

BIS5-IS3

Words of Wisdom

A One-Round D&D LIVING GREYHAWK[®] Bissel Regional Introductory Adventure

Version 1.0

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Every year the Nightwatch hosts Remembrance Day in honor of those who made sacrifices in the service of the March. But in times like these, when new heroes are made every day, who knows what people will have left to remember for next year? An introductory LG adventure set in the March of Bissel.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at rshah21@delic.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

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

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

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

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

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

INTRODUCTORY ADVENTURES

Welcome to Living Greyhawk and the March of Bissel. This document is an introductory adventure designed to introduce characters and players to Living Greyhawk in general and the Bissel campaign in particular. As such, it can only be played by 1st level characters. Higher level characters must play standard regional, meta-regional, or core adventures. This adventure is only playable at APL 2.

TIME UNITS AND UPKEEP

This is a standard one-round introductory Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Fifteen years ago Evard the Necromancer led the Insurrection, an attempt to arrest control of the March of Bissel. Though the coup failed, many of the evil items of power used by Evard would not be put to rest so easily.

One such artifact, the *Iron Bone*, was used during an assault on the city of Truelight. The rod, said to have powers over the dead, gave Evard's undead army near limitless power. If it were not for the noble sacrifice of six brave heroes, Truelight surely would have been overtaken.

Fifteen years later, the city of Truelight honors its heroes that fell during both the Insurrection and Evard's recent return. The bards recount the stories and the Nightwatch, whose members sponsor and lead these memorials, recall their founding.

The *Iron Bone*, its powers supposedly contained, has slowly been awakening. Sealed away with one of the heroes, the rod has slowly corrupted him, granting him undeath so that the artifact's purpose can be fulfilled.

ADVENTURE SUMMARY

The PCs are in Truelight to observe Remembrance Day, a holiday in the Barony of Nightwatch in Bissel. During this annual event the survivors of the war against Evard gather to remember the fallen.

During the ceremony, chaos breaks out as undead swarm out of the cemetery and into the streets. The PCs are forced to act quickly to save the life of a young woman.

The father of the young woman, the cemetery's groundskeeper, is also missing and it is feared that he returned to his house within the walls. The Nightwatch cannot spare a soul to go looking for Hegard, so they ask the PCs to help.

Inside the Mausoleum, the PCs find the true cause of the horror plaguing the city where they can put an end to it and become true heroes to the people of Truelight.

This year in Truelight, the stories will have a new ending. Will it end with Truelight's destruction, or will the city have new heroes to honor?

Introduction: The Waiting Game

The PCs enter Truelight. During the long wait, they become familiar with the strict laws of the Barony and are introduced to the Nightwatch.

Encounter 1: A Day to Remember

The Remembrance Day ceremony takes place. The PCs learn some of Bissel's history regarding Evard, the Necromantic Insurrection, and the Barony of Nightwatch.

Encounter 2: Time for Action

Undead erupt from the cemetery and the PCs must intervene to save the life of a young woman, Maelina Aerist.

Encounter 3: The Aerist House

The PCs explore the home of the Aerist family.

Encounter 4: The Mausoleum

The PCs explore the Truelight mausoleum. They deal with the undead lurking there and with the Iron Bone. They also have a chance to rescue Hegard Aerist.

Conclusion A

The PCs fail to unlock the riddle of the Iron Bone. They return with the information they have collected and report to the Baron.

Conclusion B

The PCs solve the riddle of the Iron Bone. They learn the secrets of Inselda's assistant. They then return with the information they have collected and report to the Baron.

INTRODUCTION: THE WAITING GAME

Today is Remembrance Day, when the Baron of Nightwatch hosts a celebration of somber reflection meant to honor the heroes that have kept the March safe from Evard since the days of the Insurrection. Of all the ceremonies, the grandest occurs at the baronial capital of Truelight at the steps of the Temple of Pelor.

Though you arrived just before dawn, you have spent the last two hours standing in line at the city gates. The early summer morning is cooler than usual thanks to recent rain and overcast skies. A guard patrol has slowly been making its way up the line, ignoring many, but sending others to a second line that leads to an unremarkable tent.

By the time the patrol makes its way to you, all the sergeant says is a gruff, "You <number of characters at the table>, over 'ere," as he points towards the tent.

If the PCs can succeed at a Sense Motive check (DC 10) they can tell that the sergeant has grown tired of this routine. He expects them to cooperate without question.

Should anyone voice dissent or ignore his order, the sergeant will become more abrasive with them:

"I said get in that line and don' give me any of yer attitude!"

If the PC still refuses, give them one last chance. The PCs can ask the sergeant to show some manners all they want, but he really isn't entitled to give them any. This is the best he'll do:

The sergeant sighs and sizes you up for a moment. "Look, with the war going on, we've been a little on edge. We've got men that can snuff out our life or raise an army of undead with a wave of their hand trying to do us in. It makes a fellow a bit paranoid. If you want to get in, you've got to follow the rules. So, can you help me out here?"

Unrelenting PCs will not be allowed into the city of Truelight.

Once all PCs have either agreed to stand in the other line, proceed with this:

As you make your way to the back of the other line leading towards the tent, you notice that all the people in this line are those that have taken up a life of adventure. The line winds all the way down the side of the hill along the brook that runs parallel to the main road into town. It appears as though you are in for another long wait.

At this point the PCs have time to make their introductions. Once they have finished, continue:

An hour later, you finally make it to the front of the line and are ushered into the tent. Inside you find three people seated at a table. Each of them wears a simple tabard emblazoned with the arms of Bissel, above which is a stylized owl's head.

Give the players Player Handout 1 - Symbol of the Nightwatch. Citizens of Bissel can roll a Knowledge (local - Sheldomar Valley Metaregion) check (DC 10) to know that the men are wearing the insignia of the Nightwatch.

The three introduce themselves as members of the Nightwatch, a group of magic-using Bisselites charged with policing the use of magic within the borders of the March.

After casting a few spells, the Nightwatch agents carefully look over the group. They then ask you many of the same questions that the guards did. At the end of the interview they inform you that all of your weapons are to be peace-bonded before entering the city, and that all spell component pouches are to be searched and any material components for Necromancy spells will be confiscated.

If the PCs succeed at Spellcraft checks (DC 16), they can identify either of the spells being cast as *detect evil* and *detect magic*.

A peace-bonded weapon requires a full-round action to make ready.

Anyone who wishes to hide a weapon or spell component pouch from the Nightwatch should make a Sleight of Hand check opposed by the Search check of the Nightwatch agent. The searching NPC gets a +4 circumstance bonus to his check as it is easier to spot a hidden item than to hide one.

Anyone who refuses to peace-bind all their weapons (padded sacks will be tied around the heads of weapons that do not sheath easily) and spellcasters who refuse to

turn over their spell component pouches for inspection will be denied entrance into the city.

Once that bit of bureaucracy is taken care of, continue with this:

Finally you are cleared by the Nightwatch to enter the city when those dreadful words are uttered: "Well, I guess you can all get back in line at the gates".

Another few hours pass, and dawn has given way to high sun. Even once you make your way into the city there is a wait for everything. Famished, you finally get something to eat, but by this time it is late in the afternoon. You manage to find a spot near the cemetery wall that affords you a decent though not perfect view of the hill upon which stands the Temple of Pelor.

Once the PCs have successfully entered the town of Truelight, continue on with Encounter 1.

All APLs

🦉 **Nightwatch, Divine Watcher:** Male human Clr3 (Diplomacy +8, Intimidate +4); AL LG; hp 18.

🦉 **Nightwatch Agents:** Male human Clr1 (Spot +6, Search +3); AL LG; hp 6.

ENCOUNTER 1: A DAY TO REMEMBER

The temple bells ring, turning everyone's attention to the top of the hill. Two men step forward from the congregation gathered at the temple doors. One is dressed in resplendent vestments with gold embroidery glistening in the sunlight. A finely-crafted ornamental mace hangs at his side. The staff he carries is topped with a large disk, carved in the shape of a sunburst and face - the holy symbol of Pelor.

The man standing next to him wears the same Nightwatch uniform you've seen all around the city. His belt holds both a sword and a ring of dozens of keys of all shapes and sizes.

A third man, of obvious noble bearing and dressed in well-polished full plate armor steps through the crowd carrying a battle standard.

If the PCs can succeed on a Knowledge (religion) (DC 15), Knowledge (local - Sheldomar Valley Metaregion) (DC 18), or Bardic Knowledge check (DC 20) they can identify the first individual as Andrin Hissler, the Archpriest of Pelor in Bissel.

If the PCs can succeed on a Knowledge (nobility and royalty) (DC 15), Knowledge (local – Sheldomar Valley Metaregion) (DC 18), or Bardic Knowledge check (DC 20) they can identify the second individual as Rován Burncroft, who is also known as the Keeper of Keys. He is one of the founding members of the Nightwatch, and one of the very few who possess no known magical ability - normally a requirement to join the organization.

If the PCs can succeed on a Knowledge (nobility and royalty) (DC 15), Knowledge (local – Sheldomar Valley Metaregion) (DC 18), or Bardic Knowledge check (DC 20) they can identify the third individual as Baron Argwen Helinaut, the ruler of the Barony of Nightwatch. Baron Helinaut is a brave warrior that converted to the worship of Pelor after the horrors of the Insurrection.

Furthermore, If the PCs can succeed on a Knowledge (history) (DC 15), Knowledge (local – Sheldomar Valley Metaregion) (DC 18), or Bardic Knowledge check (DC 20) they can identify the symbol on the standard as the old crest of the Barony of Wynith, which was renamed Nightwatch after the Insurrection.

A young squire moves to meet the nobleman and takes the standard from him. The noble then looks up to the temple and raises his arms to the sky. The late day sun is just barely touching the top of the temple.

“Sun Father, bless us this day as you blessed us fifteen years ago and every day since. Lead us as we honor those whom you helped lead in our hour of need. Accept me as your humble servant as you accepted me that day when I prayed to you...”

“Lord Pelor, Bringer of Life, the Light of Oerth, grant me the strength to lead my people in these dark times for we have lost our way. We are blinded by our folly.”

“Day after day the horrors of the Necromancer would visit us. They would blight our crops, raze our villages, and then turn our dead against us. Every day our fortunes waned until this day fifteen years ago when this hill, Kellsgrove Hill, would become the place where Wynith would see its greatest day... and its last.”

“As the sun set beyond the hill, the hordes came for us. Though we fought valiantly, we cannot forget the six heroes of Truelight, without whom we would have fallen.”

Pause reverently in between each name.

Dein Gerich... Razmi Al-Hastoori... Elsabet Leig... Alfden Moorwick... Moreland Hansil... Shulla an-Dour...

“They gave their lives to stop the necromancers and the evil they would bring. They contained them and thus turned the tide of battle.”

“Though they never saw the light of day again, it is thanks to them that some of us on that hill did.”

At this time the noble walks up the hill to take his place by the side of the priest.

“But let us not forget those who fought and died on the hill that day...”

With that, the man in the Nightwatch uniform is handed a scroll from the by the priest of Pelor. He begins to read names one by one from it. Several hundred are read, and by the time he has finished the last remnants of the day are a rosy line on the horizon.

After he is finished the priest speaks: “Every year our battle against the forces of evil adds many names to the list of those who have given their lives for the March. I welcome those who would wish to remember them to come up here and be heard.”

With that, several people begin to form a line leading up to the temple. As each person reaches the temple, they eulogize someone who has died in the war against the Necromancer.

Give the players a chance to eulogize someone if they wish. This is a good time for the more experienced players to fondly remember old characters that may have been lost.

Once they are done, continue with Encounter 2.

ENCOUNTER TWO: TIME FOR ACTION

As the last of those paying tribute to the fallen begin to leave the stage, a trio of bards begins singing a slow, mournful dirge. Night falls, casting a somber shadow over the proceedings.

What sounds like a peal of thunder sends everyone’s attention skyward. A moment later, screams erupt and chaos ensues as people try to flee, trampling over stranger and friend alike. As you strain to see what is happening, you watch in horror as a number of undead abominations climb over the cemetery wall and onto the street.

Within moments the panicked crowd flees from the terrors, but a young girl isn't so lucky. Tripped and trampled her barely conscious form lies only yards from several rampaging skeletons.

Please refer to DM Aid – Map #3 – The Cemetery Wall.

All APLs (EL 2)

🦴 **Human Warrior Skeletons (6):** hp 6 each; see *Monster Manual* page 226.

🦴 **Maelina Aerist:** Female human Com 1; hp 2 (currently 0).

Preparations: Place Maelina about 15 feet from the skeletons - she is currently disabled and prone. The skeletons should be placed about 30 feet or so from the majority of the PCs.

Tactics: The act of climbing over the fence constitutes the skeletons' surprise round action. If the skeletons act before the PCs can cut them off, the skeletons will walk up to Maelina and attack. A hit will send Maelina into a dying state. Once she is dying, the skeletons will move on to the next closest target, charging if possible.

Treasure:

APL 2: L: 34 gp; C: 0 gp; M: 0 gp.

Once the undead are dispatched, continue with this:

A number of clerics and Nightwatch agents step forward from the panicked crowd. Their voices are a jumbled cacophony of chants, prayers, and arcane syllables – but their meaning becomes very clear as the street erupts with divine light and magical fire.. When your vision clears, the undead have been reduced to smoldering piles of ash, and all that is left is the crowd, - left to wonder how a group of such abominations could strike so close to home without warning.

Assuming Maelina survives and someone heals her, she will thank her rescuers, but then become very concerned:

“My father... please heroes tell me... is Father all right? He was inside before those things emerged.” She points to a two-story stone house on the other side of the cemetery gates. “You must... help.” Tears start to freely flow down her face. She buries her head in her hands and begins to sob, her straw-like locks bouncing loosely.

Once the PCs have figured out what they are doing next, continue with this:

As you make ready to leave the scene, three people, all attired in the uniform of the Nightwatch come walking up to you. Their tunics bear many rips and their hands and faces welts and scratches. The one in the middle has a deeper wound in his side and he requires the assistance of his two comrades.

Should one of the PCs try to administer any healing, the man will raise his hand to ask them to stop. The other two will hesitate for the moment before one of them speaks.

“Friends, save your healing for those who still have some fight left in them. We are simply gathering the wounded to bring them to the temple. We will take young Maelina off your hands now; her father must be looking for her.”

If Maelina did not survive the battle read the following:

The man looks over at the body of the young girl and gasps. With some help, he leans over her and hold her face in his hands.

“Young Maelina, why does this have to happen to one so young? My friends, I thank you for your efforts to help Maelina, but perhaps it is not too late to save her father. Hegard would have probably gone back into his house to try and protect his daughter.”

If someone mentions Hegard (due to Maelina's pleas or their own comments), the Watchers will hint that the PCs should investigate:

A sad look crosses the face of the man in the middle. You can tell by the respect and deference shown by the other two that he is their superior - and a well-liked one at that. “Our orders are to hold the perimeter of the cemetery. The Aerist house lies within. No one would be sent in until it is far too late. I could not dream of sending another into danger when I cannot go myself, but Hegard is a good friend of mine...”

Pride prevents him from finishing his request, but he hopes the PCs get the gist of what he is saying.

Once the PCs agree to investigate the Aerist home, continue with this:

With his mind a little more at ease, he motions for his comrades to pick up Maelina and they walk away together.

Continue with Encounter 3.

All APLs

☛ **Divine Watcher Narden Wallis:** Male human
Ftr 2/Clr 3; hp 31 (currently 0).

☛ **Watcher Tinneus Barret:** Male human Clr 3;
hp 21 (currently 15).

☛ **Watcher Haeli Corston:** Female human Wiz 3;
hp 13 (currently 8).

ENCOUNTER THREE: THE AERIST HOUSE

As most people in Truelight know, Hegard Aerist has been the caretaker of the cemetery for over twenty years.

What most people do not realize is that Hegard studied as a wizard in his youth. He moved to Truelight to put that all behind him when he met his wife, Inselda. Inselda was an architect and engineer. Among her more notable projects were their house, the cemetery walls, and the town mausoleum - though the last project was left unfinished due to her untimely death. The mausoleum was instead finished by her assistant, Talascus Blanock.

Though Hegard was not cut out for the life of a wizard, he never forgot his skills. His curiosity and his fear of necromancy led him to dabble every so often to “keep an eye on things”. Over the past two weeks, he had noticed an increase in magical energy radiating from the mausoleum, but he did not report it to anyone for fear that his secret would be exposed and he would be taken from his daughter.

Please refer to DM Aid – Map #1 – The Aerist House.

The walls and doors of the Aerist house share the following characteristics:

☛ **Wooden Doors:** 1½ in. thick; hardness 5; hp 15; AC 5; Break DC 18.

☛ **Masonry Walls:** 12 in. thick; hardness 8; hp 90; AC 5; Break DC 35.

Location A - Foyer

As you open the front door to the Aerist house, you are greeted by a large open foyer. This 20 foot square room is covered from floor to ceiling in white marble. A pair of staircases leads to a balcony overlooking the room. At the far wall is a fireplace over which a life-sized portrait of a beautiful Baklunish woman with long dark hair wearing a purple and blue dress in a seated pose. Her left hand

is crossed over her right, showing off a gold ring with a sizable diamond. Hanging in the center of the room, a decorative chandelier casts off light to every corner.

Location B - Sitting Room

Off to the east of the foyer is a sitting room. Several chairs and a couch are placed around an ornate rug that lies in the center of the room.

Location C - Dining Room

A large oak table stands at the center of the dining room, nearly filling it. A few tapestries depicting tranquil woodland scenes hang on the walls. Though the fireplace has been cleaned, a hint of burnt hickory tickles your nose.

Location D - Kitchen

Contrary to all the other rooms of the house, the kitchen emphasizes functionality over form. This long, narrow kitchen has a fireplace at one end, several shelves full of food and a long wooden table. Everything is neat here and the scents of a recently cooked meal still linger in the air.

The door in the northern section of the west wall leads to a staircase that descends into the basement. (Location B on DM Aid – Map #2 – The Mausoleum). If the PCs proceed this way, continue with Encounter 4.

Location E - Study

Off the sitting room, you come to a small study about half the size of the former room. A simple cherry desk has three books standing on end. A few more tomes are neatly stacked in a bookshelf on the far wall. The candles in the room are new.

Characters who study the books will find them to be of a variety of mundane topics from gardening to carpentry and painting. There is even a Pelorite liturgical text among the books on the shelf.

The northern section of the east wall contains a secret door that leads into another study (Location F). If the PCs can succeed on a Search check (DC 20) they can find this door.

Location F - Secret Study

With a firm push, the secret door grinds open revealing another study the same size as the last. The desk in this room is older and in much worse condition than all the rest of the furniture in this place. An old balance and a sextant lie on the desk. A spiral staircase leads to the upper floor.

This room holds a few remnants of Hegard's wizardly career. If someone searches the draws all they will find is an odd assortment of knickknacks, but a successful Knowledge (arcana) check (DC 15) will recognize that these items are among those typically found in a spell component pouch. The bottom drawer contains two flasks of holy water stamped with the symbol of Pelor and three potions of cure light wounds.

Treasure:

APL 2: L: 4 gp; C: 0 gp; M: potion of cure light wounds x3 (4 gp each).

Location G - Studio

This large room contains a desk with many drawing tools. A pair of bookshelves stocked full of books flank the desk. An open book is set on a table along the north wall. A half finished architectural drawing is set up on an easel. The entire room is coated in a layer of dust - its contents haven't been disturbed in some time.

If someone looks at the drawing on the easel, give them Player Handout 2 - Mausoleum Map.

The architectural tools in this room are functional but in no way remarkable. The only thing of interest is a secret compartment in the desk. On a successful Search check (DC 20) someone searching the desk will find the secret compartment and the letter that Inselda had been saving inside. If they find it, give them Player Handout 3 - Letter to Inselda Aerist. Anyone making a successful Knowledge (local - Sheldomar Valley Metaregion) or Bardic Knowledge check (DC 15) will recognize the seal as belonging to the magical college of the Guild of the Arcane Path in Sareden. Any PC who has participated in BIS5-IS2: A Day at the GAP will recognize both the seal and the name of Professor Sal'lasterious Ugumondil.

Location H - Master Bedroom

The master bedroom contains a large bed on the west wall, opposite a large armoire. Like the dining room, the floors are a polished hardwood. An area rug sits between the bed and dresser.

There is nothing else in this room other than simple men's clothing in the armoire.

Location I - Bedroom

A smaller bedroom contains a single bed. A chest lies at the foot of the bed. Next to the chest is a pair of ladies' slippers. A dulcimer sits in a corner of the room.

A search of the chest will turn up several outfits for a woman.

Location J - Secret Observatory

Ascending the stairs you arrive at another simple room. The only things currently here are a brazier in the northeast corner, a telescope perched on a tripod set upon a wooden pallet, and an open journal perched on a mahogany stand. The single window in this room where the telescope is set looks out over the cemetery.

If a PC looks out the telescope at the cemetery, they will notice that there are signs of recent battle, but that it is quiet at the moment. If the PC looking through the telescope makes a Spot check (DC 20), they will notice the body of a man trapped under some fallen pillars. This is the paladin described in Location A of Encounter 4.

If someone looks at the journal give them Player Handout 4 - Journal of Hegard Aerist.

ENCOUNTER FOUR: THE MAUSOLEUM

The Truelight Mausoleum was Inselda Aerist's most ambitious project and ultimately the one that lead to her death. She envisioned her project as a grand palace for the city's heroes.

Please refer to DM Aid - Map #2 - The Mausoleum.

The walls and doors share the following characteristics:

❖ **Reinforced Wooden Doors:** 2 in. thick; hardness 5; hp 40; AC 5; Break DC 33.

❖ **Superior Masonry Walls:** 18 in. thick; hardness 8; hp 135; AC 5; Break DC 35.

If the PCs go to find the outside entrance, they will find their path blocked. As the undead poured forth, they brought part of the structure down with them:

Location A - The Mausoleum Entrance

You find the entryway to the mausoleum blocked. Some of the stone pillars lining the path have been toppled, the gates lies in ruins, and even a few trees have been uprooted. With no windows in, you will have to find some other way to enter.

The only other entrance that is useable at this time is the breach in the basement of the Aerist house.

If the PCs succeed at a Spot (DC 15) or Search (DC 10) check, they notice the broken body of a man trapped

under one of the broken pillars. The warrior bears a silver holy symbol of Pelor and wears a suit of chainmail. A Heal check (DC 10) will reveal that the pillars are what killed him and that he died less than an hour ago.

If someone moves the pillars they will find a masterwork long sword that used to belong to the deceased paladin.

Treasure:

APL 2: L: 40 gp; C: 0 gp; M: 0 gp.

Location B – Breach in the Walls

As the PCs enter through the breach, continue with the following:

You take the first few tentative steps into the mausoleum. Your light flickers off the mineral specks embedded within the solid granite blocks that form the walls. Carved frescoes depicting scenes of the battle line the walls.

Location C – Trap and Well-Traveled Path

The halls here are fairly clean but the dirt floors have been heavily traveled recently. Anyone with the Track feat looking for signs of Hegard's passing can notice a set of boot prints amongst the skeletal tracks on a successful Survival check (DC 15). The tracks lead out the main hallway to a razor-wire trap at Location C.

The trap was placed across the archway by Hegard Aerist to trip up any non-intelligent undead if they were ever raised from their graves. What he did not count on was an intelligent undead being created that would lead them through breaches in the mausoleum's structure.

The boot prints end at the trap, but there is evidence that someone was dragged away here. Even those that did not notice Hegard's prints before can find the drag marks on a successful Search or Survival check (DC 10). A second set of prints can be picked up, but they have been covered over by the dragging, so finding them requires a Survival check (DC 20) by someone with the Track feat. The tracks are the slender humanoid feet of Inselda Aerist, now the ghoul prowling the mausoleum.

All APLs (EL 1)

🔪 **Razor-Wire across Hallway:** mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.

The trap had been tripped before, but Inselda knew where Hegard kept the extra strings (in a hollow in the wall) and rebuilt the trap. The PCs can find some extra

strings by succeeding on a Search check (DC 20) in the general area of the trap.

Treasure:

APL 2: L: 22 gp; C: 0 gp; M: 0 gp.

The nineteen wall sections in between the crypt chambers bear bronze and marble plaques each bearing an inscription memorializing the heroes buried within. A final plaque is hung the end of the hallway that leads into the Hall of The Most Revered. The numbers on the map correspond with the locations of the inscriptions listed in *Player's Handout 5 - Memorial Plaques*. Etched into the bottom part of the frame of each plaque is a dedication date. Plaque #1 has their earliest date and they proceed in ascending order as numbered with plaque #20 being the last to be added.. You should read these inscriptions aloud until such time as the PCs indicate that they are taking the time to record all of them. Once they do, you can just give them the handout in order to speed things up.

Location D – Ambush

As the PCs round the corner from the first hallway to the second, they will pass by the room where Inselda Aerist is lurking. The power of the *Iron Bone* has transformed her into a ghoul, turning her determination in life into an unholy hunger for flesh. Inselda has been hunting dire rats and the leftovers from her hunt have drawn a small pack of giant centipedes looking for carrion. They have formed a symbiotic relationship, assisting each other in the hunt. As the players pass the entrance of this room, read the following:

As you round the corner the smell of carrion assaults your nose. In the burial chamber directly across from you, you see six giant insects feasting on the corpses of some of the denizen of these tombs. They begin clicking their mandibles excitedly as you round the corner.

Please refer to DM Aid – Map #4 – Ghoul Ambush.

All APLs (EL 4)

👹 **Ghoul:** hp 13; see *Monster Manual* page 119.

👹 **Medium Monstrous Centipedes (6):** hp 4 each; see *Monster Manual* page 287.

Tactics: The ghoul is hiding around the corner of the burial chamber marked as Location D, using the centipedes as a diversion. As each PC enters or passes by the room, secretly make a Spot check (DC 16). If the check succeeds, inform the player that their character notices something hiding in the room. The ghoul is hoping someone will enter the room. If the PC entering

the room does not spot the ghoul, the PC will be considered flat-footed against the ghoul's first round of action. On her turn, she will step out from behind the door, looking to make a full attack against a flat-footed opponent. If everyone ignores the room, the ghoul will try to sneak up an attack one of the PCs at the back of the group. The PCs can make Listen checks (DC 16) modified by the distance each PC is from the doorway. If no one notices, she will charge down the hall during the surprise round. The centipedes will follow on their action.

A centipede attacking a PC on the ground while it is within a sarcophagus is entitled to a bonus for higher ground. Moving from the sarcophagus to the sarcophagus requires 10 feet (2 squares) of movement.

When the last opponent is defeated, read the following:

As the last of your foes fall, your attention is fixed on the ghoul. Though its features are no longer recognizable and its clothing is tattered and dirty, there is no mistaking it. The indigo and lavender dress that loosely frames the ghoul is the same style as the one that you saw in the painting of Inselda Aerist that hung above the mantle in the Aerist house.

The only other remarkable item on her is a tarnished gold and diamond ring worth 250 gp. If any of the PCs remove the ring to examine it, their suspicions will surely be confirmed:

The inside of the band is still intact, and the inscription can clearly be read:

To My Dearest Inselda. With Love – Hegard.

Location E – Inselda's Grave

The corridor turns to your left once more, and less than twenty feet ahead of you is a large pit, ten feet wide, ten feet long, and ten feet deep. Only an inch-wide length of rope, fastened at both ends by iron spikes, crosses the pit that lies between you and the iron door at the far end. The remnants of a rope bridge lie in the pit below.

Inselda Aerist, the original architect of the mausoleum was killed at this very spot when the ground beneath her collapsed into a sinkhole. Her assistant carried on the work, but had the sinkhole dug out into the chamber that is there now. Her grave, now unoccupied, lies in this chamber.

A rope bridge was built to span the pit, but it was trapped so that it could drop away, protecting the

treasures of The Most Revered from looters and invaders. The deathlock had triggered the trap and fell into the pit, but its abilities allowed it to survive and escape. The rope bridge covers the grave below, but anyone in the pit can move the bridge.

There are several ways to cross the pit, but any method is difficult at best. There is not sufficient room for a running start, so jumping across would require a Jump check (DC 20). One could also attempt to walk along the rope, but doing so requires a Balance check (DC 20). It is possible to climb or jump down the near side of the pit and up the far wall, but climbing either wall requires a Climb check (DC 20). Additionally, a PC can hang from the rope and move across with his hands; doing this requires a Strength check (DC 15) to cross and a Climb check (DC 15) to pull himself up the opposite ledge. In the case of anything but a jump check, failure by less than 5 means the character does not move that round. Failure by 5 or more indicates a fall resulting in 1d6 points of damage. A Jump check failed by less than 5 means the character is within arms' reach of the far ledge. Catching the ledge requires a Reflex saving throw (DC 15) which would then be followed by a Climb check (DC 15) for that PC to pull himself up. Failing the Jump check by 5 or more means the character comes up way short and falls. These DC can be modified for any situations, tool, or plans the PCs come up with; use your discretion.

Anyone viewing the pit from above might notice a human hand partially concealed by the bridge on a successful Spot check (DC 15). At the bottom of the pit, the check is easier (DC 10) due to the decreased distance and the better angle they have.

If anyone moves the rope bridge, describe what they find:

As you heave the broken bridge aside, you make a grim discovery. Inside a recently dug out grave, the body of Hegard Aerist lies here. His arm is broken, twisted at an odd angle, the ring finger of his left hand has been severed, there is a large bruise on his forehead, and his feet have been lacerated at the ankles, coating his shoes with so much blood that they are soaked through. Though toppled over and cracked, you can see the inscription on the headstone: 'Inselda Aerist, 553 – 581'.

If someone checks the body, a successful Heal check (DC 15) will reveal that in actuality, Hegard barely clings to life.

All APLs

☛ **Hegard Aerist:** Male human Wiz (Div) 3; hp 10 (currently -8 and stable).

As you check one last time for vital signs, your efforts are rewarded with a cough that brings up some blood. Surprised and perhaps a bit disgusted for a moment, you wipe the blood off your arm and continue to attend to Hegard. His breath is very shallow though he appears stable.

When Hegard entered into the mausoleum, he unexpectedly encountered his wife transformed into a ghoul. He momentarily lost himself and when he tried to approach his late wife, he was tripped up by his own trap. The fall broke his arm and caused the injury to his head. His wife, still clinging to some of the memories of life, decided that Hegard was a morsel worth saving and savoring. She only ate the finger that still held his wedding band and then dumped his battered body into the pit where she placed him in her own grave. Luckily, Hegard stabilized, but he will not survive the night one way or another.

It will be tricky to get Hegard out alive in his condition, as another fall will surely be fatal. The party will have to do something to get him out, since he will not survive long enough for someone else to come in and get him.

If the PCs search Hegard they will find two more potions of cure light wounds that he has not yet used. The players can certainly use them to help Hegard.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* x2 (4 gp each).

Location F – Hall of the Most Revered

The door leading the room of The Most Revered is the only door in the entire mausoleum that is currently closed. The deathlock has rearmed the trap on the door.

Crossing the pit you find yourself standing on a ledge only 10 feet wide and 15 feet long in front of an iron door. A large owl is carved in bas-relief into the door. Its eyes are opened wide as if guarding the hall, watching every movement, watching... you. Its talons are outstretched as though ready to swoop down and snatch up any who dare to defile this tomb.

The tomb door has the following characteristics:

☛ **Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

The door opens into the room and is trapped. As the PC opens the door, the chain mechanism will pull the door open wide and activate the tripping chain trap that will target that PC.

Once the PCs enter the room, continue with this:

As you open the door, your eyes sweep over the regally decorated room. The moldings are adorned with fine gold filigree. Rather than native stone, the sarcophagi here are carved from expensive green marble that must have been imported from some far away land. You admire the blue silk cushions that line the sarcophagus to your right, but only long enough to realize that it lies open. From the opposite doorway, two narrow points of red light, the eyes of some desiccated undead creature are glaring at you. Though he is wearing the garb of a Bissel officer, he is most assuredly not on your side. He raises his arms and prepares for battle. A hulking, undead, reptilian humanoid with a javelin in its hand and a greatclub behind him stands guard.

A few days ago, a nightwatch patrol killed a troglodyte skulking around the mausoleum. The Iron Bone has since animated it.

Please refer to DM Aid – Map #5 – Hall of the Most Revered.

All APLs (EL 5)

☛ **Deathlock:** hp 19; see Appendix 1.

☛ **Troglodyte Zombie:** hp 29; see *Monster Manual* page 266.

☛ **Tripping Chain Trap:** mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Preparation: The deathlock has expended its two daily uses of its ghoul glyph ability (see Appendix Two) in this chamber. A PC entering the squares so marked on the map will be affected by the spell.

Tactics: The deathlock will try to incapacitate weaker foes by using its *magic missile* ability. Fighters are prime targets for its *cause fear* ability. Once all the targets are incapacitated in some way, it will use its *summon monster* ability to create attackers to finish off the PCs. It

loathes melee combat and will only resort to it if there is no other option. The troglodyte zombie will do the best it can to guard the deathlock, but its slow speed might hinder it. The zombie is under the command of the deathlock and will not charge up to attack unless ordered to do so by the deathlock or upon the deathlock's destruction.

When the deathlock is destroyed read the following:

As the final blow strikes home, the undead creature shudders for a moment and then falls to one knee. The whole time he does not take his hate-filled eyes off of you until the very moment the red light fades from them and he collapses to the ground.

Once the PCs dispatch the undead, continue with this:

The threat dispatched, you take a moment to survey the Hall of The Most Revered, the burial chamber of the six Heroes that saved the town of Truelight fifteen years ago at the cost of their own lives. Inside the open sarcophagus are a well-crafted breastplate and a gold holy symbol of Pelor that contains small diamonds in the eyes that appear to have been discarded by its occupant. At each end of the room is a stone plate that which delivers a cryptic message.

Show the players Player Handout 6 - Marker of The Most Revered.

None of the other sarcophagi contain anything particularly valuable; however, the plates in the floor have a hidden switch. The cache of goods under each plate was left here in case the mausoleum needed to be defended. Finding the switch requires a Search check (DC 20). Underneath each plate are three flasks of holy water, a *potion of lesser restoration*, two *potions of cure light wounds* and a *scroll of arcane lock*.

Treasure:

APL 2: L: 41 gp; C: 41 gp; M: *potion of lesser restoration* x2 (25 gp each), *potion of cure light wounds* x4 (4 gp each), *scroll of arcane lock* x2 (12 gp each).

Location G – The Iron Bone

You proceed through the already opened secret door and reach another chamber. In stark contrast with the rest of the mausoleum, the chamber appears to be hastily constructed. There is a cheap wooden desk up against the far wall. The walls are constructed of worked stone with two wooden supports holding up the ceiling. In between those

supports is the only part of the room that appears to be carefully crafted, a silver circle inlaid into the floor. At the center of the circle, suspended in midair, is a rod made to look like a femur made entirely of iron. The upper tip is glowing bright red, casting runes and words upon the floor and walls of the chamber. The right hand wall of the chamber once held a portcullis that connected to the sewers, but crumbling plaster has sealed that exit off.

The runes on the walls are incomprehensible. In order to read the words on the floor, a PC will have to move closer to the circle. Once someone does, give the players Player Handout 7 - The Mausoleum Puzzle.

If anyone inspects the desk, and succeeds at a Search check (DC 10), they will find a leather pouch containing 300 gp and a tattered old diary. Most of the pages have been ruined due to water or vermin, but one page is mostly intact. Give the players Player Handout 8 - Diary of Talascus Blanock.

At this point there is really only one thing to do - Someone should take hold of the Iron Bone and attempt to answer the riddle. If the person holding the bone gives an incorrect answer, the Iron Bone will flare up with negative energy. The PC must make a Fortitude saving throw (DC 18) or take 1 point of Strength damage. The player can stop trying to guess the answer at any time, and another player can grasp the artifact and try instead. If a PC's Strength is reduced to zero, that character is slain and then immediately transformed into a shadow that leaves through a gap in the plaster to terrorize the city.

If all the PCs give up on solving the riddle, continue with Conclusion A.

If the PC grasping the rod gives the correct answer to the riddle ("dreams"), continue with Conclusion B.

CONCLUSION A

In this case, the party does not solve the riddle. They return to town with what they have learned.

Try as you might, the riddle of the Iron Bone eludes you. What could this conundrum possibly mean? At your wits end, you have no choice but to leave this to others more skilled than yourselves.

You emerge into the streets of Truelight. Two of the Nightwatch members who helped Maelina earlier in the evening are waiting for you. Without as much as a word they escort you up Kellsgrove Hill to the steps of the Temple of Pelor. Ascending those

steps, you enter the hallowed halls where Baron Helinaut awaits your report.

Should anyone show the excerpt taken from Talascus' diary, the Baron will reach out for it. Continue with this:

Slowly the Baron reads the page. He takes in every word of it and every word weighs heavily upon him. As he takes the page away from his face, you can see his eyes glistening with unshed tears.

"This is very grave news you bring to me. Talascus Blanock was Inselda Aerist's assistant. Upon her death he had a hand in almost anything to do with rebuilding the city. The Mausoleum, the walls, this very temple, even my manor... and they are all compromised. Talascus left Truelight eight months ago to pursue other projects - or so we were told, but who knows what secrets he has left for us?"

"But you have brought us hope, and perhaps that is all we ever really needed. Now we can prepare for the worst, the inevitable day that may see this Barony brought yet again to the brink of destruction... But heroes like you have given me faith that someone will be ready to face that day and deliver us once again."

The Baron arranges a place in his manor for you to stay the evening. In the morning he helps see you off and before you leave he hands each of you a pouch of coins.

Each PC is given a pouch containing 125 gp.

"It is what little I can do right now but it will never be enough to repay you for all you have done. Nightwatch and its people will always be in your debt. Godspeed good heroes; hopefully our paths shall cross again."

The End

CONCLUSION B

In this case, the party solves the riddle. They are granted a vision, before returning to town with what they have learned.

As you speak the answer to the riddle, a surge of power radiates from the Iron Bone. A spark of magic dances between you and the artifact. A strange compulsion grabs a hold of you and you feel as though you are floating outside your body. You lift

the artifact from its resting place and suddenly you see someone else holding it.

Though he carries many of the features of a strong man, the small vestibule horns at the top of his head and steel gray skin betray his devilish heritage. He stands atop a great iron fortress surrounded among all types of hellish creatures. Undead of all sorts and sizes are laying siege to his castle, attacking the gates and climbing the walls.

With a word, he takes up the Iron Bone and its power surges forth in a great wave. It washes over the army of the dead and suddenly they turn against one another. The bones of many strange fiends rise up and join in pushing back the invaders. At the back of the army, a large demonic looking creature with a bloated body and tusked mouth shrieks in anger before he lifts off under the power of his enormous bat-like wings.

The next thing you see is back on the castle battlements and once again it is you who is there holding the Iron Bone. You feel the cold power of death coursing through your body yet you are not afraid. You feel in control as though you are death's master and the world would tremble at your feet if you gave into its awesome potential.

But somewhere in the back of your mind your conscience screams for you to resist, imploring you to fight the temptation at all costs. Then a low, powerful voice whispers to you. "Speak your wish and by my powers shall it be granted." You know that it is the Iron Bone that speaks to you, but what is your choice? Do you give into its powers or do you do something else? All you know is that you must do something while the choice is yours to make.

Ideally, the PC would ask the artifact to destroy or banish itself. If that is what happens, read the following:

"Too bad hero; we could have had so much power by working together," says the voice. Then suddenly the power playing between you and the artifact intensifies but then it begins the crumble, to rust in your very grasp. Soon it is gone, dust carried upon some unknown breeze and all is quiet once again.

If the PC asks for anything that would result in some amount of personal gain, even minor - even some way to defeat Evard or save Bissel - then he is succumbing to the temptation of the infernal artifact. He earns the Taint of the Iron Bone item on the Adventure Record. Read the following:

The Iron Bone's emanations of power start to grow even stronger until it begins to glow red-hot from the inside. A searing pain shoots up your arms, but you are not able to let go. The circle of power that you are standing in begins to melt and swirl beneath your feet. Suddenly a portal of fire and brimstone opens up beneath you, and though you scream, evil laughter is only sound you here before the Iron Bone is sucked into the gate. As quickly as it opened, it is gone. Examining your hand you find a strange rust-colored mark imprinted onto your palm.

Alternatively, the PC could simply choose to do nothing and put the rod down. In that case another PC can choose to pick it up, speak the answer to the riddle and make a decision or they can all just leave it alone.

Once the PCs decide to leave, continue with this:

You emerge once again onto the streets of Truelight where two of the Nightwatch members who helped Maelina earlier in the evening are waiting for you. Without so much as a word they escort you up Kellsgrove hill to the steps of the Temple. Ascending those steps you enter the hallowed halls where Baron Helinaut, Archpriest Hissler, and Rován Burncroft await your report.

Should anyone show the excerpt taken from Talascus' diary, the Baron will reach out for it. Continue with this:

Slowly the Baron reads the page. He takes in every word of it and every word weighs heavily upon him. As he takes the page away from his face, you can see his eyes glistening with unshed tears.

"This is very grave news you bring to me. Talascus Blanock was Inselda Aerist's assistant. Upon her death he had a hand in almost anything to do with rebuilding the city. The Mausoleum, the walls, this very temple, even my manor... and they are all compromised. Talascus left Truelight eight months ago to pursue other projects or so we were told, but who knows what secrets he has left for us?"

"But you have brought us hope, and perhaps that is all we ever really needed. Now we can prepare for the worst, the inevitable day that may see this Barony brought yet again to the brink of destruction... But heroes like you have given me faith that someone will be ready to face that day and deliver us once again."

The Baron arranges a place in his manor for you to stay the evening. In the morning he helps see you

off and before you leave he hands each of you a pouch of coins.

Each PC is given a pouch containing 125 gp.

"It is what little I can do right now but it will never be enough to repay you for all you have done. Nightwatch and its people will always be in your debt. Godspeed good heroes; hopefully our paths shall cross again."

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the skeletons

APL 2: 60 xp.

Encounter 4

Survive the razor-wire trap

APL 2: 30 xp.

Defeat the ghoul and her minions

APL 2: 120 xp.

Defeat the deathlock and his minions, and survive the tripping chain trap

APL 2: 150 xp.

Story Award

Save Maelina Aerist in Encounter 2

APL 2: 20 xp.

Rescue Hegard Aerist in Encounter 4

APL 2: 20 xp.

Solve the riddle of the Iron Bone in Encounter 4

APL 2: 20 xp.

Discretionary Roleplaying Award

APL2: 30 xp.

Total possible experience

APL2: 450 xp.

TREASURE SUMMARY

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2:

APL 2: L: 34 gp; C: 0 gp; M: 0 gp.

Encounter 3:

APL 2: L: 4 gp; C: 0 gp; M: *potion of cure light wounds* x3 (4 gp each).

Encounter 4:

APL 2: L: 103 gp; C: 91 gp; M: *potion of cure light wounds* x6 (4 gp each), *potion of lesser restoration* x2 (25 gp each), *scroll of arcane lock* x2 (12 gp each).

Conclusion:

APL 2: L: 0 gp; C: 125 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed):

APL 2: L: 141 gp; C: 216 gp; M: 110 gp – Total: 467 gp (450 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of Baron Helinaut:** For uncovering the plans of Talascus Blanock, you have earned the favor of Argwen Helinaut, Baron of Nightwatch. This will have consequences in future adventures.

☛ **Favor of the Nightwatch:** For helping the Aerist family, Divine Watcher Narden Wallis has put it a good word for you with Roven Burncroft. This will have consequences in future adventures.

☛ **Taint of the Iron Bone:** You have been marked by an odd infernal relic. This will have consequences in future adventures.

APPENDIX ONE – NEW CREATURES

DEATHLOCK

Source: *Libris Mortis* page 94

Medium Undead

Hit Dice: 3d12 (19 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Base Attack/Grapple: +1/+1

Attack: Bite +1 melee (1d4)

Full Attack: Bite +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14

Skills: Concentration +8, Hide +8, Knowledge (arcana) +8, Listen +9, Spellcraft +8, Spot +9

Feats: Alertness, Improved Initiative

Environment: Any

Organization: Solitary, trio, or college (5-9)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +3

Skeletally thin, this figure wears a dramatic cloak fringed with magical sigils. Its cadaverous eyes sizzle with cursed power, and deadly spells dance on its fingertips.

Deathlocks are undead born of the corpses of powerful spellcasters whose remains are so charged with magic that they are unable to lie quiet in the grave. Animate, but shorn of the spirit that once ruled their forms, deathlocks seek to bring all those they meet into an intimate embrace with death. Only their knowledge of spellcasting remains, though twisted and changed.

Sometimes, deathlocks retain a single shred of memory from their former spirits. If the recollection was dear to the spirit that once inhabited the now shriveled and blasted body of the deathlock, the creature usually seeks out the source of that memory, hoping to destroy it, compromise it, or undo the deeds associated with it.

Deathlocks stand between 5-1/2 and 6-1/2 feet tall and weigh between 100 and 120 pounds.

Deathlocks speak Common, Abyssal, and Infernal.

Combat

A deathlock prefers to use its spell-like abilities from a distance, disdaining melee. Thus, it can also use inflict minor wounds to heal itself.

Spell-Like Abilities: At will – *detect magic*, *inflict minor wounds* (DC 13), *read magic*; 3/day – *cause fear* (DC 13), *magic missile*, *summon monster I*; 2/day – *death knell* (DC 14), *ghoul glyph* (DC 14). Caster level equals the deathlock's HD. The save DCs are Charisma-based.

APPENDIX TWO – NEW SPELLS

GHOUL GLYPH

Source: *Libris Mortis* page 66

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: One ghoulish glyph that must fit within a 1-ft. square

Duration: Permanent until discharged

Saving Throw: Fortitude Partial

Spell Resistance: Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters passes, or opens the warded area. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature other than yourself that move to or within 2 feet of it. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

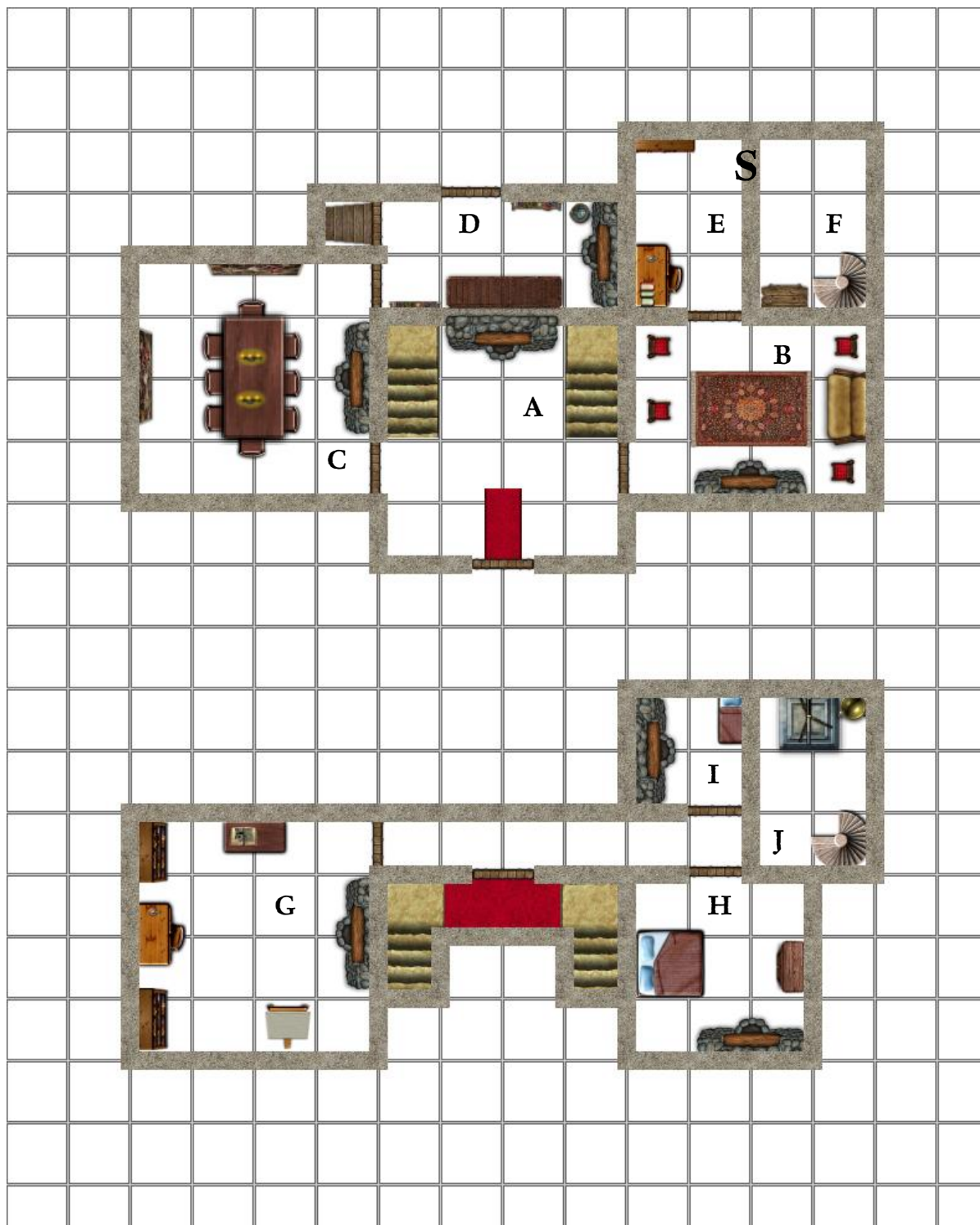
Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue (only) can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it. The DC in each case is 27.

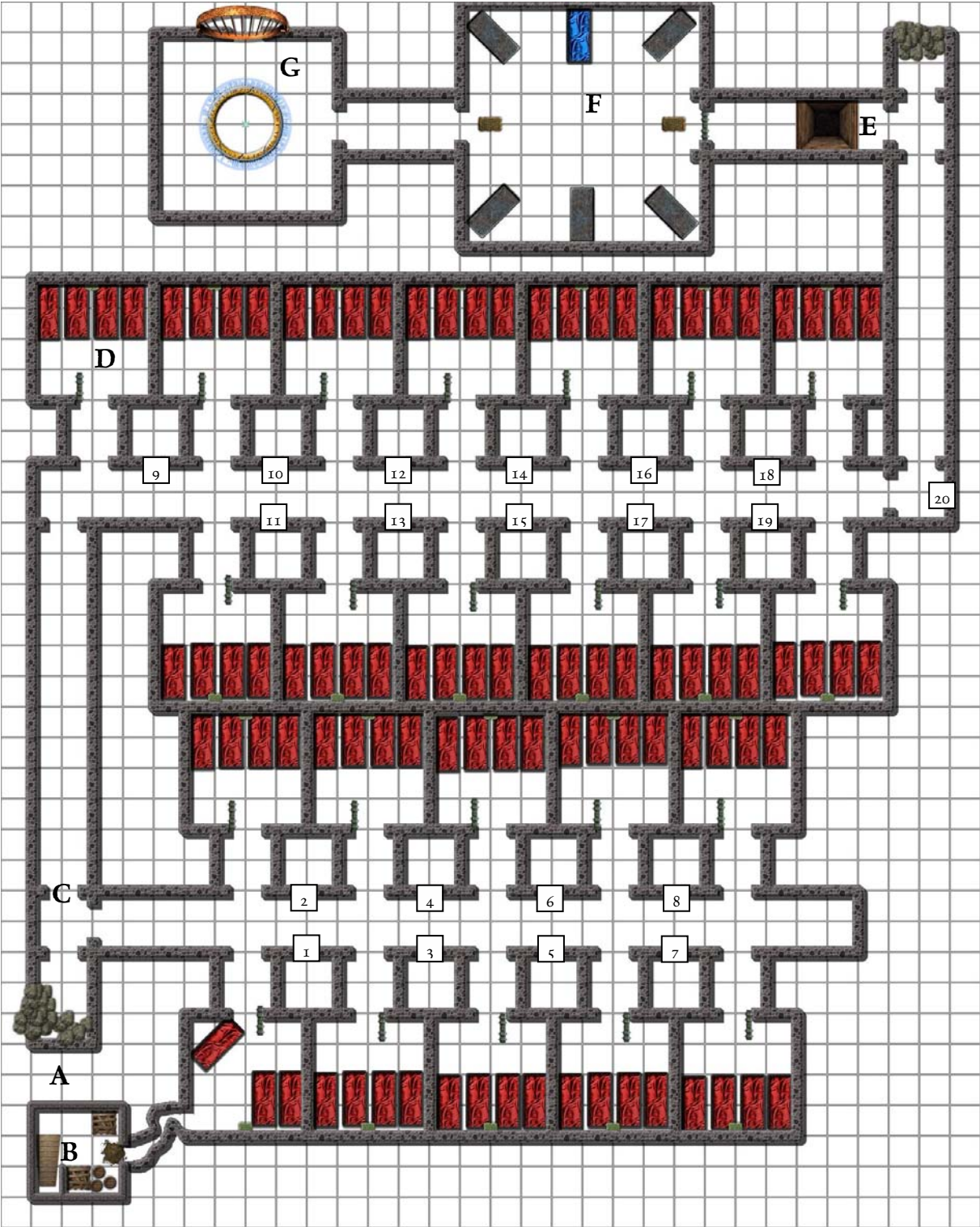
When a glyph is activated, the subject is paralyzed for 1d6+2 rounds. Additionally, if the subject fails his Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius must make a Fortitude save or take a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: You trace the glyph with earth from a ghoulish lair.

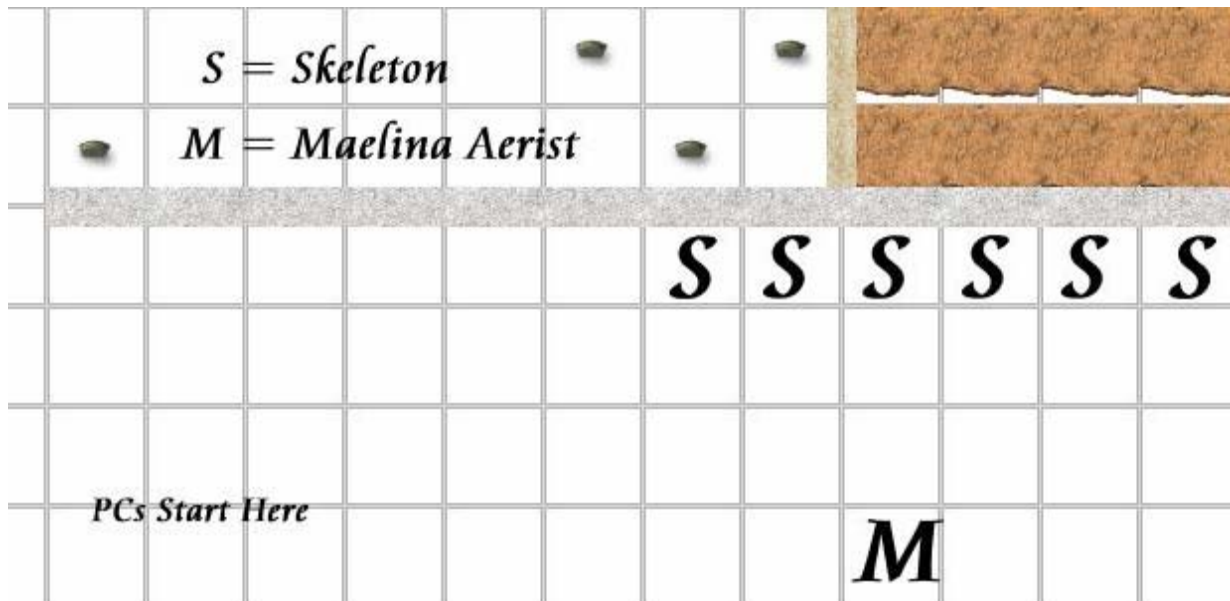
DM AID - MAP #1 – THE AERIST HOUSE



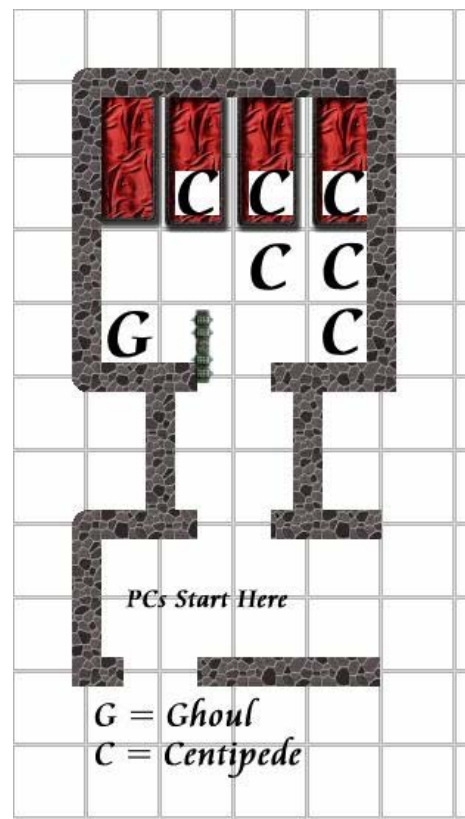
DM AID - MAP #2 – THE MAUSOLEUM



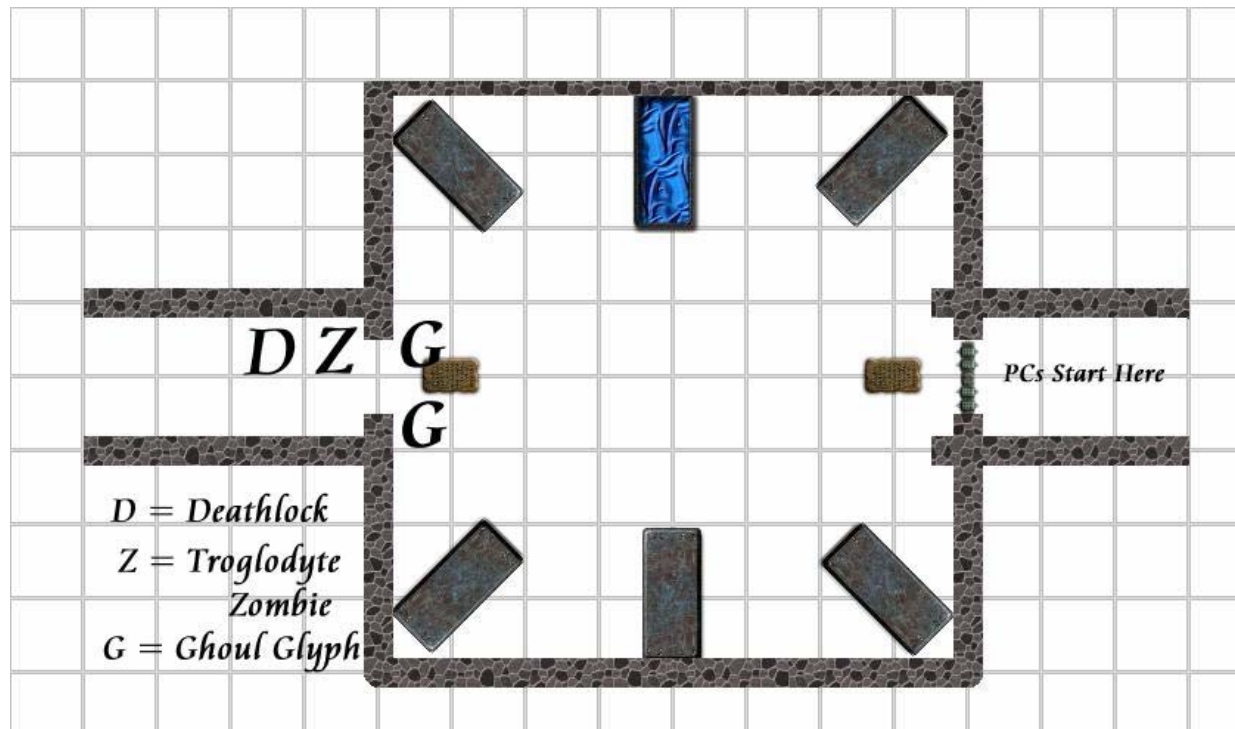
DM AID - MAP #3 – THE CEMETERY WALL



DM AID - MAP #4 – GHOUL AMBUSH



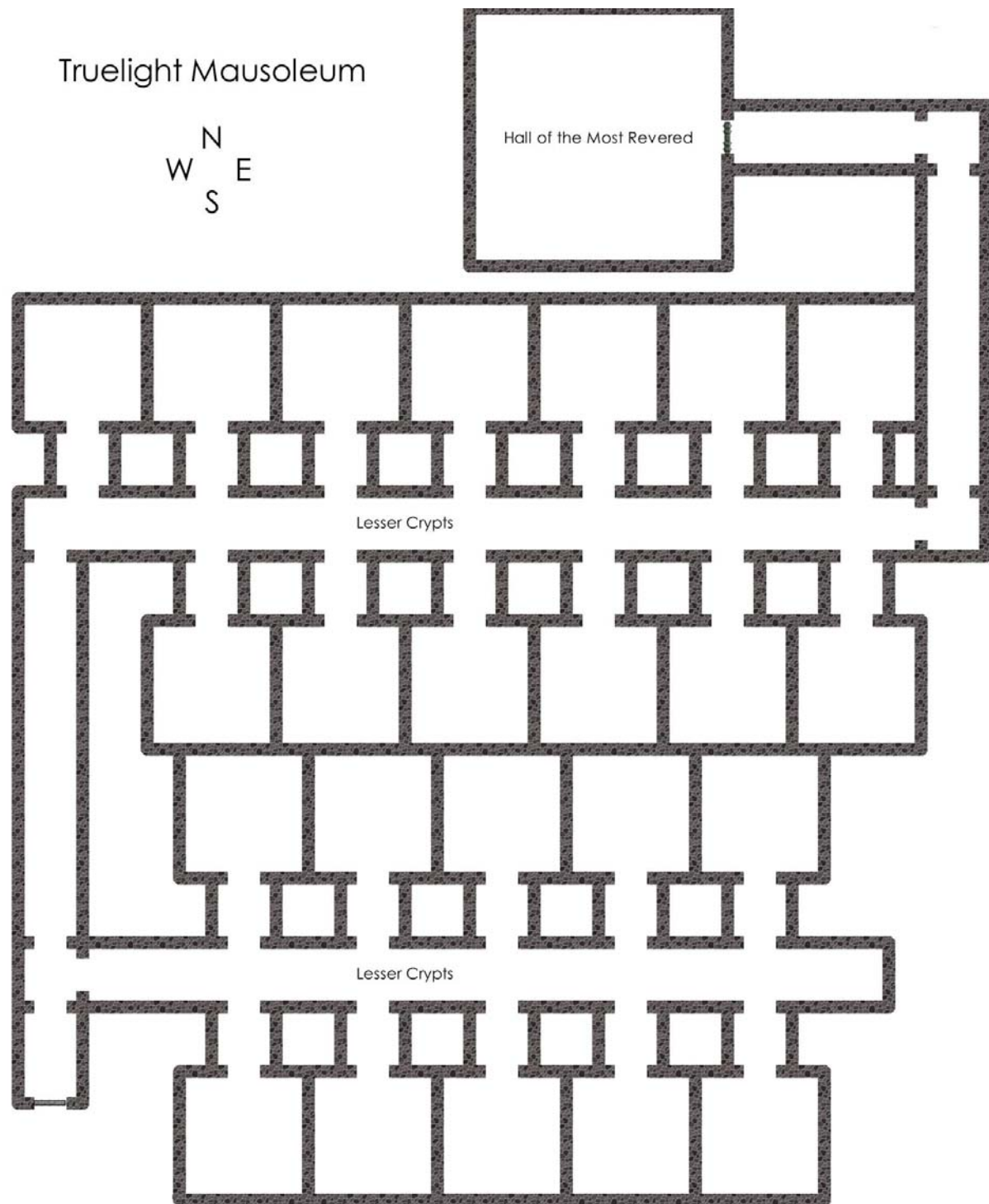
DM AID - MAP #5 – HALL OF THE MOST REVERED



PLAYER HANDOUT 1 – SYMBOL OF THE NIGHTWATCH



PLAYER HANDOUT 2 – MAP OF THE MAUSOLEUM



PLAYER HANDOUT 3 – LETTER TO INSELDA AERIST

A letter from Hegard Aerist to Inselda Aerist. The note bears a strange seal that is still mostly intact.

My dearest Inselda,

I bring the most spectacular news! Professor Ugumondil has persuaded the dean to allow my leave! I am arranging passage on a caravan to Parulla that leaves one week hence. I shall be arriving in about twenty days.

It feels like it has been ages since I've held you and gazed into those pretty lavender eyes of yours. The way the moonlight dances in them during our evening walks captivates me.

I know this must have caught you entirely by surprise (though a happy one) as mid-semester leaves are quite unusual, but when I explained everything - all the important things I must tell you - they understood.

Though your apprenticeship has kept you awfully busy these past four months, I've never felt alone with the locket you gave me when last we met. I shall fondly gaze upon it often on my journey as I so do whenever you are near me.

May distance never keep our hearts apart, my love,

Hegard

PLAYER HANDOUT 4 – JOURNAL OF HEGARD AERIST

A journal written by Hegard Aerist, found in his secret observatory.

I was hoping beyond hope that today's observations would reverse the trend of the past two weeks. Though I wish my measurements were wrong, I cannot deny them. Something magical, powerful, and evil has come to life behind the walls of the mausoleum. It is a power most foul and it is growing. What started out as a tiny point of energy from within the Hall of the Most Revered has grown to encompass the entire cemetery.

The Nightwatch is much too busy preparing for tonight's ceremony to have time for me. If only I could bring proof of my observations to the baron without giving up a few dear... secrets, then I would bring this grave matter to his attention in an instant.

But tonight, all I can do is take a closer look for myself. While everyone is attending the ceremony I will check out the mausoleum. Hopefully by tomorrow it will not be too late to show them what I find.

PLAYER HANDOUT 5 – MEMORIAL PLAQUES

The following inscriptions are found on the various markers in the mausoleum of Truelight:

1. OF ALL THE PEOPLE I'VE KNOWN AND LOST, I WILL MISS YOU THE MOST. (COLDEVEN 14, 581)
2. LIFE LIVED FULLEST IS OFTEN LIFE LIVED SHORTEST. (COLDEVEN 23, 581)
3. NOT A SINGLE DAY SHALL PASS THAT I WILL NOT THINK OF YOU. (FLOCKTIME 7, 581)
4. DEATH CAN NEVER CONQUER THE NOBLE SPIRIT. (FLOCKTIME 21, 581)
5. IN TROUBLED TIMES HEROES LIKE THESE ARE A DIVINE GIFT. (WEALSUN 16, 581)
6. DAY AFTER DAY YOU WATCHED OVER US; NOW MAY THE GODS WATCH OVER YOU. (REAPING 1, 581)
7. AND THOUGH YOU ARE GONE, YOU WILL ALWAYS LIVE ON IN OUR HEARTS. (REAPING 19, 581)
8. NIGHT HAS NO POWER OVER THE BRAVE. (REAPING 27, 581)
9. AN EXEMPLARY DISPLAY OF VALOR SHALL NOT BE FORGOTTEN. (GOODMONTH 8, 581)
10. INSPIRING COURAGE UNTIL YOUR VERY LAST BREATH; BLESSED BY THE GODS IN LIFE AND IN DEATH. (GOODMONTH 17, 581)
11. THOUGHT, WORD, AND DEED, PURE AND NOBLE WERE THEY ALWAYS. (GOODMONTH 24, 581)
12. RARELY ARE WE BLESSED BY SUCH HEROES. (PATHWALL 6, 581)
13. REMEMBERED FOR THE WAY YOU LIVED; HONORED FOR THE WAY YOU DIED. (PATHWALL 20, 581)
14. ALWAYS VIGILANT. (READY'REAT 11, 581)
15. THERE IS NOTHING WE CAN SAY TO EXPRESS THE EXTENT OF OUR GRATITUDE. (READY'REAT 23, 581)
16. TRUE HEROES WHO DIED IN THE DARKEST OF NIGHTS SO THAT WE MAY GREET THE BRIGHTEST OF DAYS. (SUNSEBB 5, 581)
17. FRIEND, BROTHER, HUSBAND, FATHER... MANY THINGS TO DIFFERENT PEOPLE; HEROES TO ALL. (READYING 26, 582)
18. FOR ALL YOU HAVE DONE, YOU WILL NEVER BE FORGOTTEN. (COLDEVEN 12, 582)
19. LOST WITHOUT YOU BUT LIVING ON BECAUSE OF YOU. (COLDEVEN 28, 582)
20. HOPE WAS THE GREATEST GIFT YOU GAVE US. (FLOCKTIME 1, 582)

PLAYER HANDOUT 6 – MARKER OF THE MOST REVERED

A marker found in the Hall of the Most Honored in the mausoleum of Truelight:

*True heroes heed our words of wisdom
but fools haven't the first clue*

To reach the end you must start at the beginning.

PLAYER HANDOUT 7 – THE MAUSOLEUM PUZZLE

The words encircling the strange iron bone:

Only those that solve the riddle of
Take hold of me and speak your answer
the crypt are worthy of my power.
and my power shall be yours to command.

PLAYER HANDOUT 8 – DIARY OF TALASCUS BLANOCK

A page from an old diary written in the form of a letter:

Sunseb 24, 581

Dearest Inselda,

It is unfortunate that the loves of your life are going to be directly responsible for your death. But I cannot complete my plans with your husband standing around like a lost puppy every day. Master Evard is counting on me to make sure that his artifacts do not sleep long, for he will have need of them when he returns to seize this land from the unworthy wretches that you so wish to idolize. I have learned so much from you during the years I have worked with you, and I must admit that in the end you were right. We must all reach out to achieve that to which we most strongly aspire. So tomorrow you shall be leaving your dreams to me. But do not worry; I shall be faithful to your design. I will only be making a few needed additions.

Your apprentice,

Talascus Blanock