

GRM4-03

Ripe for the Picking

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

Version 1.0

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A military prisoner seeks atonement for past misdeeds, and what he confesses leads to a terrible secret. Players are encouraged to play **GRM3-02 Rotting on the Vine** beforehand, and Military TUs may be used for this adventure. A Gran March Regional adventure for APLs 2-12, and Part Two of the *Shadow, Sun, and Sword* Series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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

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

Living Greyhawk Levels of Play

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

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

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

Time Units and Upkeep

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

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

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

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

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

Adventure Background

Rhal ap Ogwen is an expatriate cleric of Pelor from Geoff of Flan extraction who fell in with a secret organization of criminals known as The Corporation. Last year, in order to become a full member, Rhal attempted to steal a classified military dispatch. This theft was not a sanctioned operation for The Corporation, but rather for a disloyal faction dissatisfied with the current restrictions on operations. Loyal citizens of the March captured him in his attempt to flee with the information. Unfortunately, Corporate members who were part of that posse made a copy of the dispatch and passed it on to The Corporation using a mail drop (See **GRM3-02 Rotting on the Vine** for more details). In order to spread a controlled amount of chaos, they leaked the information. Now rumors flow about the Flan ultimatum concerning the Gran March presence in the Rushmoors.

Over the past year, Rhal was sentenced to death by beheading. Military officials, however, kept him in custody in hopes of breaking him into revealing his Corporate handlers. He is currently held in protective custody in the dungeons below the keep in Orlane.

Rhal was allowed but one privilege during his incarceration: he was allowed weekly meetings with a Pelorite cleric named Geraint Brownbaker. Brownbaker is one of the highest level clergy of the Fellowship of Pelor and Mayaheine. While he has been known to preach and minister to the Gyri refugee population of Orlane, recently he has had visions that the Fellowship should take a more active part in Gran March affairs, particularly in resolving the issues with the Flan. Thus, he has been taking time away from his ministry to explore the Rushmoors and to try to establish a rapport with the local tribes.

Adventure Summary

The PCs arrive in Orlane during Growfest, the holiday prior to the growing season. The refugee camps now have enough people where an organized celebration (albeit small scale) will be there. The party has received letters from Geraint Brownbaker inviting them to the celebration as his guests. At the party, they will hear various Gran March rumors.

Encounter One – The Festival:

This encounter introduces Orlane and its refugee population to those who have not been here before and serves as an opportunity for the PCs to gather information in the form of rumors.

Encounter Two – Enter the Pelorite:

Eventually, Brownbaker sees the PCs and welcomes them to his tent. There, he tells them the real reason they are here: to witness Rhal ap Ogwen's confession and

atonement (conducted by Brownbaker) before he is beheaded for treason that evening.

Encounter Three – Confession is Good for the Soul, but Bad for Your Health:

The PCs and Brownbaker go to visit Rhal ap Ogwen to witness his confession, as are Captain Ramanche and various representatives of the major churches. When they arrive at his cell, the party finds Rhal dead on the floor, poisoned from his last meal by the rival faction. He does manage, though, to provide one last clue.

Encounter Four – Assassin's Aftermath:

The PCs find the guard who was supposed to be on duty stuffed into a hay bale, killed by the assassin. Various other investigations reveal the location of a Corporate Chapterhouse in Orlane hidden in The Rushing Range Tavern. Furthermore, Corporate PCs get a message that this Chapterhouse is in violation of the edict concerning military thefts and to get everything they can from it. This information leads to investigating the inn in Encounter Five.

Encounter Five – The Inn as Cover:

They will find the Rushing Range closed with a Hospitaller sign on the door saying the inn is closed because of food poisoning. The sign is a forgery, an excuse to close the inn while the Corporate members make their escape. The PCs will find a secret door that leads to a trapped door. The door leads down a set of stairs into Encounter Six.

Encounter Six – That Statue! It Moved!:

The door in Encounter Five leads into a large antechamber dominated by two large statues of Pelor and Mayaheine. The statues are pieces of animated statuary that will attack the party until they are destroyed.

Encounter Seven – Death Among Thieves:

A quick search of the complex finds little of value in the rooms, save for what appears to be the Senior Brother's room. There, alerted by the trap, a husband and wife clean up crew for the evil faction of The Corporation are trying to remove evidence invisibly while planting evidence that this was a Pelorite meeting place and will attack the party when they enter the room.

Conclusion:

Depending on the outcome, the party will either increase the trust and sympathy of the Pelorites in the local population or cause more suspicion if they are dead and the Pelorite materials are found. If successful, they may gain favors/influence from the Pelorites, the Corporation, and/or the military. An out-of-game side effect of this will be that the Pelorite/Mayaheine Meta-campaign Organization will become more organized to defend themselves against further damage to their reputation. This will result in a subsequent revision of

that organization, depending on the results of this scenario.

Introduction

In preparation for this scenario, DMs should get the following information from the players:

Find out if any of the PCs at the table have played the first part of this series, **Rotting on the Vine**. If they have, find out if they have any Influence Points resulting from that scenario.

Find out the alignment of each PC.

Find out if any PCs are members or clergy of the cult of Pelor.

Find out if any PCs are active-duty military, veterans, or Graduates of Syrloch (the Gran March academy for arcane spellcasters).

Finally, find out if any PCs are members of The Corporation.

DMs should probably do this secretly on an index card or some other means so that the other party members are not necessarily aware of each other's affiliation, particularly those who are members of The Corporation.

Once this is done, read the following to the players:

You are all on the road to Orlane in Barony Farvale. The road as of late has been relatively quiet and so far your journey has been without incident. As you travel west, you can see that the prosperity and agricultural bounty associated with this Barony is in full swing as farmers are tilling their fields for spring planting and herdsmen are looking after their large flocks.

At this point, have each player introduce his or her PC to the rest of the party. Make sure they give descriptions that would indicate to which groups (such as the military) they belong.

As you approach the town, you see a flurry of domestic activity. It has been quite a while since you have visited Orlane and the town looks better than ever. The townsfolk have rebuilt most of the buildings razed in the giant attack almost two years ago. The streets are bustling with vendors peddling their wares.

Most of you are here because of the beginning of Growfest, the start of the growing season. In fact, a Pelorite priest named Geraint Brownbaker has invited some of you this year as the Gyri refugees are going to have a small feast of their own. Rumors have come back from across the Geoff border of the recent advances by the giants, but rather than be despondent over the fate of their homeland, the refugee community instead decided to have a celebration of new life.

The PCs who have not played **Rotting on the Vine** can make up a reason for being in Orlane. Any reasonable suggestion will work out here.

Encounter One: The Festival

All along the streets, there are notices (written in both Common and Flan) for the refugees' festival.

The notices give the directions to the festival, which is on the western side of town on the road to Hochoch.

Following the directions on the notices, you find yourselves in a small tent city. Those of you who were here last year note that the refugee camps have grown. However, the tents appear to be freshly beaten, and there are handmade decorations strung around and between them. The people here are dressed in the best they have. There are a few pigs roasting on spits and large platters of breads and vegetables on tables scattered in the compound. Casks of various forms of alcoholic beverages are also freely available.

There are plenty of folks milling about, most of them enjoying the food and drinking. These people appear to be mostly refugees, but there are a few townsfolk here as well.

The food and drink are free, and most are taking advantage of it. If asked, the partygoers will say that the food and drink were donations from the local farmers who have been blessed this past year with a bountiful harvest. Brownbaker had asked for donations from the community, and they responded graciously. Because of the friendly atmosphere, folks are quick to talk about the news (mostly rumors) that they have heard. Feel free to use the rumors below in making conversation (DC 10 on a Gather Information check):

- "Yep, I hear the troops are finally going to behead that Rhal ap Ogwen. Don't know why they have taken so long to do so. Last I heard, Gran March justice was supposed to be swift and final."
- "We might as well drink and be merry now, for the giants are coming soon. The way I hear it, there is no Gyri army anymore; the giants just snuffed it out."
- "Those scaly, slimy critters from the Rushmoors are just waiting to make a meal of us all. Bad enough the giants are on our doorstep; we also have to worry about the lizardfolk and the bullywugs too."
- "Did you hear? Ex-Commandant Petros is back from wherever it was he went. They say he's been touched by Heironeous, but that sounds like a bunch of hooley to me."

- “Petros back in Gran March? I doubt it. Sounds to me like the Watchers sent him packing, never to return.”
- “My brother’s fighting with the Army of Retribution. He sent me a letter saying how they were held back from fighting the giants at Gorna. Why would the Commandant do that?”
- “My uncle told me about the undead the Mountaineers fought up in the Lortmils. He thinks they got them all. I don’t.”

The following rumors about Brother Brownbaker come out only if the PCs ask about him; those who have never encountered him before probably will not think to ask about him.

- “Yeah, I’m pretty sure Brother Brownbaker is around here. He certainly won’t miss this, even with him going out and about as of late.”
- “Brother Brownbaker has been gone a lot of the time this year. Sure, he always arranges for some cleric to come and help us out while he’s away, but it’s not the same as if he had been here.”

Development: This encounter serves to provide players background on the current issues in Gran March. Thus, when they meet Brownbaker, the party will be well-informed.

Encounter Two: Enter the Pelorite

If there are PCs in the party who have played **Rotting on the Vine** and have influence with the Pelorites, read the following:

After an hour or so of eating, drinking, and conversation, you hear a loud and booming voice over the crowd, “Greetings, good and noble travelers. I am glad to see that my invitations found their way to you so that you can enjoy our feast.” The speaker looks not unlike the rest of the refugees, with his reddish hair flowing in an uneven mass past his shoulders and his ruddy beard growing long and unkempt off of his tanned face. You quickly recognize him as Geraint Brownbaker, minister of Pelor to the refugees here.

If no one at the table has played **Rotting on the Vine**, read the following to them:

After an hour or so of eating, drinking, and conversation, you hear a loud and booming voice over the crowd, “Greetings to all. I hate to disrupt this revelry, but I have need of good and honest folk to assist me in a righteous endeavor. If you help, I, Geraint Brownbaker, can assure you that the blessings of Pelor will shine upon you.” The speaker

looks not unlike the rest of the refugees, with his reddish hair flowing in an uneven mass past his shoulders and his ruddy beard growing long and unkempt off of his tanned face.

For these people, Brownbaker will wait to see if anyone in the party volunteers. If no one does, he will kneel down in silent prayer. When he arises, he will come to the party, introduce himself again, and tell them, “Pelor’s light has led me to you. Will you help me in my time of need?”

At this point (regardless of whether the party knows him or not), Brownbaker will come and sit with the party. He will engage in polite conversation, asking each party member how they are doing, etc. He will be quite reticent about his own activities, quickly dismissing them with phrases like “I only go where Pelor’s light shines the way.” He will eventually get to the real reason he has asked them here.

“Brothers and sisters, I am glad you are here and I am certain you will be willing to help me out. As you may have heard, Rhal ap Ogwen, a former priest of my faith, is to be executed this evening because of treacherous acts against the Gran March government. He is truly guilty of these crimes; there is no doubt as to that. Rhal accepts this fate; however, he has remained silent about the details of his crimes, specifically any associates he may have had help him. The Gran March soldiers have interrogated him for many months, but the only one he has seen fit to talk to is me.

“However, like the drowning man looking for some branch to grab, Rhal has reconsidered his earlier silence. He is willing to confess what he knows in exchange for an atonement spell, cast by me. He has also asked that there be witnesses to his confession and atonement so that word may reach his family (who may still be alive in Geoff) of his redemption.

“What I need from you is to be witnesses to his confession and atonement. Truly, there will be Gran March officials there as well, but they will not have the chance or inclination to spread the word about Rhal’s absolution. Will you come with me so that you may bear witness to these wonderful events?”

If asked about payment or other recompense, Brownbaker will shrug and say that “witnesses of the truth do not need compensation; the knowledge of the truth is valued coin indeed.” For those reluctant to help him, Brownbaker will mention that they will get to meet some of the more important folk in Orlane, people that would be good to know in the PC’s line of work.

The ceremony will begin at five in the afternoon (approximately an hour after the party completes this encounter). If they accept, Brownbaker will ask them to wait here while he makes the final preparations for the atonement. During this time, the party can feel free to ask around about anything dealing with Rhal’s execution.

Use the rumors in Encounter One to aid in your responses to the party's questions.

♣ **Geraint Brownbaker:** male human (Flan) Clr10; hp 68; see Appendix One.

Development: Through playing the various motivations of the party (including altruism and goodness), Brownbaker should be able to convince the party to come with him into Encounter Three. If not, skip to Encounter Four; this encounter can handle that eventuality.

Encounter Three: Confession is Good for the Soul, but Bad for Your Health

If the party accepted Brownbaker's request to witness Rhal's confession, read the following to them:

After about an hour, Brownbaker meets again with you and gestures for you to follow him. He then leads you east on the western road until you reach Orlane's center, where you veer onto the northern road to the hill on which stands the Keep of Orlane, headquarters to the 20th Battle.

The guards allow you entrance with little more than a request for identification. Brownbaker then leads you to the building that serves as offices of the Headquarters Unit for the 20th Battle. After you knock, there is a modicum of silence before you hear a loud "Enter" from inside. Once you enter, you see a well-groomed officer wearing Captain's rank seated at a desk by the door. He has light brown hair and a goatee, obviously cut by a fine barber.

The man is Captain Velladen Ramanche. Those who have played **Eyes on Orlane**, **Rotting on the Vine**, or **Training Camp** will quickly recognize him. He quickly foregoes the usual military protocol as he was expecting some civilians for this ceremony. He says:

"Well, Brother Brownbaker, I trust you are ready for this. The other witnesses are here as well. I have a couple of duties to perform, and then we will be about this unpleasant business. If you would step into this side office, I will be back with you momentarily."

Ramanche will insist on this, albeit politely. Once the PCs agree, read the following:

There are four people in the side office. The first is a small bookish halfling who appears to be poring over paperwork at a small desk while he is waiting. He mumbles softly to himself as he makes his notes.

This halfling is Hospitaler Dispatcher Narek Vollstrom. He is the Chief Dispatcher for the Hospitaler unit stationed here in Orlane and was Rhal's boss before his incarceration. Vollstrom is here as a witness for the Hospitalers to ensure that Rhal is treated fairly. Though

his actions were treacherous, Rhal was still a Hospitaler. Vollstrom will not engage in any conversation except with those who are members of the Hospitalers; as always, he is busy going over paperwork for the next day's caravans. PCs who played **Rotting on the Vine** will know him as the halfling who sent them out to find Rhal in the first place.

An old man in his nineties is seated near the window. His hands are gnarled with arthritis and he appears to be a bit unsteady, using a halberd to balance himself. Still, he is dressed in studiously polished chain mail draped with a sash and longsword at his side. The sash has the device of the Knights of the Watch.

The old man is Watcher Corem Valstier, Most Gallant Hippogriff, retired. He currently resides in Orlane and PCs who have played **Midnight Dawn** will remember him as the Watcher whose books they rescued during the Battle of Orlane. While retired, Valstier still performs the occasional non-combat duty for the Knights. He will freely converse with anyone willing to talk with him, with special attention paid to Knights of the Watch or Dispatch and those who had helped him previously.

Another old man is looking over what appears to be the Battle's bulletin boards. He is wearing clerical robes with the Gran March military insignia of a Combat Specialist of the 12th Battle sewn on it. As he turns in response to your entrance, the holy symbol of Pholtus hanging around his neck swings limply with the motion of his head.

This old man is Master Ferin, a combat specialist with the 12th Battle. PCs who have played the introductory module **Pilgrimage** will be familiar with this cleric of Pholtus, as will any military personnel serving in the 12th Battle out of Buxton's Crossing. The Church of Pholtus has asked Master Ferin to act as a witness to these affairs. Given his status in the military, it was easy for him to arrange to be here. He is friendly to most, but this demeanor is a bit strained with those who have the **Infamy of Pholtus** from the Year One Gran March Regional scenario **The Lesser of Two Goods** (providing he recognizes the PC as having the infamy). He will not demonstrate an overt malice, but rather an unsettling discomfort that is almost imperceptible. A Sense Motive check (DC 20) will detect any strain. Master Ferin will be quite cooperative with those of the Pholtan faith, those of the 12th Battle, and those with whom he has worked with previously.

The fourth person in the room is a tall, brawny human male standing in a corner of the room opposite the door. His green cloak is over his forehead so that you can barely see the brown and grey hair streaming down his shoulders. He takes stock of each of you as you enter the room, as if sizing you up for later. The man has an exquisite composite longbow on his back and an ornate

longsword sheathed at his side. All else is obscured by his green cloak.

A successful Knowledge (local - Sheldomar Valley Metaregion) check at DC 15 will identify the man as Ferrule Garde, Special Constable for the Commandant of Gran March. He will not engage in conversation with anyone aside from a simple greeting. He is a direct man, wanting to get to this business, straight away.

Allow the PCs to interact with the NPCs, except for Garde who will distance himself from them. Players can ask questions of the NPCs, but they only know the rumors from Encounter One. Feel free to rephrase these rumors to suit the personality of each NPC. If this scenario is to be played in a four-hour slot, you should limit the interaction to about 15 to 20 minutes before reading the following:

After talking with the other witnesses for a short while, Captain Ramanche returns and says, "The prisoner has received his last meal, so we should go and get this atonement over with so as not to torture the poor devil any further." He then escorts you to the dungeons below the keep where prisoners are kept. Various Gran March soldiers walk the halls. Some are on guard duty; others are cooks from the 20th Battle collecting empty food trays from the cells.

Suddenly, you hear a loud gasp that sounds like the final rattle of the newly dead from one of the cells. You all rush to the cell where, upon opening the door, you find a prisoner face down on the floor. His index finger appears to be pointing to some scrawling in the dust. Captain Ramanche turns the body over to reveal its face. The dead man is Rhal ap Ogwen.

Use **DM Aids: Map #1** for the layout of the cell, including the position of Rhal's body. If you remove the squares containing the bed and the body and assume that Brownbaker, Garde, and Ramanche take up three more squares, you can see that there is only room for four more PCs to be in there as well. You will need to determine which four got in there first.

From this point, Garde will ask Captain Ramanche to seal this room so that there can be a thorough investigation. There are, however, a few pieces of evidence in this room that the PCs will notice:

- There appears to have been no struggle in the room. (Spot check DC 15 to notice this.)
- The scrawling on the floor is a single word in Flan: "Rushing." If no one speaks that language, Captain Ramanche will translate it.
- The food tray is still in the room. (Spot check DC 15 to notice this.) If a PC has *detect poison* memorized and cast it on the tray, that PC will find the remnants of dark reaver powder (DC

18, 2d6 Con damage / 1d6 Con + 1d6 Str damage) and id moss (DC 14, 1d4 Int damage / 2d6 Int damage), the exact poisons being determined with a successful Wisdom or Craft (alchemy) check at DC 20 as noted in the description of the spell. Rhal was given the equivalent of two doses of each in his food. If no one has that spell memorized, Garde will cast it on the tray and announce the results as if he had made the check. Corporate PCs may have heard rumors of Corporate traitors being eliminated this way on a Knowledge (local - Sheldomar Valley Metaregion) check at DC 20, but only if they know the exact nature of the poison.

Give the players about five minutes to get these checks out of the way before Ramanche closes off the room.

Players might want to try some of the following spells in this situation:

- *Detect magic* – no magic.
- *Detect evil* – no evil.
- *Detect poison* – only on the tray above.
- *Detect undead* – Give the caster a Spot check at DC 25 to notice a spectral form going ethereal off of the body. This is because the *atonement* spell was never completed and Rhal's spirit is going to Pelor for judgment. See Encounter Four for this judgment.
- *Revivify* – Rhal has been dead for too long for this spell to work.
- *Raise dead / resurrection* – fails automatically. See Encounter Four for details.
- *Speak with dead* – According to the spell description, this spell deals with the mental impressions left on the corpse rather than the actual spirit. However, the use of the id moss poison has reduced the effective Int of the corpse to 1 so any questions will be answered as an idiot. Thus, other than the fact that Rhal got poisoned, there will be no useful information to be gained here. Rhal's spirit, on the other hand, still has its full Int score as a result of his visit to his deity. See Encounter Four for details.

On a successful Listen check (DC 10), a PC in the cell can hear Brother Brownbaker mumble, "If only I had thought to pray for that new spell and then gotten here quicker . . ." If asked about it, Brownbaker will say that he had learned the prayer for a new spell that could raise the dead, but it had certain restrictions on it that would not have worked here. If pressed further, Brownbaker will say that now is not the time to be discussing research.

🐉 **Geraint Brownbaker:** male human (Flan) Clr10; hp 68; see Appendix One.

♣ **Captain Velladen Ramanche:** male human (Oeridian/Flan) Ftr8; hp 66; see Appendix One.

♣ **Hospitaler Dispatcher Narek Vollstrom:** male halfling Exp8; hp 36; see Appendix One.

♣ **Watcher Corem Valstier, Most Gallant Hippogriff:** male human Pal10; hp 95; see Appendix One.

♣ **Master Ferin:** male human Clr9; hp 41; see Appendix One.

♣ **Special Constable Ferrule Garde:** male human Rog2/Rgr8/Jstr4; hp 87; see Appendix One.

Development: Captain Ramanche immediately returns with a Pikeline of troops to stand guard over the cell. Constable Garde remains inside beginning his investigation. Brownbaker and the other witnesses wait with the rest of the party outside in the hall.

Encounter Four: Assassin's Aftermath

After Captain Ramanche returns with the troops to guard the cell, he barks out orders to other soldiers to find out who delivered Rhal's last meal. Ramanche then has a few whispered words with Brother Brownbaker, after which he then pulls you aside and talks with you.

"Well, this has become quite a mess, particularly while that martinet Garde is around. Personally, I would love to solve this thing before Mr. High-and-Mighty. It would certainly reflect well for the 20th. Brother Brownbaker seems to think pretty highly of you. Would you be willing to start investigating some of this?"

Feel free to modify the above boxed text if anyone in the party has worked for Captain Ramanche before; he would be well aware of their capabilities. At this point, Ramanche will try to diplomatically convince the party (particularly the veterans and active-duty personnel) to do the work. If pressed, he says that, more than likely, Garde will send a courier (or use some other magical means) to contact Hookhill to get the 20th Battle's cooperation in his investigation. Ramanche says, however, he can form up a detachment outside of the normal chain of command that can act independently of normal Battle operations. If the party agrees, he will immediately activate all reserve personnel present to investigate the assassination.

The party will undoubtedly try many different investigative methods at their disposal. Some of these are as follows:

- Find the Cook – Obviously, someone delivered the poison, so searching for the cook who brought it is a primary goal. Upon asking

around, the party will find out that the cook is a human Support Specialist named Hrisc Mahntop. They will find Mahntop's body in the cavalry stables in a hay bale. The light is pretty poor here (see below as to why this is), but the party can still investigate the body. Mahntop was killed by a quick slice of his carotid artery (Heal check DC 10), an hour or so before the poisoning (Heal check DC 20). A *speak with dead* spell will show that he had nothing to do with the poisoning and that he was attacked from behind so that he could not see his assailant. If asked about "Rushing," however, the spell will reveal that Mahntop frequented The Rushing Range Tavern after work. A Gather Information check at the keep (DC 10) will also reveal this information to parties who do not have access to *speak with dead*.

- Check out Rhal's Body – This is impossible due to the number of guards around the cell.
- Beat the Streets – This consists of Gather Information checks. Have them make one assisted Gather Information check for this:
 - DC 5 – There is an inn called The Rushing Range Tavern in the eastern part of Orlane.
 - DC 10 – The Rushing Range has only been in Orlane since CY 583. It managed to avoid getting damaged during the Battle of Orlane.
 - DC 15 – Its owner, Talchek Vris, is supposed to be a bard, but no one has seen him perform. Ever.
 - DC 20 – They have had some problems with the food as of late. Their new cook seems to be less than capable.
 - DC 25 – Occasionally, the inn gets large deliveries of goods from all over the Sheldomar Valley. Sometimes, these deliveries come at night.

These nuggets should cause most parties to be suspicious enough to investigate the inn, leading to Encounter Five.

During their investigation, two other events should happen as follows:

Event One – Corporate Contact

If members of The Corporation are present in the party, pull those players aside and say that each of their PCs, while walking the streets of Orlane gathering information, had a message stuffed into their pockets by a street urchin. Give them **Player Handout #1**. This will give them the sanction of The Corporation to investigate another Chapterhouse. Corporate PCs thus add a secret

+5 circumstance bonus to the Gather Information check above.

Event 2 – Ghostly Connection

The reason why Rhal ap Ogwen cannot be raised, resurrected, or even spoken with is that he is now a special ghost courtesy of the deity Pelor. Rhal's spirit has been given one last chance to atone for his misdeeds on Oerth by aiding in the investigation of his own murder. As a ghost, Rhal has the Malevolence ability. However, Pelor has seen fit to limit this ability to possessing objects only for two reasons. First, possession of a living being is very close to an evil act and that is not something Pelor is willing to condone. Second, having Rhal serve as an object is an act befitting his crimes. After all, Rhal was a tool for those who would seek to frame Pelor's followers.

During the investigative phase of this encounter, Rhal's ghost will possess an object on a PC. This can occur at two points: if the party goes to investigate the dead body found in the cavalry stables or when the party starts beating the streets for information. Rhal's choice of PC follows the following criteria:

- 1st choice – Clr of Pelor
- 2nd choice – Pal of Pelor
- 3rd choice – Follower of Pelor
- 4th choice – Clr, Pal, or Follower of Mayaheine
- 5th choice – Any NG character
- 6th choice – Any CG character
- 7th choice – Any LG character

If Rhal's spirit cannot find anyone fitting any of the above categories, choose a PC at random. Rhal's spirit will possess an item as noted on the item AR (see the Treasure Summary). Note that Rhal cannot possess an item that is already intelligent, either by creation or by infusion by another spirit.

On a Spot check (DC 18 + APL), the selected PC will notice a ghostly form in the shadows that will then funnel itself down to an item in the PC's possession. In any event, Rhal attempts to telepathically contact the PC to convince that PC of his good intentions. Hand the player of the selected PC the item AR containing Rhal's capabilities. Rhal does know where his Corporate contacts were: The Rushing Range Tavern.

Development: The party's investigation should make them suspicious enough to want to check out The Rushing Range Tavern and thus go on to Encounter Five.

Encounter Five: The Inn as Cover

If the party decides to investigate The Rushing Range Tavern, read the following:

The sun is setting in the west as you travel on the east road towards The Rushing Range Tavern. The sky is darkening to the northeast; it looks like a storm will hit Orlane soon. You eventually come to an average looking tavern, like many you have frequented before. Unlike others, this one has a notice tacked on the door. It bears the stamp of the Hospitalers and says "This dining establishment is closed due to rats."

Those who want to get more information on the storm can make a Survival check. At DC 5, they will know a storm will hit Orlane some time this evening. At DC 10, they will know that it will be a very strong storm with a large amount of precipitation. At DC 15, they will know that it will be in Orlane in two hours and will be strong enough to wash out wagon ruts, let alone footprints.

The notice is a forgery. A successful Forgery check (DC 15) will detect this forgery as will checking back to Chief Dispatcher Vollstrom of the Hospitalers. Checking with Vollstrom, however, takes about an hour, which affects Encounter Seven (see below). Of course, the party can save time by guessing that it is a forgery and proceeding on.

If the PCs look around the outside of the building, they may spot the tracks of several wagons and people on a successful Search (or Survival for PCs with the Track feat) check (DC 10, because of the firm ground and the number of wagons and people). If a PC with the Track feat succeeds on the above Survival check at DC 15, the PC can tell that these tracks are twelve hours old, and the party can follow the tracks for about an hour when they run across the storm. The storm has been raging here for six hours. Furthermore, the ground has gotten harder and the people have started covering their tracks. Thus, the DC will be going up to 30 + APL. It will take the party about an hour before they encounter the rain. Therefore, if they choose to go back, it will take two hours round trip.

The door to the Inn is locked (Open Lock DC 15) and not trapped. It has hardness 5, hp 15, and a Break DC 18. Once inside, read the following:

The inside of the Inn appears not to have been cleaned in a day or so. Dirty mugs and plates are on the tables. The windows are also covered with small drapes. When you take a step, the wooden floorboards creak as if they were much older than they possibly could be. There are two doors near the bar.

See **DM Aids: Map #2** for the details of the Rushing Range. Searching the bar (area 1) reveals nothing except that the owners and staff left in a hurry. The door itself leads to a small office (area 2), which has been ransacked. A Search check here reveals a secret door on the back corner. This door leads to a 5 ft. wide x 7 ft. high x 20 ft. long hallway leading to a door. This door is trapped as noted below; if the trap is set off, three blades come out

from the floorboards (as shown on the diagram on Map 1), dicing and slicing any intruders in the hallway.

DM NOTE: You should map out the ground level so that players will have to place their PC miniatures/tokens on the board for determining who is in the trap area.

APL 2 (EL 4)

✦ **Whirling Blades Trap:** CR 4; mechanical; touch trigger; automatic reset – immediately; hidden lock (DC 20 to find, DC 20 to unlock); +10 melee (6d6, blades); multiple targets (5 ft. x 20 ft. hall); Search DC 20; Disable Device DC 20.

APL 4 (EL 6)

✦ **Whirling Blades Trap:** CR 6; mechanical; touch trigger; automatic reset – immediately; hidden lock (DC 22 to find, DC 22 to unlock); +10 melee (6d6, blades); multiple targets (5 ft. x 20 ft. hall); Search DC 25; Disable Device DC 25.

APL 6 (EL 8)

✦ **Whirling Blades Trap:** CR 8; mechanical; touch trigger; automatic reset – immediately; hidden lock (DC 24 to find, DC 24 to unlock); +15 melee (8d6, blades); multiple targets (5 ft. x 20 ft. hall); Search DC 25; Disable Device DC 25.

APL 8 (EL 10)

✦ **Whirling Blades Trap:** CR 10; mechanical; touch trigger; automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); +15 melee (8d6, blades); multiple targets (5 ft. x 20 ft. hall); Search DC 30; Disable Device DC 30.

APL 10 (EL 12)

✦ **Whirling Blades Trap:** CR 12; mechanical; touch trigger; automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); +15 melee (8d6, blades); poison (fang dragon venom (DC 15, 1 Con permanent drain / 0); multiple targets (5 ft. x 20 ft. hall); Search DC 30; Disable Device DC 30.

APL 12 (EL 14)

✦ **Whirling Blades Trap:** CR 14; mechanical; touch trigger; automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); +15 melee (12d6, blades); poison (fang dragon venom (DC 15, 1 Con permanent drain / 0); multiple targets (5 ft. x 20 ft. hall); Search DC 30; Disable Device DC 30.

Development: If the party disables the trap, the door opens to reveal a long stairway leading underground to the chamber in Encounter Six.

Encounter Six: That Statue! It Moved!

Once the party proceeds underground from Encounter Five, the stairs lead to a small landing adjoining a large chamber as shown on **DM Aids: Map #2**. When they reach the landing, read the following:

At the landing, there is a finished opening into a large room fifteen feet high. It appears to be a chapel dedicated to Pelor and Mayaheine. It has several tapestries dedicated to the Flan pantheon. At the back of the room are two statues. One appears to represent Pelor, while the other represents Mayaheine.

The Chapterhouse had orders from the rogue Corporation faction not only to vacate their base, but to make it look like the base really housed a cult of Pelor and Mayaheine. The tapestries were smuggled in from Geoff. However, the rogues did not have a good understanding of how to set up a temple so the rogue faction called on a couple of hired assassins (one of whom is a cleric) to setup the “temple” properly. However, there are flaws still in the façade. A Knowledge (religion) check at DC 13 + APL will see the setup for what it is. Those of the Flan pantheon gain a +2 circumstance bonus to see this; those who are clergy of either Pelor or Mayaheine gain a +5 circumstance bonus.

This room also has a spy hole in the western wall from the room used in Encounter Seven. This hole is hidden well (Spot or Search check at DC 25 + APL).

Use **DM Aids: Map #3** for the layout of this room. The height in this room is 10 ft., still within reach of the guardians of the room. The guardians can be deactivated by saying “Friend” in CorporateSpeak. This code word can be found at the base of the Pelorite statue. Naturally, Corporation members will be tempted to use it if the ensuing battle goes against them. If they do use the code word, indicate this breach in security on the AR.

The statues here are different by APL. At APL 2, the Pelor statue is an animated statue that simply attacks when someone gets within 20 ft. of it. Seeing as how the door is near that statue, it is almost impossible to avoid setting it off. Its tactics are simply to slam the closest target and keep slamming until all intruders leave or are dead. At APL 4, both statues are animated and use similar tactics.

At APL 6, the Pelor statue is a modified and advanced form of a caryatid column. It has one flaw, however; it cannot turn into a column. However, its articulation points are hidden in the same manner as if it were capable of turning into a column (use the same checks as noted in the description). The Pelor statue also uses a +2 *heavy mace* instead of the standard magical bastard sword. Its tactics are first to sunder the weapon of the closest target and then beat that target to death before going on to the next one. At APL 8, both statues are caryatid

columns that pick the closest target, sunder its weapons, and beat it to death before going on to the next target.

At APL 10, the Pelor statue is a stone golem. It follows similar tactics to its APL 2 cousin, but will turn and attack anyone who has managed to damage it and concentrate its attacks on it. This golem will also use *slow* every round if possible until the entire party is slowed. At APL 12, both statues are golems that will use similar tactics.

APL 2 (EL 3)

🔥 **Statue, Large Animated Object:** terra-cotta (Hardness 3); hp 53; see *Monster Manual*.

APL 4 (EL 5)

🔥 **Statues, Large Animated Objects (2):** sandstone (Hardness 5); hp 53 each; see *Monster Manual*.

APL 6 (EL 7)

🔥 **Caryatid Column, Advanced:** hp 90; see Appendix One.

APL 8 (EL 9)

🔥 **Caryatid Columns, Advanced (2):** hp 90 each; see Appendix One.

APL 10 (EL 11)

🔥 **Stone Golem:** hp 128; see *Monster Manual*.

APL 12 (EL 13)

🔥 **Stone Golems (2):** hp 128 each; see *Monster Manual*.

Development: Most parties will have a natural curiosity to find out what is behind the far door. This will lead them to Encounter Seven. If they are hesitant, have them make a Search (or Survival for PCs with the Track feat) check (DC 10) to find tracks in the dust near the door. DC 19 on the above Survival check (for PCs with the Track feat) will indicate that two individuals recently (with the past six hours) have gone through the door. The tracks do not show them leaving the door.

Encounter Seven: Death Among Thieves

After finishing off the statues in Encounter Six, the party will probably (if they are capable) go through the door in the back of the room. **DM Aids: Map #3** shows a couple of other rooms on the way to the final encounter. These rooms are locked (Open Lock DC 15) and not trapped. Each door has hardness 5, hp 15, and a Break DC 18. However, each door has a bell on the inside that rings when the door is opened or breached. These, along with the noise of battle from Encounter Six, serve as warning

for the couple in the last room. These extra rooms were storerooms for smuggled booty which are now stripped bare. These rooms are for making the party spend time searching for traps, time with which the couple will use for preparation. Checking both rooms should take no longer than thirty minutes.

What happens in this encounter depends on how long in game time it took the party to get to this point. If they spent more than three hours to get to this encounter after starting Encounter Five (because they rested or because they wanted to spend extra time on other tasks), they will miss the clean-up team, so read the following:

At the end of the hallway, there is an open door leading into what appears to be a private chapel dedicated to Pelor. Golden curtains cover every wall of the fifteen-foot high room. The room is somewhat dimly lit by an everburning torch hanging from a fixture in the center of the room. There is a small altar in the back of the room. On the altar are various documents in Flan and stamped with seals bearing the holy symbol of Pelor. There is no one else in the room.

A Search of the room (DC 20) reveals a secret door. If the party is arriving this late, the secret door only opens into a closet. This room is also a setup like Encounter Six. A Knowledge (religion) check at DC 13 + APL will see the setup for what it is. Those of the Flan pantheon gain a +2 circumstance bonus to see this; those who are clergy of either Pelor or Mayaheine gain a +5 circumstance bonus.

The papers indicate that the base was used by radical Gyri Pelorites who were hoping to help their country by stirring up trouble in Orlane and then eventually blaming the problems on giant spies. The papers also indicate that this would be one step further in the cult's plan to become a major church in Gran March by supplanting one of the others. These are obviously forgeries (Forgery DC 20 + APL to detect the forgery), but the quality is good enough that it will convince people for quite a while of the Pelorites' apparent duplicity. Go to the Conclusion.

If the party arrives two to three hours after they started Encounter Five, read the following:

At the end of the hallway, there is an open door leading into what appears to be a private chapel dedicated to Pelor. Golden curtains cover every wall of the room. The room is somewhat dimly lit by an everburning torch hanging from a fixture in the center of the room. There is a small altar in the back of the room. Behind the altar is an attractive woman in chain shirt and bastard sword. She is blond and in her late twenties. She has a holy symbol around her neck. The woman is apparently reading some documents on the altar.

The woman will identify herself as Givelle, a cleric of Mayaheine. She is in position G1 on **DM Aids: Map #3**. She will say that she was investigating rumors of a

renegade group of Pelorites who were causing trouble. She will attempt to Bluff her way out of it (and at higher levels, she might succeed).

If the party makes it to this encounter in less than two hours, read the following:

At the end of the hallway, there is an open door leading into what appears to be a private chapel dedicated to Pelor. The room is in disarray. The golden curtains in this room appear to have been hung in a rush. The room is somewhat dimly lit by an everburning torch hanging from a fixture in the center of the room. There is a small altar in the back of the room. Examining the curtains is an attractive woman in chain shirt and bastard sword. She is blonde and in her late twenties. She has a holy symbol around her neck.

The woman will identify herself as Givelle, a cleric of Mayaheine. She is in position G1 on **DM Aids: Map #3**. She will say that she was investigating rumors of a thieves' guild in Orlane posing as Pelorites in order to swindle the good townsfolk. Potentially, this band of rogues may have even succeeded in gaining military information. She will again attempt to Bluff her way out of it (and at higher levels, she might succeed).

What is really going on here is that the rogue faction of The Corporation has ordered this Chapterhouse to clear out and has ordered a clean-up team to go in afterward and plant evidence of Pelorite involvement in recent events. The team they sent in is a married couple of killers recently arrived from Sterich who want to join The Corporation and are ready to kill for that honor. Givelle is actually Givelle the Widowmaker, an evil cleric / fighter (and at higher APLs, blackguard) of Vecna who specializes in infiltrating other temples to kill clergy. Her husband Gravak appears to be a simple rogue / assassin type, but he has one small secret: he is a natural wererat who loves to infect others as a hobby. Gravak has already had one success in Gran March: a young soldier named Tom Gort from Willow's Bend whom Gravak mugged in Orlane while young Gort was on military leave (see **GRM3-07 Rustling in the Reeds** for more details). He did it for kicks in seeing how much chaos young Gort would cause.

When the party enters the large area in Encounter Six and engages the statues there, Gravak and Givelle will hear them. The two rooms are adjacent to each other and have hidden baffles that carry sounds from the large area to this room. Furthermore, this room has a spy hole for viewing into the other room. This hole is noted in Encounter Six. The couple will have less than thirty minutes (depending on how fast the party moves) so they will immediately start casting any spells with a duration increment of 10 minutes per level. Also, Gravak will hide in the curtains as indicated on **DM Aids: Map #3** (location G2) in order to try to get a sneak attack in. He will also change into hybrid form and put on the *hat of disguise* so that he will look like his human self. Thus, he

will be able to fool people into thinking he is only human until he actually bites someone. Unless the party is being stealthy, the couple will know that they are within ten minutes of them when the party opens the door to the second storeroom.

Finally, if Gravak or Givelle have reason to believe that there will be invisible or stealthy opponents coming after them, Gravak will activate the one trap for this room. It causes no damage and thus does not affect the EL of the encounter. The trap simply sets off a *glitterdust* spell in the area near the door triggered by anyone moving through the square. The trap detects its targets via a *true seeing* spell and resets every round. It also causes an audible alarm to sound. Anyone behind the curtain is protected from the *glitterdust*. The switch for controlling the trap is near Gravak at position G2.

All APLs (EL 0)

✦ **Glitterdust Trap:** CR 0; magic device; proximity trigger (*alarm*, 10-ft. area) and visual trigger (*true seeing*); automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); spell effect (*glitterdust*, 3rd-level wizard, -40 to Hide checks and outlines invisible targets, DC 13 Will save negates blindness, effect lasts three rounds); multiple targets (10-ft.-radius spread); Search DC 20, Disable Device DC 20.

More than likely, Givelle's bluff will not hold (a paladin's *detect evil* ability might display the deception, for example). Once the bluff fails (or if the PCs just go in and attack), start initiative. Gravak's opening move will be to catch the closest PC flat-footed and to make a sneak attack with the rapier (or the assassin dagger at higher APLs). If he is able to get off a full-attack against his flat-footed foe, Gravak will also attempt to bite to infect the target with both lycanthropy and filth fever. Once he does that, he will continue to attack his initial target, finishing the target off with a bite attack unless threatened in some other fashion. If, for some reason, there is no target close to him when combat begins, he will take a sneak attack with his composite shortbow.

What Givelle does differs by APL. At APL 2 – 6, she will try to get off whatever defensive spells she can and fend off attackers with her bastard sword. At higher APLs, she will have her *wand of fireball* in hand and will open up with it. If possible, she will try to sunder any weapon she can. Also, at APL 4 – 12, she will use her *wand of glitterdust* if she believes that there are invisible targets in the room.

If she appears to be at one third of her hit points, Givelle will first use the *wand of fireball* to weaken her opposition and then move so that she can escape though the secret door that she and Gravak already discovered. Once the *fireball* goes off, Gravak knows it is time to leave and will make for the back wall. Gravak will also head for the door if Givelle gets surrounded. Givelle will hold off the opposition with the *wand of fireball* until Gravak gets behind the curtain to open the secret door. She will then

drop the *wand of fireball*, pull out the *wand of darkness*, and drop an area of darkness to cover their escape.

The secret door leads to a *teleportation* chamber that resets every twelve hours after use. It teleports up to two people to an abandoned vineyard previously owned by a druid named Ulziah who has disappeared. Players who manage to use this device and who have played **Rotting on the Vine** will recognize the destination immediately. The *teleportation* occurs immediately after someone enters the room and the door closes.

APL 2 (EL 5)

🦇 **Gravak the Rat**: male natural wererat Rog1; hp 14; see Appendix One.

🦇 **Givelle the Widowmaker**: female human Clr2/Ftr1; hp 22; see Appendix One.

APL 4 (EL 7)

🦇 **Gravak the Rat**: male natural wererat Rog3; hp 26; see Appendix One.

🦇 **Givelle the Widowmaker**: female human Clr3/Ftr2; hp 37; see Appendix One.

APL 6 (EL 9)

🦇 **Gravak the Rat**: male natural wererat Rog5; hp 35; see Appendix One.

🦇 **Givelle the Widowmaker**: female human Clr4/Ftr3; hp 52; see Appendix One.

APL 8 (EL 11)

🦇 **Gravak the Rat**: male natural wererat Rog5/Asn2; hp 56; see Appendix One.

🦇 **Givelle the Widowmaker**: female human Clr4/Ftr3/BkG2; hp 78; see Appendix One.

APL 10 (EL 13)

🦇 **Gravak the Rat**: male natural wererat Rog5/Asn4; hp 62; see Appendix One.

🦇 **Givelle the Widowmaker**: female human Clr4/Ftr3/BkG4; hp 96; see Appendix One.

APL 12 (EL 15)

🦇 **Gravak the Rat**: male natural wererat Rog5/Asn6; hp 74; see Appendix One.

🦇 **Givelle the Widowmaker**: female human Clr4/Ftr3/BkG6; hp 115; see Appendix One.

Conclusion

If the party must retreat from the Inn without encountering Gravak and Givelle, they can go back to Captain Ramanche, who will pay them 25 x APL in gold pieces for their losses and then will send in his troops to clean out the place. If the statues are still around, this fight will be bloody for the troops of the 20th Battle. In any event, the soldiers will find the forged documents implicating the Pelorites and rumors will spread that the Pelorites are involved in crimes and espionage against Gran March. Brownbaker can nullify this public relations damage over time and the forgeries will eventually be uncovered, but the reputation of the Pelorites and the followers of Mayaheine will certainly be damaged.

If the PCs are successful, however, the good Captain will pay them 50 x APL in gold pieces. The plot to implicate the innocent Pelorites will be exposed. Also, the party has uncovered the existence of a shadow organization directly involved in espionage against the government.

PCs successful in uncovering the band of rogues and spies in Orlane receive the *Gratitude of the Gran March Military* (see the Treasure Summary). PCs successful in disproving any Pelorite involvement in the death of Rhal receive the *Gratitude of the Pelorites* (see the Treasure Summary). All PCs gain the *Witness for the Prosecution* effect for having witnessed the events surrounding Rhal's murder (see the Treasure Summary).

In either case, the repercussions of the PCs' actions will resound all the way to the court of the Commandant in Hookhill. Rumors will start flying that he will want an accounting for these events. Thus, anyone who entered into the Inn will be called as Witnesses at a later date. As for the items found on Gravak and Givelle, the Gran March military will take custody of them in exchange for a reasonable settlement (which will be reflected in the gp cap for the scenario). Also, the value above the cap can be used for getting NPC clerics to cast *raise dead* if needed.

Members of The Corporation who deliver information about the assault on the Rushing Range back to the Corporation will gain an *Influence Point* with them (see the Treasure Summary). This information can be as simple as the description of the clean-up team or copies of the forged documents. Award this Influence Point only if the PC actually makes such a report to the Corporation.

Members who divulge Corporate secrets, however, will gain a *Death Mark* (see the Treasure Summary).

As for Rhal's spirit, he knows whether he has had success or failure and that, unless he is permanently bound to the possessed item, he will go to Pelor to meet his fate. He, however, wants to stay on Oerth awhile longer. If he has failed, Rhal will want to try again to redeem himself. If he has succeeded, he realizes that, as a spirit possessing an item of power, he has a unique opportunity to serve the cause of good. While his life may have been wasted on

foolishness, his afterlife need not be that way. Rhal relays all of this to his “owner” and then the owner will have to choose whether or not to bind Rhal to the item permanently (see the Treasure Summary).

The End

Experience Point Summary

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

Encounter Five

Defeat or survive the trap.

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.
- APL 12 – 420 xp.

Encounter Six

Defeat the statues.

- APL 2 – 90 xp.
- APL 4 – 150 xp.
- APL 6 – 210 xp.
- APL 8 – 270 xp.
- APL 10 – 330 xp.
- APL 12 – 390 xp.

Encounter Seven

Defeat Gravak and Givelle.

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.
- APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp.
- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.
- APL 12 – 315 xp.

Total Possible Experience

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1125 xp.
- APL 10 – 1350 xp.
- APL 12 – 1575 xp.

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Seven:

APL 2: L: 156 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), 2 *mithral chain shirts* (92 gp each), *hat of disguise* (150 gp), *potion of invisibility* (25 gp), *ring of protection +1* (167 gp), *wand of darkness* (3rd-level caster, 2 charges) (15 gp), *wand of fireball* (5th-level caster, 2 charges) (38 gp), *wand of sleep* (1st-level caster, 5 charges) (6 gp).

APL 4: L: 101 gp; C: 0 gp; M: elixir of hiding (21 gp), elixir of sneaking (21 gp), 2 +1 mithral chain shirts (175 gp each), hat of disguise (150 gp), potion of invisibility (25 gp), 2 rings of protection +1 (167 gp each), wand of darkness (3rd-level caster, 2 charges) (15 gp), wand of glitterdust (3rd-level caster, 2 charges) (15 gp), wand of fireball (5th-level caster, 5 charges) (94 gp), wand of sleep (1st-level caster, 5 charges) (6 gp), amulet of natural armor +1 (167 gp), +1 rapier (193 gp), +1 bastard sword (195 gp).

APL 6: L: 63 gp; C: 0 gp; M: elixir of hiding (21 gp), elixir of sneaking (21 gp), 2 +1 mithral chain shirts (175 gp each), hat of disguise (150 gp), potion of invisibility (25 gp), 2 rings of protection +2 (667 gp each), wand of darkness (3rd-level caster, 2 charges) (15 gp), wand of glitterdust (3rd-level caster, 2 charges) (15 gp), wand of fireball (8th-level caster, 5 charges) (150 gp), wand of hold person (3rd-level caster, 5 charges) (38 gp), wand of sleep (1st-level caster, 5 charges) (6 gp), amulet of natural armor +1 (167 gp), +1 rapier (193 gp), +1 bastard sword (195 gp), 50 +1 arrows (196 gp), +1 darkwood composite shortbow (+1 Str bonus) (206 gp).

APL 8: L: 63 gp; C: 0 gp; M: elixir of hiding (21 gp), elixir of sneaking (21 gp), 2 +1 mithral chain shirts (175 gp each), hat of disguise (150 gp), potion of invisibility (25 gp), 2 rings of protection +2 (667 gp each), wand of darkness (3rd-level caster, 2 charges) (15 gp), wand of glitterdust (3rd-level caster, 2 charges) (15 gp), wand of fireball (8th-level caster, 5 charges) (150 gp), wand of hold person (3rd-level caster, 5 charges) (38 gp), wand of sleep (1st-level caster, 5 charges) (6 gp), amulet of natural armor +1 (167 gp), +1 mithral bane (human) rapier (752 gp), +1 frost bastard sword (695 gp), 50 +1 arrows (196 gp), +1 darkwood composite shortbow (+1 Str bonus) (206 gp), assassin's dagger (1,525 gp), cloak of charisma +2 (333 gp), headband of intellect +2 (333 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +2 (333 gp), belt of endurance (833 gp), potion of bull's strength (25 gp), potion of barkskin +3 (50 gp).

APL 10: L: 63 gp; C: 0 gp; M: elixir of hiding (21 gp), elixir of sneaking (21 gp), 2 +1 mithral chain shirts (175 gp each), hat of disguise (150 gp), potion of invisibility (25 gp), 2 rings of protection +2 (667 gp each), wand of darkness (3rd-level caster, 2 charges) (15 gp), wand of glitterdust (3rd-level caster, 2 charges) (15 gp), wand of fireball (8th-level caster, 5 charges) (150 gp), wand of hold person – heightened 4th level (7th-level caster, 5 charges) (175 gp), wand of sleep (1st-level caster, 5 charges) (6 gp), amulet of natural armor +2 (667 gp), +1 mithral bane (human) rapier (752 gp), +1 frost bastard sword (695 gp), 50 +1 arrows (196 gp), +1 darkwood composite shortbow (+1 Str bonus) (206 gp), assassin's dagger (1,525 gp), cloak of charisma +2 (333 gp), headband of intellect +2 (333 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +2 (333 gp), belt of endurance (833 gp), 2 rings of release (667 gp each), potion of bull's strength (25 gp), potion of barkskin +4 (75 gp).

APL 12: L: 63 gp; C: 0 gp; M: elixir of hiding (21 gp), elixir of sneaking (21 gp), +1 mithral chain shirt (175 gp), +2 mithral chain shirt (425 gp), hat of disguise (150 gp), potion of invisibility (25 gp), 2 rings of protection +3 (1,500 gp each), wand of darkness (3rd-level caster, 2 charges) (15 gp), wand of glitterdust (3rd-level caster, 2 charges) (15 gp), wand of fireball (10th-level caster, 5 charges) (188 gp), wand of hold person – heightened 4th level (7th-level caster, 5 charges) (175 gp), wand

of sleep (1st-level caster, 5 charges) (6 gp), amulet of natural armor +3 (1,500 gp), +1 mithral bane (human) rapier (752 gp), +1 frost bastard sword (695 gp), 50 +1 arrows (196 gp), +1 darkwood composite shortbow (+1 Str bonus) (206 gp), assassin's dagger (1,525 gp), cloak of charisma +2 (333 gp), headband of intellect +2 (333 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +2 (333 gp), belt of endurance (833 gp), 2 rings of release (667 gp each), potion of bull's strength (25 gp), potion of barkskin +5 (100 gp).

Conclusion:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp.

APL 4: L: 0 gp; C: 200 gp; M: 0 gp.

APL 6: L: 0 gp; C: 300 gp; M: 0 gp.

APL 8: L: 0 gp; C: 400 gp; M: 0 gp.

APL 10: L: 0 gp; C: 500 gp; M: 0 gp.

APL 12: L: 0 gp; C: 600 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 156 gp; C: 100 gp; M: 627 gp – Total: 883 gp (450 gp).

APL 4: L: 101 gp; C: 200 gp; M: 1,586 gp – Total: 1,887 gp (650 gp).

APL 6: L: 63 gp; C: 300 gp; M: 3,082 gp – Total: 3,445 gp (900 gp).

APL 8: L: 63 gp; C: 400 gp; M: 7,906 gp – Total: 8,369 gp (1,300 gp).

APL 10: L: 63 gp; C: 500 gp; M: 9,902 gp – Total: 10,465 gp (2,300 gp).

APL 12: L: 63 gp; C: 600 gp; M: 12,714 gp – Total: 13,377 gp (3,300 gp).

Items for the Adventure Record

Special

☛ **Ring of Release:** This silver ring allows the wearer to act as if under the effect of a *freedom of movement* spell, once a day, if attacked by any magic that restricts movement. Once activated, the wearer can move and attack normally for 70 minutes. The ring must be worn for 24 hours before the wearer gains the benefit of the ring. Going underwater does not activate the ring; it only activates when the wearer is attacked as noted above.

Moderate abjuration; CL: 7th; Prerequisites: Forge Ring, *freedom of movement*; Market Price: 8,000 gp; Weight: 0 lbs.

☛ **Influence Point with the Corporation:** This is given to any PC that is a member of The Corporation who has managed to return any information that points to the rogue Corporate faction. This information could include descriptions of the team in the tavern's basement or copies of the forged documents.

☛ **Death Mark with the Corporation:** This is given to any PC that is a member of the Corporation who has divulged publicly any secrets of the Corporation. This includes use of CorporateSpeak in public as can happen in the statue

encounter. This PC has been given a Death Mark because of the seriousness of the infraction. Players whose PCs receive this must always present a copy of the Corporation Members document to the table anytime these PCs are played so that judges can effectively administer the Death Mark.

☛ *Gratitude of the Gran March Military*: This is given to both active-duty and reserve military PCs who have managed to uncover the band of rogues and spies in Orlane. This gratitude has three effects. First, you receive one Influence Point with the Gran March Military. Mark this paragraph as USED when you use the Influence Point.

Second, if you are active-duty, for your protection, you are now on Diplomatic Duty. This means that you can play in six rounds of out-of-region scenarios that would normally cost you non-military time units. However, as you will be on duty, this will cost you an additional TU for each round of the scenarios. For example, playing a one-round Core scenario will cost three military TUs instead of two non-military TUs. Two-round scenarios cost six military-TUs. All six rounds must be played in before the end of CY 594 (year four). Once you have played all six rounds (or the end of CY 594 occurs), strike through this paragraph with the word COMPLETED. Note on the ARs for the six rounds of out-of-region scenarios played that they are being undertaken with respect to this Diplomatic Duty.

Third, if you are a reserve military PC (either a veteran or a member of Syrloch), you now have one-time access to purchase an upgrade to any one weapon/armor/shield you possess to a +2 or +3 enhancement bonus. You may use the Gratitude in this way after any Gran March regional adventure, and mark this paragraph as USED when you have done so.

☛ *Gratitude of the Pelorites*: This is given to PCs who have helped disprove any Pelorite involvement in the death of Rhal. This gratitude has three effects. The first is an Influence Point with the newly formed Fellowship of Pelor and Mayaheine. While this Influence Point has no value at this time, it may have value in the future. Mark this paragraph as USED when you use the Influence Point.

The second is that, using certain knowledge gained over the past year, Brother Geraint Brownbaker can now upgrade items to use the *holy*, *flaming*, *flaming burst*, *daylight* (A&EG), or *sacred* (A&EG) special abilities. You now have one-time access to purchase an upgrade to any one weapon/armor/shield you possess with the *holy* (weapon), *flaming* (weapon), *flaming burst* (weapon), *daylight* (armor/shield), or *sacred* (armor/shield) special ability. You may use the Gratitude in this way after any Gran March regional adventure, and mark this paragraph as USED when you have done so.

The third is that Brother Brownbaker will share a new divine spell with any divine spellcasters in your party. This PC may choose any divine spell (that has the Light or Good descriptor or the Healing subschool AND

that they are of the correct class and level to cast) from the Limited list in the LGCS or from this list of spells from BoED: *blood of the martyr*, *celestial brilliance*, *crown of brilliance*, *crown of flame*, *ease pain*, *energetic healing*, *glory of the martyr*, *refreshment*, *remove nausea*, *righteous might*, *tomb of light*. The PC gains Core access to that spell. List the spell chosen here: _____.

☛ *Witness for the Prosecution*: This is given to all PCs who successfully complete this adventure. They are material witnesses to the events surrounding the murder of Rhal ap Ogwen and the exposure of the band of rogues and spies in Orlane. Each PC will be called upon to give truthful testimony on these matters at a later date.

☛ Rhal ap Ogwen (special AR)

Rhal ap Ogwen was a priest of Pelor who came to Gran March from Geoff as a refugee. Disappointed and disillusioned by how the war with the giants was progressing, he fell in with a nefarious group of rogues and committed treason against Gran March by stealing classified information. While incarcerated and awaiting his eventual beheading, Rhal was remorseful and wanted to redeem himself in Pelor's eyes, even though he knew that such contrition would not spare his life and might very well result in its end by the rogues. He intended to divulge all he knew about the group of rogues as part of an atonement spell. Before he could do so, however, he was assassinated. His spirit then went to Pelor for judgment, fully expecting to be turned away for his sins. Pelor, however, had mercy on Rhal and sent his spirit back to inhabit an item. Thus, as Rhal was used as a tool in life to bring dishonor to the faith of Pelor, he is now being used as a tool in death to bring honor and glory to the faith.

Rhal has possessed an item in your possession. The object Rhal selects to possess is chosen from the following list, in order of his preference: *mace of Pelor*, heavy mace (the preferred weapon of Pelorites), mace, melee weapon, armor, shield, ranged weapon, ring, other jewelry, article of clothing, miscellaneous object. He will not possess any single-use items (like potions or scrolls) or charged items (such as wands or staves). Rhal's possession of this item transforms it into an intelligent item (as per the rules in the DMG).

Rhal has the following stats when he first possesses the item: Int 14, Wis 16, Cha 12. He speaks and reads Common, Flan, and Giant, and he can also communicate telepathically with his wielder. Rhal usually does not speak, however, except telepathically with his owner. He has 60 ft. darkvision and hearing. Rhal's alignment is Neutral Good, so only users of good alignment can wield Rhal without penalty (as per the rules in the DMG). If Rhal inhabits a weapon, that weapon counts as good-aligned with respect to damage reduction (as a result of Pelor's blessing upon the weapon).

To make this possession permanent, you need a priest of Pelor to help you incorporate a gold holy symbol of Pelor into the construction of the item (thus making the item count as a holy symbol of Pelor), a process that costs 5,445

gp total. If the target item is a *mace of Pelor*, however, the cost is 5,400 gp as the gold holy symbol is already a part of the weapon. Otherwise, Rhal's spirit departs back to Pelor for judgment at the end of this adventure. If this PC already possesses another intelligent item, Rhal's spirit departs back to Pelor, unless the PC both pays the cost to make the possession permanent and permanently disposes of the other intelligent item (sells it, discards it, turns it over to NPCs).

Rhal's starting Ego is at least 6 (because of his mental stats), but it might be higher, depending on the item inhabited (as per the rules in the DMG). His Ego will increase as additional powers are added to the item he possesses (see below).

Rhal's special purpose is to defend the servants and interests of Pelor. As long as you aid Rhal in this mission, Rhal will allow you to add certain upgrades to this weapon. Specifically, if Rhal has not attempted to control you in three adventures to further his special purpose, you are allowed to add an upgrade, but only one per any single adventure. However, these upgrades can only be added by a cleric or paladin of Pelor in Gran March, so access to each upgrade is considered Frequency: Regional. As you are assisting Rhal in his mission, Rhal will use his abilities of his own volition (DM's choice) to aid and protect you. The upgrades available are:

If possessing a weapon, Rhal can:

- Grant himself access to the *flaming weapon* special ability. Cost of upgrade as per the DMG. This adds one point to Rhal's Ego.
- Grant himself access to the *flaming burst weapon* special ability. Cost of upgrade as per the DMG. This adds two points to Rhal's Ego (or one if the weapon already possessed the *flaming weapon* special ability).
- Grant himself access to the *holy weapon* special ability. Cost of upgrade as per the DMG. This adds two points to Rhal's Ego.

If possessing armor or shield, Rhal can:

- Grant himself access to the *daylight armor* or shield special ability. Cost of upgrade as per the A&EG. This adds two points to Rhal's Ego.
- Grant himself access to the *sacred armor* or shield special ability. Cost of upgrade as per the A&EG. This adds two points to Rhal's Ego.

If possessing any item, Rhal can:

- Grant himself access to 10 ranks of Knowledge (religion). Cost of upgrade is 4,500 gp. This adds one point to Rhal's Ego.
- Grant himself access to 10 ranks of Knowledge (local – Sheldomar Valley). Cost of upgrade is 4,500 gp. This adds one point to Rhal's Ego.
- Grant himself access to the ability to *bless* his allies 3/day. Cost of upgrade is 900 gp. This adds one point to Rhal's Ego.
- Grant himself access to the ability to cast *searing light* as a 9th level cleric 1/day. Cost of upgrade is 9,720 gp. This adds two points to Rhal's Ego.

- Grant himself access to the ability to cast *flame strike* as a 9th level cleric 1/day. Cost of upgrade is 16,200 gp. This adds two points to Rhal's Ego.

In addition to the above upgrades, the item Rhal inhabits, if it was a standard magic item beforehand, can be upgrade normally as per the rules in the LGCS.

After his encounter with his deity, Rhal is a fervent advocate and defender of Pelor. You must tithe 10% of your earnings to the Fellowship of Pelor and Mayaheine (the Gran March group for Pelor). If you do not, Rhal will not use any of his upgrades to aid you until you have caught up with your tithe. If you go more than 4 TUs without paying your tithe, Rhal will attempt to force a payment by making an attempt to take dominance (as per the rules in the DMG). This is in addition to any other tithe that you make to another deity. Rhal does not care if you worship other deities as long as you demonstrate honor and respect for Pelor. Followers of Pelor or Mayaheine only have to contribute an extra 5% above and beyond your normal tithe that you paid before Rhal's possession of your item.

As good deeds and defense of the faith are Rhal's means to his own redemption, he will want to engage the enemies of good at any opportunity. If you do not attack these enemies on your own, Rhal will attempt to control you (as per the rules in the DMG). If he fails to control you, Rhal withdraws his abilities in a snit for one TU (essentially for the rest of the current scenario).

If Rhal's item were to be somehow destroyed (for example, a possessed weapon gets sundered), his fate is determined by the circumstance surrounding his destruction. If he were destroyed in a battle against evil, Pelor would look favorably on him; otherwise, Pelor is likely to reject him. Rhal will freely communicate this to you when he takes final possession of your item. It is also possible that some future event (as noted in a Gran March adventure) will result in Rhal's spirit departing for his final judgment with Pelor.

While Rhal is unique, more than once PC at a table can possess and use an item inhabited by him in an adventure, as long as both gained him prior to that adventure.

Rhal's Current Ego: _____

Item Rhal is Possessing: _____

Item Access

APL 2:

- ❖ *Elixir of Hiding* (Adventure, DMG)
- ❖ *Elixir of Sneaking* (Adventure, DMG)
- ❖ *Hat of Disguise* (Adventure, DMG)
- ❖ *Mithral Chain Shirt* (Adventure, DMG)
- ❖ *Rhal ap Ogwen* (Adventure – Limit One, see above)
- ❖ *Wand of Darkness* (Adventure, 3rd level caster, DMG)
- ❖ *Wand of Fireball* (Adventure, 5th level caster, DMG)
- ❖ *Wand of Sleep* (Adventure, 1st level caster, DMG)

APL 4 (APL 2 Items plus):

- ❖ +1 Mithral Chain Shirt (Adventure, DMG)
- ❖ Wand of Glitterdust (Adventure, 3rd level caster, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ +1 Darkwood Composite Shortbow (+1 Str bonus) (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ Wand of Fireball (Adventure, 8th level caster, DMG)
- ❖ Wand of Hold Person (Adventure, 3rd level caster, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ +1 Frost Bastard Sword (Adventure, DMG)
- ❖ +1 Mithral Bane (Human) Rapier (Adventure, DMG)
- ❖ Assassin's Dagger (Adventure, DMG)
- ❖ Belt of Endurance (Adventure, A&EG)
- ❖ Cloak of Charisma +2 (Adventure, DMG)
- ❖ Gloves of Dexterity +2 (Adventure, DMG)
- ❖ Headband of Intellect +2 (Adventure, DMG)
- ❖ Periapt of Wisdom +2 (Adventure, DMG)
- ❖ Potion of Barkskin +3 (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Amulet of Natural Armor +2 (Adventure, DMG)
- ❖ Potion of Barkskin +4 (Adventure, DMG)
- ❖ Ring of Release (Adventure, see above)
- ❖ Wand of Hold Person, Heightened 4th Level (Adventure, 7th level caster, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ +2 Mithral Chain Shirt (Adventure, DMG)
- ❖ Amulet of Natural Armor +3 (Adventure, DMG)
- ❖ Potion of Barkskin +5 (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)
- ❖ Wand of Fireball (Adventure, 10th level caster, DMG)

Appendix One - NPCs

All APLs

Encounter Two

Geraint Brownbaker: male human Clr10; CR 10; Medium-sized humanoid; HD 10d8+10; hp 68; Init +4; Spd 20 ft; AC 18 (touch 11, flat-footed 18); Base Atk: +7; Grp: +7; Atk +8 ranged (1d8/19-20, masterwork light crossbow) or +7 melee (1d8+1, +1 holy heavy mace); Full Atk +8/+3 ranged (1d8/19-20, masterwork light crossbow) or +8/+3 melee (1d8+1, +1 holy heavy mace); SA spontaneous casting, turn undead 10 / day; AL: NG; SV: Fort +7, Ref +3, Will +10; Str 10, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +14, Heal +14, Knowledge (religion) +11, Sense Motive +8, Spellcraft +11; Combat Casting, Extra Turning, Improved Initiative, Leadership, Spell Focus (Necromancy).

Possessions: amulet of natural armor +1, backpack, +1 mithral chainmail, masterwork light crossbow, healer's kit, gold holy symbol of Pelor, +1 holy heavy mace, spell component pouch, ring of protection +1, tattered cleric's vestments.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): 0—cure minor wounds (x3), detect magic, detect poison, purify food and drink; 1st—[bless, comprehend languages, cure light wounds (x4)*]; 2nd—aid (x2)*, bull's strength, calm emotions, cure moderate wounds (x2); 3rd—create food and water, cure serious wounds (x2)*, magic circle against evil, remove disease; 4th—cure critical wounds (x2)*, greater magic weapon, neutralize poison; 5th—healing circle*, atonement, hallow.

* Domain Spell. Deity: Pelor; Domains: Good (cast good spells at +1 caster level.); Healing (cast healing spells at +1 caster level.).

Description: Geraint Brownbaker may not be one of the most powerful clergy of Pelor in Gran March, but he is very influential with the Pelorite faithful, particularly with Gyri refugees. Previously, his work involved aiding in the ministry to those refugees and helping the Hospitalers where possible. Over the past year, however, Brownbaker has received visions relating to the growing influence of the Pelorite faithful in local affairs. He has disappeared for weeks at a time, secretly conferring with Tar'a'mon, the leader of the Gwarcheidwad (a Flan tribe dedicated to ensuring that the remnants of the evil, which once ruled this land, do not surface). Over a year ago, Tar'a'mon sent a message to the Commandant: "The incursions have gone on too long. Things that should remain buried are in danger of being revealed. This cannot be allowed. No further incursions will be tolerated, and the March has one year to abandon Fort Tribulation." Through Brownbaker's diplomacy, however, Tar'a'mon has stayed his hand for now, though recent events in the western part of the Rushmoors may change

his mind (see GRM3-03 *Shades of the Past* and GRM3-07 *Rustling in the Reeds* for details of these events).

Brownbaker's demeanor around the refugees is that of a street preacher. His sermons are loud and emotional, with a small touch of demagoguery mixed in for flavor. One on one or in small groups, he is more sympathetic and a good listener. Brownbaker is an excellent negotiator and is not above an occasional little white lie, as long as it furthers the causes of good and Pelor.

Geraint Brownbaker is in his early forties in average physical shape. He has long, red hair and a beard, both of which he keeps rather unkempt as the appearance helps him provide a less-threatening image both to the refugees and to the Gwarcheidwad. He typically wears a worn set of clerical vestments over his armor, which makes him look like less of a threat.

Encounter Three

Captain Velladen Ramanche: male human (Oeridian/Flan) Ftr8; Medium-sized humanoid; HD 8d10+8; hp 66; Init +2; Spd 20 ft.; AC 21 (touch 13, flat-footed 19); Base Atk: +8; Grp: +11; Atk +12 (1d8+3/19-20, +1 longsword); Full Atk +12 / +7 (1d8+3/19-20, +1 longsword); AL LG; SV Fort +7, Ref +5, Will +5; Str 15, Dex 14, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Sense Motive +5, Ride +15, Handle Animal +9, Profession (soldier) +5, Jump +7, Swim +6, Tumble +5; Iron Will, Mounted Combat, Ride-by-Attack, Quick Draw, Spirited Charge, Leadership, Weapon Focus (longsword), Weapon Specialization(longsword).

Possessions: ring of protection +1, +1 heavy lance, +1 longsword, +2 chainmail, +1 buckler.
Languages: Flan, common, elven.

Description: Captain Ramanche is 25 years of age but has over 9 years of experience as an officer. He is an able leader and an expert horseman. He is also a fine swordsman. He has a light brown hair and a goatee. He comes from wealthy merchant stock but definitely does not come from a noble family. His previous positions in the army were far from the battlefield. His family told him that a safe place is where he wanted to be. He realized that where he "really wanted to be" is on the frontline being a true patriot of Gran March. He asked for and was finally granted a transfer. He is assigned to the Army of Retribution but is stationed in Orlane to ensure that supplies reach the AOR in Hochoch. He is trying to be the best officer he can and make a name for himself, but would never disobey orders. He is persistent and diligent at his duties. It is obvious that he has the respect of the men under his command.

Recently, Captain Ramanche has become engaged and has bought some land way to the north of Orlane near his parents' place. He still works one or two weeks a year teaching cavalry recruits advanced riding skills and general recruits some basic riding skills, thus many military PCs might have met him. Growing up in Orlane,

Vell befriended many sylvan elves from the Dim and has a +4 to Diplomacy with those elves and has some influence with a leader or two. His mother is originally from Hochoch and he speaks Gyri Flan flawlessly. He also can speak Elven with a Dim Forest accent and knows their dialects and jargon.

Captain Ramanche is currently the Executive Officer for the 20th Battle stationed in Orlane and is the military representative to Rhal's confession. Because he is a staunch Heironean, he will be passing on any unclassified information on to the Church of Heironeous as well. (Captain Ramanche was originally created by Brandon Mann for GRM2-01 Eyes on Orlane.)

Hospitaler Dispatcher Narek Vollstrom: male halfling Exp8; CR 7; Small humanoid (halfling); HD 8d6; hp 36; Init +2; Spd 15 ft; AC 20 (touch 16, flat-footed 18) [+2 Dex; +4 Bracers of Armor, +3 ring of protection, +1 size]; Base Atk: +8; Grp: +7; Atk: +7 melee (1d4-1/19-20, masterwork dagger) or +11 thrown (1d4-1/19-20, masterwork dagger); Full Atk: +7 / +2 melee (1d4-1/19-20, masterwork dagger) or +11 / +6 thrown (1d4-1/19-20, masterwork dagger); SA +1 on all saves, +1 to hit with thrown weapons, +2 morale bonus vs. fear; AL LN; SV Fort +3, Ref +5, Will +8; Str 9, Dex 14, Con 10, Int 17, Wis 12, Cha 14.

Skills and Feats: Appraise +14, Bluff +7, Concentration +5, Diplomacy +19, Forgery +7, Gather Information +13, Intimidate +9, Knowledge (local - Sheldomar Valley Metaregion) +8, Listen +3, Profession (bookkeeper) +14, Profession (scribe) +6, Sense Motive +12, Speak Language +5; Leadership, Skill Focus (Diplomacy, Profession (bookkeeper)).

Possessions: bracers of armor +4, 1000 gp, masterwork dagger, ink (1 oz. vial), magnifying glass, small scholars' outfit, 100 sheets of paper, 1 pen (ink), ring of mind shielding, ring of protection +3, merchant's scale, signet ring.

Description: Narek Vollstrom is a small bookish halfling, currently serving as Chief Dispatcher for the Gyri relief camp. He is middle-aged with black hair in ringlets save for the bald spot on the crown of his head. Narek is the Hospitaler representative to the confession as Rhal committed most of his crimes while as a member of the Merciful Order. (Narek Vollstrom originally appeared in GRM3-02 Rotting on the Vine.)

Watcher Corem Valtier, Most Gallant Hippogriff: male human Pal10; CR 10; medium humanoid; HD 10d10(+20); hp 75 (95); Init +0; Spd 20 ft; AC 18, flat-footed 18, touch 11; Base Atk +10; Grp +2; Atk +13 melee (1d10+2/19-20x3, +2 halberd) or +11 melee (1d8/19-20, masterwork longsword); Full Atk +13/+8 melee (1d10+2/19-20/x3, +2 halberd) or +11/+6 melee (1d8/19-20, masterwork longsword); SA Aura of courage, aura of good, divine grace, divine health, lay on hands 30 hp/day, remove disease 2/week, smite evil 3/day, special mount, turn undead 6/day (turn level 7) (turn damage 2d6+10); AL LG; SV Fort +10 (+12), Ref +6, Will +9; Str 10, Dex 10, Con 10 (14), Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +15, Gather Information +8, Knowledge (History) +8, Knowledge (Nobility and Royalty) +12, Knowledge (religion) +12, Sense Motive +8; Improved Critical (Halberd), Weapon Finesse, Weapon Focus (Halberd).

Possessions: amulet of health +4, +2 chainmail, +2 halberd, masterwork longsword, noble's outfit, ring of protection +1.

Paladin Spells Prepared: (2/2; Base DC = 13 + Spell Level): 1st - bless weapon, divine favor; 2nd - bull's strength, zeal.

Description: This Knight of the Watch retired from adventuring some 15 years ago and is over 90 years old. His age has taken its toll; if he were to engage in combat, he would have to depend on enhancement spells just to get him to move quickly in his armor. Corem now uses his well-used halberd more as a walking cane than a weapon. (Watcher Corem Valtier was introduced in GRM2-03 Midnight Dawn by Jason McLain and Michael Johnson. However, this is the first time we have a stat block for him).

Master Ferin Male human Clr9; CR 9; Medium-size humanoid (human); HD 9d8-18; hp 41; Init +0; Spd 30 (20) ft; AC 10 (touch 10, flat footed 10); Base Atk +6; Grp +1; Atk +5/+0 melee (1d10-1/19-20x3); AL LG; SV Fort +4, Ref +3, Will +13; Str 8, Dex 10, Con 6, Int 12, Wis 20, Cha 15.

Skills and Feats: Concentration +8, Diplomacy +11, Heal +17, Knowledge (religion) +10, Sense Motive +9; Extra Turning, Combat Casting, Iron Will, Divine Cleansing, Heighten Turning.

Possessions: none

Description: Master Ferin is something of an institution in Gran March. He found Pholtus early in life (9), and joined the church at 12. He enlisted in the army in 531 CY and was assigned to duty as a Combat Specialist. He discovered that military life suited him very well, and it meshed comfortably with the teachings of Pholtus. He spent his first tour of duty as a field healer with a taste for destroying undead when it appeared. He earned numerous commendations and when he re-enlisted for the first time, he was offered a promotion. He politely declined, saying that he had no intention of making a career out of the army; he had other duties to take care of soon. Sixty-two years later, Master Ferin is still making plans for what to do when he leaves the service of Gran March. Only he knows how many promotions he has declined. He continues to be offered promotions because his superiors all know that he would be insulted if he did not have the opportunity every few years to decline. Although his health prevents him from serving in the field, he is an exceptional field surgeon and hundreds of veterans owe their lives to his efforts. Some years ago, he transitioned from wearing a Gran March soldier uniform with Pholtan symbols to wearing Pholtan robes with a soldier's stripe. His superiors approved it, and no one really questions it. There is actually a rumor that he was discharged a decade ago and no one had the heart to tell him, so they just keep paying him. He is kindly and loves people. He knows that his time is short,

and he is content to go to Pholtus. (Master Ferin originally appeared in **GRMN3-01 Pilgrimage** written by Joe Masdon.)

Special Constable Ferrule Garde: male human Rog2/Rgr8/Justicar4; CR 14; medium humanoid; HD 2d6+8d8+4d10; hp 87; Init +5; Spd 30 ft; AC 29, flat-footed 24, touch 17; Base Atk +13; Grp +14 (+16); Atk +20 ranged (1d8+6/19-20x3, +3 *composite axiomatic seeking longbow* (+3)) or +17 melee (1d8+5/17-20, +2 *keen defending longsword*); Full Atk +20/+15/+10 ranged (1d8+6/19-20x3, +3 *composite axiomatic seeking longbow* (+3)) or +17/+12/+7 melee (1d8+5/17-20, +2 *keen defending longsword*); SA Sneak Attack +3d6; SQ Evasion, trapfinding; AL LN; SV Fort +12, Ref +17, Will +18; Str 12 (16), Dex 16 (20), Con 10, Int 14 (18), Wis 16, Cha 12 (16).

Skills and Feats: Balance +6, Bluff +17, Diplomacy +11, Disable Device +14, Disguise +16, Forgery +10, Gather Information +16, Heal +5, Hide +14, Intimidate +4, Jump +4, Knowledge (local - Sheldomar Valley Metaregion) +8, Knowledge (religion) +7, Listen +4, Move Silently +14, Open Lock +7, Ride +8, Search +19, Sense Motive +13, Speak Language +1, Spellcraft +9, Spot +14, Survival +6, Swim +4, Tumble +9, Use Magic Device +13; Deceitful, Improved Critical (Longbow), Leadership, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Track.

Possessions: *amulet of natural armor* +2, *vest of resistance* +3, *belt of giant strength* +4, *boots of speed*, +2 *glamered mithral breastplate*, +2 *mithral buckler*, *cloak of charisma* +4, *gloves of dexterity* +4, *headband of intellect* +4, +3 *composite axiomatic seeking longbow* (+3), +2 *keen defending longsword*, *traveler's outfit*, *ring of mind shielding*, *ring of protection* +2.

Spells Prepared: (2/1; Base DC = 13 + Spell Level): 1st – *detect poison* x2; 2nd – *owl's wisdom*.

Description: Ferrule Garde is the premier Special Constable in Gran March. Special Constables are hired investigators trained in the investigation of extraordinary crimes and the apprehension of difficult criminals. They operate in a guild-like structure where members take on individual assignments but can call on the resources of the membership when necessary. Garde has an exclusive contract with the Commandant to investigate any and all incidents that the Commandant feels is important. Thus, he is the *de facto* chief law enforcement officer of Gran March. If asked, Garde will say his vast array of gear comes from all of the criminals he has apprehended over the years. He is here in Orlane as a witness for the Commandant himself. Garde is in his forties, has grey eyes, and has brown and gray hair down to his shoulders. He is 74 inches tall and weighs 190 pounds. (This stat block is abbreviated to show what is available to Garde for this adventure; it does not contain the entirety of his information.)

APL 2

Encounter Seven

Gravak the Rat (hybrid form): male human Rog1; CR 3; medium humanoid (shapechanger); HD 1d6+1d8+4; hp 14; Init +9; Spd 30 ft; AC 21, flat-footed 16, touch 15; Base Atk +0; Grp +1; Atk +5 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, dagger (thrown)) or +6 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d6+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +5 melee (1d4+1/19-20, dagger) and +0 melee (1d6 plus disease, bite) or +5 ranged (1d4+1/19-20, dagger (thrown)) or +6 melee (1d6+1/18-20, masterwork rapier) and +0 melee (1d6 plus disease, bite) or +6 ranged (1d6+1/x3, masterwork composite shortbow (+1 Str bonus)); SA Curse of lycanthropy, disease, sneak attack +1d6; SQ alternate form, rat empathy, scent, trapfinding; AL LE; SV Fort +4, Ref +9, Will +5; Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +6, Climb +9, Disable Device +8, Disguise +6, Hide +9, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +5, Move Silently +9, Open Lock +11, Search +6, Sleight of Hand +9, Spot +7, Swim +9, Tumble +9; Alertness, Combat Reflexes, Improved Initiative, Iron Will, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: 20 arrows, *potion of invisibility*, *mithral chain shirt*, dagger, *hat of disguise*, *traveler's outfit*, masterwork rapier, masterwork composite shortbow (+1 Str bonus), masterwork thieves' tools.

Givelle the Widowmaker: male human Clr2/Ftr1; CR 3; medium humanoid; HD 2d8+1d10+3; hp 22; Init +0; Spd 30 ft; AC 15, flat-footed 15, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d4+2/19-20, masterwork dagger) or +3 ranged (1d4+2/19-20, masterwork dagger (thrown)) or +5 melee (1d8+2, masterwork heavy mace) or +6 melee (1d10+3/19-20, masterwork bastard sword); Full Atk +5 melee (1d4+2/19-20, masterwork dagger) or +3 ranged (1d4+2/19-20, masterwork dagger (thrown)) or +5 melee (1d8+2/20, masterwork heavy mace) or +6 melee (1d10+3/19-20, masterwork bastard sword); SQ +4 to Concentration to use spell or spell-like ability, rebuke undead 5/day (turn level 2) (turn damage 2d6+4), spontaneous casting; AL LE; SV Fort +6, Ref +0, Will +5; Str 14, Dex 10, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Concentration +6, Hide +0, Knowledge (religion) +5, Move Silently +1, Spellcraft +6;

Combat Casting, Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Possessions: masterwork dagger, *elixir of hiding*, *elixir of sneaking*, 2 silver holy symbols, masterwork heavy mace, mithral chain shirt, traveler's outfit, ring of protection +1, masterwork bastard sword, wand of darkness (3rd-level caster, 2 charges), wand of fireball (5th-level caster, 2 charges), wand of sleep (1st-level caster, 5 charges).

Cleric Spells Prepared: (4/3+1; Base DC = 12 + Spell Level): 0 - cure minor wounds, detect magic, guidance, inflict minor wounds; 1st - bless, inflict light wounds, protection from good*, shield of faith.

* Domain Spell; Deity: Vecna; Domains: Magic - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. Evil - You cast evil spells at +1 caster level.

APL 4

Encounter Seven

Gravak the Rat (hybrid form): male human Rog3; CR 5; medium humanoid (shapechanger); HD 3d6+1d8+8; hp 26; Init +9; Spd 30 ft; AC 24, flat-footed 19, touch 16; Base Atk +2; Grp +3; Atk +7 melee (1d4+1, 19-20/x2, dagger) or +7 ranged (1d4+1, 19-20/x2, dagger (thrown)) or +8 melee (1d6+2, 18-20/x2, +1 rapier) or +8 ranged (1d6+2, 20/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +7 melee (1d4+1, 19-20/x2, dagger) and +2 melee (1d6 plus disease, bite) or +7 ranged (1d4+1, 19-20/x2, dagger (thrown)) or +8 melee (1d6+2, 18-20/x2, +1 rapier) and +2 melee (1d6 plus disease, bite) or +8 ranged (1d6+2, 20/x3, masterwork composite shortbow (+1 Str bonus)); SA Alternate form, curse of lycanthropy, disease, evasion, rat empathy, scent, sneak attack +2d6, trap Sense +1, trapfinding; AL LE; SV Fort +5, Ref +10, Will +6; Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +8, Climb +9, Diplomacy +4, Disable Device +10, Disguise +10, Hide +11, Intimidate +4, Jump +3, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +9, Move Silently +11, Open Lock +13, Search +8, Sleight of Hand +11, Spot +7, Swim +9, Tumble +11; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: amulet of natural armor +1, +1 mithral chain shirt, 20 arrows, dagger, traveler's outfit, potion of invisibility, +1 rapier, ring of protection +1, masterwork composite shortbow (+1 Str bonus), masterwork thieves' tools, hat of disguise.

Givelle the Widowmaker: male human Clr3/Ftr2; CR 5; medium humanoid; HD 3d8+2d10+5; hp 37; Init +0; Spd 30 ft; AC 16, flat-footed 16, touch 11; Base Atk +4; Grp +6; Atk +7 melee (1d4+2/19-20, masterwork dagger) or +5 ranged (1d4+2/19-20, masterwork dagger (thrown)) or +7 melee (1d8+2, masterwork heavy mace) or +8 melee (1d10+4/19-20, +1 bastard sword); Full Atk +7 melee (1d4+2/19-20, masterwork dagger) or +5 ranged (1d4+2/19-20, masterwork dagger (thrown)) or +7 melee (1d8+2, masterwork heavy mace) or +8 melee (1d10+4/19-20, +1 bastard sword); SQ +4 to Concentration to use spell or spell-like ability, rebuke undead 5/day (turn level 3) (turn damage 2d6+5), spontaneous casting; AL LE; SV Fort +7, Ref +1, Will +5; Str 14, Dex 10, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Bluff +3, Concentration +7, Hide +4, Intimidate +3, Knowledge (religion) +6, Move Silently +2, Spellcraft +7; Cleave, Combat Casting, Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Possessions: masterwork dagger, +1 mithral chain shirt, *elixir of hiding*, *elixir of sneaking*, 2 silver holy symbols, masterwork heavy mace, traveler's outfit, ring of protection +1, +1 bastard sword, wand of darkness (3rd-level caster, 2 charges), wand of fireball (5th-level caster, 5 charges), wand of glitterdust (3rd-level caster, 2 charges), wand of sleep (1st-level caster, 5 charges).

Cleric Spells Prepared: (4/3+1/2+1; Base DC = 12 + Spell Level): 0 - cure minor wounds, detect magic, guidance, inflict minor wounds; 1st - bless, inflict light wounds, protection from good*, shield of faith; 2nd - bull's strength, desecrate*, silence.

* Domain Spell; Deity: Vecna; Domains: Magic - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. Evil - You cast evil spells at +1 caster level.

APL 6

Encounter Six

Advanced Caryatid Column: CR 7; Medium construct; HD 10d10+20; hp 90; Init +3; Spd 30 ft; AC 22, touch 13, flat-footed 19; Base Atk +7; Grp +12; Atk +15 melee (1d8+9, +2 heavy mace) or +12 melee (1d4+7, slam); Full Atk +15 melee (1d8+9, +2 heavy mace) or +15 melee (1d8+7, +2 heavy mace) and +12 melee (1d4+7, slam) or +12/+12 melee (1d4+7, 2 slams); SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (heavy mace) (B).

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination the column (Search check DC 25 reveals very faint and distorted lines that make the pillar resemble a woman a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with Stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then with the caryatid column's body and can be

retrieved by the caryatid column as any character would draw a weapon.

Encounter Seven

Gravak the Rat (hybrid form): male human Rog5; CR 7; medium humanoid (shapechanger); HD 5d6+1d8+18; hp 35; Init +9; Spd 30 ft; AC 25, flat-footed 25, touch 17; Base Atk +3; Grp +4; Atk +8 melee (1d4+1, 19-20/x2, dagger) or +8 ranged (1d4+1, 19-20/x2, dagger (thrown)) or +9 melee (1d6+2, 18-20/x2, +1 rapier) or +9 ranged (1d6+2/x3, +1 composite darkwood shortbow (+1 Str bonus)); Full Atk +8 melee (1d4+1/19-20, dagger) and +3 melee (1d6 plus disease, bite) or +8 ranged (1d4+1/19-20, dagger (thrown)) or +9 melee (1d6+2, 18-20/x2, +1 rapier) and +3 melee (1d6 plus disease, bite) or +9 ranged (1d6+2/x3, +1 composite darkwood shortbow (+1 Str bonus)); SA Curse of lycanthropy, disease, sneak attack +3d6; SQ Alternate form, evasion, rat empathy, scent, trap sense +1, trapfinding, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5, Ref +11, Will +6; Str 13, Dex 20, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +13, Bluff +10, Climb +9, Diplomacy +4, Disable Device +10, Disguise +10, Escape Artist +11, Hide +13, Intimidate +4, Jump +3, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +9, Move Silently +13, Open Lock +13, Search +8, Sleight of Hand +11, Spot +11, Swim +9, Tumble +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: *amulet of natural armor* +1, 50 +1 arrows, +1 mithral chain shirt, dagger, hat of disguise, potion of invisibility, traveler's outfit, +1 rapier, ring of protection +2, +1 composite darkwood shortbow (+1 Str bonus), masterwork thieves' tools.

Givelle the Widowmaker: male human Clr4/Ftr3; CR 7; medium humanoid; HD 4d8+3d10+7; hp 52; Init +0; Spd 30 ft; AC 17, flat-footed 17, touch 12; Base Atk +6; Grp +8; Atk +9 melee (1d4+2/19-20, masterwork dagger) or +7 ranged (1d4+2/19-20, masterwork dagger (thrown)) or +9 melee (1d8+2, masterwork heavy mace) or +10 melee (1d10+4/19-20, +1 bastard sword); Full Atk +9/+4 melee (1d4+2/19-20, masterwork dagger) or +7/+2 ranged (1d4+2/19-20, masterwork dagger (thrown)) or +9/+4 melee (1d8+2, masterwork heavy mace) or +10/+5 melee (1d10+4/19-20, +1 bastard sword); SQ +4 to Concentration to use spell or spell-like ability, rebuke undead 5/day (turn level 4) (turn damage 2d6+6), spontaneous casting;

AL LE; SV Fort +8, Ref +2, Will +7; Str 14, Dex 10, Con 12, Int 12, Wis 15, Cha 14.

Skills and Feats: Bluff +4, Concentration +8, Hide +5, Intimidate +5, Knowledge (religion) +6, Move Silently +2, Spellcraft +8; Cleave, Combat Casting, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Possessions: masterwork dagger, *elixir of hiding*, *elixir of sneaking*, 2 silver holy symbols, masterwork heavy mace, +1 mithral chain shirt, traveler's outfit, ring of protection +2, +1 bastard sword, wand of darkness (3rd-level caster, 2 charges), wand of fireball (8th-level caster, 5 charges), wand of glitterdust (3rd-level caster, 2 charges), wand of hold person (3rd-level caster, 5 charges), wand of sleep (1st-level caster, 5 charges).

Cleric Spells Prepared: (5/4+1/3+1; Base DC = 12 + Spell Level): 0 - cure minor wounds, detect magic, guidance, inflict minor wounds, resistance; 1st - bless, inflict light wounds, protection from good*, shield of faith; 2nd - bull's strength, desecrate*, silence, spiritual weapon.

* Domain Spell; Deity: Vecna; Domains: Magic - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. Evil - You cast evil spells at +1 caster level.

APL 8

Encounter Six

Advanced Caryatid Column #1: CR 7; Medium construct; HD 10d10+20; hp 90; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +7; Grp +12; Atk +15 melee (1d8+9, +2 heavy mace) or +12 melee (1d4+7, slam); Full Atk +15 melee (1d8+9, +2 heavy mace) or +15 melee (1d8+7, +2 heavy mace) and +12 melee (1d4+7, slam) or +12/+12 melee (1d4+7, 2 slams); SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (heavy mace) (B).

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less.

Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination the column (Search check DC 25 reveals very faint and distorted lines that make the pillar resemble a woman a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with Stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Advanced Caryatid Column #2: CR 7; Medium construct; HD 10d10+20; hp 90; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +7; Grp +12; Atk +15 melee (1d10+9/19-20, +2 *bastard sword*) or +12 melee (1d4+7, slam); Full Atk +15 melee (1d10+9/19-20, +2 *bastard sword*) or +15 melee (1d10+7/19-20, +2 *bastard sword*) and +12 melee (1d4+7, slam) or +12/+12 melee (1d4+7, 2 slams); SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (bastard sword) (B).

Break Weapon (Su): A caryatid column is imbued with a super natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a

melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Non-magic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Column Form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb DC 15). A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and *true seeing* does not reveal its humanoid form. Careful examination the column (Search check DC 25 reveals very faint and distorted lines that make the pillar resemble a woman a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with Stonecunning receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column. Changing forms is a free action, and a caryatid column change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range).

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 *bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities. If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter Seven

Gravak the Rat (hybrid form): male human Rog5/Asn2; CR 9; medium humanoid (shapechanger);

HD 5d6+2d6+1d8+24; hp 56; Init +9; Spd 30 ft; AC 25, flat-footed 25, touch 17; Base Atk +4; Grp +5; Atk +11 melee (1d4+3/19-20 plus poison, *assassin's dagger*) or +11 ranged (1d4+3/19-20 plus poison, *assassin's dagger (thrown)*) or +9 melee (1d4+1/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger (thrown)) or +10 melee (1d6+2/18-20, +1 *mithral bane (human) rapier*) or +10 ranged (1d6+2/x3, +1 *composite darkwood shortbow (+1 Str bonus)*); Full Atk +11 melee (1d4+3/19-20 plus poison, *assassin's dagger*) and +4 melee (1d6 plus disease, bite) or +11 ranged (1d4+3/19-20 plus poison, *assassin's dagger (thrown)*) or +9 melee (1d4+1/19-20, dagger) and +4 melee (1d6 plus disease, bite) or +9 ranged (1d4+1/19-20, dagger (thrown)) or +10 melee (1d6+2/18-20, +1 *mithral bane (human) rapier*) and +4 melee (1d6 plus disease, bite) or +10 ranged (1d6+2/x3, +1 *composite darkwood shortbow (+1 Str bonus)*); SA Curse of lycanthropy, death attack (DC 14), disease, sneak attack +4d6; SQ +1 save against poisons, alternate form, evasion, improved uncanny dodge (can't be flanked except by a rogue of 11 level), poison use, rat empathy, scent, trap sense +1, trapfinding, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5, Ref +14, Will +6; Str 13, Dex 20, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +13, Bluff +12, Climb +9, Craft (Alchemy) +4, Diplomacy +4, Disable Device +14, Disguise +12, Escape Artist +11, Hide +15, Intimidate +4, Jump +3, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +9, Move Silently +15, Open Lock +13, Search +8, Sleight of Hand +11, Spot +11, Swim +9, Tumble +13; Alertness, Armor Proficiency (Light), Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: *amulet of natural armor* +1, 50 +1 arrows, 2 doses of deathblade poison (Injury DC 20, 1d6 Con / 2d6 Con), *assassin's dagger*, +1 *mithral chain shirt*, dagger, *potion of invisibility*, traveler's outfit, +1 *mithral bane (human) rapier*, *ring of protection* +2, +1 *composite darkwood shortbow (+1 Str bonus)*, masterwork thieves' tools, *hat of disguise*.

Assassin Spells Known: (2; Base DC = 12 + Spell Level): 1st - *feather fall*, *jump*, *true strike*.

Givelle the Widowmaker: male human Clr4/Ftr3/BkG 2; CR 9; medium humanoid; HD 4d8+3d10+2d10+9 (+18); hp 69 (78); Init +0 (+1); Spd 30 ft; AC 17 (18), flat-footed 17, touch 12 (13); Base Atk +8; Grp +10; Atk +12 melee (1d10+4/19-20, +1 *frost bastard sword*) or +11 melee (1d4+3/19-20, masterwork dagger) or +9 (+10) ranged

(1d4+3/19-20, masterwork dagger (thrown)) or +11 melee (1d8+2, masterwork heavy mace); Full Atk: +12/+7 melee (1d10+4/19-20, +1 frost bastard sword) or +11/+6 melee (1d4+3/19-20, masterwork dagger) or +9/+4 (+10/+5) ranged (1d4+3/19-20, masterwork dagger (thrown)) or +11/+6 melee (1d8+2, masterwork heavy mace); SA +4 to Concentration to use spell or spell-like ability, aura of evil, dark blessing, detect good, poison use, rebuke undead 6/day (turn level 4) (turn damage 2d6+7), smite good 1/day, spontaneous casting; AL LE; SV Fort +15 (+17), Ref +6, Will +12; Str 14, Dex 10 (12), Con 12 (14), Int 12 (14), Wis 16 (18), Cha 14 (16).

Skills and Feats: Bluff +6, Concentration +11, Diplomacy +4, Hide +6, Intimidate +8, Knowledge (religion) +8, Move Silently +3, Spellcraft +9; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Casting, Divine Might, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Shield Proficiency, Tower Shield Proficiency, Weapon Focus (bastard sword).

Possessions: cloak of charisma +2, gloves of dexterity +2, headband of intellect +2, periapt of wisdom +2, belt of endurance (A&EG, CL 9th, +2 enhancement bonus to Con and gain Great Fortitude feat), +1 mithral chain shirt, masterwork dagger, elixir of hiding, elixir of sneaking, 2 silver holy symbols, masterwork heavy mace, traveler's outfit, ring of protection +2, +1 frost bastard sword, wand of darkness (3rd-level caster, 2 charges), wand of fireball (8th-level caster, 5 charges), wand of glitterdust (3rd-level caster, 2 charges), wand of hold person (3rd-level caster, 5 charges), wand of sleep (1st-level caster, 5 charges), potion of bull's strength, potion of barkskin +3.

Blackguard Spells Prepared: (2; Base DC = 14 + Spell Level): 1st - cure light wounds, doom.

Cleric Spells Prepared: (5 / 4+1 / 3+1; Base DC = 14 + Spell Level): 0 - cure minor wounds, detect magic, guidance, inflict minor wounds, resistance; 1st - bless, divine favor, inflict light wounds, protection from good*, shield of faith; 2nd - desecrate*, hold person, silence, spiritual weapon.

*Domain Spell; Deity: Vecna; Domains: Magic - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. Evil - You cast evil spells at +1 caster level.

APL 10

Encounter Seven

Gravak the Rat: male human Rog5/Asn4; CR 11; medium humanoid (shapechanger); HD 5d6+4d6+1d8+20; hp 62; Init +9; Spd 30 ft; AC 26, flat-footed 26, touch 17; Base Atk +6; Grp +8; Atk +13 melee (1d4+4/19-20 plus poison, assassin's dagger) or +13 ranged (1d4+4/19-20 plus poison, assassin's dagger (thrown)) or +11 melee (1d4+2/19-20, dagger) or +11 ranged (1d4+2/19-20, dagger (thrown)) or +12 melee (1d6+3/18-20, +1 mithral bane (human) rapier) or +12 ranged (1d6+2/x3, +1 composite

darkwood shortbow (+1 Str bonus)); Full Atk +13/+8 melee (1d4+4/19-20 plus poison, assassin's dagger) or +13 melee (1d4+4/19-20 plus poison, assassin's dagger) and +6 melee (1d6 plus disease, bite) or +13/+8 ranged (1d4+4/19-20 plus poison, assassin's dagger (thrown)) or +11/+6 melee (1d4+2/19-20, dagger) or +11 melee (1d4+2/19-20, dagger) and +6 melee (1d6 plus disease, bite) or +11/+6 ranged (1d4+2/19-20, dagger (thrown)) or +12/+7 melee (1d6+3/18-20, +1 mithral bane (human) rapier) or +12 melee (1d6+3/18-20, +1 mithral bane (human) rapier) and +6 melee (1d6 plus disease, bite) or +12/+7 ranged (1d6+2/x3, +1 composite darkwood shortbow (+1 Str bonus)); SA +2 save against poisons, alternate form, curse of lycanthropy, death attack (DC 16), disease, evasion, improved uncanny dodge (can't be flanked except by a rogue of 13 level), poison use, rat empathy, scent, sneak attack +5d6, trap sense +1, trapfinding, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6, Ref +15, Will +7; Str 14, Dex 20, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +13, Bluff +12, Climb +10, Craft (Alchemy) +4, Diplomacy +4, Disable Device +16, Disguise +16, Escape Artist +11, Hide +15, Intimidate +4, Jump +4, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +9, Move Silently +17, Open Lock +13, Search +14, Sleight of Hand +11, Spot +11, Swim +10, Tumble +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: 50 +1 arrows, amulet of natural armor +2, assassin's dagger, +1 mithral chain shirt, dagger, traveler's outfit, 2 doses of deathblade poison (Injury DC 20, 1d6 Con / 2d6 Con), potion of invisibility, +1 mithral bane (human) rapier, ring of protection +2, ring of release, +1 composite darkwood shortbow (+1 Str bonus), masterwork thieves' tools, hat of disguise.

Assassin Spells Prepared: (4/2; Base DC = 12 + Spell Level): 1st - feather fall, jump, spring sheath, true strike; 2nd - cat's grace, darkness, spider climb.

Givelle the Widowmaker: male human Clr4/Ftr3/BkG4; CR 11; medium humanoid; HD 4d8+3d10+4d10+11(+22); hp 85 (96); Init +0 (+1); Spd 30 ft; AC 17 (18), flat-footed 17, touch 12 (13); Base Atk +10; Grp +12; Atk +14 melee (1d10+4 /19-20, +1 frost bastard sword) or +13 melee (1d4+3/19-20, masterwork dagger) or +11 (+12) ranged (1d4+3/19-20, masterwork dagger (thrown)) or +13 melee (1d8+3, masterwork heavy mace); Full Atk +14/+9 melee (1d10+4/19-20, +1 frost bastard

sword) or +14/+9 melee (1d4+3/19-20, masterwork dagger) or +11/+6 (+12/+7) ranged (1d4+3/19-20, masterwork dagger (thrown)) or +14/+9 melee (1d8+3, masterwork heavy mace); SA +4 to Concentration to use spell or spell-like ability, aura of despair, aura of evil, dark blessing, detect good, poison use, rebuke undead 6/day (turn level 6) (turn damage 2d6+9), Smite Good 1/day, Sneak Attack +1d6, Spontaneous casting; AL LE; SV Fort +16 (+18), Ref +7, Will +13; Str 14, Dex 10 (12), Con 12 (14), Int 12 (14), Wis 16 (18), Cha 14 (16).

Skills and Feats: Bluff +8, Concentration +12, Diplomacy +7, Disguise +5, Hide +7, Intimidate +11, Knowledge (religion) +8, Move Silently +3, Spellcraft +9; Cleave, Combat Casting, Divine Might, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Possessions: cloak of charisma +2, gloves of dexterity +2, headband of intellect +2, periapt of wisdom +2, belt of endurance (A&EG, CL 9th, +2 enhancement bonus to Con and gain Great Fortitude feat), +1 frost bastard sword, +1 mithral chain shirt, masterwork dagger, elixir of hiding, elixir of sneaking, 2 silver holy symbols, masterwork heavy mace, traveler's outfit, ring of protection +2, ring of release, wand of darkness (3rd-level caster, 2 charges), wand of fireball (8th-level caster, 5 charges), wand of glitterdust (3rd-level caster, 2 charges), wand of hold person (heightened to 4th level, 7th-level caster, 5 charges), wand of sleep (1st-level caster, 5 charges), potion of bull's strength, potion of barkskin +4.

Blackguard Spells Prepared: (2 / 2; Base DC = 14 + Spell Level): 1st - cure light wounds, doom; 2nd - darkness, death knell.

Cleric Spells Prepared: (5/4+1/3+1; Base DC = 14 + Spell Level): 0 - cure minor wounds, detect magic, guidance, inflict minor wounds, resistance; 1st - bless, divine favor, inflict light wounds, magic aura, protection from good, shield of faith; 2nd - desecrate, hold person, identify, silence, spiritual weapon.

* Domain Spell; Deity: Vecna; Domains: Magic - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. Evil - You cast evil spells at +1 caster level.

APL 12

Encounter Seven

Gravak the Rat (hybrid form): male human Rog5/Asn6; CR 13; medium humanoid (shapechanger); HD 5d6+6d6+1d8+24; hp 74; Init +9; Spd 30 ft; AC 28, flat-footed 28, touch 18; Base Atk +7; Grp +9; Atk +14 melee (1d4+4/19-20 plus poison, assassin's dagger) or +14 ranged (1d4+4/19-20 plus poison, assassin's dagger (thrown)) or +12 melee (1d4+2/19-20, dagger) or +12 ranged (1d4+2/19-20, dagger (thrown)) or +13 melee (1d6+3/18-20, +1 mithral bane (human) rapier) or +13 ranged (1d6+2/x3, +1 composite darkwood shortbow (+1 Str bonus)); Full Atk +14/+9 melee (1d4+4/19-20 plus poison, assassin's dagger) or +14 melee (1d4+4/19-20 plus poison,

assassin's dagger) and +7 melee (1d6 plus disease, bite) or +14/+9 ranged (1d4+4/19-20 plus poison, assassin's dagger (thrown)) or +12/+7 melee (1d4+2/19-20, dagger) or +12 melee (1d4+2/19-20, dagger) and +6 melee (1d6 plus disease, bite) or +12/+7 ranged (1d4+2/19-20, dagger (thrown)) or +13/+8 melee (1d6+3/18-20, +1 mithral bane (human) rapier) or +13 melee (1d6+3/18-20, +1 mithral bane (human) rapier) and +7 melee (1d6 plus disease, bite) or +13/+8 ranged (1d6+2/x3, +1 composite darkwood shortbow (+1 Str bonus)); SA +3 save against poisons, alternate form, curse of lycanthropy, death attack (DC 18), disease, evasion, improved uncanny dodge (can't be flanked except by a rogue of 15 level), poison use, rat empathy, scent, sneak attack +6d6, trap sense +1, trapfinding, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +7, Ref +16, Will +8; Str 14, Dex 20, Con 14, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +13, Bluff +12, Climb +10, Craft (Alchemy) +4, Diplomacy +4, Disable Device +16, Disguise +16, Escape Artist +15, Hide +19, Intimidate +4, Jump +4, Knowledge (local - Sheldomar Valley Metaregion) +4, Listen +9, Move Silently +19, Open Lock +13, Search +14, Sleight of Hand +11, Spot +11, Swim +10, Tumble +17; Alertness, Armor Proficiency (Light), Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: 50 +1 arrows, amulet of natural armor +3, assassin's dagger, +1 mithral chain shirt, dagger, traveler's outfit, 2 doses of deathblade poison (Injury DC 20, 1d6 Con / 2d6 Con), potion of invisibility, +1 mithral bane (human) rapier, ring of protection +3, ring of release, +1 composite darkwood shortbow (+1 Str bonus), masterwork thieves' tools, hat of disguise.

Assassin Spells Prepared: (4 / 4 / 1; Base DC = 12 + Spell Level): 1st - feather fall, jump, spring sheath, true strike; 2nd - cat's grace, darkness, spider climb; 3rd - deeper darkness, magic circle against good, nondetection.

Givelle the Widowmaker: male human Clr4/Ftr3/BkG6; CR 13; medium humanoid; HD 4d8+3d10+6d10+13 (+26); hp 102 (115); Init +0 (+1); Spd 30 ft; AC 19 (20), flat-footed 19, touch 13 (14); Base Atk +12; Grp +13; Atk: +16 melee (1d10+4 /18-20, +1 frost bastard sword) or +15 melee (1d4+3/19-20, masterwork dagger) or +13 (+14) ranged (1d4+3/19-20, masterwork dagger (thrown)) or +15 melee (1d8+2, masterwork heavy mace); Full Atk +16/+11/+6 melee (1d10+4/18-20, +1 frost bastard sword) or +15/+10/+5 melee (1d4+3/19-20,

masterwork dagger) or +13/+8/+3 (+14/+9/+4) ranged (1d4+3/19-20, masterwork dagger (thrown)) or +15/+10/+5 melee (1d8+3, masterwork heavy mace); SA +4 to Concentration to use spell or spell-like ability, aura of despair, aura of evil, dark blessing, detect good, fiendish servant, poison use, rebuke undead 6/day (turn level 8) (turn damage 2d6+11), smite good 2/day, sneak attack +1d6, spontaneous casting; AL LE; SV Fort +17 (+19), Ref +8, Will +14; Str 14, Dex 10 (12), Con 12 (14), Int 13 (15), Wis 16 (18), Cha 14 (16).

Skills and Feats: Bluff +10, Concentration +13, Diplomacy +8, Disguise +5, Hide +7, Intimidate +11, Knowledge (religion) +9, Move Silently +4, Spellcraft +9; Cleave, Combat Casting, Divine Might, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Possessions: cloak of charisma +2, gloves of dexterity +2, headband of intellect +2, periapt of wisdom +2, belt of endurance (A&EG, CL 9th, +2 enhancement bonus to Con and gain Great Fortitude feat), +2 mithral chain shirt, masterwork dagger, elixir of hiding, elixir of sneaking, 2 silver holy symbols, masterwork heavy mace, traveler's outfit, ring of protection +3, ring of release, +1 frost bastard sword, wand of darkness (3rd-level caster, 2 charges), wand of fireball (10th-level caster, 5 charges), wand of hold person (heightened to 4th level, 7th-level, 5 charges), wand of sleep (1st-level caster, 5 charges), potion of bull's strength, potion of barkskin +5, wand of glitterdust (3rd-level caster, 2 charges).

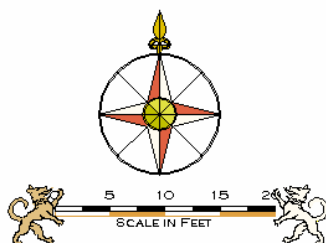
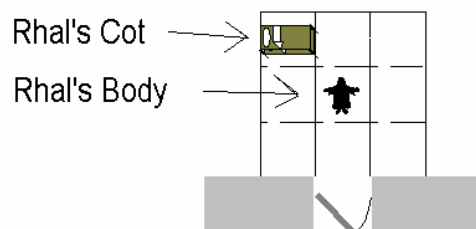
Blackguard Spells Prepared: (2/2/2; Base DC = 14 + Spell Level): 1st - cure light wounds, doom; 2nd - death knell, inflict moderate wounds; 3rd - deeper darkness, protection from energy.

Cleric Spells Prepared: (5/4+1/3+1; Base DC = 14 + Spell Level): 0 - cure minor wounds, detect magic, guidance, inflict minor wounds, resistance; 1st - bless, divine favor, inflict light wounds, protection from good*, shield of faith; 2nd - desecrate*, hold person, silence, spiritual weapon.

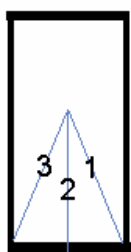
* Domain Spell; Deity: Vecna; Domains: Magic - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack. Evil - You cast evil spells at +1 caster level.

DM Aids: Maps #1 and #2

Map 1 - Rhal ap Ogwen's Cell



Cross-section of Encounter 5



Blades come up in order (1, 2, 3), one after the other and reset when blade 3 goes back down. Their edges go up to six feet above the center of the floor as shown on the above diagram.

Map 2 - Rushing Range Tavern Ground Level

Area 3 - Trapped Corridor - Encounter 5

Area 5 - Storage



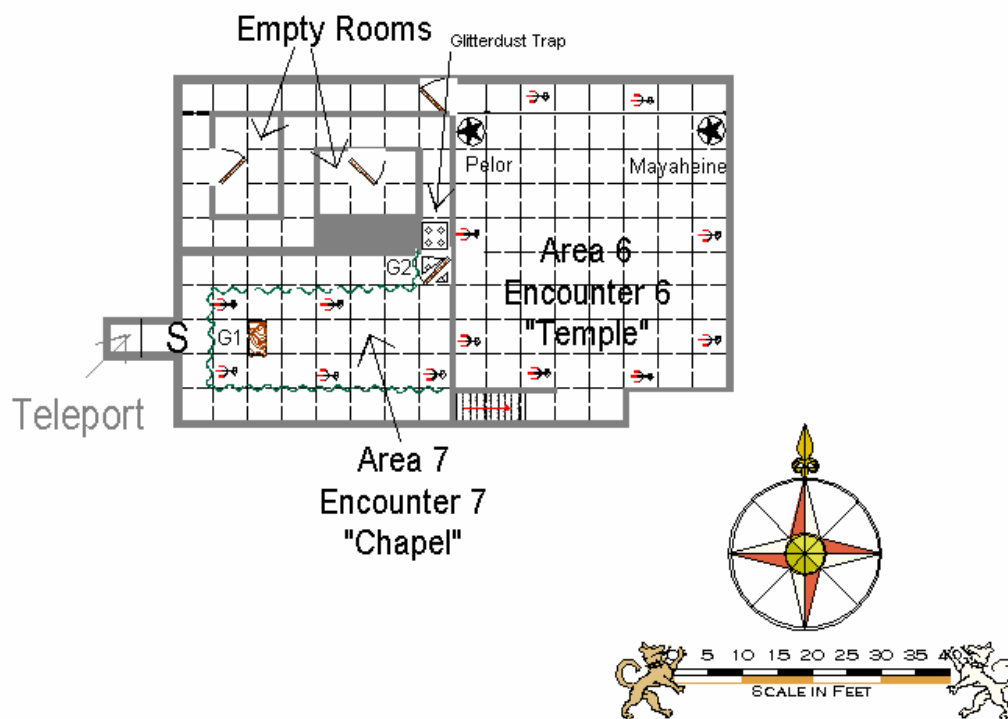
<-- Orlane Town Center

Fort Endurance -->



DM Aids: Map #3

Map 3 - Underground Level of Rushing Range



Player Handout #1
(Written in CorporateSpeak)

TO: All members and associates currently operating in
Orlane and Barony Farvale

FROM: The Corporation

The Chapterhouse stationed at The Rushing Range Tavern in Orlane has been engaging in military sabotage and espionage. As you know, this is unsanctioned by The Corporation. All members of this Chapterhouse are to be captured if encountered. Those members currently in Orlane should go to The Rushing Range Tavern to ensure that security is maintained. That is all.

Critical Event Summary: For Tables running April and May of 2004

- 1) Did the party complete the mission to the Inn?
- 2) If so, what did they do with the evidence against the Pelorites?
- 3) Also, if so, did they capture or kill Gravak and/or Givelle?
- 4) If the party was unsuccessful, was the evidence against the Pelorites found?
- 5) Did any Corporation member present divulge any Corporate Secrets?

If you run this scenario in April or May of 2004, please email the results of this sheet to Will Dover, Gran March Triad, at aeontrin@aol.com by June 15, 2004. These results will affect the next scenario in the *Shadow, Sun, and Sword* plotline. Thanks.