

GRM4-05

Operation Black Knight

A One-Round D&D LIVING GREYHAWK[®]

Gran March Regional Adventure

Version 1.4 – Premiere Version

Round 1

by Jenna & Michael Moore

One year ago, the military discovered the existence of a secret training camp in which boys and young men were being taught to hate their homeland and work for a new master. Now a threat has reached the top-most levels of the Gran March military. The safety of the realm is at stake, but the army is already spread thin. Can the PCs help them track down the culprits before the chain of command falls? A sequel to Training Camp. A Gran March Regional adventure for APL 2 through 12.

PLAYTESTERS: Alan Kilpatrick, Earl Bailey, Dan Wheeler, Matt Wegner, Lyman Green, and Ed Tostanoski.

Cartography by Dan Wheeler

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 three 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.

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, 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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are

considered trained to attack. 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 Gran March. This adventure uses Military Time Units. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

This is a sequel to GRM3-06 *Training Camp*, in which PCs found a hidden camp in the Oytwood where young men and boys were being trained to be assassins and fight against Gran March. When attempting to save the captives, most of the boys turned on the rescuers, content to remain in their camp.

In this scenario, the trainees of that camp have been sent out in an attempt to assassinate a high official of the Gran March army. The PCs stumble on an assault in an alley of Hookhill and soon unravel a conspiracy against the Commandant.

Adventure Summary

This scenario is set in the capital city of Hookhill. Death threats have been received by some of the high-ranking members of the Gran March military, and the city is on high alert. A curfew is in place, and all citizens should be off the streets by the time the moons are high (midnight). Military patrols are posted on every street at regular intervals. Extra forces are posted outside the Commandant's residence.

Encounter One: The Streets of Hookhill

As the party approaches the gate to enter, guards challenge them with a brief set of questions. The party is permitted to enter. As they walk into the city, they notice a crime being committed in an alley as they pass. When the party assists or investigates, they will find information pointing to a planned assassination of military personnel by an organization known as the Red Arrows. This gives them the choice to pursue the lead themselves in the North Quarter or report it to the city guards or military.

Encounter Two: A Full Plate

If the party reports what they found to authorities, they are sent to Captain Cerino Clasti of the Gran March military. They must first convince the desk sergeant that they are not troublemakers, though this is not difficult. Then, they are taken to the Captain. The Captain reveals that he is swamped with too many duties and is short-handed for a security detail requested by the Commandant to bolster security at the Hall of the Commandant, where he is hosting a banquet with a handful of Electors and supporters of his defense efforts.

Encounter Three: Put on Your Investigating Shoes

If the PCs choose to investigate the matter on their own, they will have to begin on the following day after their arrival. Their current lead brings them to the North Quarter, where the most prominent establishment is a seedy bar called The Dancing Wench. The PCs discover that some members of the Red Arrows have been shaking down businesses in the district for protection money.

Many patrons are noticeably frightened when the Red Arrows are mentioned and clam up. The PCs' questions come to the attention of some members of the Red Arrows.

Encounter Four: A Word with Amon Sarpenth

Player characters might decide to consult Elector Amon Sarpenth about the security measures in Hookhill or the Red Arrows. Elector Sarpenth is aware that there have been a rash of threats against a number of Electors, him included. He was invited to attend a banquet to be thrown by Commandant Vrianian tomorrow evening at dusk, and he knows that many security resources have been consolidated to address that. Some soldiers from units not stationed in Hookhill have been redeployed just for this detail to make sure that the leadership represented at the banquet are safe.

Encounter Five: A Word with Asterran Ocedrius

Player characters might decide to consult Elector Asterran Ocedrius about the security measures in Hookhill or the Red Arrows. Elector Ocedrius is aware that there have been a rash of threats against a number of

Electors, him included. He was invited to attend a banquet to be thrown by Commandant Vrianian tomorrow evening at dusk, and he knows that many security resources have been consolidated to address that. Some soldiers from units not stationed in Hookhill have been redeployed just for this detail to make sure that the leadership represented at the banquet are safe.

Encounter Six: A Favor from the Toecutter

PCs who have influence with the Toecutter might want to ask him what he knows about the Red Arrows. Like any member of the criminal element, the Toecutter is evasive with open questions, but he will pull aside those who have his confidence and who are associates in The Corporation. He does not have a lot of precise information, but he can say that these Red Arrows have been troublesome of late and have jeopardized Corporate profits with their activities. The Toecutter is interested in knowing where this organization came from, and he will ask the PCs to investigate these Red Arrows and get word to him concerning where they are from and where their operations are. It is time this rival is dealt with properly, and knowing this will facilitate action against them.

Encounter Seven: Canvassing the Neighborhood

PCs can use Gather Information checks to canvass the neighborhood about the Red Arrows. This uncovers some minor details about this mysterious organization, but nothing that pinpoints where they can be stalked. If the PCs did not cause a disturbance in the Dancing Wench, this activity will surely come to the attention of the Red Arrows, as word about questions spreads throughout the Dirt Quarter.

Encounter Eight: Red Arrows in Shadows and Silence

If the PCs made a disturbance in the Dancing Wench or canvassed the neighborhood, word has spread like wildfire about their asking too many questions about the Red Arrows. They find themselves traveling down a desolate alleyway, when four boys throw thunderstones at the party, potentially causing deafness. An ambush is sprung. Arrows with *oil of silence* spread on them fly at the party from nearby tributary alleys, targeting anyone who appears to be a spellcaster. These arrows prevent all spell casting that requires a verbal component within the radius of the arrows. Even if the arrows miss, it is important to note where they land, as spell casting using verbal components is impossible within 15 ft of either arrow. If they are spaced right, spellcasting might be stunted within an area as large as 30 ft by 15 ft, depending on where they land.

If the PCs defeat the Red Arrows here, they will learn that the Red Arrows have some graduates of some of the training camps already in place at the Hall of the Commandant waiting to assassinate Commandant

Vrianian. They will also indicate that they have a ringer on the inside to make sure that everything goes according to plan.

Encounter Nine: The Gatekeeper

If the PCs arrive at the Hall of the Commandant without an authorized invitation, Lieutenant Dobron will not let them through unless the party convinces him that they are there to protect the Commandant from imminent danger.

If the party arrives with authorization to supplement the guard, Lieutenant Dobron instructs them on their expectations and their stations for securing the Commandant. The PCs witness some tense interaction between Vrianian, Petros, and Knight Field Marshal Helenasdottir suggesting that Vrianian is not comfortable with Petros's presence, while Petros is overprotective, and Helenasdottir would rather be back on the battlefield in Hochoch. Weapons vendors and Syrloch representatives demonstrate new advancements and weapon prototypes to use against the giants in Geoff. Electors enjoy the hospitality of their Commandant, who is throwing this banquet only to cement his position in this election year.

Encounter Ten: Cocktail Hour

The Hall is well lit and filled with military officers, dignitaries, Electors, priests, Syrloch reps, a few bards, and guards. The PCs are integrated into the security detail and can even get to know some of the attendees.

Encounter Eleven: The Hour of the Long Knives

Three different assassins attempt the attack simultaneously. Before the darts are thrown, there will be a diversion by the bad guys. The man on the inside is a priest of Hextor (His name is Kellin), posing as a Priest of Heironeous. Petros darts from the room.

Conclusion

The party will be awarded with a military commendation among other things. If the assassination is prevented, they get the Commandant's Shield as well. Petros will be suspected of being in league with the conspirators.

Timeline

This module does not follow a strictly linear format, but the following should clarify the order in which events should occur.

Day 1:

- The PCs arrive at the gate to Hookhill just before dusk.
- The encounter in the alley takes place right away.

- The PCs have the option to talk to Captain Clasti.
- The party finds lodging or billeting for the night, just in time to make curfew.

Day 2:

- PCs that have expressed an interest in talking to the Toecutter should be reminded that it takes time for him to find them. They should drop off a note in the morning.
- Around noon, the Toecutter finds the PC that dropped the note.
- No one is available in the Dancing Wench until the afternoon. After all, it is a bar.
- The street encounter takes place in the late afternoon and must occur after PCs have asked a lot of questions in the bar, ending with just enough time to make it to the banquet.
- The banquet takes place at dusk.

Introduction

The PCs have entered the city of Hookhill. The city seems a bit more subdued than usual and there is a palpable tension in the air. Threats have been made against Gran March military officials and the city is on high alert. This information is known only to the military and the guards and not to be passed on to the citizens, lest it cause riots. The troops are out on patrols and assignments, leaving the city with a small retinue of soldiers for protection. To bolster their numbers, officials have ordered all those entering the city stopped and questioned.

The guards at the city gate are not all soldiers. Some of them were brought in as civilians to assist during the crisis and are not happy to be here. They are not very trusting and the PCs will be carefully questioned upon entering the city. Find out first who is military and not, who is native to Gran March and who is not, who has commendations from the Gran March Army or any of its officials.

Encounter One: Streets at Hookhill

The afternoon shadows are lengthening as you are about to enter the city of Hookhill. The majestic stone walls stand strong around the capital city. Those of you who have been here before notice increased security at the gate. Eight very unhappy guards perform their duty with intense vigilance, stopping everyone who approaches the gate without exception. Even as you watch, one dark-clad gentleman tries to get past and is arrested for his

trouble, manacled, and escorted away by a guard. Clearly, something is not quite right in the capital city.

As you approach the gate, the guards stop and question you. "State your name, rank if applicable, location of residence, and your business in the city."

Give each PC a chance to answer and respond appropriately. The guards at the gates are tired and not happy to be at this post. They are short with the PCs if they are not forthcoming. There are eight guards at the gate, including two on each side stopping those coming through and four standing inside, ready to stop any who try to enter without permission.

"The city is under a curfew. If you know what's good for you, you'll obey it. By the time the moons are high, you'd best be inside. Any who are roaming the streets will be stopped and searched by patrols. There are consequences for being out past curfew."

If any of the PCs are Gran March military, add the following:

"This order comes down from the Commandant himself, soldier."

Guards (8): hp 8, Spot +5, Bluff +2, Sense Motive +5

As adventurers pass through the front gates of the city, they note that the portcullis is well maintained with not a hint of ever having accumulated a day of rust. The gatehouse beyond is full of tell-tale defensive precautions that indicate the immense task at hand for those who would consider besieging it. Murder holes line the ceilings and both walls of the gate hall of the threshold into Hookhill proper.

The first impression of the inside of the city is that the primary purpose of the city is to house a massive armed force. The streets are ordered, clean cobblestone, and aligned as though it was planned to be a grid of city blocks leading to the center of town.

The party passes several dark alleyways as they travel deeper into the city.

Ask for Spot and Listen checks from each player character. Never mind the DC of the check. It is not as important as bringing the party into this turn of events. What is about to transpire is not hard to notice, so all but the lowest roll indicates that the characters notice a commotion out of the corner of their eyes.

As you pass yet another dark alleyway, you hear a mild commotion and see a flicker of movement in the corner of your eye. Some 200 feet away is a darkly dressed, masked man throttling a shabbily dressed Halfling with a dagger. The halfling is struggling to break free of his clutches.

The darkly dressed man is a member of the Red Arrows of Hextor, a league of assassins who recently began

operating in Gran March. The Red Arrows hired the Halfling to obtain an itinerary for the Commandant for the next two days. The halfling delivered the goods, but the assassin, Kreen, discovered that he was an undercover agent of the Gran March military spying on his organization, and he is out for blood. Kreen graphically describes the punishment he is going to deliver on the halfling's person to intimidate him while throwing punches with fists covered with metal gauntlets. The Halfling is covered in his own blood, and bruises decorate his face and head. He has absolutely no fight left and appears to be on the verge of passing out as the party approaches.

With a successful Spot check (DC 10+APL), PCs will notice that the assassin is not punching with bare fists, but rather, he has a metal wrapping over his knuckles. His blows are obviously meant to do more than nonlethal damage, and it is quite possible that the thug might land a killing blow.

Before the player characters initiate action, describe Kreen delivering one final blow to the head that draws a respectable volume of blood from the halfling's right eye and knocks him unconscious.

When Kreen spots the PCs, he throws a bag (two bags at APL 12) behind him to obstruct pursuit as he sprints away. This is a ranged attack against AC 5 on the 5-ft square nearest the majority of PCs. The bag, after it lands on the cobblestone street, explodes, releasing a fusillade of darts. Now, it should be cautioned that Kreen is not part of this encounter. His purpose is to draw the characters into this story and deliver the trapped bag. **Once done, he is not meant to be encountered.** His stats are provided just in case zealous PCs catch him despite the DM's attempts to keep him out of the picture.

Kreen automatically throws the bag before initiative begins (as though this were a surprise round), and he automatically goes first in the initiative round no matter what the PCs roll for initiative. It is imperative that all efforts be made to get him out of the scene before the PCs can cut off his escape.

APL 2 (EL 2)

Fusillade of Poisoned Darts: CR 2; mechanical; location trigger; no reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC na; Disable Device DC na.

APL 4 (EL 4)

Fusillade of Poisoned Darts: CR 4; mechanical; location trigger; no reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (giant wasp poison, injury DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC na; Disable Device DC na.

APL 6 (EL 6)

Fusillade of Poisoned Darts: CR 6; mechanical; location trigger; no reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (deathblade, injury DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC na; Disable Device DC na.

APL 8 (EL 8)

Fusillade of Poisoned Darts: CR 8; mechanical; location trigger; no reset; Atk +19 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (dragon bile, contact DC 26 Fortitude save resists, 3d6 Str/o); Search DC na; Disable Device DC na.

APL 10 (EL 10)

Fusillade of Poisoned Darts: CR 10; mechanical; location trigger; no reset; Atk +19 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (black lotus extract, contact DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC na; Disable Device DC na.

APL 12 (EL 12)

Fusillade of Poisoned Darts (2): CR 10; mechanical; location trigger; no reset; Atk +19 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); poison (black lotus extract, contact DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC na; Disable Device DC na.

All APLs

Kreen, male Human Ftr6/Rog8: hp 99. See Appendix.

Note: Kreen is really not meant to be encountered here, but a zealous party is very likely to pursue him (which is why his stats are presented here). It is best to have Kreen duck behind the nearest alley and hide or to run for all he's worth, but player characters have a way of doggedly pursuing even elements of an adventure that are not meant to be accounted for. Kreen's statistics are supplied not as a planned combatant but rather as a figure that players might try to bring down anyway. If they continue pursuit, Kreen will use all evasive techniques at his disposal to get away. Should he slip out of sight for one full round, assume that he has slipped away. If he does not get the opportunity to get away, he will fight to the death, and if captured, he will bite down on a suicide pill to avoid interrogation. If the PCs fight and defeat Kreen, they will not receive experience points for it.

The assassin, once unmasked, is a very young man, no older than 17. In other words, he is about the age of a PC who has just begun his or her career.

If the PCs manage to kill or capture Kreen before he can get away, they will find a tattoo depicting red arrows clenched in a tight fist emblazoned on his inside forearm. This tattoo is exactly the same as the tattoos found on the assassins in *Homecoming* and *The Royal Road to Hookhill*. Allow the PCs to draw this conclusion on their own. Provide no hints. If the PCs played either of those two adventures and they appear not to be drawing the connection on their own, allow them to make straight DC 15+APL Intelligence checks for the recollection.

If the PCs decide to cast *speak with dead* on Kreen's body after he has died, the impressions left will reveal that Kreen was an assassin in the Red Arrows. He was sent to kill Mullbern because the Halfling was found out to be a military spy.

If the PCs captured Kreen, the assassin will not talk to the party. Instead, he will bite down on a suicide pill and swallow rather than face interrogation and threats of execution for his apparent Hextorite religion. The pill is lodged in the roof of his mouth and contains id moss. Attempts to use *speak with dead* to find out information from his corpse will not reveal anything.

Mullbern, male Halfling Rog3: hp 15; Fort +1, Ref +5, Will +5; Sense Motive +8.

After this fusillade of darts is unleashed, Mullbern is already on the verge of dying. One of the darts lodges itself in his left eye. He is at –8 hit points and bleeding fast. On the final round of his life, before going to –10, Mullbern will gasp with his final breath, “Warn Clasti.”

If Mullbern dies and the PCs search his body, they find a note addressed to “Clasti”. It contains only two words- Red Arrows- and his name at the bottom.

If the PCs are able to heal Mullbern, they can extract information from him if they assure him that they are trustworthy agents or citizens of Gran March. If the table consists of no Gran March citizens, Mullbern will not willingly reveal anything he knows under any circumstances. Obtaining information from him will require compulsions and other enchantment effects. To obtain the information that Mullbern possesses, Gran March citizens must roll a successful DC 15 Diplomacy check. Military PCs in uniform receive a +5 bonus to the Diplomacy check.

If the DC is met, Mullbern will reveal that his name is Corporal Mullbern of the Gran March Military. He was operating under cover in the North Quarter to obtain information about an organization known as the Red Arrows that has gained a foothold in some of the less desirable districts of Hookhill and is working against the Gran March government. He was supposed to obtain a copy of an itinerary for the Commandant showing his activities for the following day, and he provided it. Unfortunately, his cover was blown, and now he will not be able to continue his mission. He did find that at least some of these assassins seem to fit the description of boys

who had been reported missing in various parts of Gran March within the past year – only older.

If the PCs played *Training Camp*, they might recognize that these could be the boys from the camps. Mullbern will not suggest this; it's up to the PCs to make the connection. If they do, he looks pensive and then agrees it's likely.

At any rate, Mullbern is truly grateful that the player characters pulled his Halfling fat out of the fire, and he asks the party to make sure he gets to City Watch Headquarters safely. If they do, proceed from here to *Encounter Two: A Full Plate*.

If the PCs choose to investigate the North Quarter of Hookhill, affectionately known by some as “the Dirt Quarter,” by others as Seedytown, on their own, remind them that it is late, and they will have to find lodging first. The following day, they can go to *Encounter Three: Put on Your Investigating Shoes*.

Unless the PCs choose to report this incident to the City Watch, the PCs must find a place to stay immediately, as the moons are rising above the city at this moment. Military PCs can report to City Watch Headquarters for billeting provided through coordination with the City Watch Desk Sergeant Tash, who can provide all basic logistics regarding PCs' billeting and meals while in Hookhill. Civilian PCs and veterans will have to find lodging on their own (unless they volunteer for reactivation). If PCs choose to seek lodging immediately, assume that they can find a reasonable place to stay at their chosen upkeep level without incident.

If the PCs choose to wander around Hookhill after the moons are high (curfew), accost them with frequent City Watch patrols that search them, question them about their business in Hookhill, and even detain them if the PCs get out of hand. If they are detained, they will be thrown in jail and suffer the negative effects of lower than standard upkeep. If military PCs are accosted more than once before getting billeting, they are written up and receive a demerit at the end of the adventure. Because the PCs should not be causing trouble for agents of security in Hookhill, consider the guards who deal with PCs to be just tough enough to address anything the PCs throw at them should they get out of line (stats are not provided, and the DM is encouraged to stymie anything a PC attempts to do to avoid the consequence of being out after curfew). It is one thing to be heroes. It is quite another to break the law and expect to get away with it because you think you are heroes. If PCs simply state that they are on the way to find billeting, the guards will offer assistance. If any of the PCs are military, they will lead them to City Watch Headquarters, where they can coordinate with Desk Sergeant Tash for billeting.

Encounter Two: A Full Plate

Note: The description of this encounter assumes that PCs have chosen to report the incident of Encounter One immediately after it has taken place. This means that it is just short of curfew, and while night has fallen over Hookhill, the moons are not yet high. If the PCs do not come to the office of the City Watch on their first night in Hookhill, then adjustments must be made for the timing of the encounter, with one major detail in mind: the Commandant's banquet is scheduled for dusk on the second night of the PCs' stay in Hookhill.

If the party reports their encounter and their findings to the city guards, they are sent to Captain Clasti at City Watch Headquarters, which also happens to be part of the complex that makes up the headquarters for the military garrison of Hookhill.

A rough-looking Sergeant seated behind a prominent wooden desk in the sparsely decorated room addresses you, “What kinda trouble you miscreants a part of here? We got a lot going on right at the moment, and the Captain's time is valuable.”

Sergeant Tash is a by-the-book kind of guy who doesn't put up with a lot of nonsense. He guards the Captain's time carefully and screens visitors for anyone who is just going to waste the Captain's time. However, if the PCs crack a few tasteful jokes or provide assurances that they have truly important information to provide the Captain, particularly if they bring up the name “Mullbern,” he will lighten up a little. If the party has Corporal Mullbern with them, Sergeant Tash will instruct the PCs to wait for him there, and he will walk through a door behind the desk, emerging in a moment with Captain Cerino Clasti. Otherwise, he appears very fatigued and overworked.

Some banter should go back and forth here while the Sergeant questions the PCs about making trouble. This Sergeant is overworked and gruff; his irritated banter should be played up for comic relief. The PCs can attempt a Diplomacy check (DC 10+APL) to bring Sergeant Tash around and convince him that they have legitimate business with the Captain. Sergeant Tash questions the PCs just enough to determine that they have secret information meant for Captain Clasti's ears only. Once satisfied that the PCs have legitimate reason for the visit, he instructs them to wait for Captain Clasti and walks toward the back of the building to retrieve the Captain. Note that the presence of Corporal Mullbern is considered a legitimate reason to visit on sight. Mullbern's mission in Seedytown is known to both Clasti and the Desk Sergeant. If the party has Kreen in custody, Sergeant Tash will call two soldier bailiffs to take charge of the prisoner. They will speed him away through another door that leads downstairs to a holding cell, and the players will never see Kreen again.

Sergeant Tash, male Human War2: hp 12; Sense Motive +5, Bluff +8.

Once the PCs convince Sergeant Tash of their business and he retrieves Captain Clasti from his office, a somewhat frazzled looking man in his late thirties with hair that has been mussed from an apparently long day at the office emerges from behind a door behind the desk sergeant's station. He motions to the party and requests that they follow him to his office.

When the party enters the Captain's office, he invites them to sit as they are able, with apologies that there are only three chairs in the room. Then, he asks the PCs about the nature of their visit. His desk is half-covered in papers and a small diagram with differently colored ink lines drawn on it is partially visible amongst the papers.

While frustrated and tired, Clasti is most interested in what the PCs have to say. Higher-ranking military officers have received several threats, and Clasti has been working for several days to find out more information. He needs more information to pinpoint the cause of the trouble.

Captain Clasti, male Human Ftr10: hp 65; Bluff +7, Intimidate +4, Sense Motive +5.

When the Captain hears the description of events, he runs his hands through his already mussed hair and sighs heavily. He almost seems to be muttering to himself as he starts to swear. "Just what I need. Great. I don't have the time or resources to deal with this."

If there are any military PCs in the party, he will instruct them to follow him out of earshot of civilian PCs.

With that, he will pull them into a private area and share with them that he appreciates their information, but he's already swamped.

- There's a banquet for the Commandant the following night, and he's already short-staffed for security for the event.
- On top of that, a rash of threats has been made against the Commandant, and this is taking all his time. It is not that he has no interest in this case at all.
- He has intense interest in the fate of Mullbern and any information he might provide. However, with all the threats against the Commandant, he has been tasked with providing an additional security detail to cover the Commandant's banquet the following evening, and he simply cannot provide the manpower he needs.
- Clearly, he is at a loss for where he is going to find the additional security detail, and it shows. The man is on the verge of a nervous breakdown from the pressure.

The PCs can choose to do their own investigation, or they might volunteer to help guard the Commandant. The

Captain will not recommend the latter, but he accepts their offer graciously if they volunteer, and he expresses incredible gratitude; then, he instructs them to report to Lieutenant Dobron for assignments after providing them with written authorization to present to the lieutenant. Meanwhile, he is not sure how he can wrangle the manpower to investigate the leads that the PCs have provided. If they suggest that they can investigate the matter until they are required to report to the Hall of the Commandant, he suggests that they start in Seedytown, where the Red Arrows seem to be causing the most trouble. As for report time, he suggests that PCs report to Lt Dobron no later than an hour before dusk the following evening for instructions and stationing assignments.

After this encounter, which as noted assumes to have taken place immediately following Encounter One, it is late, and PCs must find a place to stay immediately. Military PCs will have barracks provided through coordination with Sergeant Tash, who can provide all basic logistics regarding PCs' billeting and meals while in Hookhill. Civilian PCs and veterans will have to find lodging on their own. If PCs choose to seek lodging immediately, assume that they can find a reasonable place to stay at their chosen upkeep level without incident.

If the PCs choose to wander around Hookhill after the moons are high (curfew), accost them with frequent City Watch patrols that search them, question them about their business in Hookhill, and even detain them if the PCs get out hand. Because the PCs should not be causing trouble for agents of security in Hookhill, consider the guards who deal with PCs to be just tough enough to address anything the PCs throw at them should they get out of line. It is one thing to be heroes. It is quite another to break the law and expect to get away with it because you think you are heroes.

Encounter Three: Put on Your Investigating Shoes

The investigative work of the PCs begins in Seedytown on the day following their arrival in Hookhill. There is really no definite lead here. They will have to wander a very dangerous neighborhood, asking questions of the locals as they go, hoping to run across someone who knows about the people they are asking about. Read the following text aloud to the players as they enter this district of the capital of Gran March:

Just as ordered and clean as the entrance to Hookhill is, this part of town is as dirty and overpopulated in squalor. Most of the dwellings here are barely standing up on their frames. Some show signs of lack of maintenance and an advanced state of wear. The people here are dressed poorly and live poorly. You are accosted by several beggars, one of whom is missing a leg, and he implores you to provide enough money to feed a veteran of the

Hateful Wars. The grimy, the poor, the misshapen, the outcasts are all represented here. There are several questionable establishments speckled among this bleak landscape. At the end of one street can be seen a rowdy bar known as the Dancing Wench. Some of the most questionable people you have ever seen as you walk in its direction are congregated around it, including men and women of the most surly dispositions, wastrels, and scoundrels. The cacophony of the most raucous noise passing for music rattles the building as you draw near. You are certain that you could purchase any sin you desire for the right price inside.

Note: Those personnel and dignitaries that have been under threat do not frequent this part of town. Because of this, the city watch does not frequent this part of town as much, either. After curfew, they watch for anyone leaving this side of town to return to the main part of town.

The Dancing Wench draws some of the most questionable clientele to be found in Gran March. It is a regular watering hole for some of the most dangerous criminals of the region as well as the seediest men in search of the most foul forms of entertainment and debauchery. Those characters with a taste for the darkest, most unsavory activities in which to partake will be quite at home here, as the Dancing Wench caters to the less than common underground tastes of those who delight in unpleasantness.

The barkeep is a rotund half-orc with a severe malocclusion of the lower jaw. Large, tusk-like teeth jut out from his lower lip, nearly touching the edge of his nose as he wipes down a ceramic mug with his apron and places it on a counter behind the bar.

The bar is packed with the lowest levels of scum in Hookhill. You see a red-headed woman who appears to be quite attractive from a distance, but as you get a closer look when she smiles, you discover that she is snaggle-toothed and bears a large mole on her right cheek. She is propositioning a skinny man in a dirty brown smock with unkempt hair and graying stubble on his face. You do not hear the conversation, but you can guess at what it must be about, as she gestures alluringly and runs her fingers through the man's hair.

In a corner, there is an intense game of dice going on, with coins and trinkets being placed on the table before each roll. No one is laughing. All players are studying one another intently, as though trying to determine if the other might be cheating. When a winning roll is scored, the coins and trinkets are snapped up by the winner immediately as if there is an expectation that if the winnings remain on the table for long, they might be lost to carelessness.

The stink of over-fermented wine, hops, and barley hangs in the air. The mist of cheap pipeweed obscures vision

and obstructs breathing slightly. The people here are ugly, for the most part, reflecting their choice in how they spend their free time.

If the PCs speak to the barkeep, he will prove to be very open, if not the greatest charmer in the world. He is full of raunchy stories about bodily functions and doesn't censure himself well in the face of mixed company. Occasionally, he himself will display a use of a bodily function or two, belching or otherwise throughout the conversation. If mention of the Red Arrows is made, he will back away in shock and clam up as though a forbidden subject has been broached. Clearly, he is disturbed by the mention of the name. If the PCs persistently ask about the Red Arrows, he will eventually look around him furtively and lean forward to speak as quietly as he can to the party over the din of the establishment's patrons to ask the PCs how they know of the Red Arrows. A Sense Motive check (DC 10+APL) will indicate that he fears these people and apparently has dealt with them personally.

If PCs can convince him that he will be protected should he provide them with what he knows about them (DC10+APL Diplomacy check) and they ask the right questions (DC 10+APL Gather Information check), he will then reveal the following notes. If the PCs offer him gold, reduce the DC by 1 for every 50gp they offer.

"They started showing up about a month ago, telling people they would protect them from accidents and such if they paid them insurance. A couple of guys wouldn't pay, so their places caught fire. No one ever came out and said the Red Arrows did it, but everyone knew the writing was on the wall. Pay these Red Arrows what they ask for, and you're business is safe. Don't pay 'em, and bad things happen. I been paying ever since, but they told me I should never talk about 'em to anyone. Said they'd torch my bar. I'm not rich human. All I have is this bar. So I pay 'em."

If asked where they are, the barkeep will respond that he doesn't know. They stop in at the beginning of every month and collect their tribute. He has heard that they are all over the city, but he has only heard about them making any visible trouble in Seedytown, where the law doesn't patrol well at night for obvious reasons.

Description

He can tell the PCs that one of the men who visits the bar is Baklunish. The other one is tall and thin, almost emaciated, like a skeleton or something. His skin is white like he never walks in the sunlight. They only show up at night, after dark. He is not expecting another visit from them for another week.

If the PCs detect evil, it is pretty likely that they will detect evil amongst the patrons. It should be stressed that the presence of evil doesn't warrant immediate action. You can't jump at everyone whose alignment comes up positive.

Other patrons can tell no more than the barkeep can provide. The more PCs ask questions in this bar, the more evasive other patrons become, until eventually, the bouncer, a massive human with scars all over his face, will politely ask the party to leave because they are disturbing the patrons. If they do not, he will be forced to make them leave, and he would really rather not resort to violence. Again, the PCs should comply here. There is nothing sinister going on here. The PCs are stirring up fear of reprisals upon these people by a bunch of thugs who have been terrorizing the populace with their tactics for several months. They do not want to face the possible backlash should they say too much. If the PCs cause a commotion, the bouncer will demonstrate enough prowess to put them down quickly and viciously. Assume that everything PCs try here fails, and everything the bouncer does succeeds. Narrate the bouncer's actions so that it is interesting, but most importantly, get the PCs out of the bar after their conversation with the barkeep and convey the very simple message that the patrons are frightened, and the PCs are making their existence worse with their presence and questions.

Encounter Four: A Word with Amon Sarpenth

Player characters might decide to consult Elector Amon Sarpenth about the security measures in Hookhill or the Red Arrows. Amon Sarpenth lives in the Merchant Quarter of Hookhill, where he conducts the majority of his business. His home is impressive and ornately decorated, with a large lawn.

Amon Sarpenth is a human male standing 5 feet, 6 inches tall. He has black hair and striking green eyes, with a lithe, muscular build. He is a bit formal in his demeanor, and while friendly, he expects to be addressed respectfully as "Sir" or "Elector." He oversees horse auctions in Hookhill and collects taxes on the proceeds.

Elector Sarpenth is aware that there have been a rash of threats against a number of Electors, him included. He was invited to attend a banquet to be thrown by Commandant Vrianian tomorrow evening at dusk, and he knows that many security resources have been consolidated to address that. Some soldiers from units not stationed in Hookhill have been redeployed just for this detail to make sure that the leadership represented at the banquet are safe.

Encounter Five: A Word with Asterran Ocedrius

Player characters might decide to consult Elector Asterran Ocedrius about the security measures in Hookhill or the Red Arrows. Elector Ocedrius is aware that there have been a rash of threats against a number of Electors, him included. He was invited to attend a

banquet to be thrown by Commandant Vrianian tomorrow evening at dusk, and he knows that many security resources have been consolidated to address that. Some soldiers from units not stationed in Hookhill have been redeployed just for this detail to make sure that the leadership represented at the banquet are safe.

Encounter Six: A Favor from the Toecutter

PCs who have influence with the Toecutter might want to ask him what he knows about the Red Arrows. They will not find him by any conventional means. Rather, if a PC indicates that he will spend an IP to hit up the Toecutter for information, then assume that the PC has some means of dropping a message in a location where the Toecutter can get it. Shortly, the Toecutter will find the PC, asking in a relaxed manner, "Is there anything I can 'elp you wif?" Toecutter will only speak to those with influence/favor with him. He will have the PC brought to him alone if necessary.

The Toecutter is tall and scarred from numerous street battles. His left ear appears to have been half chewed off. Though clearly a man of middle age, he is rippling with powerful muscles. At his sides are a pair of short swords with ivory skull pommels. His mouth is twisted in a sardonic grin, and it is difficult to tell if he is amused by the PCs or if his scars and injuries simply make his mouth look that way.

Like any member of the criminal element, the Toecutter is evasive with open questions, but he will pull aside those who have his confidence and who are associates in The Corporation. He does not have a lot of precise information, but he can say that these Red Arrows have been troublesome of late and have jeopardized Corporate profits with their activities. He had thought at one time that these Red Arrows were part of a rival organization, but they informed him that they enjoy the protection of The Corporation. This confused him at first, until he realized that rumors of a splinter organization have been brewing of late. The Toecutter is interested in knowing where this organization came from, (especially if these Red Arrows are connected with any splinter organization), and he will ask Corporation PCs to investigate these Red Arrows and get word to him concerning where they are from and where their operations are. It is time this rival is dealt with properly, and knowing this will facilitate action against them. The Toecutter will say that there have been two gentlemen selling insurance to the local shops, giving the hard sell when necessary (they have been shaking down the shops for money, threatening those who don't pay with severe harm and damage to their businesses).

Note: This mission actually exceeds the parameters of this scenario, but it does tie in with other goings-on in

Gran March. It is not meant that the party discover the location of the Red Arrows' hideout in this scenario.

Encounter Seven: Canvassing the Neighborhood

If the PCs question just anybody on the street, have them make a series of Gather Information checks as they question people they meet in the Dirt Quarter. Ad lib NPCs as they wander around the city looking for answers about the Red Arrows. Have each NPC lead the PCs to another NPC until the PCs give up on the quest and decide to pursue another avenue. Compare the PCs' Gather Information check results with the DC of the sort of information they might obtain in the following items:

- **DC 5:** I know a guy who was mugged by one of these Red Arrows. They busted him up pretty bad and took all his money and the shirt off his back. He said they didn't even look human.
- **DC 10:** The Red Arrows have been causing trouble in these parts for months now. They've become bolder in the past month. Their most visible agents are a Baklunish stooge and a pale man who comes around all the shops every night on some errand or another. They loan money, they offer protection to the local shop, and they arrange accidents for those who need them.
- **DC 15:** The Red Arrows have more sinister connections and agendas than simple profiteering ventures.
- **DC 20+:** The Red Arrows are made up mostly of assassins, but they are suspected of having members in some of the highest echelons of Gran March administration.
- **DC 20+:** A lot of the Red Arrows are very young men, no older than, say 17 or 18. Word is that they graduated from training camps that have been operating for over a year in Gran March.

Encounter Eight: Red Arrows in Silence and Shadow

Note: This encounter only takes place after the PCs ask questions in the Dancing Wench and should take place very shortly before the banquet, otherwise it doesn't work (because the intent is to get PCs to rush to the scene of the banquet).

If the PCs made a disturbance in the Dancing Wench or canvassed the neighborhood too openly, word has spread like wildfire about their asking too many questions about the Red Arrows. They find themselves traveling down a desolate alleyway, when four boys run through the

alleyway with rocks in their hands. Giggling mischievously, they proceed to throw the stones at the party's feet. They throw the stones from 20 ft away with a +3 ranged attack bonus and run. The stones are thunderstones (all creatures within 10 ft of the stones' impact must make a DC 15 Fort save or be deafened for one hour). The deafened creature, in addition to the obvious effects takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with verbal components that it tries to cast.

The boys were approached by Akbar and Tellis and told to throw the stones at the party and run. If the party decides to hack away at the boys, there is no challenge in this at all. Their stats are not provided, and consider any measure the party takes to succeed automatically.

Three rogues, Akbar Ibn Tufasi, and Tellis Scoren ambush the party with intent to kill them for getting too curious about the Red Arrows. Arrows treated with *oil of silence* fly at the party from nearby tributary alleys, targeting anyone who appears to be a spellcaster. These arrows prevent all spell casting that requires a verbal component within the radius of the arrows. Even if the arrows miss, it is important to note where they land, as verbal spell casting is impossible within 15 ft of either arrow. If the arrow misses the target, roll a d8 to determine which adjacent square where the arrow lands. If the target has a protection from arrows spell or affect active and the arrow otherwise hits, the arrow bounces off the invisible barrier harmlessly and lands in the target's square. If they are spaced right, spellcasting might be stunted within an area as large as 30 ft by 15 ft, depending on where they land. The three rogues each have one *arrow of silence* each, and Tellis has three more, in case they are necessary when PCs move.

ALL APLs

Rogues (3) Rog1: Ranged attack +4 with arrows with *oil of silence*. They fire one shot each at squares nearest characters who appear to be spellcasters during the surprise round and then run before they can be addressed. The Barbarian and Fighter should keep PCs busy enough. Like Kreen in Encounter One, these rogues serve only to set a condition of placed patches of silence in various parts of the alleys. They automatically run first in the initiative order, sprinting off into the tributary alleys from which they fired their arrows.

APL 2 (EL 5)

Akbar ibn Tufasi, male Human Bbn3 (Baklunish): hp 36; see Appendix.

Tellis Scoren, male Human Ftr 3: hp 27; see Appendix.

APL 4 (EL 7)

Akbar ibn Tufasi, male Human Bbn 5 (Baklunish): hp 58; see Appendix.

Tellis Scoren, male Human Ftr 5: hp 48; see Appendix.

APL 6 (EL 9)

Akbar ibn Tufasi, male Human Bbn 7 (Baklunish): hp 71; see Appendix.

Tellis Scoren, male Human Ftr 7: hp 66; see Appendix.

APL 8 (EL 11)

Akbar ibn Tufasi, male Human Bbn 9 (Baklunish): hp 111; see Appendix.

Tellis Scoren, male Human Ftr 9: hp 84; see Appendix.

APL 10 (EL 13)

Akbar ibn Tufasi, male Human Bbn 11 (Baklunish): hp 135; see Appendix.

Tellis Scoren, male Human Ftr 11: hp 102; see Appendix.

APL 12 (EL 15)

Akbar ibn Tufasi, male Human Bbn 13 (Baklunish): hp 159; see Appendix.

Tellis Scoren, male Human Ftr 13: hp 133; see Appendix.

Note: Akbar and Tellis have spread *stone salve* on themselves, and they have imbibed potions of *protection from good* just prior to the ambush. Thus, they have damage reduction 10/adamantine and are immune to enchantments and compulsions.

Development: If the PCs defeat the Red Arrows here, they will learn that the Red Arrows have some graduates of some of the training camps already in place at the Hall of the Commandant waiting to assassinate Commandant Vrianian. They also indicate that they have a ringer on the inside to make sure that everything goes according to plan.

After these opponents are defeated, the Baklunish barbarian, Akbar ibn Tufasi, can be intimidated into revealing that the Red Arrows are working to poison the Commandant at his banquet. Further, he is confident that there is nothing that the PCs can do about it, as they cannot be in two places at once and the banquet is about to begin.

If they interrogate Tellis, they can learn that he is a Red Arrow, but knows nothing of their plans for the Commandant.

If the PCs kill Tellis and Akbar, they can search the dead bodies. They will find a forged invitation to the Commandant's Banquet. Forgery check (DC15+APL) to know it's a forgery. It is a very nicely made invitation on high-quality parchment with a gold-embossed border and beautifully written with calligraphy. This invite is dropped if all the villains get away.

PCs realize the banquet is just about to begin, and they can just make it in time if they go now.

Encounter Nine: The Gatekeeper

If the party agreed to provide supplemental security at the Commandant's banquet, they are to report to Lieutenant Dobron, Commander of A Company of the 1st Battle, the Commandant's Own. Lieutenant Dobron will provide instructions for the PCs and assign them stations and zones of security. The Lieutenant will show the party to the banquet hall and familiarize them with the lay of the room as quickly and discreetly as possible. See the banquet hall diagram handout. During the cocktail hour they are asked to rove around wherever the attendees are, but find a station in the banquet hall during the feast.

If the PCs are trying to warn the Commandant of the plot against him without having made such arrangements beforehand, they must first get past Lieutenant Dobron and his security team. This will require much diplomacy and clarity of the message under the pressure of knowing that an attempt on the Commandant's life might be made at any moment. If it comes down to a physical confrontation, Lieutenant Dobron and his security team are ready to deal with it.

The PCs must find a convincing way to explain why they should be allowed in. Diplomacy check is opposed by Lieutenant Dobron's Sense Motive check. This requires some serious role playing before they throw the check. If they show him the forged invitation, add +10 to the Diplomacy check. If the party convinces Dobron to let them in, he asks them to be discreet and integrates them into the guard. He shows them a diagram (see the banquet hall handout) of the room, where his guards are located, and where they should stand. On the diagram, the guards are listed where the Gs are, and the PCs should stand where "PC" is located.

If the PCs cannot convince Dobron via diplomacy, they still need to get in. Urge them to use diplomacy, though, as this is a non-tiered encounter and they are not meant to fight the elite guards of the Commandant's Own.

Lieutenant Dobron, male Human Ftr7: hp 57; see Appendix.

Guards (4): hp 8, see Appendix.

Encounter Ten: Cocktail Hour

If the PCs arrive at the Banquet Hall in time for the cocktail hour, they are free to roam around the banquet hall to get acquainted with the guests present while servants prepare the table for the feast, and servers bring drinks to all guests. In attendance are Commandant Magnus Vrianian, Fearless Iron Wolf, Knight Field Marshall Alicia Helenasdottir, former Commandant Petros Gwalchen, Kellin, a cleric from the Temple of Heironeous, Electors Amon Sarpenth and Ocedrius of Hookhill, and a number of electors from other regions. Additionally, several representatives from Syrloch demonstrate some new weapons for the benefit of the army officials present, and entertainers move around to the various rooms, maintaining a pleasant atmosphere with music, jokes, and acrobatic tricks for the amusements of the guests.

Former Commandant Petros Gwalchen is a robust man who looks much younger than he actually is. He is broad-shouldered, with long, shock white hair and a look of enlightenment in his eyes. While energetic, he is also deeply thoughtful and always concerned for the safety of his Commandant and his country. While he wears finely adorned, ceremonious clothing for all to see, he wears beneath his dining clothes a masterfully crafted suit of magical chain mail. He is always close by Vrianian, vigilantly watching the room as if expecting the worst from anyone present. If PCs have earned his trust in *Homecoming On the Royal Road to Hookhill*, or *A Simple Errand*, he is likely to recognize them, and he shows some signs of reassurances that his charge will be safe, but he seems like an unwanted older brother to Vrianian, who seems always to be moving away from Petros as subtly as he can. Undaunted, Petros always stays close to Vrianian, determined to protect him to the point of zealously staying close to him and advising him on measures to take for his own good.

If PCs speak to Petros, he will react to them with all propriety and deference as is his due. He will show full deference to high-ranking Knights of the Watch, as his rank in the order is Vigilant Bear. Those whom he trusts, Petros will ask if they have seen any suspicious activity and instruct them to keep their eyes open, as there has been much intelligence about a sure strike against the leadership of Gran March tonight. If there is a comparison of notes between the PCs and Petros, he will say that he has not detected the presence of any evil, but that means little, as powerful servants of Hextor can hide their nature.

Commandant Magnus Vrianian is tall and gaunt, with deep-set, piercing eyes and jet-black hair. Something in the way he looks at people suggests that he realizes just how insignificant the race of humanity truly is in the cosmos, as he has traveled to many outer planes of existence and seen things in his life that no mortal ever should have been exposed to. There is a look of sorrowful contemplation in his demeanor, and he is a man of few

words. In many ways, Vrianian is a direct opposite of Petros. While Petros is a warrior in the service of Heironeous who keeps physically fit and ready for battle, Vrianian is a bookish, uncharismatic, spell slinger with more of an eye to metaphysics and the nature of the cosmos than the welfare of people. While Petros is insightful in the ways of people and relates well to his subordinates and equals, Vrianian cannot fathom the importance of speaking directly to anyone on this plane. After numerous encounters with extraplanar enemies and allies alike, Vrianian has lost touch with what makes him human.

Vrianian never expresses it verbally, but he is not entirely comfortable with the presence of Petros, nor can he suffer his brand of protection for long, though he has him here to show that he has the support of a figure who still, ten years later, enjoys much popular support. Because this is an election year and Vrianian has made a couple of errors recently that have jeopardized his hold on the Commandant's Seat, he agreed to advisement of his counselors to hold this banquet to rally the support of key electors, particularly the ones in Hookhill. He recalled Helenasdottir from Hochoch to show her off to the electors and display her as a supporter of his policy and good faith. Further, although he is not comfortable with Petros's constant attention, he has him there to show that the former Commandant endorses him, a move that is bound to affect the decisions of electors loyal to Petros. As soon as this banquet is over, Vrianian intends to send Petros to Shiboeth to do some unimportant, yet visible work that will get him out of his hair and yet send a message to supporters of Petros that suggests that Petros fully endorses Vrianian.

Helenasdottir is restless. She is impatient with Vrianian's summons recalling her from the battlefield, where she belongs. She is eager for this event to end so she can get back to Hochoch. Throughout the cocktail hour, messages will come to her through soldiers who pass scroll tubes to security guards to bring to Helenasdottir. Although pleasant and cordial, she is distracted throughout the proceedings and attempting to run her Army remotely through delivered messages. At no time will a PC be privy to any messages delivered to her or sent back through security guards. This is all assumed to be classified information that characters do not need to know at this time.

Nalsiir Weirwood, Elector of Dragus Province, is in attendance with his lovely young wife Allita Housemann. He is only in his first year as an Elector, having inherited his position from his father Aemon Weirwood, and is not sure if he supports Vrianian. He is vocal about his stance against the Duchy of Ulek and wants war against that nation to avenge the death of his father and the indignities suffered by him and his bride at the hands of its representatives less than a year ago.

Amon Sarpenth is a human male standing 5 feet, 6 inches tall. He has black hair and striking green eyes, with a

lithe, muscular build. He is a bit formal in his demeanor, and while friendly, he expects to be addressed respectfully as “Sir” or “Elector.” He oversees horse auctions in Hookhill and collects taxes on the proceeds.

PCs will overhear rumors during this time that defenses in Hochoch are being bolstered, and the Army is conducting reconnaissance operations against the giants, but no details will ever come out.

The PCs can observe one man describing a bow to the military commanders and the Commandant. This is Liken Dalor, one of a team of researchers and crafters at Syrloch who has been at work developing a ranged weapon that can fire missiles quickly enough to lay effective suppressive fire and allow for mobility on the battlefield while maintaining a level of lethality and offensive punch. It is a *quick-loading crossbow* as described in the *Arms and Equipment Guide*, page 97. See the appendix for further details.

There are a few other demonstrations going on as well. The PCs can rove and observe the entertainers and attendees.

A few guards inspect the banquet area for familiarization of their zones of security. The guards are dressed as typical fighters. A few have short swords and a few have long swords. Some of these guards are the assassins, but their auras have been hidden via the *undetectable alignment* spell. If *detect evil* is used, no evil is detected.

Dobron will ask the PCs to head into the banquet hall as dinner is about to be served.

Encounter Eleven: The Hour of the Long Knives

Depending on the circumstances of the PCs’ entrance, the start of this encounter differs. If the PCs have been in place during the cocktail hour, start at Start A. If the PCs have burst in unceremoniously to prevent the assassination of the Commandant, start at Start B.

Start A

If the PCs are just arriving after convincing Dobron to let them assist, begin here. They will enter the room and go to their designated posts and the other guards will adjust as necessary. They have a few moments to look around the room and observe before anything begins.

As the hour of the banquet approaches, the candles on the tables and sconces on the walls are lit. The hall begins to fill as the guests head toward their tables for dinner. The Hall is well lit and bustling with the activities of servants and leaders alike. Commandant Vrianian, Petros Gwalchen, Knight Field Marshall Helenasdottir, a decorated Cleric of Heironeous representing Cathedral Valorous, Elector Amon Sarpenoth, and Elector Ocedrius are

seated at the head table. After everyone is seated, the Commandant stands and asks for everyone’s attention. His tall, very thin, almost gaunt frame dominates the front of the room. As he speaks, he looks around the room. For a moment, they settle on you, though he seems to not even see you. He appears to be looking directly into your soul.

If any offer to *detect poison* in the Commandant’s food, he is slightly offended but tries not to show it. He will respond graciously to the offer and refuse. This doesn’t stop the PC doing it anyway, but they do have to be willing to go against his order for this.

Start B

If the PCs are just arriving after bursting into the hall unceremoniously, the attacks commence immediately when they enter. They might have time to call out a quick warning, but they will not have time to act in any capacity other than a single free action. The attacks are still too fast to react.

During dinner, two of the guards (assassins) posted behind the head table draw concealed *daggers of venom* (assassin’s daggers at APLs 8, 10, and 12) and rush the Commandant during the surprise round (using the *amulets of true strike*). The fighter is posted at a nearby flank. He poses as a concerned guard, moving in as if reacting to the first two guards, turning instead on the Commandant if he has not fallen yet. At APL 8, 10, and 12, the assassins have the death attack ability. Be sure to assess the results of the death attack simultaneously with assessing poison damage. This means both saves will use the original Fort save numbers.

As soon as the guards bring down Commandant Vrianian, the assassins run for the most accessible exits. The PCs are between them and any doors, so they should be able to stop them from escaping.

The daggers are coated with Black Lotus Extract. The Fort Save DC is 20 for each dagger. The Commandant must save once for each dagger hit, then once again for each hit one minute later, regardless of whether the original save was successful. Each attack has the potential to do 3d6 points of Con damage as initial damage and again as secondary damage. (See the DMG for more information.) If the initial save is successful, the secondary save still must be made.

As soon as the assassins hit, the cleric at the head table stands up and leans over the Commandant as if to check on him. He performs a heal check first. If the Commandant took less than half damage to his con by the poison, the cleric will cast *inflict wounds* to the level he has. (See his stats for the level of spell he has.) Provided Vrianian survives the first bout of the poison, he casts *guidance* and *resistance* on himself before the next minute is up to help with his secondary saves.

To make sure that the PCs are the only ones fighting the assassins, the following occurs at the beginning of the battle: Petros springs from his seat at the table, sprints for the foyer, and disappears through a side door to the kitchen. If anyone follows later, there are stairs down to a cellar from the kitchen. In the cellar is a secret door, but the trail is gone before PCs can arrive. Helenasdottir takes command of the guards and orders them to block the exits, chase the escapees, and secure the area. She then escorts all the Electors out of the room. Though she could easily slice and dice the assassins, she does not engage in the battle herself. Recognizing that the PCs have things in hand, she lets them take care of the enemy. The final guard (Go) is not an assassin – he escorts the other electors through the kitchen and out of the area.

APL 2 (EL 5)

Rogues (2): male Human Rog2; hp 18; see Appendix.

Kellin, male Human Clr2: hp 18; see Appendix.

Anrak, male Human Ftr2: hp 21; see Appendix.

APL 4 (EL 7)

Rogues (2): male Human Rog3; hp 26; see Appendix.

Kellin, male Human Clr3: hp 31; see Appendix.

Anrak, male Human Ftr3: hp 30; see Appendix.

APL 6 (EL 9)

Rogues (2): male Human Rog5; hp 32; see Appendix.

Kellin, male Human Clr5: hp 49; see Appendix.

Anrak, male Human Ftr5: hp 48; see Appendix.

APL 8 (EL 11)

Rogues (2): male Human Rog5/Asn2; hp 44; see Appendix.

Kellin, male Human Clr7: hp 56; see Appendix.

Anrak, male Human Ftr7: hp 66; see Appendix.

APL 10 (EL 13)

Rogues (2): male Human Rog5/Asn4; hp 56; see Appendix.

Kellin, male Human Clr9: hp 76; see Appendix.

Anrak, male Human Ftr9: hp 84; see Appendix.

APL 12 (EL 15)

Rogues (2): male Human Rog5/Asn6; hp 68; see Appendix.

Kellin, male Human Clr11: hp 92; see Appendix.

Anrak, male Human Ftr11: hp 102; see Appendix.

Tactics:

At lower APLs, the guards activate their *amulets of true strike* (DC 25 + distance modifier to hear the command word spoken; *analyze dwoemer* or DC 31 Knowledge (arcana) check to identify that it is a command word) and plunge their *daggers of venom* into Vrianian's back. At higher levels, the assassins cast the spell *true strike* (DC 25 + distance modifier to hear the casting of the spell; a separate DC 11 Spellcraft check to identify the spell) and plunge their *assassins' daggers* into Vrianian's back. They have been sent to kill the Commandant, but they hope to escape rather than consider this a suicide mission, so they will fight the PCs long enough to make sure the Commandant is dead and make all haste for the most accessible exit, fighting their way to it as necessary. If the Commandant falls, they will exit the room and continue the battle in the hall to avoid the large crowd in the room, doing their best to box the PCs in the doorway. Kellin, the evil priest, casts *protection from good* (APLs 2 and 4) at his earliest opportunity. (At APLs 6, 8, 10, and 12, *magic circle against good* has been pre-cast.) He will stand by the Commandant, pretending to aid him in his time of need. Kellin will lean over the Commandant to diagnose his condition. If the Commandant is wounded, he will cast an inflict or similar spell as necessary to bring the Commandant down quickly. If the Commandant was brought to a point below 0 hit points, he will cast *death knell* to finish him off. Characters will have to make Spot checks through frantic people to Spot what Kellin is doing (base DC 15 + 4 per 5 ft between the character and Kellin). A standard Spellcraft check is required to figure out what Kellin is doing, but each 5 ft distance assesses a –4 circumstance penalty to the check. He also makes for his escape, making sure to drop his battleaxe and symbol of Heironeous before he leaves the room or as he falls.

Note: The dignitaries in the room trying to evacuate the hall will obstruct movement and ranged attacks for all concerned. All movement around the dignitaries is halved. Because the dignitaries are obstructions and not entanglements, freedom of movement does not offset this penalty. Every square between a ranged combatant and a target counts as cover, and the target is always considered to be in melee unless that target is at the head table with the Commandant.

Treasure:

Upon closer inspection, the symbol of Heironeous shows a battleaxe on the opposite side. Anyone who has played *Homecoming*, *On the Royal Road to Hookhill*, or *A Simple Errand* (Stellarcon Interactive), will notice that it resembles almost perfectly the symbol worn by Petros. Others can use a Knowledge (religion) check (DC 20) to realize that the battleaxe was the original weapon of Heironeous. The dropped battleaxe carries that symbol and a symbol of house Gwalchen (Knowledge (nobility) (DC 20). A simple Spot check will reveal that Petros is no

longer in the room. (It is possible that the PCs would have seen him run out of the room during the combat. Spot DC 15.)

Conclusion

Petros's trail is cold and cannot be found. At the end of the battle, Dobron thanks the PCs for their service. If they had to barrel past him, he apologizes for not believing them. Dobron also asks who they believe is behind it, based on the evidence they have amassed. Encourage some role play discussion here.

Before everyone leaves, the gentleman with the strange crossbow introduces himself as Liken Dalor. He congratulates them on their heroic efforts (adjust his words according to the outcome), and offers them a quick demonstration of the quick-loading crossbow.

If the PCs saved the Commandant, he bestows the Commandant's Shield upon them. See the AR for more details.

If the Commandant died, they are given a military commendation from Dobron for their efforts instead. Vrianian is taken to Cathedral Valorous and resurrected. Shortly thereafter, security at the Commandant's Keep and the Commandant's personal guard is further bolstered.

The End

Experience Point Summary

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

Encounter One: The Streets of Hookhill

APL2 60 xp; APL4 120 xp; APL6 180 xp;

APL8 240 xp; APL 10 300 xp; APL 12 360 xp

Encounter Eight: Red Arrows in Shadow and Silence

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp; APL 10 390 xp; APL 12 450 xp

Encounter Eleven: The Hour of the Long Knives

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp; APL 10 390 xp; APL 12 450 xp

Discretionary roleplaying award

APL2 90 xp; APL4 135 xp; APL6 180 xp;

APL8 225 xp; APL 10 270 xp; APL 12 315 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

APL8 1,125 xp; APL 10 1,350 xp; APL 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional 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 Eight: Red Arrows in Shadows and Silence

APL 2: L: Longbow (75 gp), masterwork greataxe (320 gp), masterwork chainmail (300 gp), masterwork composite longbow (+2 Str), (525 gp); masterwork bastard sword (335 gp); masterwork chain shirt (250 gp) – 300.83 gp; C: 0 gp; M: *ring of protection* +2 (8,000 gp) – 1,333.33 gp.

APL 4: L: Masterwork composite longbow (+3 Str) (600 gp), masterwork composite longbow (+2 Str) (525 gp); masterwork bastard sword (335 gp), masterwork chain shirt (250 gp) – 285 gp; C: 0 gp; M: +1 *greataxe* (2,320 gp), +1 *mithril chainmail* (5,300 gp), *ring of protection* +2 (8,000 gp); *gloves of dexterity* +2 (4,000 gp), *cloak of resistance* +1 (1,000 gp) – 3,436.67 gp

APL 6: L: masterwork composite longbow (+4 Str) (675 gp) – 112.50 gp; C: 0 gp; M: +1 *greataxe* (2,320 gp), +1 *mithril chainmail* (5,300 gp), *amulet of natural armor* +4 (32,000 gp); *gauntlets of ogre power* (4,000 gp), +1 *bastard sword* (2,335 gp); +1 *composite longbow* (+2 Str) (2,600 gp), +2 *mithril chain shirt* (5,250 gp), *ring of protection* +2 (8,000 gp); *gloves of dexterity* +2 (4,000 gp), *cloak of resistance* +2 (4,000 gp) – 11,632.50 gp

APL 8: L: 0 gp; C: 0 gp; M: +2 *keen greataxe* (18,320 gp), +2 *mithril chainmail of moderate fortification* (75%) (29,300 gp), *amulet of natural armor* +4 (32,000 gp); *gauntlets of ogre power* (4,000 gp); *mantle of spell resistance* (21) (90,000 gp); *ring of protection* +2 (8,000 gp), +1 *composite longbow* (+3 Str) (2,700 gp); +1 *cold iron bastard sword of speed* (32,335 gp), +2 *mithril chain shirt* (5,250 gp), *ring of protection* +2 (8,000 gp); *gloves of dexterity* +2 (4,000 gp), *cloak of resistance* +3 (9,000 gp) – 40,484.17 gp

APL 10: L: 0 gp; C: 0 gp; M: +2 *keen flaming greataxe* (32,320 gp), +2 *mithril chainmail of moderate fortification* (75%) (29,300 gp), *ring of protection* +5 (50,000 gp); *amulet of natural armor* +4 (32,000 gp); *gauntlets of ogre power* (4,000 gp); *mantle of spell resistance* (21) (90,000 gp), +1 *cold iron bastard sword of speed* (32,335 gp); +1 *composite longbow* (+5 Str) (2,900 gp), +2 *mithril chain shirt* (5,250 gp), *belt of giant strength* +4 (16,000 gp); *gloves of dexterity* +4 (16,000 gp); *ring of protection* +4 (32,000 gp), *cloak of resistance* +4 (16,000 gp) – 59,684.17 gp

APL 12: L: masterwork light crossbow (335 gp) – 335 gp; C: 0 gp; M: +2 *keen flaming bane* (human) *greataxe* (32,320 gp), +2 *mithril chainmail of moderate fortification* (75%) (29,300 gp), *ring of protection* +5 (50,000 gp); *amulet of natural armor* +4 (32,000 gp); *gauntlets of ogre power* (4,000 gp); *mantle of spell resistance* (21) (90,000 gp), +1 *keen wounding battleaxe* (32,310 gp); +3 *Chainmail of moderate fortification* (75%) (36,300 gp), *belt of giant strength* +4 (16,000 gp); *ring of mind shielding* (8,000 gp); *amulet of health* +2 (4,000 gp); *gloves of dexterity* +4 (16,000 gp); *ring of protection* +2 (8,000 gp); *periapt of wisdom* +4 (16,000 gp) – 62,371.67 gp

Encounter Eleven: The Hour of the Long Knives

APL 2: L: masterwork rapier (320 gp), masterwork composite shortbow (+2 Str) (480 gp), masterwork studded leather armor (175 gp), masterwork battleaxe (310 gp); masterwork light crossbow (335 gp), masterwork chainmail (300 gp), masterwork heavy flail (315 gp); masterwork shortbow (330 gp), masterwork breastplate (350 gp) – 485.83 gp; C: 0 gp; M: *amulet of true strike* (see AR text for description) (400 gp), *gloves of dexterity* +2 (4,000 gp) – 733.33 gp.

APL 4: L: masterwork rapier (2) (640 gp), masterwork shortbow (330 gp); masterwork composite shortbow (+2 Str) (2) (960 gp), masterwork breastplate (350 gp), masterwork light crossbow (335 gp), – 266.67 gp; C: 0 gp; M: +1 *poisoned dart* (2,300.50 gp), *dagger of venom* (2) (8,302 gp each), *cloak of resistance* +1, +1 *battleaxe* (2,310 gp); +1 *adamantine chainmail* (11,300 gp), *gloves of dexterity* +2 (4,000 gp); *amulet of health* +2 (4,000 gp), +1 *heavy flail* (2,315 gp), *amulet of true strike* (see AR text for description) (400 gp) – 7204.92 gp

APL 6: L: Masterwork shortbow (330 gp); masterwork rapier (320 gp), masterwork composite shortbow (+2 Str) (480 gp), masterwork light crossbow (335 gp) – 510.83 gp; C: 0 gp; M: *dagger of venom* (8,302 gp), *mithral shirt* (1,100 gp), *amulet of true strike* (see AR text for description) (400 gp), *cloak of resistance* +2 (4,000 gp), +1 *battleaxe* (2,310 gp); +1 *adamantine chainmail* (11,300 gp), *ring of mind shielding* (8,000 gp); *amulet of health* +2 (4,000 gp) *gloves of dexterity* +4 (16,000 gp); *ring of protection* +2 (8,000 gp), +1 *heavy flail* (2,315 gp), +1 *mithral breastplate* (5,350 gp), *gloves of dexterity* +2 (4,000 gp) – 12,512.83 gp

APL 8: L: Masterwork rapier (320 gp); masterwork composite shortbow (+3 Str) (555 gp); masterwork light crossbow (335 gp), masterwork shortbow (330 gp) – 256.67 gp; C: 0 gp; M: *assassin's dagger* (18,302 gp), *mithral shirt* (1,100 gp), *amulet of health* +4 (16,000 gp); *headband of intellect* +4 (16,000 gp), *cloak of resistance* +3 (8,000 gp), +1 *keen wounding battleaxe* (32,310 gp); +3 *chainmail of moderate fortification* (75%) (36,300 gp) *belt of giant strength* +4 (16,000 gp); *ring of mind shielding* (8,000 gp); *amulet of health* +2 (4,000 gp); *gloves of dexterity* +4 (16,000 gp); *ring of protection* +2 (8,000 gp); *periapt of wisdom* +4 (16,000 gp), +2 *bane* (humanoid) *speed heavy flail* (72,315 gp), +2 *mithril chain shirt* (5,250 gp), *gloves of dexterity* +2 (4,000 gp); *ring of protection* +3 (18,000 gp); *amulet of natural armor* +3 (18,000 gp); *belt of giant strength* +4 (16,000 gp) – 54,929.50 gp

APL 10: L: masterwork rapier (320 gp); masterwork composite shortbow (+2 Str) (480 gp); masterwork light crossbow (335 gp), masterwork shortbow (330 gp) – 244.17 gp; C: 0 gp; M: *assassin's dagger* (18,302 gp), *elven chain* (4,150 gp), *cloak of resistance* +4 (16,000 gp); *amulet of health* +4 (16,000 gp); *headband of intellect* +4 (16,000 gp); *boots of elvenkind* (2,500 gp). +1 *keen wounding battleaxe* (32,310 gp); +3 *Chainmail of moderate fortification* (75%) (36,300 gp), *belt of giant strength* +4 (16,000 gp); *ring of mind*

shielding (8,000 gp); amulet of health +2 (4,000 gp); gloves of dexterity +4 (16,000 gp); ring of protection +2 (8,000 gp); periapt of wisdom +4 (16,000 gp). +2 bane (humanoid) heavy flail of speed (72,315 gp), +2 mithril chain shirt (5,250 gp), gloves of dexterity +2 (4,000 gp); ring of protection +3 (18,000 gp); amulet of natural armor +3 (18,000 gp); belt of giant strength +4 (16,000 gp) – 57,187.83 gp

APL 12: L: Masterwork rapier (320 gp); masterwork composite shortbow (+3 Str) (555 gp); masterwork light crossbow (335 gp), masterwork shortbow (330 gp) – 256.67 gp; C: 0 gp; M: assassin's dagger (18,302 gp), elven chain (4,150 gp), amulet of health +4 (16,000 gp); headband of intellect +4 (16,000 gp); boots of elvenkind (2,500 gp); ring of spell storing (50,000 gp), cloak of resistance +5 (252,000 gp), +1 keen wounding battleaxe (32,310 gp); +3 chainmail of moderate fortification (75%) (36,300 gp), belt of giant strength +4 (16,000 gp); ring of mind shielding (8,000 gp); amulet of health +2 (4,000 gp); gloves of dexterity +4 (16,000 gp); ring of protection +2 (8,000 gp); periapt of wisdom +4 (16,000 gp). +2 bane (humanoid) heavy flail of speed (72,315 gp), +3 mithral chain shirt of heavy fortification (100%) (65,250 gp), gloves of dexterity +2 (4,000 gp); ring of protection +3 (18,000 gp); amulet of natural armor +3 (18,000 gp); belt of giant strength +4 (16,000 gp) – 77,021.17 gp.

Total Possible Treasure

APL 2: L: 786.66 gp; C: 0 gp; M: 2,066.66 gp - Total: 450 gp

APL 4: L: 551.67 gp; C: 0 gp; M: 10,641.59 gp - Total: 650 gp

APL 6: L: 623.33 gp; C: 0 gp; M: 24,145.33 gp - Total: 900 gp

APL 8: L: 256.67 gp; C: 0 gp; M: 95,413.67 gp - Total: 1,300 gp

APL 10: L: 244.17 gp; C: 0 gp; M: 116,872 gp - Total: 2,300 gp

APL 12: L: 256.67 gp; C: 0 gp; M: 139,392.84 gp - Total: 3,300 gp

Special

Military Commendation: For preventing the escape of the assassins during the attempted murder of Commandant Magnus Vrianian, you are awarded a Commendation for your effort and heroism.

Commandant's Shield: For preventing the assassination of Magnus Vrianian, you are awarded the Commandant's Shield, an award for special valor, heroism, and recognition of your valiant deed. This award counts as three commendations for purposes of promotion.

Eternal Gratitude of the Commandant: In addition to the monetary rewards from this adventure, you receive only one of the following if you were directly involved in saving the life of the Commandant (strike through the options not taken):

- Promotion: You can be promoted to your next rank, subject to the following restrictions:
 - You must be a soldier on active duty, a veteran, or a Syrloch reservist.
 - You must have served time-in-grade. Please review page three of the Gran March Military to determine your eligibility. If you have received the Fast Track to Promotion from another scenario, you can use it to make this requirement.
 - The normally required number of commendations is not required for this promotion provided that you meet the two qualifications above.
 - You cannot be commissioned into the Officers Corps with this AR. Lieutenants, however, can be promoted to Captain, and Captains will be knighted in the order of the Knights of the March in lieu of promotion as a stepping stone to promotion to Knight Colonel. Along with knighting the PC, the Commandant uses his influence among the Barons to secure one parcel for the PC to own. See page 27 of the Gran March Military General Organization document for details.
 - Newly promoted PCs can also change their duty assignment as noted above, but only to a field Battle or to the HQ unit of an Army.
 - If you did not receive this promotion, strike through these sections. Otherwise, note the change of rank and duty assignment in the Play Notes section of this AR.
- Fast Track to Promotion: If you are otherwise unable to be promoted, your time-in-grade is cut in half for your next promotion. Furthermore, veterans and Syrloch reservists will be treated as active-duty for their next promotion opportunity and have the time-in-grade requirements cut in half. The effects of multiple Fast Track benefits are not cumulative; you cannot quarter your time-in-grade requirements.
- Free Change in Duty Assignment: You may change your Battle assignment (such as into the 1st Battle), but not into an elite unit such as the Pathfinders.
- Early Retirement from the Gran March Military: If you are a member of the Gran March

military, you have the option of being released from your service commitment as a full citizen. You will have the rights and responsibilities of a veteran and citizen of Gran March.

- **Commandant's Fiat:** If you are a non-citizen or legal resident who is not a veteran or citizen of Gran March, the Commandant exercises his right to grant you citizenship in Gran March. You will have the rights and responsibilities of a veteran and citizen of Gran March.

Finally, you gain the Gratitude of the Commandant and the Favor of the Commandant listed below for APL 2-6 parties.

Gratitude of the Commandant: If you were involved in defending the Commandant during the assassination attempt, either by directly saving the life of the Commandant or by defeating those who breached the security of the Commandant's residence, the Commandant will grant you two of the following:

- Access to one divine spell from the LGCS Limited list having the Good or Law descriptors.
- Access to one Evocation spell from the LGCS Limited list.
- Access to one item or enhancement from any of the Military item access lists.
- Contact with a major leader of your faith on your behalf provided that your faith is either a Standard Church or Accepted Faith in Gran March (even if said leader does not reside in Gran March; the Commandant has contacts throughout the Flanaess) with a request that you be granted an extended, peaceful meeting with one of your deity's extraplanar representatives. This meeting will be granted, will require 1 extra TU, but fulfills the special requirement for the Contemplative Prestige Class found in *Complete Divine*.
- Contact with a major leader of your faith on your behalf that your faith is either a Standard Church or Accepted Faith in Gran March (even if said leader does not reside in Gran March; the Commandant has contacts throughout the Flanaess) with a request that you be granted special sanction to fight outsiders. This sanction will be granted and fulfills the special requirement for the Sacred Exorcist Prestige Class found in *Complete Divine*.

Strike through any benefits not gained.

In addition, you gain the Favor of the Commandant listed below for APL 2-6 parties.

Favor of the Commandant: If you were involved in any way in saving the life of the Commandant, you will receive

one Influence Point from the Commandant. This can be used in the military, the major churches, Knights of the Watch, and Syrloch for accessing benefits or for joining the Knights as per their documents.

Contact with Liken Dalor- You have made contact with the arms trader Liken Dalor. He is eager to circulate the design for his new weapon. He is offering heroes the opportunity to purchase a *quick loading crossbow* when they are in the region. (See Arms & Equipment Guide, page 97.)

Demerit: For being out after curfew and giving trouble to authorities responsible for enforcing the curfew, you are assessed one demerit.

Amulet of true strike- This amulet is a silver disk with a blue topaz crystal in the center of it. By pressing the stone, the amulet can be used once per day. It is activated by a touch and then works exactly as the *true strike* spell.

Minor divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 400gp.

Items for the Adventure Record

Military Commendation: For preventing the escape of the assassins during the attempted murder of Commandant Magnus Vrianian, you are awarded a Commendation for your effort and heroism.

Commandant's Shield: For preventing the assassination of His Most Resolute Magnitude Magnus Vrianian, you are awarded the Commandant's Shield, an award for special valor, heroism, and recognition of your valiant deed. This award counts as three commendations for purposes of promotion, and the Commandant is now watching your career closely with favor. This award might have further implications in the future, with a possible appointment to the First Battle, the Commandant's Own.

Eternal Gratitude of the Commandant: In addition to the monetary rewards from this adventure, you receive only one of the following if you were directly involved in saving the life of the Commandant (strike through the options not taken):

- **Promotion:** You can be promoted to your next rank, subject to the following restrictions:
 - You must be a soldier on active duty, a veteran, or a Syrloch reservist.
 - You must have served time-in-grade. Please review page three of the Gran March Military to determine your eligibility. If you have received the Fast Track to Promotion from another scenario, you can use it to make this requirement.
 - The normally required number of commendations is not required for this

promotion provided that you meet the two qualifications above.

- You cannot be commissioned into the Officers Corps with this AR. Lieutenants, however, can be promoted to Captain, and Captains will be knighted in the order of the Knights of the March in lieu of promotion as a stepping stone to promotion to Knight Colonel. Along with knighting the PC, the Commandant uses his influence among the Barons to secure one parcel for the PC to own. See page 27 of the Gran March Military General Organization document for details.
- Newly promoted PCs can also change their duty assignment as noted above, but only to a field Battle or to the HQ unit of an Army.
- If you did not receive this promotion, strike through these sections. Otherwise, note the change of rank and duty assignment in the Play Notes section of this AR.
- **Fast Track to Promotion:** If you are otherwise unable to be promoted, your time-in-grade is cut in half for your next promotion. Furthermore, veterans and Syrloch reservists will be treated as active-duty for their next promotion opportunity and have the time-in-grade requirements cut in half. The effects of multiple Fast Track benefits are not cumulative; you cannot quarter your time-in-grade requirements.
- **Free Change in Duty Assignment:** You may change your Battle assignment (such as into the 1st Battle), but not into an elite unit such as the Pathfinders.
- **Early Retirement from the Gran March Military:** If you are a member of the Gran March military, you have the option of being released from your service commitment as a full citizen. You will have the rights and responsibilities of a veteran and citizen of Gran March.
- **Commandant's Fiat:** If you are a non-citizen or legal resident who is not a veteran or citizen of Gran March, the Commandant exercises his right to grant you citizenship in Gran March. You will have the rights and responsibilities of a veteran and citizen of Gran March.

Finally, you gain the Gratitude of the Commandant and the Favor of the Commandant listed below for APL 2-6 parties.

Gratitude of the Commandant: If you were involved in defending the Commandant during the assassination attempt, either by directly saving the life of the Commandant or by defeating those who breached the security of the Commandant's residence, the Commandant will grant you two of the following:

- Access to one divine spell from the LGCS Limited list having the Good or Law descriptors.
- Access to one Evocation spell from the LGCS Limited list.
- Access to one item or enhancement from any of the Military item access lists.
- Contact with a major leader of your faith on your behalf provided that your faith is either a Standard Church or Accepted Faith in Gran March (even if said leader does not reside in Gran March; the Commandant has contacts throughout the Flanaess) with a request that you be granted an extended, peaceful meeting with one of your deity's extraplanar representatives. This meeting will be granted, will require 1 extra TU, but fulfills the special requirement for the Contemplative Prestige Class found in *Complete Divine*.
- Contact with a major leader of your faith on your behalf that your faith is either a Standard Church or Accepted Faith in Gran March (even if said leader does not reside in Gran March; the Commandant has contacts throughout the Flanaess) with a request that you be granted special sanction to fight outsiders. This sanction will be granted and fulfills the special requirement for the Sacred Exorcist Prestige Class found in *Complete Divine*.

Strike through any benefits not gained.

In addition, you gain the Favor of the Commandant listed below for APL 2-6 parties.

Favor of the Commandant: If you were involved in any way in saving the life of the Commandant, you will receive one Influence Point from the Commandant. This can be used in the military, the major churches, Knights of the Watch, and Syrloch for accessing benefits or for joining the Knights as per their documents.

Contact with Liken Dalor- You have made contact with the arms trader Liken Dalor. He is eager to circulate the design for his new weapon. He is offering heroes the opportunity to purchase a *quick loading crossbow* when they are in the region. (See Arms & Equipment Guide, page 97.)

Demerit: For being out after curfew and giving trouble to authorities responsible for enforcing the curfew, you are assessed one demerit for behavior unbecoming the Gran March military.

Amulet of true strike- This amulet is a silver disk with a blue topaz crystal in the center of it. By pressing the stone, the amulet can be used once per day. It is activated by a touch and then works exactly as the *true strike* spell.

Minor divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 400gp.

Item Access

APL 2:

Ring of protection +2 (Frequency: Adventure) – 8,000 gp

Amulet of true strike (Frequency: Adventure) – 400 gp

Gloves of dexterity +2 (Frequency: Adventure) – 4,000 gp

APL 4:

APL 2 Items

Cloak of resistance +1 (Frequency: Adventure)

+1 *battleaxe* (Frequency: Adventure) (2,310 gp)

+1 *adamantine chainmail* (Frequency: Adventure) (11,300 gp)

Amulet of health +2 (Frequency: Adventure) (4,000 gp)

+1 *heavy flail* (Frequency: Adventure) (2,315 gp)

APL 6:

APL 2&4 Items

Cloak of resistance +2 (Frequency: Adventure) – 4,000 gp

Ring of mind shielding (Frequency: Adventure) – 8,000 gp

Amulet of health +2 (Frequency: Adventure) – 4,000 gp

Gloves of dexterity +4 (Frequency: Adventure) – 16,000 gp

+1 *mithral breastplate* (Frequency: Adventure) – 5,350 gp

APL 8:

APL 2, 4 & 6 Items

Amulet of health +4 (Frequency: Adventure) – 16,000 gp

Headband of intellect +4 (Frequency: Adventure) – 16,000 gp

Cloak of resistance +3 (Frequency: Adventure) – 8,000 gp

+3 *chainmail of moderate fortification* (75%) (Frequency: Adventure) – 36,300 gp

Belt of giant strength +4 (Frequency: Adventure) – 16,000 gp

Ring of mind shielding (Frequency: Adventure) – 8,000 gp

Periapt of wisdom +4 (Frequency: Adventure) – 16,000 gp

+2 *mithral chain shirt* (Frequency: Adventure) – 5,250 gp

Ring of protection +3 (Frequency: Adventure) – 18,000 gp

Amulet of natural armor +3 (Frequency: Adventure) – 18,000 gp

APL 10:

APL 2, 4, 6 & 8 Items

Cloak of resistance +4 (Frequency: Adventure) – 16,000 gp

Boots of elvenkind (Frequency: Adventure) – 2,500 gp

Gloves of dexterity +4 (Frequency: Adventure) – 16,000 gp

APL 12:

APL 2, 4, 6, 8 & 10 Items

Cloak of resistance +5 (Frequency: Adventure) – 252,000 gp

+3 *mithral chain shirt of heavy fortification* (100%) (Frequency: Adventure) – 65,250 gp

Amulet of natural armor +3 (Frequency: Adventure) – 18,000 gp

Creature Appendix

All APLs

Encounter One: Streets of Hookhill (EL 2)

Kreen: male Human Ftr5/Rog9; CR 12; Medium; HD 5d10+9d6+42; hp 99; Init 3; Spd 30 ft AC 23, touch 16, flat-footed 21; Base Atk +11; Grp +14; Atk +15 melee (1d8+3/19-20, masterwork longsword) or +14 ranged (1d6+3/x3, composite shortbow (+3 Str)); Full Atk +15/+10/+5 melee (1d8+3/19-20, masterwork longsword) or +14/+9/+4 ranged (1d6+3/x3, composite shortbow (+3 Str)); SA Sneak Attack +5d6; SQ Evasion, Trap Sense +3, Trapfinding, Improved Uncanny Dodge; AL NE; SV Fort +7, Ref +8, Will +1; Str 17, Dex 16, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Escape Artist +14, Hide +14, Listen +11, Move Silently +14, Ride +10, Search +12, Sleight of Hand +14, Spot +11, Tumble +17, Use Magic Device +10; Acrobatic, Combat Reflexes, Dash, Fleet of Foot, Run, Skill Focus (Tumble), Stealthy, Improved Bull Rush, Weapon Focus(longsword).

Possessions: +2 adamantine chain shirt, masterwork longsword, composite shortbow (+3 Str), 20 arrows, buckler, 15 sp.

Encounter Nine: The Gatekeeper

Lieutenant Dobron, male Human Ftr7: CR 7; Medium Humanoid; HD 7d10+14; hp 57; Init +2; Spd 20 ft; AC 19, flat-footed 17, touch 14; Base Atk +7; Grp +9; Atk +9 melee (1d8+5/19-20, longsword), Full Atk +9/+4 melee (1d8+5/19-20, +1 longsword); AL LG; SV Fort +7, Ref +4, Will +6; Str 15, Dex 14, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Bluff +1, Diplomacy +8, Disguise +1, Gather Information +1, Intimidate +1, Sense Motive +10; Cleave, Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Sense Motive), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 axiomatic longsword (18,315 gp), breastplate of command (25,400 gp).

APL 2

Encounter Eight: Red Arrows of Shadows and Silence (EL 5)

Akbar Ibn Tufasi: male Human Bbn3; CR 3; Medium Humanoid (Human); HD 3d12+6; hp 36; Init +2; Spd 30; AC 17, flat-footed 15, touch:12; Base Atk +3; Grp +5; Atk +6 melee (1d12+3/x3, masterwork greataxe), +5 ranged (1d8/x3, longbow); AL NE; SV Fort +5, Ref +3, Will +5; Str 15, Dex 14, Con 15, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +4, Intimidate +5, Jump +4, Listen +8; Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Greataxe).

Possessions: Longbow, masterwork greataxe, masterwork chainmail (300 gp), stone salve, *potion of magic circle against good*.

Tellis Scoren, Male Human Ftr3: CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +2; Spd 30; AC 18, flat-footed 16, touch 14; Base Atk +3; Grp +5; Atk +6 melee (1d10+3/19-20, masterwork bastard sword), +7 ranged (1d8+2, masterwork composite longbow (+2 Str Bonus)); Full Atk +1/-4 ranged (1d8+2, masterwork composite longbow (+2 Str Bonus)); AL LE; SV Fort +5, Ref +3, Will +4; Str 15, Dex 15, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Jump +7; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (composite longbow).

Possessions: Masterwork composite longbow (+2 Str Bonus), (600 gp); masterwork bastard sword, (335 gp); masterwork chain shirt (250 gp), stone salve, *potion of magic circle against good*, ring of protection +2 (8,000 gp).

Encounter Eleven: Hour of the Long Knives

Rogues (2), male Human Rog2: CR 2; Medium Humanoid (Human); HD 2d6; hp 8; Init +2; Spd 30; AC 15, flat-footed 13, touch 12; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/18-20, masterwork rapier) or +4 melee (1d4+2/19-20, masterwork dagger) or +4 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str Bonus)); Full Atk +4 melee (1d6+2/18-20, masterwork rapier) or +4 ranged (1d4+2, masterwork dart); or +4 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str Bonus)); AL N; SV Fort +0, Ref +5, Will +0; Str 15, Dex 15, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +9, Disguise +5, Hide +7, Jump +11, Listen +5, Move Silently +7, Escape Artist +7, Sleight of Hand +7, Spot +5, Tumble +11, Use Magic Device +5; Acrobatic, Armor Proficiency: light, Dodge, Simple Weapon Proficiency.

Possessions: Poisoned masterwork dagger, masterwork rapier, masterwork mighty composite shortbow (+2 Str), masterwork studded leather armor, *amulet of true strike* (see AR text).

Kellin, male Human Clr2 of Hextor: CR 2; Medium Humanoid (Human); HD 2d8+4; hp 18; Init +2; Spd 20; AC 17, flat-footed 15, touch 12; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, masterwork battleaxe) or +5

melee (1d8+2/x3, masterwork heavy flail) or +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d8+2/x3, masterwork battleaxe), +4 ranged (1d8/19-20, masterwork light crossbow); Special Abilities: Rebuke Undead, Smite 1/day per the Destruction domain; AL LE; SV Fort +5, Ref +2, Will +5; Str 14, Dex 14, Con 15, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +7, Diplomacy +4, Spellcraft +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Martial Weapon Proficiency (battleaxe), Martial Weapon Proficiency (heavy flail) Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Domains: War, Destruction

Spells Prepared (Clr 4/3): 0 - *detect magic, guidance, read magic, resistance*; 1st - *bane, ~~protection from good~~, doom*; 2nd - *magic weapon*.

Possessions: Masterwork battleaxe (310 gp); masterwork light crossbow (335 gp), masterwork chainmail (300 gp) *gloves of dexterity* +2 (4,000 gp).

Anrak, Male Human Ftr2: Medium Humanoid (Human); HD 2d10+4; hp 21; Init +2; Spd 20; AC 17, flat-footed 15, touch 12; Base Atk +2; Grp +4; Atk +5 melee (1d10+3, masterwork heavy flail) or +4 ranged (1d6/x3, masterwork shortbow); Full Atk +5 melee (1d10+3, masterwork heavy flail) or +4 ranged (1d6/x3, masterwork shortbow); AL LE; SV Fort +5, Ref +2, Will +4; Str 15, Dex 15, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +1, Jump +3, Knowledge (Religion) +0; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Possessions: Masterwork heavy flail (315 gp); masterwork shortbow (330 gp), masterwork breastplate (350 gp).

APL 4

Encounter Eight: Red Arrows of Shadows and Silence

Akbar Ibn Tufasi: male Human Bbn5: CR 5; Medium Humanoid (Human); HD 5d12+10; hp 58; Init +2; Spd 40; AC 18, flat-footed 16, touch 13; Base Atk +5; Grp +8; Atk +10 melee (1d12+6/x3, +1 greataxe), +8 ranged (1d8+3/x3, masterwork composite longbow (+3 Str)); Full Atk +10 melee (1d12+6/x3, +1 greataxe), +7 ranged (1d8+3/x3, masterwork composite longbow (+3 Str)); AL NE; SV Fort +6, Ref +3, Will +5; Str 16, Dex 14, Con 15, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +10, Intimidate +7, Jump +10, Listen +10; Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Power Attack, Shield

Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe).

Possessions: +1 Greataxe (2,320 gp), masterwork composite longbow (+3 Str), +1 mithril chainmail (5,300 gp), *stone salve, potion of magic circle against good*.

Tellis Scoren, male Human Ftr5: CR 5; Medium Humanoid (Human); HD 5d10+10; hp 48; Init +4; Spd 30; AC 20, flat-footed 16, touch 16; Base Atk +5; Grp +7; Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +11 ranged (1d8+4/x3, masterwork composite longbow (+2 Str)); Full Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +9 ranged (1d8+2/x3, masterwork composite longbow (+2 Str)); AL LE; SV Fort +7, Ref +6, Will +5; Str 15, Dex 18, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +7, Jump +9; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: Masterwork composite longbow (+2 Str) (600 gp); Sword, bastard, Masterwork (335 gp), masterwork chain shirt (250 gp), *ring of protection* +2 (8,000 gp); *gloves of dexterity* +2 (4,000 gp), *cloak of resistance* +1, *stone salve, potion of magic circle against good*.

Encounter Eleven: Hour of the Long Knives

Rogues (2): Male Human Rog3: CR 3; Medium Humanoid (Human); HD 3d6; hp 14; Init +2; Spd 30; AC 17; flat-footed 15, touch 12; Base Atk +2; Grp +4; Atk +5 melee (1d6+2/18-20, masterwork rapier) or +5 melee (1d4+2/19-20, dagger of venom) or +5 ranged (1d4+2, poisoned masterwork dart) or +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str)); Full Atk +5 melee (1d6+2/18-20, masterwork rapier) or +5 melee (1d4+2/19-20, dagger of venom) or +5 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str)); AL N; SV Fort +4, Ref +6, Will +2; Str 15, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +8, Disguise +6, Hide +6, Jump +10, Listen +6, Move Silently +6, Escape Artist +8, Sleight of Hand +6, Spot +6, Tumble +10, Use Magic Device +6; Acrobatic, Armor Proficiency: light, Dodge, Mobility, Simple Weapon Proficiency.

Possessions: Masterwork rapier, masterwork composite shortbow (+2 Str), *dagger of venom*, mithril shirt, *amulet of true strike* (see AR text), masterwork rapier (320 gp); masterwork composite shortbow (+2 Str) (525 gp); *dagger of venom* (8,302 gp), mithril shirt, *cloak of resistance* +1.

Kellin: male Human Clr3 of Hextor: CR 3; Medium Humanoid (Human); HD 3d8+9; hp 31; Init +6; Spd 20; AC 18, flat-footed 16, touch 13; Base Atk +2;

Grp +4; Atk +5 melee (1d8+3/x3, +1 battleaxe), +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +5 melee (1d8+3/x3, +1 battleaxe), +5 ranged (1d8/19-20, masterwork light crossbow); Special Abilities: Rebuke Undead, Smite 1/day per the Destruction domain; AL LE; SV Fort +6, Ref +3, Will +5; Str 14, Dex 14, Con 17, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +9, Diplomacy +5, Spellcraft +6; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Improved Initiative, Martial Weapon Proficiency (battleaxe), Martial Weapon Proficiency (heavy flail), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Domains: War, Destruction

Spells Prepared (Clr 4/3/2): 0 - *detect magic*, *guidance*, *read magic*, *resistance*; 1st - *bane*, ~~*protection from good*~~, *doom*, *magic weapon* (d); 2nd - *bull's strength*, *death knell*, *spiritual weapon* (d).

Possessions: +1 battleaxe (2,310 gp); masterwork light crossbow (335 gp), +1 adamantite chainmail (11,300 gp), gloves of dexterity +2 (4,000 gp); amulet of health +2 (4,000 gp).

Anrak, male Human Ftr3: CR 3; Medium Humanoid (Human); HD 3d10+6; hp 30; Init +2; Spd 20; AC 17, flat-footed 15, touch 12; Base Atk +3; Grp +5; Atk +6 melee (1d10+4, +1 heavy flail), +6 ranged; (1d6/x3, masterwork shortbow); Full Atk +6 melee (1d10+4, +1 heavy flail), +6 ranged; (1d6/x3, masterwork shortbow); AL LE; SV Fort +5, Ref +3, Will +5; Str 15, Dex 15, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +2, Jump +3, Knowledge (Religion) +0; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Quick Draw, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Possessions: Masterwork shortbow (330 gp); +1 heavy flail (2,315 gp), masterwork breastplate (350 gp).

APL 6

Encounter Eight: Red Arrows of Shadows and Silence

Akbar Ibn Tufasi: male Human Bbn7: CR 7; Medium Humanoid (Human); HD 7d12+14; hp 71; Init +2; Spd 40; AC 22, flat-footed 20, touch 13; Base Atk +7; Grp +11; Atk +13 melee (1d12+7/x3, +1 greataxe) or +10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str); Full Atk +13/8 melee (1d12+7/x3, +1 greataxe) or +10/5 ranged (1d8+4/x3, masterwork composite longbow (+4 Str)); AL NE; SV Fort +7, Ref +6, Will +6; Str 18, Dex 14, Con 15, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +13, Intimidate +9, Jump +13, Listen +12; Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe).

Possessions: +1 Greataxe (2,320 gp), masterwork composite longbow (+4 Str), +1 mithril chainmail (5,300 gp), amulet of natural armor +4 (32,000 gp); gauntlets of ogre power (4,000 gp); stone salve, potion of magic circle against good.

Tellis Scoren: male Human Ftr7: CR 7; Medium Humanoid (Human); HD 7d10+14; hp 66; Init +4; Spd 30; AC 22, flat-footed 18, touch 18; Base Atk +7; Grp +9; Atk +10 melee (1d10+6/19-20, +1 bastard sword) or +13 ranged (1d8+5/x3, +1 composite longbow (+2 Str); Full Atk +10/5 melee (1d10+6/19-20, +1 bastard sword), +13/+8 ranged (1d8+5/x3, +1 composite longbow (+2 Str); AL LE; SV Fort +9, Ref +8, Will +7; Str 15, Dex 18, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +9, Jump +12; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (composite longbow), Weapon Focus (bastard sword), Weapon Specialization (composite longbow), Weapon Specialization (bastard sword).

Possessions: +1 bastard sword (2,335 gp); +1 composite longbow (+2 Str) (2,600 gp), +2 mithril chain shirt (5,250 gp), ring of protection +2 (8,000 gp); gloves of dexterity +2 (4,000 gp), cloak of resistance +2, stone salve, potion of magic circle against good.

Encounter Eleven: Hour of the Long Knives

Rogues (2), male Human Rog5: CR 5; Medium Humanoid (Human); HD 5d6; hp 28; Init +2; Spd 30; AC 17, flat-footed 15, touch 12; Base Atk +3; Grp +6; Atk +7 melee (1d6+2/18-20, masterwork rapier) or +7 melee (1d4+2, dagger of venom) or +6 ranged (1d4+3, masterwork dart) or +6 ranged (1d6+2, composite shortbow (+2 Str); Full Atk +7 melee (1d6+2/18-20, masterwork rapier) or +6 ranged (1d4+3, masterwork dart) or +6 ranged (1d6+2, composite shortbow (+2 Str); AL N; SV Fort +5, Ref +8, Will +3; Str 16, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Balance +10, Disguise +8, Hide +8, Jump +12, Listen +8, Move Silently +8, Escape Artist +10, Sleight of Hand +8, Spot +8, Tumble +12, Use Magic Device +8; Acrobatic, Armor Proficiency: light, Dodge, Mobility, Simple Weapon Proficiency.

Possessions: Masterwork rapier, mighty composite shortbow, dagger of venom, mithril shirt, amulet of true strike (see AR text), cloak of resistance +2.

Kellin: male Human Clr5 of Hextor: CR 5; Medium Humanoid (Human); HD 5d8+15; hp 49; Init +7; Spd

20; AC 20, flat-footed 18, touch 15; Base Atk +3; Grp +5; Atk +5 melee (1d8+3/x3, +1 battleaxe) or +6 ranged (1d8/19-20, masterwork light crossbow); Atk +5 melee (1d8+3/x3, +1 battleaxe) or +6 ranged (1d8/19-20, masterwork light crossbow); Special Abilities: Rebuke Undead, Smite 1/day per the Destruction domain; AL LE; SV Fort +7, Ref +4, Will +7; Str 14, Dex 16, Con 17, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +11, Diplomacy +7, Spellcraft +8; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Improved Initiative, Martial Weapon Proficiency (battleaxe), Martial Weapon Proficiency (heavy flail), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Domains: War, Destruction

Spells Prepared (Clr 5/4/3/2): 0 - cure minor wounds, detect magic, guidance, read magic, resistance; 1st - bane, detect good, ~~protection from good~~, doom, magic weapon (d); 2nd - bear's endurance, bull's strength, death knell, spiritual weapon (d); 3rd - blindness/deafness, contagion (d), magic circle against good.

Possessions: +1 battleaxe (2,310 gp); masterwork light crossbow, light (335 gp), +1 adamantite chainmail (11,300 gp), ring of mind shielding (8,000 gp); amulet of health +2 (4,000 gp) gloves of dexterity +4 (16,000 gp); ring of protection +2 (8,000 gp).

Anrak: male Human Ftr5: CR 5; Medium Humanoid (Human); HD 5d10+10; hp 48; Init +3; Spd 30; AC 19, flat-footed 16, touch 14; Base Atk +5; Grp +8; Atk +10 melee (1d10+7, +1 heavy flail) or +9 ranged (1d6, masterwork shortbow); Full Atk +10 melee (1d10+7, +1 heavy flail) or +9 ranged (1d6, masterwork shortbow); AL LE; SV Fort +6, Ref +4, Will +5; Str 16, Dex 17, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +7, Jump +7, Knowledge (Religion) +1; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Quick Draw, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail) Weapon Specialization (heavy flail).

Possessions: Masterwork shortbow (330 gp); +1 heavy flail, heavy (2,315 gp), +1 mithril breastplate (5,350 gp), gloves of dexterity +2 (4,000 gp).

APL 8

Encounter Eight: Red Arrows of Shadows and Silence

Akbar: male Human Bbn9: CR 9; Medium Humanoid (Human); HD 9d12+27; hp 111; Init +2; Spd 40; AC 25; flat-footed 23, touch 16; Base Atk +9; Grp +13; Atk +16 melee (1d12+8/19-20x3, +2 keen greataxe) or +12 ranged (1d8+4/x3, masterwork composite longbow (+4 Str); Full Atk +16/+11 melee (1d12+8/19-

20x3, +2 keen greataxe), +11/6 ranged (1d8+4/x3, masterwork composite longbow (+4 Str); AL NE; SV Fort +9, Ref +7, Will +7; Str 18, Dex 14, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +15, Intimidate +11, Jump +15, Listen +14; Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe).

Possessions: +2 keen greataxe (18,320 gp), +2 mithril chainmail of moderate fortification (75%) (29,300 gp) amulet of natural armor +4 (32,000 gp); gauntlets of ogre power (4,000 gp); mantle of spell resistance (21) (90,000 gp); ring of protection +2 (8,000 gp), stone salve, potion of magic circle against good,.

Tellis Scoren, Male Human Ftr9: CR 9; Medium Humanoid (Human); HD 9d10+18; hp 84; Init +4; Spd 30; AC 22, flat-footed 18, touch 18; Base Atk +9; Grp +12; Atk +15 melee (1d10+7/19-20, +1 cold iron bastard sword) or +16 ranged (1d8+6/x3, +1 composite longbow (+3 Str)); Full Atk +15/+10 melee (1d10+7/19-20, +1 cold iron bastard sword), +16/+11 ranged (1d8+6/x3, +1 composite longbow (+3 Str)); AL LE; SV Fort +11, Ref +10, Will +9; Str 16, Dex 18, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +11, Jump +15; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Greater Weapon Focus (composite longbow) Greater Weapon Focus (bastard sword), Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (composite longbow), Weapon Focus (bastard sword), Weapon Specialization (composite longbow), Weapon Specialization (bastard sword),.

Possessions: +1 composite longbow (+3 Str) (2,700 gp); +1 cold iron bastard sword of speed (32,335 gp), +2 mithril chain shirt (5,250 gp), ring of protection +2 (8,000 gp); gloves of dexterity +2 (4,000 gp), cloak of resistance +3, stone salve, potion of magic circle against good,.

Encounter Eleven: Hour of the Long Knives

Rogues (2), Male Human Rog5/Asn2: CR 7; Medium Humanoid (Human); HD 5d6+10; 2d6+4; hp 44; Init +2; Spd 30; AC 17, flat-footed 15, touch 12; Base Atk +4; Grp +7; Atk +9 melee (1d4+5/19-20, assassin's dagger); or +8 melee (1d6+1/18-20, masterwork rapier); or +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str); Full Atk +9 melee (1d4+5/19-20, assassin's dagger); or Atk +8 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str); AL CE; SV Fort +4, Ref +12, Will +4; Str 16, Dex 15, Con 10, Int 18, Wis 10, Cha 10.

Skills and Feats: Balance +10, Disguise +8, Escape Artist +8, Hide +8, Jump +13, Listen +8, Move Silently +8, Sleight of Hand +8, Spot +8, Tumble +12, Use

Magic Device +8; Acrobatic, Armor Proficiency: light, Combat Casting, Dodge, Mobility, Simple Weapon Proficiency.

Spells Known (Asn -/4): 1st - *detect poison, disguise self, feather fall, ghost sound, jump, obscuring mist, sleep, true strike*.

Spells Prepared (Asn -/4): 1st - *disguise self, ghost sound, jump, true strike*.

Possessions: Masterwork rapier (320 gp); masterwork composite shortbow (+3 Str) (525 gp); assassin's dagger (18,302 gp), mithril shirt, amulet of health +4 (16,000 gp); headband of intellect +4 (16,000 gp), cloak of resistance +3.

Kellin: male Human Clr7 of Hextor: CR 7; Medium Humanoid (Human); HD 7d8+14; hp 56; Init +7; Spd 20; AC 22, flat-footed 20, touch 17; Base Atk +5; Grp +9; Atk +10 melee (1d8+5, +1 battleaxe), +8 ranged; +5 (1d8/19-20 masterwork light crossbow); Full Atk +10 melee (1d8+5, +1 battleaxe), +8 ranged; +5 (1d8/19-20 masterwork light crossbow); Special Abilities: Rebuke Undead, Smite 1/day per the Destruction domain; AL LE; SV Fort +7, Ref +5, Will +10; Str 18, Dex 16, Con 15, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +12, Diplomacy +9, Spellcraft +10; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Heighten Spell, Improved Initiative, Martial Weapon Proficiency (battleaxe), Martial Weapon Proficiency (heavy flail), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Domains: War, Destruction

Spells Prepared (Clr 6/6/4/3/2): 0 - *cure minor wounds, detect magic, guidance, read magic, resistance x2*; 1st - *bane, bless, detect good, divine favor, doom, magic weapon (d), ~~protection from good~~, 2nd - bear's endurance, bull's strength, death knell, hold person, spiritual weapon (d); 3rd - *blindness/deafness, contagion (d), searing light*; 4th - *divine power (d), magic circle against good, poison, spell immunity*.*

Possessions: +1 keen wounding battleaxe (32,310 gp); masterwork light crossbow (335 gp), +3 chainmail of moderate fortification (75%) (36,300 gp) belt of giant strength +4 (16,000 gp); ring of mind shielding (8,000 gp); amulet of health +2 (4,000 gp); gloves of dexterity +4 (16,000 gp); ring of protection +2 (8,000 gp); periapt of wisdom +4 (16,000 gp).

Anrak: male Human Ftr7: CR 7; Medium Humanoid (Human); HD 7d10+14; hp 66; Init +7; Spd 30; AC 25, flat-footed 22, touch 18; Base Atk +7; Grp +12; Atk +15 melee (1d10+11, +2 heavy flail or +11 ranged (1d6, masterwork shortbow); Full Atk +15/+10 melee (1d10+11, +2 heavy flail) or +11/+6 ranged (1d6, masterwork shortbow); AL LE; SV Fort +7, Ref +5, Will +6; Str 20, Dex 17, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +8, Jump +11, Knowledge (Religion) +1; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Improved Initiative, Quick Draw, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: Masterwork shortbow (330 gp); +2 bane (humanoid) speed heavy flail (72,315 gp), +2 mithril chain shirt (5,250 gp), gloves of dexterity +2 (4,000 gp); ring of protection +3 (18,000 gp); amulet of natural armor +3 (18,000 gp); belt of giant strength +4 (16,000 gp).

APL 10

Encounter Eight: Red Arrows of Shadows and Silence

Akbar Ibn Tufasi: male Human Bbn11; CR 11; Medium Humanoid (Human); HD 11d12+33; hp 135; Init +2; Spd 40; AC 28, flat-footed 26, touch 19; Base Atk +11; Grp +15; Atk +18 melee (1d12+8/19-20x3 plus 1d6 sonic, +2 keen flaming greataxe) or +14 ranged (1d8+4/x3, masterwork composite longbow (+4 Str); Full Atk +18/13/8 (1d12+8/19-20x3 plus 1d6 sonic, +2 keen flaming greataxe) or +14/+9/+4 ranged (1d8+4/x3, masterwork composite longbow (+4 Str); AL NE; SV Fort +10, Ref +7, Will +7; Str 18, Dex 14, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +17, Intimidate +13, Jump +17, Listen +16; Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe).

Possessions: +2 keen flaming greataxe (32,320 gp), +2 mithril chainmail of moderate fortification (75%) (29,300 gp), ring of protection +5 (50,000 gp); amulet of natural armor +4 (32,000 gp); gauntlets of ogre power (4,000 gp); mantle of spell resistance (21) (90,000 gp), stone salve, potion of magic circle against good.

Tellis Scoren, Male Human Ftr11: Medium Humanoid (Human); HD 11d10+22; hp 102; Init +5; Spd 30; AC 25, flat-footed 20, touch 21; Base Atk +11; Grp +16; Atk +19 melee (1d10+10/17-20, +1 cold iron bastard sword of speed) or +16 ranged (1d8+8/x3, +1 composite longbow (+5 Str)); Full Atk +19/+14/+9 melee (1d10+10/17-20, +1 cold iron bastard sword of speed) or +19/+14/+9 ranged (1d8+8/x3, +1 composite longbow (+5 Str)); AL LE; SV Fort +13, Ref +12, Will +10; Str 20, Dex 20, Con 15, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +13, Jump +19; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Greater Weapon Focus (composite longbow), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon

Focus (composite longbow), Weapon Focus (bastard sword), Weapon Specialization (composite longbow), Weapon Specialization (bastard sword).

Possessions: +1 cold iron bastard sword of speed (32,335 gp); +1 composite longbow (+5 Str) (2,900 gp), +2 mithril chain shirt (5,250 gp), belt of giant strength +4 (16,000 gp); gloves of dexterity +4 (16,000 gp); ring of protection +4 (32,000 gp), cloak of resistance +4, stone salve, potion of magic circle against good.

Encounter Eleven: Hour of the Long Knives

Rogues (2): male Human Rog5/Asn4: CR 9; Medium Humanoid (Human); HD 9d6+18; hp 56; Init +3; Spd 30; AC 18, flat-footed 15, touch 13; Base Atk +6; Grp +9; Atk +10 melee (1d4+5/19-20, assassin's dagger) or +9 melee (1d6+3/18-20, masterwork rapier); Full Atk +10/+5 melee (1d4+5, assassin's dagger; 1d6+1) or +9/+4 melee (1d6+3/18-20, masterwork rapier) or +9/+4 ranged (1d6+2/x3, masterwork composite shortbow (+2 Str)); AL CE; SV Fort +6, Ref +14, Will +6; Str 16, Dex 16, Con 10, Int 18, Wis 10, Cha 10.

Skills and Feats: Balance +11, Disguise +8, Escape Artist +9, Hide +13, Jump +13, Listen +12, Move Silently +18, Sleight of Hand +9, Spot +12, Tumble +17, Use Magic Device +8; Acrobatic, Armor Proficiency: light, Combat Casting, Combat Reflexes, Dodge, Mobility, Simple Weapon Proficiency.

Spells Known (Asn -/5/4): 1st -- detect poison, disguise self, feather fall, ghost sound, jump, obscuring mist, sleep, true strike; 2nd -- alter self, cat's grace, darkness, deep slumber, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.

Spells Prepared (Asn -/5/4): 1st - disguise self, feather fall, ghost sound, jump, true strike; 2nd - cat's grace, invisibility, pass without trace, spider climb.

Possessions: masterwork rapier (320 gp); masterwork composite shortbow, composite (+2 Str) (525 gp); assassin's dagger (18,302 gp), elven chain (4,150 gp), cloak of resistance +4; amulet of health +4 (16,000 gp); headband of intellect +4 (16,000 gp); boots of elvenkind (2,500 gp).

Kellin: male Human Clr9 of Hextor: CR 9; Medium Humanoid (Human); HD 9d8+18; hp 76; Init +7; Spd 20; AC 22, flat-footed 20, touch 17; Base Atk +7; Grp +11; Atk +12 melee (1d8+5/x3, +1 battleaxe) or +11 ranged (1d8/19-20, masterwork light crossbow); Full Atk +12/+7 melee (1d8+5/x3, +1 battleaxe) or +11/+6 ranged (1d8/19-20, masterwork light crossbow); Special Abilities: Rebuke Undead, Smite 1/day per the Destruction domain; AL LE; SV Fort +8, Ref +6, Will +13; Str 18, Dex 16, Con 15, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +14, Diplomacy +11, Spellcraft +12; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Heighten Spell, Improved Initiative, Iron Will, Martial Weapon Proficiency (battleaxe),

Martial Weapon Proficiency (heavy flail), Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail).

Domains: War, Destruction

Spells Prepared (Clr 6/6/5/4/3/2): 0 - cure minor wounds, detect magic, guidance, read magic, resistance x2; 1st - bane, bless, detect good, divine favor, doom, magic weapon (d), ~~protection from good~~; 2nd - bear's endurance, bull's strength, calm emotions, death knell, hold person, spiritual weapon (d); 3rd - blindness/deafness, contagion (d), invisibility purge, magic circle against good, searing light; 4th - divine power (d), freedom of movement, poison, spell immunity; 5th - dispel good, flame strike (d), righteous might.

Possessions: +1 keen wounding battleaxe (32,310 gp); masterwork light crossbow (335 gp), +3 Chainmail of moderate fortification (75%) (36,300 gp), belt of giant strength +4 (16,000 gp); ring of mind shielding (8,000 gp); amulet of health +2 (4,000 gp); gloves of dexterity +4 (16,000 gp); ring of protection +2 (8,000 gp); periapt of wisdom +4 (16,000 gp).

Anrak: male Human Ftr8/Blk1: CR 9; Medium Humanoid (Human); HD 9d10+18; hp 84; Init +7; Spd 30; AC 25, flat-footed 22, touch 18; Base Atk +9; Grp +14; Atk +19 melee (1d10+11, +2 heavy flail) or +14 ranged (1d6, masterwork shortbow); Full Atk +19/+14 melee (1d10+11, +2 heavy flail) or +14 ranged (1d6, masterwork shortbow); AL LE; SV Fort +10, Ref +6, Will +8; Str 20, Dex 18, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +4, Hide +8, Jump +13, Knowledge (Religion) +1; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Combat Casting, Dodge, Greater Weapon Focus (heavy flail), Improved Initiative, Quick Draw, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Spells Known (Blk -/1): 1st -- cause fear, corrupt weapon, cure light wounds, inflict light wounds, magic weapon, summon monster I.

Spells Prepared (Blk -/1): corrupt weapon.

Possessions: Potion of owl's wisdom, masterwork shortbow (330 gp); +2 bane (humanoid) heavy flail of speed (72,315 gp), +2 mithril chain shirt (5,250 gp), gloves of dexterity +2 (4,000 gp); ring of protection +3 (18,000 gp); amulet of natural armor +3 (18,000 gp); belt of giant strength +4 (16,000 gp).

APL 12

Encounter Eight: Red Arrows of Shadows and Silence

Akbar Ibn Tufasi: male Human Bbn13: CR 13; Medium Humanoid (Human); HD 13d12+39; hp 159;

Init +6; Spd 40; AC 28, flat-footed 26, touch 19; Base Atk +13; Grp +17; Atk +20 melee (1d12+8/19-20x3 plus 1d6 sonic, +2 *keen flaming human bane greataxe*) or +16 ranged (1d8+4/x3, masterwork composite longbow (+4 Str)); Full Atk +20/+15/+10 melee (1d12+8/19-20x3 plus 1d6 sonic, +2 *keen flaming human bane greataxe*) or +16/+11/+6 ranged (1d8+4/x3, masterwork composite longbow (+4 Str)); AL NE; SV Fort +11, Ref +8, Will +8; Str 18, Dex 14, Con 16, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +19, Intimidate +15, Jump +19, Listen +18; **Armor Proficiency:** light, **Armor Proficiency:** medium, **Combat Reflexes,** Improved Initiative, Iron Will, **Lightning Reflexes,** Power Attack, **Shield Proficiency,** Simple Weapon Proficiency, **Weapon Focus (greataxe).**

Possessions: +2 *keen flaming bane (human) greataxe* (32,320 gp), +2 *mithril chainmail of moderate fortification* (75%) (29,300 gp), *ring of protection +5* (50,000 gp); *amulet of natural armor +4* (32,000 gp); *gauntlets of ogre power* (4,000 gp); *mantle of spell resistance (21)* (90,000 gp), *stone salve*, *potion of magic circle against good*.

Tellis Scoren: male Human Ftr13: CR 13; Medium Humanoid (Human); HD 13d10+39; hp 133; Init +5; Spd 30; AC 25, flat-footed 20, touch 21; Base Atk +13; Grp +18; Atk +19 melee (1d10+8/17-20, +1 *cold iron bastard sword of speed*) or +21 ranged (1d8+6/x3, +1 *composite longbow (+5 Str)*); Full Atk +19/+14/+9 melee (1d10+8/17-20, +1 *cold iron bastard sword of speed*) or +21/+16/+11 ranged (1d8+6/x3, +1 *composite longbow (+5 Str)*); AL LE; SV Fort +16, Ref +14, Will +12; Str 20, Dex 20, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +15, Jump +21; **Armor Proficiency:** heavy, **Armor Proficiency:** light, **Armor Proficiency:** medium, **Greater Weapon Focus (composite longbow),** **Greater Weapon Focus (bastard sword),** **Greater Weapon Specialization (composite longbow),** **Greater Weapon Specialization (bastard sword),** Improved Critical (bastard sword), Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, **Shield Proficiency,** Simple Weapon Proficiency, **Weapon Focus (composite longbow),** **Weapon Focus (bastard sword),** **Weapon Specialization (composite longbow),** **Weapon Specialization (bastard sword).**

Possessions: +1 *cold iron bastard sword of speed* (32,335 gp); +1 *composite longbow (+5 Str Bonus)* (2,900 gp), +2 *mithril chain shirt* (5,250 gp), *belt of giant strength +4* (16,000 gp); *gloves of dexterity +4* (16,000 gp); *ring of protection +4* (32,000 gp), *cloak of resistance +5*, *stone salve*, *potion of magic circle against good*.

Encounter Eleven: Hour of the Long Knives

Rogues (2): male Human Rog5/Asn6: CR 11; Medium Humanoid (Human); HD 11d6+22; hp 68; Init +3; Spd 30; AC 18, flatfooted 15, touch 13; Base Atk +9; Grp +12; Atk +13 melee (1d6+3/18-20, masterwork rapier) or +14 melee (1d4+5/19-20, *assassin's dagger*) or

+13 ranged (1d6+3/x3, masterwork composite shortbow (+3 Str)); Full Atk +13/+8 melee (1d6+3/18-20, masterwork rapier) or +14/+9 melee (1d4+5/19-20, *assassin's dagger*) or +13/+8 ranged (1d6+3/x3, masterwork composite shortbow (+3 Str)); AL CE; SV Fort +8, Ref +17, Will +8; Str 16, Dex 16, Con 10, Int 18, Wis 10, Cha 10.

Skills and Feats: Balance +11, Disguise +8, Escape Artist +13, Hide +15, Jump +13, Listen +12, Move Silently +20, Sleight of Hand +9, Spot +12, Tumble +19, Use Magic Device +8; **Acrobatic,** **Armor Proficiency: light,** **Combat Casting,** **Combat Reflexes,** Dodge, Mobility, **Simple Weapon Proficiency.**

Spells Known (Asn -/5/5/3): 1st – *detect poison, disguise self, feather fall, ghost sound, jump, obscuring mist, sleep, true strike*; 2nd – *alter self, cat's grace, darkness, deep slumber, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment*; 3rd – *deeper darkness, false life, magic circle against good, misdirection, nondetection.*

Spells Prepared (Asn -/5/5/3): 1st – *disguise self, feather fall, ghost sound, jump, true strike*; 2nd – *cat's grace, deep slumber, invisibility, pass without trace, spider climb*; 3rd – *deeper darkness, false life, magic circle against good.*

Possessions: Masterwork rapier (320 gp); masterwork composite shortbow (+3 Str) (525 gp); *assassin's dagger* (18,302 gp), *elven chain* (4,150 gp), *amulet of health +4* (16,000 gp); *headband of intellect +4* (16,000 gp); *boots of elvenkind* (2,500 gp); *ring of spell storing* (50,000 gp), *cloak of resistance +5.*

Kellin: male Human Clr11 of Hextor: Medium Humanoid (Human); HD 11d8+22; hp 92; Init +7; Spd 20; AC 22, flat-footed 20, touch 17; Base Atk +8; Grp +12; Atk +13 melee (1d8+5/19-20x3, +1 *keen battleaxe of wounding*) or +12 ranged (1d8, masterwork light crossbow); Full Atk +13/+8 melee (1d8+5/19-20x3, +1 *keen battleaxe of wounding*) or +12/+7 ranged (1d8, masterwork light crossbow); **Special Abilities:** Rebuke Undead, Smite 1/day per the Destruction domain; AL LE; SV Fort +9, Ref +6, Will +14; Str 18, Dex 16, Con 15, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +16, Diplomacy +13, Spellcraft +14; **Armor Proficiency:** heavy, **Armor Proficiency:** light, **Armor Proficiency:** medium, **Combat Casting,** Heighten Spell, Improved Initiative, Iron Will, **Martial Weapon Proficiency (battleaxe),** **Martial Weapon Proficiency (heavy flail),** **Shield Proficiency,** Simple Weapon Proficiency, **Weapon Focus (heavy flail).**

Domains: War, Destruction

Spells Prepared (Clr 6/7/5/5/4/3/1): 0 - *cure minor wounds, detect magic, guidance, read magic, resistance x2*; 1st - *bane, bless, detect good, divine favor, doom, magic weapon (d), ~~protection from good~~*; 2nd - *bear's endurance, bull's strength, calm emotions, death knell, hold person, spiritual*

weapon (d); 3rd - blindness/deafness, contagion (d), invisibility purge, magic circle against good, prayer, searing light; 4th - air walk, divine power (d), freedom of movement, poison, spell immunity; 5th - dispel good, flame strike (d), plane shift, righteous might; 6th - harm (d).

Possessions: +1 keen wounding battleaxe (32,310 gp); masterwork light crossbow (335 gp), +3 Chainmail of moderate fortification (75%) (36,300 gp), belt of giant strength +4 (16,000 gp); ring of mind shielding (8,000 gp); amulet of health +2 (4,000 gp); gloves of dexterity +4 (16,000 gp); ring of protection +2 (8,000 gp); periapt of wisdom +4 (16,000 gp).

Anrak: male Human Ftr8/Blk3: CR 11; Medium Humanoid (Human); HD 11d10+22; hp 102; Init +8; Spd 30; AC 27, flat-footed 23, tTouch 20; Base Atk +11; Grp +16; Atk +20 melee (1d10+9, +2 heavy flail) or +17 ranged (1d6, masterwork shortbow); Full Atk +20/+15/+10 melee (1d10+9, +2 heavy flail) or +17/+12/+7 ranged (1d6, masterwork shortbow); AL LE; SV Fort +11, Ref +7, Will +8; Str 20, Dex 18, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +8, Hide +9, Jump +13, Knowledge (Religion) +1; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Combat Casting, Dodge, Greater Weapon Focus (heavy flail), Improved Initiative, Quick Draw, Iron Will, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

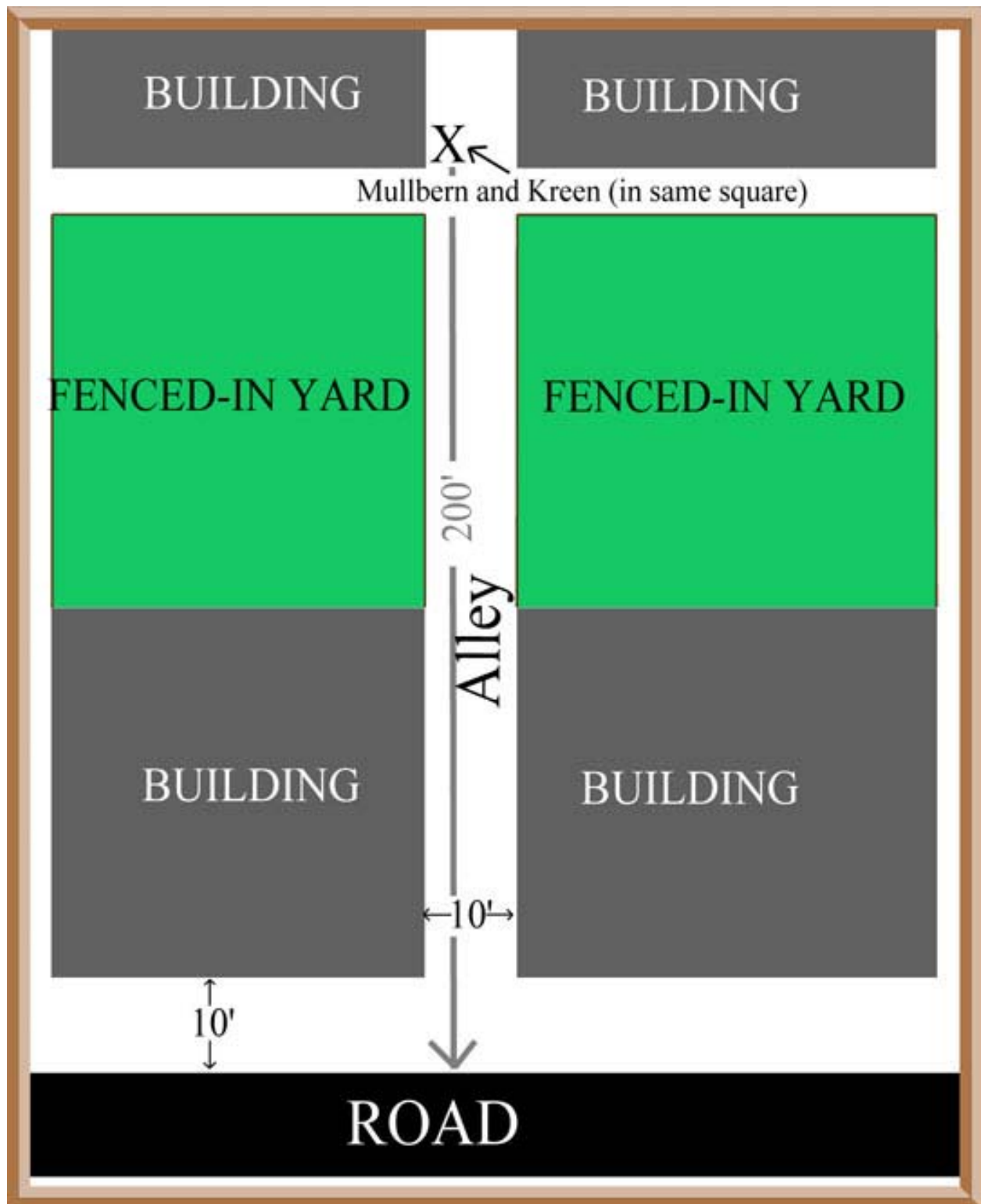
Spells Known (Blk --/2/1): 1st -- cause fear, cure light wounds, inflict light wounds, magic weapon, summon monster I; 2nd -- bull's strength, cure moderate wounds, darkness, death knell, eagle's splendor, inflict moderate wounds, shatter, summon monster II.

Spells Prepared (Blk --/2/1): 1st - cause fear, corrupt weapon; 2nd - death knell.

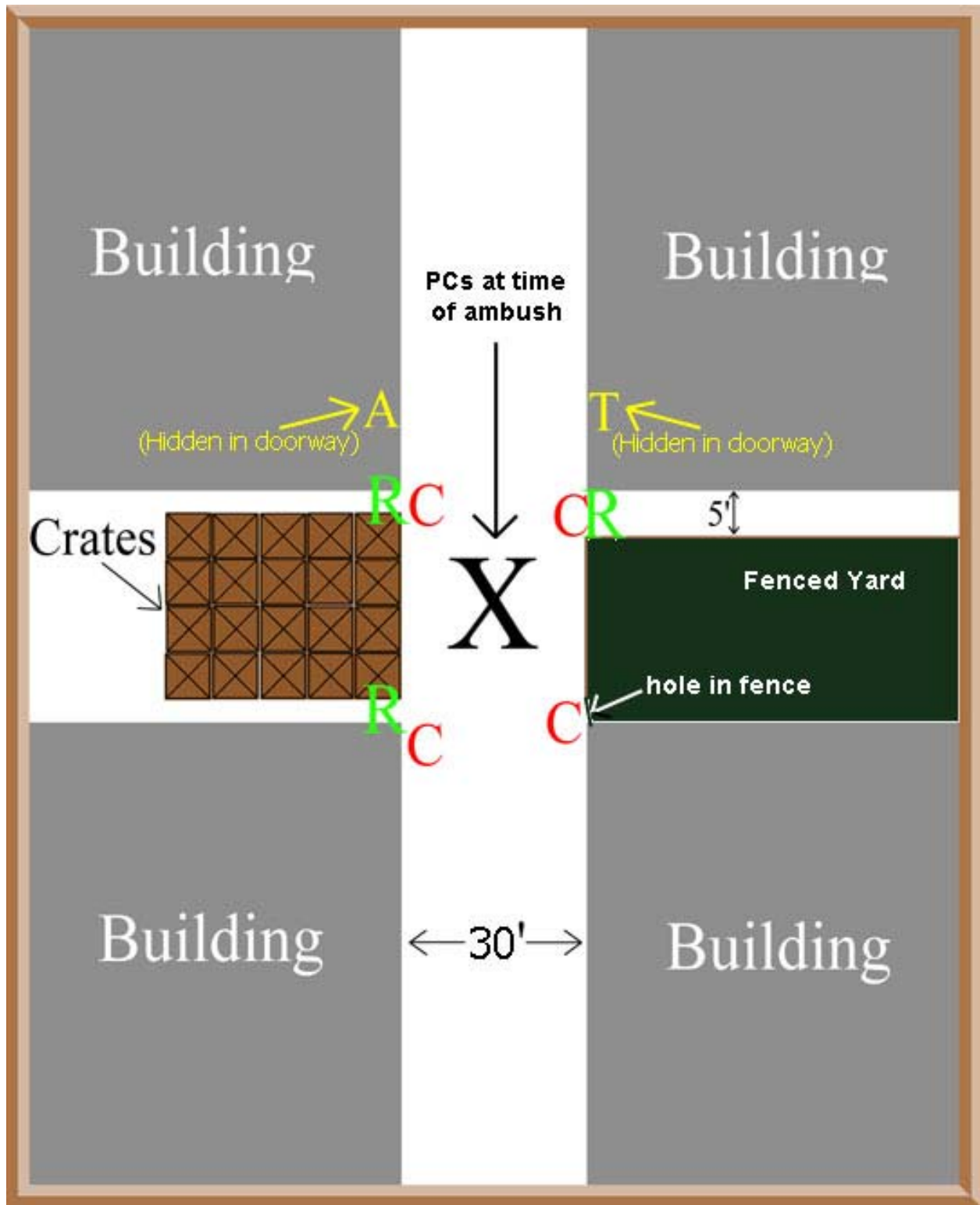
Possessions: Potion of owl's wisdom, masterwork shortbow (330 gp); +2 bane (humanoid) heavy flail of speed (72,315 gp), +3 mithril chain shirt of heavy fortification (100%) (65,250 gp), gloves of dexterity +2 (4,000 gp); ring of protection +3 (18,000 gp); amulet of natural armor +3 (18,000 gp); belt of giant strength +4 (16,000 gp).

Maps

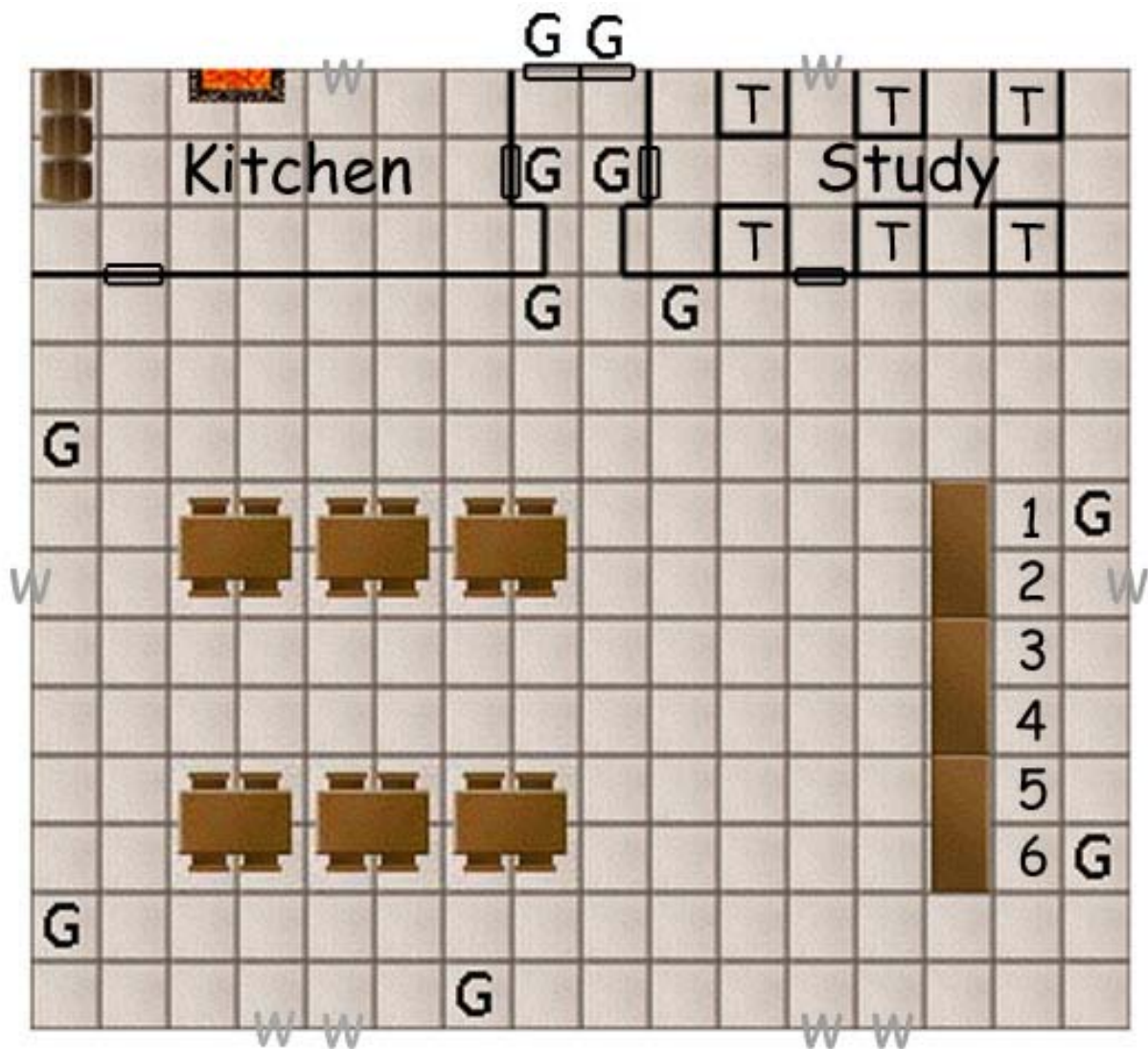
Encounter One: The Streets of Hookhill



Encounter Eight: Red Arrows of Death and Silence



Encounter Eleven: The Hour of the Long Knives



w = window

G = guard

T = vendor table

1 = Elector Amon Sarpenth

2 = Decorated Cleric of Heironious

3 = Commandant Vrianian

4 = Knight Field Marshall Helanasdottir

5 = Petros

6 = Elector Ocedrius

Critical Events Table

The following items might affect future developments of this plotline, so please answer these questions and forward the results to mayhawk@mindspring.com. If there are other notable events, please send a brief summary of the events and how the PCs committed noteworthy acts of heroism to the same e-mail address.

1. Did the PCs prevent the death of Commandant Vrianian?
2. Did the PCs defeat the assassins?
3. What are their suspicions with regard to Petros?
4. Any noteworthy acts of heroism or other important items of interest?