

VEL5-04

# Blood Money

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

by Jeff Richards

Triad Edit: David Kerscher

Circle Edit: Tim Sech

The Iron Rings Consortium trading company has long been associated with questionable dealings, and the similarity of their symbol to that of the cult of The One has frequently cast doubt on their loyalty to Veluna. However, there has never been any evidence that the company as a whole is to blame for any of the unfortunate incidents in which they have been involved. A chance encounter on the streets of Devarnish may change all of this, for good or ill. A Veluna regional adventure for character levels 4 to 14. (APLs 6 to 12).

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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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.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## 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 Appendix 1.

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 up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-

numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 1-round Regional adventure, set in Veluna. Characters native to Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## **Adventure Background**

The Iron Rings Consortium (IRC) is one of several merchant houses operating in Veluna. They have always been known as the low cost provider, selling lower quality goods at a lower price. The IRC seems to be a very disorganized company, one where the right hand does not know what the left hand is doing. One of their primary competitors is the High Roads Trading Company (HRTC). The HRTC has built a reputation for quality and trustworthiness, a stark contrast to the IRC.

Over the past few years the IRC has been involved in numerous incidents related to the plots of the Cult of The One and the invasion of Veluna. Their symbol of

three interlocking rings is similar in some ways to the symbol of the Cult of The One that has surfaced over the past few years. Numerous investigations have been launched into the dealings of the IRC in relation to these incidents, but in each case the company was cleared of any charges of wrong doing. It seems that in each case agents of the company were acting on their own, or the enemy had been posing as the IRC to disguise themselves.

Recently, however, the HRTC had commissioned adventurers to investigate a tip they had about some potentially shady IRC dealings (WIV 2004 interactive). The adventurers discovered that the IRC was selling supplies to the enemy forces who had captured Fals Keep, and that there was a connection to the arch-rogue known as Colmes. While the official result of the investigation was that the lower level agents in this case were operating under forged orders, the eyes of the Church were now solidly fixed on the IRC. The HRTC continued to press the Church with complaints about the IRC, and the IRC is now in deep trouble.

### **The truth about the IRC**

The IRC was formed hundreds of years ago by the cult of The One to act as a cover for their operations in Veluna in trying to return the heretic Herion to power. The company was very cleverly setup to intentionally be "disorganized" in order to cover them in the event of a failure. In truth the activities of the guild are very carefully orchestrated by the guild master who is the only one who fully knows the secret of their existence. In the background, the Cult of the One pulls the strings that manipulate the actions of the IRC. With the return of Herion and the war for control of Veluna, the Cult of the One has taken more direct control of the IRC. They did this by sending the vampire monk Grish (**VEL2-04** *In Darkness Lurks*) to change guild master Gavard into a vampire that could be directly controlled. This gave Gavard the ability to in turn directly control other vampire lackeys in the organization and use their *domination* abilities to control the actions of others in the organization. This new power would give the IRC the edge they needed to more directly support the effort to overthrow the current government of Veluna.

### **Recent events**

As a result of the evidence found implicating the IRC in the events at Fals Keep, the HRTC has stepped up its efforts to expose and eliminate the IRC. The HRTC has placed a mole (undercover agent) in the IRC named Talver Henning. Talver has been feeding documents to the HRTC for the last few months, but

the HRTC has not been able to gain any useful information from these documents, they seemed to be nonsense.

Eventually they came to the conclusion that the nonsense accounting data and documents were a code. All that was missing was the key to decrypt the code. The HRTC commanded Talver to attempt to find the key.

Talver was successful. In the IRC office in the city of Devarnish, he was able to find the book, a piece of fiction entitled *The Adventures of Dangerous Dan*. However, Talver had slipped up, and the IRC knows he stole the book. Talver is meeting his contacts from the HRTC who have instructions for him on what to do with the book. The IRC has sent a crack squad of assassins after Talver to kill him and recover the book.

## Adventure Summary

The adventure starts with the PCs walking the streets of Devarnish (for whatever reason they can come up with) in the early morning. They just happen to be passing by the inn where Talver is meeting with his HRTC contacts when an IRC strike team attacks the meeting trying to recover the evidence, and the fight spills onto the street.

The PCs deal with the strike team and save the encryption key, possibly saving Talver Henning. From either Talver or the instructions he was handed by his contacts, the PCs can find out the import of the find. Talver will plead with them to help him transport the book to Journeyman Ralish, or (if Talver didn't make it) the instructions found on his body will indicate that the book was supposed to be delivered directly to Journeyman Ralish at a predetermined location and time. Only the combination of the encryption key and the evidence currently held by the HRTC will incriminate the IRC.

The PCs then deliver the evidence to Journeyman Ralish at the predefined meeting in a meeting hall in Veluna City. Prior to the meeting, however, vampires from Guild Master Gavard have caught wind of the meeting and have dominated Journeyman Ralish then hidden in the rafters of the hall. If the PCs turn over the books to Ralish, take their payment and leave, the adventure is over. If they should sense that something is wrong, or should they spot the hidden vampires, the vampires attack to recover the documents.

Once the vampires are defeated, their gaseous forms must return to their coffins to reform. The PCs can follow the gaseous forms to the IRC compound here in Veluna City. Once the vampires fail and the Guild Master knows that the evidence is lost to him, they will flee the city. It is up to the PCs to attack and take down this nest of vampires, shutting down the IRC once and for all. If the PCs do not take it onto themselves to root out the nest, they vampires will escape before the Church can mobilize itself to deal with the problem.

**VELUNA NOTE TO DMS:** Starting with this module, the ban on divination type spells in Veluna is no longer in effect.

**Sense Motive Checks:** This module requires several Sense Motive checks from the PCs. The DM should be the one to roll these checks, NOT the PCs! The PCs should not even know when Sense Motive checks are being rolled. The DM should look at the player's character sheets before play and record each character's Sense Motive score. Then the DM should roll the Sense Motive checks for the players at the appropriate time. Alternatively the DM can ask the players to roll 4 d20 rolls before the game starts and record these rolls as their Sense Motive rolls.

There will also be some Spot checks required, the DM should also roll these for the PCs using the same method as Sense Motive.

## Introduction

It is assumed that the PCs are all in the city of Devarnish for one reason or another. They are all together on walking down the street for some reason (i.e. no mounts). It is up to the PCs to determine why they are here, and why they are together. Perhaps they have just finished an adventure terminating in Devarnish.

*It is a bright summer morning in the city of Devarnish. The sun shines brightly in a crystal clear blue sky as a cool morning breeze wafts gently down the cobblestone street.*

*As you pass by the Gryphon's Rest Inn, the peaceful morning is shattered by the sound of breaking glass above you. A man clutching a wrapped bundle has come crashing out of a second story window. As you are showered with breaking glass, he lands hard in your midst.*

***A halfling man appears in the window and yells "Stop! Thief!"***

See DM map 1.

This is the dramatic entrance of Talver Henning. He is an HRTC mole that has been working undercover in the IRC, feeding encoded documents to the HRTC over the last few months.

Last night, Talver recovered the encryption key to the code, a book entitled *The Adventures of Dangerous Dan*. He took a room in the Gryphon's Rest Inn last night, and was meeting with his contacts from the HRTC this morning. The HRTC contacts had instructions with them on what to do with the recovered key. However, a strike team sent from the IRC to recover the book caught up with him this morning and quickly slaughtered the entire group - except for Talver, who just managed to grab the book and leap out of the window. He is the only one of this group still alive, the rest lie dead in the second story room Talver was renting.

Talver will be jumping out the window in the surprise round (PCs do not get an action in the surprise round). Unfortunately for Talver, he is not much of an athletic-type rogue. He starts the encounter with half his normal hit points (damage from the enemies in the room). He will take 1d4 damage for crashing through the window. He can attempt a DC 15 Jump check to avoid taking any damage in the 10 foot fall; if he fails this he will take 1d6 damage from the fall. In either case, Talver ends the surprise round prone 10 feet from the edge of the building. The PCs will be in the middle of the street directly in front of where Talver lands.

The halfling in the window is the assassin, Mac, nickname "The Knife". He has three female halfling rogues with him: Suky, Jenny, and Lotty. He is attempting to confuse the situation in order to gain an advantage. The PCs get a Sense Motive check vs Mac's Bluff check (use one of the secret DM rolls) to notice that something just doesn't seem right about the halfling's accusation. Only tell this to those PCs that make the roll since you will be rolling initiative immediately. Do not allow these PCs to communicate to the other PCs until they have had their first action in the initiative order (i.e. are no longer flat footed).

Also, you can have everybody make Knowledge (Local-VTF) rolls, DC 30 (DC 20 for members of The Pack meta-org) to recognize Mac as a known hitman for hire.

**ALL APLs**

♣**Talver Henning:** Male Human Rog4; hp 18 (currently 9); See Appendix 1.

**APL 6 (EL 9)**

♣**Mac "the Knife":** Male Halfling Rog5/As3; hp 48; See Appendix 1.

♣**Suky, Jenny, Lotty:** Female Halfling Rog3; hp 18 each; See Appendix 1.

**APL 8 (EL 11)**

♣**Mac "the Knife":** Male Halfling Rog5/As5; hp 60 (+11 temp hp); See Appendix 1.

♣**Suky, Jenny, Lotty:** Female Halfling Rog5; hp 30 each; See Appendix 1.

**APL 10 (EL 13)**

♣**Mac "the Knife":** Male Halfling Rog5/As7; hp 72 (+13 temp hp); See Appendix 1.

♣**Suky, Jenny, Lotty:** Female Halfling Rog7; hp 42 each; See Appendix 1.

**APL 12 (EL 15)**

♣**Mac "the Knife":** Male Halfling Rog5/Asn9; hp 84 (+14); See Appendix 1.

♣**Suky, Jenny, Lotty:** Female Halfling Rog9; hp 54 each; See Appendix 1.

**Tactics:** Mac's "Stop! Thief!" cry is primarily to confuse the situation long enough for him and his accomplices to get the upper hand. Mac starts the combat standing in the window, his 3 female cronies are each one 5-foot move from the window. The halflings will leap out the window, making DC 15 Jump checks or DC 15 Tumble checks to take no damage from the 10 foot fall. If they fail their tumble check, they will land prone and will have to stand up, otherwise they will land on their feet and can continue to move. Don't forget to count the 10 foot drop against their movement for the round.

The halflings will concentrate on killing whoever has the book, or whoever is protecting the person with the book. They will tumble into flanking positions at every opportunity and do everything possible to maximize their sneak attack ability. Mac has several assassin spells he can use as swift actions; he will make

maximum use of these spells to guarantee he gets sneak attack damage on all attacks.

The assassins were given orders to eliminate anybody associated with the book, so they will not just take the book and run. Besides, they are halflings, and know they cannot outrun the big folk. They will eliminate anybody who threatens them before recovering the book. If any of the PCs just stay out of the way, the halflings will not try to kill them.

Talver will try to take cover behind the PCs, but he will not run away because he fears there are more assassins out there and the PCs are his only chance of survival. He will plead for help, saying that the halflings are trying to murder him. He will deny being a thief, but he is technically lying so this will require a Sense Motive check against Talver's Bluff, otherwise the PC will know he is lying about being a thief! Talver will use the total defense action throughout the combat in order to try and stay alive.

#### NOTE:

Anyone checking the inn room that Talver vacated will find the bodies of two men (wearing merchants clothing) dead from vicious knife wounds.

Should Talver survive the combat, he will plead with the PCs to help him. He is afraid for his life, expecting more assassins at every turn. Once the combat is done, Talver will insist they leave the scene immediately. He does not want to get caught up with the city guard, as they would most certainly confiscate the book and he does not trust that it would not disappear while in their possession. He can show the PCs the instructions he received for delivering the book (give the PCs **Player Handout #1**) to Journeyman Ralish in a secret meeting at midnight tomorrow night. The meeting will be at a teamsters guild meeting hall in Veluna City. He can tell the PCs the following information:

- He is an operative in the employ of Journeyman Ralish of the High Roads trading company. He was hired to infiltrate the Iron Rings Consortium and attempt to find evidence of the guild's treasonous activity, especially any evidence incriminating the leaders of the IRC.
- He typically met with representatives of the HRTC in this Inn where he would pass on copied documents and get instructions.
- For the last 2 months he had been passing on accounting information and internal communications documents he copied from

various IRC offices he had visited. The accounting information seemed a jumbled mess that didn't make any sense, and quite a few of the messages were nonsensical gibberish.

- A few days ago his contacts told him they thought the accounting info and messages were a code of some sort. The HRTC could not break the code without the key. He was instructed to find the code's key. They thought it would be a book of some sort as the key was obviously the relation between words on a page and page numbers, line numbers, and position of the word on the line.
- He discovered a work of fiction, *The Adventures of Dangerous Dan*, which was always at the office where the encoded messages were found. Last night he stole the book.
- This morning he had met with his HRTC contacts who gave him instructions on what to do with the book. He was told he was to deliver the book to Journeyman Ralish himself and was given instructions on where to meet him. He was told his work infiltrating the IRC was done, that it was now too dangerous for him to go back.
- Before he could conclude the meeting with his contacts, the halflings had burst into the room and started attacking them. He is pretty sure his two contacts were killed - he just grabbed the book and leapt out the window to escape.
- He will plead with the PCs to help him deliver the book to Ralish, it is too dangerous for him to do it on his own.
- He does NOT want to turn over the book to any kind of authorities. It is no good on its own, and he heard rumors from within the IRC that they had moles within the Watch and the Church. He is worried that the book would disappear if turned in.

If Talver has died, any of this information can be obtained by use of a *Speak with Dead* spell.

The Book: *The Adventures of Dangerous Dan* is not an actual published piece of fiction. This is the only copy of it in existence and the IRC had it carefully crafted to act as their encryption key. If anybody takes time to scan it, it will seem like an extremely poorly written

piece of fiction. If anybody takes time to examine it in detail (more than 1 hour), they will realize the book does not make any sense, there is no real plot and the text wanders all over the place, seemingly very forced at times. A Sense Motive check DC 20 will give the reader the sense that there is some hidden meaning to the text but it is impossible to make out.

Before too long, the city watch will show up (5 minutes after the conclusion of combat). They will arrest anybody involved with the murders or violence in the street and take them in for questioning. Anybody taken in by the watch will be detained for 24 hours while the truth of their story is verified, then they will be released. This could be an issue as the PCs only have 2 days to get to Veluna City (an 88 mile trip). Should the watch recover the book, it will disappear from the evidence chamber during the night. It is in the best interests of the PCs to avoid entanglements with the watch. Talver will stress this if he is still alive. No statistics are provided for the watch as it is not intended that the PCs fight them.

#### **Treasure:**

**APL 6** – loot (130 gp), coin- (0 gp), M – +1 *studded leather* x4 (97 gp per character), +1 *buckler* x3 (97 gp per character), *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), *cloak of resistance* +1 (83 gp per character).

**APL 8** – loot (130 gp), coin- (0 gp), M – +1 *mithral shirt* (175 gp per character), +1 *studded leather* x3 (97 gp per character), +1 *buckler* x3 (97 gp per character), *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp), *cloak of resistance* +2 (333 gp per character), *cloak of resistance* +1 x3 (83 gp per character).

**APL 10** – loot (130 gp), coin- (0 gp), M – +2 *mithral shirt* (425 gp per character), +1 *studded leather* x3 (347 gp per character), +1 *ring of protection* x4 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *cloak of resistance* +1 x3 (83 gp per character).

**APL 12** – loot (130 gp), coin- (0 gp), M – +2 *mithral shirt* (425 gp per character), +2 *studded leather* x3 (97 gp per character), +1 *ring of protection* x4 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *cloak of resistance* +1 x3 (83 gp per character), *ring of spell storing, minor* (1500 gp per character).

## **Encounter One: The Road to Veluna City**

The journey to Veluna City is 88 miles along the great western road. The PCs only have two days to get there. It will probably require fast horses to make the trip as the PCs would have to move at a base speed of 60 to make the trip in two days without hustling or a forced march. Allow PCs a Knowledge (Local – VTF) DC 10 (can be done untrained!) to realize this. See the *Player's Handbook* page 162-164 for distances covered per day based on the slowest mode of transportation available to the party. Also see the rules for hustling and forced marches, and the rules for these for mounts. Note that any detention by the city watch (24 hours) would make this very difficult. If they are detained by the watch they will probably have to make use of the hustle and forced march rules to make it to Veluna City on time, possibly killing their horses in the process (a light horse with standard hit points can hustle 72 miles in 6 hours, dropping dead shortly after that).

Talver Henning already has a light horse in the stables of the Gryphon's Rest Inn. He knew he would be heading out, and fast. PCs can buy horses in Devarnish at standard costs, this will take about 2 hours to complete.

There are inns set up halfway between Devarnish and Veluna City; the PCs can spend the night at one of these inns along the Great Western Road.

*The hurried trip along the Great Western Road is uneventful. You pass a few caravans heading west along the recently opened trade route to the west. There are also some soldiers marching west along the road, a grim reminder of the continuing war with the heretic Herion. The road skirts you past the edge of the Asnath Copse, home of the elves, and through the city of Asnath.*

*Eventually you approach the wooden walls of Veluna City, seat of government of the Archclericy.*

The PCs can go where they wish in Veluna City, depending on how much time they have left before the scheduled meeting with Journeyman Ralish. Talver Henning will want to lay low in a cheap inn, still fearful of assassins.

Journeyman Ralish will be unavailable. Should anyone check at the HTRC office, they will be told he is out of

the office for a few days while attending to some business matters.

Should the PCs poke around the IRC offices, it will all appear as business as usual. No *detect* spells will show up anything unusual, they have taken precautions against that. Should the PCs press the issue at the IRC before meeting with Ralish, the Mitrik Temple Guard can be called in to usher the PCs on their way. After all, the IRC has done nothing wrong (at least that can be proven yet). So far they are simply the victims of the theft of a book from their office in Devarnish!

Any preliminary investigations of the teamsters hall will show nothing unusual. A group of teamsters will be meeting here in the evenings until about 11pm. There is nothing unusual.

## Encounter Two: Teamsters Hall

See DM Map #2.

*The teamsters hall is a large two story structure made of thick wooden logs with a sturdy wooden shingled roof. A few steps lead up the double doors in the front, and there is a single door in the rear.*

The vampires controlling the IRC have already *dominated* Journeyman Ralish before he approaches the building. The most powerful vampire in the group is the one who has him *dominated*. They will have Ralish approach the meeting hall about 15 minutes ahead of time. He will walk right up to the front doors, unlock them with a key and walk in. He will then sit down at one of the tables and wait.

The vampires will approach in gaseous form (flying) and enter the building from the top. They will use the darkness to make Hide checks while approaching. Give them a +5 circumstance bonus to their Hide checks for approaching from the air in gaseous form, and remember the -1 per 10 feet of distance for these Spot checks.

PCs in place before 11:45pm may have a chance to spot Ralish and the vampires approaching. If they want to stay out of sight, the closest they can get to any part of the building and still hide is 50 feet. Only PCs positioned to view the front of the building can spot Ralish. Ralish gets a standard Hide check while approaching (using the darkness as concealment). Note that any PC with darkvision and within range will automatically spot Ralish (can't use darkness to

hide from darkvision). Ralish is wearing a long dark cloak with a hood pulled over his head.

Only PCs positioned to watch the back of the building will get a Spot check to see the vampires approaching from above in gaseous form, and they will be an additional 30 feet from the PC's position (total 80 feet) for purposes of Spot checks to spot them (darkvision applies here too if they are within range). Please remember the -1 per 10 feet of distance for these Spot checks.

Any PC using appropriate *detect* spells within the appropriate range (such as *detect evil* before entering the building) will pick up the appropriate auras.

Once the PCs enter the building:

*The interior of the meeting hall is one big open space with a balcony on the second level all around the outside walls. Long thick wooden tables with rough benches fill the middle of the hall, with a raised area at one end. Smaller tables and chairs are on the balcony level, and two separate stairways provide access to that level.*

Assuming they entered the building AFTER Ralish and approach him (the DM may need to modify this text depending on how the PCs approach Ralish):

*A single lantern rests on one of the long tables casting long shadows across the room. Seated next to the lantern is a middle aged man of medium build. He wears a long dark cloak with the hood lowered and draped around his shoulders. He stares at you as you approach.*

Ralish is dominated by the vampires who hide in the darkness of the balcony above. He will not engage in pleasantries or idle small talk. He will recognize Talver Henning, and he will ask directly for the book. If given the book, he will hand over a small sack of coin to whomever gives him the book. He will not answer any questions, simply stating that the question is "not important." If he gets the book, he will thank them, suggest they not leave together, then bid them farewell.

It is important that Ralish be role-played in a slight monotone voice. Do not overdo it, but he should display no emotions. He is not nervous, or happy at receiving the book. He is very flat and businesslike. Some PCs may have met him before, he will recognize them, but will not appear friendly to them. All of this is due to the limited range of actions allowed to him under the *domination* effect. Any PCs interacting with Ralish should get a DC 15 Sense Motive check to

determine that he is not acting right and is possibly under an enchantment effect of some kind...

At some point during any interaction with Ralish, all PCs in the building should get ONE Spot check (use another secret DM roll) to possibly notice the hiding vampires, no longer in *gaseous form*, on the balcony above. They vampires will be taking 10 on their Hide checks. Don't forget the -1 per the 10 feet of distance - the DM should determine where the vampires are hiding to determine the DC for each PC based on distance.

Any PC scanning the room with an appropriate *detect* spell may also notice the hiding vampires. If any PC specifically goes up on the balcony with a light source, thus revealing the vampires, they will attack immediately.

If the PCs give any indication that they know something is wrong with Ralish, or that they know something is hiding on the balcony, the vampires will attack immediately. If a PC realizes something is there, but tries not to let on that he knows, this will call for a Bluff check vs. the vampires' Sense Motive. If the vampires win the Sense Motive check, they will attack immediately.

The vampires are ready and itching for a fight. They will not let the PCs leave with the book. They will attack at the slightest provocation. Only if things go very smoothly and the PCs hand over the book to the dominated Ralish, then leave with their payment, will the vampires not attack. In this case they will wait for the PCs to leave, slay Ralish, recover the book, turn to gaseous form and leave through the roof of the building. Any PCs watching the building may spot the gaseous vampires leaving the same way they could have spotted them coming (see above). If the PCs turn over the book and the vampires get away with it, the adventure is over here.

#### **APL 6 (EL 6)**

☛**Vampire Spawn (2):** Medium undead; hp 44 each; See *Monster Manual* page 253.

#### **APL 8 (EL 8)**

☛**Rellik:** Medium undead Rog5; hp 53; See Appendix I.

☛**Vampire Spawn (2):** Medium undead; hp 44 each; See *Monster Manual* page 253.

#### **APL 10 (EL 10)**

☛**Rellik:** Medium undead Rog7; hp 74; See Appendix I.

☛**Ashlan:** Medium undead Rog5; hp 53; See Appendix I.

☛**Vampire Spawn (2):** Medium undead; hp 44 each; See *Monster Manual* page 253.

#### **APL 12 (EL 12)**

☛**Rellik:** Medium undead Rog9; hp 95; See Appendix I.

☛**Ashlan:** Medium undead Rog7; hp 74; See Appendix I.

☛**Vampire Spawn (4):** Medium undead; hp 44 each; See *Monster Manual* page 253.

#### **Tactics:**

The vampires will open combat by leaping from the balcony onto their foes. Treat this as a charge attack. They will come from different directions, feel free to give a dramatic description as they leap from hiding, fangs bared. They will make a slam attack on their initial charge, hoping to make best use of their energy drain while their opponents are surprised.

The rogues will try to tumble to maximize sneak attacks. None of the vampires will try to *dominate* more than once, and then only against obvious fighter types. The vampires will NOT grapple and attempt to drain blood unless they outnumber the opponents. They will not have time to use their *children of the night* ability.

The vampires want to slay every living creature in the building. They do not want to leave anyone alive. After combat, should the vampires win, they will drain the blood from any surviving PCs in order to make them undead. This means they CANNOT be raised by a *raise dead* spell. They will not take time to do this in combat though...

The vampires will focus all their attacks on anyone who appears to be trying to escape with the book. Their first priority is to recover the book, slaying the interlopers is a secondary priority.

Journeyman Ralish will simply sit by in his chair and do nothing since he is *dominated*. Should he somehow be released from his domination, he will try to run for cover and defend himself. In any case, the vampires have no reason to attack Ralish, so he should survive the encounter.

Talver Henning will help the PCs as best he can, but he should be quite overmatched and he knows it. He will fight, but cautiously.

#### **NOTE:**

Once the vampires are slain, they will turn to *gaseous form* and start moving towards their coffins at the IRC compound. Give the PCs a DC 14 Knowledge (religion) check to realize that should the vampires reach their coffins, they will recover in one hour's time. The PC making this check will know how to destroy them in their coffin before they recover. The PCs should be urged to follow the fleeing gaseous vampires. If they do, go to **Encounter 4**.

Should Ralish recover from his domination, he will urge the PCs to follow the gaseous vampires and destroy them. He will recognize one of the vampires as being a supervisor from the IRC (he can tell the PCs this). They obviously know what's going on and are linked to the IRC, they must be destroyed or they will likely cause more havoc. Talver Henning can also be used to push the PCs towards following the gaseous vampires. If Ralish is not able to recover from the domination, then the DM can have Talver recognize one of the vampires as an IRC supervisor. The defeated vampires must get to their coffins within 2 hours. They can fly to the IRC compound at a speed of 20 feet. If the PCs leave immediately, it should be an easy matter of following them. Alternatively, the PCs can simply decide to go straight to the IRC, go to **Encounter 5**.

If, for some reason, the PCs don't follow the gaseous vampires, go to **Encounter 3**.

**Note:** Treasure amounts listed here assume all the vampires equipment goes with them when they turn gaseous upon being destroyed. Their equipment can only be recovered if the PCs get them in their lair (**Encounter 6**).

## Encounter Three: Who Was That Fanged Man?

If for some reason, the PCs don't follow the gaseous forms of the vampires from Encounter 2, or lose them along the way, they will need a little help getting to the final encounters. The DM will have to adjudicate their actions from here. The goal should be to get them to the IRC compound before dawn, but only if the PCs do something to help themselves get there. However, if the PCs do not destroy the nest before dawn, the vampires will have loaded themselves and their coffins onto wagons and fled the city. It is entirely possible that the PCs fail to destroy the vampire nest at the IRC and the adventure ends here. That's OK. They still

recovered the code book and have been partially successful.

This encounter will have to be fairly free form as the DM adjudicates the PC's actions from this point. Some possible guidelines and suggestions follow:

- The PCs could take the descriptions of the vampires that attacked them and try to find out who they were by asking around. Keep in mind that the attack happened at midnight, so information sources are very limited. About the only option this time of night would be the late night establishments. A DC 20 gather info check will allow them to discover that one of the vampires was a supervisor at the local IRC compound (HQ).
- If the PCs go to the Church of Rao (or any other Church for that matter), the Church will be greatly concerned and will immediately look into the matter. They can talk to a priest who will urge them (off the record) to take care of the matter themselves if they can, while he takes the issue up his chain of command. He will point out to PCs that the defeated vampires will reform in one hour after they reach their coffins, and it will most likely take the Church until morning to mobilize and raid the IRC compound. Unfortunately, he suspects that by the time the Church reacts, the vampires will probably have fled.
- If the PCs simply watch the IRC compound and don't go in at night, at dawn they will spot several wagons (with clueless dominated teamster commoners driving them) leaving the IRC. If they stop and/or investigate these wagons in any way, they will find that they contain several coffins filled with dirt. The vampires themselves have left in gaseous form by an underground escape route. Intercepting the coffins will seriously inconvenience the vampires, but they will still escape. The dominated teamsters don't know where they were going; they were going to get telepathic instructions later. All they know right now is they have been instructed to ride west along the road, toward Mitrik pending further instructions.

If the PCs do not go to the IRC compound before dawn, the adventure is over. The ringleaders of the IRC will escape.

## Encounter Four: Cloud Chasers

If the PCs decide to follow the defeated gaseous vampires, they will need to make Spot checks as the vampires make their way to the IRC.

If the following PCs are moving at a speed of 30 (they cannot do this mounted as the vamps are moving through some rough terrain, alleys, etc), they only need to make two Spot checks.

If the PCs are moving slower than speed 30, they will need to make three Spot checks.

If the PCs are moving at speed 40 or faster, they only need to make one Spot check.

To set the DC for each Spot check, the DM should roll a Hide check for all the vampires and use the worst result. Since the vampires are moving at full speed, they will have a -5 to all their Hide checks, and remember the -1 per 10 feet of distance for these Spot checks.

Should the PCs fail any of these Spot checks, they lose track of the vampires' mists. Depending on PC actions at that point, go to **Encounter 5** (if they proceed to the IRC compound on a hunch) or **Encounter 3** (if they try anything else).

Should any of the PCs succeed at all the required Spot checks, they manage to follow the gaseous vamps:

*The gaseous forms of the defeated vampires have made a direct line for the trade district. You see them dart across a street and over a wall into a large compound. They do not emerge. On a sign hanging outside the compound, you see the familiar three interlocking rings of the Iron Rings Consortium.*

Anybody who can make a DC 15 Knowledge (Local – VTF) check will know that this is the headquarters of the IRC. If the PCs wish to investigate the IRC HQ, go to **Encounter 5**.

## Encounter Five: Rings Within Rings

The headquarters of the Iron Rings Consortium is in Veluna City. The Guildmaster's name is Govard and his office is here (DC 15 Knowledge (Local-VTF)).

The compound consists of a large walled yard for loading and unloading of cargo, two large warehouses, and two office buildings (one 1 story, one two story). At night the compound is guarded by 3 security guards. One guard moves between each of the office buildings, one patrols the yard, and one patrols the two warehouses. All guards have keys to all the buildings.

There are no maps provided for the compound and buildings as these areas are not intended to be a focus for this adventure. Instead, general descriptions of each of the areas is provided below. In order to root out the vampires, the PCs will have to find the secret entrance to the lair in Govard's office.

"Fast Forwarding": If time is running short (the DM should allow about 1 hour for the last encounter), this section can be summarized. If summary is necessary, assume the PCs deal with the guards and simply have them make the search checks to find the secret door in Govard's office (have each PC roll once, DC 25). If they fail this simplified search check, assume they eventually find the door, but not until after the 1 hour has passed for the vampires from **Encounter 2** to recover (see **Encounter 6**)!

Detection spells: No detection spells will reveal the presence of anything unusual in the IRC compound, other than a *detect secret doors* which may reveal the secret entrance to the vampire lair in Govard's office. The vampire lair is below ground and shielded with a thin layer of lead to block this. All the vampires are in the lair until dawn when they escape through small escape pipes that lead away.

### Loading Yard:

This is a large (about 100 ft. square) open yard for loading and unloading wagons. The entire compound is surrounded by 10 ft. high stone walls. There is a large set of double gates that can be opened to allow passage of wagons. There is also a regular sized door in the wall for human traffic. Both the gate and the door are locked at night (Open Locks DC 25). One IRC Guard patrols this area at night. There is a large open walled roof where 3 wagons and 6 heavy horses are

currently stored. The horses are currently nervous because of the presence of the undead.

A Spot check DC 25 will notice several small grates (no more than 4 inches wide) set into the ground, perhaps for drainage. These are used by the vampires in gaseous form to move to/from their underground lair.

All of the other 4 buildings open onto this main yard.

### Warehouses:

There are two warehouses (about 80 ft by 60 ft each) that are crammed with goods. There is nothing unusual about any of the goods, other than the fact that they are all low quality trade goods. Items like salt, canvas, dried beef, tools, etc.

One IRC Guard patrols both warehouses, moving between the two at night. Each warehouse is locked (Open Locks DC 25).

### One story office building:

This building consists of small offices for accountants and clerks, files (nothing incriminating), and a couple of meeting rooms. The front door is locked (Open Locks DC 25), all windows are latched from the inside (Open Locks DC 30). The building is patrolled by an IRC Guard at night who moves between this building and the other office building.

### Two story office building:

This building is obviously the main offices. The front door is locked (Open Locks DC 30). All windows are latched from the inside (Open Locks DC 30). The building is patrolled by an IRC Guard at night who moves between this building and the other office building.

This building contains a lobby, a comfortable meeting room, and the Guildmaster's offices on the first floor. There are 6 more comfortable offices on the second floor.

There are files and records in all the offices, including the guildmaster's, but they all concern normal business. In the guildmaster's office, there is a secret door (Search DC 25) behind one of the bookcases. It opens up onto a narrow (5 ft) stairway leading down into darkness. This stairway leads to the vampire lair, which is detailed in **Encounter 6**.

### All APLs (EL2 to 5)

☛ **IRC Guard (3):** Medium Humanoid War3; hp 20 each; See Appendix 1.

**Tactics:** The guards will investigate anything they see or hear. They each have a whistle and will blow it if they see somebody. The other two will come running and will arrive in 3 rounds. They will first order any intruder to surrender, then attack if they don't. These guards are only hired help, they know nothing about the vampires or the real dealings of the IRC.

## Encounter Six: Descent Into Darkness

*A narrow, rough-hewn stairway leads down into the earth, twisting sharply as it descends. Moisture drips from the walls and collects on the rough steps.*

The stairwell is only 5 ft. wide and makes a 90 degree right turn every 10 horizontal ft. It is steep and slippery, requiring a DC 10 Balance check to keep from falling. This check must be rolled every round a PC moves or fights on the steps. There are a total of 5 segments of stairs descending 50 ft into the earth. Each segment is interrupted by a 5 ft. landing where the stairway turns. At the end of the round in which someone passes the first landing, the rat swarms attack, swarming from small holes in the walls. PCs on the second segment of stairs or below can make a DC 10 Listen check to not be surprised as the rats pour out of the holes. The rats will fill all sections of stairs from the first landing down on their surprise move. Any swarms that don't have room on the stairwell will remain in the holes and come pouring out after the preceding ones are destroyed.

### All APLs (EL 7)

☛ **Rat Swarm (5):** Tiny Animal (Swarm); hp 13 each; See *Monster Manual*.

**Tactics:** The rats will make a loud chattering and screeching noise as they attack, warning the occupants of the room below of the imminent arrival of visitors. These rats had been summoned by one of the vampires (*children of the night* ability) as a guard for the stairway after the vampires from **Encounter 2** returned to their coffins.

## Encounter Seven: Children of the Night

*The stairway ends in a small 5 foot landing with a rough stone door set into the opposite wall; dripping water pools on the landing. The door is plain, but there are several small holes in the wall just above the door.*

The small holes lead into the room, jogging up first. These are used by vampires in gaseous form to get in and out without using the door.

The door is stone and locked with a good lock (Open Locks DC 30).

When the PCs open the door:

*The door opens into a rough circular domed chamber carved from the bedrock below the city. Your light reflects dully off the walls which are coated in a dark gray coating.*

*Short steps lead down into the room. In the center of the room is a circular raised platform upon which rests an altar of some sort. Piled upon the altar are human skulls in two pyramids.*

*On the floor around the altar are nine wooden coffins resting on slabs of stone. The coffins are arrayed around in the altar in a starbust pattern.*

*Hanging by their wrists from chains attached to the ceiling are four women. Each is dressed in a tattered, dirty dress stained with blood spatters around the shoulders. The women appear pale and weak, but alive. They stare at your light with blank dead eyes.*

Important Note: Should the PCs arrive in this room more than an hour after the vampires from **Encounter 2** have returned here (2 hours after **Encounter 2**), those vampires will have recovered and should be added to this encounter. This should be the case if the PCs did ANYTHING other than follow the destroyed vampires here and did not delay overly much in penetrating the lair. If those vampires have not recovered, they will be dormant in their coffins.

The walls of this chamber are coated in a thin layer of lead to block the various *detect* spells (as is the door). This is the dark gray coating described above.

It is assumed that the vampires have been alerted by the sound of combat with the rats in the stairs. If not, the DM will have to adjudicate whether or not the

vampires are alerted using standard Listen and Move Silently checks. If the vampires are alerted, they will all be spider climbing and hiding in the shadows of the ceiling and walls.

The women are captives; cattle for feeding. They are all at very low constitution scores and dominated by one of the vampires. Their status and location will make it difficult to get off area effect spells without killing the innocent victims (assume each has the equivalent of 2 hit points left). The DM should point this out to anyone who does not consider this. Intentionally killing one of the captives in such a manner MAY be considered an evil act (DM's discretion).

Grish the master vampire, Guildmaster Govard (also a vampire enslaved to Grish), and the other vampires are waiting here until dawn when workers can arrive to begin loading their coffins onto wagons to leave the city. Grish only knows the full details of what happened at the teamsters hall if the vampires from **Encounter 2** have recovered and informed him.

Regardless, when those vampires returned and began reforming in their coffins, Grish knew that the game was lost. He had no idea who might have the book or where to go to look for them, and had to assume it will end up in the hands of the Church of Rao, and thus he assumes sometime after dawn a bunch of priests will be invading his sanctum and destroying him and his spawn. He feels he has no choice but to abandon the IRC to it's fate and flee, but he has to wait until dawn for workers to arrive who can take their coffins out of the city. Grish then plans to take his brood out through pipes in the wall and escape the city. Once the PCs invade his sanctum in the night however, he sees a glimmer of hope that they were foolish enough to bring the code book with them and he will therefore make a last ditch effort to recover it by attacking the invaders.

As soon as anybody enters the room, the vampires will attack, leaping from their places of concealment. To determine who is in the room when the vampires attack, the DM should ask who is entering the room. Then each of those PCs can take a single move action into the room to determine where they are located when the surprise round begins. PCs can make Spot checks vs the vampires' Hide checks to avoid being surprised, but only those in the room can make these checks (others have no line of sight to the monsters). The vampires will automatically be spotted by anybody with darkvision since it effectively eliminates the darkness which provides the concealment necessary to hide.

**Altar:** Due to all the heinous acts committed upon this altar over time, it radiates a permanent *desecrate* effect (-3 profane penalty to all turning checks to turn undead; undead receive a +1 profane bonus on attack rolls, damage rolls, and saving throws; caster level APL+8). Since the altar was already dedicated to Nerull, it doubles the strength of the *desecrate* effect in a 20 foot radius from the altar (-6 profane penalty to all turning checks to turn undead; undead receive a +2 profane bonus on attack rolls, damage rolls, and saving throws). Note that all the vampires in this module were created under the effects of this *desecrate* effect, and so have more hit points than usual (all except Grish, he was not created in the *desecrate*, though he does benefit from the effects normally). Note: The bonuses from the *desecrate* effect are NOT in the stat blocks.

#### **APL 6 (EL9)**

☛**Grish:** Medium Undead Mnk6; hp 54; See Appendix 1.

☛**Vampire Spawn (2):** Medium Undead; hp 44; See *Monster Manual*/page 253.

#### **APL 8 (EL11)**

☛**Grish:** Medium Undead Mnk8; hp 72; See Appendix 1.

☛**Govard:** Medium Undead Exp5; hp 53; See Appendix 1.

☛**Vampire Spawn (2):** Medium Undead; hp 44; See *Monster Manual*/page 253.

#### **APL 10 (EL13)**

☛**Grish:** Medium Undead Mnk10; hp 90; See Appendix 1.

☛**Govard:** Medium Undead Exp2/Rog5; hp 74; See Appendix 1.

☛**Horg:** Medium Undead Bbn2/Ftr4; hp 63; See Appendix 1.

#### **APL 12 (EL15)**

☛**Grish:** Medium Undead Mnk12; hp 108; See Appendix 1.

☛**Govard:** Medium Undead Exp2/Rog7; hp 95; See Appendix 1.

☛**Horg:** Medium Undead Bbn2/Ftr6; hp 84; See Appendix 1.

**Tactics:** Any vampires with liquid night will apply it as soon as they hear enemies on the stairwell. They will seek to destroy all the intruders and prevent them from leaving, trying to stay within 20 feet of the altar to benefit from the double strength *desecrate* effect. They will pursue and destroy any who try to flee. Govard will attempt to use his daunting presence feat and domination ability in preference to combat. All other vampires will melee utilizing their abilities to the maximum.

**Note:** If the PCs defeat the vampires in their lair, they will all start reforming in their coffins. The PCs can easily use the various methods of destroying vampires as detailed in the *Monster Manual*. Allow any PC a DC 15 Knowledge (religion) check to know the methods of destroying a vampire. All of the vampires' equipment can be looted from them while they lay dormant in their coffins (1 hour). In addition, in a small case in Grish's coffin can be find 4 vials of *ectoplasmic ichor*, and a very old dagger. The dagger is made of a single piece of obsidian and is carved with symbols that ward against demons. The dagger radiates faint magic, but is only treated as a masterwork dagger for combat purposes (this is the *black obsidian dagger* on the AR).

#### **Treasure:**

**APL 6** – loot (0 gp), coin- (0 gp), M – *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), *amulet of natural armor* +1 (83 gp per character), *bracers of armor* +1 (83 gp per character), *cloak of resistance* +1 (83 gp per character), *black obsidian dagger* (25 gp per character).

**APL 8** – loot (0 gp), coin- (0 gp), M – +1 *mithral shirt* (175 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *rapier* (193 gp per character), *ring of protection* +1 x2 (166 gp per character), *amulet of natural armor* +1 (83 gp per character), *bracers of armor* +2 (333 gp per character), *cloak of resistance* +2 (333 gp per character), *black obsidian dagger* (25 gp per character).

**APL 10** – loot (0 gp), coin- (0 gp), M – +1 *mithral shirt* x2 (175 gp per character), +1 *chain shirt* x2 (104 gp per character), +1 *buckler* x2 (97 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *rapier* (193 gp per character), +1 *keen rapier* (693 gp per character), *ring of protection* +1 x5 (166 gp per character), *amulet of natural armor* +1 (83 gp per character), *bracers of armor* +2 (333 gp per character), *cloak of resistance* +1 x2 (83 gp per character), *cloak of resistance* +2 (333 gp per character), *monks belt* (1083 gp per character), *black obsidian dagger* (25 gp per character).

**APL 12** – loot (0 gp), coin- (0 gp), M – *+1 mithral shirt* (175 gp per character), *+2 mithral shirt* (425 gp per character), *+2 chain shirt x2* (354 gp per character), *+2 buckler x2* (347 gp per character), *gloves of dexterity +4* (1333 gp per character), *+1 keen rapier x2* (693 gp per character), *ring of protection +1 x5* (166 gp per character), *amulet of natural armor +1 x2* (83 gp), *bracers of armor +2* (333 gp per character), *cloak of resistance +1 x2* (83 gp per character), *cloak of resistance +2* (333 gp per character), *cloak of resistance +3* (750 gp per character), *monks belt* (1083 gp per character), *black obsidian dagger* (25 gp per character).

## Conclusion

If Journeyman Ralish is taken to the Church of Rao (the only Church in Veluna City), his domination will be dispelled by the Church.

Assuming Ralish's domination is removed and he has the encryption key book, he will use the encryption key to decrypt some of the secret messages he has and incriminate the leadership of the IRC for conspiring with the enemy. This will stir the Church of Rao enough for them to raid the IRC headquarters and freeze all IRC assets across the country. Eventually, the IRC will be completely dismantled and cease to exist. All PCs will earn the Favor of the High Roads Trading Company. Read the following:

*Late the next day, you hear rumors that the Mitrik Temple Guard has raided the Iron Rings Consortium compound and closed it down. The rumors also indicate that all IRC assets across the country have been seized by the Church.*

*Journeyman Ralish of the High Roads Trading Company meets with you a few days later. "Both the High Roads and all of Veluna owe you a great debt. If it were not for your quick and resolute intervention, this threat to our nation would never have been exposed. The Iron Rings Consortium is no more; the Church has accused the company of treason against the state and has seized all of its assets and shut down all of its operations across the country.*

*As thanks, I am prepared to offer you the assistance of one of our agents in securing the purchase of a magic item of your choice, we have many agents across the world who should be able to track down*

*and purchase any number of wondrous items. Thank you again for all you have done!"*

If the PCs destroyed the nest of vampires in the IRC HQ AND they reported this activity to the Church of Rao in some way, they will earn the Favor of the Church of Rao.

Also, due to their experience with a den of level-draining undead, any PCs who destroyed the vampires in their lair get the Touched by Death special access on the AR.

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

**Password:** encryption

## Postscript: Gift of the Gnomes

Run this encounter only if the PC's successfully defeated the vampires in their lair. At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

*Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitching of gold waves you down. As he approaches, his face beams with the delight of your attention.*

*"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretelling of our Chief Cleric. Thus, I have this gift for you, if you will accept it."*

*Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."*

If the character accepts the gemstone:

*Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.*

If the character does not accept the gemstone:

*A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"*

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

*Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.*

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color

than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

## 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 story awards) to each character.

## Introduction

Defeat the crack Halfling assassin squad:

|        |        |
|--------|--------|
| APL 6  | 270 xp |
| APL 8  | 330 xp |
| APL 10 | 390 xp |
| APL 12 | 450 xp |

## Encounter Two: Teamsters Hall

Defeat the vampires

|        |        |
|--------|--------|
| APL 6  | 180 xp |
| APL 8  | 240 xp |
| APL 10 | 300 xp |
| APL 12 | 360 xp |

## Encounter Seven: Children of the Night

Destroy all the vampires in their lair

|        |        |
|--------|--------|
| APL 6  | 270 xp |
| APL 8  | 330 xp |
| APL 10 | 390 xp |
| APL 12 | 450 xp |

## Story Award 1

Give the encryption key book to Journeyman Ralish and remove his domination effect (turning him and the book over to one of the Churches listed in the encounter is good enough). Journeyman Ralish MUST survive to get this award.

|       |        |
|-------|--------|
| APL 6 | 120 xp |
| APL 8 | 150 xp |

|        |        |
|--------|--------|
| APL 10 | 180 xp |
| APL 12 | 210 xp |

### **Story Award 2**

Saving the life of Talver Henning. If Talver is alive at the end of this adventure, give this award.

|        |        |
|--------|--------|
| APL 6  | 60 xp  |
| APL 8  | 75 xp  |
| APL 10 | 90 xp  |
| APL 12 | 105 xp |

### **Total possible experience:**

|               |                 |
|---------------|-----------------|
| <b>APL 6</b>  | <b>900 xp</b>   |
| <b>APL 6</b>  | <b>1,125 xp</b> |
| <b>APL 8</b>  | <b>1,350 xp</b> |
| <b>APL 10</b> | <b>1,575 xp</b> |

## **Treasure Summary**

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### **Introduction**

**APL 6** – loot (130 gp), coin- (0 gp), M – +1 *studded leather* x4 (97 gp per character), +1 *buckler* x3 (97 gp per character), *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), *cloak of resistance* +1 (83 gp per character).

**APL 8** – loot (130 gp), coin- (0 gp), M – +1 *mithral shirt* (175 gp per character), +1 *studded leather* x3 (97 gp per character), +1 *buckler* x3 (97 gp per character), *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp), *cloak of resistance* +2 (333 gp per character), *cloak of resistance* +1 x3 (83 gp per character).

**APL 10** – loot (130 gp), coin- (0 gp), M – +2 *mithral shirt* (425 gp per character), +1 *studded leather* x3 (347 gp per character), +1 *ring of protection* x4 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *cloak of resistance* +1 x3 (83 gp per character).

**APL 12** – loot (130 gp), coin- (0 gp), M – +2 *mithral shirt* (425 gp per character), +2 *studded leather* x3 (97 gp per character), +1 *ring of protection* x4 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *cloak of resistance* +1 x3 (83 gp per character), *ring of spell storing, minor* (1500 gp per character).

## Encounter Seven: Children of the Night

**APL 6** – loot (0 gp), coin- (0 gp), M – *gloves of dexterity* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), *amulet of natural armor* +1 (83 gp per character), *bracers of armor* +1 (83 gp per character), *cloak of resistance* +1 (83 gp per character), *black obsidian dagger* (25 gp per character).

**APL 8** – loot (0 gp), coin- (0 gp), M – +1 *mithral shirt* (175 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *rapier* (193 gp per character), *ring of protection* +1 x2 (166 gp per character), *amulet of natural armor* +1 (83 gp per character), *bracers of armor* +2 (333 gp per character), *cloak of resistance* +2 (333 gp per character), *black obsidian dagger* (25 gp per character).

**APL 10** – loot (0 gp), coin- (0 gp), M – +1 *mithral shirt* x2 (175 gp per character), +1 *chain shirt* x2 (104 gp per character), +1 *buckler* x2 (97 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *rapier* (193 gp per character), +1 *keen rapier* (693 gp per character), *ring of protection* +1 x5 (166 gp per character), *amulet of natural armor* +1 (83 gp per character), *bracers of armor* +2 (333 gp per character), *cloak of resistance* +1 x2 (83 gp per character), *cloak of resistance* +2 (333 gp per character), *monks belt* (1083 gp per character), *black obsidian dagger* (25 gp per character).

**APL 12** – loot (0 gp), coin- (0 gp), M – +1 *mithral shirt* (175 gp per character), +2 *mithral shirt* (425 gp per character), +2 *chain shirt* x2 (354 gp per character), +2 *buckler* x2 (347 gp per character), *gloves of dexterity* +4 (1333 gp per character), +1 *keen rapier* x2 (693 gp per character), *ring of protection* +1 x5 (166 gp per character), *amulet of natural armor* +1 x2 (83 gp), *bracers of armor* +2 (333 gp per character), *cloak of resistance* +1 x2 (83 gp per character), *cloak of resistance* +2 (333 gp per character), *cloak of resistance* +3 (750 gp per character), *monks belt* (1083 gp per character), *black obsidian dagger* (25 gp per character).

## Total Possible Treasure

|                |                 |
|----------------|-----------------|
| <b>APL 6:</b>  | <b>900 gp</b>   |
| <b>APL 8:</b>  | <b>1,300 gp</b> |
| <b>APL 10:</b> | <b>2,300 gp</b> |
| <b>APL 12:</b> | <b>3,300 gp</b> |

## Appendix 1: NPCs

### APL 6

Note: Stats in parenthesis () reflect spells/potions precast.

#### Introduction:

**Talver Henning:** Male Human Rog4; CR 4; Medium Humanoid (Human); HD 4d6; hp 18 (currently 9); Init +7; Spd 30 ft; AC 17 (+3 dex, +4 armor), touch 13, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, short sword, x2); Full Atk +5 melee (1d6+1, short sword, x2); SA: Sneak attack +2d6; SQ: Evasion, uncanny dodge; AL NG; SV Fort +2, Ref +9, Will +1; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 11.

*Skills and Feats:* Appraise +11, Bluff +7, Decipher Script +9, Disable Device +12, Gather Information +7, Hide +10, Listen +7, Move Silently +10, Open Locks +10, Search +9, Spot +7; Skill Focus (Disable Device), Improved Initiative, Lightning Reflexes.

*Possessions:* +1 studded leather, masterwork short sword.

**Mac "The Knife":** Male Halfling Rog5/Asn3; CR 8; Small Humanoid (Halfling); HD 8d6+16; hp 48; Init +6; Spd 20 ft; AC 22 (+6 dex, +1 size, +4 armor, +1 deflection), touch 18, flat-footed 21; Base Atk +5; Grp +1; Atk +13 melee (1d4+1, small short sword, 19-20x2) or +13 ranged (1d3+1, small dagger, 19-20x2); Full Atk +11 melee (1d4+1, small short sword, 19-20x2) and +11 melee (1d4+1, small short sword, 19-20x2) or +13 ranged (1d3+1, small dagger, 19-20x2); SA: Sneak attack +5d6, spells, death attack, poison use; SQ: Evasion, improved uncanny dodge, +2 saves vs fear, +1 save vs poison, *blur* (20% miss chance); AL LE; SV Fort +6, Ref +15, Will +8; Str 12, Dex 22, Con 14, Int 16, Wis 14, Cha 10.

*Skills and Feats:* Bluff +11, Climb +2, Disable Device +14, Escape Artist +14, Gather Information +11, Hide +21, Jump +2, Listen +15, Move Silently +19, Open Locks +14, Search +11, Spot +13, Tumble +17; Weapon Finesse, Iron Will, Two Weapon Fighting.

*Possessions:* Studded leather armor +1, gloves of dexterity +2, ring of protection +1, cloak of resistance +1, ~~potions of blur~~, masterwork short sword (2), dagger (4).

*Spells Known* (3/1; Base DC = 13 + Spell Level): 1<sup>st</sup> – *Distract assailant*\*, *obscuring mist*, *true strike*, 2<sup>nd</sup> – *Swift invisibility*\*.

\*See Appendix 2: New Rules

**Suky, Jenny, Lotty:** Male Halfling Rog3; CR 3; Small Humanoid (Halfling); HD 3d6+6; hp 18; Init +4; Spd 20 ft; AC 21 (+4 dex, +1 size, +4 armor, +2 shield), touch 15, flat-footed 17; Base Atk +2; Grp -2; Atk +8 melee (1d4, small short sword, x2); Full Atk +8 melee (1d4, small short sword, x2); SA: Sneak attack +2d6; SQ: Evasion; AL LE; SV Fort +3, Ref +7, Will +4; Str 10, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +8, Hide +14, Jump +10, Listen +9, Move Silently +12, Open Locks +10, Spot +7, Tumble +12; Weapon Finesse, Iron Will.

*Possessions:* +1 studded leather, +1 buckler, masterwork short sword, 2 daggers.

#### Encounter 2 Teamsters Hall:

**Journeyman Ralish:** Male Human Exp6; CR 5; Medium Humanoid (Human); HD 6d6; hp 27; Init +1; Spd 30 ft; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk +4; Grp +4; Atk +5 melee (1d4, dagger, x2); Full Atk +5 melee (1d4, dagger, x2); AL LG; SV Fort +2, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

*Skills and Feats:* Appraise +11, Bluff +12, Diplomacy +16, Craft (Jewelry) +11, Gather Information +10, Knowledge (Local VTF) +11, Knowledge (Nobility and Royalty) +11, Profession (Bookkeeping) +14, Sense Motive +15; Leadership, Negotiator, Skill Focus (Sense Motive), Skill Focus (Bookkeeping).

*Possessions:* Masterwork Dagger.

#### Encounter 5 Rings Within Rings:

**IRC Guards (3):** Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+3; hp 20; Init +1; Spd 30 ft; AC 16 (+1 dex, +3 armor, +2 shield), touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, short sword, x2); Full Atk +5 melee (1d6+2, short sword, x2); AL N; SV Fort +4, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Spot +7, Listen +7, Intimidate +5; Alertness, Skill Focus (Spot), Skill Focus (Listen).

*Possessions:* Short sword, studded leather, heavy wooden shield.

### **Encounter 7 Children of the Night:**

**Grish:** Male Vampire (Human) Mnk6; CR 8; Medium Undead; HD 6d12; hp 54; Init +10; Spd 50 ft; AC 29 (+6 dex, +4 wis, +1 deflection, +1 armor, +7 natural), touch 21, flat-footed 23; Base Atk +4; Grp +14; Atk +11 melee (1d8+6, unarmed strike, x2); Full Atk +11 melee (1d8+6, unarmed strike, x2) or +10/+10 flurry (1d8+6, unarmed strike, x2); SA: Flurry of blows, blood drain, children of the night, dominate (DC14), create spawn, energy drain, *ki* strike (magic); SQ: Alternate form, DR10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, still mind, slow fall 30 ft., wholeness of body; AL LE; SV Fort +6, Ref +14, Will +9; Str 23, Dex 22, Con -, Int 14, Wis 16, Cha 12.

*Skills and Feats:* Balance +17, Bluff +9, Hide +23, Jump +17, Listen +22, Move Silently +23, Search +10, Sense Motive +11, Spot +22, Tumble +17; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Defensive Throw\*, Weapon Focus (Unarmed Strike), Stunning Fist, Dive for Cover\*.

*Possessions:* Liquid night\*, *gloves of dexterity* +2, *ring of protection* +1, *amulet of natural armor* +1, *bracers of armor* +1, *cloak of resistance* +1

\*See Appendix 2: New Rules

## APL 8

Note: Stats in parenthesis () reflect spells/potions precast.

### Introduction:

**Talver Henning:** Male Human Rog4; CR 4; Medium Humanoid (Human); HD 4d6; hp 18 (currently 9); Init +7; Spd 30 ft; AC 17 (+3 dex, +4 armor), touch 13, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, short sword, x2); Full Atk +5 melee (1d6+1, short sword, x2); SA: Sneak attack +2d6; SQ: Evasion, uncanny dodge; AL NG; SV Fort +2, Ref +9, Will +1; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 11.

*Skills and Feats:* Appraise +11, Bluff +7, Decipher Script +9, Disable Device +12, Gather Information +7, Hide +10, Listen +7, Move Silently +10, Open Locks +10, Search +9, Spot +7; Skill Focus (Disable Device), Improved Initiative, Lightning Reflexes.

*Possessions:* +1 studded leather; masterwork short sword.

**Mac "The Knife":** Male Halfling Rog5/Asn5; CR 10; Small Humanoid (Halfling); HD 10d6+20; hp 60 (+11 temp hp); Init +6; Spd 20 ft; AC 22 (25) (+6 dex, +1 size, +5 armor, +1 deflection, (+3 natural)), touch 18, flat-footed 22 (25); Base Atk +6; Grp +2 (+4); Atk +14 (+16) melee (1d4+1, small short sword, 19-20x2) or +14 (+16) ranged (1d3+1, small dagger, 19-20x2); Full Atk +12/+7 (+14/+9) melee (1d4+1, small short sword, 19-20x2) and +12/+7 (+14/+9) melee (1d4+1, small short sword, 19-20x2) or +14 (+16) ranged (1d3+1, small dagger, 19-20x2); SA: Sneak attack +6d6, spells, death attack, poison use; SQ: Evasion, improved uncanny dodge, +2 saves vs fear, +2 save vs poison, (*blur* (20% miss chance)); AL LE; SV Fort +7 (+9), Ref +17 (+19), Will +9 (+11); Str 12, Dex 22, Con 14, Int 16, Wis 14, Cha 10.

*Skills and Feats:* Bluff +13 (+15), Climb +2 (+4), Disable Device +16 (+18), Escape Artist +14 (+16), Gather Information +11 (+13), Hide +22 (+24), Jump +2 (+4), Listen +17 (+19), Move Silently +21 (+23), Open Locks +14 (+16), Search +11 (+13), Spot +15 (+17), Tumble +19 (+21); Weapon Finesse, Iron Will, Two Weapon Fighting, Improved Two Weapon Fighting.

*Possessions:* *Mithral shirt* +1, *gloves of dexterity* +2, *ring of protection* +1, *cloak of resistance* +2, ~~*potion of blur*~~, ~~*potion of barksin*~~ (+3), ~~*potion of heroism*~~, masterwork short sword (2), dagger (4).

*Spells Known* (4/3/1; Base DC = 13 + Spell Level): 1<sup>st</sup> – *Distract assailant*\*, *disguise self*, *obscuring mist*,

*true strike*, 2<sup>nd</sup> – *Swift invisibility*\*, *darkness*, *wraithstrike*\*; 3<sup>rd</sup> – ~~*False life*~~, *deeper darkness*.

\*See Appendix 2: New Rules

**Suky, Jenny, Lotty:** Male Halfling Rog5; CR 5; Small Humanoid (Halfling); HD 5d6+10; hp 30; Init +4; Spd 20 ft; AC 21 (+4 dex, +1 size, +4 armor, +2 shield), touch 15, flat-footed 21; Base Atk +3; Grp -1; Atk +9 melee (1d4, small short sword, x2); Full Atk +9 melee (1d4, small short sword, x2); SA: Sneak attack +3d6; SQ: Evasion, uncanny dodge, *blur* (20% miss chance); AL LE; SV Fort +4, Ref +9, Will +5; Str 10, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +10, Hide +16, Jump +12, Listen +11, Move Silently +14, Open Locks +12, Spot +9, Tumble +14; Weapon Finesse, Iron Will.

*Possessions:* +1 studded leather, +1 buckler, +1 cloak of resistance, ~~*potion of blur*~~, masterwork short sword, 2 daggers.

### Encounter 2 Teamsters Hall:

**Journeyman Ralish:** Male Human Exp6; CR 5; Medium Humanoid (Human); HD 6d6; hp 27; Init +1; Spd 30 ft; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk +4; Grp +4; Atk +5 melee (1d4, dagger, x2); Full Atk +5 melee (1d4, dagger, x2); AL LG; SV Fort +2, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

*Skills and Feats:* Appraise +11, Bluff +12, Diplomacy +16, Craft (Jewelry) +11, Gather Information +10, Knowledge (Local VTF) +11, Knowledge (Nobility and Royalty) +11, Profession (Bookkeeping) +14, Sense Motive +15; Leadership, Negotiator, Skill Focus (Sense Motive), Skill Focus (Bookkeeping).

*Possessions:* Masterwork Dagger.

**Rellik:** Male Vampire (Human) Rog5; CR 7; Medium Undead; HD 5d12+10; hp 52; Init +10; Spd 30 ft; AC 28 (+6 dex, +5 armor, +6 natural, +1 deflection), touch 17, flat-footed 28; Base Atk +3; Grp +7; Atk +9 melee (1d6+4, slam, x2); Full Atk +10 melee (1d6+5, rapier, 18-20x2) and +4 melee (1d6+2, slam, x2); SA: Blood drain, children of the night, dominate (DC 13), create spawn, energy drain, sneak attack +3d6; SQ: Alternate form, DR 10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +8, uncanny dodge; AL NE; SV Fort +1, Ref +12, Will +3; Str 19, Dex 23, Con -, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Balance +24, Bluff +9, Hide +22, Listen +20, Move Silently +22, Open Lock +14, Search

+17, Sense Motive +10, Spot +20, Tumble +14; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance\*, Lightning Reflexes, Weapon Finesse, Mobility.

*Possessions:* *Mithral shirt +1, +1 rapier, +1 ring of protection.*

\*See Appendix 2: New Rules

### **Encounter 5 Rings Within Rings:**

**IRC Guards (3):** Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+3; hp 20; Init +1; Spd 30 ft; AC 16 (+1 dex, +3 armor, +2 shield), touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, short sword, x2); Full Atk +5 melee (1d6+2, short sword, x2); AL N; SV Fort +4, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Spot +7, Listen +7, Intimidate +5; Alertness, Skill Focus (Spot), Skill Focus (Listen).

*Possessions:* Short sword, studded leather, heavy wooden shield.

### **Encounter 7 Children of the Night:**

**Grish:** Male Vampire (Human) Mnk8; CR 10; Medium Undead; HD 8d12; hp 72; Init +10; Spd 50 ft; AC 30 (+6 dex, +4 wis, +1 deflection, +2 armor, +7 natural), touch 21, flat-footed 24; Base Atk +6; Grp +17; Atk +14 melee (1d10+7, unarmed strike, x2); Full Atk +14/+9 melee (1d10+7, unarmed strike, x2) or +13/+13/+8 flurry (1d10+7, unarmed strike, x2); SA: Flurry of blows, blood drain, children of the night, dominate (DC14), create spawn, energy drain, *ki* strike (magic); SQ: Alternate form, DR10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, still mind, slow fall 40 ft., wholeness of body; AL LE; SV Fort +8, Ref +16, Will +11; Str 24, Dex 22, Con -, Int 14, Wis 16, Cha 12.

*Skills and Feats:* Balance +19, Bluff +9, Hide +25, Jump +19, Listen +24, Move Silently +25, Search +10, Sense Motive +11, Spot +24, Tumble +19; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Defensive Throw\*, Weapon Focus (Unarmed Strike), Stunning Fist, Dive for Cover\*.

*Possessions:* Liquid night\*, *gloves of dexterity +2, ring of protection +1, amulet of natural armor +1, bracers of armor +2, cloak of resistance +2*

\*See Appendix 2: New Rules

**Govard:** Male Vampire (Human) Exp5; CR 6; Medium Undead; HD 5d12+10; hp 53; Init +8; Spd 30 ft; AC 27 (+4 dex, +5 armor, +2 shield, +6 natural), touch 14, flat-footed 23; Base Atk +3; Grp +7; Atk +8 melee (1d6+6, slam, x2); Full Atk +8 melee (1d6+6, slam, x2); SA: Blood drain, children of the night, dominate (DC17), create spawn, energy drain; SQ: Alternate form, DR10/silver and magic, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4; AL LE; SV Fort +2, Ref +8, Will +7; Str 18, Dex 19, Con -, Int 14, Wis 15, Cha 16.

*Skills and Feats:* Bluff +19, Diplomacy +15, Hide +11, Knowledge (Local) +10, Knowledge (Nobility and Royalty) +10, Knowledge (Geography) +10, Listen +20, Move Silently +11, Profession (Bookkeeping) +10, Profession (Guildmaster) +10, Craft (Carpentry) +10, Search +10, Sense Motive +18, Spot +20; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Slam), Daunting Presence\*, Ability Focus (*dominate*).

*Possessions:* Liquid night\*, *chain shirt +1, buckler +1, cloak of resistance +1.*

\*See Appendix 2: New Rules

## APL 10

Note: Stats in parenthesis () reflect spells/potions precast.

### Introduction:

**Talver Henning:** Male Human Rog4; CR 4; Medium Humanoid (Human); HD 4d6; hp 18 (currently 9); Init +7; Spd 30 ft; AC 17 (+3 dex, +4 armor), touch 13, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, short sword, x2); Full Atk +5 melee (1d6+1, short sword, x2); SA: Sneak attack +2d6; SQ: Evasion, uncanny dodge; AL NG; SV Fort +2, Ref +9, Will +1; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 11.

*Skills and Feats:* Appraise +11, Bluff +7, Decipher Script +9, Disable Device +12, Gather Information +7, Hide +10, Listen +7, Move Silently +10, Open Locks +10, Search +9, Spot +7; Skill Focus (Disable Device), Improved Initiative, Lightning Reflexes.

*Possessions:* +1 studded leather, masterwork short sword.

**Mac "The Knife":** Male Halfling Rog5/Asn7; CR 12; Small Humanoid (Halfling); HD 12d6+24; hp 72 (+13 temp hp); Init +6; Spd 20 ft; AC 23 (27) (+6 dex, +1 size, +6 armor, +1 deflection, (+4 natural)), touch 18, flat-footed 23 (27); Base Atk +8; Grp +4 (+6); Atk +17 (+19) melee (1d4+1, small short sword, 19-20x2) or +16 (+18) ranged (1d3+1, small dagger, 19-20x2); Full Atk +15/+10 (+17/+12) melee (1d4+1, small short sword, 19-20x2) and +15/+10 (+17/+12) melee (1d4+1, small short sword, 19-20x2) or +16 (+18) ranged (1d3+1, small dagger, 19-20x2); SA: Sneak attack +7d6, spells, death attack, poison use; SQ: Evasion, improved uncanny dodge, +2 saves vs fear, +3 save vs poison, (*blur* (20% miss chance)); AL LE; SV Fort +9 (+11), Ref +19 (+21), Will +11 (+13); Str 12, Dex 22, Con 14, Int 18, Wis 14, Cha 10.

*Skills and Feats:* Bluff +15 (+17), Climb +2 (+4), Disable Device +19 (+21), Escape Artist +16 (+18), Gather Information +11 (+13), Hide +24 (+26), Jump +2 (+4), Listen +17 (+19), Move Silently +23 (+25), Open Locks +14 (+16), Search +12 (+14), Spot +17 (+19), Tumble +21 (+23); Weapon Finesse, Iron Will, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Focus (short sword).

*Possessions:* *Mithral shirt* +2, *gloves of dexterity* +2, *ring of protection* +1, *cloak of resistance* +3, ~~*potion of blur*~~, ~~*potion of barkskin*~~ (+4), ~~*potion of heroism*~~, masterwork short sword (2), dagger (4).

*Spells Known* (4/4/3/1; Base DC = 14 + Spell Level): 1<sup>st</sup> – *Distract assailant*\*, *disguise self*, *obscuring mist*, *true strike*; 2<sup>nd</sup> – *Swift invisibility*\*, *darkness*, *wraithstrike*\*; 3<sup>rd</sup> – ~~*False life*~~, *deeper darkness*, *magic circle against good*; 4<sup>th</sup> – *Dimension door*, *greater invisibility*.

\*See Appendix 2: New Rules

**Suky, Jenny, Lotty:** Female Halfling Rog7; CR 7; Small Humanoid (Halfling); HD 7d6+14; hp 42; Init +5 (+7); Spd 20 ft; AC 21 (24) (+5 dex, +1 size, +4 armor, +1 deflection, (+3 natural)), touch 17, flat-footed 23 (25); Base Atk +5; Grp +1; Atk +12 (+14) melee (1d4, small short sword, x2); Full Atk +10 (+12) melee (1d4, small short sword, x2) and +10 (+12) melee (1d4, small short sword, x2); SA: Sneak attack +4d6; SQ: Evasion, uncanny dodge, *blur* (20% miss chance); AL LE; SV Fort +5, Ref +11, Will +6; Str 10, Dex 20 (24), Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +12, Hide +19, Jump +14, Listen +13, Move Silently +17, Open Locks +15, Spot +11, Tumble +17; Weapon Finesse, Iron Will, Two Weapon Fighting.

*Possessions:* +1 studded leather, +1 ring of protection, +1 cloak of resistance, ~~*potion of blur*~~, ~~*potion cat's grace*~~, ~~*potion of barkskin*~~ (+3), masterwork short sword (2), dagger (2).

### Encounter 2 Teamsters Hall:

**Journeyman Ralish:** Male Human Exp6; CR 5; Medium Humanoid (Human); HD 6d6; hp 27; Init +1; Spd 30 ft; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk +4; Grp +4; Atk +5 melee (1d4, dagger, x2); Full Atk +5 melee (1d4, dagger, x2); AL LG; SV Fort +2, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

*Skills and Feats:* Appraise +11, Bluff +12, Diplomacy +16, Craft (Jewelry) +11, Gather Information +10, Knowledge (Local VTF) +11, Knowledge (Nobility and Royalty) +11, Profession (Bookkeeping) +14, Sense Motive +15; Leadership, Negotiator, Skill Focus (Sense Motive), Skill Focus (Bookkeeping).

*Possessions:* Masterwork Dagger.

**Ashlan:** Male Vampire (Human) Rog5; CR 7; Medium Undead; HD 5d12+10; hp 45; Init +10; Spd 30 ft; AC 28 (+6 dex, +5 armor, +6 natural, +1 deflection), touch 17, flat-footed 28; Base Atk +3; Grp +7; Atk +9 melee (1d6+4, slam, x2); Full Atk +10 melee (1d6+5, rapier, 18-20x2) and +4 melee (1d6+2, slam, x2); SA: Blood drain, children of the night, dominate (DC13), create spawn, energy drain, sneak attack +3d6; SQ: Alternate form,

DR10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +8, uncanny dodge; AL NE; SV Fort +1, Ref +12, Will +3; Str 19, Dex 23, Con -, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Balance +24, Bluff +9, Hide +22, Listen +20, Move Silently +22, Open Lock +14, Search +17, Sense Motive +10, Spot +20, Tumble +14; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance\*, Lightning Reflexes, Weapon Finesse, Mobility.

*Possessions:* *Mithral shirt +1, +1 rapier, +1 ring of protection.*

**Rellik:** Male Vampire (Human) Rog7; CR 9; Medium Undead; HD 7d12+14; hp 74; Init +10; Spd 30 ft; AC 28 (+6 dex, +5 armor, +6 natural, +1 deflection), touch 17, flat-footed 28; Base Atk +5; Grp +9; Atk +11 melee (1d6+4, slam, x2); Full Atk +12 melee (1d6+5, rapier, 15-20x2) and +6 melee (1d6+2, slam, x2); SA: Blood drain, children of the night, dominate (DC14), create spawn, energy drain, sneak attack +4d6; SQ: Alternate form, DR10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +8, uncanny dodge; AL NE; SV Fort +2, Ref +13, Will +4; Str 19, Dex 23, Con -, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Balance +26, Bluff +9, Hide +24, Listen +22, Move Silently +24, Open Lock +16, Search +19, Sense Motive +10, Spot +22, Tumble +16; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance\*, Lightning Reflexes, Mobility, Weapon Finesse, Spring Attack.

*Possessions:* *Mithral shirt +1, +1 keen rapier, +1 ring of protection.*

\*See Appendix 2: New Rules

### **Encounter 5 Rings Within Rings:**

**IRC Guards (3):** Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+3; hp 20; Init +1; Spd 30 ft; AC 16 (+1 dex, +3 armor, +2 shield), touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, short sword, x2); Full Atk +5 melee (1d6+2, short sword, x2); AL N; SV Fort +4, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Spot +7, Listen +7, Intimidate +5; Alertness, Skill Focus (Spot), Skill Focus (Listen).

*Possessions:* Short sword, studded leather, heavy wooden shield.

### **Encounter 7 Children of the Night (EL13):**

**Grish:** Male Vampire (Human) Mnk10; CR 12; Medium Undead; HD 10d12; hp 90; Init +10; Spd 60 ft; AC 32 (+6 dex, +6 wis, +1 deflection, +2 armor, +7 natural), touch 23, flat-footed 26; Base Atk +7; Grp +18; Atk +15 melee (2d6+7, unarmed strike, x2); Full Atk +15/+15/+10 flurry (2d6+7, unarmed strike, x2); SA: Flurry of blows, blood drain, children of the night, dominate (DC14), create spawn, energy drain, *ki* strike (magic and lawful); SQ: Alternate form, DR10/silver and magic, improved evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, still mind, slow fall 50 ft., wholeness of body; AL LE; SV Fort +9, Ref +17, Will +12; Str 24, Dex 22, Con -, Int 14, Wis 16, Cha 12.

*Skills and Feats:* Balance +21, Bluff +9, Hide +27, Jump +21, Listen +26, Move Silently +27, Search +10, Sense Motive +11, Spot +26, Tumble +21; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Defensive Throw\*, Weapon Focus (Unarmed Strike), Stunning Fist, Dive for Cover\*, Weakening Touch\*.

*Possessions:* Liquid night\*, *gloves of dexterity +2, ring of protection +1, amulet of natural armor +1, bracers of armor +2, cloak of resistance +2, monks belt*

\*See Appendix 2: New Rules

**Govard:** Male Vampire (Human) Exp2/Rog5; CR 8; Medium Undead; HD 7d12+14; hp 74; Init +8; Spd 30 ft; AC 28 (+4 dex, +5 armor, +2 shield, +6 natural, +1 deflection), touch 15, flat-footed 28; Base Atk +4; Grp +8; Atk +9 melee (1d6+6, slam, x2); Full Atk +9 melee (1d6+6, slam, x2); SA: Blood drain, children of the night, dominate (DC19), create spawn, energy drain, sneak attack +3d6; SQ: Alternate form, DR10/silver and magic, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, evasion, uncanny dodge; AL LE; SV Fort +2, Ref +11, Will +7; Str 18, Dex 18, Con -, Int 14, Wis 14, Cha 18.

*Skills and Feats:* Bluff +21, Diplomacy +17, Hide +13, Knowledge (Local) +10, Knowledge (Nobility and Royalty) +10, Knowledge (Geography) +10, Listen +22, Move Silently +13, Profession (Bookkeeping) +10, Profession (Guildmaster) +10, Craft (Carpentry) +10, Search +10, Sense Motive +18, Spot +22, Tumble +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Slam), Daunting Presence\*, Ability Focus (*dominate*), Life Drain\*.

*Possessions:* Liquid Night\*, *chain shirt +1*, *buckler +1*, *ring of protection +1*, *cloak of resistance +1*.

\*See Appendix 2: New Rules

**Horg:** Male Vampire (Half-Orc) Bar2/Ftr4; CR 8; Medium Undead; HD 6d12+12; hp 63; Init +8; Spd 40 ft; AC 28 (+4 dex, +5 armor, +2 shield, +6 natural, +1 deflection), touch 15, flat-footed 28; Base Atk +6; Grp +13; Atk +14 melee (2d4+12, falchion, 18-20x2); Full Atk +14/+9 melee (2d4+12, falchion, 18-20x2) and +8 slam (1d6+3, slam, x2); SA: Blood drain, children of the night, dominate (DC14), create spawn, energy drain; SQ: Alternate form, DR10/silver and magic, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, rage 1/day, uncanny dodge; AL NE; SV Fort +7, Ref +7, Will +2; Str 25, Dex 18, Con -, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Bluff +9, Hide +11, Intimidate +10, Jump +15, Listen +9, Move Silently +11, Search +8, Sense Motive +9, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Falchion), Weapon Specialization (Falchion), Power Attack, Leap Attack\*, Improved Buckler Defense\*.

*Possessions:* Liquid night\*, *chain shirt +1*, *buckler +1*, *ring of protection +1*, *cloak of resistance +1*, masterwork falchion.

\*See Appendix 2: New Rules

## APL 12

Note: Stats in parenthesis () reflect spells/potions precast.

### Introduction:

**Talver Henning:** Male Human Rog4; CR 4; Medium Humanoid (Human); HD 4d6; hp 18 (currently 9); Init +7; Spd 30 ft; AC 17 (+3 dex, +4 armor), touch 13, flat-footed 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, short sword, x2); Full Atk +5 melee (1d6+1, short sword, x2); SA: Sneak attack +2d6; SQ: Evasion, uncanny dodge; AL NG; SV Fort +2, Ref +9, Will +1; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 11.

*Skills and Feats:* Appraise +11, Bluff +7, Decipher Script +9, Disable Device +12, Gather Information +7, Hide +10, Listen +7, Move Silently +10, Open Locks +10, Search +9, Spot +7; Skill Focus (Disable Device), Improved Initiative, Lightning Reflexes.

*Possessions:* +1 studded leather, masterwork short sword.

**Mac "The Knife":** Male Halfling Rog5/Asn9; CR 14; Small Humanoid (Halfling); HD 14d6+28; hp 84 (+14 temp hp); Init +6; Spd 20 ft; AC 23 (28) (+6 dex, +1 size, +6 armor, +1 deflection, (+5 natural)), touch 18, flat-footed 23 (28); Base Atk +9; Grp +5 (+7); Atk +18 (+20) melee (1d4+1, small short sword, 19-20x2) or +17 (+19) ranged (1d3+1, small dagger, 19-20x2); Full Atk +16/+11 (+18/+13) melee (1d4+1, small short sword, 19-20x2) and +16/+11 (+18/+13) melee (1d4+1, small short sword, 19-20x2) or +17 (+19) ranged (1d3+1, small dagger, 19-20x2); SA: Sneak attack +8d6, spells, death attack, poison use; SQ: Evasion, hide in plain sight, improved uncanny dodge, +2 saves vs fear, +4 save vs poison, (*blur* (20% miss chance)); AL LE; SV Fort +10 (+12), Ref +20 (+22), Will +12 (+14); Str 12, Dex 22, Con 14, Int 18, Wis 14, Cha 10.

*Skills and Feats:* Bluff +17 (+19), Climb +2 (+4), Disable Device +21 (+23), Escape Artist +18 (+20), Gather Information +11 (+13), Hide +26 (+28), Jump +2 (+4), Listen +17 (+19), Move Silently +25 (+27), Open Locks +14 (+16), Search +12 (+14), Spot +19 (+21), Tumble +23 (+25); Weapon Finesse, Iron Will, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Focus (short sword).

*Possessions:* *Mithral shirt* +2, *gloves of dexterity* +2, *ring of protection* +1, *cloak of resistance* +3, *ring of spell storing minor (blink)*, ~~*potion of blur*~~, ~~*potion of barkskin*~~ (+5), ~~*potion of heroism*~~, masterwork short sword (2), dagger (4).

*Spells Known* (4/4/4/3; Base DC = 14 + Spell Level): 1<sup>st</sup> – *Distract assailant*\*, *disguise self*, *obscuring mist*, *true strike*; 2<sup>nd</sup> – *Swift invisibility*\*, *darkness*, *wraithstrike*\*; 3<sup>rd</sup> – ~~*False life*~~, *deeper darkness*, *magic circle against good*, *nondetection*; 4<sup>th</sup> – *Dimension door*, *freedom of movement*, *greater invisibility*.

\*See Appendix 2: New Rules

**Suky, Jenny, Lotty:** Male Halfling Rog9; CR 9; Small Humanoid (Halfling); HD 9d6+18; hp 54; Init +5 (+7); Spd 20 ft; AC 22 (27) (+5 dex, +1 size, +5 armor, +1 deflection, (+5 natural)), touch 17, flat-footed 24 (27); Base Atk +6; Grp +2; Atk +13 (+15) melee (1d4, small short sword, x2); Full Atk +11/+6 (+13/+8) melee (1d4, small short sword, x2) and +10/+5 (+12/+7) melee (1d4, small short sword, x2); SA: Sneak attack +5d6; SQ: Evasion, improved uncanny dodge, *blur* (20% miss chance); AL LE; SV Fort +6, Ref +12, Will +7; Str 10, Dex 21 (25), Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +14, Hide +21, Jump +14, Listen +15, Move Silently +19, Open Locks +17, Spot +13, Tumble +19; Weapon Finesse, Iron Will, Two Weapon Fighting, Improved Two Weapon Fighting.

*Possessions:* +2 studded leather, +1 ring of protection, +1 cloak of resistance, ~~*potion of blur*~~, ~~*potion cat's grace*~~, ~~*potion of barkskin*~~ (+5), masterwork short sword (2), dagger (2).

### Encounter 2 Teamsters Hall:

**Journeyman Ralish:** Male Human Exp6; CR 5; Medium Humanoid (Human); HD 6d6; hp 27; Init +1; Spd 30 ft; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk +4; Grp +4; Atk +5 melee (1d4, dagger, x2); Full Atk +5 melee (1d4, dagger, x2); AL LG; SV Fort +2, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

*Skills and Feats:* Appraise +11, Bluff +12, Diplomacy +16, Craft (Jewelry) +11, Gather Information +10, Knowledge (Local VTF) +11, Knowledge (Nobility and Royalty) +11, Profession (Bookkeeping) +14, Sense Motive +15; Leadership, Negotiator, Skill Focus (Sense Motive), Skill Focus (Bookkeeping).

*Possessions:* Masterwork Dagger.

**Ashlan:** Male Vampire (Human) Rog7; CR 9; Medium Undead; HD 7d12+14; hp 74; Init +10; Spd 30 ft; AC 28 (+6 dex, +5 armor, +6 natural, +1 deflection), touch 17, flat-footed 28; Base Atk +5; Grp +9; Atk +11 melee (1d6+4, slam, x2); Full Atk +12 melee (1d6+5, rapier, 15-20x2) and +6 melee (1d6+2, slam, x2); SA: Blood drain, children of the night, dominate (DC14), create spawn, energy drain, sneak attack +4d6; SQ: Alternate form,

DR10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +8, uncanny dodge; AL NE; SV Fort +2, Ref +13, Will +4; Str 19, Dex 23, Con -, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Balance +26, Bluff +9, Hide +24, Listen +22, Move Silently +24, Open Lock +16, Search +19, Sense Motive +10, Spot +22, Tumble +16; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance\*, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse.

*Possessions:* *Mithral shirt +1, +1 keen rapier, +1 ring of protection.*

**Relik:** Male Vampire (Human) Rog9; CR 11; Medium Undead; HD 9d12+18; hp 95; Init +10; Spd 30 ft; AC 30 (+6 dex, +6 armor, +7 natural, +1 deflection), touch 17, flat-footed 30; Base Atk +6; Grp +11; Atk +13 melee (1d6+5, slam, x2); Full Atk +15/+10 melee (1d6+6, rapier, 15-20x2) and +8 melee (1d6+2, slam, x2); SA: Blood drain, children of the night, dominate (DC15), create spawn, energy drain, sneak attack +5d6; SQ: Alternate form, DR10/silver and magic, evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +8, improved uncanny dodge; AL NE; SV Fort +5, Ref +16, Will +7; Str 20, Dex 23, Con -, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Balance +28, Bluff +9, Hide +26, Listen +24, Move Silently +26, Open Lock +18, Search +21, Sense Motive +10, Spot +24, Tumble +18; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance\*, Lightning Reflexes, Mobility, Weapon Focus (Rapier), Spring Attack, Weapon Finesse.

*Possessions:* *Mithral shirt +2, +1 keen rapier, +1 ring of protection, +1 amulet of natural armor, cloak of resistance +2.*

\*See Appendix 2: New Rules

### **Encounter 5 Rings Within Rings:**

**IRC Guards (3):** Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+3; hp 20; Init +1; Spd 30 ft; AC 16 (+1 dex, +3 armor, +2 shield), touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, short sword, x2); Full Atk +5 melee (1d6+2, short sword, x2); AL N; SV Fort +4, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Spot +7, Listen +7, Intimidate +5; Alertness, Skill Focus (Spot), Skill Focus (Listen).

*Possessions:* Short sword, studded leather, heavy wooden shield.

### **Encounter 7 Children of the Night:**

**Grish:** Male Vampire (Human) Mnk12; CR 14; Medium Undead; HD 12d12; hp 108; Init +11; Spd 70 ft; AC 34 (+7 dex, +7 wis, +1 deflection, +2 armor, +7 natural), touch 25, flat-footed 27; Base Atk +9; Grp +20; Atk +17 melee (2d8+7, unarmed strike, x2); Full Atk +17/+17/+17/+10 flurry (2d8+7, unarmed strike, x2); SA: Greater flurry of blows, blood drain, children of the night, dominate (DC14), create spawn, energy drain, *ki* strike (magic and lawful); SQ: Alternate form, DR10/silver and magic, improved evasion, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, still mind, slow fall 60 ft., wholeness of body, abundant step; AL LE; SV Fort +11, Ref +20, Will +14; Str 24, Dex 24, Con -, Int 14, Wis 18, Cha 12.

*Skills and Feats:* Balance +24, Bluff +9, Hide +30, Jump +23, Listen +28, Move Silently +30, Search +10, Sense Motive +11, Spot +28, Tumble +24; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Grapple, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Defensive Throw\*, Weapon Focus (Unarmed Strike), Dive for Cover\*, Stunning Fist, Weakening Touch\*, Fists of Iron\*.

*Possessions:* Liquid Night, *gloves of dexterity +4, ring of protection +1, amulet of natural armor +1, bracers of armor +2, cloak of resistance +3, monks belt*

\*See Appendix 2: New Rules

**Govard:** Male Vampire (Human) Exp2/Rog7; CR 10; Medium Undead; HD 9d12+18; hp 95; Init +8; Spd 30 ft; AC 30 (+4 dex, +6 armor, +3 shield, +6 natural, +1 deflection), touch 15, flat-footed 30; Base Atk +6; Grp +10; Atk +11 melee (1d6+6, slam, x2); Full Atk +11 melee (1d6+6, slam, x2); SA: Blood drain, children of the night, dominate (DC20), create spawn, energy drain, sneak attack +4d6; SQ: Alternate form, DR10/silver and magic, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, evasion, uncanny dodge; AL LE; SV Fort +3, Ref +12, Will +8; Str 18, Dex 18, Con -, Int 14, Wis 14, Cha 19.

*Skills and Feats:* Bluff +23, Diplomacy +17, Hide +15, Knowledge (Local) +10, Knowledge (Nobility and Royalty) +10, Knowledge (Geography) +10, Listen +24, Move Silently +15, Profession (Bookkeeping) +10, Profession (Guildmaster) +12, Craft (Carpentry) +10, Search +14, Sense Motive +20, Spot +24, Tumble +15;

Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Slam), Life Drain\*, Ability Focus (*dominate*), Improved Energy Drain\*, Daunting Presence\*.

*Possessions:* Liquid Night\*, *chain shirt +2*, *buckler +2*, *ring of protection +1*, *cloak of resistance +1*.

\*See Appendix 2: New Rules

**Horg:** Male Vampire (Half-Orc) Bar2/Ftr6; CR 10; Medium Undead; HD 8d12+16; hp 84; Init +8; Spd 40 ft; AC 30 (+4 dex, +6 armor, +3 shield, +6 natural, +1 deflection), touch 15, flat-footed 30; Base Atk +8; Grp +16; Atk +17 melee (2d4+14, falchion, 15-20x2); Full Atk +17/+12 melee (2d4+14, falchion, 15-20x2) and +11 slam (1d6+3, slam, x2); SA: Blood drain, children of the night, dominate (DC15), create spawn, energy drain; SQ: Alternate form, DR10/silver and magic, fast healing 5, gaseous form, cold resistance 10, electrical resistance 10, spider climb, turn resistance +4, rage 1/day, uncanny dodge; AL NE; SV Fort +8, Ref +8, Will +4; Str 26, Dex 18, Con -, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Bluff +9, Hide +11, Intimidate +12, Jump +17, Listen +9, Move Silently +11, Search +8, Sense Motive +9, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Falchion), Weapon Specialization (Falchion), Power Attack, Improved Critical, Leap Attack\*, Improved Buckler Defense\*.

*Possessions:* Liquid night\*, *chain shirt +2*, *buckler +2*, *ring of protection +1*, *cloak of resistance +1*, masterwork falchion.

\*See Appendix 2: New Rules

## Appendix 2: New Rules Items

### **Daunting Presence [Monstrous] (As presented in *Libris Mortis*)**

You are skilled at inducing fear in your opponents.

**Prerequisite:** Cha 13, base attack bonus +1.

**Benefit:** You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC10 + ½ your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

### **Dive for Cover [General] (As presented in *Complete Adventurer*)**

You can dive behind cover or drop to the ground quickly enough to avoid many area effects.

**Prerequisite:** Base Reflex save bonus +4.

**Benefit:** If you fail a Reflex saving throw, you can immediately attempt the saving throw again. You must take the second result, whether it succeeds or fails. You become prone immediately after attempting the second roll.

### **Defensive Throw [General] (As presented in *Complete Warrior*)**

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

**Prerequisites:** Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike

**Benefit:** If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity in the round.

### **Fists of Iron [General] (As presented in *Complete Warrior*)**

You have learned the secrets of imbuing your unarmed attacks with extra force.

**Prerequisite:** Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

### **Improved Buckler Defense [General] (As presented in *Complete Warrior*)**

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your armor class.

**Prerequisite:** Shield Proficiency

**Benefit:** When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

**Normal:** Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

**Special:** A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

### **Improved Energy Drain [Monstrous] (As presented in *Libris Mortis*)**

You draw extra power from your energy-drained victims.

**Prerequisite:** Cha 15, energy drain supernatural ability.

**Benefit:** Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

### **Improved Turn Resistance [Monstrous] (As presented in *Libris Mortis*)**

You have a better than normal chance to resist turning.

**Prerequisite:** Undead type.

**Benefit:** Add +4 to your turn resistance.

### **Leap Attack [General] (As presented in *Complete Warrior*)**

You can combine a powerful charge and a mighty leap into one devastating attack.

**Prerequisite:** Jump 8 ranks, Power Attack.

**Benefit:** You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack. This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

**Life Drain [Monstrous] (As presented in *Libris Mortis*)**

You drain additional life energy from your foes.

**Prerequisite:** Cha 13, energy drain supernatural ability.

**Benefit:** Whenever you bestow a negative level upon a creature, add your Charisma modifier to the hit points lost by the creature due to that negative level. You then gain temporary hit points equal to the amount lost by the creature due to the negative level. These temporary hit points last for up to 1 hour.

**Weakening Touch [General/Fighter] (As presented in *Complete Warrior*)**

You can temporarily weaken an opponent with your unarmed strike.

**Prerequisite:** Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

**Swift Actions (as presented in *Complete***

**Adventurer):** You can perform one swift action per turn, without affecting your ability to perform other actions. In that regard a swift action is like a free action. However, you can perform only a single swift

action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting any spell with a casting time of 1 swift action is a swift action. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

**Distract Assailant (As presented in the *Complete Adventurer*)**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Assassin 1, sor/wiz 1

**Components:** V, S, M

**Casting Time:** 1 swift action

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

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn. *Material Component:* The dried wing of a fly.

**Invisibility, Swift (As presented in the *Complete Adventurer*)**

Illusion (Glamour)

**Level:** Assassin 2, bard 2

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

This spell functions like *invisibility*, except as noted above.

**Wraithstrike (As presented in the *Complete Adventurer*)**

Transmutation

**Level:** Assassin 2, sor/wiz 2

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

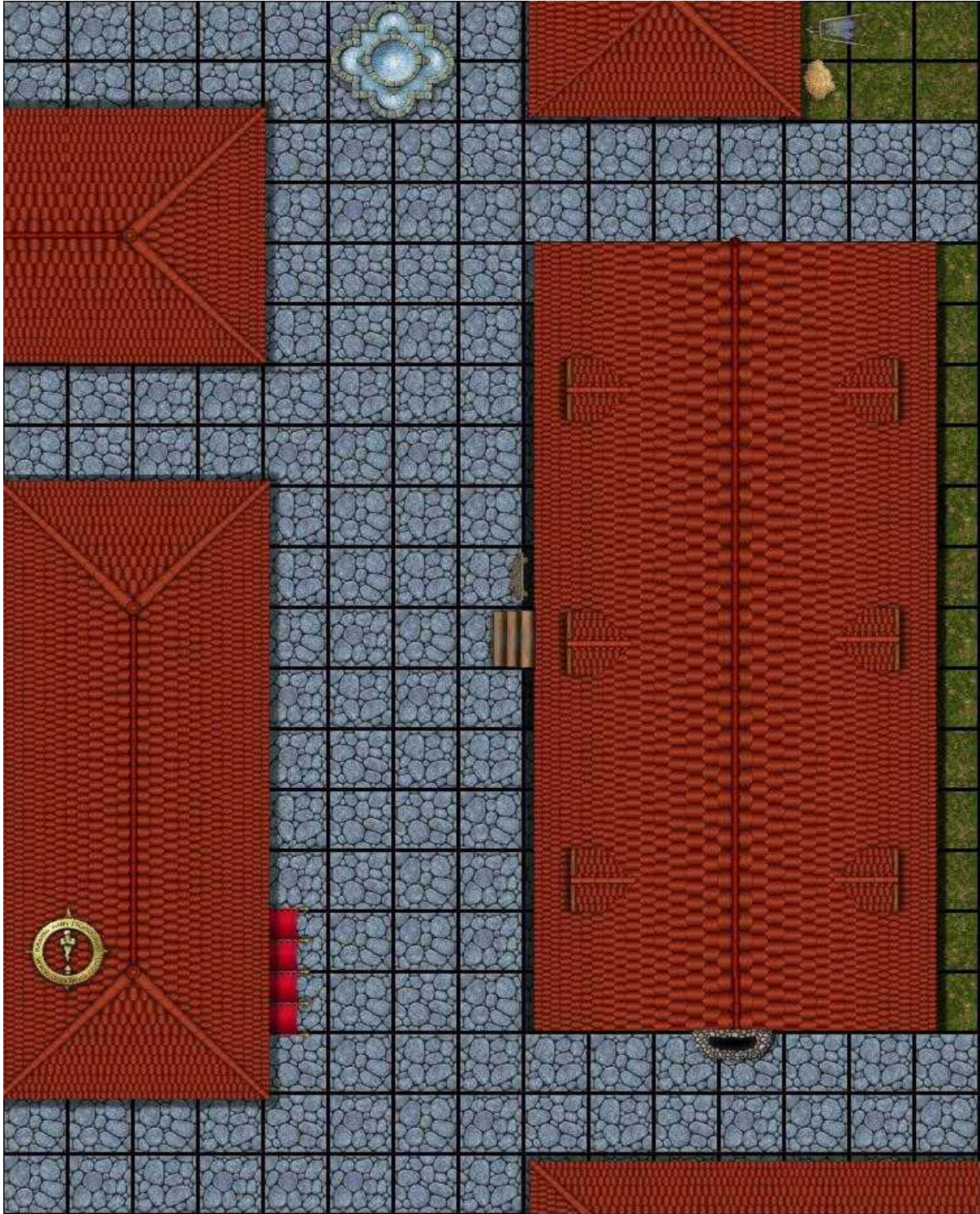
**Duration:** 1 round

When you cast this spell, your melee weapons or natural weapons become ghostly and nearly transparent for a brief time. While this spell is in effect, your melee attacks are resolved as melee touch attacks rather than normal melee attacks.

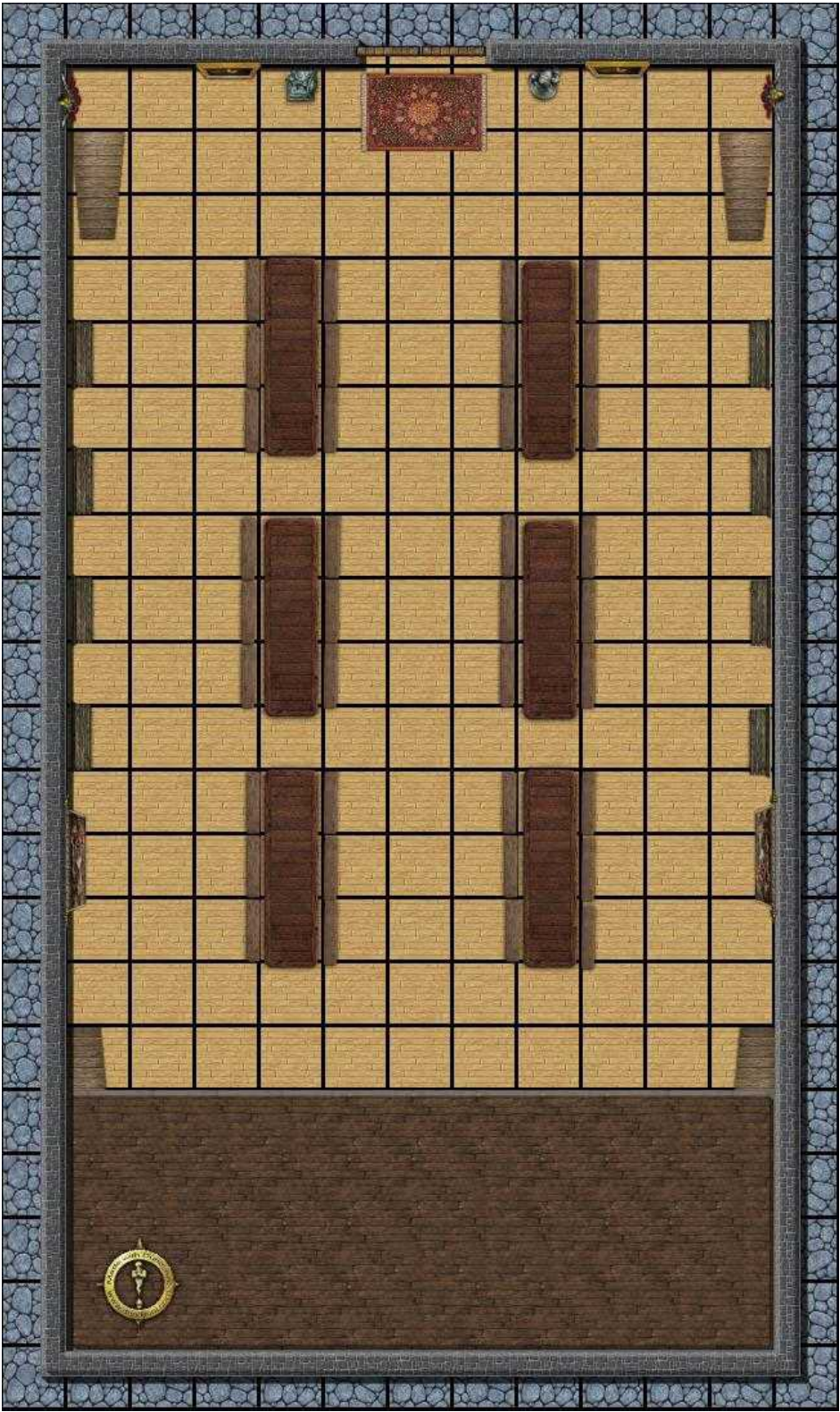
**Liquid Night (As presented in *Libris Mortis*):** This dark, sticky fluid provides a daylight sensitive undead creature with temporary protection from the sun's deadly rays. It allows the creature to ignore any vulnerability to sunlight for a full hour. If subjected to a spell or magical effect that would cause extra damage to an undead creature that is vulnerable to sunlight, the creature is treated as not having that vulnerability (however, this also burns away the liquid night, ending the protection against either mundane or magical sunlight). Liquid night has a distinct musky of moonflower (one of its ingredients). Spreading liquid night over a creature's body requires a full round action. A single flask of the substance is sufficient for a single creature of medium size or smaller. A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks. Cost: 150 gp.

## Appendix 3: Maps

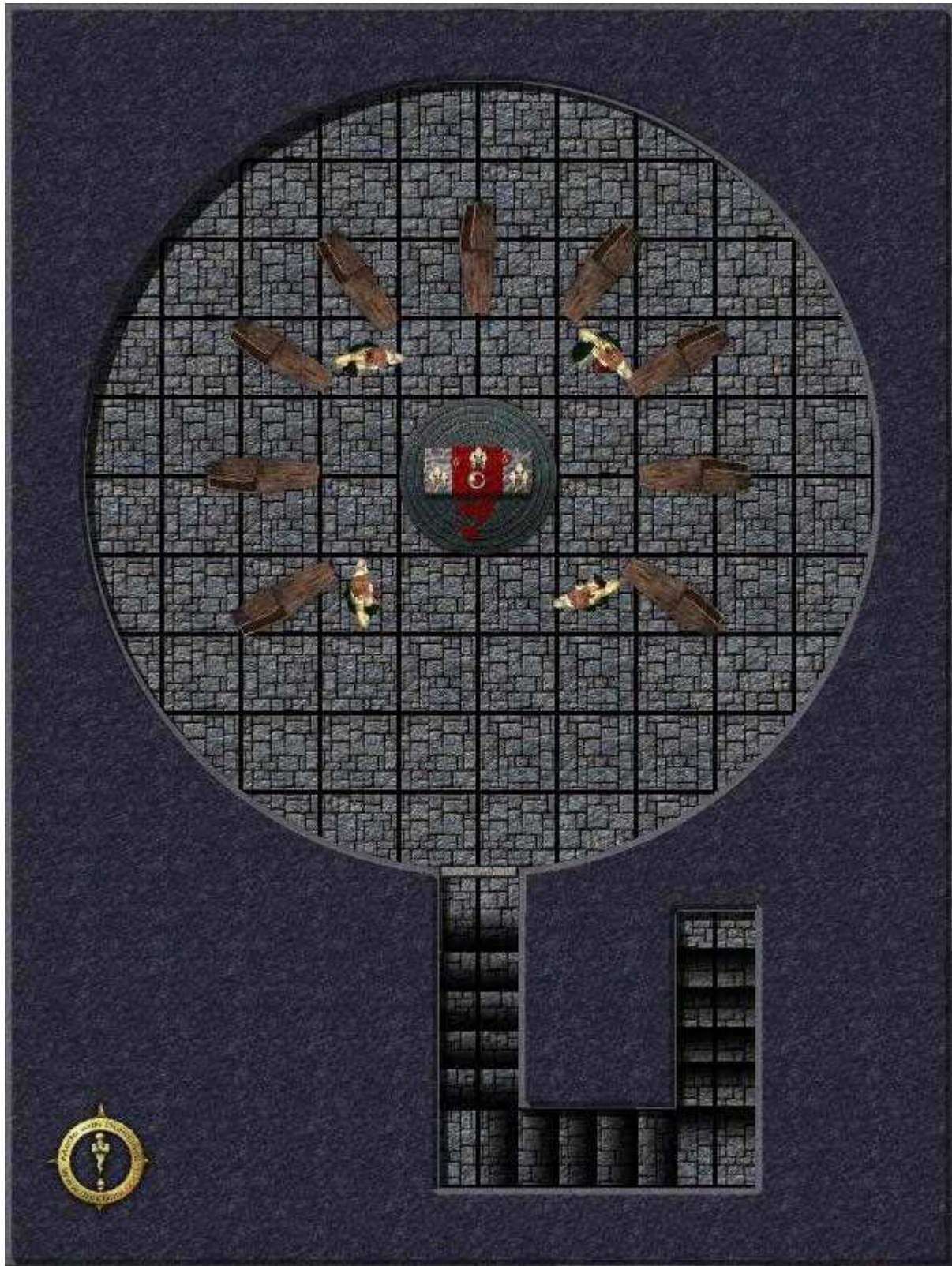
### DM Map #1: The Gryphon's Rest Inn



DM Map #2: Teamsters Hall



## DM Map #3: Vampire Lair



## Appendix 4: Player Handouts

### Player Handout #1

This note was previously sealed with a wax seal of the High Roads Trading Company:

It is imperative that the encryption key reach me with utmost haste and secrecy. We both know that the IRC is neither as foolish nor incompetent as they pretend to be. They and their allies may have agents ANYWHERE, trust no one (including the local authorities)!

I will meet you at midnight on Godsdag at the teamsters meeting hall in Veluna City. Come alone and be sure you are not followed, I will do the same. Do not arrive any earlier than midnight as the hall may still be occupied by teamsters prior to that time.

Once the IRC realizes their key is gone they will stop at nothing to get it back. Once we have the key to the code, we should have all the evidence we need to stop the traitorous actions of the IRC once and for all...

Journeyman Ralish

HRTC