



SCENT OF A DEMON

A One-Round D&D Adaptable LIVING GREYHAWK™ Adventure

version 1

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Hot on the trail of Nzevorikin, you are called upon to investigate some hideous crimes. Can you follow the trail of carnage and root out the unspeakable presence in this town? Part 2 of the "Your Worst Nightmare" series. An adventure for characters level 3-8.

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

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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 print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually 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.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ABOUT ADAPTABLE SCENARIOS

This is an adaptable LIVING GREYHAWK scenario. Contact your Regional Triad (contact information available at www.livinggreyhawk.com) for specific information on how to adapt this adventure to your home region. Your triad will provide you with an Adaptation Sheet, which will dictate needed changes to make this adventure playable in your Home Region.

Some adventures simply are not appropriate for all regions. It's possible that your Regional Triad will not wish to adapt this adventure to your region. In that case, or in case you cannot or do not contact your Regional Triad, you may run this adventure as a "Default Core" adventure set in an unassigned or wild region. In this case, run the adventure essentially "as written." Do not attempt to "change history" in a nation that is not an assigned Triad region.

An Adaptable Scenario played as a "Default Core" scenario costs 2 Time Units. An Adaptable Scenario played as a regional event per the Triad's Adaptation Sheet costs 1 time unit for native characters, and 2 Time Units for visitors.

ADVENTURE SUMMARY AND BACKGROUND

THE BRONZE CABAL

The Bronze Cabal is a group dedicated to the worship of Incabulos, spreading his influence across the Flanaess. Thought to be destroyed after their battles with the Defenders of the Light, the Bronze Cabal is reborn under the guidance of their leader, Nzevorikin. Despite their small numbers, they have been gaining more followers during their travels. Though Nzevorikin does not have a long-term commitment to the cabal, he does realize that they serve as useful allies and minions until he can complete the rituals that he has planned.

Nzevorikin has recruited a half-fiend to lead the cabal in an effort to distract a group of heroes that has caught word of his plot. The half-fiend has taken advantage of the situation and is terrorizing a local city in the domain of Greyhawk. It uses fear and torture as its primary means to keep the cultists in line.

The Bronze Cabal is most interested in gaining the favor of the god they worship, Incabulos, as many of them were lead by dreams of his domination of the Flanaess and a great plague fueling his divine power across the land. They believe that they will be rewarded with great power and wealth when the plague is brought forth, and spared from the wraith of the one they worship. The cult itself does not realize that its leader, Nzevorikin, does not care about them and is willing to sacrifice any of cabal, including the half-fiend, for his own personal gains.

THE FACELESS ONES

The Faceless Ones are a well-organized, decentralized thieves' guild that operates primarily out of the domain of Greyhawk. Their name is derived from the fact that their members keep an extremely discreet profile and do not adorn themselves with anything that would relate them to any sort of organization. Their existence, in fact, is not even known for certain, however rumors and myths have swirled long enough to nearly validate that the covert society does in fact exist.

Organization

The Faceless Ones' organization is split up into several different operations, but each group is closely tied to the others. The four main operational aspects involve smuggling, robbery, infiltration, and assassi-

nation. Each group has a master thief that oversees operations. Though the guild's smuggling operations are by far its largest, it has become more and more effective at protecting its interests through infiltration as of late. The Faceless Ones have several merchants and ship captains in their employ for use in distribution and transportation of black market goods. Their organization rewards individuals well with quick advancement and huge responsibilities in exchange for their secrecy.

Locations

The guild maintains a presence in all the major cities in the Domain of Greyhawk and has many satellite bases throughout the Flanaess. Its base of operations moves between several locations, spending about half its time in the City of Greyhawk itself. The Faceless Ones rarely stay put in a location for more than a few months and are always prepared to vacate in a matter of minutes. This allows them a great degree of secrecy and a near nomadic amount of flexibility to operate where profits and markets are greatest.

Assets

The Faceless Ones have amassed a great deal of wealth in a very successful decade of black market trade. They use this wealth to pay off politicians and law enforcement and to lure the best and brightest talents from the ranks of other guilds and freelancers.

Goals

The primary goal of the guild is to make money, of course. Its pursuit of this goal is done mainly through the black market. They deal in all sorts of illegal goods, smuggling and distributing them through their long list of suppliers directly to merchants who in turn sell them at a hefty profit. As such, they are very watchful of the merchants who sell their goods and are known to use very heavy-handed tactics to keep them in line. They take their secrecy with the utmost importance and go to any length to keep them from being exposed in any way.

HISTORY OF NZEVORIKIN

Nzevorikin began his study of Incabulos' scripture after contracting a terrible disease, which he survived. However, the disease left horrible scars over much of his face and torso. He believed that his scared body was a sign from Incabulos, who chose him to prepare a new infested dawn and complete the previously failed attempt to spread the god's disease and faith

across the Flanaess. Nzevorikin has moved throughout the Flanaess in search of the artifacts that were amassed during the Greyhawk Wars for use in rituals by the Bronze Cabal. He has been thwarted a number of times while pursuing artifacts in Furyondy, Veluna, the Vesve Forest, and the Lands of Iuz. Still, he continues to search lands across the Flanaess for the relics. Some believe that Nzevorikin possesses a number of scriptures that were thought lost or destroyed during the Greyhawk Wars. These scriptures detail rituals that, when invoked, spread disease and plague and call upon the divine powers of Incabulos to control the dreams of victims. These dreams instill within their hosts horrible nightmares that cause delirium or catatonia.

Nzevorikin is rumored to consort with the remnants of the Bronze Cabal, and may be a member himself. Some have said that his activities point to an alliance with the Cabal while others believe him to be an extraneous and insane follower of Incabulos. Though they may disagree about his associations, good power groups agree that he is not to be taken lightly. His efforts have been brought to the attention of numerous groups in the countries of the Flanaess. Divinations have been used to track his movements, but recently such scryings have turned up little in the way of valuable information.

This scenario is intended to draw the heroes into the middle of the underground strife between two opposing factions within a town. On one side, there is the established presence in the town: The Faceless Ones. They are the local thieves guild that has been acting clandestinely for many years. They have a firm grip on the black market activity within the town.

On the other side is the newly arrived Bronze Cabal. The cabal has set up a temporary operation to obtain an item that they have located, which is necessary for their master's ritual. Both groups are aware of the other's presence and neither group is fond of the other. The heroes are faced with a difficult decision: whether to trust the evil Faceless Ones and enlist their help for the time being or to go it alone and face overwhelming odds against a tough enemy.

The heroes arrive into town amid rumors of a terrible crime. A temple has been burned and a local merchant murdered, all in the same night. Strange clues have been left at both scenes, which can help the heroes uncover the evil cabal's presence in town.

The two incidents are not exactly related, however. The temple was burned as a means to distract the heroes from the trail of Nzevorikin, who is busy col-

lecting an artifact for his next attempt at completing his ritual to summon the great plague onto Oerth. The Bronze Cabal has dispatched a nasty half-fiend and some of its more capable members. Their second goal is to find another item that is needed by Nzevorikin. In the meantime, the cabalists have taken it upon themselves to make a nice shrine to their god in an old, abandoned temple in the poor district of town.

The second incident – a seemingly ritualistic style murder – is in fact a crime of opportunity by the Faceless Ones. A local merchant has uncovered the guild's organization and operations in town and the thieves needed to dispose of her quickly. With the cabal in town, they were given the perfect cover-up.

After the heroes investigate both scenes, the Faceless Ones send out one of their best assassins to gauge the heroes' intent. Posing as a seductress at a local tavern, the assassin intends to extract whether the heroes are on the trail of the guild or naively after only the cabal. If she is convinced that the heroes have no quarrel with the guild, she invites them to attend a secret meeting with the guild to discuss the cabal's operations and how to extinguish their threat in the town. If she thinks they are after the guild or too untrustworthy, she attempts to use her assassin skills to take them out.

If the heroes have decided to ally with the guild, they meet with them briefly to discuss what the guild knows of the cabal's operations. The guild exchanges the location of the cabal's shrine, and commit to helping the heroes drive off the evil threat, in return for their promise to keep quiet about the guild's operations in town. The heroes are forced to make a difficult decision, as it is clear that they are assisting an evil organization. If they do not, however, they have a difficult time defeating the cabal's formidable forces.

After confronting the guild, either by surviving the attack of the assassin or meeting with the thieves' guild, the cabal strikes on the target that they have recently located – a local merchant who is in possession of item that they need to obtain. The heroes awake in the night from the noise of the mob outside that has been stirred by the horrific murder. At the scene of the crime, the heroes find a witness and can follow the trail of the cabal back to their shrine.

The heroes eventually end up at the shrine. Whether by information gained from the Faceless Ones or by following the trail after the murder of the merchant, the heroes come upon the defiled temple. If they have gone to the shrine before the attack on the merchant by using the information they gained

from the Faceless Ones, then they can possibly catch the cabal off guard. Otherwise, the cabal is preparing to leave town. Either way, the heroes are too late. The item has already been sent to Nzevorikin. They can defeat the cabal as retribution, however.

After defeating the cabal, the heroes are informed of the kidnapping of Ploellin, the priest they may have befriended in ADP1-08 *A Plea From Beyond the Grave*. The failure to recover the item and the bad news about Ploellin seem like an overwhelming failure, however they provide the backdrop for the final adventure in the series. The heroes have won this battle, but the enemy grows in strength and the war is far from over.

INTRODUCTION

Heroes who have taken part in the scenario ADP1-08 *A Plea From Beyond the Grave* have been on the lookout for any sign of Nzevorikin since they encountered the evil priest or heard rumors of the ritual that he was trying to complete. Hearing word of strange markings similar to those found nearby the priest's last known whereabouts might be just the lead the characters are looking for. Give Player Handout 1 to any characters that have taken part in ADP1-08 *A Plea From Beyond the Grave*.

Heroes that have not had the opportunity to play ADP1-08 *A Plea From Beyond the Grave* should catch word of the disturbances in a nearby town and be asked to help or be curious enough to investigate.

The characters should be given a short time to prepare for the journey to the nearby town. Travel is uneventful on the well-traveled roads between the two locations. Upon arriving into town, the heroes are lead to the town center, where the town leader, Redrick Rothburn, is awaiting their arrival. Proceed with the following:

Overcast skies pronounce the grim scene in the town center. Muddy streets from the recent rains have given the town a very worn feel. Closed shops and kiosks add to the depressed feeling and downtrodden atmosphere of the square. Several members of the town leadership are present and arguing over a number of closed-lid coffins amid the unusually barren town center. Townsfolk peer at you suspiciously as they pass by. Upon seeing you approach, the argument dies down quickly and the grim faces turn to indifference.

At this point Rothburn approaches the characters. He is a middle aged, tall fellow with a tendency for boisterous shouting. He carries a finely crafted cane that he enjoys clicking on the ground as he walks.

♣ **Redrick Rothburn:** Male human Exp7.

Rothburn then speaks:

"I'm sorry to call upon you in such short notice, but as you can see troubled times are upon us. There are events that have occurred recently that lead us to believe that evil has taken grip of our town for unknown reasons. But, alas, we shall not talk of such things here. Let us take a table in the town hall and discuss what needs to be done."

Rothburn leads the heroes into the town hall and then into a large meeting room with several chairs and a large table. There are a couple of the other town leaders present as well.

♣ **Kelleck Uleman:** Male human Ari5.

Uleman is the merchant's guild headmaster. He knew Eliah, the murdered merchant, well and can reassure the heroes that she was a good natured and law-abiding citizen. He is a portly man and very serious.

♣ **Jacob Hellyns:** Male human Com4.

Hellyns is the city council representative for the area of town that the temple is located in. He is a young fellow in his early 30s. He is very animated and emotional about the town's terrible loss.

Rothburn begs the heroes to sit and begins explaining the series of events that have lead up to the current state of affairs. Read or summarize the following passage:

Rothburn sits at the rather ornate table. It has a finely detailed carving on the border of the tabletop and a painted map of the town as viewed from overhead under glass in the center.

A seething dourness projects from the mayor's facial expressions. He speaks in a raspy, tired voice:

"I don't know where to begin. These past few days have been like a dream. Like the worst nightmare I've ever had. However, those caskets outside pervade the reality of the situation, and those few, I fear, are just a token of what is to come, if my suspicions are correct."

"Two nights ago, the religious leaders of our local temple were burned alive within their very own temple. The temple itself was reduced to rubble and ash in the flames. Found on the site were several strange markings, which our local historian, Yelishna, confirmed to be nonsensical or fanatical writings in the Infernal language. We decided to increase

the nightly watch by double and recommend to our citizens that they remain indoors at night if possible."

"Then it was discovered that a local merchant had been murdered in her home on the same night as the arson set fire to the temple. An investigation has not yet begun to turn up anything, but the scene is being monitored by our guard at all times."

"We had heard rumors of Nzevorikin, a evil priest of Incubulos, and the battles he had with a group of heroes. Our historian has confirmed that the writings are in fact related to that foul god's influences. I would hope that you could help us in investigating and destroying whatever evil is causing these accursed events."

The heroes may or may not have encountered Nzevorikin previously, but the town leadership is still in need of help regardless of the characters knowledge of prior events. At this time, Rothburn answers as best he can, any questions about the events, or suggests that the characters investigate for themselves and talk with the people that have been involved with the investigation up to this point.

THE MERCHANT'S DEATH

Rothburn gives the following account of the merchant's death:

"Elijah was a noteworthy merchant who was well respected in town for her knowledge of nearly everything imaginable. She had a considerable business related to the purchase, sale, and trade of books, manuscripts, and other related items. She had a very close relationship with Yelishna, our town historian. Yelishna was very upset when Elijah's body was found and the library has been closed ever since."

A small, portly man then speaks up. You recall him from the introductions as the merchant's guild headmaster, Kelleck Uleman.

"As far as I know, Elijah didn't deal in any, what would you call it? Shady deals. She was as straight as an arrow. She kept the neatest records of any of the merchants I ever audited. Of course, that leads to the other disturbing part of this."

Rothburn then continues, as if on cue. "Yes, our investigation naturally led us to her records and business, which she ran out of her modest home. However, it seemed that whoever murdered her was also after something. Once inside, we saw that the place had been ransacked. Many of her records are missing and whoever it was took extra precautions to not leave any trace behind, other than the mess, of course."

If asked, Rothburn gives directions to Elijah's house.

THE TEMPLE

The town leader gives the following account of the events related to the temple:

"We received word late in the night two nights ago that there was a fire in the affluent section of town. We quickly responded. However, by the time we arrived, the flames had already consumed the building. We were able to control them and keep them from spreading to the nearby buildings, but, unfortunately several of the priests were unable to make it out."

Jacob Hellyns, one of the city council, interjects at this point, "Upon further investigation into the blaze, we determined that the priests were trapped inside the temple due to some unholy spell effect, likely a mind affecting spell. Of course, this led us to believe that there was a far more sinister force at work than just some local hoodlums."

Rothburn continues, "The temple is a complete loss. There is still hope of finding some artifacts or remnants of value, though. The temple's patrons are doing what they can to sift through the heartbreaking remains of what once was the pride and joy of Pelor in our city."

If asked, Rothburn gives directions to the temple site.

The characters likely want to look into each of the events that have occurred. Each event is detailed in the following sections as well as in the adventure summary.

ENCOUNTER 1: TROUBLE AT THE TEMPLE

One of the locations the characters are inclined to visit is the temple of Pelor. The temple has burned to the ground. Several local volunteers worked busily to stop the blaze from spreading. They are also currently sifting through the remains looking for any surviving valuables, relics, or the remains of any other missing persons. Read the following passage to the characters as they approach the site:

The temple resides near the outskirts of town in a small residential area. Affluence seems to dominate this section of town, but that has not spared it from the dour ambiance that has bled through the small berg. Most of the nearby houses seem to have been spared of major damage, however the temple itself has collapsed into a charred and waterlogged mass of timber and stone. The dreary weather outside adds to the overall bleakness of the scene. Dirty carts spew mud as you stand gawking at the remains of the once ornate temple. A

number of residents are sifting through the remnants of the temple; presumably attempting to salvage what is left of their faith's domain. One of the walls is still standing. The black soot on the outer section of this wall has been marked with strange, ominous letters.

The markings on this wall are written in Infernal. They are not words, but just a collection of symbols to anyone familiar with that language, like letters of the alphabet that do not make up a word. The people that are sifting through the remains are devout followers of Pelor. If the characters decide to question them, they display various emotions ranging from sadness to apathy to anger. Some of them may have opinions as to what happened, such as the event being an omen of things to come or that Pelor is punishing them for not having faith in him. None of them have any hard evidence as to what happened, though. Standard lifestyle reaction modifiers should be taken into account when interacting with the people in this area of town. This area still emits a faint aura of evil from the markings and the events that took place leading up to the present.

Development: The Bronze Cabal has burned the temple to instill fear in the local populace and to attract the heroes' attention, which is one of their goals set forth by their leader, Nzevorikin. The cabal has been monitoring the town since the burning and has been notified of the characters arrival.

The fire itself was set using alchemist's fire and started at the front of the temple. The priests were held using the spell *hold person*. A successful Spellcraft check (DC 15) allows a character to determine that the fire was not magical. A successful Alchemy check (DC 20) allows a character to locate residue of the alchemist's fire used to ignite the building.

If the characters question some of the people sifting through the remains of the temple, they have an opportunity to meet Gwyn Silversong.

◆ **Gwyn Silversong:** Female half-elf Rog1.

Gwyn is dressed in robes and displays the symbol of Pelor prominently. Her face and clothes are covered in soot and mud. She approaches one of the curious characters and says:

"Oh thank goodness you've come! We fear that our town is cursed. Doomed to an unholy fate! We've lost our temple and the lives of our priests! Pelor has most definitely turned his back on us! Please, will you help us? Are you here to root out

the cause of this mayhem?"

The others that are sifting through the remains look weary and tired. They pay little attention to Gwyn. However, Gwyn is actually a member of the Bronze Cabal, disguised to spy on the characters and give them false information about what has been happening in town.

Heroes attempting to detect evil on her do not sense any since her alignment is masked with an *undetectable alignment* spell. However, if one of the characters requests to Sense Motive (opposed by Gwyn's Bluff check), the hero may determine that she isn't sincere in her convictions toward Pelor.

If questioned, Gwyn explains to the heroes that she's heard of the Faceless Ones, a local thieves' guild that operates in town. She elaborates that they've been known to use heavy-handed tactics to instill fear in the citizens and to quiet individuals that expose their illicit dealings. She does not know of the whereabouts of the guild, only of their existence. She is, of course, attempting to steer the characters in the wrong direction as part of the cult's objective of distracting the heroes.

Searching through the rubble of the temple (DC 20), the heroes can also uncover another clue that was misplaced by one of the cabal members. Hidden among the rubble is a soot covered holy symbol of Incabulos in the burned remains of what was once a pouch.

ENCOUNTER 2: THE LIBRARY

The library is located near the town center. If the heroes decide to go to the library, read the following:

The library has been closed down since the death of the merchant, Eliah. The building itself is small, dark and ornately decorated on the exterior with small statues depicting learned figures entranced in thought as well as a large statue devoted to Delleb. A beautiful staircase with elaborate textual carvings leads up to a double door entrance. Each door is affixed with an overly large iron knocker. A couple of scholars conversing outside cast insidious stares at you when you approach, and scuttle away.

The library is quite possibly the most beautiful structure in the entire town. It is typically a very popular place for local artisans, sages, and intellectuals to

reside each day in discussions of nearly any topic. This day, however, it is dark and empty, the sole occupants being an elderly female human and a small halfling, who could be easily mistaken for her grandson. The woman is the head librarian, Yelishna, and the halfling is her assistant Jax (or Jaxy as she likes to call him).

🔮 **Yelishna:** Female human Exp6.

🔮 **Jax:** Male halfling Exp1.

Yelishna is an elderly woman who has maintained very good looks well into her later years. She is extremely intelligent and very friendly. She comes across as a motherly figure, particularly to her under-study Jax.

Jax is a very energetic and compulsive halfling who is obsessed with books and knowledge. He is somewhat immature and follows Yelishna's orders to the letter without questioning her. He is intimately familiar with the inventory of the library and can locate any of the stock without the need of a catalog.

Jax is currently busy placing books on the shelves from a number of giant stacks that line the walls of the main chamber.

When the characters knock or enter (the door is not locked), Yelishna grumbles that the library is closed today and that they should come back tomorrow. When the heroes explain what they are there for, she apologizes for her previous tone and becomes immediately friendly. Then she explains the situation to the characters as follows:

"Oh, I was told that I'd have visitors today. Gosh, I forgot! Well, as you can see I've been rather busy."

After the heroes explain to her that they are investigating the murder and arson in town, she places a piece of paper on the table and fetches a book. She places the book open to a particular page next to the paper. The book and the paper contain the same markings found on the temple wall. She then continues:

"Once I started translating the markings at the temple, I instantly recognized their vile origin. I have been a collector of divine writings for quite a while, longer then I care to say. I was concerned that whoever had done this may be after some of my collection, but I had the foresight to tuck this particular work of hideousness away."

She explains that the book contains the fragments that

are etched into the wall. Though they are characters from the language Infernal, they do not seem to make any sense. She explains that the context, in which they are used in the book, is related to a ritual used to summon a devil. However, she explains, the events that have occurred here do not correspond with the events detailed in this book.

If asked, she is able to summarize information regarding the god Incabulos and the details of the book relating to the rituals that priests of Incabulos use to spread terror, plague, and famine across the land. Summarize the appropriate background information given in the background section of this scenario.

If Yelishna is questioned about the Faceless Ones, she has little information to offer. She explains that there is little documented evidence of their existence and that they take great care in concealing their dealings. Her library does not have any information on the Faceless Ones.

If one of the characters happens to have the "Book of Torment and Torture Volume 1" and decides to show it to her, she takes a fervent interest in it, as it is the prior volume to the one she possesses. She explains that she believes there are at least three volumes in the set, but does not know the whereabouts of the third nor the content. Yelishna gives the heroes the "Book of Torment and Torture Volume 2" if they ask for it. This book does not have a certificate, but can be recorded on a player's adventure certificate notes.

If the heroes would like to search the library for other information, it is an excellent source for information on works of divine nature.

ENCOUNTER 3: THE MERCHANT'S HOUSE

If the heroes decide to investigate the merchant's house, they are given directions from the town leader. Read the following passage upon arrival:

You reach the merchant district. The muddy streets are packed firm here from the usually busy clacking of horses and wagons. However, today there are hardly any merchants on the streets, mostly only those selling necessities. You arrive at the modest home of Eliah, a single floor, three room building with a thatch roof and wood siding. The door latch appears broken. Peeking inside you find that the place is a shambles. Her desk has been emptied onto the floor and book-

shelves and cabinets have all been overturned. Someone has obviously been here already.

A quick search—have them make a check just for the fun of it—reveals that there are various documents about purchasing and selling books, manuscripts and other related commodities. There are also dried bloodstains on the kitchen floor, but in no other areas of the house.

The Faceless Ones have already been here and have removed any incriminating evidence. They've done an excellent job of making a mess as well.

Development: Behind the scenes, the thieves' guild, the Faceless Ones, is behind this murder. The local merchant that was murdered was about to uncover the guild's operations in illegal black market trade and they took the opportunity to try to set this up to be blamed on the cult. However, their facts about the cult events were not straight and they neglected to make markings similar to those found at the other site. The guild is aware of the cult's presence in the town and is not happy about there being a rival faction, even if they aren't involved in trade.

ENCOUNTER 4: THE TOWN SQUARE

The heroes likely want to examine the bodies. In this event, read the following description of the bodies:

As you open the caskets to examine the bodies, the stench of charred flesh is overpowering. The four priests are nothing more than blackened skeletons, the flesh having been completely consumed in the fire. The merchant's body has been grossly disfigured and his chest carved open in what looks like a ritualistic pattern.

The caskets are out in the square, arranged in a semi-circle, awaiting burial that has been scheduled for tomorrow. There are five caskets total – four priests from the temple and the murdered merchant. The priests' corpses are charred and unrecognizable. A *Speak with Dead* spell does not work on such badly damaged corpses. However, the heroes may use *Speak with Dead* on the merchant. The thieves' guild was careful to disguise themselves as cultists when they abducted and murdered the merchant. If the corpse is asked about his murders, she replies:

"Shall this nightmare never end? I am trapped forever in a world of anguish, suffering, and pain. I have become but a toy for the Harbinger of Nightmares. Why I do not know."

This thought was placed in his mind by the fake cultists just prior to his death. Four thieves came into his house disguised as cultists. Just before the murder, they told her that she would suffer eternally at the hands of the Harbinger of Nightmares.

Elijah does not have any information about the cult. However, she does know about the Faceless Ones. She does not know that they are the ones that killed her. In fact, she believes it was a cult. But if asked specific questions about information that she recently obtained in her business, she can tell the heroes about the Faceless Ones and their control over the black market trade in the region. She does not have much information about the Faceless Ones, other than the fact that they do exist.

Even if the heroes do not have the ability to cast *Speak with Dead*, they can get important information from examining the bodies. Anyone examining them can make a Heal check (DC 20) to determine that the carvings in the merchant's chest were done post-mortem. Anyone with Knowledge (religion) or Bardic Knowledge can make a check (DC 20) to determine that they are of an evil nature, though not exactly the same as the markings found at the temple or in the "Book of Torment and Torture".

ENCOUNTER 5: BET'S PUB

By the time the heroes have about wrapped up their initial investigation of the events, darkness falls on the town and that means the locals and travelers alike retreat to Bet's Pub for a night of drinking, gambling, and song. Bet's is by far the liveliest place in town and the most popular for travelers and locals alike. The locals referred to it as "the only place for fun and a soft bed in town". If the heroes decide to go to Bet's and find lodgings, read the following description as they enter the establishment:

Down the street, you can hear the hooting and hollering of Bet's Pub, the famous nightspot for locals and travelers alike. As you draw closer, you notice a large, stone building, three stories tall with a slight overhang and a warm glow emanating from the windows above. A large, menacing half-orc stands at the door, unmoving as the people pass by him.

The half-orc standing outside is the bouncer for the

pub. His name is Gurk.

☛ **Gurk:** Male half-orc Bbn6; hp 71; see Appendix I.

Gurk's job is to keep out the street peddlers and scum from Bet's Pub. Any characters that are "living off the wild" are not allowed into the pub. Gurk can be persuaded to allow them in, but only by another half-orc with a successful Diplomacy check (DC 15).

Those that enter the pub find a very lively and colorful interior with a lot of activity going on. Read the following description:

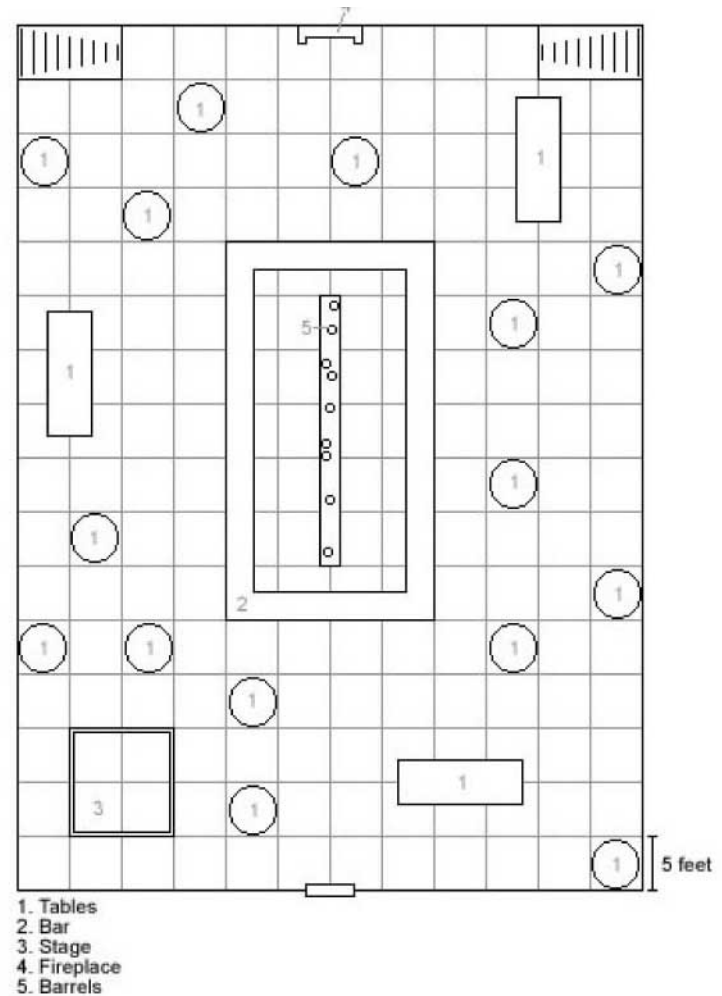
Inside the pub, a large, circular island ringed with stools dominates the center of the room. A colorful, parquet floor accents the large tapestries hanging from the vaulted ceiling. They depict glorious battles and majestic scenery. Tables are set up to the right and left of the bar and people are dancing all about. Three performers are on the stage at the back of the room, playing a hearty dance number. There is an exposed staircase leading to the top floor on the right-hand side of the room. Three bartenders are busily serving drinks to the people seated and standing around the bar. One of the bartenders has a small monkey on her shoulder. It scurries back and forth looking for any patrons that have any food to offer it. Several wenches are serving the rest of the patrons throughout the establishment, agilely avoiding the dancers in the process. An adventurous looking man sits alone at one corner of the bar. He looks depressed.

Under the second floor balcony which rings the common room, a few tables have been pushed together into a make shift card table. There is a woman who is dealing for several people in a game of chance there. The players are hooting and hollering and seem to be having a tremendously good time. The general atmosphere is much more jolly and light-hearted than you have seen throughout the somber streets of town. As you examine the scene, a small group of dwarves get up from a table to your right, leaving you a lucky opportunity for a seat.

The mood of the pub is very warm and inviting. The patrons are friendly, jolly, and enjoy all the different forms of entertainment. You should portray this in a very contrasting manner to the streets that the characters have been investigating.

The first floor is the common room with the bar, tables, a fireplace, and a small stage. See Map 1 for a layout of the downstairs area. The second floor is just a 5 ft. wide balcony that rings the common room. It has a washroom. The stairs on both sides of the back of the common room lead to the second floor and con-

MAP 1: BET'S PUB, GROUND FLOOR



tinue to the third floor, which is separated into two separate hallways with several guest rooms each. See Map 2 for a layout of one side of the third floor.

There are several interesting NPCs in the pub for the characters to interact with. They are described as follows:

☛ **Bet Heartfellow, Owner and Bartender:** Female human Brd3.

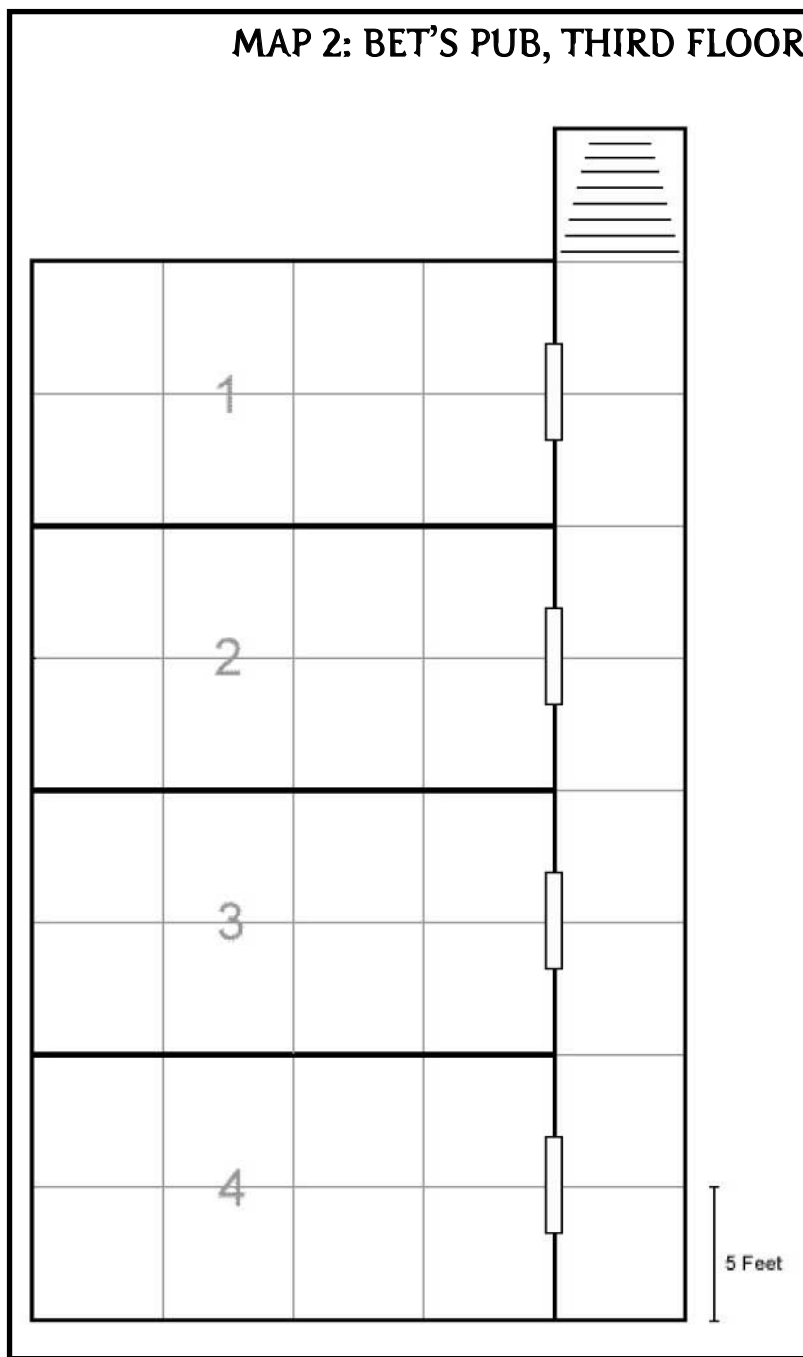
☛ **Sweetpea:** Bar monkey.

☛ **Jenna Trombley, Serving Wench:** Female human Com2.

☛ **Kellith Brokenblade:** Male human War1.

Kellith is local adventurer that has been turned down by Jasmay. He still believes he can win her favor.

MAP 2: BET'S PUB, THIRD FLOOR



After a short time of allowing the characters to settle into the tavern, Jasmay's table games end and she gets up and approaches the characters. She begins to sing a lovely song as she walks over, attempting to influence the character's reactions to her. Jasmay has actually been hired by the thieves' guild to find out the true intentions of the characters, make sure that they are not investigating the thieves' guild, and either recruit them to destroy the cult presence in town or eliminate them. Her method is very subtle. She offers to read a character's fate, in which she asks a series of questions to the character. Based on the character's answers, she determines whether to recruit them or attempt to poison them. Read the following text and then use the following questions as a guide to her fortune telling:

After a short time, the hooting and hollering from the game of chance dies to a grumble of disgust and the table clears out with many of the players upset at their losses. The beautiful woman who was running the table also rises and begins to walk in your direction. Her eyes catch yours and she begins to sing a very lovely melody as she sashays over to you. A bright, beaming smile across her face, she greets you, "Good evening, why I've never seen you here before! I'm Jasmay Dovesfeather. I couldn't help but notice you all come in. I am a fortune-teller, and entertainer I guess. It is my custom to give a fortune to all of the newcomers in town. May I order us a round of drinks and begin?"

Tactics: Jasmay uses her beauty and charisma to woo the heroes into accepting the reading. She uses her scroll of misdirection to swap auras with Bet before the heroes arrive. It is important to remember that if a character scans the room detecting evil, Bet detects as evil and Jasmay does not. If they are reluctant, she calls over Kellith Brokenblade to vow for her sincerity. Kellith, in fact, was wooed by her earlier in the night and would say anything to improve his chances with Jasmay. Jasmay avoids heroes that seem to be overly lawful or good and does not converse with any obvious paladins.

During the course of the reading, the heroes may request to make an Innuendo check to determine what is going on. This should be opposed by Jasmay's Bluff. If they beat her check, they learn that she is trying to glean information from them, not just read their fortune. This check should only be made if the heroes request it.

If a character agrees to have a reading, continue with the following:

APL 4 (EL 6)

➤ **Jasmay Dovesfeather:** Female half-elf Brd5/Asn1; hp 32; see Appendix I.

APL 6 (EL 8)

➤ **Jasmay Dovesfeather:** Female half-elf Brd5/Asn3; hp 43; see Appendix I.

APL 8 (EL 10)

➤ **Jasmay Dovesfeather:** Female half-elf Brd5/Asn5; hp 53; see Appendix I.

Jasmay signals for Jenna, the barmaid, to bring over a pitcher of mead and a bottle of wine. As soon as the drinks arrive, she produces a deck of cards from her pocket and begins to lay them out on the table. She flips two of the cards over and explains:

"I see you have come to town in pursuit of something, something evil."

She flips another card. "A great confusion overwhelms you, though. You are unsure of how to proceed. Perhaps I can help."

She clears the cards from the table and then tells you to draw a single card from the deck. You look at it; it is the Thief.

"Is this what you seek?"

If the character says "yes", then proceed as follows:

She places another card face up on the table. It is the Reaper.

"This is not a good omen. Pursuit of this goal will lead to a terrible end. Tread softly if this is your path. But fear not, for I have another game to play!"

She pulls out some dice and fills up your goblets again. She takes a long drink from her glass and hands you the dice.

"Let's play some dragon bones."

At this point she begins playing a betting game of chance. After five minutes or so she informs the group that she must retire for the night. When pouring the drinks, she managed to drop some poison into the bottle of wine and pitcher of mead.

Proceed to Encounter 6a to play out the rest of the encounter with the assassin.

If the character says "no", then proceed as follows:

She places another card face up on the table. It is the Nightmare card.

"This is the true enemy you seek, is it not?"

If the character replies "yes", then she continues:

She places another card across the face of the Nightmare card. It is the Sun card.

"This is truly good fortune! Though your path is wrought with much danger, you shall prevail against the evil that you are out to destroy. This excellent news deserves a celebration!"

She pulls out some dice and fills up your goblets again. She takes a long drink from her glass and hands you the dice.

"Let's play some dragon bones."

At this point she begins playing a betting game of chance. After five minutes or so she informs the group

that she must retire for the night and leaves the pub. She whispers to one of the heroes that they should follow her.

If the character replies that the Nightmare is not what they seek, she continues:

"Your fortune is very clouded, however I do see something..."

She draws another card and places it next to the Nightmare. It is the Plague. "I fear that great suffering will result from your misguided ways. Pursue the Nightmare or this will be your fate."

She clears the table and with a smile pulls some dice from another pouch. She takes a long drink from her glass and proceeds to fill yours.

"Drink up, we shall play some dragon bones to lighten the mood!"

At this point she begins playing a betting game of chance. After about five minutes, she informs the group that she must retire for the night and leaves the pub.

Upon leaving the pub, Jasmay heads for the thieves' guild. Any characters outside may attempt to follow her, but any hesitation results in her swiftly losing them. If they decide to tail her, they must make three consecutive Spot checks (DC 20) to stay on her trail. If she has told them to follow, she makes sure to guide them to the guild and the Spot checks are not necessary. If the characters are successful in trailing her, proceed to Encounter 6b. If not, skip Encounter 6a and 6b.

ENCOUNTER 6A: ASSASSINATION

The heroes have given Jasmay all the information she needs to believe that they are a threat to the guild. She drops some poison into the bottle of wine and pitcher of mead. This can be detected by a successful Spot check (DC 25).

☞ **Poisoned wine:** poison (1d6 Con/2d6 Con); Fort save (DC 14) negates.

After a short time, she informs the party that she would like to retire for the night. If there are any heroes who have taken an interest in her, she invites that character to join her in her room for the night.

If the heroes are staying at Bet's, they are faced with fighting off the thieves that have snuck into their

rooms. Be sure to ask the heroes what their sleeping arrangements are for the night, but be careful not to give away the ambush.

The assassins attack as soon as the heroes retire for the night. See the included Appendix 3 for the layout of the encounter. There are assassins in each of the rooms numbered 1-3. Jasmay leads the hero to room 4, where she asks the character to stay while she goes downstairs to the washroom on the second floor to freshen up. She returns in about a minute.

Each room has a bed, a small, empty chest of drawers, and a nightstand with a lantern. The doors do not have locks. There are windows in each room that look out into an alleyway.

APL 4 (EL 6)

➤ **Faceless Ones Assassins (4):** Male human Rog2; hp 12 each; see Appendix I.

APL 6 (EL 8)

➤ **Faceless Ones Assassins (3):** Male human Rog5; hp 27 each; see Appendix I.

APL 8 (EL 10)

➤ **Faceless Ones Assassins (3):** Male human Rog5/Asn2; hp 37 each; see Appendix I.

Tactics: The assassins hide in the rooms 1-3 and wait for the heroes to turn in for the night. If Jasmay convinces one of the heroes to accompany her to her room, you should make sure to work that encounter out separately. If combat ensues between the single hero and Jasmay, the other thieves emerge from their cover. One of them covers the staircase while the rest go to help Jasmay. If the heroes are still down at the bar, they can make Listen check (DC 20) to hear the sounds of combat coming from upstairs and then react accordingly. The heroes may also call upon Gurk, the bouncer, to aid them in combat. If they warn Bet, she calls Gurk to go and deal with it.

Once either Jasmay or two of the other assassins fall, the others flee, jumping out the windows, drinking their potions of invisibility and running. It is possible to attempt to pursue, but the thieves know the streets well and use that to their advantage to get away. Any attempt at pursuit should not be played out extensively, in respect of time.

If captured, the thieves use poison capsules given to them by the guild to immediately kill themselves.

After the heroes defeat the assassins and retire for

the night, proceed to Encounter 7.

ENCOUNTER 6B: THE FACELESS ONES

The Faceless Ones, the local thieves' guild, has set up a temporary local point of contact location for the operations involving the Bronze Cabal and the characters that are investigating the recent events.

A bronze-skinned woman with raven-black hair stands in the corner of the room holding a drink in her hand. In front of her is a large map of the city hanging on the wall with various locations marked off. There are several other men conversing with her. As you enter the room, she turns to greet you while the other occupants eye you cautiously.

"So you are Rothburn's heroes, correct? I see you have taken an interest in our operations... Well, I assure you that you have made a mistake. We are not here to cause any trouble. However, it may eventually come to that. It seems that there has been plenty of trouble going around town as it is, without our help."

She pauses, assessing your reactions carefully. "Tell me, why are you here?"

➤ **Genoa:** Female human Rog11; hp 57; see Appendix I.

APL 4 (EL 6)

➤ **Faceless Ones Thieves (4):** Male human Rog2; hp 12 each; see Appendix I.

➤ **Faceless Ones Cleric:** Male human hp 13; see Appendix I.

APL 6 (EL 8)

➤ **Faceless Ones Thieves (2):** Male human Rog5; hp 27 each; see Appendix I.

➤ **Faceless Ones Cleric:** Male human Clr5 (Nerull); hp 28; see Appendix I.

APL 8 (EL 10)

➤ **Faceless Ones Thieves (3):** Male human Rog6; hp 32 each; see Appendix I.

➤ **Faceless Ones Cleric:** Male human Clr6 (Nerull); hp 33; see Appendix I.

Genoa waits patiently at this point for the characters to take the initiative to ask her questions. She does not divulge any information if not asked politely and does not respond to threats or other intimidation attempts. She does not fight the heroes, but she dispatches her guild members to engage them if overly threatened. Genoa escapes via her potion of gaseous form – the drink in her hand – and a knothole at the back of the room that leads out to the street, where she disappears. The following is a summary of what she is willing to tell the characters, with proper questioning:

- If asked about the Faceless Ones, she claims to have no knowledge of such an organization. A Sense Motive check may be made (opposed by her Bluff) to determine that she is lying.
- If questioned about any of the recent events, she claims that they have witnessed each event and that the Bronze Cabal has been behind each of them.
- If asked about the Bronze Cabal, she informs the characters that they have been tracking their movements throughout town. She only gives more information if the heroes mention that they are after the cabal and have no quarrel with her and her organization. If the characters convince her that they are indeed seeking out the cabal to destroy it, she will tell them:

"As last we saw, the cabal had been working out of an abandoned temple in the poor section of town, here." She points to another map rolled out on the table. "The temple is not heavily guarded, though they do keep a lookout in the bell tower. However, their leader is a formidable opponent. It is a cursed, wretched thing that commands its followers with fear and terror. I'm not sure where it came from, but great care should be taken in any assault on it, for it seems to have extraordinary senses. If you are willing to assault it and rid this town of his presence, we will owe you a great debt."

- If the heroes have approached the guild in a non-threatening manner, she offers a few brave guild members to accompany the group and assist them in combating the Bronze Cabal.

After the questioning, she leads the heroes out to the street. The guild then begins a hasty tear down of their operations in the building and moves out later that night. If the characters attempt to return to the building, they find that the thieves have left without a trace.

If the heroes decide to fight the guild members,

they do not gain the assistance of the guild in the final encounter with the half-fiend.

The heroes likely decide to rest the night or proceed directly to the final encounter with the Bronze Cabal. If they decide to rest, proceed to Encounter 7. If not, skip Encounter 7 and proceed to Encounter 8.

ENCOUNTER 7: ANOTHER INCIDENT

The first night the characters stay in town (either investigating the thieves' guild or sleeping soundly in the inn), there is another incident. The Bronze Cabal has located the item it was looking for—a pendant. Nathaniel Nycilleth, an amateur collector of jewelry and other fine items, purchased it. The Cabal set out during the night to acquire it from him. Upon arrival, they took his son and used him to extract the location of the pendant. Nathlein pleaded for his son's life and exchanged his own for that of his son. After acquiring the necklace, the cabal poisoned the man and gave the son a horrible disease, leaving him to die slowly instead of quickly as his father did.

Proceed with the following the morning after the characters arrival into town:

You are awakened by the sounds of an unruly mob outside the inn. Bantering, yelling, screaming, and stomping penetrate your ears and you deduce that something terrible has happened during the night. Peering outside, you see a large group of townsfolk gathering at the square, armed with crude weapons, pitchforks, sickles, and half-spears. On the podium, the town leaders seem to be arguing and a tension is mounting.

When the heroes arrive at the square, the mob has been roused to near frenzy. They spit, curse, and throw stones and rotten vegetables at them as they pass, shouting things like "you have brought this curse on us" or "we demand action, not words". The DM should make the scene very uncomfortable for the characters at this time.

When the characters approach the podium, Rothburn leaves the argument among the town leaders and explains what has happened to the characters as follows:

"There has been another incident. A man, Nathlein Nycilleth, has been murdered and his son stricken ill. We believe Nathlein to have been poisoned and his tongue

removed to prevent him being spoken with after death. His son seems to be suffering from shock quite severely, so we have not gotten much from him either. Please, follow me."

He leads you off through the unruly crowd and back to the town hall. The familiar meeting room has been transformed into a makeshift child-care facility. A small boy sits at the table, wrapped in blankets, stirring a bowl of cooked oats.

"This is Nathlein Nycilleth's son, Alex. Alex: These people are here to help you. Please listen to what they have to say."

At this point, the heroes may talk with the boy, however he is still suffering from shock and any mention of his father, the pendant, or the Bronze Cabal causes him to retract from the conversation and focus on eating his oatmeal instead. If the heroes use Diplomacy (DC 18) or magic to calm the boy, he can be questioned. He knows the following:

- His dad was a hero, just like the characters once. He adventured his whole life, giving it up only because he had a son to take care of.
- His mother died in childbirth. She was an elven maiden from the Frostwood.
- He has no other family that he is aware of and hates the city. He wants to return to the forest where his mom is from and where he spent most of his early childhood.
- His father moved to the city because he wanted to make a good life for his son. He was an honest, but not very successful jeweler.
- The bad men took a pendant that his father purchased only a few days ago. It was ebony with a strange symbol in it. He cannot describe the symbol any further.

The town clergy has examined the boy and it has been determined that he has been stricken with shakes. Attempts to remove the disease have been unsuccessful and it has not yet been determined what to do with the boy.

Disease (Shakes): Infection Contact (1d8 Dex); Incubation 1 day; Fortitude save (DC 13) resists.

If the characters wish to examine Nathlein's house, they are led to a modest building in a middle-class neighborhood. There is not much of interest in the house, other than a small amount of jewelry and a shop front filled with jewellery equipment. There is

plenty of blood and muddy tracks all over the house.

The heroes can find a fresh trail leading from the murdered man's house to the poor quarter and the abandoned temple that the cabal is using for their shrine. A Search check (DC 10) reveals the muddy tracks that are easily followed.

Development: At this point, the Bronze Cabal's work is complete. They have already sent the pendant to their master, Nzevorikin, and they have deterred the characters long enough for Nzevorikin to complete his mission and abduct Ploellin. They are currently preparing to leave the city under cover of darkness tonight.

ENCOUNTER 8: A DEMON IN THE MIDST

If the characters talk with the Faceless Ones and get the location of the Bronze Cabal's headquarters, they likely want to investigate. The following is a description of the old temple as the heroes approach:

The older areas of the city give off an aura of a time long past. Narrow streets feel more like alleys than byways. The overhang of old buildings casts numerous dark shadows on the walkways below them. A putrid stench fills the air, captured by the canopy of buildings above. Trash litters the streets and gathers in heaps on the side of the unkempt buildings. Approaching the old temple clearing, you see what once must have been a dominant feature in the old town, but has now decayed into near obscurity among the rotting buildings in this part of town. Though the structure is still intact, empty holes and planks have replaced what once must have been beautiful stained glass. The once white walls are cracked and damaged from years of neglect. The courtyard has not a tree or blade of grass remaining in it. What once was a most inviting structure seems to radiate a sensation of displeasure. Though people inhabit most of the surrounding decaying buildings, this area seems unusually devoid of residents.

The half-demon has a sentry stationed in the bell tower of the temple. A successful Spot check (DC 25) allows a character to notice a figure in the bell tower. Unless precautions are taken, the sentry notices the characters approaching with a successful Spot check.

Read or paraphrase the following description of the inside of the temple:

The inside of the decaying temple is ravaged with filth. Glimpsing upward, you see dozens of bodies hanging from

the rafters, swaying from side to side. Pews lie overturned and broken on the floor of the temple and an eerie green-blue flame glows from all the torches. A cauldron sits atop the altar at the far end of the temple. The red flame that licks upward from it is a stark contrast to the blue flames all around the room. Strange people wander mindless about. They seem to be uncaring of your presence. However, the winged creature standing behind the altar takes notice of you immediately.

Inside the temple, the remaining cultists are making preparations to leave, as they have completed their mission. They are actually poor residents of the town who have been under the mind-control of the powerful half-fiend. When the heroes attack, they flee and hide in terror. After the heroes defeat the half-fiend or it flees, the mind-control effects wear off and they have no recollection of the events that have occurred. See Map 3 for the layout of the inside of the temple.

When the characters actually confront the half-fiend, it says the following:

"Foolish weaklings! You're too late. The final piece to our plan is already in Nzevorikin's hands. As is your beloved priest, Ploellin. However, Nzevorikin would look very kindly upon my disposing of such pitiful vermin as you. We shall enjoy feasting on your flesh tonight."

APL 4 (EL 8)

☛ **Half-Fiend:** Male half-fiend/half-human Sor4; hp 25; see Appendix I.

☛ **Bugbears (4):** hp 18, 17, 16, 16; see *Monster Manual*.

APL 6 (EL 10)

☛ **Half-Fiend:** Male half-fiend/half-human Sor6; hp 40; see Appendix I.

☛ **Bugbears (4):** Male bugbear Ftr2; hp 40 each; see Appendix I.

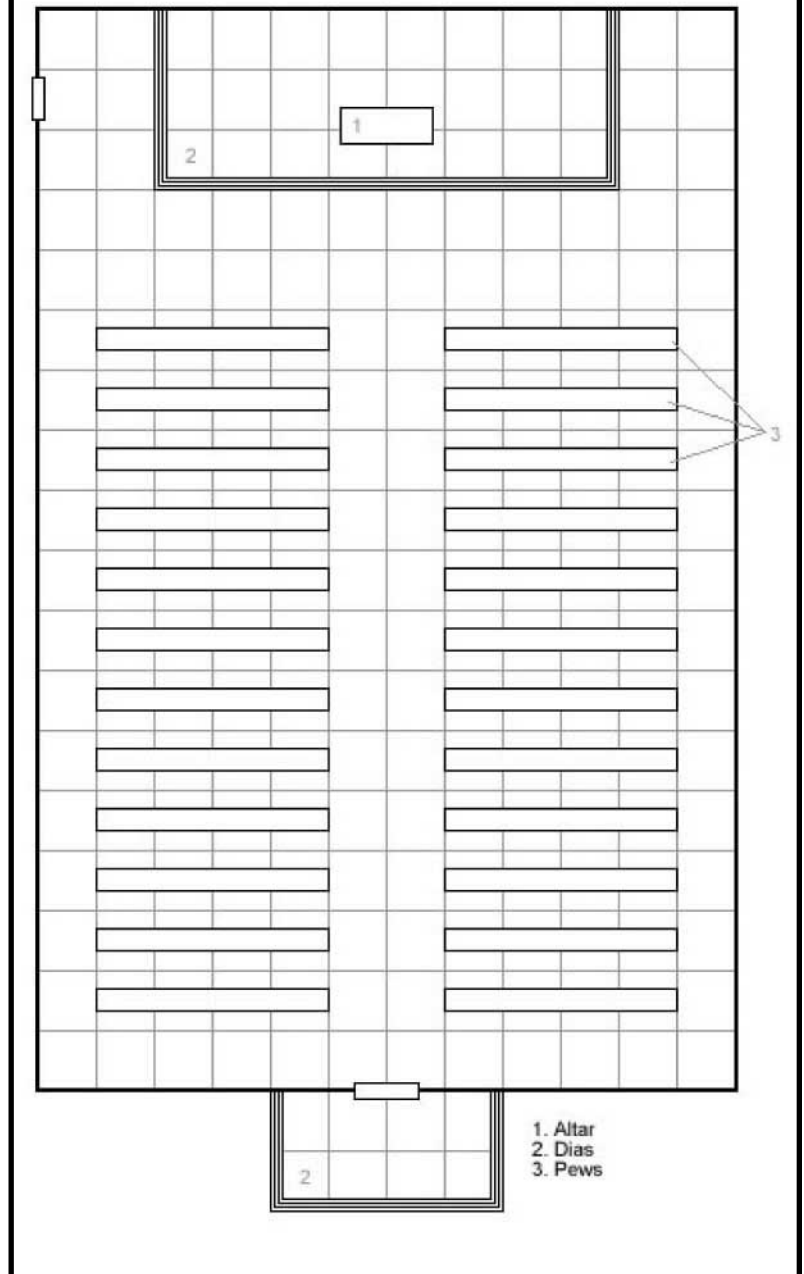
APL 8 (EL 12)

☛ **Half-Fiend:** Male half-fiend/half-human Sor8; hp 52; see Appendix I.

☛ **Bugbears (4):** Male bugbear Ftr4; hp 56 each; see Appendix I.

Tactics: If the sentry has spotted the heroes, the half-fiend begins preparing for combat. It casts defensive

MAP 3: ABANDONED TEMPLE



spells on itself and bolsters the bugbears as appropriate. If the heroes take too much time to attack after being spotted, the half-fiend flees out the back door after bolstering his allies. The bugbears attack outside and the half-fiend assists from the air. If the characters have not been noticed, they may have an opportunity to sneak up on the cabal.

If the heroes have enlisted the aid of the Faceless Ones, the following allies arrive at the end of the second round of combat and assist them in battling the cabal.

APL 4

☛ **Faceless Ones Thieves (4):** Male human Rog2; hp 12 each; see Appendix I.

APL 6

☛ **Faceless Ones Thieves (2):** Male human Rog5; hp 27 each; see Appendix I.

APL 8

☛ **Faceless Ones Thieves (2):** Male human Rog6; hp 32 each; see Appendix I.

At the beginning of the encounter, the cultists light the temple ablaze. The fire has the following effects on the combat:

- The temple fills with smoke. Each combatant inside the smoke area must make a successful Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of subdual damage. Smoke obscures vision giving one-half concealment (20% miss chance) to characters within it.
- On the 10th round, the fire has spread to the upper sections of the temple and the heat has become extreme. Characters must make a successful Fortitude save (DC 15) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saving throws.
- After 2 minutes, the temple begins to collapse. Any characters inside the temple must make Reflex saves (DC 15) to avoid being hit by falling debris. Anyone who fails this save takes 1d6 damage from the debris.
- After 5 minutes, the roof collapses. Anyone still inside the temple suffers 6d6 damage. They may make a Reflex save (DC 20) for half damage.
- Any characters wishing to contain the fire through non-magical means may do so. Each full turn used containing the fire before it reaches the rafters (i.e. before the 5th round) delays the fire one round. No more than one round per round spent in containing the fire, can be gained.

After the combat has ended, the fire spreads throughout a small area of the poor district. However, within a few hours it is contained and eventually put out. The characters can aid in combating the fire if they wish.

CLUELESS HEROES

If the heroes never encountered the Faceless Ones and were not able to locate the Bronze Cabal's base of operations, the Faceless Ones attack the Bronze Cabal themselves on the night after the raid of Nathlein's house. The characters are then awoken by a call to all residents to aid in a fire in the poor district.

When the characters arrive at the temple, the fire has consumed the temple as well as several nearby buildings. Several witnesses recount a short combat, but no bodies are found. The characters may wish to aid in combating the fire until it is under control. Afterwards, Rothburn approaches the characters with information regarding Ploellin, as detailed in the Conclusion.

CONCLUSION

After the fire is contained, the characters may still have several questions. Shortly thereafter, Rothburn summons them back to the town hall to discuss the events. Paraphrase the following, based on the events as witnessed by the heroes:

"The fire has been contained. Your help has been greatly appreciated. However, I have terrible news. I have received word that Nzevorikin has captured Ploellin, the last surviving member of the Defenders of the Light who fought so bravely against the Bronze Cabal. Our town has been spared, for the time being, but I am fearful of what lies ahead. I am afraid that Nzevorikin grows stronger in power each day. I hope that you can find him before he's able to complete whatever it is he is preparing. You have done much to help us. For that we are grateful."

Several of the townsfolk greet you personally and give thanks for your effort to rid the town of the evil presence. During the memorial service for those that lost their lives to this terrible tragedy, Yelishna approaches you:

"You have done a great deed and spared an entire town from an unholy menace. But there is no time to waste. My fears grow that Incabulos' power only gets stronger with time. Promise me that you will do whatever it takes to put an end to the evil that ravages our land and haunts my dreams."

The heroes have spared the town from further evil. What may seem like failure leads to the final chapter of the series.

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 to each character.

Encounter 1 – 4

Thorough investigation and good roleplay.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 6a: Assassination

Defeat the Faceless Ones assassins.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

– OR –

Encounter 6b: The Faceless Ones

Defeat or enlist the aid of the Faceless Ones.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 8: A Demon in the Midst

Defeat the half-fiend and bugbears.

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Total Possible Experience

APL 4	540 XP
APL 6	720 XP
APL 8	900 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 5: Bet's Pub

A character must accept Jasmay Dovesfeather's invitation to bed, get attacked and defeat her, with or without the assistance of his friends.

APL 4: L: 33 gp; C: 8 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of invisibility* (Value 45 gp per character).

APL 6: L: 33 gp; C: 8 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of invisibility* (Value 45 gp per character).

APL 8: L: 33 gp; C: 8 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of invisibility* (Value 45 gp per character).

Encounter 6a: Assassination

Defeat the assassins.

APL 4: L: 178 gp; C: 0 gp; M: 4 *potions of invisibility* (Value 45 gp per potion per character).

APL 6: L: 261 gp; C: 0 gp; M: 3 *potions of invisibility* (Value 45 gp per potion per character).

APL 8: L: 261 gp; C: 0 gp; M: 3 *potions of invisibility* (Value 45 gp per potion per character); 3 *potions of cure light wounds* (Value 8 gp per potion per character).

– OR –

Encounter 6b: Faceless Ones

Attack and defeat the Faceless Ones. Genoa always escapes.

APL 4: L: 189 gp; C: 0 gp; M: 4 *potions of invisibility* (Value 45 gp per potion per character); *scroll of bless* (Value 4 gp per character).

APL 6: L: 159 gp; C: 0 gp; M: 2 *potions of invisibility* (Value 45 gp per potion per character); *scroll of bless* (Value 4 gp per character).

APL 8: L: 234 gp; C: 0 gp; M: 2 *potions of invisibility* (Value 45 gp per potion per character); *scroll of bless* (Value 4 gp per character).

Encounter 8: A Demon In The Midst

Defeat the half-fiend and bugbears.

APL 4: L: 43 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character).

APL 6: L: 43 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character).

APL 8: L: 43 gp; C: 0 gp; M: *potion of cure light wounds* (Value 8 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of dispel magic* (Value 56 gp per character).

Total Possible Treasure (6a Option)

This option includes defeating the assassins in Encounter 6a.

APL 4: 503 gp

APL 6: 541 gp

APL 8: 625 gp

Total Possible Treasure (6b Option)

This option includes defeating the Faceless Ones in Encounter 6b. If the characters do not attack the Faceless Ones in that encounter, then deduct the value of treasure from that encounter from this total.

APL 4: 518 gp

APL 6: 398 gp

APL 8: 557 gp

APPENDIX I: NPCS

ENCOUNTER 5: BET'S PUB

☛ **Gurk:** Male half-orc Bbn6; CR 6; Medium-size humanoid (orc); HD 6d12+24; hp 71; Init +1; Spd 30ft.; AC 17 (touch 11, flat-footed 16); Atk +11/+6 melee (1d12+6/x3, greataxe); SA Rage; SQ Darkvision 60 ft., uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +9, Ref +3, Will +0; Str 19, Dex 13, Con 18, Int 8, Wis 6, Cha 9.

Skills and Feats: Climb +3, Jump +1, Listen +7, Wilderness Lore +6; Blind-Fight, Power Attack, Weapon Focus (greataxe).

Possessions: greataxe, splint mail.

APL 4 (EL 6)

☛ **Jasmay Dovesfeather:** Female half-elf Brd5/Asn1; CR 6; Medium-size humanoid (elf); HD 6d6+6; hp 32; Init +6; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 melee (1d8+1/19-20, long sword) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Immunity to sleep spells and similar magic effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, bardic music, bardic knowledge; AL NE; SV Fort +2, Ref +9, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 17.

Skills and Feats: Bluff +12, Diplomacy +8, Disguise +9, Hide +12, Move Silently +12, Perform (sing, mandolin) +8, Sense Motive +6, Spellcraft +4, Tumble +6; Blind-Fight, Improved Initiative, Weapon Focus (long sword).

Possessions: mandolin, masterwork long sword, playing cards, vial of poison, *potion of cure light wounds*, *potion of invisibility*, ~~scroll of misdirection~~, 40 gp.

Bard Spells Known (3/4/2; base DC = 13 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *charm person*, *expeditious retreat*, *feather fall*, *mage armor*; 2nd – *cat's grace*, *see invisibility*, *sound burst*.

Assassin Spells Prepared (1; base DC = 12 + spell level): 1st – *change self*.

APL 6 (EL 8)

☛ **Jasmay Dovesfeather:** Female half-elf Brd5/Asn3; CR 8; Medium-size humanoid (elf); HD 8d6+8; hp 43; Init +6; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +8 melee (1d8+1/19-20, long sword) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack, death attack, poi-

son use; SQ Immunity to sleep spells and similar magic effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, bardic music, bardic knowledge, +1 save vs. poison, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +10, Will +5; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Diplomacy +9, Disguise +10, Hide +14, Move Silently +14, Perform (sing, mandolin) +9, Sense Motive +7, Spellcraft +4, Tumble +8, Use Magic Device +7; Blind-Fight, Improved Initiative, Weapon Focus (long sword).

Possessions: mandolin, masterwork long sword, playing cards, vial of poison, *potion of cure light wounds*, *potion of invisibility*, ~~scroll of misdirection~~, 40 gp.

Bard Spells Known (3/4/2; base DC = 14 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *charm person*, *expeditious retreat*, *feather fall*, *mage armor*; 2nd – *cat's grace*, *see invisibility*, *sound burst*.

Assassin Spells Prepared (2/1; base DC = 12 + spell level): 1st – *change self*, *spider climb*; 2nd – *darkness*.

APL 8 (EL 10)

☛ **Jasmay Dovesfeather:** Female half-elf Brd5/Asn5; CR 10; Medium-size humanoid (elf); HD 10d6+10; hp 53; Init +6; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +9/+4 melee (1d8+1/19-20, long sword) or +9 ranged (1d8/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Immunity to sleep spells and similar magic effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, bardic music, bardic knowledge, +2 save vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +11, Will +5; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 18.

Skills and Feats: Bluff +17, Diplomacy +9, Disguise +10, Hide +16, Move Silently +16, Perform (sing, mandolin) +11, Sense Motive +7, Spellcraft +4, Tumble +10, Use Magic Device +9; Blind-Fight, Dodge, Improved Initiative, Weapon Focus (long sword).

Possessions: mandolin, masterwork long sword, playing cards, vial of poison, *potion of cure light wounds*, *potion of invisibility*, ~~scroll of misdirection~~, 40 gp.

Bard Spells Known (3/4/2; base DC = 14 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *charm person*, *expeditious retreat*, *feather fall*, *mage armor*; 2nd – *cat's grace*, *see invisibility*, *sound burst*.

Assassin Spells Prepared (2/2; base DC = 12 + spell level): 1st – *change self*, *spider climb*; 2nd – *darkness*, *undetectable alignment*.

ENCOUNTER 6A: ASSASSINATION

APL 4 (EL 6)

➤ **Faceless Ones Assassins (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Disable Device +7, Disguise +4, Hide +7, Listen +5, Move Silently +7, Open Locks +7, Search +7, Spot +5, Tumble +7, Use Magic Device +4; Dodge, Improved Initiative.

Possessions: 20 arrows, leather armor, composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools, *potion of invisibility*.

APL 6 (EL 8)

➤ **Faceless Ones Assassins (3):** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+5; hp 27 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+1/18-20, rapier) or +7 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Disable Device +10, Disguise +7, Hide +11, Listen +10, Move Silently +11, Open Locks +11, Search +10, Spot +10, Tumble +11, Use Magic Device +7; Alertness, Dodge, Improved Initiative.

Possessions: 20 arrows, leather armor, masterwork composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools, *potion of invisibility*.

APL 8 (EL 10)

➤ **Faceless Ones Assassins (3):** Male human Rog5/Asn2; CR 7; Medium-size humanoid (human); HD 7d6+7; hp 37 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +8 melee (1d6+1/18-20, rapier) or +8 ranged (1d6/x3, composite shortbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; AL NE; SV Fort +2, Ref +10, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Disable Device +13, Disguise +9, Hide +13, Listen +10, Move Silently +13,

Open Locks +13, Search +10, Spot +10, Tumble +13, Use Magic Device +7; Alertness, Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: 20 arrows, leather armor, masterwork composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools, *potion of invisibility*, *potion of cure light wounds*.

Spells Prepared (2; base DC = 12 + spell level): 1st – *change self*, *spider climb*.

ENCOUNTER 6B: FACELESS ONES

➤ **Genoa:** Female human Rog11; CR 11; Medium-size humanoid (human); HD 11d6+11; hp 57; Init +8; Spd 30 ft.; AC 20 (touch 17, flat-footed 16); Atk +14/+9 melee (1d6+4/18-20, rapier) or +13/+8 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack, opportunist; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL NE; SV Fort +4, Ref +11, Will +4; Str 14, Dex 18, Con 12, Int 14, Wis 12, Cha 17.

Skills and Feats: Bluff +17, Disable Device +16, Disguise +17, Hide +18, Listen +15, Move Silently +18, Open Locks +18, Search +16, Spot +15, Tumble +18, Use Magic Device +15; Alertness, Dodge, Expertise, Improved Initiative, Weapon Finesse (rapier).

Possessions: masterwork studded leather armor, 2 masterwork daggers, *ring of protection* +3, +2 rapier, *potion of gaseous form*.

APL 4 (EL 6)

➤ **Faceless Ones Thieves (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Disable Device +7, Disguise +4, Hide +7, Listen +5, Move Silently +7, Open Locks +7, Search +7, Spot +5, Tumble +7, Use Magic Device +4; Dodge, Improved Initiative.

Possessions: 20 arrows, leather armor, composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools, *potion of invisibility*.

➤ **Faceless Ones Cleric:** Male human Clr2 (Nerull); CR 2; Medium-size humanoid (human); HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d6+1, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 11, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +6, Concentration +5, Disguise +6, Hide +6, Knowledge (religion) +7; Combat Casting, Scribe Scroll.

Possessions: chain shirt, holy symbol, quarterstaff, scroll of bless.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – cure minor wounds, light, read magic, resistance; 1st – cause fear, cure light wounds, protection from good*, shield of faith.

*Domain spell. *Domains:* Evil (Casts evil spells at +1 caster levels); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6 (EL 8)

➤ **Faceless Ones Thieves (2):** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+5; hp 27 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+1/18-20, rapier) or +7 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Disable Device +10, Disguise +7, Hide +11, Listen +10, Move Silently +11, Open Locks +11, Search +10, Spot +10, Tumble +11, Use Magic Device +7; Alertness, Dodge, Improved Initiative.

Possessions: 20 arrows, leather armor, masterwork composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools, *potion of invisibility*.

➤ **Faceless Ones Cleric:** Male human Clr5 (Nerull); CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6+1, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +4, Ref +2, Will +7; Str 12, Dex 12, Con 11, Int 14, Wis 16, Cha 13.

Skills and Feats: Bluff +9, Concentration +8, Disguise +9, Hide +9, Knowledge (religion) +10; Combat Casting, Scribe Scroll, Weapon Focus (quarterstaff).

Possessions: chain shirt, holy symbol, quarterstaff, scroll of bless, scroll of inflict moderate wounds.

Spells Prepared (5/4+1/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), light, read magic, resistance; 1st – cause fear, change self*, cure light wounds, protection from good, shield of faith; 2nd – hold person (2), invisibility*, sound burst; 3rd – contagion, dispel magic, nondetection*.

*Domain spell. *Domains:* Evil (Casts evil spells

at +1 caster levels); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8 (EL 10)

➤ **Faceless Ones Thieves (3):** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +6 melee (1d6+1/18-20, rapier) or +8 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Disable Device +11, Disguise +8, Hide +12, Listen +11, Move Silently +12, Open Locks +12, Search +11, Spot +11, Tumble +12, Use Magic Device +8; Alertness, Dodge, Improved Initiative, Mobility.

Possessions: 20 arrows, leather armor, masterwork composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools, *potion of invisibility*.

➤ **Faceless Ones Cleric:** Male human Clr6 (Nerull); CR 6; Medium-size humanoid (human); HD 6d8; hp 33; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d6+1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +5, Ref +3, Will +8; Str 12, Dex 12, Con 11, Int 14, Wis 16, Cha 13.

Skills and Feats: Bluff +10, Concentration +9, Disguise +10, Hide +10, Knowledge (religion) +11; Combat Casting, Scribe Scroll, Weapon Focus (quarterstaff).

Possessions: chain shirt, holy symbol, quarterstaff, scroll of bless, scroll of inflict moderate wounds.

Spells Prepared (5/4+1/4+1/3+1; base DC = 12 + spell level): 0 – cure minor wounds (2), light, read magic, resistance; 1st – cause fear, change self*, cure light wounds, protection from good, shield of faith; 2nd – hold person (3), invisibility*, sound burst; 3rd – contagion (2), dispel magic, nondetection*.

*Domain spell. *Domains:* Evil (Casts evil spells at +1 caster levels); Trickery (Bluff, Disguise, and Hide are class skills).

ENCOUNTER 8: A DEMON IN THE MIDST

APL 4 (EL 8)

➤ **Half-Fiend:** Male half-fiend/half-human Sor4; CR 6; Medium-size outsider; HD 4d4+12; hp 25; Init +9; Spd 30 ft., Fly 30 ft. (average); AC 16 (touch 15, flat-footed

11); Atk +6 melee (1d6+4, bite) and +1 melee (1d4+2, 2 claws) or +7 melee (1d6+4, sickle) or +7 ranged (1d8/19-20, light crossbow); SA Spells, *darkness* (3/day), *desecrate* (1/day); SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +4, Ref +6, Will +4; Str 18, Dex 20, Con 16, Int 15, Wis 10, Cha 18.

Skills and Feats: Alchemy +9, Concentration +10, Knowledge (arcane) +9, Spellcraft +9; Combat Casting, Improved Initiative.

Possessions: masterwork sickle, *potion of cure light wounds*.

Spells Known (6/7/4; base DC = 14 + spell level): 0 – *arcane mark*, *daze*, *ghost sound*, *ray of frost*, *read magic*, *resistance*; 1st – *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *Melf's acid arrow*.

APL 6 (EL 10)

➤ **Half-Fiend:** Male half-fiend/half-human Sor6; CR 8; Medium-size outsider; HD 6d4+21; hp 40; Init +9; Spd 30 ft., Fly 30 ft. (average); AC 16 (touch 15, flat-footed 11); Atk +7 melee (1d6+4, bite) and +2 melee (1d4+2, 2 claws) or +8 melee (1d6+4, sickle) or +8 ranged (1d8/19-20, light crossbow); SA Spells, *darkness* (3/day), *desecrate* (1/day), *unholy blight* (1/day); SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +5, Ref +7, Will +5; Str 18, Dex 20, Con 16, Int 15, Wis 10, Cha 18.

Skills and Feats: Alchemy +11, Concentration +12, Knowledge (arcane) +11, Spellcraft +11; Combat Casting, Improved Initiative, Toughness.

Possessions: masterwork sickle, *potion of cure light wounds*.

Spells Known (6/7/6/4; base DC = 14 + spell level): 0 – *arcane mark*, *daze*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *color spray*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *Melf's acid arrow*, *shatter*; 3rd – *flame arrow*.

➤ **Bugbears (4):** Male bugbear Ftr2; CR 4; Medium-size humanoid (goblinoid); HD 3d8+2d10+10; hp 40 each; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +7 melee (1d8+2, morningstar) or +6 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +5, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2, Hide +3, Jump +4, Listen +3, Move Silently +4, Spot +3; Alertness, Cleave, Power Attack, Weapon Focus (morningstar).

Possessions: chain shirt, morningstar, small steel

shield.

APL 8 (EL 12)

➤ **Half-Fiend:** Male half-fiend/half-human Sor8; CR 10; Medium-size outsider; HD 8d4+27; hp 52; Init +9; Spd 30 ft., Fly 30 ft. (average); AC 16 (touch 15, flat-footed 11); Atk +8 melee (1d6+4, bite) and +3 melee (1d4+2, 2 claws) or +9 melee (1d6+4, sickle) or +9 ranged (1d8/19-20, light crossbow); SA Spells, *darkness* (3/day), *desecrate* (1/day), *unholy blight* (1/day), *poison* (3/day); SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL LE; SV Fort +5, Ref +7, Will +6; Str 18, Dex 20, Con 16, Int 15, Wis 10, Cha 19.

Skills and Feats: Alchemy +13, Concentration +14, Knowledge (arcane) +13, Spellcraft +13; Combat Casting, Improved Initiative, Toughness.

Possessions: masterwork sickle, *potion of cure light wounds*, *scroll of mage armor*, *scroll of dispel magic*.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *cause fear*, *color spray*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *Melf's acid arrow*, *mirror image*, *shatter*; 3rd – *flame arrow*, *hold person*; 4th – *contagion*.

➤ **Bugbears (4):** Male bugbear Ftr4; CR 6; Medium-size humanoid (goblinoid); HD 3d8+4d10+14; hp 56 each; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +10 melee (1d8+3, morningstar) or +9 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Hide +3, Jump +7, Listen +3, Move Silently +4, Spot +3; Alertness, Cleave, Improved Bull Rush, Power Attack, Sunder, Weapon Focus (morningstar).

Possessions: chain shirt, morningstar, small steel shield.

APL 4

➤ **Faceless Ones Thieves (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1/18-20, rapier) or +3 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Disable Device +7, Disguise +4, Hide +7, Listen +5, Move Silently +7, Open Locks +7, Search +7, Spot +5, Tumble +7, Use

Magic Device +4; Dodge, Improved Initiative.

Possessions: 20 arrows, leather armor, composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools.

APL 6

➤ **Faceless Ones Thieves (2):** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+5; hp 27 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+1/18-20, rapier) or +7 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Disable Device +10, Disguise +7, Hide +11, Listen +10, Move Silently +11, Open Locks +11, Search +10, Spot +10, Tumble +11, Use Magic Device +7; Alertness, Dodge, Improved Initiative.

Possessions: 20 arrows, leather armor, masterwork composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools.

APL 8

➤ **Faceless Ones Thieves (2):** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +6 melee (1d6+1/18-20, rapier) or +8 ranged (1d6/x3, composite shortbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Disable Device +11, Disguise +8, Hide +12, Listen +11, Move Silently +12, Open Locks +12, Search +11, Spot +11, Tumble +12, Use Magic Device +8; Alertness, Dodge, Improved Initiative, Mobility.

Possessions: 20 arrows, leather armor, masterwork composite shortbow, masterwork rapier, 50 ft. silk rope, thieves' tools.

PLAYER HANDOUT 1

To my gallant adventurers

I hope that this message has reached the appropriate persons. I have ominous news that may be of interest to your search. A number of disturbances have occurred in our town. We request your presence to aid us in determining the cause of these events and help rid this town of whatever it is that is plaguing it. Please travel with great swiftness as time is of the essence and we can ill afford further delay in matters of such great magnitude.

*Humbly yours
Redrick Rothburn*

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—daze, ray of frost, read magic; 1st—mage armor, sleep.

Spellbook: 0—all of them; 1st—charm person, mage armor, magic missile, sleep, summon monster I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—detect poison, guidance, read magic; 1st—bless, protection from evil*, shield of faith.

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

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.