

VEL4-06

A Harvest of Souls

A one Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

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The shadow cast by The One continues to spread across Veluna, even as Hazen's successor dons the mantle of Canon. In this struggle for the very soul of the Vale, heroes find that knowledge and wits are as valuable as swords and armor. How will you fare when put to the test? On the streets of Veluna City one battle will be decided for good or ill. An urban investigative scenario for APLs 2 through 8.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Archclericy of Veluna. Characters native to Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

	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

Adventure Background

An advance team of Nerullian cultists, followers of The One, have infiltrated Veluna City. Their mission is to murder members of the Celestial Order of the Moons, the nobles' council that advises the Canon. They hope to spread chaos and disorder as a result of these murders or at the very least increase fear and paranoia. The cultists entered Veluna City posing as hired laborers for a local bookseller and antiquities dealer. The bookseller is in fact a deep cover agent of The One. The real bookseller was kidnapped while on a trip to Greyhawk City. She was interrogated, tortured and then murdered, and the agent assumed her identity. She has spent the last year in Veluna City gathering intelligence and assessing targets.

Complicating matters is the recent announcement that a new Canon has been elected to replace Canon Hazen, recently killed in battle with The One. The authorities have increased security for the anointment of the newly elected Canon, which has limited the cultist's activities lately. However the influx of people to Veluna City to attend the ceremony and celebrate the new Canon's election has stretched thin the Guardsmen on hand for the ceremony and ironically made the cultist's activities easier to conceal.

Their first target is Matthew Sarneth, representative for the Diocese of Grayington and uncle of the current Plar, Redin Sarneth. He is kidnapped from his residence and taken to a Veluna City bath house frequented by nobles and upper class residents. There he is consumed by a

fiendish shark summoned by the cultists' cleric. Unfortunately for the cultists, there was a witness in the bath house. A junior member of the Pack was inside stealing valuables when the cultists entered with Sarneth. He hid quickly, fearing they were the city watch, but moved to see what was going on when the chanting began. As the fiendish shark devoured Sarneth, the rogue let out an involuntary gasp, alerting the cultists. With several cultists on his heels, the burglar fled the bath house. While trying to elude pursuit, he literally runs into the party and asks for help. This is where the actual adventure begins.

Adventure Summary

The PCs are in Veluna City to witness the anointment of the new Canon, Priffin Truft. In these troubled times the citizens need a boost to morale and so the authorities have lifted the curfew in place since the recent invasion began in the north. They have also relaxed certain rules concerning proper behavior, and while the city is still chaste compared to the City of Greyhawk, Veluna City is more boisterous than it's been since the occupying Keoland forces left Veluna in 438CY.

In keeping with this idea, the adventure opens at a party thrown by the gnomish delegation from Lorrish. This provides an opportunity for the PCs to introduce themselves and have a bit of fun before the grim business of the adventure proper begins.

The main adventure starts off with a burglar running into the party as they are on their way to their inn after departing a celebration honoring the new Canon. After disposing of the burglar's would-be assassins, the PCs can discover a valuable old coin that will eventually be the link to the cultists. The burglar pleads with the party to protect him. He has just witnessed a grisly murder and insists the murderers will not rest until they have gotten rid of him. He offers to reward the PCs should they shelter him and determine the identity of the murderers.

At this point, the PCs have to decide whether to accept the burglar's offer and begin an independent investigation or turn him over to the authorities. This is the first possible branch in the adventure.

It should be noted that this entire adventure takes place over a twenty four hour period. The GM should make careful note of time passage as it affects the course of the adventure. If the PCs have not successfully solved the mystery and found the cultists by midnight, they will have conducted their second murder/sacrifice and fled the city undetected.

If the PCs elect to investigate on their own, the burglar leads them to the bath house where the murder took place. There the party may uncover clues as to the identity of the murder victim. Questioning the cultists may uncover some clues as well.

If the PCs elect to either turn the burglar over to the city watch or take him to the authorities themselves, the burglar will be hauled off and the party can retire for the night.

At this point it will be well after midnight and the party may head back to the inn to get some sleep, rest to prepare for spells etc. In the morning, over breakfast, they may get some additional clues and information by interacting with the staff and patrons of the inn.

In the morning, they can go to the building housing the Celestial Order of the Moons. This can happen either on their own volition or because they are summoned there (if they turned over the burglar). There they will meet with Sharis Jamorrie, current head of the Order and Bishop Tarik Turis, acting Archbishop of Veluna City. After hearing the burglar's story the Bishop and Jamorrie will be able to confirm the disappearance of Matthew Sarneth and his subsequent murder. They will have also received information linking the cultists to the bookseller. They will ask the PCs to conduct a discreet investigation to avoid public panic. The burglar will be charged and placed in jail pending trial. (This means, of course, the PCs will NOT receive the Favor of the Pack.)

The PCs may elect to shelter the burglar and still alert the authorities. Of course the authorities will be curious how the PCs came by their information, so careful role-playing on the party's part is necessary to avoid an uncomfortable situation with local law enforcement.

If they allowed the burglar to go free, he will uncover information linking the cultists to the bookseller and will share this information with the party.

Eventually, the coin recovered from the cultists will lead the PCs to the bookseller who owns the warehouse where the main cultists have been hiding. Remember she is a deep cover agent of the One and has been warned by the cultists to expect trouble. She will attempt to mislead the party as to the nature of her "employees" claiming ignorance of the cultists. She will also attempt to determine how much the PCs know about the cultists and their operation. In all cases she will try to resolve the encounter nonviolently. Only if the PCs give her no other option will she use violence and then only to escape and flee Veluna City. There are clues in the booksellers shop that lead to the warehouse.

By the time the PCs arrive at the warehouse, the main cultists have left. If they arrive early enough, they can catch some monk cultists cleaning up. The monks will have clues indicating that Sharis Jamorrie may be the next victim.

When the PCs arrive at Sharis Jamorrie's residence they will learn from a badly wounded guard that they are too late. The guard can provide additional clues about the cultists and a general location of where they were headed, the Veluna City cemetery.

Once they get to the cemetery, the PCs should be able to find their way to the Turis family mausoleum. The cultists are using the acting Archbishop's family crypt as the site of their final sacrifice to Nerull. The place has been thoroughly defiled and desecrated and Veluna PCs should be suitably outraged. If the PCs arrive before 9PM they will be able to intervene and hopefully save Jamorrie. If she is killed and the body recovered, she can be raised. If the necromancer is able to summon the fiendish serpent and Jamorrie is devoured then she is gone forever as far as the adventure is concerned and the PCs have failed. If the PCs arrive after 9PM, the serpent is gone, having taken Jamorrie with her, but they can still deal with the cultists. If they arrive after midnight they find only an empty desecrated crypt.

Remember that at any time the PCs may elect to give up their independent investigation and go to the authorities with what they have.

Critical Flow: There is a key chain of evidence that leads the PCs to the final encounter at the cemetery. It is important that the DM understand this key flow:

- 1) PCs find coin on cultists in first encounter.
- 2) PCs find link of coin to bookseller
- 3) At bookseller's, they find evidence of a warehouse owned by the bookseller.
- 4) At the warehouse they find evidence that Jamorrie may be the next target.
- 5) At Jamorrie's they find out about the cemetery.

The adventure is divided into 6 time periods. In each of these time periods the party may do ONE encounter. These time periods are as follows:

- A) First night.
- B) AM1
- C) AM2
- D) Noon
- E) PM1
- F) PM2

In each time period the party may visit one encounter area. As they go to another encounter area, advance the time period by 1. Explain any timing questions as travel time, dealing with long lines at gates as the overworked guard screen pedestrians, or waiting time at the COOTM. The DM can waive a time period advancement if the PCs are simply going back to a place they already visited (such as updating Turis on what they are doing).

VELUNA NOTE TO DMs: Any PC or NPC that attempts to cast *scry*, *divination*, *commune*, *contact other plane*, or *greater scrying* in this module will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage.

Introduction

With Mitrik still under siege by Herion's forces and Fals Keep occupied by the enemy, Veluna City has become the end point for trade heading west. The City and points east and south have been spared the ravages of war thanks to the valiant defenders of Mitrik who halted the advance of the evil horde. But the war is far from over.

With the death of Canon Hazen at the hands of Herion himself, Veluna had found herself leaderless. Veluna law requires that the new Canon be selected by the College of Bishops and ratified by the Celestial Order of the Moons. Word on the street is that the College of Bishops has selected Archbishop Priffin Truft, Archbishop of the Royal College. Earlier today the Celestial Order of the Moons ratified Truft's selection and Veluna has a new leader.

Many folk have come to Veluna City for the official anointment of Canon Truft, and the city is teeming with people, including refugees from the war. Complicating matters, however, is the fact that the Plar of Grayington, Plar Redin Sarneth, has withdrawn his troops from Veluna City, leaving its defense to a beleaguered Mitrik Temple Guard unit. The rumor is that the troops were pulled in order to reinforce Grayington's northern border with Whitehale, which is in enemy hands. With the influx of visitors and the tightened security surrounding the anointment of the Canon, the Temple Guard is spread thin.

The selection of a new Canon is a rare event, however, and the mood in the city is a joyous one. For a few brief days, the people have forgotten the worries of the war and focus on celebration. The PCs are in Veluna City to celebrate the election of Archbishop Priffin Truft as the new Canon. Their reasons for being here can vary.

Locals are here for religious or social reasons, while those from out of country could be here for a whole host of reasons. Encourage the PCs to be creative in this regard. In any event, the adventure starts off at a party. Mugly Tinderfoot, one of the leaders of the Lorrish delegation to the new Canon's anointment has announced a party in the new Canon's honor. Everyone's invited. The party itself is held outside the city in a tent city erected for that purpose. Mugly has two purposes: one, to have a good old fashioned shindig because he figures Veluna City needs one, and two, to give the refugees currently encamped put outside a chance to put their cares behind them, if only for one night. The party begins at sundown and is still going strong at midnight.

Development: This is the intro, so keep it simple and fun. Give the PCs a chance to introduce each other in a party environment. They can meet at the bar, on the dance floor, or at the buffet table. Now this is Veluna so this isn't a wild night of debauchery, but the Lorrish delegation has convinced both the secular and religious authorities that the chance to celebrate a bit boisterously would lift spirits. Think of Bilbo Baggins' birthday party from *The Lord of the Rings* and you have the idea.

After the PCs have introduced their characters, ask them what they are doing at the party. PCs can drink, eat and dance. Ask each PC if they are drinking at the party. Don't go around the table and ask each one, do it casually to determine a drinking level. Mentally assign each PC as a non-drinker, or light, medium, or heavy drinker. Those engaged in serious drinking will need to make Fortitude Saves to avoid the effects of the strong gnomish ale served at the party.

The gnomes of course will encourage the PCs to drink, eat, and dance. Any PC not drinking will be approached in short order by Mugly Tinderfoot:

"Hey! You there! You're not drinking! Let me take care of that!" Mugly hands you a large mug of ale.

If any of the PCs is drinking in moderation (in the light category), pick one. Mugly comes up to that PC bearing a huge mug of ale, and huffs:

"You call THAT a pint?! He hands you the huge mug. "Now THIS is a pint! Drink up!" He turns and head back into the crowd.

If the PC takes takes the huge mug, upgrade them to "medium" drinkers.

Then have each PC make a saving throw as follows:

Light Drinkers

Fortitude Save (DC10) or take 1d4 temporary Dexterity and Wisdom damage

Medium Drinkers

Fortitude Save (DC15) or take 1d6 temporary Dexterity and Wisdom damage

Heavy Drinkers

Fortitude Save (DC20) or take 1d8 temporary Dexterity and Wisdom damage. Those making their saves take 1d4 temporary Dexterity and Wisdom damage. These are the characters that are drinking until they get drunk. Even Dwarves with 20+ con can get at little tipsy.

All ability damage goes away the following morning, although creative DMs and PCs may have fun with hangovers.

Any PC with an empty mug will find a filled one at his or her side in short order. The gnomes take their partying very seriously. So be creative and have fun, but remember this is only the introduction to the mod and a chance for the PCs to have a bit of fun before grim reality sinks in. This should provide a nice counterpoint to the rest of the adventure and DMs are encouraged to play up this aspect.

After a few minutes to set the scene, read the following:

You hear the bells of Rao's Cathedral chiming the twelve strokes of midnight in the distance. Perhaps it's time to head back to your inn, the ever popular Tannenbaum's Chalice. You gather what wits you have left and your new found companions and head for the city gates. Once there the guards give you a cursory inspection and with a curt gesture motion you inside the city proper. The warm comfort of the Chalice awaits!

Move to **Encounter One: The Unlucky Burglar**

Encounter One: The Unlucky Burglar

This encounter occurs in time period "A" only.

The night is unseasonably warm and humid as you make your way down the street to your familiar inn, Tannenbaum's Chalice. It is now after midnight; full of food and drink, you look forward to the comforts of your room and bed.

Then something jolts you out of your reverie. Out of a nearby alleyway a man dressed in dark leathers runs out. He frantically looks around and spots your party. He runs up shouting, "Help me! They'll kill me if they catch me! As he speaks these words several figures emerge from the alleyway. Moonlight glitters

off steel as weapons are raised. They hesitate for a moment as if sizing up your party. Then they charge to attack!

APL 2 (EL 4)

☛ **Cultist Thug (5):** Male Human Rog1: hp 9 (each). See Appendix One.

☛ **Carsten Riis:** Male Human Rog2: hp 9. See Appendix One.

APL 4 (EL 6)

☛ **Cultist Thug (5):** Male Human Rog2/War2: hp 21 (each). See Appendix One.

☛ **Carsten Riis:** Male Human Rog4: hp 21. See Appendix One.

APL 6 (EL 8)

☛ **Cultist Thug (5):** Male Human Rog3/War2: hp 34 (each). See Appendix One.

☛ **Carsten Riis:** Male Human Rog6: hp 32. See Appendix One.

APL 8 (EL 10)

☛ **Cultist Thug (6):** Male Human Rog5/War2: hp 46 (each). See Appendix One.

☛ **Carsten Riis:** Male Human Rog8: hp 42. See Appendix One.

Tactics: This is a straightforward combat encounter. The cultists are a bit daunted by the sudden encounter with the party but press the attack since failure is not tolerated by The One. The cultists attempt to close on the burglar, accepting attacks of opportunity (but attempting to tumble if they can) from the party in order to get within striking range. They will use their skills and special abilities to best advantage (i.e. sneak attack) to eliminate the witness. While fanatics they are nevertheless intelligent opponents. They will not surrender nor retreat.

The street is 20 feet wide and lined with buildings on both sides. The alley the thugs came out of is 10 feet wide. For reference see **Map One** in **Appendix Three: Maps**.

Development: The noise of the combat will alert the city watch, who will arrive within five minutes of the start of combat. If they elect to remain and talk with the watch the party will have to decide what to do with the burglar and what to tell the watch when they arrive. They may elect to go the authorities with the story the burglar told them. The GM is encouraged to role play this out. In light of the recent invasion the city watch is especially suspicious of strangers. Their initial attitude toward a group of non-local PCs is Unfriendly. If there is at least one Veluna citizen with the party their attitude changes to Indifferent. Members of metaorgs should

remember to apply their appropriate modifiers when interacting with the city watch and local residents. It is assumed that smart PCs will not fight the city watch, but if PCs elect to start a fight a City Watch Patrol may be found in Appendix One: NPCs. Assume another patrol will arrive every three minutes. For Watch patrol stats see **Appendix One: NPCs**,

If the PCs elect to search the thugs they discover an unusual object in one of the thugs' belt pouches. If the PCs don't initiate the search, Carsten will. Be sure the PCs see this coin!

You hold in your hand a large coin or medallion made of silver about the size an average human's palm. On one side is the "Heart of Rao" that also serves as a symbol for Veluna. Under the heart are the dates 415-438. On the reverse side is a defaced coat of arms, under which are the words in Common "Never Forget"

Any PC making a successful Knowledge (Nobility and Royalty) skill check DC 10 or Knowledge (Local Sheldomar Valley) DC10 will recognize the defaced coat of arms as that of the Kingdom of Keoland. Any PC making a successful Knowledge (History) skill check DC 15 or Knowledge (Local Tuf/Fals/Vel) skill check DC 20 will realize that the dates referred to on the front of the medallion correspond with the brutal occupation of most of Veluna by Keoish forces under the command of the infamous Commandant Berlikyn. If the Knowledge (Local Tuf/Fals/Vel) skill check was DC 25 or higher, it will also reveal that these medallions were commissioned in remembrance of all those who resisted the occupation and fought the Keoish troops. These medallions are quite rare now and considered valuable collector's items. If shown to the City Watch the Sergeant says:

"Hmm, I think I saw something about this back at headquarters, I'll have to take it in to be sure. In any case this is part of a crime scene and we'll need to take custody of it."

GM Note: Jelena Karlonen assumed the thugs were not stupid enough to steal from her, but as they say "there is no honor among thieves." She is ignorant of the theft until the PCs show her the medallion or inform her of how they found it. One of the cultists took it from her warehouse, and gave it to the one they found it on to pawn. The thug who had it knows nothing about the location of the warehouse, only that his buddy was staying in a warehouse and stole it from there.

It is assumed at some point the PCs will want to hear the burglar's tale. When they question the burglar he relates the following story:

"Name's Carsten Riis. I was hanging out in the bathhouse when I heard a noise at the front door. Figuring it was the Guard making rounds I hid in a changing room next to the main bathing pool. Heard some folks come in and start moving around the main pool. Didn't sound like no Watch to me, but I stayed hid just in case. I heard a splash and then some chanting in some language I ain't never heard of. Now this was definitely NOT the Watch, but chanting is not a good thing at this time of the night if you get my drift. So I started looking around for another way out. That's when I heard someone say something about "sacrifice" and a big splashing sound come from the pool. Darn if curiosity didn't get the better of me and I had to sneak a peek. So cracked the door a bit and risked a look."

"Wish I hadn't. There were about 10 people around that pool, all in black. Couldn't see no faces but I figured the one doing all the gesturing and chanting must be the leader and probably a spell caster to boot. Must'a been a woman too cause that weren't no man's voice, at least not one over the age of twelve. So she's been doing this chanting and I looked to see what made that big splashing sound. Some kinda big fish was at one end of the pool. Never seen one like it. All fins and teeth that one was. And it was eating something. Then I realized it was a man when I saw an arm go flying. Blood and guts everywhere!"

"Well I couldn't help but express my disgust at the whole thing. Problem was one of them fellas must've heard me 'cause I saw him turn in my direction. Must've seen me too 'cause I saw him pull out a sword and head in my direction, yelling to his buddies, 'Interloper!'"

"Now momma didn't raise no fool, so I took off out of there like the whole City Watch was after me. I could hear the woman yelling for them to kill me. Guess that added a bit more motivation, 'cause I got out there before they caught me. Led 'em on a merry chase I did, but never could shake 'em. So I figured on hitting one of the main roads and lure 'em into the arms of the Watch. Might mean getting arrested and jail time, but it beats being dead... Just lucky I ran into you folks first. What say you help a fellow out and protect me from these folks? I got powerful friends who'd look mighty kindly on you for taking care of me. Not to mention I bet there'd be a hefty reward for finding these folks and solving the murder. Of course I'd appreciate it if the authorities don't find out about me and my....um....activities. So whadda you say? Do we have a deal?"

GM note: It is expected that PCs will want to know what kind of reward the burglar can deliver. So if they ask that question (i.e. "What's in it for us?") reply with the following or paraphrase from the following:

"Can't rightly say at the moment, but I'd imagine we could get you some special training or maybe something interesting that fell off the back of a wagon if you get me. Maybe even introduce you to some of my 'friends' if you get my drift? Who's that you ask? Well you'll find out when you meet 'em, eh? Where's your sense of adventure laddie? Gotta know everything up front do we? Feh! No fun in that!"

Carsten will attempt to dodge questions as to why he was in the bathhouse (he was burgling it, but he won't admit to that!). This may call for Sense Motive vs Bluff checks, but poor Carsten is a B&E man, not a face or con man, so it's likely the PCs will be able to figure it out. Only under torture or magical coercion will Carsten reveal he works for the Pack. He takes his vows to the organization very seriously, despite his demeanor. If somebody comes right out and asks, he might beat around the bush, allowing them to get the idea that he is a member of the Pack (wink, wink, nudge, nudge) without ever coming out and SAYING it. If the PCs decide to investigate the bath house before turning in for the night, go to **Encounter 1A: A Bad Night for a Bath.**

If any of the cultists are captured and interrogated, the PC's will have a hard time getting any information out of the cultists. They know that the Guard is on the way and can stall for them. Once the Guard arrives, they will take custody of any prisoners. If the PCs can make an Intimidate check, some information can be learned before the Guard arrives. The Intimidate check will be opposed by a level check (plus Wisdom bonus) of the prisoner. The amount the Intimidate checks beats the cultists opposed roll determines how much info they get. If they attempt to cut a deal or sweet talk a prisoner, it requires a Diplomacy check (initial attitude is unfriendly). The DM may choose to allow up to one other PC to aid in Intimidate, but that's all (the bad guy can only be killed once, it doesn't matter how many are threatening him), but nobody can aid on the Diplomacy check (more than one person talking at once just confuses things):

Intimidate success by +0 to +9, or Diplomacy DC15: They were hired in Greyhawk City to serve as hired muscle. They don't know much.

Intimidate success by +10 to +19, or Diplomacy DC25: They were hired in Greyhawk City to serve as hired muscle. They weren't told of their target and did not know who they were after. Their leaders are a male

wizard and a female cleric, but they always appear hooded and masked so they don't know what they look like. They've been paid well so they don't ask too many questions.

Intimidate success by +20 or more, or Diplomacy DC40: As above, but they will also tell that the coin they had was given to one of the thugs by another cultist who asked him to pawn it. He knows his buddy was hiding out in a warehouse with some other cultists and that's where he stole the coin from. He doesn't know where the warehouse it located though...

If a corpse is questioned much the same information can be obtained, although the nature of the spell may limit the amount and quality of information and the body.

If the PCs elect to tell the burglar's tale to the watch, they will be summoned to the Celestial Order of the Moons in the morning during Time Period B. Proceed to **Encounter Two: Haven't You Heard** after the PCs decide to rest for the night.

Whatever the PCs decide to do, the remaining cultists return to their warehouse hideout. When the others do not return they will assume their presence has been discovered. They will gather up their belongings and move to their alternate hideout in the cemetery. They will also warn the bookseller that the operation may be in jeopardy and to expect unwelcome visitors. Once settled into their new hideout the cultists will finalize plans for their next target, Sharis Jamorrie, the current head of the Celestial Order of the Moons.

Development: The PCs can do nothing else in Time Period A. If they go to the officials, nobody will be available until morning. They do not have enough leads to continue investigating until something breaks loose on the coin clue in the morning (**Encounter Two or Encounter Three**). If they let Carsten Riis go, he tells them that he will ask around about information about the coin they discovered. It is their only clue. He will seek them out at Tannenbaum's Chalice in the morning.

Encounter 1A: A Bad Night for a Bath

Time Period A:

This encounter takes place when the PCs go to investigate the bath house where the burglar claims the murder took place. By a careful search of the premises combined with questioning the burglar, the PCs may gain clues as to the murder victim and the possible identity of the cultists.

This bath house has stood on this site since shortly after the founding of Veluna City. It has long been a refuge for the city's elite where they could come to wash their troubles away and conduct private business away from prying eyes. Unlike most buildings in town, the bath house is at least partly constructed of stone and brick. Think of a Roman style bath house for a point of reference.

Assuming the PCs accept the burglar's offer, he leads them to the bathhouse. Entering through an unlocked side entrance (one whose locked he picked earlier this evening) he leads you to the main bathing area. He points to a large pool its normally clear water stained pink.

"See! Here's where they killed him." He says pointing to the pool. "They hung him over the side like bait while that cleric of theirs invoked some dark power to summon a fiend from the nether planes. It appeared in the pool in the shape of a fish although it looked like no fish I've ever seen."

Any inspection of the pool (Spot DC15) reveals something shiny on the bottom. Someone will have to wade into the pool to retrieve it off the bottom.

The object is a signet ring bearing a crest. A Knowledge (Nobility and Royalty) check (DC 15) or Knowledge (Local VTF) DC15 reveals the crest to belong to one of the members of the Sarneth family of Grayington (the largest and most powerful noble family in Veluna). If the Knowledge (Nobility and Royalty) check is 20 or higher, it also indicates that it is a signet only worn by the leading members of house Sarneth. If a PC specifies he/she is examining the ring closely, they will see the initials M.S. engraved on the inside of the band. There are indentations on the ring suggesting claw or tooth marks.

The ring belonged to Matthew Sarneth, the Grayington Diocese representative to the Celestial Order of the Moons. If someone specifically enters the pool and makes a Search check DC 15 they find a small torn piece of cloth floating in a shadowy area of the pool. The cloth bears a partial coat of arms matching that of the signet ring. If the PCs fail the skill checks to determine the owner of either the ring or the torn cloth, and they make a point of showing it to the burglar, have him make the check(s). If he fails, they can always ask the locals. If they try the patrons of Tannenbaum's Chalice the next morning (Encounter 3), assume three of the locals has Knowledge (Local VTF) +8 for the check. By then the party should know the identity of the murder victim.

Development: The PCs can do nothing else in Time Period A. If they go to the officials, nobody will be

available until morning. They do not have enough leads to continue investigating until something breaks loose on the coin clue in the morning (**Encounter Two or Encounter Three**). If they let Carsten Riis go, he tells them that he will ask around about information about the coin they discovered. It is their only clue. He will seek them out at Tannenbaum's Chalice in the morning.

Time Periods B/C/D/E/F:

If the PCs go investigate the bathhouse anytime other than Time Period A, they will not gain access. The place will be swarming with guards and Church of Rao and Celestial Order officials. The bathhouse staff discovered the crime scene and alerted the authorities. The PCs will be denied entry, if they say they have information relating to the crime, they will be taken to Bishop Tarik Turis and Sharis Jamorrie. At this point move to **Encounter Three: The Whole Truth and Nothing but the Truth**. The visit to the bathhouse at this time will not consume a time period, move them straight to **Encounter Three** for that time period.

Encounter 1B: Sarneth Residence

If at any time the PCs desire to visit Matthew Sarneth's residence they will find nothing:

Time Period A:

The house will be quiet and under guard. The night guards will not allow anyone entry, nor will they announce anybody's presence in the middle of the night. They will simply tell any visitors to come back in the morning. If a PC tries to sweet talk the guards, they can try a DC25 Diplomacy check (unfriendly to friendly); no aid another on this check. If so, they can find out that the master is not in, and has not returned from the COOTM yet.

Time Period B/C/D/E/F:

The place will be buttoned down and crawling with Mitrik Temple Guardsmen. The Guards will send the PCs on their way. If they press for information, they will be redirected to the COOTM for official information. They will not be allowed to conduct any investigation of their own. If a PC tries to sweet talk the guards, they can try a DC25 Diplomacy check (unfriendly to friendly); no aid another on this check. If so, they can find out that Matthew never came home and nothing unusual was found in his home.

Encounter Two: Haven't You Heard?

Time Period B ONLY:

This encounter takes place in Tannenbaum's Chalice, the party's destination before the encounter with the burglar. It will take place the morning after the murder of Matthew Sarneth (Time Period B only). This encounter is a role-playing encounter designed to give the PCs a chance to interact with both patrons and staff, and in the process gain information that may prove useful in their search for the killers. DMs will need to adjust NPC reactions and information based on PC action. As always, be creative and have fun! This encounter will NOT consume a Time Period unless the party does nothing but sit around and wait for Carsten Riis to return with information.

Morning finds you in the common room of Tannenbaum's Chalice eating breakfast and considering the events of the previous evening. There are a few other patrons in the Inn, having a quick breakfast before heading off to the day's work.

There are several people or groups of people the PCs can approach to gather information:

Clerk from the COOTM (by now the word has reached him of Sarneth's murder through the "grapevine.") He doesn't seem too upset about it. If asked about Matthew Sarneth and/or his murder:

"Matthew Sarneth? What a pain! [looks around furtively] More preachy than the most pious bishop he was! Always looking down his nose at us locals, as if only the folks from Grayington worshipped properly! Perhaps we're better off without him!"

Off Duty Temple Guardsman (Use this NPC only if the party did not investigate the bath house the previous night). If asked about the bath house murder:

"Last night? Yeah I heard about that. Right mess that was. Whoever did it was real thorough. Didn't find much there." [The guardsman lowers his voice] "Heard they found a signet ring and a piece of cloth with a coat of arms on it. Hear tell it belonged to that Matthew Sarneth, what was the Grayington rep to the Moons." [The "Moons" is Guard slang for the Celestial Order of the Moons.] "But you didn't hear that from me, right?"

Local Workers (laborers, artisans, blue collar workers)

If asked about local conditions:

Lots of strangers in town what with the war and the annointment of the new Canon... Some of them are foreigners, not sure I trust them much.

If asked about the murder: *"Murder?! Who?! Ah what's the Vale coming too! Bad times I tell ya... Oh last night, yeah...don't recall hearing a ruckus, but I did hear some of the guard dogs in the warehouse district start barking after midnight. Could've been anything though. Lots of strange folk about like I said. Maybe one of them foreigners did it?"*

Adventurers (Another party of adventurers is having breakfast in the inn). If asked about adventuring opportunities :

"Ow! Not so loud! Me head 'urts from all that gnomish ale last night! [massages his temples] Them's little folk sure throw a mean party! Eh? Work? Yeah works been mostly good. They use us mainly as scouts and elite strike forces. Still might move on to safer pastures. Lots of folk going into the Dark [which is what the locals are calling the dark cloud hanging over northernmost Veluna], ain't too many of 'em coming back..."

If asked about the murder:

"Murder? What murder? Last night was pretty foggy after six mugs. 'ow 'bout you?" He elbows his dwarf companion, who huffs, "Laddie ye canna hold yer ale! Now me I had ten. 'Course I don't remember anything about last night..." he looks somewhat sheepishly at the rest of you. A chuckle from the end of the table draws your attention to a gnome dressed in fine red and brown leathers. "Well my two stalwart companions, I had ten and I feel fine," he smirks, "guess it's an acquired taste." He looks at you and shrugs his shoulders. "Sorry I wish we could tell you more, but I escorted my friends back here around three bells and saw nothing unusual on the way. He looks at the rest of his party, another human and an elf and they shrug their shoulders as well.

Any Locals

If they ask locals in the Chalice about the Sarneth crest from the bathhouse or the coin from the thugs, you can allow up to three locals to make rolls Knowledge (Local VTF) at +8 to pass on information the PCs couldn't get themselves. See **Encounter 1** and **Encounter 1A** for the DCs and information from these checks.

Development: From here, the PCs can either wait for Carsten Riis to return with information or they can visit the authorities. If they wait for Carsten Riis, this will consume Time Period B, go to **Encounter 2A: Waiting for a Burglar**. If they go straight to the authorities first

thing in the morning, they can go to **Encounter Three: The Whole Truth and Nothing but the Truth** and arrive during Time Period B. If they try anything else, advance the Time Period to Time Period C and they accomplish nothing.

Encounter 2A: Waiting for the Burglar

This encounter happens in any Time Period in which the PCs are in Tannenbaums Chalice meeting with Carsten Riis.

Your 'acquaintance' from last night hurries into the common room of the Chalice. He looks much different than he did last night, not nearly so much black clothing, though he still looks nervous and skittish. It looks as though he is trying to keep a low profile to keep from being noticed.

He slinks up to your table and slides into a chair. His eyes dart both ways as he leans close and speaks in a quiet voice.

"I was able to dig up some information on that medallion we found on the bad guys last night... Word on the street was that it was stolen from a bookseller named Jelena Karlonnen, she runs the Light of Reason, a rare books and curio shop in the merchant district. She had reported it missing from a shipment and there is a court case pending against the trading company, Silver Star."

"Nobody knows anything about who took it, just that she had filed a report that it was missing. That's all I got, at least it's something..."

That's all Carsten was able to dig up. He can give directions to the Light of Reason shop. He knows nothing about her storage warehouse, he didn't think to ask about that (he would have no reason). The Pack keeps track of these sorts of things because they like to keep an eye out for freelancers operating on their turf. He was able to find this information from some of his Pack contacts.

After talking with the PCs, he will go on the lam again. He's worried being found by the cultists who want to kill him. He will promise to check back at the Chalice occasionally to see how their investigation is going.

At this point go to the next Time Period. It is likely the PCs will visit the Light of Reason.

Encounter Three: The Whole Truth and Nothing But the Truth.

Time Periods A:

Nobody of authority is available; only common Guards who can take reports and prisoners. Nobody can give any useful information.

Time Periods B/C/D/E:

This encounter takes place if the PCs elect to go to the authorities at any time in the adventure. The GM will need to adjust the available NPCs based on the Time Period. If this occurs in Time Periods B or C they can meet with Sharis Jamorrie and Bishop Tarik Turis. If this occurs in Time Period C or later, they can meet with only Bishop Tarik Turis. If they go there in Time Period A, they will simply get an appointment first thing in the morning, though the Temple Guard will take the burglar off their hands and take a full report.

During Time Periods B/C/D/E, they can meet with Temple Guard officials and ask questions about the murder or the medallion.

Mitrik Temple Guard HQ:

If the PCs ask about the Medallion:

If the PCs go to headquarters and asks about the medallion, the desk sergeant informs the PCs that the medallion belonged to a shipment delivered last month by the Silver Star trading company to Jelena Karlonen, a local bookseller and antiques dealer. Karlonen reported this and several other items missing from the shipment and they were presumed stolen by the firm that transported the shipment from Mitrik. Criminal charges have been filed and a civil lawsuit is working its way through the court system. If asked, the Watch desk sergeant can provide directions to Karlonen's shop the Light of Reason. The guard will confiscate the medallion.

If asked about any aspect of the Sarneth murder:

The guard will indicate (actually insist) that the PCs meet with Bishop Tarik Turis who is personally handling the matter. He will be able to get them an audience with Turis in the same Time Period (do not advance the Time Period).

Meeting with Bishop Tarik Turis or the COOTM:

If they go to the Church of Rao or the COOTM, they will only be able to get useful information from Bishop Tarik Turis (and Sharis Jamorrie if she is there). Nobody else will be able to help them in any way. Should a member

of an appropriate meta-org (specified in the meta-org) request a meeting with someone in charge, they can get in to the Bishop. Otherwise, if they mention they are interested in the murder of Sarneth (either by name or by mentioning the bathhouse) they will be escorted to see Bishop Turis.

GM Note: If PCs have met Bishop Tarik Turis before in previous Veluna adventures he will be more favorably inclined toward them, so adjust his reactions to take that into account. Also adjust their reactions based on when they go to the authorities. The more evidence they bring, the more concerned the Bishop and Sharis Jamorrie will be, but the more the Bishop will chide them for their "freelance crimefighting." The Bishop's reactions when they come to him later in the adventure can serve as a guide. Both NPCs are Lawful Good in Alignment, but the Bishop is more "Lawful" in this situation, while Jamorrie is more of a politician and deal maker. In one sense play Bishop Tarik Turis as the "bad cop" to Sharis Jamorrie's "good cop." If any PC asks why Bishop Turis seems so harsh, remember there's a war on, his former superior has apparently defected to the enemy and he's inherited the job of running this city. He's got a lot on his shoulders.

Meeting the Bishop in Time Period B or C:

Meeting with Sharis Jamorrie and Bishop Tarik Turis:

You're escorted to a plush office deep inside the building housing the Celestial Order of the Moons. Inside are two figures. Behind an ornately carved wooden desk sits a female gnome. She's well dressed and her fair hair styled in what passes for the latest fashion. Her brown eyes narrow as she looks at you and she gestures to her guest. He is a tall distinguished human wearing the robes of a Raoan bishop. He steps forward to greet you, "May the Peace of Rao be upon you. I am Bishop Tarik Turis, acting Archbishop of Veluna City. This is Sharis Jamorrie, current chair of the Celestial Order. I understand you have something of import to discuss with us?"

As soon as he realizes the PCs are speaking to him about the Sarneth disappearance, Bishop Turis will cast *Zone of Truth*. He will tell them what he is doing. If the PCs object he apologizes but says that in these dangerous times he cannot be too cautious. Let the PCs tell their tale then have the NPCs react accordingly.

How Bishop Turis and Sharis Jamorrie react will depend on how much the PCs tell them. The *Zone of Truth* should keep the PC from outright lies and it is assumed that lawful PCs will come clean and that more mercenary PCs will see what kind of reward they could get. One

complication is the burglar. The Bishop already knows about the incident in the Bathhouse, and that Sarneth is missing. If the party turned the burglar over to the watch, the Bishop will have already questioned him and sent him back to jail. If, on the other hand, the party is sheltering him and did not bring him to the meeting, the PCs will have to explain how they came by their information. Let them be creative, but remember that the Bishop and Jamorrie are major powers in this city and hard to fool. If they brought the burglar with them, he will question him then send him off to jail.

Assuming the PCs successfully relate their tale read the following. If there are any Knights of Salvation, Church of Rao, or Mitrik Temple Guard meta-org members in the party, please adjust this boxed text to soften up Bishop Turis' attitude. After all, with them in the party the church IS taking care of this issue (the PCs are finding themselves stuck in the middle of a church/noble political play):

The Bishop frowns and looks at Jamorrie. She meets his gaze and arches one eyebrow, then cocks her head in your direction. You feel her gaze upon each of you as if measuring you for some task. Then she motions to the Bishop who circles around and leans toward her. Whispered words are exchanged. At one point the Bishop looks in your direction with a clear look of disapproval on his face then turns back to whisper something to the gnome. Finally he shrugs his shoulders and you make out the words "Fine. Your way then..." He crosses his arms and takes a step back as if symbolically yielding the floor. Sharis leans back in her chair, steeples her fingers, then speaks, "I have a proposition. You seem to be honest folk..." she smirks, "after a fashion... and I believe you have our best interests at heart, or at the very least those of your own money pouch." She looks up at Bishop Turis, "I have consulted with the good Bishop," Turis harrumphs, "and he has agreed that we will allow you to continue to investigate the murder. There are foul forces at work here in Veluna City and we must root them out. However I suspect discretion will work here better than brute force, so I will use you rather than the over burdened Temple Guardsmen. Besides they are doubtless known, whereas you may be able to operate more freely. Keep us informed of what you find and call on the Guard if needed." She opens a desk drawer and pulls out a piece of parchment. Taking up a pen she dips it in an inkwell and begins to write. A few minutes pass, then she turns to the Bishop and asks for his signature. He reluctantly agrees. After sanding it to absorb the excess ink she hands the parchment to you. "This is a writ naming you as our agents. It directs all citizens of Veluna

City to render you aid and assistance to the best of their abilities. More importantly it allows you to call on the aid of the Temple Guard if need be and instructs them not to hinder your investigation. This is a grave responsibility and do not abuse this authority. We will hear of it if you do and take appropriate measures. Do we understand one another? Yes? Good."

If the PCs turned over the medallion to the Guard last night, Bishop Turis will tell them what he knows about the medallion (he has already gathered the information). If they brought it with them, he will call a Guard to take the medallion and look into it while the PCs wait, then the Guard will come back with the information. In any case, unless the PCs are completely hiding the medallion they should be able to get the information about the medallion:

Medallion info:

The medallion belonged to a shipment delivered last month by the Silver Star trading company to Jelena Karlonen, a local bookseller and antiquities dealer. Karlonen reported this and several other items missing from the shipment and they were presumed stolen by the firm that transported the shipment from Mitrik. Criminal charges have been filed and a civil lawsuit is working its way through the court system. The Guard can provide directions to the Light of Reason.

Info on Matthew Sarneth:

If the PCs ask about Matthew Sarneth, Bishop Turis or Sharris Jamorrie can tell them that he is the younger brother of the previous Plar (Eldried Sarneth) and the uncle of the current Plar of Grayington, Redin Sarneth. Redin just took over the title of Plar, the most powerful noble in all Veluna, last fall when his father handed down the title as was tradition for the Sarneth family for generations (though he did it 6 months later than usual). They can also relate that Redin has been claiming to be receiving direct guidance from Rao in the form of visions, and that he had been lobbying to be picked as the next Canon. However, he was nowhere near qualified, visions or no. Matthew had not agreed with his brother's ambitions as Canon, and it had caused some friction between them. Bishop Turis can also tell them that Matthew Sarneth left the COOTM yesterday evening, but never reached his home. He had a habit of walking alone since the walk was short and in a well patrolled part of town (the temple district), he enjoyed clearing his head with a brisk evening walk.

After handing over the writ, the Bishop calls for the guard outside to escort you out of the building. Before you step foot outside the guard says:

"Right little fireball ain't she? Don't underestimate her. She's been here at the Hall of Wisdom for going on nineteen years and you don't stay here that long unless you're good at the 'game' if you take my meaning. You must have impressed her. Don't get on her bad side, and if you do, get out of Veluna City and don't come back. Actually stay out of Lorrish too. She's Lord Corbin's granddaughter and the apple of his eye I hear. Old Mugly tried courtin' her years ago and he and old Corbin got into a big row over the whole thing. I hear tell it's one of the reasons he took the life of a ranger. Oh well, that's enough gossip for you folks. You got work to do so best be about it!" The guard turns around and heads back to his post, leaving you with your writ and thoughts of what to do next.

Meeting with the Bishop in Time Period D or E:

If meeting only with Bishop Tarik Turis:

You are escorted into the Bishop's office. It is richly yet tastefully decorated with wood paneling and several paintings depicting scenes from Veluna's history hang on the walls. Bishop Turis looks up from his desk, looks at your group and then at the guard who ushered you in, and frowns. "Yes? What do these people want?" The guard replies, "They say they have information relating to the Sarneth matter, Your Grace." The Bishop's eyes narrow and motions the guard to leave the room. Once the door is closed he looks you over once again. "So what information do you have for me?"

Before the PCs speak Bishop Turis will cast *Zone of Truth*. If the PCs object he apologizes but says that in these dangerous times he cannot be too cautious. Let the PCs tell their tale then have the Bishop react accordingly.

How Bishop Turis reacts depends on how much the PCs tell them. The *Zone of Truth* should keep the PC from outright lies and it is assumed that lawful PCs will come clean and that more mercenary PCs will see what kind of reward they could get. One complication is the burglar. The Bishop already knows about the incident in the Bathhouse, and that Sarneth is missing. If the party turned the burglar over to the watch, the Bishop will have already questioned him and sent him back to jail. If, on the other hand, the party is sheltering him and did not bring him to the meeting, the PCs will have to explain how they came by their information. Let them be creative, but remember that the Bishop and Jamorrie are major powers in this city and hard to fool. If they brought the burglar with them, he will question him then send him off to jail.

Assuming the PCs successfully relate their tale, but have not discovered Jamorrie's disappearance yet, read the following (otherwise skip to the next section):

The Bishop frowns as you finish your tale. "You should have come to me sooner with this information. While I can sympathize with your desire to do good and bring these foul cultists to Rao's Justice, your methods are not in keeping with the Reasoned One's teachings. Action yes, but action governed by reason and wisdom is what is required here." With that he calls for the guard outside to return. "Go with this guardsman to the Captain's office. Give him the same report you gave me then ask him to escort you back to my office. Then we will work out a plan to catch these criminals before they can do anymore harm."

Development: The PCs are escorted to the Captain's office. After relating their story to him they return to Bishop Turis' office. He hands the party and the Captain a writ authorizing the PCs to continue their investigation with the stipulation that they keep the authorities informed of their activities and calls on the Temple Guard to handle the arrest and incarceration of the cultists. After making clear everyone understands the terms of the writ, the Bishop dismisses the party and has them escorted out of the building. Where the PCs go from here will depend on when they elected to go to the authorities.

See info above (Time Period B or C) for info the PCs can get on the Medallion and Matthew Sarneth.

After Encounter Six:

If the PCs have already met with the Bishop, he will be awaiting a break on the case. He will listen to their story and then offer to go with a troop of Guardsmen to the cemetery with the party, continue to **Encounter Seven**.

If the PCs relate the attack on Jamorrie and this is the first time they have met with the Bishop, continue with the following:

Have each PC make a Sense Motive Check as they tell their tale to the Bishop. Anyone rolling over a 10 will note the Bishop appears to be making a concerted effort to restrain his temper. This should make the PCs a bit nervous. When the PCs finish their tale read the following:

Bishop Turis sits there his eyes downcast. Minutes pass as if he is gathering his thoughts. You get the sense he is engaged in an internal mental debate with himself. More minutes pass and then he looks up. The icy glitter of his blue eyes startles you. You've never seen a high church official so obviously angry.

He speaks calmly but with a hint of disappointment in his voice. "Fortunately for you I am a follower of the Reasoned One and not the Cudgel. He would be far less forgiving than I. Rao has granted me the reason to see past my initial anger with you. Actions which at worst could be considered obstruction of justice can be also considered good faith efforts to bring these criminal's to Rao's justice. Therefore I will not have you charged and thrown in jail as I believe you have our best interests at heart, no matter how misguided your actions or mercenary your motives. However I will have to insist that you now cooperate with the Temple Guard in the apprehension of these criminals. I am prepared to authorize your continued investigation to take advantage of your particular...talents, but this is contingent on your agreeing to cooperate with the duly appointed agents of this city. Do I make myself clear?"

Assuming the PCs agree he will write out a writ authorizing their continued investigation. Read the following:

"This is a writ naming you as my agents. It directs all citizens of Veluna City to render you aid and assistance to the best of their abilities. More importantly it allows you to call on the aid of the Temple Guard if need be and instructs them not to hinder your investigation. This is a grave responsibility and do not abuse this authority. I will hear of it if you do and take appropriate measures. Do we understand one another? Yes? Good. Now go and help us bring these criminals to Rao's justice before they murder Sharis. We must leave for the Cemetery at once!"

At this point guards escort them from the building and the PCs are free to continue their investigation.

See info above (Time Period B or C) for info the PCs can get on the Medallion and Matthew Sarneth.

GM Note: The Bishop and a large contingent of Guardsmen will accompany the PCs to the cemetery to begin the search. The PCs however will be the ones to find the clues leading to the cultists and **Encounter Seven: Fear The Reaper.** The Bishop and the guards will only arrive after the PCs have completed the encounter. They will not be the "cavalry."

All APLS

♣**Sharis Jamorrie:** Female Gnome Exp1/Ari4; See Appendix One: NPCs

♣**Bishop Tarik Turis:** Male Human Clr11; See Appendix One: NPCs

Development: This is a roleplaying encounter. It is assumed that the PCs will not attempt a fight with the two most powerful people in the city. If they do there are enough guards and spellcasters (divine and arcane) in the immediate area to defeat the PCs quickly. The first time the PCs visit the Bishop or Guard HQ it will cost them one Time Period (advance to the next Time Period). Any return trip will not cause a Time Period advancement.

Encounter Four: Can I Help You?

Time Period A or F:

There is no reason the PCs should be coming here during these Time Periods. If they do, they shop will be closed and there will be nothing to find. It will appear to be a totally normal book and antiquities shop.

Time Period B/C/D/E:

This encounter occurs if the PCs go to investigate the bookseller who lost the medallion found on the cultists. In reality the bookseller is a deep-cover agent of The One and a fanatical follower of Nerull. This may turn into a combat encounter but remember that the agent will attempt to escape at the earliest opportunity and does not want a confrontation with the PCs. She will only fight to the death if cornered and there is no escape. She is perfectly willing to kill to make her escape however and she will use intelligent tactics in the process.

If the PCs come back here later to arrest her (after finding cultists hiding in her warehouse), let them deal with her however they wish. But this will cost them one Time Period meaning they may miss saving Jamorrie. If they come here after saving Jamorrie, she will already have fled and they will not be able to catch her.

Assuming the PCs head directly to the shop read the following:

Your directions appear to be accurate. At the far end of the street you can make out a wooden sign with the crossed scrolls and sunburst you were told to look for. The Light of Reason is one of the largest shops on this street. As you approach through the crowded street you can make out a richly carved wooden storefront, with glass windows allowing passers by to examine the shop's wares. Entering the shop you see several shelves crammed with books, scrolls and maps. Several counters are covered with a wide array of curious artifacts many from far away lands.

At the back of the shop hangs a curtain and through that curtain steps a woman. From her features you guess her to be of mixed Oeridian and Flan heritage. She is of average height and sturdy build. Her long auburn hair is tied back with a leather strap, accentuating her high cheekbones and her bright green eyes look over your party as if measuring potential customers. She walks briskly up to you and makes a welcoming gesture before speaking. "Good [morning/afternoon], I am Jelena Karlonen and I welcome you to the Light of Reason. How may I help you?"

Development: This should start out as a role-playing encounter. Jelena is attempting to determine how much the PCs know and then convince them she's innocent. If they reveal what they know to her, she will pass that information on to the cultist leaders. If she's convinced they're ignorant, she will remain in place as a deep cover agent, but if she thinks her cover has been blown she will flee Veluna City at the earliest opportunity.

The PCs will no doubt have several questions for Jelena. Here are some that might be asked and her likely responses. Creative GMs are encouraged to role-play this out as much as possible.

If questioned about Matthew Sarneth and his murder:

Isn't he the Grayington representative to the Celestial Order? Sure I've heard of him, but I haven't heard anything odd about him lately. Murdered you say? How? Any idea who did it? This is most distressing news! Imagine this in our fair city. Next thing you know we'll be like Mitrik with an evil army pounding at our gates."

A successful Sense Motive skill check opposed by her Bluff skill gives the PC a sense that she knows more than she's letting on. Once the PCs go down this road, she will become suspicious and will begin covering up and bluffing a lot. If the PCs ask about this and give any indication they suspect her involvement, she will be prepared to bolt at a moment's notice. If she gets to this point, but the PCs leave and come back, she will be gone (she flees).

If asked about the medallion:

Yes I had one of those as part of a recent shipment from Mitrik. The shipping company must have had stolen it enroute because it never showed up at my warehouse. What is Veluna coming to when we can't even trust our own!

Jelena definitely believes the medallion was stolen from the shipment, so she won't be lying or bluffing at all. She

will ask how the PCs recovered it, assuming they are returning it to her, or are somehow investigating the theft. If they mention how they took it off the cultists, she will begin to figure out that one of the thugs must have taken it and compromised her. She will then start bluffing, trying to redirect the PCs to investigate the Silver Star. If she thinks the PCs suspect her, she will flee after they leave.

If asked for the location of her warehouse:

You have no reason to visit my warehouse. Why would you ask such a thing? Are you planning on stealing from me?!?

A PC making a successful Sense Motive skill check opposed by her Bluff skill believes she's hiding something! If they push the matter of the warehouse, she will know they are on to her and try to make her getaway!

APL 2 (EL 3)

♣ **Jelena Karlonen:** Female Human Rog3: hp 16. See Appendix 1.

APL 4 (EL 5)

♣ **Jelena Karlonen:** Female Human Rog5: hp 27. See Appendix 1.

APL 6 (EL 7)

♣ **Jelena Karlonen:** Female Human Rog7: hp 37. See Appendix 1.

APL 8 (EL 9)

♣ **Jelena Karlonen:** Female Human Rog9: hp 48. See Appendix 1.

Tactics: If combat breaks out, Jelena attempts to escape by any means necessary, accepting attacks of opportunity to escape. If she is able to get to the back room, she will attempt to escape through the rear door. If she has the opportunity, she will use the *Potion of Invisibility* to aid her escape. At APL 8 she will use the *Bead of Force* on the nearest pursuer in an attempt to block the path. If she gets clear of the shop, she flees down the street trying to lose the pursuing PCs in the crowd.

GM Note: If Jelena gets away, her items are removed from the Adventure Record, as there is no access to them!

Troubleshooting: This is the most tenuous part of the adventure. The DM must make sure the PCs realize the connection to the warehouse where the medallion came from. If they get stuck, point out that Jelena mentioned that the medallion disappeared from a shipment at her warehouse. The problem is they don't know where it is located! If they don't think to search her office, you can have Carsten Riis show up and tell them he found the location of her warehouse, but only use this if he was the

one that supplied them with her name to begin with. If they got her name from the authorities, they can return there and ask about the warehouse address (no Time Period penalty) or can ask around to the locals who can tell them.

Development: A search of her office can find her records. Stealthy PCs should be able to search her office for the location of the warehouse without alerting Jelena. Searching these records will turn up the location of the warehouse the cultists were using as a hideout. In addition, a Search check DC30 on the desk finds a secret compartment which contains a letter (Player Handout 1). Advance the time period by 1 after the PCs visit Jelena or the Silver Star. They can visit these two sites a total of three times without an additional advancement of the time period.

Encounter 4A: Silver Star Trading Company

Time Period A/F:

The trade house will be closed and nothing can be found by a break in.

Time Period B/C/D/E:

It is possible that the PCs may want to pursue the Silver Star Trading company lead because of the implication that the medallion was stolen by the Star. The Silver Star Trading company is a nationwide trading coster that specializes in exotic goods.

They can meet with a clerk at the coster. The lead merchant is not available, he is out of town on business. The clerk's attitude regarding the current charges of theft against the coster is Unfriendly (see Diplomacy skill in the PHB).

Any questions about the theft will be met with suspicion. He will explain that the Silver Star has a reputation to uphold and it would not risk its customers trust over such a small item. He will indicate that they have investigated the complaint fully and determined that all goods were delivered as promised and were adequately signed for by a representative of the customer. Silver Star is not responsible for what happens to the goods after the customer has accepted delivery. He will indicate that they have evidence that clears them of any responsibility in this case, but he is not at liberty to discuss the details of an ongoing legal dispute.

If the PCs try to convince him to confide in them, they will have to improve his attitude to friendly (DC25 Diplomacy check, no aid another). Then he will tell

them that they have a manifest documenting the contents of the delivery, signed by a representative at the delivery warehouse who verified that all the contents were present in the delivery. He will be able to give them the address of the warehouse. If they make his attitude helpful (managed a DC40 on the diplomacy check), he will even show it to them. It was signed for by one of the cultist thugs, somebody named "Melville" (which means absolutely nothing, it is a made up name).

Development: Advance the time period by 1 after the PCs visit Jelena or the Silver Star. They can visit these two sites a total of three times without an additional advancement of the time period.

Encounter Five: Why Is It Always A Warehouse?!

Time Period A:

The PCs should not be here in this time period, as they have no way of locating the warehouse at that time.

Time Period F:

The cultists will have completely cleared out of the warehouse and their will be nothing left to find. The PCs have failed.

Time Period B/C/D/E:

This encounter happens when the PCs investigate the warehouse the cultists are using as a base of operations.

The warehouse is part of a row of sturdy wooden buildings, each about two stories tall with high narrow shuttered windows and a peaked roof. When you circle the block you can see a loading door on either end of the building with a smaller access door next to it. Above each loading door is a hanging sign with a pair of crossed scrolls with a sunburst above painted on it. Hanging from the loading doors is a large wooden sign reading "Closed."

The small windows are 15 ft. up and only 2 ft. tall and 3 ft. wide. These are designed to let air and light in and not much else. Wagons enter through one of the large loading doors, are unloaded inside the warehouse, and exit via the opposite loading door.

🔪**Small Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; locked (DC 25).

🔪**Large Loading Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23; barred.

There are two monks who are in the process of cleaning up the place, they are to go to another safehouse tonight

and await the return of the cult leaders. They will be keeping watch on the streets through concealed spyholes. If there is a chance the PCs could be spotted approaching the warehouse have the appropriate monk make a Spot Check, applying all situational modifiers. Since the monks cannot watch the streets constantly, there is a 50% chance that the monk is otherwise engaged and does not see the approaching PCs (no spot check allowed).

The doors are all locked. If the PCs attempt to unlock or otherwise break through the doors, make a Listen Check for the two monks, applying situational modifiers based on their location and the noise the PCs make. If the PCs manage to enter undetected and manage to remain hidden once inside, have them get a surprise round before proceeding in initiative order. Assume the monks hear the PCs if they elect to forcibly break down a door. There will be no surprise round in this case and the combat will proceed in Initiative order. If it takes more than one round to break in, allow the monks as much time as it takes to get inside to prepare for combat. If the PCs do not have BOTH entrances covered the monks will make for the opposite entrance and attempt to flee. They were told if anyone other than the leaders attempted to enter the building after dawn they were to escape and make for the alternate safehouse.

APL 2 (EL 3)

☛ **Nerullite Monk (2):** Male Human Mnk2; hp 15 (each). See Appendix 1.

APL 4 (EL 5)

☛ **Nerullite Monk (2):** Male Human Mnk3; hp 24 (each). See Appendix 1.

APL 6 (EL 7)

☛ **Nerullite Monk (2):** Male Human Mnk5; hp 38 (each). See Appendix 1.

APL 8 (EL 9)

☛ **Nerullite Monk (2):** Male Human Mnk7; hp 52 (each). See Appendix 1.

Tactics: These two were left behind when the cultists relocated to their alternate hideout. They were to finish cleaning up and make sure nothing incriminating was left behind. Once they realize they've been discovered they will fight, but they will try to escape if things look grim.

Development: A search of one of the cultist will find a hand drawn map of an area of Veluna City. Make sure the PCs get this map, if one monk escapes, the map will be on the monk that didn't. If both escape, the map will fall from his pocket as he flees.

A Knowledge (Local VTF) check DC10 or Knowledge (Geography) check DC 15 will reveal the area to be that of the Noble's Quarter of Veluna City. If they ask a local on the streets, he will tell them the same thing (assume any local makes his Knowledge (Local VTF) check). There is a location of the map circled and some notations concerning guard locations, shift changes, and the daily schedule of the person living at that location. There is however no name listed. If the PCs go to the authorities with the map or go to the Noble's Quarter and ask around (No Skill Check needed) they will find out that the residence belongs to Sharis Jamorrie, current head of the Celestial Order of the Moons.

Dealing with the monks will consume one Time Period, advance to the next Time Period.

Encounter Six: A Gnome Alone

Time Period B/C:

Everything is fine at the Jamorrie residence, she is at the COOTM, and the guards will not allow the PCs in.

Time Period D:

Jamorrie is in, but the guards will not allow anybody in to see her.

Time Period F:

As below, but the guard has died from his wounds. The PCs have failed.

Time Period E:

This encounter takes place when they go to investigate Jamorrie's residence. The cultists have successfully kidnapped Jamorrie and taken her to the mausoleum to be sacrificed to the greater glory of Nerull and The One. Even though the cultist leaders were careful, they did leave a few clues behind.

When the PCs arrive read the following:

From the looks of things life as a noble in Veluna isn't all bad. Sharis Jamorrie's residence is a walled compound surrounding a large and comfortable looking house. In keeping with Veluna City tradition the house is wooden although far more ornate than the average citizen's. As you approach the Jamorrie residence you notice the gate is locked, but there does not appear to be any guards. Looking thorough the gate into the grounds there is no one moving about the area either.

Have the party make listen checks DC 15. Any making the DC hear a faint moan from the other side of the wall

If they climb the wall or Open Lock the gates they find two human guards on the other side. They have been pushed aside so as to be not seen from the street. One is dead the other moans again when touched. A successful Heal Check DC10 determines the guard is in bad shape (self stabilized at -9 hit points) and needs immediate assistance or he will die in short order (less than an hour).

See the rules in the PHB for self stabilized characters. If revived, he will want to tell what he knows:

"I never saw what hit me. They must have been invisible. I heard Holger cry out and when I turned to see what was the matter I was stabbed from behind and fell. They must have thought I was dead because I saw two dark figures step past me as I lay there and they didn't stop to finish the job. Not wanting to get their attention I played dead but risked a peek... I saw them use Holger's key to unlock the gate and let two others enter. They were hooded and cloaked, couldn't see their faces. The leader was a tall woman, I could tell from her voice when she started giving orders. I guess she was the leader, they seemed afraid of her and sure followed her orders. Anyhow they all went inside the house. After a while they came out again. Since I was laying on my side in the shadow of the wall I risked another look. One of them had a large bundle slung over his back. I saw it move and heard a muffled moan. Whoever was carrying it didn't like that much 'cause he pulled out a sap and smacked the bundle. After that I played dead again 'cause they stopped at the gate to make sure we couldn't be seen from the street. Guess they didn't want anyone to know what they'd done. Then the leader she says, 'Okay you all know what to do. Meet up at the old cemetery at sundown. Now go, we all have work to do and it's not nice to keep the Reaper waiting.' And then she gave a little laugh that sent chills down my spine. Then I heard them leave and the gate clicked shut. I tried to crawl out but my injuries were too much and I passed out. Don't now how long I laid here till you folks showed up. Must have been hours. So you heroes going to rescue the Mistress? I'd lay odds that wiggling bundle weren't no silverware."

A search of the residence finds several dead servants and no Sharis Jamorrie.

Development: How the adventure proceeds from here depends on PC actions. They have two options, either rush to the cemetery to take on the cultists by themselves or go to the authorities first. If they elect the former move to **Encounter Seven: Fear the Reaper**. If they decide to go to the authorities first, run the appropriate section of **Encounter Two A: The Whole Truth and**

Nothing but the Truth, then proceed to **Encounter Seven: Fear the Reaper**. In either case advance the Time Period by 1.

Encounter Seven: Fear the Reaper

Time Period F:

If the PCs arrive after Time Period F, it is too late, Jamorrie is dead and the cultists are gone.

This is the final confrontation with the cultist leaders as they attempt to murder the head of the Celestial Order of the Moons as part of a vile ceremony to Nerull, the Reaper. The encounter takes place in Veluna City's Old Cemetery. It dates back to the founding of the city and is where many of her oldest and most prominent citizens are buried. At one time it stood outside the city but over time the city expanded around it. A more recent burial ground for the less wealthy residents lies a mile or so south of the city. If the PCs start heading for the newer cemetery, remind them that the guard heard Annika mention the "old" cemetery.

When the PCs enter the Cemetery read the following:

As you enter the cemetery grounds the air is still, humid and oppressive. There is a faint fetid odor of decay and there seems to be more than the usual amount of insects buzzing about. The sun is sinking below the horizon, causing the shadows of the headstones and mausoleums to reach towards you like the outstretched claws of a predator.

GM Note: If the PCs are accompanied by the Bishop and Guardsmen, the Bishop orders everybody to split up and begin searching the area. In short order the PCs find themselves alone. At this point the PCs may want to do Search or Track checks. A Track check DC15 will allow them to pick up a trail of recent visitors to the cemetery. However there is only a 2 in 6 chance that the trail they pick up is the correct one. If they make the track check roll 1d6; on a 1-2 the trail leads them to the Turis tomb. Otherwise it leads to a grave and back out of the cemetery. If they just randomly search the cemetery, have them roll search checks DC20 (no aiding, everybody can roll) to find the Turis tomb. They may reroll these checks as much as they like until they find it.

It will take some time to pick up the cultists trail, unless they have the letter from the bookseller's shop and have deduced to cultist's location. In that case they find the tomb almost immediately. If they suggest this to the

Bishop, he will not buy it but suggests they check out their theory while he and the Guards search the area.

Read the following when they approach the Turis tomb:

The tracks lead to one the largest mausoleums in the cemetery. It's exterior is made of richly carved white marble. Flanking what appears to be the main entrance are two statues of Rao, his head bent in contemplation. On the lintel above the door the name 'Turis' is carved. From here nothing seems to be amiss.

A PC making a Spot check (-1 per 10 ft of distance) vs. the familiar's Hide check will notice motion on the roof of the mausoleum. If those PCs elect to investigate closer, read the following:

As you scan the roofline of the mausoleum you notice a small figure moving about. At first you're not sure what it is, but then you hear the distinctive call of a raven, confirmed as the dark shape takes wing.

The familiar will try to get back to its master as soon as it knows it has been spotted.

GM Note: There are two ways Annika and Hilmagus can be alerted to the PC's presence. First, the mage has placed an *Alarm* spell on the doorway, set to trigger if anyone moves through it. Second, he has his raven familiar (Imp familiar at higher levels) standing watch from the roof of the mausoleum. The familiar will use its empathic link to warn its master of intruders. Of course, when either the familiar or any PC enters the mausoleum the *Alarm* is triggered. This sends a mental warning to Hilmagus. If either method alerts them they will have a brief time to prepare. In any case Annika is standing guard inside the center chamber. PCs may be able to *dispel* the *Alarm* and detect and deal with the familiar without alerting either Hilmagus or Annika, but the likelihood is that they will have some warning, at best a round or two. Of course if the PCs delay the NPCs take full advantage to cast spells to improve the odds. If the delay is too long, such as waiting for prep spells to run out, Jamorrie will be dead and the bad guys will come out before all their prep spells have run out. If the PCs delay to retrieve Turis and the Guard, Jamorrie will be dead and the bad guys will come out (to fight those still there, or simply escape).

Once they push open the heavy iron doors, the party can enter into the mausoleum. Read the following:

The Turis family mausoleum was once a place of peace and serenity but no more. The fine murals depicting Rao and his many missions of peace and reason have been defaced by blasphemous symbols

and writings [language is Ancient Flan, the writings are in praise of Nerull and his servant The One].

Looking down from the entrance you see a set of steps leading down to the main chamber about ten feet below ground level.

The room is 25 feet wide and 50 feet deep. The marble walls are five feet thick. The floor of the mausoleum is five feet below ground level. The ceiling is ten foot above ground level making the height of the ceiling from the main floor fifteen feet. The stairs at the back end of the mausoleum lead up five feet (putting the back area at ground level, with a ten foot ceiling). There is a three foot high stone railing at the edge of the rear raised area. Refer to **Appendix Three Map Two** for exact layout. As the PCs continue to scan their surroundings:

Six sarcophagi rest in the main chamber three to a side facing a center path of dressed marble. The finely carved sarcophagi where Bishop Turis' ancestors rested have been opened and defiled. Your attention is drawn to the end of the mausoleum where you hear chanting. There you can make out a set of steps leading to a raised area with a stone railing on either side of the steps. Beyond that you see a dais which has been converted into a makeshift altar. The sarcophagus that once rested here is propped up against the back wall of the chamber. The area is lit by a pair of candelabras so you can clearly see a bound form tied hand and foot lying on the dais. A short stocky figure is standing on the steps leading to the raised area. He is chanting in Ancient Flan and seems to be finishing some spell casting. As your eyes adjust to the gloom you realize there is someone standing in the center of the main chamber. From the shape of the full plate armor you guess it to be female and from the pale skin and hair you see she would appear to be of Suel ancestry. She stands there languidly swinging a scythe from side to side as if oblivious to your presence. Then she looks up at you, and cocks her head. "Ah, the guests have arrived Hilmagus." She speaks over her shoulder then, turns back to look at you again her eyes glittering with malicious intent. "So come to stop us have you? Well perhaps you will succeed and perhaps you will fail. It matters not to the Reaper, for either way there will be a harvest of souls tonight." She assumes a martial stance. "Come, let us begin the dance of death."

The air in front of the raised area is frigid as the cold of the grave, the ritual has summoned this screen of cold to prevent Jamorrie's rescue. When a PC approaches the raised area in back he/she will notice a faint shimmering haze in front of it. When the PC crosses into the raised area (the back 15 ft) to rescue Jamorrie the trap will go

off. The first PC to cross into the area receives the following cold damage by APL:

APL 2: 2d6

APL 4: 4d6

APL 6: 6d6

APL 8: 8d6

Fortitude save DC10+APL for half. Only the first person to cross into the area receives the damage, which leaves a permanent mark on their arms. This is an *arcane mark* which can later be identified as a *Mark of the Legendary Hero*.

APL 2 (EL 5)

☛ **Hilmagus:** Male Human Wiz(Nec)3: hp 16. See Appendix 1.

☛ **Hilmagus' Raven Familiar:** Tiny Magical Beast: hp 8. See Appendix 1.

☛ **Large Fiendish Viper:** See Appendix 1.

☛ **Annika:** Female Human Clr3: hp 21. See Appendix 1.

APL 4 (EL 7)

☛ **Hilmagus:** Male Human Wiz(Nec)5: hp 26. See Appendix 1.

☛ **Hilmagus' Raven Familiar:** Tiny Magical Beast: hp 13. See Appendix 1.

☛ **Large Fiendish Viper:** See Appendix 1.

☛ **Annika:** Female Human Clr5: hp 33. See Appendix 1.

☛ **Human Warrior Skeletons (6):** Medium Undead: hp 10 each. See Monster Manual (plus desecrate effect, extra hp included).

APL 6 (EL 9)

☛ **Hilmagus:** Male Human Wiz(Nec)7: hp 36. See Appendix 1.

☛ **Hilmagus' Imp Familiar:** Tiny Outsider (Evil, Lawful, Extraplanar): hp 18. See Appendix 1.

☛ **Large Fiendish Viper:** See Appendix 1.

☛ **Annika:** Female Human Clr7: hp 45. See Appendix 1.

☛ **Human Warrior Skeletons (12):** Medium Undead: hp 10 each. See Monster Manual (plus desecrate effect, extra hp included).

APL 8 (EL 11)

☛ **Hilmagus:** Male Human Wiz (Nec)9: hp 46. See Appendix 1.

☛ **Hilmagus' Imp Familiar:** Tiny Magical Beast (Evil, Lawful, Extraplanar): hp 23. See Appendix 1.

☛ **Large Fiendish Viper:** See Appendix 1.

☛ **Annika:** Female Human Clr9: hp 57. See Appendix 1.

☛ **Human Warrior Skeletons (12):** Medium Undead: hp 10 each. See Monster Manual (plus desecrate effect, extra hp included).

Tactics: This is the final confrontation with the cultists, so pull out all the stops to make this a memorable battle. The tomb is already under the effects of a desecrate spell cast by Annika earlier. The undead have been created by Annika with an animate dead spell earlier, the skeletons are actually ancestors of Bishop Turis enslaved in undeath. As a result of the desecrate spell, she can control 4 times her level in HD of undead, all undead have +1 hit points (included), and they have +1 to hit, damage, and saves in the tomb. Annika will attempt to stop the PCs from interrupting the sacrifice by any means at her disposal. Tailor her tactics to those of the party. She prefers to kill each PC individually as a sort of "sacrifice" to Nerull but will use area effect spells to slow the party down.

As the PCs enter the mausoleum the mage is completing a *Summon Monster III* spell from a scroll to call forth a Large Fiendish Viper to consume Sharis Jamorrie. The snake arrives just before initiative is rolled and will begin devouring Jamorrie. After three rounds it will have swallowed her almost completely (though a brave soul can reach in the mouth and grab her!). It will have completely consumed her by round ten, and will vanish back to the infernal plane it was summoned from. So in effect the players have ten rounds to rescue Jamorrie before she is lost forever. The snake will not attack anyone on the first three rounds, concentrating on swallowing Jamorrie. After that it will only stay where it is at and defend itself until it is sent back. If they kill the snake after it has swallowed Jamorrie, she will be lost as she returns with the snake. They will have to physically pull her from the snake's mouth in an opposed strength check to free her. Allow PCs a Spellcraft or Knowledge (Arcana) check (DC 13) to figure out this potential complication.

Hilmagus will support Annika with spells. He too is perfectly willing to make "sacrifices" to Nerull. Remember these are dedicated followers of The Reaper so don't hesitate to go over the top portraying them as evil cultists. They will taunt the PCs, describing in detail how they will kill them and the futility of their actions on trying to save Jamorrie.

[GM Note: While stressing the horror angle here, be careful not to offend PC sensibilities and keep an eye out for younger PCs. This is gothic horror not a Saturday night slasher movie]

Some quotes to use:

"The Reaper is hungry tonight. Come let us feed him with your death."

"You cannot stop us. Even our deaths will strengthen The Reaper and The One."

“Veluna is doomed. Soon all will bow to the power of The One!”

If the PCs are defeated and the watch has not arrived, either cultist leader will complete the ritual and then flee the cemetery and the city.

Conclusion

Once the cultists are defeated and Sharis Jamorrie rescued OR the players are defeated and Sharis Jamorrie consumed by the fiendish serpent, the Bishop and Temple Guard will arrive to take charge of the situation. If the PCs have the writ all is well, if not they have some explaining to do. If Jamorrie is alive and well she insists they spend the night at her residence as her guests. If Jamorrie is dead the PCs are escorted back to Tannenbaum's Chalice and kept under house arrest while the authorities sort things out. In either case the PCs receive a summons to Bishop Turis' office the next morning.

If Sharis Jamorrie was successfully rescued, read the following:

You are escorted into Bishop Turis' office. He is sitting at his desk in conversation with Sharis Jamorrie. She looks a bit haggard from her ordeal but appears otherwise unharmed. As you enter they both rise to greet you. Bishop Turis addresses you, “May the Peace of Rao be upon you this fine day. I trust you are well and rested? Good. Both Sharis and I would like to thank you for uncovering this vile nest of Nerullians and defeating them. You have our gratitude and we plan to show that gratitude in some tangible ways. Words of thanks and the favor of the powerful are all well and good, but I've had experience with adventurers and I know you appreciate material benefits as well. Given the magnitude of your accomplishments we shall compensate you accordingly.” The bishop pauses and turns toward Sharis. She speaks, “In addition you have the gratitude of the Jamorrie family as well. I'm sure my grandfather Lord Corbin will find something...interesting to bestow upon you.” she says with a slight smirk. “By the way, I've heard about your little party with Mugly...”

Sharis Jamorrie is interrupted by a knock at the door. She pauses and Bishop Turis asks, “What is it?”

“Dispatch from Grayington, Your Grace.”

“Enter”

A Mitrik Temple Guardsman enters with a scroll case, and hands the case to Bishop Turis and departs. The

Bishop breaks the seal and removes the scroll inside. He swiftly scans the text and frowns, then hands the scroll to Jamorrie. Her reaction upon reading the scroll is far different from that of the Bishop. “Why that no count son of a...” and proceeds to utter a string of gnomish curses that could peel paint. The Bishop clears his throat and she looks startled, “Sorry forgot myself for a moment. Don't suppose it would hurt to show you this. Knowing how these things work I expect the news to be all over the city by nightfall anyway. May Rao have mercy on us all...” She hands the scroll to the PCs.

Give the players **Player Handout Two** from **Appendix Two**. Also they will receive the Favor of the Jamorrie Family and the Favor of Bishop Tarik Turis on the Adventure Record. If they have NOT turned in Carsten Riis to the authorities they now receive the Favor of the Pack. If they turned him over to the authorities they do not receive the Favor of the Pack.

If Sharis Jamorrie was consumed by the fiendish serpent and NOT rescued read the following:

You are escorted into Bishop Turis' office. He is sitting at his desk looking more worn than you've ever seen him. The events of the last twenty four hours must be weighing heavily on him. He gestures you to be seated, then leans back in his chair and steeples his fingers. Minutes pass as he regards you. When he finally speaks his voice is low and tired. “You have my thanks for ridding Veluna City of these Nerullian cultists. I only wish you could have saved Sharis as well. But perhaps that was not part of the Reasoned One's plan. Who can say? I want...” The bishop is interrupted by a knock at the door. He pauses and asks, “What is it?”

“Dispatch from Grayington, Your Grace.”

“Enter”

A Mitrik Temple Guardsman enters with a scroll case, and hands the case to Bishop Turis and departs. The Bishop breaks the seal and removes the scroll inside. He swiftly scans the text and frowns, then looks at the PCs, “I suppose you had better see this. I imagine the news will be all over the city by nightfall, so there's no use trying to keep it secret. May Rao have mercy on us all.”

Give the players **Player Handout Two** from **Appendix Two**. The players do NOT receive the Favor of the Jamorrie Family or the Favor of Bishop Tarik Turis. If they did not turn over Carsten Riis they receive the Favor of the Pack. If they turned him over to the authorities they do not receive the Favor of the Pack.

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: sacrifice

The End

Experience Point Summary

Encounter One: The Unlucky Burglar

Defeat the thugs and rescue the burglar.

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp

Encounter Five: Can I Help You?

Getting the location of the warehouse.

APL2	45 xp
APL4	135 xp
APL6	180 xp
APL8	225 xp

Encounter Five: Why is it Always a Warehouse?!?

Defeat Monks.

APL2	90 xp
APL4	150 xp
APL6	210 xp
APL8	270 xp

Encounter Seven: Fear The Reaper

Defeat Annika and Hilamagus.

APL2	150 xp
APL4	210 xp
APL6	270 xp
APL8	330 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1,125 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 scenario, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One: The Unlucky Burglar

APL 2: L: 334 gp; C: 0 gp; M: 0 gp

APL 4: L: 433 gp; C: 0 gp; M: 0 gp

APL 6: L: 433 gp; C: 0 gp; M: 0 gp

APL 8: L: 521 gp; C: 0 gp; M: 0 gp

Encounter Four: Can I Help You?

APL 2: L: 50 gp; C: 0 gp; M: *potion shield of faith* +2 x2 (8 gp per character)

APL 4: L: 50 gp; C: 0 gp; M: *potion shield of faith* +3 x2 (50 gp per character)

APL 6: L: 50 gp; C: 0 gp; M: *potion shield of faith* +4 x2 (100 gp per character) gp

APL 8: L: 50 gp; C: 0 gp; M: *potion shield of faith* +4 x2 (100 gp per character) gp

Encounter Five: Why is it Always a Warehouse!?

APL 2: L: 33gp; C: 0 gp; M: *hat of disguise* (150 gp per character), *potion of invisibility* (25 gp per character), *potion of spider climb* (25 gp per character).

APL 4: L: 33gp; C: 0 gp; M: *hat of disguise* (150 gp per character), +1 *bracers of armor* (83 gp per character), *potion of invisibility* (25 gp per character), *potion of spider climb* (25 gp per character), *salve of slipperiness* (83 gp per character).

APL 6: L: 33gp; C: 0 gp; M: *hat of disguise* (150 gp per character), +1 *bracers of armor* (83 gp per character), *bead of force* (250 gp per character), *potion of invisibility* (25 gp per character), *potion of spider climb* (25 gp per character), *salve of slipperiness* (83 gp per character).

APL 8: L: 33gp; C: 0 gp; M: *hat of disguise* (150 gp per character), +1 *bracers of armor* (83 gp per character), *bead of force* (250 gp per character), *potion of invisibility* (25 gp per character), *potion of spider climb* (25 gp per character), *salve of slipperiness* (83 gp per character).

Encounter Seven: Fear The Reaper

APL 2: L: 166 gp; C: 0 gp; M: +1 *ring of protection* (167 gp per character), arcane scroll of *false life* (13 gp per character), wand of *enlarge person* (63 gp per character), potion of *bull's strength* (25 gp per character), potion of +2 *shield of faith* (4 gp per character).

APL 4: L: 41 gp; C: 0 gp; M: +1 *cloak of resistance*, +1 *ring of protection* (167 gp per character), arcane scroll of *false life* (13 gp per character), arcane scroll of *magic circle against good* (31 gp per character), wand of *enlarge person* (63 gp per character), wand of *ray of*

enfeeblement, 2nd level caster (125 gp per character), potion of *cure moderate wounds* (25 gp per character), +1 *full plate* (221 gp per character), potion of *bull's strength* (25 gp per character), potion of *cure moderate wounds* (25 gp per character), potion of +3 *shield of faith* (25 gp per character).

APL 6: L: 27 gp; C: 0 gp; M: +1 *cloak of resistance*, +1 *ring of protection* (167 gp per character), arcane scroll of *false life* (13 gp per character), arcane scroll of *magic circle against good* (31 gp per character), arcane scroll of *fly* (31 gp per character), arcane scroll of *blink* (31 gp per character), arcane scroll of *polymorph* (58 gp per character), arcane scroll of *solid fog* (58 gp per character), wand of *enlarge person* (63 gp per character), wand of *ray of enfeeblement*, 2nd level caster (125 gp per character), potion of *cure moderate wounds* (25 gp per character), +1 *buckler* (97 gp per character), +1 *full plate* (221 gp per character), +1 *amulet of natural armor* (167 gp per character), potion of *bull's strength* (25 gp per character), potion of *cure moderate wounds* (25 gp per character), potion of +3 *shield of faith* (25 gp per character).

APL 8: L: 27 gp; C: 0 gp; M: +1 *cloak of resistance*, +1 *ring of protection* (167 gp per character), +2 *headband of intellect* (333 gp per character), arcane scroll of *false life* (13 gp per character), arcane scroll of *magic circle against good* (31 gp per character), arcane scroll of *fly* (31 gp per character), arcane scroll of *blink* (31 gp per character), arcane scroll of *polymorph* (58 gp per character), arcane scroll of *solid fog* (58 gp per character), arcane scroll of *wall of force* (94 gp per character), wand of *enlarge person* (63 gp per character), wand of *ray of enfeeblement*, 2nd level caster (125 gp per character), potion of *cure moderate wounds* (25 gp per character), +1 *buckler* (97 gp per character), +2 *full plate* (471 gp per character), +2 *periapt of wisdom* (333 gp per character), potion of *bull's strength* (25 gp per character), potion of *cure moderate wounds* (25 gp per character), potion of +4 *shield of faith* (50 gp per character).

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Special:

☛ **Favor of the Pack:** For saving the life of Carsten Riis and not turning him over to the authorities you have gained the favor of the Pack. This serves as an invitation to join this metaorg. In addition, this favor can be exchanged to gain access to one of the following magic items from the DMG (at which time the favor is expended): *slick*, *shadow*, *silent moves* armor enhancement (or the improved versions of these); *cloak of elvenkind*, *boots of elvenkind*, or *vest of escape*. The item must be purchased at standard costs. This does not count as access for MIC. (*Frequency: Regional*)

☛ **Favor of the Jamorrie family:** For saving the life of his granddaughter Lord Corbin Jamorrie has granted you a favor. This favor can be saved, or used up after any Regional module to receive one (and only one) of the following benefits:

—The character has access to ONE of the following items at the end of any Regional module: The *fortification (light)*, or *glamered*, special ability can be placed on any single suit of armor as per the *DMG*; *Bag of Tricks (Rust)*, *Boots of Striding and Springing*, *Circlet of Persuasion*, *Eyes of the Eagle*, *Goggles of Minute Seeing*, or *Slippers of Spider Climbing*. Characters must purchase this item at the normal *DMG* price. This does not count as access for purposes of MIC. (*Frequency: Regional*)

☛ **Favor of Bishop Tarik Turis:** For ridding Veluna City of the Nerullian cultists the character has gained the favor of Bishop Tarik Turis. At the end of any Regional module the character may add ONE of the following special abilities to any single weapon as per the *DMG*: *Bane (Undead OR Evil Outsiders)*, *Defending*, or *Merciful*. The cost of adding the special ability is the difference between the current price of the weapon and the price with the special ability added. This does not count as access for purposes of MIC. (*Frequency: Regional*)

☛ **Mark of the Legendary Hero:** The hero named above has been marked as one of the current generation's Legendary Heroes. Bards will sing of the hero's exploits for centuries after his or her death. Certain supernatural creatures, and knowledgeable mortals (Knowledge: Arcane or Bardic Lore DC 45) also recognize the Mark's significance if it is shown to them.

If a single character has two Marks of the Legendary Hero he or she receives the following special benefit: The Knowledge: Arcane and Bardic Lore DC is reduced to 35. Further the hero is instantly recognized as a clear and present danger to any evil outsider with a Wisdom score 20+ or who can recognize the mark, and is

considered the most immediate threat in any given situation.

Should a single character have three Marks of the Legendary Hero, he receives the following: the Knowledge: Arcane and Bardic Lore DC is reduced to 25. In addition, the common people are so awestruck to meet such a renowned person, they often refuse to take his money. This gives the hero free standard lifestyle in Veluna regional scenarios or meta-regional scenarios set in Veluna.

Should a single character have four Marks of the Legendary Hero, he receives the following: The Knowledge: Arcane and Bardic Lore DC is reduced to 20. In addition, evil outsiders only need 14+ wisdom to recognize the mark and treat the character as the most immediate threat. Lastly, the characters free lifestyle is upgraded to rich.

Appendix One: NPC's

Encounter 1: The Unlucky Burglar

APL 2 (EL 4)

☛ **Cultist Thug(5):** Rog1; CR 1; Medium Humanoid (Human); HD 1d6+5; hp 9; Init +3; Spd 30 ft; AC 16 (Touch 13, flat-footed 13) [+3 dex, +3 armor]; Bab/Grp: +0/+2; Atk +3 melee (1d6+2, masterwork rapier, 18-20x2) or +3 ranged (1d4+2, dagger, 19-20x2); Full Atk +1 melee (1d6+2, masterwork rapier, 18-20x2) and +1 melee (1d4+1, masterwork dagger, 19-20x2) or +3 ranged (1d4+2, dagger, 19-20x2); SA Sneak attack +1d6; AL NE; SV Fort +2, Ref +5, Will +0; Str 14, Dex 16, Con 14, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +7, Climb +6, Escape Artist +7, Intimidate +3, Jump +6, Knowledge (Religion) +1, Spot +4, Tumble +7; Toughness, Two Weapon Fighting.

Equipment: Masterwork dagger, masterwork rapier, masterwork studded leather, 2 daggers.

☛ **Carsten Riis:** Rog2; CR 2; Medium Humanoid (Human); HD 2d6; hp 9; Init +3; Spd 30 ft; AC 16 (Touch 13, flat-footed 13) [+3 dex, +3 armor]; Bab/Grp: +1/+2; Atk +3 melee (1d4+1, masterwork dagger, 19-20x2) or +5 ranged (1d4+1, masterwork dagger, 19-20x2); Full Atk +3 melee (1d4+1, masterwork dagger, 19-20x2) or +5 ranged (1d4+1, masterwork dagger, 19-20x2); SA Evasion, sneak attack +1d6; AL N; SV Fort +0, Ref +6, Will +0; Str 12, Dex 16, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Balance +8, Climb +6, Disable Device +10, Gather Information +2, Hide +10, Knowledge (Local) +6, Listen +3, Move Silently +10, Open Lock +12, Search +6, Spot +2; Nimble Fingers, Stealthy.

Equipment: Masterwork dagger x2, masterwork studded leather, dagger, dust of tracelessness, elixir of hiding, elixir of sneaking, everburning torch, smokestick x3, tanglefoot bag, masterwork thieves tools, universal solvent, 99 gp.

APL 4 (EL 6)

☛ **Cultist Thug(5):** Rog1/War2; CR 2; Medium Humanoid (Human); HD 1d6+2d8+6; hp 21; Init +3; Spd 30 ft; AC 19 (Touch 13, flat-footed 19) [+3 dex, +4 armor, +2 shield]; Bab/Grp: +2/+4; Atk +5 melee (1d6+2, masterwork rapier, 18-20x2) or +5 ranged (1d4+2, dagger, 19-20x2); Full Atk +3 melee (1d6+2, masterwork rapier, 18-20x2) and +2 melee (1d4+1,

masterwork dagger, 19-20x2) or +5 ranged (1d4+2, dagger, 19-20x2); SA Evasion, sneak attack +1d6; AL NE; SV Fort +5, Ref +5, Will +0; Str 14, Dex 16, Con 14, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +8, Climb +5, Escape Artist +6, Intimidate +3, Jump +7, Knowledge (Religion) +1, Spot +4, Tumble +8; Improved Buckler Defense, Two Weapon Defense, Two Weapon Fighting.

Equipment: Masterwork dagger, masterwork rapier, masterwork chain shirt, masterwork buckler, 2 daggers.

☛ **Carsten Riis:** Rog4; CR 4; Medium Humanoid (Human); HD 4d6+4; hp 21; Init +3; Spd 30 ft; AC 17 (Touch 13, flat-footed 17) [+3 dex, +4 armor]; Bab/Grp: +3/+4; Atk +5 melee (1d4+1, masterwork dagger, 19-20x2) or +7 ranged (1d4+1, dagger, 19-20x2); Full Atk +5 melee (1d4+1, masterwork dagger, 19-20x2) or +7 ranged (1d4+1, dagger, 19-20x2); SA Evasion, uncanny dodge, sneak attack +2d6; AL N; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Balance +10, Climb +8, Disable Device +12, Gather Information +2, Hide +12, Knowledge (Local) +8, Listen +4, Move Silently +12, Open Lock +17, Search +8, Spot +3; Nimble Fingers, Skill Focus (Open Lock), Stealthy.

Equipment: Masterwork dagger x2, +1 studded leather, dagger, dust of tracelessness, elixir of hiding, elixir of sneaking, everburning torch, smokestick x3, tanglefoot bag, masterwork thieves tools, universal solvent, *potion cure light wounds* x2, 99 gp.

APL 6 (EL 8)

☛ **Cultist Thug(5):** Rog3/War2; CR 4; Medium Humanoid (Human); HD 3d6+2d8+10; hp 34; Init +3; Spd 30 ft; AC 19 (Touch 13, flat-footed 16) [+3 dex, +4 armor, +2 shield]; Bab/Grp: +4/+6; Atk +7 melee (1d6+2, masterwork rapier, 18-20x2) or +7 ranged (1d4+2, dagger, 19-20x2); Full Atk +5 melee (1d6+2, masterwork rapier, 18-20x2) and +4 melee (1d4+1, masterwork dagger, 19-20x2) or +7 ranged (1d4+2, dagger, 19-20x2); SA Evasion, sneak attack +2d6; AL NE; SV Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +10, Climb +7, Escape Artist +8, Intimidate +7, Jump +9, Knowledge (Religion) +1, Spot +5, Tumble +12; Improved Buckler

Defense, Two Weapon Defense, Two Weapon Fighting.

Equipment: Masterwork dagger, masterwork rapier, masterwork chain shirt, masterwork buckler, 2 daggers.

☛ **Carsten Riis:** Rog6; CR 6; Medium Humanoid (Human); HD 6d6+6; hp 32; Init +3; Spd 30 ft; AC 17 (Touch 13, flat-footed 17) [+3 dex, +4 armor]; Bab/Grp: +4/+5; Atk +8 melee (1d4+1, masterwork dagger, 19-20x2) or +8 ranged (1d4+1, dagger, 19-20x2); Full Atk +8 melee (1d4+1, masterwork dagger, 19-20x2) or +8 ranged (1d4+1, dagger, 19-20x2); SA Evasion, uncanny dodge, sneak attack +3d6; AL N; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +10, Balance +12, Climb +10, Disable Device +14, Gather Information +2, Hide +14, Knowledge (Local) +10, Listen +5, Move Silently +14, Open Lock +19, Search +10, Spot +4; Nimble Fingers, Skill Focus (Open Lock), Stealthy, Weapon Finesse.

Equipment: Masterwork dagger x2, +1 studded leather, dagger, dust of tracelessness, elixir of hiding, elixir of sneaking, everburning torch, smokestick x3, tanglefoot bag, masterwork thieves tools, universal solvent, *potion cure light wounds* x2, *potion cat's grace*, *hewards handy haversack*, 99 gp.

APL 8 (EL 10)

☛ **Cultist Thug(6):** Rog5/War2; CR 6; Medium Humanoid (Human); HD 5d6+2d8+14; hp 46; Init +7; Spd 30 ft; AC 19 (Touch 13, flat-footed 16) [+3 dex, +4 armor, +2 shield]; Bab/Grp: +5/+7; Atk +8 melee (1d6+2, masterwork rapier, 18-20x2) or +8 ranged (1d4+2, dagger, 19-20x2); Full Atk +6 melee (1d6+2, masterwork rapier, 18-20x2) and +5 melee (1d4+1, masterwork dagger, 19-20x2) or +8 ranged (1d4+2, dagger, 19-20x2); SA Evasion, uncanny dodge, sneak attack +3d6; AL NE; SV Fort +6, Ref +7 Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +13 Climb +11, Escape Artist +10, Intimidate +9, Jump +13, Knowledge (Religion) +1, Spot +6, Tumble +14; Improved Buckler Defense, Improved Initiative, Two Weapon Defense, Two Weapon Fighting.

Equipment: Masterwork dagger, masterwork rapier, masterwork chain shirt, masterwork buckler, 2 daggers.

☛ **Carsten Riis:** Rog8; CR 8; Medium Humanoid (Human); HD 8d6+8; hp 42; Init +4; Spd 30 ft; AC 18 (Touch 14, flat-footed 18) [+4 dex, +4 armor]; Bab/Grp: +6/+7; Atk +11 melee (1d4+1, masterwork

dagger, 19-20x2) or +11 ranged (1d4+1, dagger, 19-20x2); Full Atk +11/+6 melee (1d4+1, masterwork dagger, 19-20x2) or +11 ranged (1d4+1, dagger, 19-20x2); SA Evasion, improved uncanny dodge, sneak attack +4d6; AL N; SV Fort +2, Ref +10, Will +2; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +12, Balance +15, Climb +12, Disable Device +16, Gather Information +2, Hide +17, Knowledge (Local) +12, Listen +6, Move Silently +17, Open Lock +22, Search +12, Spot +5; Nimble Fingers, Skill Focus (Open Lock), Stealthy, Weapon Finesse.

Equipment: Masterwork dagger x2, +1 studded leather, dagger, dust of tracelessness, elixir of hiding, elixir of sneaking, everburning torch, smokestick x3, tanglefoot bag, masterwork thieves tools, universal solvent, *potion cure light wounds* x2, *potion cat's grace*, *potion darkness*, *potion cure moderate wounds*, *hewards handy haversack*, *rope of climbing*, 99 gp.

Encounter 3: The Whole Truth and Nothing But the Truth

☛ **Sharis Jamorrie:** Female Gnome Exp1/Ari4 CR 4; Small humanoid (gnome) HD 1d6+1/4d8+1 hp 33; Init +1; Spd 20 ft; AC 11 (touch 11, flat footed 10); Base Atk +3, Grp +2 Atk +2 melee (1d2-1 unarmed attack), +4 ranged ; Full Atk +2 melee or +4 ranged; AL LG; SV Fort + , Ref + , Will + ; Str 9, Dex 12, Con 12, Int 14, Wis 14, Cha 15.

Skills and Feats: Appraise +7, Bluff +6, Concentration +4, Craft (Alchemy) +6, Diplomacy +8, Gather Information +6, Intimidate +6, Knowledge (Arcana) +5, Knowledge (Geography) +5, Knowledge (Tuf/Fals/Vel) +5, Knowledge (Nobility and Royalty) +5, Listen +6, Profession (Herbalist) +6, Search +5, Sense Motive +11; Diligent, Negotiator.

Encounter 4: Can I Help You?

APL 2 (EL 3)

☛ **Jelena Karlonen:** Rog3; CR 3; Medium Humanoid (Human); HD 3d6+3; hp 16; Init +6; Spd 30 ft; AC 12 (Touch 12, flat-footed 10) [+2 dex]; Bab/Grp: +2/+2; Atk +3 melee (1d4, masterwork dagger, 19-20x2) or +5 ranged (1d4, masterwork dagger, 19-20x2); Full Atk +3 melee (1d4, masterwork dagger, 19-20x2) or +5 ranged (1d4, masterwork dagger, 19-20x2); SA Evasion, sneak attack +2d6; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +8, Balance +4, Bluff +8, Diplomacy +10, Disguise +10, Escape Artist +8, Forgery +8, Gather Information +8, Intimidate +12, Jump +2,

Profession (Bookseller) +7, Sense Motive +7, Tumble +8; Improved Initiative, Dodge, Mobility.

Equipment: Masterwork dagger, *hat of disguise*, *potion invisibility*, *potion spider climb*, smokestick x2, tanglefoot bag.

APL 4 (EL 5)

☛ **Jelena Karlonen:** Rog5; CR 5; Medium Humanoid (Human); HD 5d6+5; hp 27; Init +6; Spd 30 ft; AC 13 (Touch 12, flat-footed 13) [+2 dex, +1 armor]; Bab/Grp: +3/+3; Atk +4 melee (1d4, masterwork dagger, 19-20x2) or +6 ranged (1d4, masterwork dagger, 19-20x2); Full Atk +4 melee (1d4, masterwork dagger, 19-20x2) or +6 ranged (1d4, masterwork dagger, 19-20x2); SA Evasion, sneak attack +3d6, uncanny dodge; AL N; SV Fort +2, Ref +6, Will +2; Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 15.

Skills and Feats: Appraise +10, Balance +4, Bluff +10, Diplomacy +12, Disguise +12, Escape Artist +10, Forgery +10, Gather Information +10, Intimidate +14, Jump +2, Profession (Bookseller) +9, Sense Motive +9, Tumble +10; Improved Initiative, Dodge, Mobility.

Equipment: Masterwork dagger, *hat of disguise*, *bracers of armor +1*, *potion invisibility*, *potion spider climb*, *salve of slipperiness*, smokestick x2, tanglefoot bag.

APL 6 (EL 7)

☛ **Jelena Karlonen:** Rog7; CR 7; Medium Humanoid (Human); HD 7d6+7; hp 37; Init +6; Spd 30 ft; AC 13 (Touch 12, flat-footed 13) [+2 dex, +1 armor]; Bab/Grp: +7/+7; Atk +6 melee (1d4, masterwork dagger, 19-20x2) or +8 ranged (1d4, masterwork dagger, 19-20x2); Full Atk +6 melee (1d4, masterwork dagger, 19-20x2) or +8 ranged (1d4, masterwork dagger, 19-20x2); SA Evasion, sneak attack +4d6, uncanny dodge; AL N; SV Fort +3, Ref +7, Will +5; Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 15.

Skills and Feats: Appraise +12, Balance +4, Bluff +12, Diplomacy +14, Disguise +14, Escape Artist +12, Forgery +12, Gather Information +12, Intimidate +16, Jump +2, Profession (Bookseller) +11, Sense Motive +11, Tumble +12; Improved Initiative, Iron Will, Dodge, Mobility.

Equipment: Masterwork dagger, *hat of disguise*, *bracers of armor +1*, *bead of force*, *potion invisibility*, *potion spider climb*, *salve of slipperiness*, smokestick x2, tanglefoot bag.

APL 8 (EL 9)

☛ **Jelena Karlonen:** Rog9; CR 9; Medium Humanoid (Human); HD 9d6+9; hp 48; Init +6; Spd 30 ft; AC 13 (Touch 12, flat-footed 13) [+2 dex, +1 armor];

Bab/Grp: +8/+8; Atk +7 melee (1d4, masterwork dagger, 19-20x2) or +9 ranged (1d4, masterwork dagger, 19-20x2); Full Atk +7/+2 melee (1d4, masterwork dagger, 19-20x2) or +9 ranged (1d4, masterwork dagger, 19-20x2); SA Evasion, sneak attack +5d6, improved uncanny dodge; AL N; SV Fort +4, Ref +8, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 16.

Skills and Feats: Appraise +14, Balance +4, Bluff +15, Diplomacy +17, Disguise +17, Escape Artist +14, Forgery +14, Gather Information +15, Intimidate +19, Jump +2, Profession (Bookseller) +13, Sense Motive +13, Tumble +14; Improved Initiative, Iron Will, Dodge, Run, Mobility.

Equipment: Masterwork dagger, *hat of disguise*, *bracers of armor +1*, *bead of force*, *potion invisibility*, *potion spider climb*, *salve of slipperiness*, smokestick x2, tanglefoot bag.

Encounter 5: Why Is It Always a Warehouse?!

APL 2 (EL 3)

☛ **Nerullite Monk(2):** Mnk2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 15; Init +4; Spd 30 ft; AC 17 (Touch 17, flat-footed 13) [+4 dex, +3 wis]; Bab/Grp: +1/+3; Atk +3 melee (1d6+2, unarmed strike, x2) or +4 melee (1d6+2, masterwork kama, x2); Full Atk +3 melee (1d6+2, unarmed strike, x2) or +4 melee (1d6+2, masterwork kama, x2) or +1/+1 melee (1d6+2, unarmed strike flurry, x2) or +2/+2 melee (1d6+2, masterwork kama flurry, x2); SA Evasion, flurry of blows, stunning fist (2/day) DC14; AL LE; SV Fort +5, Ref +7, Will +6; Str 14, Dex 18, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Balance +11, Climb +7, Escape Artist +9, Jump +9, Knowledge (Religion) +6, Tumble +11; Stunning Fist, Deflect Arrows, Combat Expertise, Improved Trip.

Equipment: Masterwork kama x2, *potion shield of faith* +2.

APL 4 (EL 5)

☛ **Nerullite Monk(2):** Mnk3; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 24; Init +4; Spd 40 ft; AC 17 (Touch 17, flat-footed 13) [+4 dex, +3 wis]; Bab/Grp: +2/+5; Atk +5 melee (1d6+3, unarmed strike, x2) or +6 melee (1d6+3, masterwork kama, x2); Full Atk +5 melee (1d6+3, unarmed strike, x2) or +6 melee (1d6+3, masterwork kama, x2) or +3/+3 melee (1d6+2, unarmed strike flurry, x2) or +4/+4 melee (1d6+3, masterwork kama flurry, x2); SA Evasion, flurry of blows, stunning fist (2/day) DC14; SQ Still mind; AL

LE; SV Fort +5, Ref +7, Will +6; Str 16, Dex 18, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Balance +12, Climb +9, Escape Artist +10, Jump +11, Knowledge (Religion) +7, Tumble +12; Stunning Fist, Deflect Arrows, Combat Expertise, Fists of Iron, Improved Trip.

Equipment: Masterwork kama x2, *potion shield of faith* +3.

APL 6 (EL 7)

☛**Nerullite Monk(2):** Mnk5; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +4; Spd 40 ft; AC 18 (Touch 18, flat-footed 14) [+4 dex, +4 wis]; Bab/Grp: +3/+6; Atk +6 melee (1d8+3, unarmed strike, x2) or +7 melee (1d6+3, masterwork kama, x2); Full Atk +6 melee (1d8+3, unarmed strike, x2) or +7 melee (1d6+3, masterwork kama, x2) or +5/+5 melee (1d8+3, unarmed strike flurry, x2) or +6/+6 melee (1d6+3, masterwork kama flurry, x2); SA Evasion, flurry of blows, stunning fist (2/day) DC14, ki strike (magic); SQ Still mind, slow fall (20 ft), purity of body; AL LE; SV Fort +6, Ref +8, Will +7; Str 16, Dex 18, Con 14, Int 13, Wis 17, Cha 8.

Skills and Feats: Balance +14, Climb +11, Escape Artist +12, Jump +13, Knowledge (Religion) +9, Tumble +14; Stunning Fist, Deflect Arrows, Combat Expertise, Fists of Iron, Improved Trip.

Equipment: Masterwork kama x2, *potion shield of faith* +4.

APL 8 (EL 9)

☛**Nerullite Monk(2):** Mnk7; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 52; Init +4; Spd 50 ft; AC 18 (Touch 18, flat-footed 14) [+4 dex, +4 wis]; Bab/Grp: +5/+8; Atk +8 melee (1d8+3, unarmed strike, x2) or +9 melee (1d6+3, masterwork kama, x2); Full Atk +8 melee (1d8+3, unarmed strike, x2) or +9 melee (1d6+3, masterwork kama, x2) or +7/+7 melee (1d8+3, unarmed strike flurry, x2) or +8/+8 melee (1d6+3, masterwork kama flurry, x2); SA Evasion, flurry of blows, stunning fist (2/day) DC14, ki strike (magic); SQ Still mind, slow fall (30 ft), purity of body, wholeness of body (14 points/day); AL LE; SV Fort +7, Ref +9, Will +8; Str 16, Dex 18, Con 14, Int 13, Wis 17, Cha 8.

Skills and Feats: Balance +16, Climb +13, Escape Artist +14, Jump +15, Knowledge (Religion) +11, Tumble +16; Stunning Fist, Deflect Arrows, Improved Trip, Fists of Iron, Flying Kick, Pain Touch, Power Attack.

Equipment: Masterwork kama x2, *potion shield of faith* +4.

Encounter 7: Fear the Reaper

All APLs

☛**Large Fiendish Viper:** Large Magical Beast (Extraplanar); CR 2; HD 3d8 (13 hp); Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural) (Touch 12, flat-footed 12); Bab/Grp: +2/+6; Atk: Bite +4 melee (1d4 plus poison); Full Atk: Bite +4 melee (1d4 plus poison); Space/Reach: 10 ft./5 ft.; SA:Poison, Smite Good (Su); SQ: Scent, Darkvision 60 ft., Cold and Fire Resistance 5, spell resistance 8; AL CE; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8; Improved Initiative, Weapon Finesse.

Poison: Fort DC11, 1d6 Con damage initial, 1d6 Con damage secondary.

APL 2 (EL 5)

☛**Hilmagus:** Wiz(Nec)3; CR 3; Medium Humanoid (Human); HD 3d4+6; hp 16; Init +1; Spd 30 ft; AC 12 (Touch 12, flat-footed 11) [+1 dex, +1 deflection]; Bab/Grp: +1/+0; Atk +0 melee (1d6-1, quarterstaff, x2) or +7 ranged touch (spell, ray); Full Atk +0 melee (1d6-1, quarterstaff, x2) or +2 ranged touch (spell, ray); SQ: Summon Familiar; AL NE; SV Fort +3, Ref +2, Will +4; Str 8, Dex 12, Con 14, Int 17, Wis 12, Cha 9.

Skills and Feats: Bluff +2, Concentration +8, Forgery +6, Knowledge (Arcana) +9, Knowledge (Religion) +9, Spellcraft +11; Combat Casting, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Equipment: Quarterstaff, *ring of protection* +1, *scroll false life*, *wand enlarge person*.

Spells Prepared: (4/3+1/2+1; DC 13 + Spell Level, DC 15 + Spell Level (Necromancy*)): 0th – Acid splash, detect magic, light, mage hand; 1st – cause fear*, mage armor, magic missile, ray of enfeeblement; 2nd – blindness/deafness*, ghoul touch*, scorching ray.

☛**Hilmagus' Raven Familiar:** Tiny Magical Beast; HD 3; hp 8; Init +2; Spd 10 ft, fly 40 ft (average); AC 16 (Touch 14, flat-footed 14) [+2 size, +2 dex, +2 natural]; Bab/Grp: +1/-12; Atk +5 melee (1d2-5, claws, x2); Full Atk +5 melee (1d2-5, claws, x2); Space/Reach: 2-1/2 ft/0 ft; SA: Deliver touch spells; SQ: Low-light vision, improved evasion, share spells, empathic link, speak common; AL NE; SV Fort +3, Ref +2, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Bluff +1, Concentration +6, Forgery +1, Hide +10, Knowledge (Arcana) +4, Knowledge (Religion) +4, Listen +3, Spot +5, Spellcraft +6; Weapon Finesse.

☛ **Annika:** Clr3; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +1; Spd 20 ft; AC 20 (Touch 11, flat-footed 19) [+1 dex, +8 armor, +1 shield]; Bab/Grp: +2/+4; Atk +4 melee (2d4+3, masterwork scythe, x4); Full Atk +4 melee (2d4+3, masterwork scythe, x4); SA: Rebuke undead, spontaneous casting; AL NE; SV Fort +4, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Knowledge (Religion) +6, Knowledge (The Planes) +6; Martial Weapon Proficiency (Scythe), Power Attack, Weapon Focus (Scythe).

Equipment: Masterwork buckler, full plate, *potion of bull's strength*, *potion of shield of faith* +2, masterwork scythe.

Spells Prepared: (4/3+1/2+1; DC 13 + Spell Level; Domains – Evil, Trickery): 0th – Cure minor wounds x3, detect magic; 1st – bless, cause fear, doom, protection from good; 2nd – aid, invisibility, shatter.

APL 4 (EL 7)

☛ **Hilmagus:** Wiz(Nec)5; CR 5; Medium Humanoid (Human); HD 5d4+10; hp 26; Init +1; Spd 30 ft; AC 12 (Touch 12, flat-footed 11) [+1 dex, +1 deflection]; Bab/Grp: +2/+1; Atk +1 melee (1d6-1, quarterstaff, x2) or +3 ranged touch (spell, ray); Full Atk +1 melee (1d6-1, quarterstaff, x2) or +3 ranged touch (spell, ray); SQ: Summon Familiar; AL NE; SV Fort +4, Ref +3, Will +6; Str 8, Dex 12, Con 14, Int 18, Wis 12, Cha 9.

Skills and Feats: Bluff +3, Concentration +10, Forgery +8, Knowledge (Arcana) +12, Knowledge (Religion) +12, Knowledge (The Planes) +5, Spellcraft +14; Combat Casting, Craft Wand, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Equipment: Quarterstaff, *cloak of resistance* +1, *ring of protection* +1, *scroll false life*, *scroll magic circle vs good*, *wand enlarge person*, *wand ray of enfeeblement (caster level 2)*, *potion cure moderate wounds*.

Spells Prepared: (4/4+1/3+1/2+1; DC 14 + Spell Level, DC 16 + Spell Level (Necromancy*)): 0th – Acid splash, detect magic, light, mage hand; 1st – cause fear*, mage armor, magic missile, ray of enfeeblement, shocking grasp; 2nd – blindness/deafness*, ghoul touch*, scorching ray, spectral hand; 3rd – ray of exhaustion, stinking cloud, vampiric touch.

☛ **Hilmagus' Raven Familiar:** Tiny Magical Beast; HD 5; hp 13; Init +2; Spd 10 ft, fly 40 ft (average); AC 17 (Touch 14, flat-footed 14) [+2 size, +2 dex, +3 natural]; Bab/Grp: +2/-11; Atk +6 melee (1d2-5, claws, x2); Full Atk +6 melee (1d2-5, claws, x2); Space/Reach: 2-1/2 ft/0 ft; SA: Deliver touch spells; SQ: Low-light vision, improved evasion, share spells, empathic link, speak

common, speak with master; AL NE; SV Fort +3, Ref +2, Will +6; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Bluff +2, Concentration +8, Forgery +3, Hide +10, Knowledge (Arcana) +7, Knowledge (Religion) +7, Listen +3, Spot +5, Spellcraft +9; Weapon Finesse.

☛ **Annika:** Clr5; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 37; Init +1; Spd 20 ft; AC 21 (Touch 11, flat-footed 20) [+1 dex, +9 armor, +1 shield]; Bab/Grp: +3/+6; Atk +6 melee (2d4+4, masterwork scythe, x4); Full Atk +6 melee (2d4+4, masterwork scythe, x4); SA: Rebuke undead, spontaneous casting; AL NE; SV Fort +6, Ref +2, Will +7; Str 16, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Knowledge (Religion) +8, Knowledge (The Planes) +8; Martial Weapon Proficiency (Scythe), Power Attack, Weapon Focus (Scythe).

Equipment: Masterwork buckler, +1 full plate, *potion of bull's strength*, *potion cure moderate wounds*, *potion of shield of faith* +3, masterwork scythe.

Spells Prepared: (5/4+1/3+1/2+1; DC 13 + Spell Level; Domains – Death, Trickery): 0th – Cure minor wounds x4, detect magic; 1st – bless, cause fear, doom, magic weapon, protection from good; 2nd – aid, ~~desecrate~~, invisibility, shatter; 3rd – ~~animate dead~~, blindness/deafness, prayer.

APL 6 (EL 9)

☛ **Hilmagus:** Wiz(Nec)7; CR 7; Medium Humanoid (Human); HD 7d4+14; hp 36; Init +1; Spd 30 ft; AC 12 (Touch 12, flat-footed 11) [+1 dex, +1 deflection]; Bab/Grp: +3/+2; Atk +2 melee (1d6-1, quarterstaff, x2) or +4 ranged touch (spell, ray); Full Atk +2 melee (1d6-1, quarterstaff, x2) or +4 ranged touch (spell, ray); SQ: Summon Familiar; AL NE; SV Fort +5, Ref +4, Will +7; Str 8, Dex 12, Con 14, Int 18, Wis 12, Cha 9.

Skills and Feats: Bluff +4, Concentration +12, Diplomacy +1, Disguise +1, Forgery +9, Intimidate +1, Knowledge (Arcana) +14, Knowledge (Religion) +14, Knowledge (The Planes) +7, Spellcraft +16; Combat Casting, Craft Wand, Greater Spell Focus (Necromancy), Improved Familiar, Spell Focus (Necromancy).

Equipment: Quarterstaff, *cloak of resistance* +1, *ring of protection* +1, *scroll false life*, *scroll magic circle vs good*, *scroll fly*, *scroll blink*, *scroll polymorph*, *scroll solid fog*, *wand enlarge person*, *wand ray of enfeeblement (caster level 2)*, *potion cure moderate wounds*.

Spells Prepared: (4/5+1/4+1/3+1/2+1; DC 14 + Spell Level, DC 16 + Spell Level (Necromancy*)): 0th –

Acid splash, detect magic, light, mage hand; 1st – cause fear*, mage armor, magic missile x2, ray of enfeeblement*, shocking grasp; 2nd – blindness/deafness*, ghoul touch*, scorching ray, spectral hand*, web; 3rd – fireball, ray of exhaustion*, stinking cloud, vampiric touch*; 4th – bestow curse*, fear*, ice storm.

Hilmagus' Imp Familiar: Tiny Outsider (evil, lawful, extraplanar); HD 7; hp 18; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 24 (Touch 15, flat-footed 21) [+2 size, +3 dex, +9 natural]; Bab/Grp: +3/-5; Atk +8 melee (1d4 plus poison, sting, x2); Full Atk +8 melee (1d4 plus poison, sting, x2); Space/Reach: 2-1/2 ft/0 ft; SA: Deliver touch spells, poison, spell-like abilities; SQ: Alternate form (raven), darkvision 60 ft, DR 5/good or silver, fast healing 2, immunity to poison, resistance to fire 5, improved evasion, share spells, empathic link, speak common, speak with master; AL NE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +7, Concentration +10, Diplomacy +8, Disguise +4, Forgery +5, Hide +17, Intimidate +4, Knowledge (Arcana) +10, Knowledge (Religion) +10, Knowledge (The Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +12, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 dex, secondary damage 2d4 dex.

Spell-Like Abilities: At will – detect good, detect magic, invisibility (self only); 1/day – suggestion (DC15). Caster level 6. Once per week an imp can use commune to ask six questions (otherwise same as spell cast by 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that can only assume the form of a raven.

Annika: Clr7; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 51; Init +1; Spd 20 ft; AC 23 (Touch 11, flat-footed 22) [+1 dex, +9 armor, +2 shield, +1 natural]; Bab/Grp: +5/+8; Atk +8 melee (2d4+4, masterwork scythe, x4); Full Atk +7 melee (2d4+4, masterwork scythe, x4); SA: Rebuke undead, spontaneous casting; AL NE; SV Fort +7, Ref +3, Will +8; Str 16, Dex 12, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Knowledge (Religion) +10, Knowledge (The Planes) +10; Combat Casting, Martial Weapon Proficiency (Scythe), Power Attack, Weapon Focus (Scythe).

Equipment: +1 buckler, +1 full plate, +1 amulet of natural armor, potion of bull's strength, potion cure moderate wounds, potion of shield of faith +3, masterwork scythe.

Spells Prepared: (6/5+1/4+1/3+1/1+1; DC 13 + Spell Level; Domains – Death, Trickery): 0th – Cure minor wounds x5, detect magic; 1st – bless, cause fear, doom, entropic shield, magic weapon, protection from good; 2nd – aid, bear's endurance, ~~desecrate~~, invisibility, shatter; 3rd – ~~animate dead~~, blindness/deafness, prayer, summon monster III; 4th – confusion, divine power.

APL 8 (EL 11)

Hilmagus: Wiz(Nec)9; CR 9; Medium Humanoid (Human); HD 9d4+18; hp 46; Init +1; Spd 30 ft; AC 13 (Touch 13, flat-footed 11) [+2 dex, +1 deflection]; Bab/Grp: +4/+3; Atk +3 melee (1d6-1, quarterstaff, x2) or +7 ranged touch (spell, ray); Full Atk +3 melee (1d6-1, quarterstaff, x2) or +7 ranged touch (spell, ray); SQ: Summon Familiar; AL NE; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 20, Wis 14, Cha 8.

Skills and Feats: Bluff +5, Concentration +14, Diplomacy +1, Disguise +1, Forgery +11, Intimidate +1, Knowledge (Arcana) +17, Knowledge (Religion) +15, Knowledge (The Planes) +12, Spellcraft +19; Combat Casting, Craft Wand, Greater Spell Focus (Necromancy), Improved Familiar, Spell Focus (Necromancy), Weapon Focus (Ray).

Equipment: Quarterstaff, *cloak of resistance +1*, *ring of protection +1*, *headband of intellect +2*, *scroll false life*, *scroll magic circle vs good*, *scroll fly*, *scroll blink*, *scroll polymorph*, *scroll solid fog*, *scroll wall of force*, *wand enlarge person*, *wand ray of enfeeblement (caster level 2)*, *potion cure moderate wounds*.

Spells Prepared: (4/6+1/5+1/4+1/3+1/2+1; DC 15 + Spell Level, DC 17 + Spell Level (Necromancy*)): 0th – Acid splash, detect magic, light, mage hand; 1st – mage armor, magic missile x3, ray of enfeeblement x2*, shocking grasp; 2nd – blindness/deafness*, ghoul touch*, resist energy, scorching ray, spectral hand*, web; 3rd – dispel magic, fireball, ray of exhaustion*, stinking cloud, vampiric touch*; 4th – bestow curse*, fear*, ice storm, wall of ice; 5th – baleful polymorph, cone of cold, waves of fatigue*.

Hilmagus' Imp Familiar: Tiny Outsider (evil, lawful, extraplanar); HD 9; hp 23; Init +3; Spd 20 ft, fly 50 ft (perfect); AC 25 (Touch 15, flat-footed 21) [+2 size, +3 dex, +10 natural]; Bab/Grp: +4/-4; Atk +9 melee (1d4 plus poison, sting, x2); Full Atk +9 melee (1d4 plus poison, sting, x2); Space/Reach: 2-1/2 ft/0 ft; SA: Deliver touch spells, poison, spell-like abilities; SQ: Alternate form (raven), darkvision 60 ft, DR 5/good or silver, fast healing 2, immunity to poison, resistance to fire 5, improved evasion, share spells, empathic link, speak common, speak with master; AL NE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +8, Concentration +12, Diplomacy +8, Disguise +4, Forgery +7, Hide +17, Intimidate +4, Knowledge (Arcana) +12, Knowledge (Religion) +11, Knowledge (The Planes) +7, Listen +7, Move Silently +9, Search +6, Spellcraft +12, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 dex, secondary damage 2d4 dex.

Spell-Like Abilities: At will – detect good, detect magic, invisibility (self only); 1/day – suggestion (DC15). Caster level 6. Once per week an imp can use commune to ask six questions (otherwise same as spell cast by 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that can only assume the form of a raven.

☛**Annika:** Clr9; CR 9; Medium Humanoid (Human); HD 9d8+18; hp 65; Init +1; Spd 20 ft; AC 23 (Touch 11, flat-footed 22) [+1 dex, +10 armor, +2 shield]; Bab/Grp: +6/+9; Atk +9 melee (2d4+4, masterwork scythe, x4); Full Atk +9/+4 melee (2d4+4, masterwork scythe, x4); SA: Rebuke undead, spontaneous casting; AL NE; SV Fort +8, Ref +4, Will +11; Str 16, Dex 12, Con 14, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +13, Knowledge (Religion) +12, Knowledge (The Planes) +12; Combat Casting, Martial Weapon Proficiency (Scythe), Power Attack, Weapon Focus (Scythe).

Equipment: +1 buckler, +2 full plate, *perapt of wisdom* +2, *potion of bull's strength*, *potion cure moderate wounds*, *potion of shield of faith* +4, masterwork scythe.

Spells Prepared: (6/5+1/5+1/4+1/3+1/2+1; DC 15 + Spell Level; Domains – Death, Trickery): 0th – Cure minor wounds x5, detect magic; 1st – bless, cause fear, doom, entropic shield, magic weapon, protection from good; 2nd – aid, bear's endurance, cure moderate wounds, ~~desecrate~~, invisibility, shatter; 3rd – ~~animate dead~~, blindness/deafness, divine power, prayer, summon monster III; 4th – confusion, divine power, spell immunity, summon monster IV; 5th – righteous might, slay living, spell resistance.

Mitrik Temple Guard Patrol

APL 2 (EL4, EL2 for non-lethal only)

☛**Soldier (4):** Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+1; hp 7; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, longsword, 19-20x2) or +2 ranged (1d4+1, dagger, 19-20x2); Full Atk +3 melee (1d8+1, longsword, 19-20x2) or +2 ranged (1d4+1, dagger, 19-20x2); AL LG;

SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Ride +5; Endurance, Weapon Focus (longsword).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

☛**Leader:** Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [+1 Dex, +2 shield, +5 armor]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork longsword, 19-20x2) or +5 melee (1d4+2, dagger, 19-20x2) or +4 ranged (1d4+2, dagger, 19-20x2); Full Atk +7 melee (1d8+2, masterwork longsword, 19-20x2) or +5 melee (1d4+2, dagger, 19-20x2) or +4 ranged (1d4+2, dagger, 19-20x2); AL LG; SV Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +4, Intimidate +6, Ride +7; Endurance, Iron Will, Weapon Focus (longsword).

Possessions: Breastplate, heavy steel shield, masterwork longsword, dagger.

APL 4 (EL6, EL4 for non-lethal only)

☛**Soldier (6):** Male Human War2; CR 1; Medium Humanoid (Human); HD 2d8+2; hp 14; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +2; Grp +3; Atk +4 melee (1d8+1, longsword, 19-20x2) or +3 melee (1d4+1, dagger, 19-20x2) or +3 ranged (1d4+1, dagger, 19-20x2); Full Atk +4 melee (1d8+1, longsword, 19-20x2) or +3 melee (1d4+1, dagger, 19-20x2) or +3 ranged (1d4+1, dagger, 19-20x2); AL LG; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Ride +6; Endurance, Weapon Focus (Longsword).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

☛**Leader:** Male Human War5; CR 4; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +1; Spd 20 ft; AC 19 (touch 11, flat-footed 18) [+1 Dex, +2 shield, +6 armor]; Base Atk +5; Grp +7; Atk +9 melee (1d8+2, masterwork longsword, 19-20x2) or +7 melee (1d4+2, dagger, 19-20x2) or +6 ranged (1d4+2, dagger, 19-20x2); Full Atk +9 melee (1d8+2, masterwork longsword, 19-20x2) or +7 melee (1d4+2, dagger, 19-20x2) or +5 ranged (1d4+2, dagger, 19-20x2); AL LG; SV Fort +6, Ref +2, Will +3; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +1, Intimidate +8, Ride +9; Endurance, Iron Will, Weapon Focus (longsword).

Possessions: Half plate, heavy steel shield, masterwork longsword, dagger.

APL 6 (EL8, EL6 for non-lethal only)

♣**Soldier (6):** Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +3; Grp +4; Atk +5 melee (1d8+1, longsword, 19-20x2) or +4 melee (1d4+1, dagger, 19-20x2) or +4 ranged (1d4+1, dagger, 19-20x2); Full Atk +5 melee (1d8+1, longsword, 19-20x2) or +4 melee (1d4+1, dagger, 19-20x2) or +4 ranged (1d4+1, dagger, 19-20x2); AL LG; SV Fort +4, Ref +2, Will +1; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Ride +7; Endurance, Weapon Focus (longsword), Toughness.

Possessions: Scale mail, heavy steel shield, longsword, dagger.

♣**Leader:** Male Human War7; CR 6; Medium Humanoid (Human); HD 7d8+14; hp 53; Init +1; Spd 20 ft; AC 19 (touch 11, flat-footed 18) [+1 Dex, +2 shield, +6 armor]; Base Atk +7/+2; Grp +9; Atk +11 melee (1d8+2, masterwork longsword, 19-20x2) or +10 melee (1d4+2, masterwork dagger, 19-20x2) or +9 ranged (1d4+2, masterwork dagger, 19-20x2); Full Atk +11/+6 melee (1d8+2, masterwork longsword, 19-20x2) or +10/+6 melee (1d4+2, masterwork dagger, 19-20x2) or +9 ranged (1d4+2, masterwork dagger, 19-20x2); AL LG; SV Fort +7, Ref +3, Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +6, Intimidate +10, Ride +11; Endurance, Iron Will, Power Attack, Weapon Focus (longsword)

Possessions: Masterwork half plate, heavy steel shield, masterwork longsword, masterwork dagger.

APL 8 (EL10, EL8 for non-lethal only)

♣**Soldier (6):** Male Human War4; CR 3; Medium Humanoid (Human); HD 4d8+7; hp 30; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +4; Grp +4; Atk +6 melee (1d8+1, longsword, 19-20x2) or +5 melee (1d4+1, dagger, 19-20x2) or +5 ranged (1d4+1, dagger, 19-20x2); Full Atk +6 melee (1d8+1, longsword, 19-20x2) or +5 melee (1d4+1, dagger, 19-20x2) or +5 ranged (1d4+1, dagger, 19-20x2); AL LG; SV Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +7, Ride +8; Endurance, Weapon Focus (longsword), Toughness.

Possessions: Scale mail, heavy steel shield, longsword, dagger.

♣**Leader:** Male Human War9; CR 8; Medium Humanoid (Human); HD 9d8+18; hp 68; Init +1; Spd 20 ft; AC 21 (touch 11, flat-footed 20) [+1 Dex, +2 shield, +8 armor]; Base Atk +9/+4; Grp +12; Atk +14 melee (1d8+4, +1 longsword, 19-20x2) or +12 melee

(1d4+3, dagger, 19-20x2) or +11 ranged (1d4+3, dagger, 19-20x2); Full Atk +14/+9 melee (1d8+4, +1 longsword, 19-20x2) or +12/+7 melee (1d4+3, dagger, 19-20x2) or +11 ranged (1d4+3 dagger, 19-20x2); AL LG; SV Fort +8, Ref +4, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Intimidate +12, Ride +13; Cleave, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork full plate, heavy steel shield, +1 longsword, masterwork dagger.

Appendix Two: Player Handouts

Player Handout 1

Note found in the hidden desk compartment of the bookseller's desk (**Encounter Four**)

Our next target is ripe for the harvest. We strike tonight. It is a small offering to the Reaper to be sure, but an offering both He and The One will appreciate. It will be made all the more sweet by the location I've chosen. I only wish the good Bishop could be there so I could see his face when we make the sacrifice. As they say, some things are priceless! Wish us luck!

Annika

Player Handout 2

You have seen fit to thwart the divinely inspired plan of our Most Holy Rao and put an unworthy in my place. So be it. I wash my hands of the affair. The Reasoned One has made the path clear to me and I intend to take it. All those of True Faith will follow me. As for the rest, they are welcome to the gentle ministrations of The One. With our faith in Rao as our shield, we will prevail and no force on Oerth can defeat us. As of now Grayington secedes from Veluna and declares its independence as a sovereign state. May Rao have mercy on your souls.

Redin Sarneth

Plar of Grayington

True Canon of the Faithful

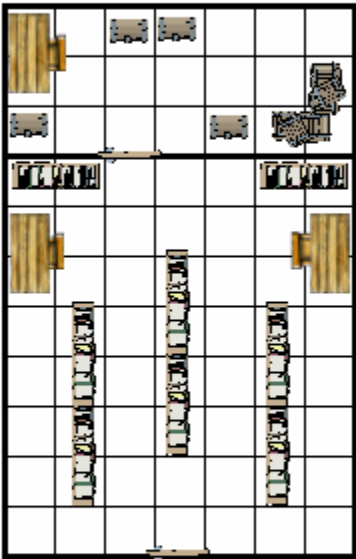
Appendix Three: Maps

Map 1



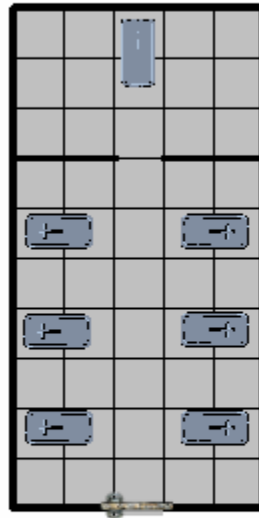
Map 2

The Light of Reason


$$\underline{1 \text{ sq} = 5 \text{ ft}}$$

Map 3

Turis Mausoleum



1 sq = 5 ft

Appendix Four: New Material

New Feats

Improved Buckler Defense [General]: You can attack with an offhand weapon while retaining a buckler's shield bonus to your Armor Class. Prerequisite: Shield Proficiency. Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class. Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn. Special: A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

Fists of Iron [General]: You have learned the secrets of imbuing your unarmed attacks with extra force. Prerequisites: Improved Unarmed Strike, Stunning Fist, base attack bonus +2. Benefit: Declare that you are using this feat before you make your attack roll (this, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

Flying Kick [General]: You literally leap into battle, dealing devastating damage. Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack. Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

Pain Touch [General]: You cause intense pain in an opponent with a successful stunning attack. Prerequisites: Wis 15, Stunning Fist, base attack bonus +2. Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creature that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

Appendix Five: Mark of the Legendary Hero

Give this to any person gaining the Mark during this event (and mark it on their AR as well)

If a single character has two Marks of the Legendary Hero he or she receives the following special benefit: The Knowledge: Arcane and Bardic Lore DC is reduced to 35. Further the hero is instantly recognized as a clear and present danger to any evil outsider with a Wisdom score 20+ or who can recognize the mark, and is considered the most immediate threat in any given situation.

Should a single character have three Marks of the Legendary Hero, he receives the following: the Knowledge: Arcane and Bardic Lore DC is reduced to 25. In addition, the common people are so awestruck to meet such a renowned person, they often refuse to take his money. This gives the hero free standard lifestyle in Veluna regional scenarios or meta-regional scenarios set in Veluna.

Should a single character have four Marks of the Legendary Hero, he receives the following: The Knowledge: Arcane and Bardic Lore DC is reduced to 20. In addition, evil outsiders only need 14+ wisdom to recognize the mark and treat the character as the most immediate threat. Lastly, the characters free lifestyle is upgraded to rich.