer to DM Aid: Map #3. The door itself is locked with the lock's quality varying by APL Open Lock (DC APL + 10, take 20 is allowed). If the party takes 20 to open the lock, this gives Dephos more time to prepare. The door has a one-inch steel outside covering atop a one-inch adamantine layer. Both layers must be breached to break down the doors. They are held together by one-inch wide adamantine nuts and bolts (use the adamantine layer stats for breaking the nuts and bolts). The doors meet flush with the floor and door frame.

🔒 **Door (steel layer):** 1 in. thick; hardness 10; hp 30; Break DC 28.

🔒 **Door (adamantine layer):** 1 in. thick; hardness 20; hp 40; Break DC 33.

The door opens into a large vault fifteen feet high, forty feet wide, and thirty feet deep. The top of the door is at the top of the room, and there are two steel ladders attached to the wall (one on either side of the double door) so that the party can reach the floor. There is also a rope attached to a pulley near the door that was for lowering large pallets of treasure down. The rope is decayed now, and it would be difficult to run another rope through the pulley.

Birmigam designed this vault as a way for him to take his treasures with him when he died. He had not planned on leaving anything for his sons, as they were more than capable of making their way in the world. Unfortunately for him, the giants attacked before the vault was completely finished, and no treasure ever made it inside. Still, the vault was well constructed. The walls, ceiling, and floor are stone covered by a one-inch layer of

lead covered by a one-inch layer of steel. It would not only serve as a means of defense, but as a preventative for detection. It has one small vent in the ceiling that winds its way to a hidden vent (DC 30 Search) on the estate grounds. The vent provides air in case the Birmigams needed to hide in the vault during an attack.

Trap: There is one small trap on the way to the final encounter on the stairs outside of the door to Dephos' hideout. It does no damage, but sets off an *alarm*. If the party sets it off, this gives him some time to set up his buff spells whose duration is measured in minutes/level. The trap does no damage so it is not included in the EL for this encounter.

All APLs

🔔 **Heightened Alarm Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (heightened (to 9th-level) *alarm*, 17th-level wizard); Search DC 34; Disable Device DC 34.

Creatures: Nycos Dephos was once a human necromancer interested in matters of death and undeath. To pay for his research, he became an arcane assassin in Sterich, specializing in killing targets by necromantic, evocation, or conjuration spells. He eventually crossed over into undeath (as a vampire at lower APLs and a lich at upper APLs) so as to continue his studies throughout the centuries.

APL 6 (EL 9)

🦋 **Nycos Dephos, Male Human Vampire Wiz(Necromancer)7:** hp 63 (78 with *false life*); see Appendix 1.

APL 8 (EL 11)

🦋 **Nycos Dephos, Male Human Vampire Wiz(Necromancer)9:** hp 81 (98 with *false life*); see Appendix 2.

APL 10 (EL 13)

🦋 **Nycos Dephos, Male Human Lich Wiz(Necromancer)11:** hp 99 (117 with *false life*); see Appendix 3.

APL 12 (EL 15)

🦋 **Nycos Dephos, Male Human Lich Wiz(Necromancer)13:** hp 117 (135 with *false life*); see Appendix 4.

APL 14 (EL 17)

🦋 **Nycos Dephos, Male Human Lich Wiz(Necromancer)15:** hp 135 (153 with *false life*); see Appendix 5.

Tactics: When the *alarm* spells go off in Encounter 9, Dephos casts *greater mage armor* and *false life* to increase his ability to defend himself. If the *alarm* spell goes off in the outside hallway, he casts *greater invisibility*, *fly* (from a potion), *protection from good*, and his very best *summon*

monster or *summon undead* spell at the very least. He then uses the following spells in order, casting and moving as necessary (note that all spells listed in the stat block as Moilian spells use runebones created at the spell's level – for example, a 3rd-level Moilian spell uses a runebone that adds 3d6 damage).

APL 6

Evard's *black tentacles* (targeting five feet inside the doorway), *fireball* (targeting the area of the tentacles), *ray of exhaustion* (at the most powerful opponent not entangled – probably the party's fighter), *summon undead II*, *magic missile*, *magic missile*, *magic missile*.

APL 8

Evard's *black tentacles* (targeting five feet inside the doorway), *cloudkill* (targeting the area of the tentacles), *Moilian waves of fatigue* (trying to catch as many unentangled opponents as possible), *fireball* (targeting the area of the tentacles), *Moilian ray of exhaustion* (at the most powerful opponent not entangled – probably the party's fighter), *summon undead III*, *magic missile*, *magic missile*, *magic missile*.

APL 10

Evard's *black tentacles* (targeting five feet inside the doorway), *repulsion*, *cloudkill* (targeting the area of the tentacles), *Moilian waves of fatigue* (trying to catch as many opponents that are not entangled as possible), *disintegrate* (at the most powerful opponent not entangled – probably the party's fighter), *Moilian ray of entropy* (targeting the most powerful opponent not entangled), *fireball* (targeting the area of the tentacles), *summon undead IV*, *magic missile*, *magic missile*, *magic missile*.

APL 12

Evard's *black tentacles* and quickened *fireball* (targeting five feet inside the doorway), *repulsion* and quickened *spectral hand*, *cloudkill* (targeting the area of the tentacles), *disintegrate* (at the most powerful opponent not entangled – probably the party's fighter), *Moilian arrow of bone* (targeting the most powerful opponent not entangled), *stone to flesh* (targeting the most powerful opponent not entangled), *Moilian ray of entropy* (targeting the most powerful opponent not entangled), *delayed blast fireball* (targeting the area of the tentacles), *fireball* that is maximized via the rod (targeting the area of the tentacles), *cone of cold* (targeting the area of the tentacles), *summon undead IV*, *magic missile*, *magic missile*, *magic missile*.

APL 14

Evard's *black tentacles* and quickened *fireball* (targeting five feet inside the doorway), *repulsion* and quickened *spectral hand*, *cloudkill* (targeting the area of the tentacles), *Moilian waves of fatigue* (trying to catch as many opponents that are not entangled as possible), *Moilian blackfire* (at the most powerful opponent not entangled – probably the party's fighter), *Moilian horrid wilting*

(trying to get the most targets not entangled), *disintegrate* (targeting the most powerful opponent not entangled), *Moilian arrow of bone* (targeting the most powerful opponent not entangled), *stone to flesh* (targeting the most powerful opponent not entangled), *Moilian ray of entropy* (targeting the most powerful opponent not entangled), maximized *cone of cold* (targeting the area of the tentacles), *fireball* that is maximized via the rod (targeting the area of the tentacles), *delayed blast fireball* (targeting the area of the tentacles), *rapid summon undead V*, *rapid summon undead IV*, *magic missile*, *magic missile*, *magic missile*.

When Dephos casts his *summon undead* spells, he selects the following undead unless the battle clearly indicates another selection is more useful:

Summon undead I

➤ **Human Warrior Skeleton:** hp 9; see *Monster Manual*, page 226.

Summon undead II

➤ **Owlbear Skeleton:** hp 45; see *Monster Manual*, page 226.

Summon undead III

➤ **Troll Skeleton:** hp 54; see *Monster Manual*, page 227.

Summon undead IV

➤ **Wyvern Zombie:** hp 126; see *Monster Manual*, page 267.

Summon undead V

➤ **Wyvern Zombies (2):** hp 126 each; see *Monster Manual*, page 267.

Additional undead that he can summon are found in *DM Aid: New Rules*.

When Dephos casts his *summon monster* spells, he selects the following creatures unless the battle clearly indicates another selection is more useful:

Summon monster I

➤ **Fiendish Snake, Small Viper:** hp 6; see *Monster Manual*, page 280; fiendish template adds darkvision 60 ft., resistance to cold and fire 5, and SR 5.

Summon monster II

➤ **Fiendish Snake, Medium Viper:** hp 12; see *Monster Manual*, page 280; fiendish template adds darkvision 60 ft., resistance to cold and fire 5, and SR 6.

Summon monster III

➤ **Hell Hound:** hp 27; see *Monster Manual*, page 151.

Summon monster IV

🐾 **Yeth Hound:** hp 23; see *Monster Manual*, page 260.

Summon monster V

🐾 **Shadow Mastiff:** hp 33; see *Monster Manual*, page 222.

Summon monster VI

🐾 **Devil, Chain (Kyton):** hp 60; see *Monster Manual*, page 53.

Summon monster VII

🐾 **Devil, Bone (Osyluth):** hp 98; see *Monster Manual*, page 52.

Summon monster VIII

🐾 **Devils, Bone (Osyluth) (2):** hp 98 each; see *Monster Manual*, page 52.

Dephos casts the spells in the given order above, using the first set of spells as a surprise round if he gets that opportunity. His tactics change if the situation changes; he is certainly not locked into any one course of action and is intelligent enough to change tactics if what he is doing is not working.

At APL 6 and 8, Dephos also has a number of wolves equal to the APL serving as children of the night. Prior to the door opening, he orders the wolves to attack anyone going coming down the ladder. The wolves, therefore, should have a separate Initiative roll. Their purpose is a delaying action so that he can get off more spells. As Dephos is not attached to the wolves, he freely includes them in any area-effect spells that he casts.

Dephos keeps a *teleport* spell in reserve as a means of escape. At APL 6, this comes from a scroll so he has to drop the *greater invisibility* to read it. The scroll is a part of his equipment at all APLs.

Finally, Dephos is a very overconfident villain. He is not afraid to spill some parts of the Triumvirate's plans as he thinks he will kill the party with no problems. Each round, he spends a free action to reveal some aspect of the plot. Use the following phrases each round to taunt the party, which also informs the party as to the real plot:

- "You failed once before, and the Cup passed from your hands. You failed this time, and the Whispered Flesh has slipped through your fingers as well. Your deaths will make your failures complete."
- "You all are so easily played. All it takes is a little mistrust here and there, and you are confused as to the real plot to this story."
- "The Whispered One will soon return to restore his Empire in the Valley. The Whispered Flesh will ensure that. All that is required now is the Book."

- "The Cup and The Flesh and The Book. Three Items of Power for Three Wielders of Power. The Triumvirate shall make the way."

- "You will see that I am indeed merciful, for you will die much quicker than the rest of the Valley."

If Dephos sees that he is outmatched (being at half hp while still having significant opposition remaining), he will try to escape. His preferred method is a *teleport* spell as noted earlier. If that should fail at APL 6 or 8, he will go into gaseous form and use the remaining time on his fly spell to escape.

Finally, even if they defeat Dephos, it is not the end for him. As a vampire, his gaseous form will work its way to the vent and escape to his hidden coffin (which is not in the vault) before the PCs can track him. As a lich, as his phylactery is not in the vault, Dephos will reform in 1d10 days after his defeat. In either case, however, his gear will remain after his apparent destruction.

Treasure: The treasure that Dephos has is listed in the Treasure Summary. Note that, while he uses certain restricted spells with an Evil descriptor, these spells will not be found in his spellbooks for the PCs to have later. Dephos also has *Player Handout #5* on his person, which gives the players further information. The spellbooks are hidden in the room; they are copies of his spellbooks that he uses while traveling. Thus, if Dephos loses them, it is no great loss.

Development: A DC 20 Search check (take 20 allowed after the combat) of the room reveals that the urn is here. It has been opened, and its ashes are on a large ceramic plate. It is obvious that Dephos or someone else searched through the ashes for something. The search will also reveal Dephos' spellbooks as noted above. Strikethrough any spellbooks not found from the **Dephos' Spellbooks** AR benefit.

CONCLUSION

Despite his promise to desecrate the ashes, Dephos is not going to stay around to collect them if he defeats the party or if he needs to make a fast getaway. The same holds true for his spellbooks; they are only copies. If there is no one in the party alive or unconscious, Watcher Branwen will lead a group of Knights to the estate and the party will have the opportunity for healing and/or raising. If they are defeated, however, they will not get the **Favor of the Knights of the Watch/Knights of Dispatch** or the **Knights Training** AR benefits; strikethrough both benefits.

Read the following if the party was defeated:

You awaken to the sound of armored footsteps. A female voice you recognize as belonging to Watcher Branwen barks out the orders, "Let's get these people out of here!" You hear an unidentified male voice yell out, "Ma'am, I found the ashes! They

are scattered about, but appear to be all here!" Watcher Branwen yells back, "Gather them up! At least one good thing happened here." With that, she looks at your broken bodies in dismay. Yes, the game in Hochoch has gotten more serious and the villains are in the lead.

If Dephos escaped, read the following:

You managed to drive off the foul undead assassin responsible for the murders, but did not destroy him. You know you will be seeing him again as this business is far from over. The villains are indeed ahead in this game, but you are now much closer to them and their plans. It is not over.

If Dephos "dies", read the following:

You have managed to destroy the foul undead assassin responsible for the murders, but you know he will be back because you were unable to finish the job. Still, you now know of the villains' game and you have dealt them a setback. It is not over, but you are closer now that you ever were before.

If the party returns back to the Knights after successfully defeating Dephos, the Knights will consider them to be valued allies and will give them the **Favor of the Knights of the Watch/Knights of Dispatch** and the **Knights Training** AR benefits. Finally, if any rogue PCs report the events of this adventure to their metaorganization, they will receive the **Thick as Thieves** AR benefit.

Note: At the conclusion of this adventure, if the PCs gain access to teamwork benefits (the **Knights Training** AR benefit), and the players decide that they'd like to form a team with their PCs, one copy of the Living Greyhawk Team Roster Form should be handed to each player that decides to join. Allow the players to read over the rules and costs listed on the form; if they are in agreement, have the players that wish to form a team complete the form, and then fill out the bottom portion of the form with your name, signature, and date. If they do not wish to form a team at this time, explain to the players that they still have access to the teamwork benefits, and may use these rules items if they decide to form a team at the end of another adventure that gives them access to teamwork benefits (but only if they come from the Knights of the Watch/Dispatch). PCs may only create a team following an adventure that gives access to teamwork benefits.

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 1

Disable or survive the traps.

APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.
APL 14: 450 xp.

Encounter 9

Defeat the undead.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.

Encounter 10

Defeat Nycos Dephos.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.

Story Award

Find out the truth about the Midnight Raven's operations in Hochoch.

APL 6: 90 xp.
APL 8: 113 xp.
APL 10: 135 xp.
APL 12: 158 xp.
APL 14: 180 xp.

Discretionary Roleplaying Award

APL 6: 90 xp.
APL 8: 112 xp.
APL 10: 135 xp.
APL 12: 157 xp.
APL 14: 180 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 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 9:

APL 6: L: 12 gp, C: 300 gp, M: 0 gp.

APL 8: L: 11 gp, C: 400 gp, M: 0 gp.

APL 10: L: 12 gp, C: 500 gp, M: 0 gp.

APL 12: L: 7 gp, C: 600 gp, M: 0 gp.

APL 14: L: 7 gp, C: 700 gp, M: 0 gp.

Encounter 10:

APL 6: L: 28 gp, C: 0 gp, M: +1 mithral buckler (168 gp), headband of intellect +2 (333 gp), ring of protection +1 (167 gp), arcane scroll of teleport (CL 9th) (94 gp), vest of resistance +2 (333 gp), Dephos’ Spellbook I (113 gp), Dephos’ Spellbook II (125 gp), Dephos’ Spellbook III (150 gp).

APL 8: L: 28 gp, C: 0 gp, M: +1 mithral buckler (168 gp), headband of intellect +2 (333 gp), ring of protection +1 (167 gp), arcane scroll of teleport (CL 9th) (94 gp), vest of resistance +2 (333 gp), Dephos’ Spellbook I (113 gp), Dephos’ Spellbook II (125 gp), Dephos’ Spellbook III (150 gp), Dephos’ Spellbook IV (167 gp), amulet of natural armor +2 (667 gp), potion of inflict serious wounds (63 gp).

APL 10: L: 28 gp, C: 0 gp, M: +1 mithral buckler (168 gp), headband of intellect +4 (1,333 gp), ring of protection +1 (167 gp), arcane scroll of teleport (CL 9th) (94 gp), vest of resistance +2 (333 gp), Dephos’ Spellbook I (113 gp), Dephos’ Spellbook II (125 gp), Dephos’ Spellbook III (150 gp), Dephos’ Spellbook IV (167 gp), Dephos’ Spellbook V (175 gp), amulet of natural armor +2 (667 gp), potion of inflict serious wounds (63 gp).

APL 12: L: 28 gp, C: 0 gp, M: +1 mithral buckler (168 gp), headband of intellect +4 (1,333 gp), ring of protection +1 (167 gp), arcane scroll of teleport (CL 9th) (94 gp), vest of resistance +2 (333 gp), Dephos’ Spellbook I (113 gp), Dephos’ Spellbook II (125 gp), Dephos’ Spellbook III (150 gp), Dephos’ Spellbook IV (167 gp), Dephos’ Spellbook V (175 gp), Dephos’ Spellbook VI (204 gp), amulet of natural armor +2 (667 gp), potion of inflict serious wounds (63 gp), gloves of dexterity +4 (1,333 gp), metamagic rod (maximize, lesser) (1,167 gp).

APL 14: L: 28 gp, C: 0 gp, M: +1 mithral buckler (168 gp), headband of intellect +6 (3,000 gp), ring of protection +2 (667 gp), arcane scroll of teleport (CL 9th) (94 gp), vest of resistance +2 (333 gp), Dephos’ Spellbook I (113 gp), Dephos’ Spellbook II (125 gp), Dephos’ Spellbook III (150 gp), Dephos’ Spellbook IV (167 gp), Dephos’ Spellbook V (175 gp), Dephos’ Spellbook VI (204 gp), Dephos’ Spellbook VII (233 gp), amulet of natural armor +2 (667 gp), potion of inflict serious wounds (63 gp), gloves of dexterity +4 (1,333 gp), metamagic rod (maximize, lesser) (1,167 gp), bracers of armor +5 (2,083 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 40 gp, C: 300 gp, M: 1,483 gp – Total: 1,823 gp (900 gp).

APL 8: L: 39 gp, C: 400 gp, M: 2,380 gp – Total: 2,819 gp (1,300 gp).

APL 10: L: 40 gp, C: 500 gp, M: 3,555 gp – Total: 4,095 gp (2,300 gp).

APL 12: L: 35 gp, C: 600 gp, M: 6,259 gp – Total: 6,894 gp (3,300 gp).

APL 14: L: 35 gp, C: 700 gp, M: 10,742 gp – Total: 11,477 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

✦ **Imprisoned in Hochoch (First Outcome):** For removing evidence from a crime, you are sentenced to a reduced punishment of 4 TUs of imprisonment. Lifestyle costs for these TUs are free.

✦ **Imprisoned in Hochoch (Second Outcome):** For assaulting Hochoch city guards, you are sentenced to a reduced punishment of 8 TUs of imprisonment. Lifestyle costs for these TUs are free.

✦ **Outlaw in Hochoch:** For assaulting city guards with intent to kill, you are sentenced to a term of lengthy imprisonment in the City of Hochoch. However, you manage to escape before being arrested. If you are a member of the Knights of the Watch or the Knights of Dispatch, you are immediately removed from the Order. If you return to Hochoch, you will automatically be captured and imprisoned for 156 TUs. Lifestyle costs for these TUs are free.

♣ **Dephos' Spellbooks:** You have found the spellbooks of the undead necromancer Nycos Dephos. There are a total of seven spellbooks; each volume is available at a certain APL and above. They contain the following (^{SC}Spell Compendium, ^{FB}Frostburn):

APL 6 - Spellbook I: 1st – grease, magic armor, magic missile, protection from good, ray of enfeeblement, shield, summon monster I; 2nd – cat's grace, false life, fox's cunning, ghoul touch, glitterdust, invisibility, Melf's acid arrow, scorching ray, spectral hand, summon monster II. Price: 1,350 gp; Weight: 3 lbs.

APL 6 - Spellbook II: 3rd – dispel magic, fireball, greater magic armor^{SC}, halt undead, keen edge, magic circle against good, ray of exhaustion, resonating bolt^{SC}, summon monster III, vampiric touch. Price: 1,500 gp; Weight: 3 lbs.

APL 6 - Spellbook III: 4th – animate dead, contagion, enervation, Evard's black tentacles, lesser globe of invulnerability, greater invisibility, mindfrost^{FB}, summon monster IV, sword of deception^{SC}. Price: 1,800 gp; Weight: 3 lbs.

APL 8 - Spellbook IV: 5th – baleful polymorph, cloudkill, cone of cold, greater blink^{SC}, magic jar, summon monster V, teleport, waves of fatigue. Price: 2,000 gp; Weight: 3 lbs.

APL 10 - Spellbook V: 6th – disintegrate, eyebite, greater dispel magic, ray of entropy^{SC}, repulsion, stone to flesh, summon monster VI. Price: 2,100 gp; Weight: 3 lbs.

APL 12 - Spellbook VI: 7th – arrow of bone^{SC}, delayed last fireball, spell turning, summon monster VII, sword of

darkness^{SC}, greater teleport, waves of exhaustion. Price: 2,450 gp; Weight: 3 lbs.

APL 14 - Spellbook VII: 8th – blackfire^{SC}, greater shout, horrid wilting, polar ray, summon monster VIII, symbol of death, trap the soul. Price: 2,800 gp; Weight: 3 lbs.

♣ **Favor of the Knights of the Watch/Dispatch:** By reporting the events of this adventure to the Knights, you have gained their favor. If you are not a member and are a human, dwarf, or half-elf, the Knights will grant a recommendation for membership into their ranks and grant you access (Frequency: Adventure) to purchase the following item immediately: *mithral chain shirt*. In addition, members of the metaorganization gain these additional (cumulative) benefits:

If this PC is a Squire, this access is upgraded to Frequency: Metaregional. If this PC is a Senior Squire, they gain access (Frequency: Metaregional) to *boots of striding and springing* as well. If you are a full Knight, you get access (Frequency: Metaregional) to a *ring of mind shielding* as well.

The DM should verify membership and strikethrough any item access not granted.

♣ **Knights Training:** Because of the seriousness of this growing situation, the Knights want you to undergo further training. If you are a member of the Knights of the Watch or Knights of Dispatch, you may select one or more of the following teamwork benefits: Heavy Cavalry^{HoB}, Infiltration^{DMG2}, Ranged Precision^{DMG2}, Snap Out of It^{DMG2}. The rules for how to apply these benefits can be found on the Living Greyhawk Team Roster Form. These benefits can **ONLY** be gained at the end of this adventure (or any other adventure that offers teamwork benefits from the Knights of the Watch/Dispatch). Non-members can be trained as well, but must spend one Influence Point with the Knights per benefit gained. ^{HoB}Heroes of Battle, ^{DMG2}Dungeon Master's Guide II.

♣ **Thick as Thieves:** For reporting the events of this adventure to a thieves' guild metaorganization to which you are a member, you gain one Influence Point with that organization. You also gain access (Frequency: Metaregional) to purchase a *cloak of elvenkind*.

Name of Organization: _____

Item Access

APL 6 (all of the following):

- +1 Mithral Buckler (Adventure; Dungeon Master's Guide)
- Arcane Scroll of Teleport (CL 9th; Adventure; Dungeon Master's Guide)
- Dephos' Spellbooks I, II, and III (Adventure; See Above)
- Vest of Resistance +2 (Adventure; Complete Arcane)

APL 8 (all of APL 6 plus the following):

- *Amulet of Natural Armor +2* (*Adventure; Dungeon Master's Guide*)
- *Dephos' Spellbook IV* (*Adventure; See Above*)
- *Potion of Inflict Serious Wounds* (*Adventure; Dungeon Master's Guide*)

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

- *Dephos' Spellbook V* (*Adventure; See Above*)
- *Headband of Intellect +4* (*Adventure; Dungeon Master's Guide*)
- *Large Items: Javelin, Morningstar, Hide Armor* (*Adventure; Player's Handbook*)

APL 12 (all of APLs 6, 8, 10 plus the following):

- *Large Items: Greatclub* (*Adventure; Player's Handbook*)
- *Dephos' Spellbook VI* (*Adventure; See Above*)
- *Metamagic Rod, Maximize, Lesser* (*Adventure; Dungeon Master's Guide*)
- *Gloves of Dexterity +4* (*Adventure; Dungeon Master's Guide*)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):

- *Bracers of Armor +5* (*Adventure; Dungeon Master's Guide*)
- *Dephos' Spellbook VII* (*Adventure; See Above*)
- *Headband of Intellect +6* (*Adventure; Dungeon Master's Guide*)
- *Ring of Protection +2* (*Adventure; Dungeon Master's Guide*)

APPENDIX 1 – APL 6

ENCOUNTER 9

Ettin Skeleton: hp 90; see *Monster Manual*, page 227.

ENCOUNTER 10

Nycos Dephos, Male Human Vampire Wiz(Necromancer): Medium Undead (augmented humanoid); CR 9; HD 7d12; hp 63 (78 with *false life*); Init +9; Spd 30 ft., fly 60 ft. (good); AC 30, touch 16, flat-footed 25 (+5 Dex, +6 armor, +2 shield, +6 natural, +1 deflection); Base Atk/Grp: +3/+5; Atk: +6 melee (1d4+2/19-20, masterwork dagger) or +9 ranged (1d4+2/19-20, masterwork dagger) or +5 melee (1d6+3 plus energy drain, slam); Full Atk: +6 melee (1d4+2/19-20, masterwork dagger) or +9 ranged (1d4+2/19-20, masterwork dagger) or +5 melee (1d6+3 plus energy drain, slam); SA spells, blood drain, children of the night, create spawn, dominate DC 16, energy drain DC 16, natural weapons count as magical weapons for overcoming DR; SQ alternate form, DR 10/silver and magic, cold/electricity resistance 10, fast healing 5, gaseous form, spider climb, summon familiar, turn resistance +4; AL LE; SV Fort +4, Ref +11, Will +9; Str 14, Dex 20, Con –, Int 19 (21), Wis 14, Cha 16.

Skills and Feats: Bluff +11, Concentration +13, Decipher Script +15, Hide +13, Knowledge (arcana) +15, Knowledge (dungeoneering) +10, Knowledge (history) +15, Knowledge (religion) +15, Knowledge (the planes) +10, Listen +12, Move Silently +13, Search +13, Sense Motive +10, Spellcraft +17, Spot +12; Alertness^B, Combat Casting, Combat Reflexes^B, Craft Wondrous Item^B, Dodge^B, Greater Spell Focus (Necromancy), Improved Initiative^B, Lightning Reflexes^B, Scribe Scroll^B, Simple Weapon Proficiency, Spell Focus (Necromancy).

Wizard Spells Prepared (4+1/6+1/4+1/3+1/2+1; base DC = 15 + spell level, 17 + spell level for Necromancy spells): 0 – *mage hand*, *prestidigitation*, *ray of frost*, *touch of fatigue** (2); 1st – *magic missile* (3), *protection from good*, *ray of enfeeblement** (2), *summon undead I*^{SC}; 2nd – *false life**, *ghoul touch*, *glitterdust*, *spectral hand*, *summon undead II*^{SC}; 3rd – *fireball*, *greater mage armor*, *ray of exhaustion**, *summon undead III*^{SC}; 4th – *enervation**, *Evard's black tentacles*, *greater invisibility*. ^{SC}Spell Compendium.

*Bonus spell; Prohibited Schools: Enchantment, Divination.

Spellbook: 1st – *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *summon monster I*, *summon undead I*^{SC}; 2nd – *cat's grace*, *false life*, *fox's cunning*, *ghoul touch*, *glitterdust*, *invisibility*, *Melf's acid arrow*, *scorching ray*, *spectral hand*, *summon monster II*, *summon undead II*^{SC}; 3rd – *dispel magic*, *fireball*, *greater mage armor*^{SC}, *magic circle against good*, *ray of exhaustion*, *resonating bolt*^{SC}, *summon undead III*^{SC}, *vampiric touch*; 4th – *animate dead*, *contagion*, *enervation*, *Evard's black tentacles*, *lesser globe of*

invulnerability, *greater invisibility*, *mindfrost*^{FB}, *summon monster IV*, *summon undead IV*^{SC}, *sword of deception*^{SC}. ^{FB}Frostburn, ^{SC}Spell Compendium.

Possessions: spellbooks, +1 mithral buckler, headband of intellect +2, masterwork dagger, courtier's outfit, ~~potion of fly~~, ring of protection +1, arcane scroll of teleport (CL 9th), vest of resistance +2^{CA}. ^{CA}Complete Arcane.

ENCOUNTER 9

Cloud Giant Skeleton: hp 153; see *Monster Manual*, page 227.

ENCOUNTER 10

Nycos Dephos, Male Human Vampire Wiz(Necromancer)9: Medium Undead (augmented humanoid); CR 11; HD 9d12; hp 81 (98 with false life); Init +9; Spd 30 ft., fly 60 ft. (good); AC 32, touch 16, flat-footed 27 (+5 Dex, +6 armor, +2 shield, +8 natural, +1 deflection); Base Atk/Grp: +4/+6; Atk: +7 melee (1d4+2/19-20, masterwork dagger) or +10 ranged (1d4+2/19-20, masterwork dagger) or +6 melee (1d6+3 plus energy drain, slam); Full Atk: +7 melee (1d4+2/19-20, masterwork dagger) or +10 ranged (1d4+2/19-20, masterwork dagger) or +6 melee (1d6+3 plus energy drain, slam); SA spells, blood drain, children of the night, create spawn, dominate DC 17, energy drain DC 17, natural weapons count as magical weapons for overcoming DR; SQ alternate form, DR 10/silver and magic, cold/electricity resistance 10, fast healing 5, gaseous form, spider climb, summon familiar, turn resistance +4; AL LE; SV Fort +5, Ref +12, Will +10; Str 14, Dex 20, Con –, Int 20 (22), Wis 14, Cha 16.

Skills and Feats: Bluff +11, Concentration +15, Decipher Script +18, Hide +13, Knowledge (arcana) +18, Knowledge (dungeoneering) +13, Knowledge (history) +18, Knowledge (religion) +17, Knowledge (the planes) +13, Listen +12, Move Silently +13, Search +14, Sense Motive +10, Spellcraft +20, Spot +12; Alertness^B, Black Lore of Moil^{CA}, Combat Casting, Combat Reflexes^B, Craft Wondrous Item^B, Dodge^B, Greater Spell Focus (Necromancy), Improved Initiative^B, Lightning Reflexes^B, Scribe Scroll^B, Simple Weapon Proficiency, Spell Focus (Necromancy). ^{CA}Complete Arcane.

Wizard Spells Prepared (4+1/6+1/6+1/4+1/3+1/2+1; base DC = 16 + spell level, 18 + spell level for Necromancy spells): 0 – *mage hand*, *prestidigitation*, *ray of frost*, *touch of fatigue** (2); 1st – *magic missile* (3), *protection from good*, Moilian^{CA} *ray of enfeeblement** (2), *summon undead* 1^{SC}; 2nd – *false life**, *glitterdust* (2), *invisibility*, Melf's acid arrow, *spectral hand*, *summon undead* 2^{SC}; 3rd – *dispel magic*, *fireball*, ~~greater mage armor~~, Moilian^{CA} *ray of exhaustion**, *summon undead* 3^{SC}; 4th – Moilian^{CA} *enervation**, Evard's black tentacles, *greater invisibility*, *summon undead* 4^{SC}; 5th – *cloudkill*, *teleport*, Moilian^{CA} *waves of fatigue**. ^{SC}Spell Compendium, ^{CA}Complete Arcane.

*Bonus spell; Prohibited Schools: Enchantment, Divination.

Spellbook: 1st – *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *summon monster* I, *summon undead* 1^{SC}; 2nd – *cat's grace*, *false life*, *fox's cunning*, *ghoul touch*, *glitterdust*, *invisibility*, Melf's acid arrow,

scorching ray, *spectral hand*, *summon monster* II, *summon undead* 2^{SC}; 3rd – *dispel magic*, *fireball*, *greater mage armor*^{SC}, *magic circle against good*, *ray of exhaustion*, *resonating bolt*^{SC}, *summon undead* 3^{SC}, *vampiric touch*; 4th – *animate dead*, *contagion*, *enervation*, Evard's black tentacles, *lesser globe of invulnerability*, *greater invisibility*, *mindfrost*^{FB}, *summon monster* IV, *summon undead* 4^{SC}, *sword of deception*^{SC}; 5th – *baleful polymorph*, *cloudkill*, *cone of cold*, *greater blink*^{SC}, *magic jar*, *summon monster* V, *summon undead* 5^{SC}, *teleport*, *waves of fatigue*. ^{FB}Frostburn, ^{SC}Spell Compendium.

Possessions: Moilian runebones, spellbooks, +1 mithral buckler, amulet of natural armor +2, *potion of inflict serious wounds*, headband of intellect +2, masterwork dagger, courtier's outfit, ~~potion of fly~~, ring of protection +1, arcane scroll of teleport (CL 9th), vest of resistance +2^{CA}. ^{CA}Complete Arcane.

ENCOUNTER 9

Mummified Ettin: Large Undead (augmented giant); CR 9; HD 10d12; hp 90; Init +3; Spd 20 ft.; AC 21, touch 8, flat-footed 21 (-1 size, -1 Dex, +3 armor, +10 natural); Base Atk/Grp: +7/+21; Atk: +16 melee (2d6+10, large morningstar) or +5 ranged (1d8+10, large javelin) or +16 melee (2d6+10, slam); Full Atk: +16/+11 melee (2d6+10, 2 large morningstars) or +5/+0 ranged (1d8+10, 2 large javelins) or +16 melee (2d6+10, slam) or +16/+11 melee (2d6+10, large morningstar) and +16 melee (2d6+10, slam); SA mummy rot, despair; SQ DR 5/–, superior two-weapon fighting, undead traits, vulnerability to fire; AL LE; SV Fort +7, Ref +2, Will +7; Str 30, Dex 8, Con –, Int 2, Wis 14, Cha 15. *Libris Mortis*, page 110.

Skills and Feats: Concentration +2, Listen +8, Search –1, Spot +12; Alertness, Improved Initiative, Iron Will, Power Attack.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Despair (Su): At the mere sight of a mummified ettin, the viewer must succeed on a DC 17 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Cha-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 17, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Cha-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: large hide armor, 2 large morningstars, 4 large javelins.

ENCOUNTER 10

Nycos Dephos, Male Human Lich Wiz(Necromancer)11: Medium Undead (augmented humanoid); CR 13; HD 11d12; hp 99 (117 with *false life*); Init +7; Spd 30 ft., fly 60 ft. (good); AC 29, touch 14, flat-footed 26 (+3 Dex, +6 armor, +2 shield, +7 natural, +1 deflection); Base Atk/Grp: +5/+4; Atk: +5 melee (1d4-1/19-20, masterwork dagger) or +9 ranged (1d4-1/19-20, masterwork dagger) or +4 melee touch (1d8+5 negative energy plus paralysis, touch); Full Atk: +5 melee (1d4-1/19-20, masterwork dagger) or +9 ranged (1d4-1/19-20, masterwork dagger) or +4 melee touch (1d8+5 negative energy plus paralysis, touch); SA fear aura DC 17, paralyzing touch DC 17, touch attack DC 17, natural weapons treated as magical for the purpose of overcoming DR, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., undead traits, immunity to cold, electricity, polymorph, and mind-affecting attacks; AL LE; SV Fort +5, Ref +8, Will +11; Str 8, Dex 16, Con –, Int 20 (24), Wis 14, Cha 14.

Skills and Feats: Concentration +16, Decipher Script +21, Hide +11, Knowledge (arcana) +21, Knowledge (dungeoneering) +18, Knowledge (history) +21, Knowledge (religion) +21, Knowledge (the planes) +18, Listen +10, Move Silently +11, Search +15, Sense Motive +10, Spellcraft +23, Spot +10; Black Lore of Moil^{CA}, Combat Casting, Craft Wondrous Item^B, Empower Spell^B, Greater Spell Focus (Necromancy), Improved Initiative, Scribe Scroll^B, Spell Focus (Necromancy).
^{CA}Complete Arcane.

Wizard Spells Prepared (4+1/6+1/6+1/6+1/4+1/3+1/2+1; base DC = 17 + spell level, 19 + spell level for Necromancy spells): 0 – *mage hand*, *prestidigitation*, *ray of frost*, *touch of fatigue*^{*} (2); 1st – *magic missile* (3), *protection from good*, Moilian^{CA} *ray of enfeeblement*^{*} (2), *summon undead* I^{SC}; 2nd – *false life*^{*}, *glitterdust* (2), *invisibility*, Melf's *acid arrow*, *spectral hand*, *summon undead* II^{SC}; 3rd – *dispel magic*, *fireball* (2), ~~greater mage armor~~, Moilian^{CA} *ray of exhaustion*^{*}, *summon monster* III, *summon undead* III^{SC}; 4th – Moilian^{CA} *enervation*^{*}, *Evard's black tentacles*, *greater invisibility*, *summon monster* IV, *summon undead* IV^{SC}; 5th – *cloudkill*, *summon undead* V^{SC}, *teleport*, Moilian^{CA} *waves of fatigue*^{*}; 6th – *disintegrate*, Moilian^{CA} *ray of entropy*^{SC*}, *repulsion*. ^{SC}Spell Compendium, ^{CA}Complete Arcane.

^{*}Bonus spell; **Prohibited Schools:** Enchantment, Divination.

Spellbook: 1st – *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *summon monster* I, *summon undead* I^{SC}; 2nd – *cat's grace*, *false life*, *fox's cunning*, *ghoul touch*, *glitterdust*, *invisibility*, Melf's *acid arrow*, *scorching ray*, *spectral hand*, *summon monster* II, *summon undead* II^{SC}; 3rd – *dispel magic*, *fireball*, *greater mage armor*^{SC}, *magic circle against good*, *ray of exhaustion*, *resonating bolt*^{SC}, *summon undead* III^{SC}, *vampiric touch*; 4th – *animate dead*,

contagion, enervation, Evard's black tentacles, lesser globe of invulnerability, greater invisibility, mindfrost^{FB}, summon monster IV, summon undead IV^{SC}, sword of deception^{SC}; 5th – baleful polymorph, cloudkill, cone of cold, greater blink^{SC}, magic jar, summon monster V, summon undead V^{SC}, teleport, waves of fatigue; 6th – disintegrate, eyebite, greater dispel magic, ray of entropy^{SC}, repulsion, stone to flesh, summon monster VI. ^{FB}Frostburn, ^{SC}Spell Compendium.

Possessions: Moilian runebones, spellbooks, +1 mithral buckler, amulet of natural armor +2, potion of inflict serious wounds, headband of intellect +4, masterwork dagger, courtier's outfit, ~~potion of fly~~, ring of protection +1, arcane scroll of teleport (CL 9th), vest of resistance +2^{CA}. ^{CA}Complete Arcane.

APPENDIX 4 – APL 12

ENCOUNTER 9

Mummified Stone Giant: Large Undead (augmented giant); CR 11; HD 14d12; hp 126; Init +2; Spd 20 ft.; AC 25, touch 11, flat-footed 23 (-1 size, +2 Dex, +3 armor, +11 natural); Base Atk/Grp: +10/+26; Atk: +21 melee (2d8+18, large greatclub) or +11 ranged (2d6+12, rock) or +21 melee (1d4+12, slam); Full Atk: +21/+16 melee (2d8+18, large greatclub) or +11 ranged (2d6+12, rock) or +21 melee (1d4+12, 2 slams); SA despair, mummy rot, rock throwing; SQ +8 to hide checks in rocky terrain, DR 5/–, rock catching, undead traits, vulnerability to fire; AL LE; SV Fort +9, Ref +6, Will +9; Str 35, Dex 15, Con –, Int 6, Wis 16, Cha 15. *Libris Mortis*, page 110.

Skills and Feats: Climb +13, Concentration +2, Hide +4*, Spot +15; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 lbs. (Medium objects).

The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Despair (Su): At the mere sight of a mummified stone giant, the viewer must succeed on a DC 19 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Cha-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 19, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Cha-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: large hide armor, large greatclub, 6 rocks.

ENCOUNTER 10

Nycos Dephos, Male Human Lich Wiz(Necromancer)13: Medium Undead (augmented humanoid); CR 15; HD 13d12; hp 117 (135 with *false life*); Init +9; Spd 30 ft., fly 60 ft. (good); AC 31, touch 16, flat-footed 26 (+5 Dex, +6 armor, +2 shield, +7 natural, +1 deflection); Base Atk/Grp: +6/+5; Atk: +6 melee (1d4-1/19-20, masterwork dagger) or +12 ranged (1d4-1/19-20, masterwork dagger) or +5 melee touch (1d8+5 negative energy plus paralysis, touch); Full Atk: +6/+1 melee (1d4-1/19-20, masterwork dagger) or +12 ranged (1d4-1/19-20, masterwork dagger) or +5 melee touch (1d8+5 negative energy plus paralysis, touch); SA fear aura DC 18, paralyzing touch DC 18, touch attack DC 18, natural weapons treated as magical for the purpose of overcoming DR, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., undead traits, immunity to cold, electricity, polymorph, and mind-affecting attacks; AL LE; SV Fort +6, Ref +11, Will +12; Str 8, Dex 16 (20), Con –, Int 21 (25), Wis 14, Cha 14.

Skills and Feats: Concentration +18, Decipher Script +23, Hide +13, Knowledge (arcana) +23, Knowledge (dungeoneering) +21, Knowledge (history) +23, Knowledge (religion) +23, Knowledge (the planes) +21, Listen +10, Move Silently +13, Search +15, Sense Motive +10, Spellcraft +25, Spot +10; Black Lore of Moil^{CA}, Combat Casting, Craft Wondrous Item^B, Empower Spell^B, Greater Spell Focus (Necromancy), Improved Initiative, Quicken Spell, Scribe Scroll^B, Spell Focus (Necromancy). ^{CA}Complete Arcane.

Wizard Spells Prepared (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level, 19 + spell level for Necromancy spells): 0 – *mage hand*, *prestidigitation*, *ray of*

frost, touch of fatigue* (2); 1st – magic missile (3), protection from good, Moilian^{CA} ray of enfeeblement* (2), summon undead I^{SC}; 2nd – ~~false life*~~, glitterdust (2), invisibility, Melf's acid arrow, spectral hand, summon undead II^{SC}; 3rd – dispel magic, fireball (2), ~~greater mage armor~~, Moilian^{CA} ray of exhaustion*, summon monster III, summon undead III^{SC}; 4th – Moilian^{CA} enervation*, Evard's black tentacles, greater invisibility, Moilian^{CA} mindfrost^{FB}, summon monster IV, summon undead IV^{SC}; 5th – cloudkill, greater blink^{SC}, summon undead V^{SC}, teleport, Moilian^{CA} waves of fatigue*; 6th – disintegrate, Moilian^{CA} ray of entropy^{SC}*, repulsion, quickened spectral hand; 7th – Moilian^{CA} arrow of bone^{SC}*, delayed blast fireball, quickened fireball. ^{FB}Frostburn, ^{SC}Spell Compendium, ^{CA}Complete Arcane.

*Bonus spell; Prohibited Schools: Enchantment, Divination.

Spellbook: 1st – grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield, summon monster I, summon undead I^{SC}; 2nd – cat's grace, false life, fox's cunning, ghoul touch, glitterdust, invisibility, Melf's acid arrow, scorching ray, spectral hand, summon monster II, summon undead II^{SC}; 3rd – dispel magic, fireball, greater mage armor^{SC}, magic circle against good, ray of exhaustion, resonating bolt^{SC}, summon undead III^{SC}, vampiric touch; 4th – animate dead, contagion, enervation, Evard's black tentacles, lesser globe of invulnerability, greater invisibility, mindfrost^{FB}, summon monster IV, summon undead IV^{SC}, sword of deception^{SC}; 5th – baleful polymorph, cloudkill, cone of cold, greater blink^{SC}, magic jar, summon monster V, summon undead V^{SC}, teleport, waves of fatigue; 6th – disintegrate, eyebite, greater dispel magic, ray of entropy^{SC}, repulsion, stone to flesh, summon monster VI; 7th – arrow of bone^{SC}, delayed blast fireball, greater teleport, spell turning, summon monster VII, sword of darkness^{SC}, waves of exhaustion. ^{FB}Frostburn, ^{SC}Spell Compendium.

Possessions: Moilian runebones, spellbooks, +1 mithral buckler, amulet of natural armor +2, potion of inflict serious wounds, headband of intellect +4, gloves of dexterity +4, masterwork dagger, courtier's outfit, ~~potion of fly~~, ring of protection +1, metamagic rod (maximize, lesser), arcane scroll of teleport (CL 9th), vest of resistance +2^{CA}. ^{CA}Complete Arcane.

ENCOUNTER 9

Mummified Stone Giant, Double-Evolved: Large Undead (augmented giant); CR 13; HD 14d12; hp 126; Init +2; Spd 20 ft.; AC 27, touch 11, flat-footed 25 (-1 size, +2 Dex, +3 armor, +13 natural); Base Atk/Grp: +10/+28; Atk: +23 melee (2d8+21, large greatclub) or +11 ranged (2d6+14, rock) or +21 melee (1d4+14, slam); Full Atk: +23/+18 melee (2d8+21, large greatclub) or +11 ranged (2d6+12, rock) or +23 melee (1d4+14, 2 slams); SA despair, mummy rot, rock throwing; SQ +8 to hide checks in rocky terrain, DR 5/–, rock catching, undead traits, vulnerability to fire, fast healing 3; AL LE; SV Fort +9, Ref +6, Will +9; Str 39, Dex 15, Con –, Int 6, Wis 16, Cha 19. *Libris Mortis*, pages 99 and 110.

Skills and Feats: Climb +15, Concentration +4, Hide +4*, Spot +15; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 lbs. (Medium objects).

The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Despair (Su): At the mere sight of a mummified stone giant, the viewer must succeed on a DC 21 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Cha-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 21, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Cha-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Spell-like Abilities: 1/day—*unholy blight* (DC 18), *cloudkill* (DC 19); save DC is Cha-based; CL 14th.

Possessions: large hide armor, large greatclub, 6 rocks.

ENCOUNTER 10

Nycos Dephos, Male Human Lich Wiz(Necromancer)15: Medium Undead (augmented humanoid); CR 17; HD 15d12; hp 135 (153 with *false life*); Init +9; Spd 30 ft., fly 60 ft. (good); AC 31, touch 17, flat-footed 26 (+5 Dex, +5 armor, +2 shield, +7 natural, +2 deflection); Base Atk/Grp: +7/+6; Atk: +7 melee (1d4-1/19-20, masterwork dagger) or +13 ranged (1d4-1/19-20, masterwork dagger) or +6 melee touch (1d8+5 negative energy plus paralysis, touch); Full Atk: +7/+2 melee (1d4-1/19-20, masterwork dagger) or +13 ranged (1d4-1/19-20, masterwork dagger) or +6 melee touch (1d8+5 negative energy plus paralysis, touch); SA fear aura DC 19, paralyzing touch DC 19, touch attack DC 19, natural weapons treated as magical for the purpose of overcoming DR, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., undead traits, immunity to cold, electricity, polymorph, and mind-affecting attacks; AL LE; SV Fort +7, Ref +12, Will +13; Str 8, Dex 16 (20), Con –, Int 21 (27), Wis 14, Cha 14.

Skills and Feats: Concentration +20, Decipher Script +26, Hide +13, Knowledge (arcana) +26, Knowledge (dungeoneering) +26, Knowledge (history) +26, Knowledge (religion) +26, Knowledge (the planes) +26, Listen +10, Move Silently +13, Search +16, Sense Motive +10, Spellcraft +28, Spot +10; Black Lore of Moil^{CA}, Combat Casting, Craft Wondrous Item^B, Empower Spell^B, Greater Spell Focus (Necromancy), Improved Initiative, Maximize Spell^B, Quicken Spell, Rapid Spell^{CD}, Scribe Scroll^B, Spell Focus (Necromancy). ^{CA}Complete Arcane, ^{CD}Complete Divine.

Wizard Spells Prepared (4+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1; base DC = 18 + spell level, 20 + spell level for Necromancy spells): 0 – *mage hand*, *prestidigitation*, *ray of frost*, *touch of fatigue** (2); 1st – *magic missile* (3), *protection from good*, *Moilian*^{CA} *ray of enfeeblement*^B (2), *rapid*^{CD}

summon undead I^{SC}; 2nd – false life*, glitterdust (2), invisibility, Melf's acid arrow, spectral hand, rapid^{CD} summon undead I^{SC}; 3rd – dispel magic (2), fireball (2), Moilian^{CA} ray of exhaustion*, rapid^{CD} summon undead II^{SC}, summon undead III^{SC}; 4th – Moilian^{CA} enervation* (2), Evard's black tentacles (2), greater invisibility, summon monster IV, rapid^{CD} summon undead III^{SC}; 5th – cloudkill, greater blink^{SC}, cone of cold, rapid^{CD} summon undead IV^{SC}, teleport, Moilian^{CA} waves of fatigue*, 6th – disintegrate, Moilian^{CA} ray of entropy^{SC*}, repulsion, quickened spectral hand, rapid^{CD} summon undead V^{SC}; 7th – Moilian^{CA} arrow of bone^{SC*}, delayed blast fireball, quickened fireball, summon monster VII; 8th – Moilian^{CA} blackfire^{SC*}, maximized cone of cold, Moilian^{CA} horrid wilting. ^{SC}Spell Compendium, ^{CA}Complete Arcane, ^{CD}Complete Divine.

*Bonus spell; Prohibited Schools: Enchantment, Divination.

Spellbook: 1st – grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield, summon monster I, summon undead I^{SC}; 2nd – cat's grace, false life, fox's cunning, ghoul touch, glitterdust, invisibility, Melf's acid arrow, scorching ray, spectral hand, summon monster II, summon undead II^{SC}; 3rd – dispel magic, fireball, greater mage armor^{SC}, magic circle against good, ray of exhaustion, resonating bolt^{SC}, summon undead III^{SC}, vampiric touch; 4th – animate dead, contagion, enervation, Evard's black tentacles, lesser globe of invulnerability, greater invisibility, mindfrost^{FB}, summon monster IV, summon undead IV^{SC}, sword of deception^{SC}; 5th – baleful polymorph, cloudkill, cone of cold, greater blink^{SC}, magic jar, summon monster V, summon undead V^{SC}, teleport, waves of fatigue; 6th – disintegrate, eyebite, greater dispel magic, ray of entropy^{SC}, repulsion, stone to flesh, summon monster VI; 7th – arrow of bone^{SC}, delayed blast fireball, greater teleport, spell turning, summon monster VII, sword of darkness^{SC}, waves of exhaustion; 8th – blackfire^{SC}, greater shout, horrid wilting, polar ray, summon monster VIII, symbol of death, trap the soul. ^{FB}Frostburn, ^{SC}Spell Compendium.

Possessions: Moilian runebones, spellbooks, +1 mithral buckler, amulet of natural armor +2, bracers of armor +5, potion of inflict serious wounds, headband of intellect +6, gloves of dexterity +4, masterwork dagger, courtier's outfit, ~~potion of fly~~, ring of protection +2, metamagic rod (maximize, lesser), arcane scroll of teleport (CL 9th), vest of resistance +2^{CA}. ^{CA}Complete Arcane.

APPENDIX 6 – ALL APLS

ENCOUNTER 2

Watcher Branwen, Expeditious Vigil, Female Human Pal10/Knight of the Watch2: Medium Humanoid (Human); CR 12; HD 10d10+2d10+24; hp 108; Init +1; Spd 30 ft.; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 deflection); Base Atk/Grp: +12/+15; Atk: +16 melee (1d8+4/x3, +1 *adamantine battleaxe*) or +16 melee (1d8+4/19-20, +1 *adamantine longsword*) or +16 melee (1d8+5/x3, +1 *lance*) or +15 melee (1d6+3, light mace); Full Atk: +16/+11/+6 melee (1d8+4/x3, +1 *adamantine battleaxe*) or +16/+11/+6 melee (1d8+4/19-20, +1 *adamantine longsword*) or +16/+11/+6 melee (1d8+5/x3, +1 *lance*) or +15/+10/+5 melee (1d6+3, light mace); SA smite evil 3/day (+10 damage), unleash inner strength; SQ free multiclassing, lay on hands, remove disease 2/week, secrets of the order, turn undead 6/day; AL LG; SV Fort +15, Ref +7, Will +12; Str 15 (17), Dex 12, Con 14, Int 10, Wis 14 (16), Cha 14 (16).

Skills and Feats: Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +13, Handle Animal +5, Heal +5, Jump +5, Knowledge (arcana) +2, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Knowledge (local - Sheldomar Valley Metaregion) +1, Ride +16, Sense Motive +11, Speak Language (Flan), Spot +8; Cleave, Divine Might, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Mounted Combat, Power Attack, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Spirited Charge.

Secrets of the Order (Ex): At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may *charm* a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save, with a +5 bonus. Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, *detect thoughts* works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus.

This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

Unleash Inner Strength (Sp): Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a +4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a –2 penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

Paladin Spells Prepared (2/2; base DC = 13 + spell level): 1st - *bless weapon*, *divine sacrifice*^{SC}; 2nd - *zeal*^{SC}, *zone of truth*. ^{SC}Spell Compendium.

Possessions: +1 *adamantine battleaxe*, +1 *adamantine longsword*, +1 *full plate*, +1 *lance*, +1 *mithral heavy shield*, boots of striding and springing, cloak of charisma +2, eyes of the eagle, gauntlets of ogre power, light mace, courtier's outfit, paladin's mount, *peripat of wisdom* +2, ring of protection +1, ring of sustenance, wand of cure light wounds, wand of cure moderate wounds.

Physical Description: Watcher Branwen is a human female of mixed Flan/Suel heritage. She is 5 ft. 7 in. tall and weighs 142 lbs. Her blond hair is tied in a single braid running down her spine to her belt.

Challenger, Male Heavy Warhorse: Large Magical Beast; CR 2; HD 8d8+36; hp 75; Init +1; Spd 80 ft.; AC 25, touch 10, flat-footed 24 (–1 size, +1 Dex, +5 armor, +10 natural); Base Atk/Grp: +6/+15; Atk: +5 melee (1d4+2, bite) or +10/+10 melee (1d6+5, hoof); Full Atk: +5 melee (1d4+2, bite) or +10/+10 melee (1d6+5, hoof); SQ empathic link, improved evasion, scent, share saving throws, share spells; AL LG; SV Fort +9, Ref +7, Will +3; Str 20, Dex 13, Con 16, Int 7, Wis 12, Cha 6.

Skills and Feats: Jump +25, Listen +7, Spot +6; Diehard, Endurance, Run.

Possessions: +1 *mithral chain shirt* barding, bit and bridle, horseshoes of speed, military saddle, saddlebags.

City Guard, Male Or Female Human Ftr8: Medium Humanoid; CR 8; HD 8d10+16; hp 72; Init +3; Spd 20 ft.; AC 21, touch 15, flat-footed 18 (+3 Dex, +6 armor, +2 deflection); Base Atk/Grp: +8/+14; Atk: +16 melee (1d8+12/19-20x3, +1 *longspear*) or +14 melee (1d4+6/19-20, dagger) or +11 ranged (1d4/19-20, thrown dagger) or

+14 melee (1d6+6/19-20, short sword); Full Atk: +16/+11 melee (1d8+12/19-20x3, +1 longsword) or +14/+9 melee (1d4+6/19-20, dagger) or +11/+6 ranged (1d4/19-20, thrown dagger) or +14/+9 melee (1d6+6/19-20, short sword); AL LN; SV Fort +8, Ref +5, Will +2; Str 18 (22), Dex 14 (16), Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Craft (armorsmithing) +3, Craft (weaponsmithing) +3, Handle Animal +2, Intimidate +11, Jump +3, Ride +10; Cleave, Close-Quarters Fighting^{cw}, Combat Reflexes^b, Formation Expert^{cw}, Great Cleave^b, Heavy Armor Proficiency, Improved Critical (longsword)^b, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (longsword)^b, Weapon Specialization (longsword)^b.
^{cw}Complete Warrior.

Possessions: +1 breastplate, +1 longsword, belt of giant strength +4, dagger, gloves of dexterity +2, peasant's outfit, ring of protection +2, short sword.

ENCOUNTER 5

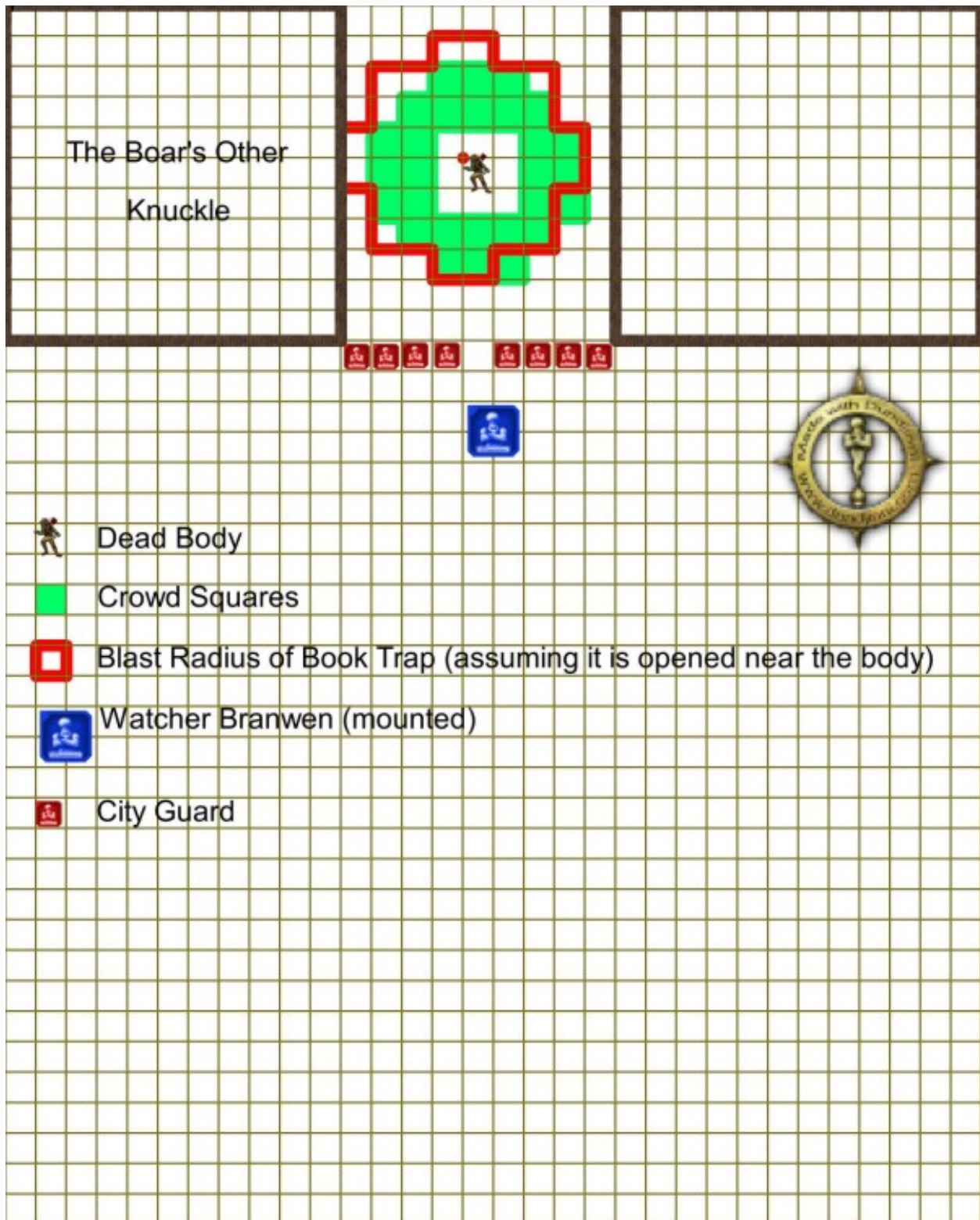
Parwyn Amastacia, Male Elf Brd15: Medium Humanoid; CR 15; HD 15d6; hp 68; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19 (+2 Dex, +5 armor, +2 shield, +1 natural, +1 deflection); Base Atk/Grp: +11/+10; Atk: +11 melee (1d6+1/18-20, +1 merciful defending rapier); Full Atk: +11/+6/+1 melee (1d6+1/18-20, +1 merciful defending rapier); SQ +2 racial saving throw bonus against enchantment spells or effects., an elf who merely passes within 5 feet of a secret or concealed door is entitled to a search check to notice it as if she were actively looking for it., bardic knowledge +17, bardic music 15/day, countersong, fascinate, immunity to magic sleep effects., inspire competence, inspire courage +3, inspire greatness, inspire heroics, suggestion; AL N; SV Fort +8, Ref +14, Will +12; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 19 (21).

Skills and Feats: Appraise +20, Balance +4, Bluff +28, Diplomacy +34, Disguise +10, Gather Information +26, Intimidate +12, Jump +2, Knowledge (arcana) +4, Knowledge (local [Core]) +4, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (nobility and royalty) +12, Knowledge (local - Sheldomar Valley Metaregion) +13, Listen +2, Perform (oratory) +19, Search +4, Sense Motive +20, Speak Language +5, Spellcraft +4, Spot +2, Tumble +7, Use Magic Device +9; Combat Expertise, Improved Combat Expertise^{cw}, Improved Feint, Leadership, Light Armor Proficiency, Negotiator, Persuasive, Shield Proficiency, Simple Weapon Proficiency. ^{cw}Complete Warrior.

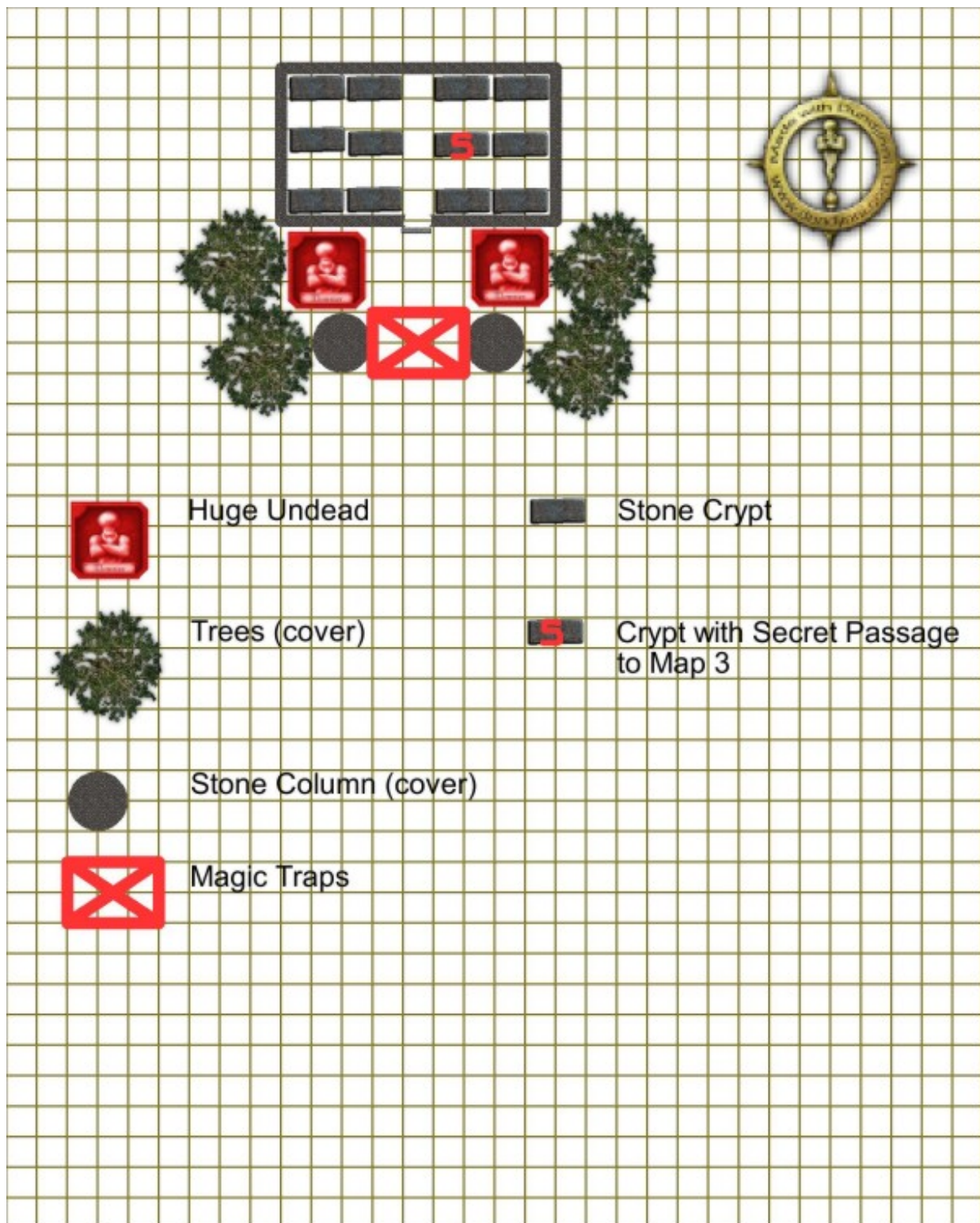
Bard Spells Known (4/5/4/4/3; base DC = 15 + spell level): 0 - detect magic, ghost sound, mage hand, open/close, prestidigitation, read magic; 1st - alarm, charm person, comprehend languages, expeditious retreat; 2nd - blur, calm emotions, detect thoughts, glitterdust; 3rd - charm monster, daylight, gaseous form, see invisibility; 4th - dominate person, freedom of movement, hold monster, greater invisibility; 5th - greater blink^{sc}, greater heroism, shadow evocation. ^{sc}Spell Compendium.

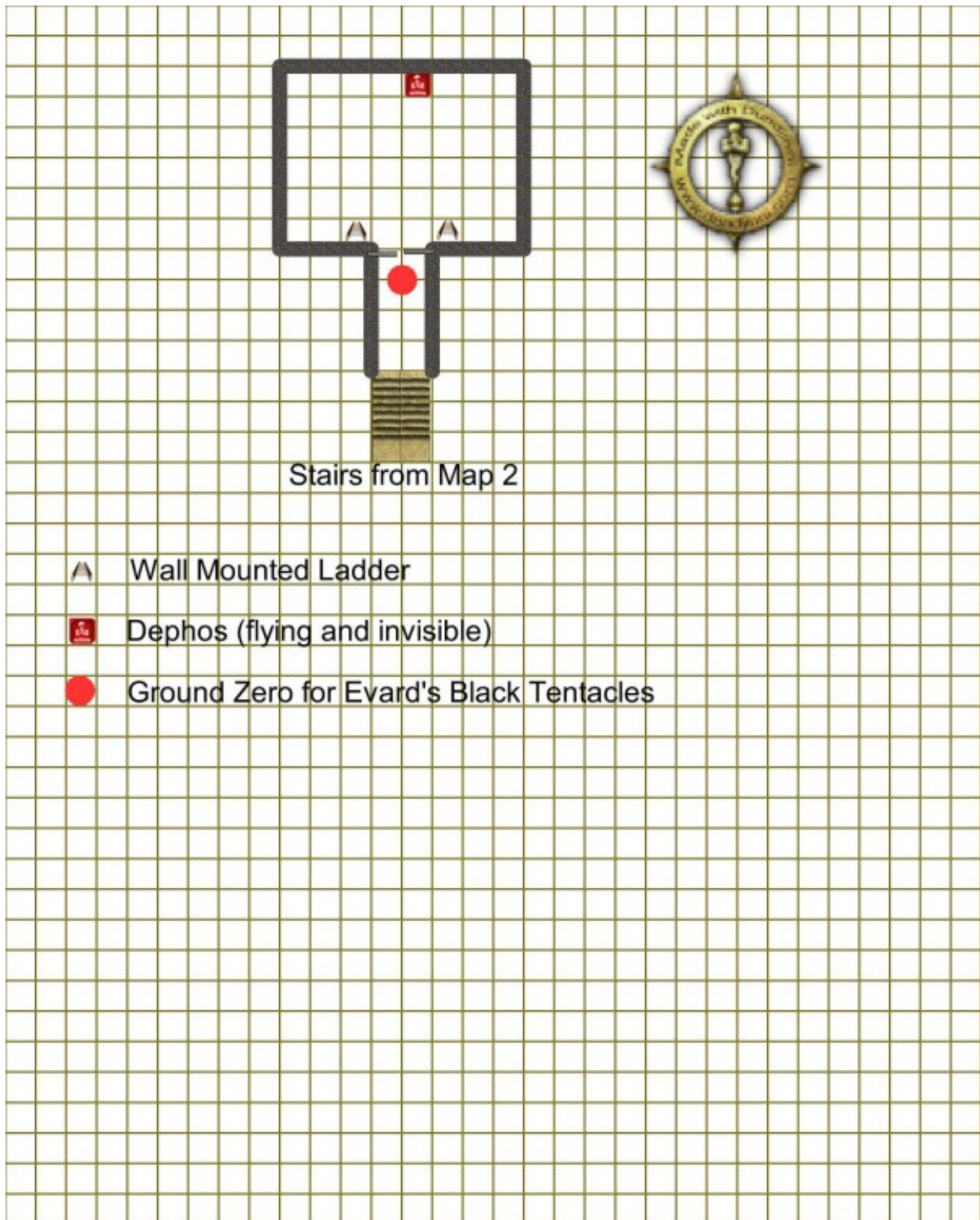
Possessions: +1 merciful defending rapier, circlet of persuasion, +1 mithral buckler, +1 mithral chain shirt, amulet of natural armor +1, cloak of charisma +2, helm of comprehend languages and read magic, noble's outfit, ring of protection +1, ring of sustenance, vest of resistance +3^{ca}. ^{ca}Complete Arcane.

Physical Description: Amastacia is a male high elf approaching middle-age. He stands 5' 5" tall and weighs 165 pounds. He has brown hair and brown eyes. His demeanor is both cheerful and confident. Amastacia carries himself as one accustomed to getting what he wants. He does not concern himself with religious issues; he treats all of his customers equally. Amastacia has a slightly lawful tendency as would be expected of one who deals in contracts and has been known to attend temples of Zilchus to further his business connections in the human world. He is not a coward, but sees violence as bad for business. Amastacia had ties with the Gran March organization known as The Corporation, but left after he heard that they were robbing military targets. He will defend himself with his rapier, but will try not to kill anyone as murder is also bad for business. Amastacia is fluent in Common, Elven, Gnome, Orc, Dwarven, CorporateSpeak, Flan, and Keoish.



DM AID: MAP #2





DM AID: NEW RULES

NEW FEATS

Black Lore of Moil (*Complete Arcane*)

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

Prerequisite: Spell Focus (necromancy), caster level 7th.

Benefit: Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of negative energy damage + 1d6 per two spell levels (+1d6 for 1st level spells, +2d6 for 2nd and 3rd level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone—a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7th level spell, so normally +4d6) with a 75 gp (3d6) runebone, the spell deals only 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.

Close-Quarters Fighting (*Complete Warrior*)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: BAB +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Formation Expert (*Complete Warrior*)

You are trained at fighting in ranks and files.

Prerequisites: BAB +6.

Benefit: The Formation Expert feat enables the use of three tactical maneuvers. You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

Lock Shields: To use this maneuver, you must have a ready shield, and adjacent allies on opposite sides of you must have ready shields. You gain a +1 bonus to Armor Class.

Step into the Breach: To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrade. You can immediately take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

Wall of Polearms: To use this maneuver, you must be wielding a shortspear, longspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies wielding weapons identical to yours on opposite sides of you. You gain a +2 bonus on attack rolls.

Special: A fighter may select Formation Expert as one of his fighter bonus feats.

Improved Combat Expertise (*Complete Warrior*)

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, BAB +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

Rapid Spell (*Complete Divine*)

You can cast spells with long casting times more quickly.

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

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

NEW ITEMS

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus;

Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight: 1 lb.

NEW SPELLS

Arrow of Bone (Spell Compendium)

Necromancy [Death]

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One projectile or thrown weapon touched

Duration: 1 hour/level or until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You complete the long ritual needed to cast the spell, scribing arcane runes into the item. It changes before your eyes into an identical item made of bone. The runes glow with dark magic and the weapon feels cold to the touch.

When thrown or fired at a creature as a normal ranged attack, the weapon gains a +4 enhancement bonus on attack rolls and damage rolls. In addition, any living creature struck by an *arrow of bone* must succeed on a Fortitude save or be instantly slain. A creature that makes its save instead takes 3d6 points of damage +1 point per caster level (maximum +20). Regardless of whether the attack hits, the magic of the *arrow of bone* is discharged by the attack, and the missile is destroyed.

Material Component: A tiny sliver of bone and an oil of magic weapon (50 gp).

Blackfire (Spell Compendium)

Necromancy [Evil]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial and Reflex negates; see text

Spell Resistance: Yes

With the dark words still on your tongue, a ray of black energy springs from your hand to wrap the indicated target in black flames that absorb heat rather than create it. The black fire crackles and hisses, emanating the smells of hot metal and sulfur.

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a living target is engulfed in chill black flames that feed on the fuel of their victim's life force. A creature engulfed in *blackfire* must make a successful Fortitude save each round that the spell is in effect or take 1d4 points of Constitution damage and become nauseated. A creature that makes its Fortitude save takes no damage for that round and is sickened instead. In addition to its effects on the subject, *blackfire* can spread rapidly. Each round on its turn, any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Reflex save or become engulfed itself.

Any creature that has its Constitution reduced to 0 or lower by the spell is turned into a pile of black ash and can be returned to life only by true resurrection or wish, the caster of which must succeed on a DC 30 caster level check to restore the victim to life. If a creature succeeds on its Fortitude save in 3 consecutive rounds, the *blackfire* affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but antimagic field, a successful dispel magic, remove curse, or break enchantment snuffs it out. As well, a creature protected by death ward has immunity to blackfire's effects.

Material Component: A pinch of dust from a vampire destroyed by sunlight.

Blink, Greater (Spell Compendium)

Transmutation

Level: Brd 5, Celerity 8, Sor/Wiz 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, ethereal reality, and you know that you can pass freely between that world and the one upon which you stand.

This spell functions like *blink* (Player's Handbook, page 206), except that you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Divine Sacrifice (Spell Compendium)

Evocation

Level: Blackguard 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Giving up some of your life force to win the battle, you empower your next blow against your foe.

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (Player's Handbook, page 249), except that it requires no material component and its intangible field of force provides a +6 armor bonus to Armor Class.

Mindfrost (Frostburn)

Necromancy [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell freezes the mental pathways of living creatures, dealing 5d6 points of cold damage and 1d4 points of Intelligence damage.

Material Component: A small stone covered in frost.

Ray of Entropy (Spell Compendium)

Necromancy

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You release a crackling black ray. The smell of decay fills the air.

When you cast this spell, you unleash a ray of negative energy that consumes the life energy of the subject. You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful against a living creature, the ray makes the subject weaker, slower, and less healthy. The subject takes a -4 penalty to Strength, Constitution, and Dexterity for the duration of the spell.

Resonating Bolt (Spell Compendium)

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Your quick movements and rapid utterances release the spell's energy, culminating in a final cry that unleashes a tremendous bolt of sonic energy from your open hand.

The bolt of sonic energy deals 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond if its range permits; otherwise, it stops.

Summon Undead I (Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. 2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like *summon monster I* (Player's Handbook, page 285), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list (human warrior skeleton (Monster Manual, page 226), kobold zombie (Monster Manual, page 266)). You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level + 1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Summon Undead II (Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 2, Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list (owlbear skeleton (Monster Manual, page 226), bugbear zombie (Monster Manual, page 267)) or two undead of the same kind from the 1st-level list.

Summon Undead III (Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 3, Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list (ghoul (Monster Manual, page 118), troll skeleton (Monster Manual, page 227), ogre zombie (Monster Manual, page 267)), two undead of the same kind from the 2nd-level list, or four of the same kind from the 1st-level list.

Summon Undead IV (Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Blackguard 4, Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list (allip (Monster Manual, page 118), ghastrider (Monster Manual, page 119), wyvern zombie (Monster Manual, page 267)), two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

Summon Undead V (Spell Compendium)

Conjuration (Summoning) [Evil]

Level: Cleric 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list (mummy (Monster Manual, page 190), shadow (Monster Manual, page 221), vampire spawn (Monster Manual, page 253), wight (Monster Manual, page 255)), two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower-level list.

Sword of Darkness (Spell Compendium)

Necromancy [Evil]

Level: Sor/Wiz 7

Components: V, S, M

Effect: Black blade of negative energy

You shatter the sword in your hand against a stone, bringing into being a similar weapon made entirely of black energy. As soon as it forms, the black blade attacks.

This spell functions like *sword of deception* (see below), except that you cause a black blade of pure negative energy to appear and attack opponents at a distance, as directed by you. Instead of dealing damage, a *sword of darkness* bestows one negative level on each successful hit against a living creature, threatens a critical hit on a roll of 19-20, and bestows two negative levels on a critical hit. Negative levels usually have a chance of permanently draining the subject's levels, but the negative levels from *sword of darkness* don't last long enough to do so. However, if the subject gains at least as many negative levels as it has Hit Dice, it dies.

If the sword strikes an undead creature, it grants that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) that last for up to 1 hour.

Material Component: A bastard sword or longsword, which is shattered against a stone while casting the spell.

Sword of Deception (Spell Compendium)

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Pale green blade of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Swinging a miniature replica of a sword as if it were real, you bring into being a full-sized representation of your replica made entirely of pale green force. The blade immediately attacks your enemy.

You cause a blade of pale green force to appear and strike the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter. Though it makes regular melee attacks, the sword strikes as a spell, not a weapon (and so can strike incorporeal creatures). A *sword of deception* always strikes from your direction, and so it can't be used to flank with your attacks, but it could flank with your allies.

The blade attacks with a base attack bonus equal to your caster level, dealing 1d8 points of damage per hit and threatening a critical hit on a roll of 19-20. In addition, each successful hit provides a -2 penalty on the target's next saving throw roll (-4 on a successful critical hit). This penalty is cumulative (to a maximum of -5 on a single creature) and lasts until the creature is forced to make a saving throw in a dangerous situation or receives the benefit of a *remove curse* spell.

Each round, a *sword of deception* continues to attack the previous round's target unless you use a standard action to switch it to a new target within range. In any round when the weapon switches targets, it gets one attack as a standard

action (as it does in the round when the spell is cast). The weapon can make multiple attack rolls against a single target with a full attack action if its base attack bonus permits. A *sword of deception* cannot be attacked or damaged (though it can be dispelled as any other spell). If an attacked creature has spell resistance, make a caster level check the first time the sword attacks. If the check is successful, the sword can attack that creature with normal effect for the duration of the spell. If not, the *sword of deception* is dispelled. If the target goes beyond the spell range or out of your sight, the *sword of deception* returns to you and hovers.

Focus: A miniature replica of a sword and a set of loaded dice.

Zeal (Spell Compendium)

Abjuration

Level: Blackguard 2, Pal 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of the spell, as long as you finish your movement closer to your chosen foe than when you began it.

PLAYER HANDOUT #1 – LETTER FROM BETHANY GRENDA

This should be given to PCs who did play SHE5-04 A Cup O'erturned.

Greetings,

You may not remember me, but my name is Bethany Grenda. We met recently in Hochoch while you were looking for a certain antique goblet and while I was investigating business opportunities under the new government for some business people in Gran March. I have some information about the goblet that I might be willing to sell to you. Given that the Knights have shown an interest in the item, this information may help you form a good relationship with the new government. Meet me in Hochoch at the Boar's Other Knuckle after sundown on 6 Fireseek 596. You will not regret it.

Good travels,

Bethany Grenda

PLAYER HANDOUT #2 – LETTER FROM BETHANY GREENDA

This should be given to PCs who did not play SHE5-04 A Cup O'eturned.

Greetings,

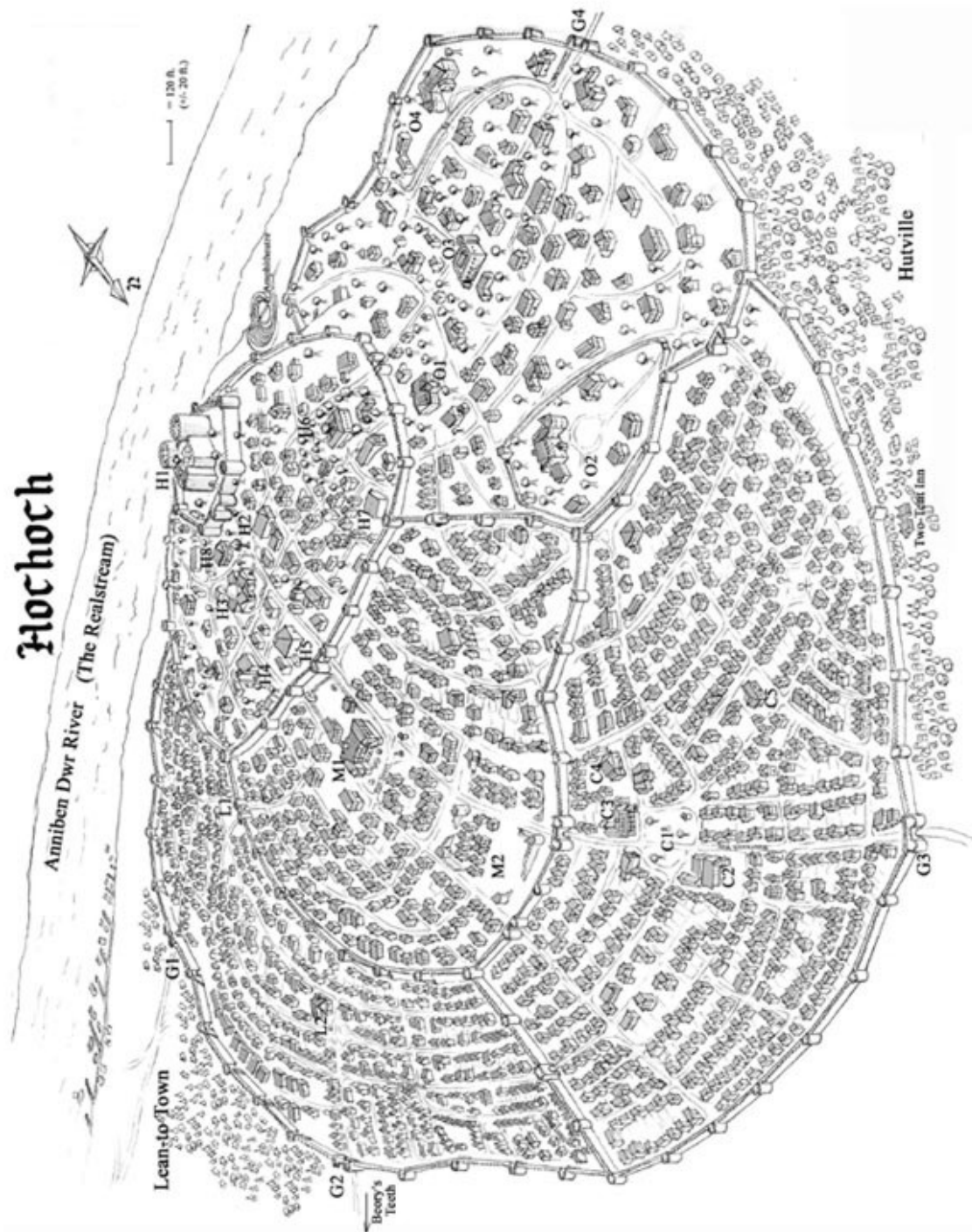
A mutual acquaintance has given me your name as a reputable adventurer. My name is Bethany Grenda and I am a negotiator for certain business people in Gran March looking for business opportunities under the new government. I found out some information about an antique goblet that apparently has the interests of the Knights. I do not have time for long interrogations by the new government so I might be willing to sell to you this information so that you can gain some influence with the Knights. Meet me in Hochoch at the Boar's Other Knuckle after sundown on 6 Fireseek 596. You will not regret it.

Good travels,

Bethany Grenda

PLAYER HANDOUT #3 – MAP OF HOCHSCH

(Created by Jose Ortiz)



PLAYER HANDOUT #4 – KEY TO THE MAP OF HOCHOCH

Gates:

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter:

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons:

- C1 – Iowerth Square
- C2 – The Boar's Knuckle (condemned)
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward:

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

Old City:

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate

Hilltop:

- H1 – Caer Dwr Gwyldy (Waterwatch Castle)
- H2 – Treval Llys (Town Hall)
- H3 – Temple of Pelor
- H4 – Temple of St. Cuthbert
- H5 – Temple of Allitur
- H6 – Temple of Ehlonna
- H7 – Wayfarer's Union House
- H8 – The Brenin's Signet Inn

PLAYER HANDOUT #5 – GREENDA'S PAPER

Old container, new container,

Old container lost to old friends,

New container lost to unknown,

Containers may be spoiled or may be ripe.

PLAYER HANDOUT #6 – GREENDA'S PAPER (TRANSLATED)

Old container, new container,

(This mentions two containers.)

Old container lost to old friends,

(The first container was stolen by old enemies.)

New container lost to unknown,

(The second was stolen by someone else.)

Containers may be spoiled or may be ripe.

(Both containers may be evil but valuable.)

PLAYER HANDOUT #7 – CORPORATION NOTE, MEMBERS ONLY

Bethany Grenda, a member of our family, was killed because she was involved in our rivals' business. She was following up on the goblet that our ex-members stole from our rivals, which has put us at odds with them. Because of this, we think the murders are connected with the goblet. Find out what you can as we are on uncertain ground here.

PLAYER HANDOUT #8 – MYSTERIOUS NOTE

We did not kill anyone.

We had nothing to do with either the goblet or the urn.

We believe them to be connected.

We believe them to be dangerous.

Find them with our blessing.

PLAYER HANDOUT #9 – RHYME OF THE OCCLUDED TIME

(Given to the party by the Knights in Hochoch)

Occluded time's thunder;
A Cup o'erturned;
Flesh torn asunder;
A book unburned;
Three to One's wonder;
Dark whisperer returned.

CRITICAL EVENT SUMMARY: *SHE6-01 FLESH TORN ASUNDER*

For use only before April 1, 2006. Email answers to aeontrin@aol.com.

1. Did anyone die from the book trap in Encounter 1?

Yes No

If so, did any city guards or Knights of the Watch NPCs die as a result?

Yes No

2. Did the party fight the Watcher Branwen and her city guard?

Yes No

If so, did they kill any NPCs in the fight?

Yes No

3. Did the party defeat the undead assassin Nycos Dephos?

Yes No

How much did the party find out from Nycos Dephos before the combat ended?

4. Did the party find out that the Aspect of Sight was trying to control the Midnight Ravens' interests in Hochoch?

Yes No

5. Did the party contact any organizations about the results of this adventure?

Yes No

If so, who did they contact and what did they tell them?

6. Did the party have fun with this adventure?

Yes No

7. For players from Geoff and Gran March only: was the city of Hochoch and its citizens represented accurately and how can their descriptions be improved for future adventures?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):