

GRM8-4

Deceit

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

Version 0.9.0

by Pete Winz

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Lies are the stock in trade of those living in the underbelly of Gran March. Your mission, should you choose to accept it, is to put paid to one of the biggest deceivers in Gran March history. When surrounded by guile, can you find the truth? A Gran March Regional adventure for APLs 2-16 and Part 11 of the *Homefront* series.

Note: This adventure will be of particular interest to members of the Gran March military, the Knights of the Watch, and an organization whose very existence is a matter of debate.

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

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

	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

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character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Gran March pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

A secret organization dedicated to criminal enterprise, The Body Corporate for the Defense of the Rights of the Commons, also known as The Corporation, has existed in Gran March for decades. While the government of Gran March has officially denied the existence of organized crime, except for small groups occasionally springing up in the larger towns and cities, the Corporation has been covertly coordinating criminal activities throughout the land since its foundation in 422 CY.

However, despite the public denials, the government has long been aware of the organization. In 586 CY, as Gran March was preparing to retake Hochoch from the giants, Commandant Vrianian summoned his Chief Investigator of the Special Constables, Ferrule Garde. He directed Garde to make contact with the Corporation to enlist their aid in intelligence gathering. Chief Investigator Garde arranged a meeting between the Corporation's intelligence chief (Grandmother of the Eye, Dira Hamisti) and Chancellor Housemann to negotiate an informal

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

agreement. Since that time, the Gran March government ignores certain of the Corporation's activities in exchange for information that is available only to those who operate in the underbelly of society. For its part, the Corporation has agreed to avoid targeting the military and committing more serious crimes such as murder or kidnapping.

To make sure that the Corporation lives up to its side of the bargain, the government has infiltrated a Pathfinder agent into the organization to monitor its activities. The PCs may have met this agent in previous scenarios – he is known in the criminal world as The Toecutter. He operates as an enforcer for the Corporation, targeting independent criminals and gangs. This position gives him inside knowledge of the organization's membership and activities and carrying out his duties is simply a matter of eliminating rogue criminals, a task he pursues with relish.

At the time Commandant Vrianian requested that Ferrule Garde contact the Corporation to negotiate the agreement, he and his advisors suspected that Garde had a closer relationship with the Corporation than his position as Chief Investigator of the Special Constables should allow. His success in bringing in a high ranking officer in the Corporation to negotiate, combined with the information he had been previously able to develop about the organization that would seem to be available only to an insider, made them certain that he was actually a member, although they are not sure with whom his ultimate loyalty resides.

What they do not know is that in addition to being the leader of the Special Constables, Ferrule Garde is also the Great Father of the Corporation. When the Special Constables were formed, the Great Father at that time, Hagrin Nighthand, assigned Garde (who was then Grandfather of the Eye) to infiltrate the organization. Garde coordinated with the other Corporation leaders to purge their ranks of unwanted members by handing them over to the authorities (this purge is known among the higher ranks of the organization as The Divestiture). Garde was thus able to enhance his reputation with the Special Constables while protecting the Corporation's most valued members and assets. When Nighthand died, Garde became the new Great Father.

What the other leaders of the Corporation do not know is that Ferrule Garde is actually a Knight of Dispatch who was tasked with infiltrating their

organization in order to bring about its downfall. Although he has not accomplished his original mission goal, by getting the criminals to aid the authorities through providing vital information and at the same time getting them to limit their activities to petty crimes, he has succeeded beyond expectations. When Commandant Magnus Vrianian turned over Arweth to the Knights of the Watch, he was made aware of his Dispatcher Status and became Ferrule's primary Knights contact.

What Ferrule Garde does not know is that Chancellor Housemann has decided that now is the time to eliminate the Corporation once and for all. Housemann has contacted a Magistrate to request warrants for the arrest of known Corporation members, including Ferrule Garde. Despite the extreme secrecy that Housemann has implemented, word of the purge has gotten out to the Corporation's current Grandmother of the Fist, Aeleona Ephandril, who has devised a plan to cut the organization's losses and maintain its status, with herself as the new Great Mother. She figures that if arrests are coming down, it's almost certainly as a result of a betrayal by Ferrule Garde and so she has planted evidence to implicate him in order to counteract any power he might exercise to destroy the Corporation.

ADVENTURE SUMMARY

Introduction – Chancellor Housemann requests a meeting with the PCs. He asks them to arrest two leaders of the criminal organization known as "The Corporation" and the Chief Investigator of the Special Constables, Ferrule Garde, who has been helping them in their criminal activities. The Chancellor recommends that the PCs perform the arrests in a particular order, but the PCs are free to make their own plans. He also informs them on how to contact a Pathfinder agent placed within the Corporation, The Toecutter.

Encounter 1 – When the PCs arrive to arrest the first leader, Elector Dira Hamisti, they find they are expected. The Elector presents a pardon signed by Magnus Vrianian, while he was Commandant. The PCs must decide whether to place her under arrest or report the new circumstances to Chancellor Housemann.

Encounter 2 – The PCs arrive at the house of the second leader of the Corporation, Sir Hastril Umbrasire, only to find that he has been murdered. Evidence has been planted at the scene to implicate Ferrule Garde.

Encounter 3 – The PCs contact the Toecutter. He recommends they stake out the Spitted Ox, a tavern frequented by Ferrule Garde, while he checks with his contacts to find where Garde may be hiding out.

Encounter 4 – The PCs go to The Spitted Ox, where Garde is often found when not at the Special Constable headquarters. Garde is not there, but some drunken thugs looking to beat him up are and they become belligerent with the PCs. The PCs need to either talk their way out or fight.

Encounter 5 – Returning to meet with The Toecutter, they find him murdered in the same fashion as Sir Umbrasire. A serving girl gives them a message that Garde can be found at the Mermaid, an inn near the docks.

Encounter 6 – While on their way to the Mermaid, the PCs are waylaid by men posing as Special Constables with a warrant for their arrest.

Encounter 7 – Ferrule Garde is found at the Mermaid. He makes a full confession of his crimes in front of the Chancellor and the Magistrate and gives information sufficient to draft a warrant for another leader of the Corporation, Aeleona Ephadril.

Encounter 8 – The PCs go to Aeleona's safe house. Her minions lie in ambush, fighting to delay the PCs enough to let her escape. The PCs may find evidence to exonerate Garde for the murders of Sir Umbrasire and the Toecutter. At higher APLs, the PCs may choose to pursue her into the sewers, adding an optional combat encounter.

PREPARATION FOR PLAY

Determine if any characters are members of The Corporation. Such players will be privy to specified information that is not available to others and are singled out for special attention by Chancellor Housemann during his initial proposal.

INTRODUCTION

The PCs start in Hookhill. Let them determine their own reason for being in the city. While there, they are contacted by an Argyle Jenz.

ACTIVE DUTY MILITARY CHARACTERS:

The day you arrived in Hookhill a military courier found you at your lodgings. You have

received temporary orders, temporarily transferring you to the 1st Battle and instructed you to report to Chancellor Housemann two hours past dawn the next morning to learn the tasks you are expected to on this temporary duty. You are to tell no one of your transfer, for whom you will be working, or details of your mission except as Chancellor Housemann gives you leave. The last line of the orders, implied that serving well in this capacity could make the temporary transfer permanent, if that was desired.

VETERAN CHARACTERS

The day you arrived in Hookhill a military courier found you at your lodgings. You have been reactivated and temporarily assigned to the 1st Battle. You instructed you to report to Chancellor Housemann two hours past dawn the next morning to learn the tasks you are expected to fulfill to complete your reactivated tasks. You are to tell no one of your transfer, for whom you will be working, or details of your mission except as Chancellor Housemann gives you leave. You may of course inform your employers and family that you have been reactivate with duties in Hookhill.

ALLIED MILITARY CHARACTERS

The day you arrived in Hookhill a military courier found you at your lodgings. Your service as allied military has been requested, and your participating in this mission has been approved by your superiors. You are instructed you to report to Chancellor Housemann two hours past dawn the next morning to learn the tasks you are expected to completes. You are to tell no one of your for whom you will be working, or details of your mission except as Chancellor Housemann gives you leave.

OTHER CHARACTERS

The day you arrived in Hookhill, a messenger found you at your lodgings. You have received an urgent invitation to meet with Chancellor Houseman at his office, two hours after dawn the next day. You will be compensated 25 gold pieces for attending this meeting, which should take less than two hours.

If the PCs decline the invitation, the scenario is over for them. Fill out an AR for them with no experience or gold awarded and all other rewards crossed out. If the PCs accept, proceed with the following.

The Chancellor's office is located on the ground floor of the Hall of Electors. A file from the 1st Battle stands guard in the entryway. A Corporal Mitre checks your name off a list, and invites you inside the office..

In the office are a number of chairs, a side table set with food and drink, and a desk. "Chancellor Housemann will be here shortly, he has been unavoidably detained. Help yourself to the refreshments while you wait," he says. You notice that besides the Corporal and yourself, there are others in the room." The Corporal leaves shortly after.

This is a good opportunity for the PCs to introduce themselves and provide character descriptions..

Chancellor Housemann arrives a few minutes later. "My apologies for the delay, but some paperwork took a bit longer than I anticipated," he says while holding up three folded and sealed parchment documents. He gestures to some chairs arranged in front of his desk and invites you to sit.

"I have requested your presence here on a matter of utmost importance. You may have heard rumors of the existence of a massive criminal enterprise operating here in Gran March. I must, unfortunately, confirm that these rumors are true. They call themselves The Body Corporate for the Defense of the Rights of the Commons, or The Corporation. This organization is responsible for countless violations of Gran March law and it is time to put an end to their criminal enterprises."

"I have called upon you because I believe you can assist in this." He holds up the three folded parchments again. "These are arrest warrants for the known leaders of The Corporation. Would you be willing to execute these warrants in the name of the government of Gran March?"

The PCs may have some questions before agreeing to take the job. Here are some prepared responses that you can adapt as necessary

Why don't you use your regular personnel to handle the arrests? – "We know that there are

Corporation spies within certain government offices, but we do not know how far the rot extends. My sources indicate that you can be trusted in this matter. You, as outsiders, should be able to carry out the arrests without the criminals receiving a warning of their impending doom. At this point, only you, I, the Knight Colonel of the First and the Magistrate are aware that warrants have been issued."

Some of us might be members of The Corporation, what does this mean for them? – "Members of the Corporation who provide full cooperation in bringing down this band of criminals may be pardoned for past indiscretions. This will of course be up to the Commandant, following the election, but I will put in a good word. This organization is being destroyed, practical individuals will recognize the opportunity to leave a sinking ship and do the right thing" If any PCs are members of the Corporation, Housemann makes the statement above while looking at them pointedly, even if they don't bring up their membership themselves.

What if I don't want to help arrest these people? – "I'm afraid that I'll have to ask you to remain here as my honored guest until the arrests are completed. It shouldn't take too long."

Who are we supposed to arrest? – "I think it would be best to avoid going into details if you're not sufficiently committed to assisting in this matter."

Any PCs who decline the mission are escorted out of the office and put under guard for the duration of the adventure. Issue an AR with a reward of 100 experience and 100 gold representing a role-playing award and a small gift from the Chancellor for the inconvenience. If the PCs accept the duty, proceed with the following.

Chancellor Housemann hands over the documents. "These are warrants for the arrest of Elector Dira Hamisti, Sir Hastril Umbrasire, and Chief Investigator Ferrule Garde." He pulls a map of the city of Hookhill from a desk drawer and makes several marks upon it as he continues, "Elector Hamisti and Sir Umbrashire both have mansions not far from here and were last reported to be in residence. Ferrule Garde's whereabouts are currently unknown, but as far as we can determine, he is still within the city walls. It is possible that he has gotten wind of the investigation and has set an escape plan in motion. It will undoubtedly take Garde some time to gather

and liquidate sufficient resources for a new start in another land, so there should be time yet to catch him.

I recommend that you apprehend Elector Hamisti first since she is known to be the leader of their intelligence apparatus and would be in the best position to learn of the developing situation and warn other members of the coming arrests, making the operation much more difficult to complete.

Sir Umbrasire was made a Knight of the March for his assistance in saving a unit of Gran March troops from an ambush. There is some question now of whether his version of the event is entirely true, but that isn't relevant to your mission. Sir Umbrasire oversees the Corporation's day-to-day operations. Since his residence is close by, you may want to arrest him before he leaves the premises to make his rounds of contacting his criminal underlings around the city.

If you are not already aware, Ferrule Garde is the Chief Investigator of the Special Constables, the organization the government depends upon to investigate miscreants such as we are dealing with here. He has been operating as an agent of the Corporation, keeping the government from discovering the true nature and extent of the Corporation's activities all the while he has been pretending to hunt them down.

Locating Ferrule Garde will likely present the greatest difficulty you will face. We have placed a Pathfinder agent within the organization and he may be able to help you find where Garde has gone to ground. This agent is known to the criminal underworld as The Toecutter. To contact him, you must engage one of the private dining rooms at the Wayberry Inn and then go to the sign of Rarkul the Armorer down the street. The sign takes the form of an arm and hand of a suit of full plate armor. The hand should have a clenched fist. Point the thumb upwards and extend the number of fingers corresponding to the number of the dining room you have engaged and the Toecutter should meet you there inside an hour. Once he arrives, give him the pass phrase, "I serve at the Commandant's whim and he is not in a whimsical mood at the moment." This will ensure his full cooperation.

You should take any criminals you apprehend to the headquarters of the 1st Battle to be held in cells there until trial.

The charges for which the accused must answer include High Crimes that could lead to death penalties. These criminal masterminds will know this and may risk anything in a desperate bid to escape. They should be captured alive if possible, but if the miscreants use deadly force, you should not hesitate to respond in kind."

ENCOUNTER 1: ELECTOR DIRA HAMISTI

Elector Hamisti's residence is only a five-minute walk from the Hall of Electors.

The gates of Elector Hamisti's mansion are open but are guarded by two members of her Electoral File.

The guards have been told to expect visitors on official business who have not made an appointment. They do not react with surprise if the arrest warrant is presented. They have been assigned to the Elector for long enough to know something of the activities in which she has been engaged. They greet the PCs cordially and bring them to a waiting room while the Elector is notified of their arrival. The Elector is aware that an arrest warrant has been issued, even if the PCs do not mention it to the guards.

You are shown into a pleasantly appointed waiting room with comfortable chairs and a desk. Elector Hamisti enters shortly after you are shown in. "Hello and welcome to my home. Be seated if you like. May I see the warrant please?" Elector Hamisti breaks the seal and reads the charges.

"Ahh, nothing unexpected. I think you should find that this addresses the issues at hand quite completely," she says as she picks up a document from the desk and hands it to you.

The document is signed by Magnus Vrianian and bears a date from his second month in office as Commandant. The document recognizes her service to Gran March and pardons her for any crimes she may have committed prior to CY 586 and any for any extra-legal activities specifically related to her ongoing intelligence gathering for Gran March, so long as he remains Commandant.

I assure you that I have been careful to adhere strictly to the laws during the time since Commandant Vrianian has left office and I look forward to serving the new Commandant in a similar capacity following the election.

“The pardon was granted as part of an agreement under which I provide valuable information to the government gained through unique sources that are otherwise unavailable to the Commandant. Chancellor Housemann conducted the preliminary negotiations, but the final agreement had some clauses of which he may not have been fully aware. I was made Elector as a result and I rather enjoy the position, even though I find that my fellow Electors are far more cutthroat than any of my previous business partners. I suggest that you contact Chancellor Housemann and ask if he might find that a public arrest and trial could prove embarrassing to all. Perhaps in light of the pardon, he might want to suggest that the Magistrate withdraw the warrant.”

She tells the PCs that she would prefer to wait at her mansion for Housemann’s decision, but she comes along without further protest if the PCs insist. If she is taken to a cell at the headquarters of the 1st Battle, she will ask if this is really necessary; certainly holding her in better quarters would make more sense until a decision on trial is reached. If the PCs ignore her request, her gaze becomes icy and her previous politeness is replaced by a curt and dismissive attitude.

If the PCs contact Housemann, he acknowledges the pardon and tells them that they may consider the warrant void and move on to the next assignment. He maintains a businesslike air and expresses no emotion whatsoever. If the PCs bring Elector Hamasti before him, she presents the pardon and suggests that she would look forward to working with him in a similar capacity if he should be elected Commandant. He apologizes and tells her that she is free to go, again without emotion. If the PCs bring her instead to the jail, Elector Housemann frees her upon finding out about the pardon and apologizes. Elector Hamasti accepts the apology coldly and wishes him well in the coming election in a tone that suggests the opposite.

ENCOUNTER 2: SIR HASTRIL UMBRASIRE

Sir Hastril Umbrasire’s house is a five-minute walk from Elector Hamisti’s residence and about 7 minutes from the Hall of Electors.

Sir Hastril Umbrasire’s house is a limestone building without a wall or gate. From the street, you can see a wooden carriage house around back with two horses stabled inside. The front door is carved oak and with a large bronze knocker.

No one comes in response to a knock and the door is unlocked. If the PCs enter or peek in through one of the windows, they see that the house is in disarray. There are a large number of wooden crates in each room of the house. The lids have been pried off and tossed aside and the packing straw has been strewn about. Some of the crates contain items of minor value, but an examination of the house shows that while there are places for the display of valuable pieces of art and books, few are to be found now. There is an empty wagon around back, but no horses have been hitched to it.

Sir Umbrasire is slumped over at his desk. He has been dead since the afternoon before. He has a single dagger wound in his left kidney and his jaw has been removed post-mortem. A DC 20 Heal check reveals that the dagger wound has signs of poison. He was slain with a thinaun weapon and cannot be subject to *raise dead* or *resurrection*. His tongue has been removed, so *speak with dead* will also no work. His desk has a locked drawer.

Desk Drawer: 0.125 in. thick; hardness 5; hp 1; Break DC 10; Open Lock DC 25.

The drawer contains a notebook labeled “The Divestiture,” a ledger, and a letter. The notebook contains lists of criminals and evidence of their crimes with notes about timing of arrests so that connections can be cut and profits maximized. The ledger shows a number of large cash payments to “FG” starting in 582 CY (the year that Ferrule Garde joined the Special Constables) and continuing until last month. At first glance, the ledger appears to be in the same handwriting as the notebook, but a closer examination (Forgery check, DC 30) shows that the ledger was written by another. The letter is in totally different handwriting. It says, “I told the Grey Fox that he won’t be receiving any more money from us.

Before he got worked up into a real rage, I told him that it would be a shame if his past misdeeds were known to the next Commandant. As you predicted, he was not happy, but he did stop threatening to have my guts as garters. We are keeping an eye on him as you ordered.” Members of the Corporation or those who can make a DC 20 Knowledge (local) check know that thieves in Hookhill call Ferrule Garde the Grey Fox.

Wall Safe: 1 in. thick; hardness 10; hp 30; Break DC 28; Open Lock DC 30.

The safe is empty, except for a small amount of dust. A Tracking check (DC 25) reveals the outlines of three items in the dust. One is a large, rectangular object (which matches the notebook mentioned above, if the PCs make a comparison) and the other two appear to be two pouches, one very small and the other relatively large.

The following information is provided in case the PCs use divination or other means to determine the events that happened here that cannot be deduced with certainty from the evidence left behind. Sir Umbrasire received word of the move against the Corporation early yesterday and decided it might be a good time to relocate. He did not have a specific lead on whether his identity was compromised and did not have specific information on when warrants would be issued, but he felt that it was time to move on. He ordered some trusted henchmen to pack his most valuable possessions and hired a wagon to transport his goods to Thornward. He did not notify any of the other leaders of the Corporation of what he'd found, thinking that his chances of escape were greater if there wasn't any other activity on the part of the leadership to alarm the authorities.

The Grandmother of the Fist, Aeleana Ephandril, found out about his activities and decided that it was time to put a plan into action that she had been contemplating for some time. She had one of the city's better forgers create the false ledger. She wrote the letter implicating Ferrule Garde and then snuck into Umbrasire's house and assassinated him. She knew about the notebook describing the Divestiture (she was present at the meeting where the notes were prepared, as were all the other leaders of the Corporation). She moved the notebook from the wall safe into the desk drawer and planted the other falsified evidence against Garde. She took the two pouches from the safe for herself (the smaller contained gems and the larger held coins), and took the most valuable items Umbrasire had prepared for shipment.

Umbrasire's henchmen returned with the wagon and found him dead. They grabbed the remaining valuable goods, sold them, and left on horseback in the middle of the night. News of Umbrasire's death has just begun to spread around the less desirable elements in the city, with the help Aeleana Ephandril, who has been planting rumors that Ferrule Garde was responsible.

Development: Aeleana Ephandril has agents watching the house. They tail the PCs and report their descriptions to the Grandmother of the Fist, who has plans to plant additional evidence against Ferrule Garde. She finds out about the PCs' meeting with the Toecutter and assassinates him, trying to implicate Ferrule Garde (Encounter 5). She also hires some cutthroats to pose as Special Constables to accost the PCs (Encounter 6).

The areas that the PCs pass through between these encounters are filled with many people going about their daily business, making it difficult to spot the tail. If the PCs mention that they are on the alert for people watching them, give them a DC 35 spot check to notice one of the tailing team.

If they spot the tail and do nothing, they'll see that the tail goes in a different direction after a little while (while another member of the team picks them up). If they approach the tail, he denies any wrongdoing and volunteers no information.

ENCOUNTER 3: THE TOECUTTER

If the PCs follow the instructions for contacting The Toecutter, he meets comes to their dining room at the Wayberry Inn. Otherwise, they can find him using a Gather Information check DC 20 (which will require some adjustments to the text below).

The door to your private dining room opens without warning. A man enters the room with a panther-like stride. He stands almost 6 feet tall and looks to be just past middle age. He wears a pair of shortswords with ivory skull pommels strapped to his thighs. Thick slabs of dense muscle ripple beneath his sleeveless tunic as pulls out a chair and seats himself. His wide, adamantine-studded belt and ornate bracers catch your eye, but your gaze is drawn immediately to his face. He has a number of deep scars on his cheeks, one of which pulls the right side of his

mouth into an almost sardonic grin even while the other side is set in a tight line. His left ear appears to have been half chewed off. His hair has been cut down to brown fuzz, and tales of other past injuries are written in the scars across his scalp. But perhaps his most arresting feature is his dark eyes that seem to fix you like a needle through a bug in a display case.

“Ello. You wanted a word wif me? I’m a very busy man, so make yer business quick and plain loik.”

The Toecutter treats the PCs with suspicion until the pass phrase is spoken, whereupon he drops his gutter accent and assumes a much more formal bearing. Once the PCs have outlined their reasons for contacting him, he suggests that Ferrule Garde is usually found either at the headquarters of the Special Constables or in the back room of the Spitted Ox, a tavern in the merchant quarter. He recommends that the PCs stake out the tavern while he talks to his contacts in the organization to see if he can find out Ferrule Garde’s whereabouts. He tells the PCs he will meet them here in two hours.

The PCs may have questions about the Corporation. The Toecutter knows that the organization is run by someone known as the Great Father, who has a number of subordinates: The Grandfather of the Arm (operations), the Grandmother of the Fist (security), the Grandfather of the Mind (research), and the Grandmother of the Eye (information). The organization is extremely compartmentalized for security and only the senior subordinates of each Grandfather and Grandmother know how to contact them. He reports to the Grandfather of the Arm, who he knows to be Sir Hastril Umbrasire. The warrant for Sir Umbrasire is based on information supplied by the Toecutter.

He was not told about Elector Dira Hamisti’s membership in the Corporation before he began his mission because knowing too much might have compromised his cover, but he was told to watch Ferrule Garde for any signs of corruption. He has seen some questionable activity, but nothing definite. Garde has not arrested some people whose activities are well known and have almost certainly come to his attention. Garde has made some arrests that would require inside information, but the Toecutter can’t identify for sure who his informants are.

ENCOUNTER 4: THE SPITTED OX

The Spitted Ox looks little different from any number of small taverns you’ve seen in your life. A few patrons sit at tables in the common room while the barkeep wipes a wooden mug with a rag. He looks up as you enter. “What can I get for you today?”

If the PCs mention Ferrule Garde or ask about the back room, use the following.

The barkeep gets a very nervous look and glances toward a door in the back wall. “Look, I don’t want any trouble. Maybe you should just leave.”

If the PCs press further, the barkeep will tell them that Garde hasn’t been in today, but there are some rough looking men waiting in the back room for him. He knows a mean drunk looking for a fight when he sees one and these guys are nothing but trouble.

Creatures: The four men waiting in the back are thugs formerly employed by Sir Hastril Umbrasire. They found out about his death and started to celebrate a wake in his honor early this morning. They recently heard that Ferrule Garde was responsible and they’ve decided that someone should teach him a lesson. If the PCs come in looking for Ferrule Garde, the drunken thugs will assume that they’re associates of his and will be more than happy to take out their ire on them since they’re handy. Fast taking (Diplomacy check, DC 20+APL, +2 circumstance bonus if the PCs show the warrant for Ferrule Garde’s arrest) or a convincing threat (Intimidate check, DC 20+APL) will convince them to back down and go about their business. If the PCs succeed in getting the thugs to back down, award full experience for the encounter as if the PCs had defeated them in combat. Note that the ELs have been adjusted downward by 1 due to the lack of equipment used by the thugs.

APL 2 (EL 3)

Drunken Thug, Male Human Ftr1 (x3): hp 10 each; see *Appendix 1*.

APL 4 (EL 5)

Drunken Thug, Male Human Ftr3 (x3): hp 22 each; see *Appendix 2*.

APL 6 (EL 7)

Drunken Thug, Male Human Ftr5 (x3): hp 34 each; see *Appendix 3*.

APL 8 (EL 9)

Drunken Thug, Male Human Ftr7 (x3): hp 46 each; see *Appendix 4*.

APL 10 (EL 11)

Drunken Thug, Male Human Ftr9 (x3): hp 58 each; see *Appendix 5*.

APL 12 (EL 13)

Drunken Thug, Male Human Ftr11 (x3): hp 70 each; see *Appendix 6*.

APL 14 (EL 16)

Drunken Thug, Male Human Ftr13 (x4): hp 82 each; see *Appendix 7*.

APL 16 (EL 18)

Drunken Thug, Male Human Ftr15 (x4): hp 94 each; see *Appendix 8*.

Tactics: These thugs were strong-arm men for Sir Hastril Umbrasire. They use either unarmed combat or saps and don't even have a deadly weapon on their person. If they succeed in rendering the PCs unconscious, they take 50 gp X APL from them in order to continue their drinking binge.

Treasure: The thugs are down to their last few coppers, having spent what cash they had during their drinking binge, and have little of value for the PCs to take.

ENCOUNTER 5: A KNIFE IN THE BACK

Use this encounter when the PCs return to their private dining room at the Wayberry Inn.

While the PCs were waiting for Ferrule Garde at the Spitted Ox, the Toecutter was gathering information from his contacts. He found out that Ferrule Garde is at the Mermaid, an inn near the docks, apparently waiting for someone to contact him. He has also discovered that there is a lot of activity among members of the Corporation. Ferrule Garde's name has come up in association with the murder of Sir Hastril Umbrasire.

The Toecutter returns to the Wayberry Inn an hour after meeting the PCs (an hour before the time they are to return). Unfortunately, he does

not detect Aeleana Ephandril following him. She assassinates him, uses her *disguise self* to assume his likeness, and tells a waitress to deliver a message in case something happens to him. She knows that Ferrule Garde is at the Mermaid because she lured him there via a message claiming to have valuable information.

When the PCs arrive at the Wayberry Inn dining room, present them with the following.

You arrive at the dining room to find the Toecutter slumped over onto the table. He does not appear to be breathing.

Allow the PCs a couple of rounds to examine the body. They find that he was killed in a fashion matching the assassination of Sir Hastril Umbrasire. He has a single dagger wound to his left kidney and the wound shows signs of poison. His jaw has been removed post-mortem. The weapon was also thinaun, so his soul has been trapped and it is not possible to use *raise dead* or *resurrection* on him.

A short time after the PCs arrive, a serving girl comes to the dining room to see if they need anything. Present the following.

You hear a light knock at the door before it swings open. "I just wanted to check to see if you need anything from the kitch...aaaagh!"

The serving girl screams and faints when she sees the Toecutter's obviously dead body. When she comes to, she tells the PCs that he had a message "just in case something should happen." She was told to tell them that Garde is at the Mermaid and he may have found out they're looking for him. She can tell the PCs that the Mermaid is a tavern down near the docks.

If the PCs return before the Toecutter, Aeleana will know and react accordingly. You will have to adjust the circumstances of the encounter. Aeleana assassinates the Toecutter in the hallway outside the dining room and the PCs find out when the serving girl finds him and screams. She then relates the message, saying that he gave it to her just a couple of minutes ago when he came into the kitchen looking for her.

Development: The PCs are still being tailed by Aeleana's agents. The spot DC is 35 until the PCs reach a somewhat less populated area. The tail then makes an effort to be spotted, leading to Encounter 6. If a tail is spotted earlier, he tries to avoid capture while leading the PCs to the ambush site.

ENCOUNTER 6: THE WRONG ARM OF THE LAW

When the PCs leave the Wayberry Inn to find Ferrule Garde, they are followed by Aeleana Ephandril's agents until they reach a somewhat less crowded area. If the PCs are wary, allow Spot checks (DC 35) to detect the watchers. If the PCs spot one of the agents, he attempts to lead them to an ambush site that has been set up nearby to the best route to the Mermaid.

The ambushers want witnesses, but not so many that bystanders might try to interfere. Their objective is to make it look like Garde has dispatched some of his men to kill the PCs in order to escape arrest.

If the tail is not spotted, he waits until the PCs are close to the ambush location and draws attention to himself.

A crash from behind draws your attention. You see a man has collided with a woman carrying a basket of bread. The bread has scattered on the road. "You'll be paying for that!" she shouts. The man sees you looking in his direction and bolts for a nearby cross street. He looks a little familiar, like maybe you saw him earlier when you left the Wayberry Inn.

If the PCs follow, proceed with the rest of the encounter.

You follow the man as he runs around the corner and see four [three at APLs 2-10] men dressed in the tabards of the Special Constables. "You there!" one of them shouts. "You are under the arrest for the murder of Sir Hastril Umbrasire. Lay down your weapons and step back with your hands in the air!"

Creatures: While the men are dressed as Special Constables, they are not actually members. The tabards are stolen and the men lack any of the documentation normally carried by a Special Constable. They have no warrant, not even a fake one. If the PCs question them or their authority to make an arrest, they demand that the PCs surrender a second time and then attack. If the PCs lay down their weapons, one of the constables will pick them up and then the others attack.

The Grandmother of the Fist promised them that they will receive a sizeable bonus if they manage to kill the PCs and that they will be taken

care of should things go badly. She appeared to them in the guise of a tavern girl they all know, but she used certain pass phrases that only the Grandmother of the Fist would know. The Grandmother of the Fist takes a different guise each time she gives them a job, so they don't know what she really looks like. While they have worked for the Grandmother of the Fist in the past, they know her only by title and not by name. They have no means to contact her. She contacts them.

If captured, they refuse to talk and attempt to evade mind reading by repeatedly singing children's songs to themselves. One of them slips up, however, and a mind-reading PC can get an image of a young, dark-haired girl wearing a typical bar maid's costume and the word "grandmother" in response to a question about who hired them. If killed, they resist attempts to *speak with the dead* as best they can.

APL 2 (EL 5)

Fighter Constable, Male Human Ftr1 (x2):
hp 11 each; see *Appendix 1*.

Rogue Constable, Male Human Rog1 (x2):
hp 8 each; see *Appendix 1*.

APL 4 (EL 6)

Fighter Constable, Male Human Ftr3 (x1):
hp 25 each; see *Appendix 2*.

Rogue Constable, Male Human Rog3 (x2):
hp 20 each; see *Appendix 2*.

APL 6 (EL 8)

Fighter Constable, Male Human Ftr5 (x1):
hp 39 each; see *Appendix 3*.

Rogue Constable, Male Human Rog5 (x2):
hp 32 each; see *Appendix 3*.

APL 8 (EL 10)

Fighter Constable, Male Human Ftr7 (x1):
hp 53 each; see *Appendix 4*.

Rogue Constable, Male Human Rog7 (x2):
hp 44 each; see *Appendix 4*.

APL 10 (EL 12)

Fighter Constable, Male Human Ftr9 (x1):
hp 67 each; see *Appendix 5*.

Rogue Constable, Male Human Rog9 (x2):
hp 56 each; see *Appendix 5*.

APL 12 (EL 15)

Fighter Constable, Male Human Ftr11 (x2):
hp 81 each; see *Appendix 6*.

Rogue Constable, Male Human Rog11 (x2):
hp 68 each; see *Appendix 6*.

APL 14 (EL 17)

Fighter Constable, Male Human Ftr13 (x2):
hp 95 each; see *Appendix 7*.

Rogue Constable, Male Human Rog13 (x2):
hp 80 each; see *Appendix 7*.

APL 16 (EL 19)

Fighter Constable, Male Human Ftr15 (x2):
hp 109 each; see *Appendix 8*.

Rogue Constable, Male Human Rog15 (x2):
hp 92 each; see *Appendix 8*.

Treasure:

APL 2: L: 282 gp, C: 20 gp, M: *none* (0 gp).

APL 4: L: 174 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 2 +1 *chain shirt* (104 gp each).

APL 6: L: 16 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 1 +1 *spiked chain* (194 gp each), 2 +1 *chain shirt* (104 gp each), 4 +1 *shortsword* (192 gp each).

APL 8: L: 717 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 1 +1 *spiked chain* (194 gp each), 4 +1 *shortsword* (192 gp each).

APL 10: L: 717 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 1 +1 *disarming spiked chain* (1527 gp each), 4 +1 *shortsword* (192 gp each).

APL 12: L: 16 gp, C: 20 gp, M: 2 +1 *full plate armor* (138 gp each), 2 +1 *disarming spiked chain* (1527 gp each), 4 +1 *shortsword* (192 gp each), 2 +1 *light fortification mithril breastplate* (683 gp each), 4 *lesser energy assault augment crystal* (250 gp each).

APL 14: L: 16 gp, C: 20 gp, M: 2 +1 *full plate armor* (138 gp each), 2 +1 *disarming spiked chain* (1527 gp each), 4 *belt of giant strength* +4 (1333 gp each), 4 +1 *shortsword* (192 gp each), 2 +1 *light fortification mithril breastplate* (683 gp each), 4 *lesser energy assault augment crystal* (250 gp each).

APL 16: L: 16 gp, C: 20 gp, M: 2 +1 *moderate fortification full plate armor* (1471 gp each), 2 +1 *disarming spiked chain* (1527 gp each), 4

belt of giant strength +4 (1333 gp each), 4 +2 *shortsword* (692 gp each), 2 +1 *moderate fortification mithril breastplate* (1683 gp each), 4 *lesser energy assault augment crystal* (250 gp each).

If the PCs do not fall for the trap, and do not follow the man, then a few rounds later, the "Special Constables" will exit the alley and confront the PCs with more witnesses (their greed has overwhelmed their common sense).

If these attackers find themselves unable to harm the PCs, for example, the PCs all fly or are invisible, then the men will run to a nearby safe house, enter, lock the door, and take a trap door into underground tunnels and escape.

ENCOUNTER 7: FERRULE GARDE

The Mermaid is mostly deserted when you enter and there is only one man present wearing the tabard of the Special Constables. He sits alone at a table, nursing a tankard of ale. He looks up as you enter, watching you expectantly.

If the PCs approach his table, he asks if they're the ones who sent the note. If they say yes, he asks for them to give him the information they think is so vital to Gran March and he will judge its value and reward them accordingly.

If they present the arrest warrant, proceed with the following.

"Ahh, well then, I suppose you'll need my weapons," Ferrule Garde says as he unbuckles his sword belt and lays it on the table. He holds his hands out as if ready for you to tie them or put on manacles. "I have some information that must be passed along to the Chancellor, so if we could get to the holding cell quickly, this will all be over the sooner."

Ferrule Garde requests that the PCs bring in the Chancellor and the Magistrate who signed the warrant. If asked for the reasons he needs to see them, he replies, "Why, to confess of course." He requests that the PCs stay as witnesses.

When informed that Ferrule Garde has been arrested and wants to see him, the Chancellor comes and brings the Magistrate as well. Proceed with the following.

Ferrule Garde stands as the Chancellor and Magistrate enter. "Thank you for coming." He turns to the Magistrate, "I would like to confirm that the charges as specified are for the most part true and accurate. I am prepared to make a statement for the record. I would like to present my confession to my liege so that he may pass judgment on my case. I know that you will want to confirm what I am about to say before presenting my statement to Baron Dragus, but there are some issues that need prompt attention and I think that you may want to keep my arresting officers present so that they may execute additional warrants as necessary based on what you are about to hear."

"My name is Dispatcher Tyric Jestin, Dedicated Badger. I am originally a citizen of Bissel, but completed my term of service to Gran March under the name Ferrule Garde and consider myself a citizen of Gran March, subject to its laws. I volunteered for a mission proposed by my superiors in the Knights of the Watch to bring down the criminal organization known as "The Corporation." My superiors requested that I infiltrate, gather information, and present evidence that would allow the capture and conviction of its leaders, hoping to thereby bring about the destruction of the enterprise. However, once I had infiltrated, an opportunity arose to redirect the organization's efforts to assist the government of Gran March and somewhat limit its criminal activities. After joining the ranks of the Corporation, I rose to the position of Grandfather of the Eye, the leader of the information gathering arm of the organization. I found, however, that the organization was extremely compartmentalized and even my high position did not provide me with the necessary resources to secure the evidence needed to bring about its downfall.

In Common Year 582, the leader of the Corporation, the Great Father, Hagrín Nighthand, requested that I infiltrate the Special Constables. I joined under the alias of Ferrule Garde. Nighthand suggested that the organization could rid itself of some troublesome members and do so in a way that would give credit to my cover identity, allowing me to rise to the rank of Chief Investigator. Due to the success of this operation, known to the leaders of the Corporation as "The Divestiture," I was made Great Father upon the

death of Hagrín Nighthand in Common Year 585. I was finally in a position where I could fulfill my mission.

As I was preparing to make my move against the Corporation's leaders, Commandant Petros requested that I, in my role as Chief Investigator, contact members of the Corporation to negotiate an agreement. The giant invasion of Geoff and the war with Ket over Bissel provided special circumstances and he felt that more information was needed than could be provided through regular channels. He wanted to have the Corporation come to an agreement that they would provide this needed intelligence in return for the government turning a blind eye to its less objectionable criminal activities. I arranged meetings between the Grandmother of the Eye, under her public identity of Dira Hamisti, and certain Gran March officials. Chancellor Housemann was one of the negotiators and can confirm this. Although the negotiations were begun by Commandant Petros, they were concluded under Commandant Vrianian, who approved the final agreements.

At this time, I decided that it would be better to remain the leader of the organization rather than destroy it as per my original orders. I felt that the organization was positioned to provide vital information to the government of Gran March that could aid in the defense against the enemies of Gran March and the Knights of the Watch. I also felt that with the agreement in place and with the direction I could provide as leader, the depredations of this criminal enterprise could be minimized. I had come to understand that if the Corporation were destroyed, criminals would organize again and it might not be possible to rein in their activities as I was able to do in my role as Great Father of the Corporation.

Now, the Chancellor has decided that the previous agreements between the government and the Corporation no longer hold and it is time to put an end to the Corporation. In order to aid in this endeavor, I would like to provide the names and locations of the leaders, so that they may be arrested immediately, before word of my arrest reaches them. Without them and other highly placed members who I can name later, the Corporation will almost certainly devolve into infighting and will self destruct.

The Grandmother of the Eye, the leader of the information gathering arm, is Elector Dira Hamisti. She resides here in Hookhill.

The Grandfather of the Arm, the leader of the operations branch, is Sir Hastril Umbrasire. His primary residence is in Shibolet, but he also has a manor house here in Hookhill.

The Grandmother of the Fist, the leader in charge of security, is Aeleana Ephandril. She has a base within the Dim Forest, but also maintains a safe house here in Hookhill. I am not sure of Aeleana's true appearance because she used a different disguise each time we met.

The Grandfather of the Mind, in charge of research, is Zeebro Gimblegem, a gnome residing in Cragmor.

We recently held a principal's meeting of the organization and I believe that all of them except Gimblegem are still in Hookhill. I will provide details on how to locate and apprehend these individuals. I think it would be best to issue warrants as quickly as possible before they are forewarned. Do you have any questions that I might be able to answer to aid in this?"

If confronted with the evidence of the ledger and letter from Sir Umbrasire's desk, Ferrule Garde will confirm the accuracy of the notebook labeled "The Divestiture" and will admit that as Great Father, he did receive proceeds from the Corporation's criminal activities, which he donated to various local charitable organizations anonymously under the Precepts of Service and Property. He denies any knowledge of a member of the Corporation telling him that he would no longer receive payments. For this to be the case, he would have had to be removed as Great Father, a process that typically involves death.

If informed of the manner of death of Sir Umbrasire and the Toecutter, he says that this is the work of Aeleana Ephandril, who uses thinaun weapons when terminating with extreme prejudice. He suggests that a warrant for her arrest be issued immediately and offers to provide directions to her safe house here in Hookhill.

Use the information provided in the background and other portions of the scenario to answer any other questions that the PCs might have to the best of Garde's ability. If the PCs accept the mission to arrest Aeleana, proceed to Encounter 8.

ENCOUNTER 8: THE GRANDMOTHER OF THE FIST

Aeleana Ephandril's safe house is in a residential area that is neither particularly poor nor particularly rich. The buildings on this street are built of stone and most are built right up next to each other. The buildings are two stories tall. Some have separate entrances for the upstairs and downstairs, allowing for different occupants in each floor. The safe house has only one entrance in the front. There are no visible rear entrances. See Map #1 for the first floor and second floor layouts. Note that the houses to each side are also shown. This is because Aeleana has rented them as well and has built secret doors between them to allow herself and her associates an escape route.

The front door appears to be a standard wooden door, but is actually an iron door with an oak facing. The thickness of the walls and door are sufficient to block detection spells.

Front Door: wood 1 in. thick; hardness 5; hp 10; iron 2 in. thick; hardness 10; hp 60; Break DC 28; Open Lock DC 25.

If door is opened (including being bashed down) without a particular knock sequence being made within 10 seconds beforehand, a *programmed image* is triggered. Note that this is not a trap and cannot be disarmed or detected from outside. Present the PCs with the following.

As the door opens, you hear feeble moans from your left and iron tang of freshly spilled blood assaults your nostrils. The room beyond the door extends to the full width of the house, 25 feet. Across the room, 10 feet ahead of you, is an archway leading to a hallway in which you can see a number of closed doors to the right and left.

The moans come from a man strapped to a sturdy wooden chair. Judging by the amount of blood on and around him, he must be close to death, but his eyes flutter open and he begins to scream with surprising energy. "Help me! Help me please!"

Anyone interacting with the illusion receives a Will save (DC 21) to detect that it's not real. The illusion is loud enough to alert the residents that intruders have entered. One of them is stationed

in the sitting room downstairs at all times, ready to alert the others if the alarm sounds.

If the alarm sounds, Aeleana leaves through a secret door to the house next door (accompanied by her consort, Barzook, at higher APLs), taking a trap door into the sewers. Aeleana's minions prepare an ambush at the top of the stairs.

The four doors in the downstairs area lead to a dining room, a kitchen, a toilet (basically a bench with a hole leading to the sewers below), and a sitting room that has a stairway leading up. There is a secret door leading from this sitting room into the building next door (Search DC 25). The sitting room walls are reinforced to prevent detection spells from penetrating them. There is a small grille between the sitting room and the area with the *programmed illusion* so that sound can carry, but the size and position of the grille prevent the PCs from getting an angle that will allow them to *detect magic* on the sitting room or floor above.

The second floor is divided into four rooms. The room at the top of the stairs is clear of any furniture. The ceiling of this room is 10 feet high near the outer walls and reaches 20 feet high in the center under the peaked roof. There are two doors, one leading to the sleeping quarters of Aeleana's minions and the other leading to the outer room of Aeleana's quarters.

The stairs leading up from the first floor to the second have a turn in them. There is a landing at the turn, and it lies about 3 feet below the level of the floor above. The corner of the stairs at the landing is a hard corner, meaning that those on the landing may not attack the adjacent square and vice versa.

Creatures: Aeleana has four minions who live in the safe house. There are three fighters and a sorcerer. If the alarm has sounded, they wait in the room at the top of the stairs, ready to attack the PCs as they come up. If not, one is in the first floor sitting room and calls out an alarm when he detects intruders. Note that the ELs have been adjusted upward by 1 due to the tactical situation and superior equipment of the opponents.

APL 2 (EL 6)

Fighter Minion, Male Human Ftr1 (x3): hp 12 each; see *Appendix 1*.

Sorcerer Minion, Male Human Sor1: hp 6 each; see *Appendix 1*.

APL 4 (EL 8)

Fighter Minion, Male Human Ftr3 (x3): hp 28 each; see *Appendix 2*.

Sorcerer Minion, Male Human Sor3: hp 16 each; see *Appendix 2*.

APL 6 (EL 10)

Fighter Minion, Male Human Ftr5 (x3): hp 44 each; see *Appendix 3*.

Sorcerer Minion, Male Human Sor5: hp 26 each; see *Appendix 3*.

APL 8 (EL 12)

Fighter Minion, Male Human Ftr7 (x3): hp 60 each; see *Appendix 4*.

Sorcerer Minion, Male Human Sor7: hp 36 each; see *Appendix 4*.

APL 10 (EL 14)

Fighter Minion, Male Human Ftr9 (x3): hp 76 each; see *Appendix 5*.

Sorcerer Minion, Male Human Sor9: hp 46 each; see *Appendix 5*.

APL 12 (EL 16)

Fighter Minion, Male Human Ftr11 (x3): hp 92 each; see *Appendix 6*.

Sorcerer Minion, Male Human Sor11: hp 56 each; see *Appendix 6*.

APL 14 (EL 18)

Fighter Minion, Male Human Ftr13 (x3): hp 108 each; see *Appendix 7*.

Sorcerer Minion, Male Human Sor13: hp 66 each; see *Appendix 7*.

APL 16 (EL 20)

Fighter Minion, Male Human Ftr15 (x3): hp 124 each; see *Appendix 8*.

Sorcerer Minion, Male Human Sor15: hp 76 each; see *Appendix 8*.

Tactics: If the alarm has sounded, Aeleana's minions position themselves at the top of the stairs, leaving no room for the PCs to stand. At higher APLs, where the sorcerer has access to 3rd level spells, he casts *fly* upon himself so that he can stay above the others and cast spells down at the PCs. At lower APLs, he stands within the minion's quarters with the door open, which allows him to view only the entry room and the top part of

the stairs, and not the landing. If the PCs take more than two rounds to reach this point, he casts additional spells on himself and his companions as time allows.

The second floor ceiling in the two squares below the centerline of the house (the two squares to the south of the top of the stairs) is high enough to permit persons who can fly to occupy the space overhead without interfering those standing below. Any PCs who wish to occupy the overhead space must fly within the reach of the three squares at the top of the squares, allowing for attacks of opportunity unless they're making only a 5-ft adjustment.

Aeleona's minions are extremely loyal to her and seek to delay the PCs for at least 5 rounds, to allow her time to escape. After this time, they try to reach the downstairs secret door in order to escape through the other adjoining house, hopefully leading the PCs away from Aeleona's escape route.

Treasure: Describe treasure from this encounter. This includes the combatants' possessions and any other treasure the PCs can find during this encounter. Also list any Adventure Record effects that the PC might earn from this encounter.

APL 2: L: 85 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), *ring of protection +1* (167 gp).

APL 4: L: 10 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *longsword* (193 gp each), *ring of protection +1* (167 gp), *cloak of charisma +2* (333 gp).

APL 6: L: 10 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *longsword* (193 gp each), 3 *lesser energy assault augment crystal* (250 gp each), *ring of protection +2* (667 gp), *cloak of charisma +2* (333 gp).

APL 8: L: 0 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *heavy steel shield* (85 gp each), 3 +1 *dispelling longsword* (693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), *ring of protection +2* (667 gp), *cloak of charisma +2* (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *heavy steel shield* (85 gp each), 3 +1 *dispelling longsword* (693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), 6 *lesser clasp of energy protection* (125 gp each), *ring of protection +2* (667 gp), *cloak of charisma +4* (1333 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *heavy steel shield* (85 gp each), 3 +1 *dispelling metalline longsword* (2693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), 6 *lesser clasp of energy protection* (125 gp each), *ring of protection +2* (667 gp), *cloak of charisma +6* (3000 gp).

APL 14: L: 0 gp, C: 0 gp, M: 3 +3 *full plate armor* (804 gp each), 3 +3 *heavy steel shield* (752 gp each), 3 +1 *dispelling metalline longsword* (2693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), 6 *greater clasp of energy protection* (250 gp each), *ring of protection +4* (2667 gp), *cloak of charisma +6* (3000 gp).

APL 16: L: X gp, C: 0 gp, M: 3 +3 *full plate armor* (804 gp each), 3 +3 *heavy steel shield* (752 gp each), 3 +3 *dispelling metalline longsword* (6027 gp each), 3 *greater energy assault augment crystal* (500 gp each), 6 *greater clasp of energy protection* (250 gp each), 3 *belt of giant strength +4* (1333 gp each), *ring of protection +4* (2667 gp), *cloak of charisma +6* (3000 gp), *rod of absorption* (4167 gp).

Development: Aeleona has set up a false set of quarters in this house but actually sleeps and works in the house next door. When the PCs enter the outer room of her quarters, they see a man bound to a chair in much the same way as the illusion downstairs, but unlike the one below, he is quite real. He is gagged. When the PCs enter, he struggles against his bonds and gestures with a shake of his head to a door to his left. When his gag is removed, he tells the PCs that his name is Emil Scrint. He is a member of the Special Constables. He and three other Constables were attacked and beaten unconscious. He thinks it was earlier today, but can't be sure. He was questioned by a young dark-haired woman, who went into the room to his left just a little while ago after the screaming started downstairs.

The room that Emil points to has been set up by Aeleona to appear as if it is her bedroom, but she does not actually sleep here. Lying in the bed is an innocent victim, Feroni Schalbach, a barmaid whose identity Aeleona borrowed for today. She used *disguise self* to emulate her appearance while taking Emil and his companions, while giving her instructions to the men who used the Special Constable tabards when attacking the PCs earlier, and while questioning Emil.

Feroni has been drugged. Aeleana left a note on a nearby table that says that she would rather die peacefully in her own bed than be impaled for treason. There is an empty bottle of poppy juice next to the note. Feroni is not in danger of dying and can be awoken with some effort. She is groggy but denies any knowledge of Aeleana or her activities. The last thing she remembers is leaving work and being approached by a little girl who said her kitten was stuck in a tree. She followed the girl into an alley that the girl said led to the courtyard where the tree was. She can't remember any more.

The secret door leading from this room into the building next door can be found with a Search check (DC 25). The building next door has a bedroom that is shared by Aeleana and her consort, Barzook. It also has a room that has been set up for arcane research and typical office uses. One wall of the bedroom has a number of thinaun daggers on display, labeled with the names of Aeleana's victims, including Sir Hastril Umbrasire and the Toecutter. A search of the office reveals other evidence detailing elements of Aeleana's plan, which will serve to exonerate Ferrule Garde of the murders if presented to the Magistrate.

At APLs 10 and higher, the PCs find a record of the improvements made to the three houses. There is mention of a trap door to the sewers in the kitchen of this house and "improvements" made down below. If the PCs decide to go through the trap door, proceed to the optional encounter.

ENCOUNTER 9: OPTIONAL ENCOUNTER

If the PCs enter the sewers in search of Aeleana Ephandril, proceed with the following.

The ladder leading down from the trap door goes down 15 feet and ends on a 5-foot wide ledge next to a 10 foot wide channel of nasty liquid flowing slowly by. There is another 5 foot wide ledge on the opposite side of the channel.

Aeleona waits below, accompanied by her consort at higher APLs.

APL 10 (EL 13)

Aeleona Ephandril, Female Drow Rog6/Asn7: hp 67; see *Appendix 5*.

APL 12 (EL 15)

Aeleona Ephandril, Female Drow Rog6/Asn7: hp 67; see *Appendix 6*.

Barzook, Male Human Rog3/Sor6/ArcTr4: hp 44; see *Appendix 6*.

APL 14 (EL 17)

Aeleona Ephandril, Female Drow Rog6/Asn9: hp 77; see *Appendix 7*.

Barzook, Male Human Rog3/Sor6/ArcTr6: hp 50; see *Appendix 7*.

APL 16 (EL 19)

Aeleona Ephandril, Female Drow Rog7/Asn10: hp 87; see *Appendix 8*.

Barzook, Male Human Rog3/Sor6/ArcTr8: hp 56; see *Appendix 8*.

Tactics: Aeleana attempts to observe the PCs for the three rounds necessary to use her death attack ability. She strikes to paralyze because she wishes to take the PC for questioning to determine how much the authorities know about her and her plans. If Barzook is present, he uses *wall of ice* to try to separate the PCs to make it easier to overcome them.

Treasure: Describe treasure from this encounter. This includes the combatants' possessions and any other treasure the PCs can find during this encounter. Also list any Adventure Record effects that the PC might earn from this encounter.

APL 10: L: 8 gp, C: 0 gp, M: +1 *improved shadow improved silent moves mithril breastplate* (2933 gp), *ring of blinking* (2250 gp), +2 *rapier* (693 gp).

APL 12: L: 17 gp, C: 0 gp, M: +1 *improved shadow improved silent moves mithril breastplate* (2933 gp), *ring of blinking* (2250 gp), +2 *rapier* (693 gp), *cloak of charisma* +6 (3000 gp), *rod of lesser maximize* (1167 gp).

APL 14: L: 17 gp, C: 0 gp, M: +1 *greater shadow greater silent moves mithril breastplate* (6058 gp), *ring of blinking* (2250 gp), +3 *rapier* (1527 gp), *cloak of charisma* +6 (3000 gp), *rod of maximize* (4500 gp).

APL 16: L: 17 gp, C: 0 gp, M: +1 *greater shadow greater silent moves mithril breastplate* (6058 gp), *ring of blinking* (2250 gp), +3 *ghost touch rapier* (2693 gp), *cloak of*

charisma +6 (3000 gp), rod of greater maximize (10125 gp).

CONCLUSION

After the PCs have completed their mission, Chancellor Housemann asks for their report. He thanks them for their service. His attitude depends on their success. If the PCs have earned his favor (see below), he is warm and cordial. If they have been only partially successful, he is polite but somewhat distant. If they have earned the ire of Elector Hamisti (see below), he is cold and borders on being rude.

If the PCs undertook the task requested by Chancellor Housemann, presented him with the pardon of Elector Hamisti, informed him of the murder of Sir Hastril Umbrashire, and arrested Ferrule Garde, they have earned his gratitude and receive the Favor of Chancellor Housemann.

Military PCs who meet the requirements above receive a Commendation and an offer to transfer to the 1st Battle, effective immediately (even if they've already used their yearly transfer option).

If the PCs present evidence exonerating Ferrule Garde in the murders of The Toecutter and Sir Hastril Umbrasire to a Magistrate or other Gran March official, Ferrule Garde is not charged with those crimes and is grateful. The PCs receive the Favor of Ferrule Garde. If they only present evidence that implicates him in these crimes, he is held over for trial.

If the PCs arrested Elector Dira Hamisti and brought her to the headquarters of the 1st Battle to be detained, they have earned the Ire of Elector Dira Hamisti. Note that this reduces the Favor of Chancellor Housemann from this AR.

If the PCs succeed in capturing or killing Aeleona Ephandril (winning the optional encounter), they receive the Spoils of War reward.

EPILOGUE

In the following days there was much activity in Hookhill. Most of the Special Constables were cleared of any membership in the Corporation, but a few members of the Swords of Kelenan and Garden of Men were uncovered, so the vetting was not in vain.

All across Gran March warrants were prepared and people were taken into custody.

Many of these people, in order to avoid severe sentences, gave up others in the organization, not knowing that their information was, for the most part, not needed.

Members of the Corporation have been given basically a few choices. Turn themselves in, confess all activities, and renounce membership in the Corporation or other crime organization, be detained for several years, or go into exile (be a fugitive). Those that took the first option, often found themselves out of a work gang in a very short time.

DETERMINE CORPORATION CHARACTER DECISION

Corporation character players must decide which path they choose.

- 1) They may turn themselves in, confess all their crimes, renounce membership in the Corporation, and serve 6 TUs in the work gangs.
- 2) they may turn themselves in, not confess all of their crimes and/or renounce membership in Corporation and serve 104 TUs in work gangs, effectively removing the character from play.
- 3) they may run from the law, be convicted of treason in their absence, and be a fugitive from the law, whereby if they are caught in Gran March they suffer irrevocable death.

CAMPAIGN CONSEQUENCES

After playing this benefits of the Corporation meta-organization are lost, EXCEPT those that involve special training one received before these events.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4

Objective. Defeat the drunken thugs in combat or convince them to leave through diplomacy or intimidation.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 6

Objective. Defeat the constable imposters.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.
APL 16: 570 xp.

Encounter 8

Objective. Defeat Aeleana Ephandril's minions.

APL 2: 180 xp.
APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.
APL 14: 540 xp.
APL 16: 600 xp.

Encounter 9 (Optional Encounter)

Objective. Defeat Aeleana Ephandril and her consort.

APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.

APL 16: 570 xp.

Discretionary Role-playing Award

APL 2: 90 xp.
APL 4: 120xp.
APL 6: 150 xp.
APL 8: 180 xp.
APL 10: 210 xp.
APL 12: 240 xp.
APL 14: 270 xp.
APL 16: 300 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

Encounter 6:

APL 2: L: 282 gp, C: 20 gp, M: 0 gp.

APL 4: L: 174 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 2 +1 *chain shirt* (104 gp each).

APL 6: L: 16 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 1 +1 *spiked chain* (194 gp each), 2 +1 *chain shirt* (104 gp each), 4 +1 *shortsword* (192 gp each).

APL 8: L: 717 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 1 +1 *spiked chain* (194 gp each), 4 +1 *shortsword* (192 gp each).

APL 10: L: 717 gp, C: 20 gp, M: 1 +1 *full plate armor* (138 gp each), 1 +1 *disarming spiked chain* (1527 gp each), 4 +1 *shortsword* (192 gp each).

APL 12: L: 16 gp, C: 20 gp, M: 2 +1 *full plate armor* (138 gp each), 2 +1 *disarming spiked chain* (1527 gp each), 4 +1 *shortsword* (192 gp each), 2 +1 *light fortification mithril breastplate* (683 gp each), 4 *lesser energy assault augment crystal* (250 gp each).

APL 14: L: 16 gp, C: 20 gp, M: 2 +1 *full plate armor* (138 gp each), 2 +1 *disarming spiked chain* (1527 gp each), 4 *belt of giant strength*

+4 (1333 gp each), 4 +1 *shortsword* (192 gp each), 2 +1 *light fortification mithril breastplate* (683 gp each), 4 *lesser energy assault augment crystal* (250 gp each).

APL 16: L: 16 gp, C: 20 gp, M: 2 +1 *moderate fortification full plate armor* (1471 gp each), 2 +1 *disarming spiked chain* (1527 gp each), 4 *belt of giant strength* +4 (1333 gp each), 4 +2 *shortsword* (692 gp each), 2 +1 *moderate fortification mithril breastplate* (1683 gp each), 4 *lesser energy assault augment crystal* (250 gp each).

Encounter 8:

APL 2: L: 85 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), *ring of protection* +1 (167 gp).

APL 4: L: 10 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *longsword* (193 gp each), *ring of protection* +1 (167 gp), *cloak of charisma* +2 (333 gp).

APL 6: L: 10 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *longsword* (193 gp each), 3 *lesser energy assault augment crystal* (250 gp each), *ring of protection* +2 (667 gp), *cloak of charisma* +2 (333 gp).

APL 8: L: 0 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *heavy steel shield* (85 gp each), 3 +1 *dispelling longsword* (693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), *ring of protection* +2 (667 gp), *cloak of charisma* +2 (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *heavy steel shield* (85 gp each), 3 +1 *dispelling longsword* (693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), 6 *lesser clasp of energy protection* (125 gp each), *ring of protection* +2 (667 gp), *cloak of charisma* +4 (1333 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3 +1 *full plate armor* (138 gp each), 3 +1 *heavy steel shield* (85 gp each), 3 +1 *dispelling metalline longsword* (2693 gp each), 3 *lesser energy assault augment crystal* (250 gp each), 6 *lesser clasp of energy protection* (125 gp each), *ring of protection* +2 (667 gp), *cloak of charisma* +6 (3000 gp).

APL 14: L: 0 gp, C: 0 gp, M: 3 +3 *full plate armor* (804 gp each), 3 +3 *heavy steel shield* (752 gp each), 3 +1 *dispelling metalline longsword* (2693 gp each), 3 *lesser energy assault augment crystal* (250 gp each). 6

greater clasp of energy protection (250 gp each), *ring of protection +4* (2667 gp), *cloak of charisma +6* (3000 gp).

APL 16: L: 0 gp, C: 0 gp, M: 3 +3 *full plate armor* (804 gp each), 3 +3 *heavy steel shield* (752 gp each), 3 +3 *dispelling metalline longsword* (6027 gp each), 3 *greater energy assault augment crystal* (500 gp each), 6 *greater clasp of energy protection* (250 gp each), 3 *belt of giant strength +4* (1333 gp each), *ring of protection +4* (2667 gp), *cloak of charisma +6* (3000 gp), *rod of absorption* (4167 gp).

Encounter 9:

APL 10: L: 8 gp, C: 0 gp, M: +1 *improved shadow improved silent moves mithril breastplate* (2933 gp), *ring of blinking* (2250 gp), +2 *rapier* (693 gp).

APL 12: L: 17 gp, C: 0 gp, M: +1 *improved shadow improved silent moves mithril breastplate* (2933 gp), *ring of blinking* (2250 gp), +2 *rapier* (693 gp), *cloak of charisma +6* (3000 gp), *rod of lesser maximize* (1167 gp).

APL 14: L: 17 gp, C: 0 gp, M: +1 *greater shadow greater silent moves mithril breastplate* (6058 gp), *ring of blinking* (2250 gp), +3 *rapier* (1527 gp), *cloak of charisma +6* (3000 gp), *rod of maximize* (4500 gp).

APL 16: L: 17 gp, C: 0 gp, M: +1 *greater shadow greater silent moves mithril breastplate* (6058 gp), *ring of blinking* (2250 gp), +3 *ghost touch rapier* (2693 gp), *cloak of charisma +6* (3000 gp), *rod of greater maximize* (10125 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 367 gp, C: 20 gp, M: 581 gp – Total: 968 gp (450 gp).

APL 4: L: 184 gp, C: 20 gp, M: 1839 gp – Total: 2043 gp (650 gp).

APL 6: L: 26 gp, C: 20 gp, M: 4051 gp – Total: 4097 gp (900 gp).

APL 8: L: 717 gp, C: 20 gp, M: 4178 gp – Total: 4903 gp (1,300 gp).

APL 10: L: 725 gp, C: 20 gp, M: 14517 gp – Total: 15292gp (2,300 gp).

APL 12: L: 33 gp, C: 20 gp, M: 30422 gp – Total: 30475 gp (3,300 gp).

APL 14: L: 33 gp, C: 20 gp, M: 44128 gp – Total: 44187 gp (6,600 gp).

APL 16: L: 33 gp, C: 20 gp, M: 82170 gp – Total: 82223 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of Chancellor Housemann: For assisting in bringing down the criminal organization formerly known as the Corporation, Chancellor Housemann holds you in high regard. This favor may be used as an Influence Point with any one Gran March organization. In addition you may circle one item from the Items Found at your APL or lower, and this item changes to frequency meta-regional (the limit to the number of such items purchased does not change).

Honor of the First: Military and Veteran characters have brought honor to the 1st Battle and you receive an offer to transfer immediately (even if you have already used their yearly transfer) to the 1st Battle (Elite unit members will become 1st Battle liaisons remaining a part of their elite unit; any veteran taking this offer would, of course, have to rejoin the military). Should you accept the transfer, you are promoted one step (no higher than Senior Staff Sergeant for non-commissioned officers, and Captain for officers) with Pride/Line/Quiver Sergeants and higher rank offered a commission (circle the word commission if it is accepted). This promotion ignores time in grade limitations.

Favor of Dispatcher Tyric Jestin: For clearing his name of a crime for which he was falsely implicated, you have received the favorable attention of Tyric Jestin/Ferrule Garde. He has contacts and can help make rare items available to you. This favor can be used to convert the Items Found access of any single item (for which you had access on that AR) from any year 7 or 8 Gran March Regional scenario from Adventure to Metaregional (write the name of the item, AR# and game in this blank —).

Ire of Elector Dira Hamisti: You have incurred the wrath of someone with a great deal of secret influence. For the rest of the campaign all uses of Influence Points relating to members or

organizations affiliated with the government of Gran March, except the Commandant himself, cost double. This eliminates the influence point from Chancellor Houseman's favor, and the circled items becomes regional access instead of metaregional access.

Escape: You allowed or helped Aeleana Ephandril to escape justice. She is quite thankful for your inactivity or assistance (which to her is the same thing). You find that any item purchased on this AR costs 80% of its normal price.

Spoils of War: For capturing or killing Aeleana Ephandril, you receive access to the items marked with an asterisk below.

No More Corporation: Members of the Corporation Meta-org may choose to confess to their deeds for the organization and renounce membership in the Corporation, or choose not to confess & renounce and suffer a 104 TU penalty on the work gang (ending LG play with this character), or become an outlaw/fugitive convicted of treason in your absence where if you are found in Gran March, your penalty is permanent death. Circle your choice. As far as your character can tell, there is no more Corporation; all benefits, restrictions, penalties and requirements of the organization cease, except for skill bonus that represent specialized training the character might have received prior to the dissolution of the organization.

Item Access

APL 2:

- *Dragon Mask [Limit 1] (Adventure; Magic Item Compendium)*
- *Least Clasp of Fire Protection [Limit 1] (Adventure; Magic Item Compendium)*

APL 4 (all of APL 2 and the following)

- *Mithril Breastplate (Adventure; Dungeon Master's Guide)*
- *Lesser Fire Assault Augment Crystal [Limit 1] (Adventure; Magic Item Compendium)*

APL 6: (all of APL 2, 4 and the following)

- *+1 Dispelling Longsword [Limit 1] (Adventure; Magic Item Compendium)*

- *Lesser Clasp of Fire Protection [Limit 1] (Adventure; Magic Item Compendium)*

APL 8: (all of APL 2 - 6 and the following)

- *Lesser Clasp of Acid Protection [Limit 1] (Adventure; Magic Item Compendium)*
- *Boots of Speed (Adventure; Dungeon Master's Guide)*

APL 10: (all of APL 2 - 8 and the following)

- *+1 Disarming Spiked Chain [Limit 1] (Adventure; Magic Item Compendium)*
- *+1 Improved Shadow, Improved Silent Moves Mithril Breastplate (Adventure; Dungeon Master's Guide)**

APL 12: (all of APL 2 - 10 and the following)

- *Lesser Cold Assault Augment Crystal [Limit 1] (Adventure; Magic Item Compendium)*
- *Metamagic Rod of Lesser Maximize [Limit 1] (Adventure; Dungeon Master's Guide)**

APL 14: (all of APL 2 - 12 and the following)

- *+1 Moderate Fortification Mithril Breastplate (Adventure; Dungeon Master's Guide)*
- *Metamagic Rod of Maximize [Limit 1] (Adventure; Dungeon Master's Guide)**

APL 16: (all of APL 2 - 14 and the following)

- *Ring of Freedom of Movement (Adventure; Dungeon Master's Guide)*
- *Metamagic Rod of Greater Maximize [Limit 1] (Adventure; Dungeon Master's Guide)**

APPENDIX 1 – APL 2

ENCOUNTER 4

DRUNKEN THUGS CR 1

Male Human Fighter 1
CN Medium humanoid (human)
Init +7; **Senses** Listen +2, Spot +2

Aura faint chaos
Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 8 (1 HD)

Fort +2 (+2 against poison), **Ref** +3, **Will** +0

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

Melee unarmed +5 (1d3+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Atk Options Improved Unarmed Strike

Combat Gear None

Abilities Str 16, Dex 16, Con 10, Int 12, Wis 10, Cha 8
SQ None

Feats Improved Initiative, Improved Unarmed Strike, Weapon Focus (unarmed strike)

Skills Intimidate +3, Listen +2, Sense Motive +2, Spot +2

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE CR 1

Male Human Fighter 1
CE Medium humanoid (human)
Init +5; **Senses** Listen +2, Spot +2

Aura faint chaos and evil

Languages Common

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 armor)

hp 9 (1 HD)

Fort +3 (+3 against poison), **Ref** +1, **Will** +0

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

Melee spiked chain +5 (2d4+4)

Space 5 ft.; **Reach** 10 ft.

Base Atk +1; **Grp** +4

Atk Options none

Combat Gear full plate armor, spiked chain

Abilities Str 17, Dex 12, Con 12, Int 13, Wis 10, Cha 8
SQ None

Feats Exotic Weapon Proficiency (spiked chain), Improved Initiative, Weapon Focus (spiked chain)

Skills Intimidate +3, Listen +2, Sense Motive +2, Spot +2

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

ROGUE CONSTABLE CR 1

Male Human Rogue 1
CE Medium humanoid (human)
Init +8; **Senses** Listen +4, Spot +4

Aura faint chaos and evil

Languages Common

AC 18, touch 14, flat-footed 14
(+4 Dex, +4 armor)

hp 6 (1 HD)

Fort +2 (+2 against poison), **Ref** +6, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee shortsword +1 (1d6+1) or shortsword -1 (1d6+1) and shortsword -1 (1d6)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Sneak Attack (1d6), Two-Weapon Fighting

Combat Gear chain shirt, shortsword (x2)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Improved Initiative, Two-Weapon Fighting

Skills Disable Device +6, Hide +6, Jump +3, Listen +4, Move Silently +6, Open Lock +10, Search +4, Spot +4, Tumble +6

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear chain shirts and Special Constable tabards. They have two shortswords drawn and at the ready.

ENCOUNTER 8

FIGHTER MINION CR 1

Male Human Fighter 1
LE Medium humanoid (human)
Init +5; **Senses** Listen +2, Spot +2

Aura faint law and evil

Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +9 armor, +2 shield)

hp 10 (1 HD)

Fort +4 (+4 against poison), **Ref** +1, **Will** +0

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

Melee masterwork longsword +7 (1d8+4)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Power Attack

Combat Gear +1 *full plate armor*, heavy steel shield, masterwork longsword

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Listen +2, Sense Motive +2, Spot +2

Possessions combat gear

Description These men wear full plate armor and have longswords and steel shields at the ready.

SORCERER MINION

CR 1

Male Human Sorcerer 1

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura faint law and evil

Languages Common

AC 11, touch 11, flat-footed 11
(+1 deflection)

hp 5 (1 HD)

Fort +2 (+2 against poison), **Ref** +0, **Will** +2

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

Melee dagger -1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

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

Combat Gear *ring of protection* +1

Class Spells Known (CL 1st):

1st (4/day)— *mage armor*, *ray of enfeeblement*

0 (5/day)— *detect magic*, *light*, *read magic*, *touch of fatigue*

† Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 18

SQ

Feats Eschew Materials, Improved Initiative

Skills Concentration +6, Knowledge (arcana) +4, Spellcraft +4

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

APPENDIX 2 – APL 4

ENCOUNTER 4

DRUNKEN THUGS CR 3

Male Human Fighter 3

CN Medium humanoid (human)

Init +7; **Senses** Listen +3, Spot +3

Aura faint chaos

Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 22 (3 HD)

Fort +3 (+3 against poison), **Ref** +4, **Will** +1

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

Melee unarmed +7 (1d3+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Atk Options Improved Grapple, Improved Unarmed Strike, Power Attack

Combat Gear None

Abilities Str 16, Dex 16, Con 10, Int 12, Wis 10, Cha 8
SQ None

Feats Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike)

Skills Intimidate +5, Listen +3, Sense Motive +3, Spot +3

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE CR 3

Male Human Fighter 3

CE Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3

Aura faint chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 25 (3 HD)

Fort +4 (+4 against poison), **Ref** +2, **Will** +1

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

Melee masterwork spiked chain +8 (2d4+4)

Space 5 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +6

Atk Options Combat Expertise, Power Attack

Combat Gear +1 full plate armor, masterwork spiked chain

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

SQ None

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain)

Skills Intimidate +5, Listen +3, Sense Motive +3, Spot +3

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

ROGUE CONSTABLE CR 3

Male Human Rogue 3

CE Medium humanoid (human)

Init +8; **Senses** Listen +6, Spot +6

Aura faint chaos and evil

Languages Common

AC 19, touch 14, flat-footed 15
(+4 Dex, +5 armor)

hp 20 (3 HD)

Fort +3 (+3 against poison), **Ref** +7, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee masterwork shortsword +5 (1d6+1) or masterwork shortsword +3 (1d6+1) and masterwork shortsword +3 (1d6)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Sneak Attack (2d6), Two-Weapon Fighting

Combat Gear +1 chain shirt, masterwork shortsword (x2)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Improved Initiative, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +8, Hide +9, Jump +8, Listen +6, Move Silently +9, Open Lock +12, Search +6, Spot +6, Tumble +11

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear chain shirts and Special Constable tabards. They have two shortswords drawn and at the ready.

ENCOUNTER 8

FIGHTER MINION

CR 3

Male Human Fighter 3

LE Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3

Aura faint law and evil

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield)

hp 28 (3 HD)

Fort +5 (+5 against poison), **Ref** +2, **Will** +1

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

Melee +1 *longsword* +9 (1d8+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options Cleave, Improved Bull Rush, Power Attack

Combat Gear +1 *full plate armor*, heavy steel shield, +1 *longsword*

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (*longsword*)

Skills Listen +3, Sense Motive +3, Spot +3

Possessions combat gear

Description These men wear full plate armor and have longswords and steel shields at the ready.

SORCERER MINION

CR 3

Male Human Sorcerer 3

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura faint law and evil

Languages Common

AC 11, touch 11, flat-footed 11

(+1 deflection)

hp 16 (3 HD)

Fort +3 (+3 against poison), **Ref** +1, **Will** +3

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

Melee dagger +0 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

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

Combat Gear *cloak of charisma* +2, *ring of protection* +1

Class Spells Known (CL 3rd):

1st (7/day)— *grease*, *mage armor*, *ray of enfeeblement*

0 (6/day)— *detect magic*, *light*, *mage hand*, *read magic*, *touch of fatigue*

† Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 20

SQ

Feats Eschew Materials, Improved Initiative, Skill Focus (concentration)

Skills Concentration +11, Knowledge (arcana) +6, Spellcraft +8

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

APPENDIX 3 – APL 6

ENCOUNTER 4

DRUNKEN THUGS CR 5

Male Human Fighter 5

CN Medium humanoid (human)

Init +7; **Senses** Listen +4, Spot +4

Aura faint chaos

Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 34 (5 HD)

Fort +4 (+4 against poison), **Ref** +4, **Will** +1

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

Melee unarmed +9 (1d3+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +12

Atk Options Improved Grapple, Improved Unarmed Strike, Power Attack

Combat Gear None

Abilities Str 16, Dex 16, Con 10, Int 13, Wis 10, Cha 8
SQ None

Feats Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +7, Listen +4, Sense Motive +4, Spot +4

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE CR 5

Male Human Fighter 5

CE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Aura faint chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 39 (5 HD)

Fort +5 (+5 against poison), **Ref** +2, **Will** +1

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

Melee +1 *spiked chain* +11 (2d4+9)

Space 5 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +9

Atk Options Combat Expertise, Power Attack

Combat Gear +1 *full plate armor*, +1 *spiked chain*

Abilities Str 18, Dex 12, Con 12, Int 13, Wis 10, Cha 8

SQ None

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +7, Listen +4, Sense Motive +4, Spot +4

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

ROGUE CONSTABLE CR 5

Male Human Rogue 5

CE Medium humanoid (human)

Init +8; **Senses** Listen +8, Spot +8

Aura faint chaos and evil

Languages Common

AC 19, touch 14, flat-footed 15
(+4 Dex, +5 armor)

hp 32 (5 HD)

Fort +3 (+3 against poison), **Ref** +8, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee +1 *shortsword* +6 (1d6+2) or +1 *shortsword* +4 (1d6+2) and +1 *shortsword* +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Sneak Attack (3d6), Two-Weapon Fighting

Combat Gear +1 *chain shirt*, +1 *shortsword* (x2)

Abilities Str 12, Dex 19, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Improved Initiative, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +10, Hide +11, Jump +10, Listen +8, Move Silently +11, Open Lock +14, Search +8, Spot +8, Tumble +13

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear chain shirts and Special Constable tabards. They have two shortswords drawn and at the ready.

ENCOUNTER 8

FIGHTER MINION

CR 5

Male Human Fighter 5

LE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Aura faint law and evil

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield)

hp 44 (5 HD)

Fort +6 (+6 against poison), **Ref** +2, **Will** +1

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

Melee +1 *longsword* +11 (1d8+7 + 1d6 fire)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +9

Atk Options Cleave, Improved Bull Rush, Power Attack

Combat Gear +1 *full plate armor*, heavy steel shield, +1 *longsword*, *lesser fire assault augment crystal*

Abilities Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

Skills Listen +4, Sense Motive +4, Spot +4

Possessions combat gear

Description These men wear full plate armor and have longswords and steel shields at the ready.

Sources *Lesser fire assault augment crystal* (*Magic Item Compendium*)

SORCERER MINION

CR 5

Male Human Sorcerer 5

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura faint law and evil

Languages Common

AC 12, touch 12, flat-footed 12

(+2 deflection)

hp 26 (5 HD)

Fort +3 (+3 against poison), **Ref** +1, **Will** +4

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

Melee dagger +1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Combat Gear *cloak of charisma* +2, *ring of protection* +2

Class Spells Known (CL 5th):

2nd (5/day)— *bull's strength*, *glitterdust*

1st (8/day)— *grease*, *mage armor*, *ray of enfeeblement*, *shield*

0 (6/day)— *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue*

† Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 21

SQ

Feats Eschew Materials, Improved Initiative, Skill Focus (concentration)

Skills Concentration +13, Knowledge (arcana) +8, Spellcraft +10

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

APPENDIX 4 – APL 8

ENCOUNTER 4

DRUNKEN THUGS

CR 7

Male Human Fighter 7

CN Medium humanoid (human)

Init +7; **Senses** Listen +5, Spot +5

Aura faint chaos

Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 46 (7 HD)

Fort +5 (+5 against poison), **Ref** +5, **Will** +2

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

Melee unarmed +11/+6 (1d3+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +14

Atk Options Combat Expertise, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Power Attack

Combat Gear None

Abilities Str 16, Dex 16, Con 10, Int 13, Wis 10, Cha 8
SQ None

Feats Combat Expertise, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +9, Listen +5, Sense Motive +5, Spot +5

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE

CR 7

Male Human Fighter 7

CE Medium humanoid (human)

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

Aura faint chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 53 (7 HD)

Fort +6 (+6 against poison), **Ref** +3, **Will** +2

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

Melee +1 *spiked chain* +13/+8 (2d4+9)

Space 5 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +11

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack

Combat Gear +1 *full plate armor*, +1 *spiked chain*

Abilities Str 18, Dex 12, Con 12, Int 13, Wis 10, Cha 8
SQ None

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +9, Listen +5, Sense Motive +5, Spot +5

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

ROGUE CONSTABLE

CR 7

Male Human Rogue 7

CE Medium humanoid (human)

Init +8; **Senses** Listen +10, Spot +10

Aura faint chaos and evil

Languages Common

AC 19, touch 14, flat-footed 15
(+4 Dex, +5 armor)

hp 44 (7 HD)

Fort +4 (+4 against poison), **Ref** +9, **Will** +2

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

Melee +1 *shortsword* +8 (1d6+2) or +1 *shortsword* +6 (1d6+2) and +1 *shortsword* +6 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Blind Fight, Sneak Attack (4d6), Two-Weapon Fighting

Combat Gear mithril breastplate, +1 *shortsword* (x2)

Abilities Str 12, Dex 19, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Blind Fight, Improved Initiative, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +12, Hide +14, Jump +13, Listen +10, Move Silently +14, Open Lock +16, Search +10, Spot +10, Tumble +16

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear mithril breastplates and Special Constable tabards. They have two shortswords drawn and at the ready.

ENCOUNTER 8

FIGHTER MINION

CR 7

Male Human Fighter 7

LE Medium humanoid (human)

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

Aura faint law and evil

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 60 (7 HD)

Fort +7 (+7 against poison), **Ref** +5, **Will** +2

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

Melee +1 *dispelling longsword* +13/+8 (1d8+7 + 1d6 fire)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +11

Atk Options Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Combat Gear +1 *full plate armor*, +1 *heavy steel shield*, +1 *dispelling longsword*, *lesser fire assault augment crystal*

Abilities Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Cleave, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Listen +5, Sense Motive +5, Spot +5

Possessions combat gear

Description These men wear full plate armor and have longswords and steel shields at the ready.

Sources *Lesser fire assault augment crystal* (*Magic Item Compendium*), *dispelling weapon enhancement* (*Magic Item Compendium*)

SORCERER MINION

CR 7

Male Human Sorcerer 7

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura faint law and evil

Languages Common

AC 12, touch 12, flat-footed 12

(+2 deflection)

hp 36 (7 HD)

Fort +4 (+4 against poison), **Ref** +2, **Will** +5

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

Melee dagger +2 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

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

Combat Gear *cloak of charisma* +2, *ring of protection* +2

Class Spells Known (CL 7th):

3rd (5/day)— *dispel magic*, *fly*

2nd (7/day)— *bull's strength*, *glitterdust*, *tasha's hideous laughter*

1st (8/day)— *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0 (6/day)— *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*

‡ Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 21

SQ

Feats Eschew Materials, Improved Initiative, Silent Spell, Skill Focus (concentration)

Skills Concentration +15, Knowledge (arcana) +10, Spellcraft +12

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

APPENDIX 5 – APL 10

ENCOUNTER 4

DRUNKEN THUGS CR 9

Male Human Fighter 9

CN Medium humanoid (human)

Init +7; **Senses** Listen +6, Spot +6

Aura faint chaos

Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 58 (9 HD)

Fort +6 (+6 against poison), **Ref** +6, **Will** +3

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

Melee unarmed +14/+9 (1d3+5, crit 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +16

Atk Options Combat Expertise, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Power Attack

Combat Gear None

Abilities Str 17, Dex 16, Con 10, Int 13, Wis 10, Cha 8
SQ None

Feats Combat Expertise, Greater Weapon Focus (unarmed strike), Improved Critical (unarmed strike), Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +11, Listen +6, Sense Motive +6, Spot +6

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE CR 9

Male Human Fighter 9

CE Medium humanoid (human)

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

Aura faint chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 67 (9 HD)

Fort +7 (+7 against poison), **Ref** +6, **Will** +3

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

Melee +1 *disarming spiked chain* +15/+10 (2d4+9, crit 19-20)

Space 5 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +13

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack

Combat Gear +1 *full plate armor*, +1 *disarming spiked chain*

Abilities Str 19, Dex 12, Con 12, Int 13, Wis 10, Cha 8

SQ None

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +11, Listen +6, Sense Motive +6, Spot +6

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

Sources *Disarming weapon enhancement (Magic Item Compendium)*

ROGUE CONSTABLE CR 9

Male Human Rogue 9

CE Medium humanoid (human)

Init +9; **Senses** Listen +12, Spot +12

Aura faint chaos and evil

Languages Common

AC 20, touch 15, flat-footed 15
(+5 Dex, +5 armor)

hp 56 (9 HD)

Fort +5 (+5 against poison), **Ref** +11, **Will** +3

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

Melee +1 *shortsword* +9 (1d6+2) or +1 *shortsword* +7/+2 (1d6+2) and +1 *shortsword* +7/+2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Atk Options Blind Fight, Sneak Attack (5d6), Improved Two-Weapon Fighting

Combat Gear mithril breastplate, +1 *shortsword* (x2)

Abilities Str 12, Dex 20, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Blind Fight, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +14, Hide +17, Jump +15, Listen +12, Move Silently +17, Open Lock +19, Search +12, Spot +12, Tumble +19

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear mithril breastplates and Special Constable tabards. They have two shortwords drawn and at the ready.

ENCOUNTER 8

FIGHTER MINION CR 9

Male Human Fighter 9

LE Medium humanoid (human)

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

Aura faint law and evil

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)

hp 76 (9 HD)

Resist 10 fire (up to 50 points total), 10 acid (up to 50 points total)

Fort +8 (+8 against poison), **Ref** +6, **Will** +3

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

Melee +1 *dispelling longsword* +17/+12 (1d8+8 + 1d6 fire, crit 17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +14

Atk Options Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Combat Gear +1 *full plate armor*, +1 *heavy steel shield*, +1 *dispelling longsword*, *lesser fire assault augment crystal*, *lesser clasp of fire protection*, *lesser clasp of acid protection*

Abilities Str 20, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Cleave, Combat Reflexes, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Listen +6, Sense Motive +6, Spot +6

Possessions combat gear

Description These men wear full plate armor and have longwords and steel shields at the ready.

Sources *Lesser fire assault augment crystal* (*Magic Item Compendium*), *dispelling* weapon enhancement (*Magic Item Compendium*), *lesser clasp of fire protection* (*Magic Item Compendium*), *lesser clasp of acid protection* (*Magic Item Compendium*)

SORCERER MINION CR 9

Male Human Sorcerer 9

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura faint law and evil

Languages Common

AC 12, touch 12, flat-footed 12
(+2 deflection)

hp 46 (9 HD)

Fort +5 (+5 against poison), **Ref** +3, **Will** +6

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

Melee dagger +3 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Combat Gear *cloak of charisma* +4, *ring of protection* +2

Class Spells Known (CL 9th):

4th (5/day)— *greater invisibility*, *stoneskin*

3rd (8/day)— *dispel magic*, *fly*, *haste*

2nd (8/day)— *blindness/deafness*, *bull's strength*, *glitterdust*, *tasha's hideous laughter*

1st (8/day)— *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0 (6/day)— *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*

‡ Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 24

SQ

Feats Eschew Materials, Improved Initiative, Silent Spell, Skill Focus (concentration), Still Spell

Skills Concentration +17, Knowledge (arcana) +12, Spellcraft +14

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

ENCOUNTER 9

AELEONA EPHANDRIL

CR 13

Female Drow Rogue 6/Assassin 7

CE Medium humanoid (elf)

Init +5; **Senses** 120 ft darkvision; Listen +20, Spot +20

Aura moderate chaos and evil

Languages Common, Elven, Undercommon, Draconic, Drow Sign Language, Gnome

AC 21, touch 15, flat-footed 16

(+5 Dex, +6 armor)

Miss Chance 50% while using *ring of blinking*

hp 67 (13 HD)

SR 24

Fort +5 (+8 against poison), **Ref** +15, **Will** +4 (+6 against spells and spell-like effects)

Weakness Light Blindness – sudden exposure to bright light (such as sunlight or a *daylight* spell) blinds the drow for 1 round. They are dazzled as long as they remain in the affected area

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft

Melee +2 rapier +17/+12 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +9

Atk Options Sneak Attack (+7d6), death attack (*Dungeon Master's Guide*, p. 180)

Combat Gear +1 improved shadow improved silent moves mithril breastplate, ring of blinking, +2 rapier

Class Spells Known (CL 7th):

3rd (3/day, 1 used)— *deeper darkness*, *magic circle against good*, *nondetection* ‡

2nd (4/day)— *cat's grace*, *invisibility*, *spider climb*, *undetectable alignment*

1st (4/day, 3 already used)— *disguise self* ‡, *detect poison*, *feather fall*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 13th):

Darkness, *dancing lights*, *faerie fire* (once/day each)

‡ Already cast

Abilities Str 10, Dex 21, Con 12, Int 16, Wis 10, Cha 12

SQ

Feats Alertness, Eschew Materials, Extend Spell, Weapon Finesse, Weapon Focus (rapier)

Skills Disable Device +14, Disguise +27, Escape Artist +21, Forgery +19, Hide +31, Listen +20, Move Silently +31, Open Lock +16, Search +14, Spot +20, Tumble +14

Possessions combat gear plus masterwork thieves' tools

Description In her true guise, Aeleona Ephandril is a female drow who stands 4 ft 6 in tall, with white hair and red eyes. However, she almost never appears in her true guise to any but her consort. She typically disguises herself as a human female, using her *disguise self* spell when wanting to emulate a specific person. She has carefully studied a number of Hookhill females of appropriate size and can assume the appearance of a range of Hookhill residents from an 8-year-old girl to a

70-year-old crone. She has currently disguised herself as Feroni Schalbach, a barmaid at a local tavern.

APPENDIX 6 – APL 12

ENCOUNTER 4

DRUNKEN THUGS CR 11

Male Human Fighter 11
CN Medium humanoid (human)
Init +7; **Senses** Listen +7, Spot +7

Aura moderate chaos

Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 70 (11 HD)

Fort +7 (+7 against poison), **Ref** +6, **Will** +3

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

Melee unarmed +16/+11/+5 (1d3+5, crit 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +18

Atk Options Combat Expertise, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack

Combat Gear None

Abilities Str 17, Dex 16, Con 10, Int 13, Wis 10, Cha 8

SQ None

Feats Combat Expertise, Greater Weapon Focus (unarmed strike), Improved Critical (unarmed strike), Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +13, Listen +7, Sense Motive +7, Spot +7

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE CR 11

Male Human Fighter 11
CE Medium humanoid (human)
Init +5; **Senses** Listen +7, Spot +7

Aura moderate chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 81 (11 HD)

Fort +8 (+8 against poison), **Ref** +6, **Will** +3

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

Melee +1 *disarming spiked chain* +18/+13/+8 (2d4+9, crit 19-20)

Space 5 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +15

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack

Combat Gear +1 *full plate armor*, +1 *disarming spiked chain*

Abilities Str 19, Dex 12, Con 12, Int 13, Wis 10, Cha 8

SQ None

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +13, Listen +7, Sense Motive +7, Spot +7

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

Sources *Disarming* weapon enhancement (*Magic Item Compendium*)

ROGUE CONSTABLE CR 11

Male Human Rogue 11
CE Medium humanoid (human)
Init +9; **Senses** Listen +14, Spot +14

Aura moderate chaos and evil

Languages Common

AC 21, touch 15, flat-footed 16
(+5 Dex, +6 armor)

hp 68 (11 HD)

Fort +5 (+5 against poison), **Ref** +12, **Will** +3

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

Melee +1 *shortsword* +11 (1d6+2 + 1d6 cold) or +1 *shortsword* +9/+4 (1d6+2 + 1d6 cold) and +1 *shortsword* +9/+4 (1d6+1 + 1d6 acid)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +9

Atk Options Blind Fight, Sneak Attack (6d6), Improved Two-Weapon Fighting

Special Actions Crippling Strike (Ex, sneak attacks do 2 Str damage)

Combat Gear +1 *light fortification mithril breastplate*, +1 *shortsword* (x2), *Lesser cold assault augment crystal*, *Lesser acid assault augment crystal*

Abilities Str 12, Dex 20, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Blind Fight, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +16, Hide +19, Jump +17, Listen +14, Move Silently +19, Open Lock +21, Search +14, Spot +14, Tumble +21

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear mithril breastplates and Special Constable tabards. They have two shortwords drawn and at the ready.

Sources *Lesser cold assault augment crystal* (*Magic Item Compendium*), *Lesser acid assault augment crystal* (*Magic Item Compendium*)

ENCOUNTER 8

FIGHTER MINION CR 11

Male Human Fighter 11

LE Medium humanoid (human)

Init +5; **Senses** Listen +7, Spot +7

Aura moderate law and evil

Languages Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)

hp 92 (11 HD)

Resist 10 fire (up to 50 points total), 10 acid (up to 50 points total)

Fort +9 (+9 against poison), **Ref** +6, **Will** +3

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

Melee +1 *dispelling metalline longsword* +19/+14/+9 (1d8+8 + 1d6 fire, crit 17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16

Atk Options Blind Fight, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Combat Gear +1 *full plate armor*, +1 *heavy steel shield*, +1 *dispelling metalline longsword*, *lesser fire assault augment crystal*, *lesser clasp of fire protection*, *lesser clasp of acid protection*

Abilities Str 20, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Blind Fight, Cleave, Combat Reflexes, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Listen +7, Sense Motive +7, Spot +7

Possessions combat gear

Description These men wear full plate armor and have longwords and steel shields at the ready.

Sources *Lesser fire assault augment crystal* (*Magic Item Compendium*), *dispelling weapon enhancement* (*Magic Item Compendium*), *lesser clasp of fire protection* (*Magic Item Compendium*), *lesser clasp of acid protection* (*Magic Item Compendium*), *metalline weapon enhancement* (*Magic Item Compendium*)

SORCERER MINION CR 11

Male Human Sorcerer 11

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura moderate law and evil

Languages Common

AC 12, touch 12, flat-footed 12
(+2 deflection)

hp 56 (11 HD)

Fort +5 (+5 against poison), **Ref** +3, **Will** +7

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

Melee dagger +4 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +4

Combat Gear *cloak of charisma* +6, *ring of protection* +2

Class Spells Known (CL 11th):

5th (5/day)— *dominate person*, *teleport*

4th (8/day)— *greater invisibility*, *lesser globe of invulnerability*, *stoneskin*

3rd (8/day)— *dispel magic*, *fly*, *haste*, *slow*

2nd (8/day)— *blindness/deafness*, *bull's strength*, *detect thoughts*, *glitterdust*, *tasha's hideous laughter*

1st (8/day)— *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0 (6/day)— *detect magic*, *detect poison*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*

‡ Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 26

SQ

Feats Eschew Materials, Improved Initiative, Silent Spell, Skill Focus (concentration), Still Spell

Skills Concentration +19, Knowledge (arcana) +14, Spellcraft +16

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

ENCOUNTER 9

AELEONA EPHANDRIL

CR 13

Female Drow Rogue 6/Assassin 7

CE Medium humanoid (elf)

Init +5; **Senses** 120 ft darkvision; Listen +20, Spot +20

Aura moderate chaos and evil

Languages Common, Elven, Undercommon, Draconic, Drow Sign Language, Gnome

AC 21, touch 15, flat-footed 16

(+5 Dex, +6 armor)

Miss Chance 50% while using *ring of blinking*

hp 67 (13 HD)

SR 24

Fort +5 (+8 against poison), **Ref** +15, **Will** +4 (+6 against spells and spell-like effects)

Weakness Light Blindness – sudden exposure to bright light (such as sunlight or a *daylight* spell) blinds the drow for 1 round. They are dazzled as long as they remain in the affected area

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft

Melee +2 rapier +17/+12 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +9

Atk Options Sneak Attack (+7d6), death attack (*Dungeon Master's Guide*, p. 180)

Combat Gear +1 improved shadow improved silent moves mithril breastplate, ring of blinking, +2 rapier

Class Spells Known (CL 7th):

3rd (3/day, 1 used)— *deeper darkness*, *magic circle against good*, *nondetection* ‡

2nd (4/day)— *cat's grace*, *invisibility*, *spider climb*, *undetected alignment*

1st (4/day, 3 already used)— *disguise self* ‡, *detect poison*, *feather fall*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 13th):

Darkness, *dancing lights*, *faerie fire* (once/day each)

‡ Already cast

Abilities Str 10, Dex 21, Con 12, Int 16, Wis 10, Cha 12
SQ

Feats Alertness, Eschew Materials, Extend Spell, Weapon Finesse, Weapon Focus (rapier)

Skills Disable Device +14, Disguise +27, Escape Artist +21, Forgery +19, Hide +31, Listen +20, Move Silently +31, Open Lock +16, Search +14, Spot +20, Tumble +14

Possessions combat gear plus masterwork thieves' tools

Description In her true guise, Aeleana Ephandril is a female drow who stands 4 ft 6 in tall, with white hair and red eyes. However, she almost never appears in her true guise to any but her consort. She typically disguises herself as a human female, using her *disguise self* spell when wanting to emulate a specific person. She has carefully studied a number of Hookhill females of appropriate size and can assume the appearance

of a range of Hookhill residents from an 8-year-old girl to a 70-year-old crone. She has currently disguised herself as Feroni Schalbach, a barmaid at a local tavern.

BARZOOK

CR 13

Male Human Rogue 3/Sorcerer 6/Arcane Trickster 4

CE Medium humanoid (human)

Init +3; **Senses** Listen +15, Spot +15

Aura moderate chaos and evil

Languages Common

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 44 (13 HD)

Fort +4 (+4 against poison), **Ref** +12, **Will** +10

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

Melee rapier +6/+1 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Atk Options Sneak Attack (4d6)

Combat Gear cloak of charisma +6, rod of lesser maximize

Class Spells Known (CL 10th):

5th (4/day)— *feeblemind*

4th (6/day)— *greater invisibility*, *wall of ice*

3rd (8/day)— *blink*, *nondetection*, *vampiric touch*

2nd (8/day)— *blindness/deafness*, *glitterdust*, *mirror image*, *scorching ray*

1st (8/day)— *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*, *true strike*

0 (6/day)— *acid splash*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *touch of fatigue*

‡ Already cast

Abilities Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 25
SQ

Feats Alertness, Eschew Materials, Silent Spell, Skill Focus (concentration), Still Spell, Weapon Focus (ray)

Skills Concentration +19, Decipher Script +7, Disable Device +9, Escape Artist +11, Hide +7, Knowledge (arcana) +6, Listen +15, Move Silently +7, Open Lock +9, Search +4, Spellcraft +8, Spot +15

Possessions combat gear plus masterwork thieves' tools

Description Barzook is an extremely handsome, self-confident man with an easy smile. He wears a black silk tunic and trousers and a dark blue cloak.

APPENDIX 7 – APL 14

ENCOUNTER 4

DRUNKEN THUGS CR 13

Male Human Fighter 13

CN Medium humanoid (human)

Init +7; **Senses** Listen +8, Spot +8

Aura moderate chaos

Languages Common

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 82 (13 HD)

Fort +8 (+8 against poison), **Ref** +9, **Will** +4

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

Melee unarmed +19/+14/+9 (1d3+8, crit 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +21

Atk Options Combat Expertise, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack

Combat Gear None

Abilities Str 18, Dex 16, Con 10, Int 13, Wis 10, Cha 8
SQ None

Feats Combat Expertise, Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Improved Critical (unarmed strike), Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +15, Listen +8, Sense Motive +8, Spot +8

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves.

They are belligerent and hostile and will take offense at the slightest provocation.

ENCOUNTER 6

FIGHTER CONSTABLE CR 13

Male Human Fighter 13

CE Medium humanoid (human)

Init +6; **Senses** Listen +8, Spot +8

Aura moderate chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)

hp 95 (13 HD)

Fort +9 (+9 against poison), **Ref** +7, **Will** +4

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

Melee +1 *disarming spiked chain* +23/+18/+13 (2d4+15, crit 19-20)

Space 5 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +20

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Prone Attack

Combat Gear +1 *full plate armor*, +1 *disarming spiked chain*, *belt of giant strength* +4

Abilities Str 24, Dex 15, Con 12, Int 13, Wis 10, Cha 8
SQ None

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Greater Weapon Specialization (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Power Attack, Prone Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +15, Listen +8, Sense Motive +8, Spot +8

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

Sources *Disarming* weapon enhancement (*Magic Item Compendium*), Prone Attack (*Complete Warrior*)

ROGUE CONSTABLE CR 13

Male Human Rogue 13

CE Medium humanoid (human)

Init +9; **Senses** Listen +16, Spot +16

Aura moderate chaos and evil

Languages Common

AC 22, touch 15, flat-footed 17
(+5 Dex, +6 armor, +1 shield)

hp 80 (13 HD)

Fort +6 (+6 against poison), **Ref** +13, **Will** +4

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

Melee +1 *shortsword* +14 (1d6+4 + 1d6 cold) or +1 *shortsword* +12/+7 (1d6+4 + 1d6 cold) and +1 *shortsword* +12/+7 (1d6+2 + 1d6 acid)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Atk Options Blind Fight, Sneak Attack (7d6), Improved Two-Weapon Fighting

Special Actions Crippling Strike (Ex, sneak attacks do 2 Str damage), Opportunist (Ex, once per round may make an attack of opportunity against an opponent who has been struck for damage in melee by another character)

Combat Gear +1 *light fortification mithril breastplate*, +1 *shortsword* (x2), *Lesser cold assault augment crystal*,

Lesser acid assault augment crystal, belt of giant strength +4

Abilities Str 16, Dex 21, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Blind Fight, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +18, Hide +21, Jump +21, Listen +16, Move Silently +21, Open Lock +23, Search +16, Spot +16, Tumble +23

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear mithril breastplates and Special Constable tabards. They have two shortswords drawn and at the ready.

Sources *Lesser cold assault augment crystal* (Magic Item Compendium), *Lesser acid assault augment crystal* (Magic Item Compendium)

ENCOUNTER 8

FIGHTER MINION CR 13

Male Human Fighter 13

LE Medium humanoid (human)

Init +5; **Senses** Listen +8, Spot +8

Aura moderate law and evil

Languages Common

AC 27, touch 11, flat-footed 26
(+1 Dex, +11 armor, +5 shield)

hp 108 (13 HD)

Resist 15 fire (up to 75 points total), 15 acid (up to 75 points total)

Fort +10 (+10 against poison), **Ref** +7, **Will** +6

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

Melee +1 *dispelling metalline longsword* +21/+16/+11 (1d8+10 + 1d6 fire, crit 17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +18

Atk Options Blind Fight, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Combat Gear +3 *full plate armor*, +3 *heavy steel shield*, +1 *dispelling metalline longsword*, *lesser fire assault augment crystal*, *greater clasp of fire protection*, *greater clasp of acid protection*

Abilities Str 21, Dex 12, Con 14, Int 10, Wis 10, Cha 8
SQ None

Feats Blind Fight, Cleave, Combat Reflexes, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Listen +8, Sense Motive +8, Spot +8

Possessions combat gear

Description These men wear full plate armor and have longswords and steel shields at the ready.

Sources *Lesser fire assault augment crystal* (Magic Item Compendium), *dispelling weapon enhancement* (Magic Item Compendium), *greater clasp of fire protection* (Magic Item Compendium), *greater clasp of acid protection* (Magic Item Compendium), *metalline weapon enhancement* (Magic Item Compendium)

SORCERER MINION

CR 13

Male Human Sorcerer 13

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura moderate law and evil

Languages Common

AC 14, touch 14, flat-footed 14
(+4 deflection)

hp 66 (13 HD)

Fort +6 (+6 against poison), **Ref** +4, **Will** +8

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

Melee dagger +5/+0 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

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

Combat Gear *cloak of charisma* +6, *ring of protection* +4

Class Spells Known (CL 13th):

6th (5/day)— *disintegrate*, *true seeing*

5th (7/day)— *dominate person*, *feeblemind*, *teleport*

4th (8/day)— *evard's black tentacles*, *greater invisibility*, *lesser globe of invulnerability*, *stoneskin*

3rd (8/day)— *dispel magic*, *fly*, *haste*, *slow*

2nd (8/day)— *blindness/deafness*, *bull's strength*, *detect thoughts*, *glitterdust*, *tasha's hideous laughter*

1st (8/day)— *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0 (6/day)— *detect magic*, *detect poison*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*

‡ Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 27
SQ

Feats Eschew Materials, Extend Spell, Improved Initiative, Silent Spell, Skill Focus (concentration), Still Spell

Skills Concentration +21, Knowledge (arcana) +16, Spellcraft +18

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

ENCOUNTER 9

AELEONA EPHANDRIL

CR 15

Female Drow Rogue 6/Assassin 9

CE Medium humanoid (elf)

Init +5; **Senses** 120 ft darkvision; Listen +22, Spot +22

Aura moderate chaos and evil

Languages Common, Elven, Undercommon, Draconic, Drow Sign Language, Gnome

AC 21, touch 15, flat-footed 16

(+5 Dex, +6 armor)

Miss Chance 50% while using *ring of blinking*

hp 77 (15 HD)

SR 26

Fort +6 (+10 against poison), **Ref** +16, **Will** +5 (+7 against spells and spell-like effects)

Weakness Light Blindness – sudden exposure to bright light (such as sunlight or a *daylight* spell) blinds the drow for 1 round. They are dazzled as long as they remain in the affected area

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft

Melee +3 rapier +19/+14 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +10

Atk Options Sneak Attack (+8d6), death attack (*Dungeon Master's Guide*, p. 180)

Special Actions Hide in plain sight (*Dungeon Master's Guide*, p. 181)

Combat Gear +1 greater shadow greater silent moves mithril breastplate, ring of blinking, +3 rapier

Class Spells Known (CL 9th):

4th (2/day)— *dimension door*, *freedom of movement*, *greater invisibility*

3rd (4/day, 1 used)— *deeper darkness*, *magic circle against good*, *nondetection* ‡

2nd (4/day)— *cat's grace*, *invisibility*, *spider climb*, *undetectable alignment*

1st (4/day, 3 already used)— *disguise self* ‡, *detect poison*, *feather fall*, *true strike*

‡ Already cast

Spell-Like Abilities (CL13th):

Darkness, *dancing lights*, *faerie fire* (once/day each)

‡ Already cast

Abilities Str 10, Dex 21, Con 12, Int 16, Wis 10, Cha 12
SQ

Feats Alertness, Eschew Materials, Extend Spell, Silent Spell, Weapon Finesse, Weapon Focus (rapier)

Skills Disable Device +14, Disguise +29, Escape Artist +23, Forgery +21, Hide +38, Listen +22, Move Silently +38, Open Lock +16, Search +14, Spot +22, Tumble +14

Possessions combat gear plus masterwork thieves' tools

Description In her true guise, Aeleona Ephandril is a female drow who stands 4 ft 6 in tall, with white hair and red eyes. However, she almost never appears in her true guise to any but her consort. She typically disguises herself as a

human female, using her *disguise self* spell when wanting to emulate a specific person. She has carefully studied a number of Hookhill females of appropriate size and can assume the appearance of a range of Hookhill residents from an 8-year-old girl to a 70-year-old crone. She has currently disguised herself as Feroni Schalbach, a barmaid at a local tavern.

BARZOOK

CR 15

Male Human Rogue 3/Sorcerer 6/Arcane Trickster 6

CE Medium humanoid (human)

Init +3; **Senses** Listen +19, Spot +19

Aura moderate chaos and evil

Languages Common

AC 13, touch13, flat-footed 10

(+3 Dex)

hp 50 (15 HD)

Fort +5 (+5 against poison), **Ref** +13, **Will** +11

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

Melee rapier +7/+2 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +7

Atk Options Sneak Attack (5d6)

Combat Gear cloak of charisma +6, rod of maximize

Class Spells Known (CL 12th):

6th (4/day)— *disintegrate*

5th (6/day)— *feeblemind*, *wall of force*

4th (7/day)— *Evard's black tentacles*, *greater invisibility*, *wall of ice*

3rd (8/day)— *blink*, *haste*, *nondetection*, *vampiric touch*

2nd (8/day)— *blindness/deafness*, *glitterdust*, *mirror image*, *scorching ray*, *spectral hand*

1st (8/day)— *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*, *true strike*

0 (6/day)— *acid splash*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *touch of fatigue*

‡ Already cast

Abilities Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 25
SQ

Feats Alertness, Eschew Materials, Silent Spell, Skill Focus (concentration), Still Spell, Weapon Focus (ray)

Skills Concentration +21, Decipher Script +7, Disable Device +9, Escape Artist +11, Hide +7, Knowledge (arcana) +6, Listen +19, Move Silently +7, Open Lock +9, Search +4, Spellcraft +8, Spot +19

Possessions combat gear plus masterwork thieves' tools

Description Barzook is an extremely handsome, self-confident man with an easy smile. He wears a black silk tunic and trousers and a dark blue cloak.

APPENDIX 8 – APL 16

ENCOUNTER 4

DRUNKEN THUGS CR 15

Male Human Fighter 15
CN Medium humanoid (human)
Init +7; **Senses** Listen +9, Spot +9

Aura moderate chaos

Languages Common

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 94 (15 HD)

Fort +9 (+9 against poison), **Ref** +10, **Will** +5

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

Melee unarmed +21/+16/+11 (1d3+8, crit 19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +23

Atk Options Blind Fight, Combat Expertise, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Prone Attack

Combat Gear None

Abilities Str 18, Dex 16, Con 10, Int 13, Wis 10, Cha 8

SQ None

Feats Blind Fight, Combat Expertise, Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Improved Critical (unarmed strike), Improved Disarm, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Prone Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +17, Listen +9, Sense Motive +9, Spot +9

Possessions none

Description These men are burly but quick on their feet. Their clothing is typical for what you'd see in the lower quarters of Hookhill. They are obviously drunk and the smell of cheap beer comes off of them in waves. They are belligerent and hostile and will take offense at the slightest provocation.

Sources Prone Attack (*Complete Warrior*)

ENCOUNTER 6

FIGHTER CONSTABLE CR 15

Male Human Fighter 15
CE Medium humanoid (human)
Init +6; **Senses** Listen +9, Spot +9

Aura moderate chaos and evil

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 109 (15 HD)

Fort +10 (+10 against poison), **Ref** +8, **Will** +7

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

Melee +1 *disarming spiked chain* +25/+20/+15 (2d4+15, crit 19-20)

Space 5 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +22

Atk Options Blind Fight, Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Prone Attack

Combat Gear +1 *moderate fortification full plate armor*, +1 *disarming spiked chain*, *belt of giant strength* +4

Abilities Str 24, Dex 15, Con 12, Int 13, Wis 10, Cha 8

SQ None

Feats Blind Fight, Combat Expertise, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Greater Weapon Specialization (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Prone Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Intimidate +17, Listen +9, Sense Motive +9, Spot +9

Possessions combat gear plus 30 gp

Description These men wear full plate armor and Special Constable tabards. They carry spiked chains at the ready.

Sources *Disarming* weapon enhancement (*Magic Item Compendium*), Prone Attack (*Complete Warrior*)

ROGUE CONSTABLE CR 15

Male Human Rogue 15

CE Medium humanoid (human)

Init +9; **Senses** Listen +18, Spot +18

Aura moderate chaos and evil

Languages Common

AC 22, touch 15, flat-footed 17

(+5 Dex, +6 armor, +1 shield)

hp 92 (15 HD)

Fort +7 (+7 against poison), **Ref** +14, **Will** +5

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft.

Melee +2 *shortsword* +17 (1d6+5 + 1d6 cold) or +2 *shortsword* +15/+10/+5 (1d6+5 + 1d6 cold) and +2 *shortsword* +15/+10/+5 (1d6+3 + 1d6 acid)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +14

Atk Options Blind Fight, Sneak Attack (8d6), Greater Two-Weapon Fighting

Special Actions Crippling Strike (Ex, sneak attacks do 2 Str damage), Opportunist (Ex, once per round may make an attack of opportunity against an opponent who has been struck for damage in melee by another character)

Combat Gear +1 moderate fortification mithril breastplate, +2 shortsword (x2), Lesser cold assault augment crystal, Lesser acid assault augment crystal, belt of giant strength +4

Abilities Str 16, Dex 21, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Blind Fight, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Disable Device +20, Hide +23, Jump +23, Listen +18, Move Silently +23, Open Lock +25, Search +18, Spot +18, Tumble +25

Possessions combat gear plus masterwork thieves' tools, 30 gp

Description These men wear mithril breastplates and Special Constable tabards. They have two shortswords drawn and at the ready.

Sources Lesser cold assault augment crystal (*Magic Item Compendium*), Lesser acid assault augment crystal (*Magic Item Compendium*)

ENCOUNTER 8

FIGHTER MINION CR 15

Male Human Fighter 15

LE Medium humanoid (human)

Init +5; **Senses** Listen +9, Spot +9

Aura moderate law and evil

Languages Common

AC 27, touch 11, flat-footed 26
(+1 Dex, +11 armor, +5 shield)

hp 124 (15 HD)

Resist 15 fire (up to 75 points total), 15 acid (up to 75 points total)

Fort +11 (+11 against poison), **Ref** +8, **Will** +7

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

Melee +3 dispelling metalline longsword +27/+22/+17 (1d8+14 + 1d6 fire +1d6 fire in next round [multiple hits do not increase the next round's extra damage from this effect beyond 1d6], crit 17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +22

Atk Options Blind Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Power Attack

Combat Gear +3 full plate armor, +3 heavy steel shield, +3 dispelling metalline longsword, greater fire assault augment crystal, greater clasp of fire protection, greater clasp of acid protection, belt of giant's strength +4

Abilities Str 25, Dex 12, Con 14, Int 10, Wis 10, Cha 8

SQ None

Feats Blind Fight, Cleave, Combat Reflexes, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Listen +9, Sense Motive +9, Spot +9

Possessions combat gear

Description These men wear full plate armor and have longswords and steel shields at the ready.

Sources Greater fire assault augment crystal (*Magic Item Compendium*), dispelling weapon enhancement (*Magic Item Compendium*), greater clasp of fire protection (*Magic Item Compendium*), greater clasp of acid protection (*Magic Item Compendium*), metalline weapon enhancement (*Magic Item Compendium*)

SORCERER MINION

CR 15

Male Human Sorcerer 15

LE Medium humanoid (human)

Init +4; **Senses** Listen +0, Spot +0

Aura moderate law and evil

Languages Common

AC 14, touch 14, flat-footed 14
(+4 deflection)

hp 76 (15 HD)

Fort +7 (+7 against poison), **Ref** +5, **Will** +9

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

Melee dagger +6/+1 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +6

Combat Gear cloak of charisma +6, ring of protection +4, rod of absorption (50)

Class Spells Known (CL 15th):

7th (5/day)— delayed blast fireball, prismatic spray

6th (7/day)— disintegrate, mass suggestion, true seeing

5th (7/day)— cone of cold, dominate person, feeblemind, teleport

4th (8/day)— evard's black tentacles, greater invisibility, lesser globe of invulnerability, stonewall

3rd (8/day)— dispel magic, fly, haste, slow

2nd (8/day)— blindness/deafness, bull's strength, detect thoughts, glitterdust, tasha's hideous laughter

1st (8/day)— grease, mage armor, magic missile, ray of enfeeblement, shield

0 (6/day)— detect magic, detect poison, ghost sound, light, mage hand, mending, prestidigitation, read magic, touch of fatigue

‡ Already cast

Abilities Str 8, Dex 10, Con 14, Int 10, Wis 10, Cha 27

SQ

Feats Eschew Materials, Extend Spell, Improved Initiative, Maximize Spell, Silent Spell, Skill Focus (concentration), Still Spell

Skills Concentration +23, Knowledge (arcana) +18, Spellcraft +20

Possessions combat gear

Description This man wears a black cloak over a brown tunic and trousers and carries a dagger on his belt.

ENCOUNTER 9

AELEONA EPHANDRIL

CR 17

Female Drow Rogue 7/Assassin 10

CE Medium humanoid (elf)

Init +6; **Senses** 120 ft darkvision; Listen +24, Spot +24

Aura moderate chaos and evil

Languages Common, Elven, Undercommon, Draconic, Drow Sign Language, Gnome

AC 27, touch 21, flat-footed 21

(+6 Dex, +6 armor, +5 deflection)

Miss Chance 50% while using *ring of blinking*

hp 87 (17 HD)

SR 28

Fort +6 (+11 against poison), **Ref** +16, **Will** +5 (+7 against spells and spell-like effects)

Weakness Light Blindness – sudden exposure to bright light (such as sunlight or a *daylight* spell) blinds the drow for 1 round. They are dazzled as long as they remain in the affected area

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft

Melee +3 *ghost touch rapier* +22/+17/+12 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +12

Atk Options Sneak Attack (+9d6), death attack (*Dungeon Master's Guide*, p. 180)

Special Actions Hide in plain sight (*Dungeon Master's Guide*, p. 181)

Combat Gear +1 *greater shadow greater silent moves mithril breastplate, ring of blinking, +3 ghost touch rapier, ring of protection* +5

Class Spells Known (CL 10th):

4th (3/day)— *dimension door, freedom of movement, glibness, greater invisibility*

3rd (4/day, 1 used)— *deeper darkness, magic circle against good, nondetection* ‡

2nd (4/day)— *cat's grace, invisibility, spider climb, undetectable alignment*

1st (4/day, 3 already used)— *disguise self* ‡, *detect poison, feather fall, true strike*

‡ Already cast

Spell-Like Abilities (CL 13th):

Darkness, dancing lights, faerie fire (once/day each)

‡ Already cast

Abilities Str 10, Dex 22, Con 12, Int 16, Wis 10, Cha 12
SQ

Feats Alertness, Eschew Materials, Extend Spell, Silent Spell, Weapon Finesse, Weapon Focus (rapier)

Skills Disable Device +15, Disguise +31, Escape Artist +26, Forgery +23, Hide +41, Listen +24, Move Silently +41, Open Lock +18, Search +15, Spot +24, Tumble +16

Possessions combat gear plus masterwork thieves' tools

Description In her true guise, Aeleona Ephandril is a female drow who stands 4 ft 6 in tall, with white hair and red eyes. However, she almost never appears in her true guise to any but her consort. She typically disguises herself as a human female, using her *disguise self* spell when wanting to emulate a specific person. She has carefully studied a number of Hookhill females of appropriate size and can assume the appearance of a range of Hookhill residents from an 8-year-old girl to a 70-year-old crone. She has currently disguised herself as Feroni Schalbach, a barmaid at a local tavern.

BARZOOK

CR 17

Male Human Rogue 3/Sorcerer 6/Arcane Trickster 8

CE Medium humanoid (human)

Init +3; **Senses** Listen +22, Spot +22

Aura moderate chaos and evil

Languages Common

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 56 (17 HD)

Fort +5 (+5 against poison), **Ref** +14, **Will** +12

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

Melee rapier +8/+3 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +8

Atk Options Sneak Attack (6d6)

Combat Gear *cloak of charisma* +6, *rod of greater maximize*

Class Spells Known (CL 14th):

7th (4/day)— *power word blind*

6th (6/day)— *disintegrate, repulsion*

5th (7/day)— *feeblemind, teleport, wall of force*

4th (8/day)— *Evard's black tentacles, greater invisibility, stoneskin, wall of ice*

3rd (8/day)— *blink, haste, nondetection, vampiric touch*

2nd (8/day)— *blindness/deafness, glitterdust, mirror image, scorching ray, spectral hand*

1st (8/day)— *mage armor, ray of enfeeblement, shield, shocking grasp, true strike*

0 (6/day)— *acid splash, detect magic, detect poison, ghost sound, mage hand, mending, prestidigitation, ray of frost, touch of fatigue*

‡ Already cast

Abilities Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 26
SQ

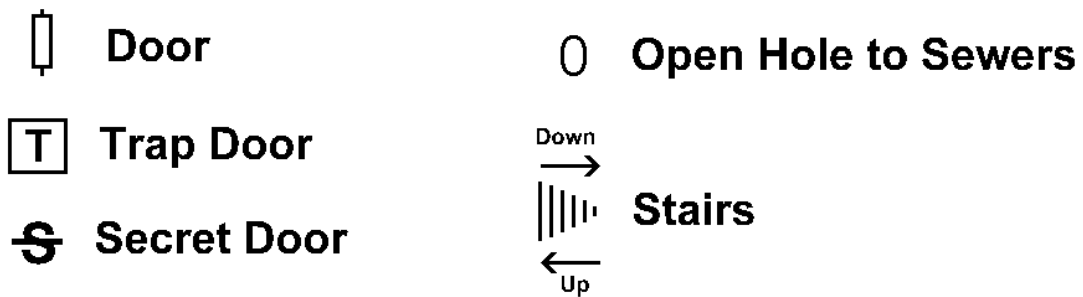
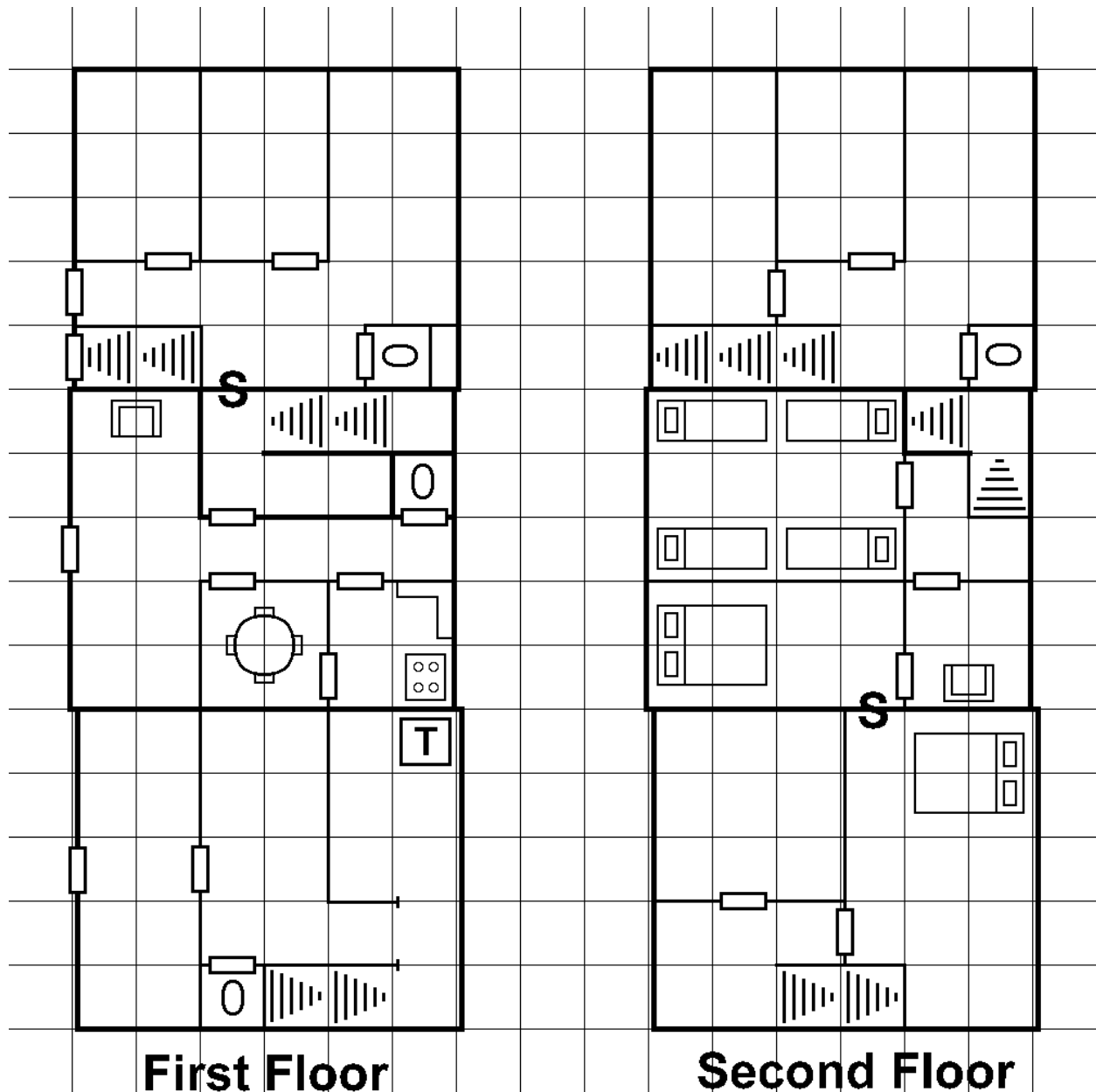
Feats Alertness, Eschew Materials, Silent Spell, Skill Focus (concentration), Still Spell, Weapon Focus (ray)

Skills Concentration +23, Decipher Script +7, Disable Device +9, Escape Artist +13, Hide +7, Knowledge (arcana) +6, Listen +22, Move Silently +7, Open Lock +9, Search +4, Spellcraft +8, Spot +22

Possessions combat gear plus masterwork thieves' tools

Description Barzook is an extremely handsome, self-confident man with an easy smile. He wears a black silk tunic and trousers and a dark blue cloak.

DM AID: MAP #1 – AELOEONA EPHANDRIL'S SAFEHOUSE



DM AID: NEW RULES

NEW FEATS

Prone Attack (*Complete Warrior*)

Prerequisite: Dex 15, Lightning Reflexes, base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

NEW ITEMS

Clasp of Energy Protection (Magic Item Compendium)

A *crystal of energy protection* protects against a specific form of energy: acid, cold, electricity, fire, or sonic.

Least: This augment crystal grants resistance 5 to the designated energy type. Once the crystal has prevented a total of 25 points of energy damage, it becomes inert until the following day.

Lesser: As above, except the crystal grants resistance 10, up to a maximum of 50 points per day.

Greater: As above, except the crystal grants resistance 15, up to a maximum of 75 points per day.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *resist energy*; *Price (item level)* 500 gp (3rd) (least), 1,500 gp (5th) (lesser), 3,000 gp (7th) (greater); Weight –

Crystal of Energy Assault (Magic Item Compendium)

A *crystal of energy assault* adds a particular type of energy damage to a weapon's attacks: acid, cold, electricity, or fire. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Least: This crystal adds 1 point of energy damage of its type to the weapon's damage.

Lesser: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage.

Greater: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage, as well as a secondary effect depending on the type of crystal:

Fire Assault: Target takes an additional 1d6 points of fire damage 1 round later (multiple hits on the same creature don't increase the next round's damage beyond 1d6).

Faint evocation; CL 5th; Craft Magic Arms and Armor, *resist energy*; *Price (item level)* 600 gp (3rd) (least), 3,000 gp (7th) (lesser), 6,000 gp (10th) (greater); Weight –

Disarming (Magic Item Compendium)

A disarming weapon grants you a +2 bonus on disarm attempts. In addition, opponents cannot disarm you of this weapon.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; *Price* +2 bonus; Weight –

Dispelling (Magic Item Compendium)

When you strike a creature or object with a dispelling weapon, you can activate it as a free action to target that creature or object with a targeted *dispel magic* effect (as the spell). A dispelling weapon functions three times per day.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *dispel magic*; *Price* +1 bonus; Weight –

Metalline (Magic Item Compendium)

When you activate a metalline weapon, you can change its composition to adamantine, alchemical silver, cold iron, or ordinary steel.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *fabricate*; *Price* +2 bonus; Weight –