

BIS6-01

Splitting Heirs

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.0

by Chris and Jay Babcock

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It is the dawn of a new era for the March of Bissel. With new beginnings comes a new opportunity to rule... and several powerful individuals would kill for the chance. The question is: who did kill for it? A Bissel regional adventure for APLs 2-12, and Part One of the *Rebuilding the March* series.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. 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, 2007.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

The Barony of Kynneret is without a baron. The former lord of the land, Wynn Ceanatis, was removed from power after he conspired with Evard the necromancer, and a successor was not named during the war.

Now that the dust has settled, the Margrave's Council has begun to deliberate over the fate of the barony. This is no secret to the people of the land, and that has had an unfortunate side effect.

It has been assumed that Gideon Lendel, patriarch of the powerful House Lendel, would be granted the role. His family has strong political connections all over the Sheldomar Valley, and he is known as a charismatic leader with long-established loyalties to the Baron's Council. He is also a popular choice with the citizens of Kynneret; he has long been an advocate of rights of the common man, and is known to be a fair and caring individual.

It is unfortunate, then, that Gideon Lendel is dead.

The patriarch was found dead in his bed this past week, raising quite a stir in the local community. The family was reticent to allow the local law enforcement to investigate, and it has been assumed that the death was natural.

There are three individuals within Kynneret that believe (rightly) that they have a chance to be the next baron, now that Gideon is out of the picture. This is the perfect motive for his murder... and they all had equal opportunity. The question is, who was actually responsible?

ADVENTURE SUMMARY

The PCs are hired by the sheriff of Ellis to investigate the death of Gideon Lendel. Almost as soon as they begin, it becomes apparent that he was, in fact, murdered.

The PCs take to the streets, investigating three prominent individuals, and it soon becomes clear that all three had the same motive – the chance to become the next baron of Kynneret.

All three suspects are certainly guilty of crimes, but it is unclear which one is responsible for the murder – all three had motive and opportunity.

As unrest grows, the sheriff demands that the PCs provide a suspect, as a sign to the people that justice is at work. The suspect is arrested, mustering the other nobles in the fight for power.

Introduction: Long Arm of the Law

Estimated Time: 10 minutes

The PCs meet the sheriff of Eillis. He asks for their assistance in investigating the mysterious death of the patriarch of House Lendel.

Encounter 1: Murder Most Foul

Estimated Time: 5 minutes

The PCs investigate the murder, and meet the matriarch of House Lendel. She makes the PCs aware of House Grinwell.

Encounter 2: Facin' the Fuzz

Estimated Time: 5 minutes

The PCs return to the sheriff's office, looking for further answers.

Encounter 3: Asking About

Estimated Time: 5 minutes

The PCs speak with the general public of Eillis.

Encounter 4: Chemical Dependency

Estimated Time: 5 minutes

The PCs visit Bordneer's Alchemist Shoppe.

Encounter 5: Vice and Villainy

Estimated Time: 5 minutes

The PCs investigate a vile den of troublemakers.

Encounter 6: Stand at Attention

Estimated Time: 5 minutes

The PCs ask questions at the local army barracks.

Encounter 7: Body and Mind

Estimated Time: 5 minutes

The PCs investigate the local healer's clinic.

Encounter 8: Allies and Enemies

Estimated Time: 5 minutes

The PCs question a merchant that is a rival of House Grinwell.

Encounter 9: Stuff and Things

Estimated Time: 5 minutes

The PCs investigate around the local general store.

Encounter 10: Sinister Intentions

Estimated Time: 10 minutes

The PCs investigate House Lendel, and its conniving matriarch.

Encounter 11: A Brush with Greatness

Estimated Time: 10 minutes

The PCs investigate House Grinwell, and its brash heir.

Encounter 12: Living a Lie

Estimated Time: 10 minutes

The PCs investigate House Elenann, and its self-righteous patriarch.

Encounter 13: Further Studies

Estimated Time: 5 minutes

The PCs receive a note from the Sheriff, providing a clue as to the source of the poison.

Encounter 14: If You Can Read This...

Estimated Time: 5 minutes

The PCs receive a note containing an unfortunate trap – evidence that they have gotten too close to something.

Encounter 15: A Fan Club

Estimated Time: 45 minutes

The PCs are attacked by a group of assassins and thugs, hired by the culprit.

Encounter 16: On the Edge of a Knife

Estimated Time: 10 minutes

The sheriff confronts the PCs, demanding that they name a suspect.

Encounter 17: Taming the Shrew

Estimated Time: 55 minutes

The PCs accuse the matriarch of House Lendel, and assist in her capture.

Encounter 18: Putting Things in Perspective

Estimated Time: 55 minutes

The PCs accuse the heir of House Grinwell, and assist in his capture.

Encounter 19: Fall from Grace

Estimated Time: 55 minutes

The PCs accuse the patriarch of House Elenann, and assist in his capture.

Conclusion A: Inciting the Masses

Estimated Time: 5 minutes

The PCs refuse to name a suspect, and Eillis breaks out in civil war.

Conclusion B: Fall of House Lendel

Estimated Time: 5 minutes

The PCs are victorious against the forces of House Lendel. The heir of House Grinwell is seen rallying the townsfolk.

Conclusion C: Fall of House Grinwell

Estimated Time: 5 minutes

The PCs are victorious against the forces of House Grinwell. The patriarch of House Elenann is seen rallying the townsfolk.

Conclusion D: Fall of House Elenann

Estimated Time: 5 minutes

The PCs are victorious against the forces of House Elenann. The matriarch of House Lendel is seen rallying the townsfolk.

PREPARATION FOR PLAY

This adventure uses a very nonstandard format, and will be difficult to run without preparation. It is important that you have a firm understanding of the flow of events.

The adventure begins with the Introduction and Encounter 1, which are connected linearly. Then, the PCs engage in a free-form investigation for three days. The various points of investigation are Encounters 2 – 12. Encounters 13 – 15 are flexible plot points that should be inserted when appropriate, throughout the investigation. Encounter 16 occurs on the morning of Day 4, and ends the investigation. The PCs choose to take part in either Encounter 17, 18, or 19 – each of which leads to their own Conclusion.

One notable aspect of this adventure is its treatment of divination spells. The noble ultimately responsible for the murder was careful to make use of obscuring and obfuscating magic when appropriate. As a result, any divination spell that asks for direct information about the noble responsible fails outright. All other divinations will work fine.

A second notable aspect is that there is no correct answer given to the identity of the guilty party, even to you. As well, there is very little direct evidence of that crime. This is all intentional. No player or DM will ever know if the ‘correct’ answer was chosen, and nothing can be given away prematurely.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: LONG ARM OF THE LAW

This encounter occurs at Locations A and B on DM Aid: Map #1 – Township of Ellis, the Staggered Stag and Sheriff Teris’ Office.

“Evard is dead! “ The cries of joy still echo in your mind. “The necromancer is fallen! Long stand the March of Bissel!”

The last month of CY 595 began with dire tidings. A horde of undead abominations pushed south from Thornward and was on the doorstep of Pellak, itself. But in a mere matter of weeks, the situation went from certain defeat to unbelievable victory – the horde was destroyed, and the Great Army assaulted Evard’s defenses. After a tense battle, the necromancer was defeated.

It has been several months, and the revels of Needfest are still apparent – banners of the Bissel crest still hang from many buildings, and the general tenor is much more upbeat. It is a rebirth for the March.

You find yourself, on this chilly late-winter morning, in Ellis - capital of the Barony of Kynneret. You sit on a bench outside of the Staggered Stag, a popular local tavern, enjoying a warm drink, fresh air, and a rare moment of relaxation. Several other citizens sit nearby, and you’ve been swapping stories about the adventures you’ve had over the years.

At this point, allow the PCs a few moments to briefly introduce themselves to each other.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- Following the fall of Evard, the Bissel government has rapidly moved the capital back to the city of Thornward.
- Many of Evard’s agents escaped from Thornward, and are living among the common citizenry. All spellcasters are required to sign an Oath of Loyalty, stating that they are not necromancers.
- Lady Saralind Markavan, the Regent of Bissel, has died. This leaves the March leaderless during these troubling times.

DC 20

- Evard’s undead forces were obliterated by a ‘great light in sky’, rumored to be a weapon developed in secret from Evard’s own research.
- Adventurers snuck into Thornward via the Plane of Shadow, and closed a secret gate that the necromancer was using to bolster his forces.

- The two adventurers that slew Evard were obliterated in the resulting explosion. Nym Greenbottle and Mason “Grandpa” DeVillars have been declared Martyrs of the March.
- Thornward Keep is being repaired extraordinarily quickly. The government is preparing to receive a delegation from the Court of the Land.

DC 25

- The Evard that terrorized Bissel for so long was not really the Baron Evard Markavan, just someone that stole his identity.
- Evard the necromancer was not necessarily killed. There was a great explosion, and no body was found. Divinations trying to ascertain the truth have failed.
- The Barony of Nightwatch is healing itself following the death of Evard. The grass is greener, the air is cleaner, and the people go about their daily business with a newfound bounce in their step.

DC 30

- A man arrested for suspicion of being a necromancer developed odd black marks on his skin while in jail, and finally died from the unknown malady. The incident was explained away as some sort of mishap that occurred while messing around with forbidden magic.
- Many of the Barons would like to seize the vacant Margrave’s seat, which will be voted upon at the next Council in Sunsebb of CY 596. The wheels of politics have already begun turning, though no one can predict who will come out on top.

When they are finished with introductions and rumors, continue:

“Stop! Thief!” A sudden cry for help carries down the street, from an old woman standing in a shop doorway. A young boy is running away from her, down the street that runs in front of you. A bag is slung over his shoulder.

The PCs can very easily stop the thief, if they wish. The bag he is carrying contains a number of sweets that he stole from the shop.

The following text assumes that the PCs stop the boy. If they do not, modify it to fit the situation – the sheriff will want statements from witnesses, for instance.

“Lemme go!” The young boy struggles against your grip, but it is futile.

“Very good work,” says a gruff voice behind you. “Very good work, indeed.” You turn to find a grizzled older man in a dress tunic. A long sword is sheathed at his waist, and his belt buckle bears the symbol of a heart-shaped mask.

If the PCs can succeed at a DC 10 Knowledge (religion) check they can identify the symbol as that of Rao – the Flan deity of peace, reason, and serenity. Known as the Mediator, his clerics are popular as intermediaries and educators. Paladins of Rao, such as this one, are rare in Bissel.

The man gets a firm grasp on the young thief’s collar, and leads him back to the shopkeeper. He keeps his steely gaze on the boy, as the bag is returned to its owner. The boy tries to leave, but then the man loudly clears his throat. The boy slinks back, and mumbles an apology before scampering away again.

“A few years, and that one’s gonna be a real headache.” The man shakes his head, and turns back to you. “Just can’t see locking him up, though, for running off with Missus Pelligin’s sweets.”

The man extends a hand in greeting - firmly clasping any he is offered. “Teris Spotwell is the name, though my friends call me ‘Sheriff’. I appreciate your help... I don’t suppose you’d be interested in offering a little more?”

🔪 **Sheriff Teris Spotwell:** Male human Pal4; Bluff +4, Sense Motive +7; AL LG.

Assuming the PCs are interested, continue:

Sheriff Spotwell leads you to small building near the center of town. “Life is usually pretty quiet around here. Can’t say I mind it. But it also means I don’t keep any deputies on hand. A problem has cropped up, and we’re frankly not staffed to handle it. And the Army won’t send a detachment without good cause.”

“This morning, Gideon Lendel was found dead in his bed. His family is one of the more influential political forces around here, and he was the driving power behind it. Nice old man, much more honest than I would otherwise suspect. In great health, too. That’s what makes me suspicious.”

“But the family says that it is clearly natural causes... and they have private guards... I wasn’t able to get anywhere near his body.”

“If you’re willing, I’d like to deputize you. With a little backup, I could demand access to the body. I may be overreacting... or I might not. But I’ll feel a lot better if I can put these feelings to rest.”

The sheriff can provide the following information, if questioned:

- House Lendel has political ties that extend well beyond the borders of Ellis.
- He spoke with Gideon just two days ago – the patriarch had climbed a tree to retrieve a child's kite that had become stuck. He had teased Gideon about it, and they dueled (a mock fight, all in good fun). Gideon bested Teris in the duel.
- Gideon leaves behind a wife, two sons, and three daughters.
- He is not fond of Gideon's wife. "It is not proper for a paladin to resort to... the vulgarities that would adequately describe that viper."
- Lendel Manor is just on the outskirts of Ellis.
- Casting magic spells on or in the presence of nobles without their permission is a harshly punishable crime.

Once the PCs are ready to head for Lendel Manor, proceed to Encounter 1.

ENCOUNTER 1: MURDER MOST FOUL

This encounter occurs at Location I on DM Aid: Map #1 – Township of Ellis, Lendel Manor.

Traveling to the edge of town, you reach a lush noble estate perched on top of a broad hillside. Armed guards meet you at the front gate, but they keep a respectful distance once they recognize the sheriff.

Eventually, you approach a large mansion, a palace at the center of the hill. An impeccably-attired – and gigantic – manservant waits for you at the front entrance.

The servant speaks to Sheriff Teris past an upturned nose. "Sir, as I told you before..."

"You can skip it, Barinton. I have an obligation to fulfill."

Barinton scowls, and leads you into a sitting room. He departs, and returns a few moments later with a tall, pale-skinned woman with sharp Suel features and raven hair. She wears a lavish purple dress embroidered with gold filigree. Oddly, the dress seems to flutter in the wind, even though you are indoors. Her eyes narrow as she glares at the Sheriff.

If the PCs succeed at a DC 15 Knowledge (the planes) check they realize that this woman is accompanied by a small air elemental, which is making her clothing behave in that manner.

🧙 **Barinton:** Male half-orc Ariz; Bluff +2, Sense Motive +2; AL LN.

🧙 **Lady Constance Lendel:** Female human Adp5; Bluff +1, Sense Motive +1; AL LE; hp 22; see Appendix 7.

🧙 **Small Air Elemental Familiar:** hp 12; see *Monster Manual*, page 95.

"There is no reason for you to be here, Spotwell. Everything is under control. Now, if you wouldn't mind taking your leave..."

"Still your tongue, Lady Constance." The sheriff unfurls an official-looking sheet of parchment. "It is my duty – and my right – to inspect the circumstances of any death in this town. We're not leaving until I'm satisfied."

The woman locks gazes with the sheriff for an agonizing moment. Her bodyguards survey your group with thinly-veiled hostility, their hands on their sheathed swords. Sheriff Teris, however, looks as calm as ever.

"Very well, but you're wasting your time." Lady Constance rolls her eyes and gestures impatiently towards a nearby hallway. "... and I will be complaining to the Council, be assured of that. This is an outrage!"

Barinton the servant leads you through the manor. Soon, you arrive in a darkened and somber bedchamber. A glint of sunlight escapes past closed drapes, striking the curtains of a large four-poster bed. The vague shape of a body can be seen within.

"Alright, let's see what happened here..."

At this point, there are a number of pieces of evidence that the PCs can find, with the following skill checks:

- Heal (DC 0): Fail to find any visible wounds on Gideon's body.
- Heal (DC 15): The tips of Gideon's fingers and toes are slightly discolored – symptoms of a few types of poisoning.
- Search (DC 17): Find traces of a fine white powder on the pillow under Gideon's head. Some sort of liquid dried on the sheets.
- Craft (alchemy) (DC 20): Identify the dried liquid as black lotus extract, a highly deadly contact poison.
- Spot (DC 20, 15 if the curtains are open): Notice a tiny discolored spot on the ceiling over the bed, similar to water damage.

- Search (DC 15): Locate a camouflaged door on the outside of the manor, leading into a crawl space above the second floor.
- Open Lock or Disable Device (DC 15): Notice scratches in the door's lock that indicate it was picked open.
- Search (DC 10): Locate the same spot (over the bed) in the crawl space. A tiny hole has been bored through the bedroom ceiling, and the wood around the hole is discolored.
- Search (DC 15): Locate a small funnel, discarded in the crawl space. The same white powder as was found on the pillow is dried on the inside of the funnel.

The PCs should be able to find enough evidence to prove that Gideon Lendel did not die of natural causes. Once they are finished investigating, and have communicated this to the sheriff, continue:

"I think we found what we came for..." Sheriff Teris sighs, and shakes his head. He beckons you back towards the door, and follows you out.

Lady Constance and her guards meet you at the grand atrium. The matriarch wears a smug look on her face. "Back so soon? Now you see what I mean by wasting your time. My family will, of course, be expecting a formal apol..."

Teris clears his throat and speaks in an authoritative voice. "By order of the sheriff of Ellis, the bedchamber is now considered a crime scene. The body will be taken into my custody until such time as the murderer is brought to justice."

Instantly, a dozen people gasp, and the room erupts with a dozen cries of protest. Lady Constance, however, does not speak. She merely holds her irate glare, still fixed on the sheriff. Eventually, the cries die down to silence, and she speaks.

"...and of course, House Lendel will be more than happy to cooperate. We are disappointed – nay, infuriated – that a suspect has not yet been produced in this obvious misdeed. Have you even questioned that loathsome cur Grinwell, yet? Hmph, I didn't think so. We intend to file a complaint, as to your lax handling of this case..."

Either the sheriff or Lady Constance can identify 'Grinwell' as Hans Grinwell, a close friend of Gideon's (or 'that waste of good blood, that has always been after my husband's money', in Lady Constance's case). Hans is the head of House Grinwell, a wealthy merchant family in Ellis.

Sheriff Teris leads you out of the manor. Once you are off of the Lendel grounds, he turns to you once more. "Looks like I have a further task for you, if you are interested... we've got a murder on our

hands, and this bears serious investigation. I have my hands full keeping Ellis in line. I could really use the help..."

The PCs are now on their own to conduct the investigation of this crime. Sheriff Teris can give them some guidance if they return with him to his office.

Encounters 2 – 12 detail various locations around town that can be used in the investigation. Currently, the PCs only are aware of three – Sheriff Teris' Office (Encounter 2), the Staggered Stag (Encounter 3), and Lendel Manor (Encounter 10). If the PCs want to question the general public, those responses are presented in Encounter 3.

Also, keep in mind that Encounters 13, 14, and 15 should be placed at appropriate points during the investigation. It is recommended that Encounter 13 occurs at the beginning of Day 2 (about 30 minutes into the adventure), Encounter 14 during Day 2 (about 1 hour into the adventure), and Encounter 15 at the beginning of Day 3 (about 1 hour and 30 minutes into the adventure). Feel free to swap the order of Encounter 13 and Encounter 14.

Encounter 16 takes place on Day 4 of the adventure (about 2 hours and 25 minutes into the adventure).

ENCOUNTER 2: FACING' THE FUZZ

This encounter occurs at Location B on DM Aid: Map #1 – Township of Ellis, Sheriff Teris' Office.

Entering the office, you find Sheriff Teris behind his desk, combing through a pile of notes and records. Seeing your approach, he puts the paperwork aside.

"Hello, my friends. How is the investigation going? Is there anything I can help with?"

The sheriff can provide the following information. Keep in mind that several of these points are only relevant if the PCs ask about those topics, having learned about them elsewhere:

- The paperwork he is looking through is irrelevant to this case. It is just part of his other responsibilities.
- He can issue the PCs a writ stating that they are investigating the murder. However, the laws of Bissel protect nobles from such casual investigation.
- The PCs would have to collect solid evidence against a noble before a warrant could be issued against them. As well, the noble houses each have their own personal security... the assistance of the Great Army would be needed to serve a warrant.

- The PCs can question the general people of Ellis. A good place to start is the Staggered Stag, the popular tavern where they started out. In this case, proceed to Encounter 3.
- They can investigate further around the Lendel Manor, speaking with Lady Constance and her staff. In this case, proceed to Encounter 10.
- He is really bothered by the fact that Lady Constance seemed to try and deflect attempts to investigate Gideon's death. Worse, now that it has been exposed as a murder, she is trying to blame him for not doing enough.
- The 'Grinwell' that Lady Constance referred to is Lord Hans Grinwell, a wealthy merchant. He can be sought out at Grinwell Manor in town. In this case, proceed to Encounter 11.
- Lord Hans' son, Cochrane, is a trouble maker. He has been caught committing just about every misdemeanor in the book.
- Lord Dillon Elenann is a paladin and a war hero. He has no reason to suspect he could be involved with the murder.

ENCOUNTER 3: ASKING ABOUT

This encounter occurs at Location A on DM Aid: Map #1 – Township of Ellis, the Staggered Stag.

The Staggered Stag is a stout tavern in northeastern Ellis, whose wooden sign shows a large tankard of ale. Smoke wafts invitingly out of the chimney, and with it comes the enthralling aroma of hot stew and fresh-baked bread.

A crackling fire burns in the hearth of the common room. The bar is fairly busy, a number of townsfolk enjoying cold drinks and warm conversation.

The PCs can collect the following information from the general population of Ellis by making Gather Information checks. If Encounter 14 has taken place, each DC should be increased by 5. If Encounter 15 has taken place, each DC should be increased by another 5. Each attempt takes 1 hour:

GENERAL INFORMATION

- (DC 15) The Barony of Kynneret is currently without a baron, and has been for some time.
- (DC 20) The former knight-baron, Wynn Ceanatis, was removed from power when it was found that he was conspiring with Evard.

- (DC 20) The next baron will likely be chosen from the most powerful noble families in Ellis.
- (DC 25) Now that the war is over, the Margrave's Council is looking to appoint a new baron to rule Kynneret.

TOWNSHIP OF ELLIS

- (DC 10) There is a Great Army garrison in the southern end of town. This location is detailed in Encounter 6.
- (DC 10) Most equipment that the PCs could want can be purchased at Stuardin's Sundries. This location is detailed in Encounter 9.
- (DC 15) Sister Olekie operates a clinic in Ellis, and provides most of the health care needs for the township. This location is detailed in Encounter 7.
- (DC 20) There aren't too many spellcasters in Ellis. The few that do live here get most of their supplies at Bordneer's Alchemist Shoppe. This location is detailed in Encounter 4.
- (DC 15) There are three strong noble families in Ellis – the strongly political House Lendel, the wealthy merchants of House Grinwell, and the militarists of House Elenann.

HOUSE LENDEL

- (DC 5) Lord Gideon was a great human being. He was very popular among the people of Ellis. He bridged the gap between the nobility and common man.
- (DC 10) Lady Constance is consistently mean and spiteful to just about everyone.
- (DC 15) Lady Constance is a woman of questionable character, who only married Gideon to further her political career.
- (DC 20) Lord Gideon was immensely popular with both the Bissel nobility and the common folk of Kynneret. It is extremely likely that he would be appointed as the next Baron of Kynneret.

HOUSE GRINWELL

- (DC 5) Cochrane Grinwell is the son of Lord Hans Grinwell, the patriarch of the wealthy Grinwell family. He is well-known as a spoiled brat, a troublemaker, and a bully.
- (DC 10) Lord Hans is a bit of a recluse. He is the kingpin of a merchant empire that stretches all across the March.

- (DC 15) Lord Hans was friends with Gideon Lendel. Both men were always trying to outdo each other with their works of philanthropy.
- (DC 25) Cochrane often spends time at a den of sin and debauchery, getting himself into as much trouble as possible. This location is detailed in Encounter 5.

HOUSE ELENANN

- (DC 5) Lord Dillon is a paladin of Heironeous. His family has an estate in the southern end of town. If the PCs wish to investigate, proceed to Encounter 12.
- (DC 10) Lord Dillon wasn't born a noble. He earned his title and holdings serving during the Greyhawk Wars.
- (DC 15) Lord Dillon is very set in his ways. He is outspoken about how much better life would be with a little military precision imposed, and how most people are immoral and lawless.

ENCOUNTER 4: CHEMICAL DEPENDENCY

This encounter occurs at Location C on DM Aid: Map #1 – Township of Ellis, Bordneer's Alchemist Shoppe.

The sign outside this storefront reads 'Bordneer's Alchemist Shoppe. Knickknacks, Thingamabobs, and Doodads. Newt Bordneer, proprietor'. Oddly enough, the sign is not actually attached to the building. Instead, it hovers in midair of its own accord.

Opening the door, several disembodied voices greet you:

*"Welcome to Bordneer's
All mages and seers!
Magic in mind?
Then here you will find
All manner of thing,
So 'Welcome!' we sing!"*

Heading inside, you find that the shop looks like a candy store, except that the jars on the shelves are filled with much more exotic things.

An elf sits behind the counter, studying a gemstone through a jeweler's loupe.

"With you in one moment..."

🧝 Newalis "Newt" Bordneer: Male elf Adp10; Bluff +3, Sense Motive +5; AL NG; hp 43.

The elf behind the counter can relate the following information. The items with listed DCs can only be obtained by making a Diplomacy or Intimidate check of

that level. If Encounter 14 has taken place, each DC should be increased by 5. If Encounter 15 has taken place, each DC should be increased by another 5.

- His name is Newalis Bordneer, and he is the proprietor of this shop. His occupation has earned him the inescapable nickname 'Newt'.
- He deals heavily in spell components, potions, and oils. The PCs may purchase any potion or oil from the DMG Table 7-17 with a market price of 750 gp or less, and any standard spell components up to 1,000 gp in value.
- He also sells arcane and divine spell scrolls, and the occasional wondrous item. These, however, he does not make himself, so there is a several week delay on orders. He does not keep such items in stock.
- Considering the recent climate in Bissel, it comes as no surprise that many of his customers desire anonymity. He is reluctant to disclose the names of his customers.
- (DC 15) A few of the substances he sells could be used as lethal poisons.
- (DC 20) Lady Constance Lendel is a frequent customer of his.
- (DC 25) Lady Constance is a magic-practitioner of some sort. She buys a lot of incense and aromatic oils – substances commonly used in air magic.
- (DC 25) A halfling came in to purchase some questionable and dangerous substances about a week ago. He was reluctant to sell them, but the halfling claimed to be a cleric studying methods of curing exotic poisons, and seemed knowledgeable. If Encounter 15 has already taken place, he can identify the cleric from that ambush as the same halfling.
- (DC 30) The strongest poison he sold to the halfling was black lotus extract, a reagent that is particularly difficult to manufacture and dangerous to deal with. Mere skin contact can prove fatal within minutes.

The PCs may decide to stake out the shop to see who comes and goes. If they happen to be doing so on Day 3 of the investigation, around noon, they see Lady Constance arrive, purchase a few reagents, and leave soon thereafter.

ENCOUNTER 5: VICE AND VILLANY

This encounter occurs at Location D on DM Aid: Map #1 – Township of Ellis, the Den of Sin.

You come to a run-down house on the western edge of town. Many of the shingles have long since rotted away, and most of the windows are broken. The wind blows through gaps in the wall, producing an eerie howl. It's quite possible that this building was the basis for every haunted-house tale ever told.

If the PCs are here during the daylight hours, read the following:

The house's front door swings open with a protesting squeal. The interior of the house is completely vacant, except for trash strewn about the floor. Glass from a broken bottle litters one corner.

Candle sconces can be found in every room, covered in melted wax. You can tell that someone has been here recently.

If they are here at night, read this instead:

A small amount of light escapes from the gaps in the walls, but it appears that the windows have been covered. The din of conversation can be heard from within.

The house's front door swings open with a protesting squeal. A number of faces look in your direction, dismayed at the unexpected interruption. At least a dozen young men and women inhabit the house, most with a bottle or tankard in hand, and all intoxicated in some fashion.

After an awkward moment, a young man walks in your direction, a wide smile on his face. "You... look lost. What do you want?"

☛ **Sargus Warren:** Male human Com1; Bluff +3, Sense Motive +1; AL CG; hp 5.

The young man can relate the following information. The items with listed DCs can only be obtained by making a Diplomacy or Intimidate check of that level. If Encounter 14 has taken place, each DC should be increased by 5. If Encounter 15 has taken place, each DC should be increased by another 5.

- His name is Sargus Warren. He is just a regular member of this crowd.
- This place is affectionately known as the 'Den of Sin' by the people that hang out here – mostly disaffected young people looking for social acceptance.
- He is good friends with Cochrane Grinwell.
- Cochrane often comes here to hang out and engage in various acts of debauchery. He has not been around recently, though.
- (DC 15) Cochrane has done a lot of illegal things over the years, often for the sole purpose of amusing himself.

- (DC 20) He knows that Cochrane is currently up to something, but he doesn't know what. He has not been involved, this time.
- (DC 25) A few weeks ago, Cochrane decided to target an Ellis merchant – Angus Firend. Sargus doesn't know what Firend did to draw Cochrane's wrath. Firend's Mercantile Exchange is detailed in Encounter 8.

Sheriff Teris is not aware of the existence of this place. If the PCs choose to reveal it to him, he will shut it down immediately. The PCs gain no particular benefit or penalty for doing so.

ENCOUNTER 6: STAND AT ATTENTION

This encounter occurs at Location E on DM Aid: Map #1 – Township of Ellis, the Great Army Barracks.

You come to a large building on the southern edge of Ellis that looks like it was previously a warehouse. The red and white crest of Bissel is emblazoned on a large banner that hangs from the roof. A pair of soldiers, guarding the entrance, nod as you enter.

After asking about, you are directed to a small office. A tall man in a pristine officer's uniform sits behind a desk, and looks up as you enter.

"Yes? What is it?"

☛ **Commander Blake Resuss:** Male human Ftr5; Bluff +1, Sense Motive +1; AL LG; hp 54.

The officer can relate the following information. The items with listed DCs can only be obtained by making a Diplomacy or Intimidate check of that level. Unlike the other information gathering encounters, this one is not affected by Encounters 14 and 15.

- His name is Blake Resuss, and he is the commander of this garrison.
- He knows Lord Dillon Elenann fairly well.
- (DC 10) He does not care for Lord Dillon very much.
- (DC 15) Lord Dillon is prone to fits of anger when he doesn't get his way. It wouldn't surprise him if the noble resorted to violence inappropriately.
- (DC 15) A number of his men have served under Lord Dillon in the past, and there are discrepancies between the noble's war record, and what seems to have actually happened.
- (DC 20) Lord Dillon's house earned its wealth and standing through his actions in the war.

However, it seems that several of the battles that Lord Dillon reported never happened, and in many cases his 'victories' were a result of being in the right place at the right time.

- (DC 25) Lord Dillon has been recruiting heavily from the local ranks, forming what appears to be his own private army. Some of these characters are shady - thugs and cutthroats of the worst kind.

ENCOUNTER 7: BODY AND MIND

This encounter occurs at Location F on DM Aid: Map #1 – Township of Ellis, Olekie's Clinic.

Just north of the center of Ellis is a small building adorned with golden banners. Most of the inside is a single room, full of simple beds. A few of them are occupied by townsfolk with various illnesses or injuries.

A young woman in clerical robes bustles between the beds, looking at the various injuries and symptoms. Around her neck is a holy symbol, shaped like a sunburst with a face, paired with a translucent blue disk.

If the PCs succeed at a DC 10 Knowledge (religion) check they can identify the cleric's holy symbol as that of Pelor, the Flan deity of the sun, life, and healing. If the PC making the check is a member of the church of Pelor in Bissel, he recognizes the blue disk as a symbol of the Seekers of the Endless sky, a Pelorite society that searches for greater understanding of their faith, so that they may attain nirvana.

The cleric doesn't make eye contact, as she goes about her duties. When you approach her, she speaks without looking in your direction.

"With you in a moment..."

☛ **Sister Olekie:** Female human Clr6; Bluff +5, Sense Motive +5; AL NG.

The cleric can relate the following information. The items with listed DCs can only be obtained by making a Diplomacy or Intimidate check of that level. If Encounter 14 has taken place, each DC should be increased by 2. If Encounter 15 has taken place, each DC should be increased by another 2.

- Her name is Sister Olekie, and she is the cleric of this humble establishment.
- This clinic fills all of the health and medical needs of Ellis. It operates completely off of charity.
- The building itself was donated by Lord Gideon Lendel, many years ago.

- (DC 10) Lord Gideon Lendel visits the clinic every six months for a regular check-up. His last one was six weeks ago, and he seemed to be in perfect health.
- (DC 15) Lady Constance has visited the clinic many times recently.
- (DC 20) Lady Constance has asked continuously about Gideon's health. While it makes sense for a wife to be concerned about her husband, the frequency has made it seem a little suspicious.

ENCOUNTER 8: ALLIES AND ENEMIES

This encounter occurs at Location G on DM Aid: Map #1 – Township of Ellis, Firend's Mercantile Exchange.

You reach a warehouse in the center of town. A steady flow of workers comes and goes, and a half-loaded caravan waits outside. A simple sign over the main entrance reads 'Firend's Mercantile Exchange'.

Asking about, you are conducted to an older man, looking over paperwork and barking orders to nearby hands. He catches sight of you, and regards you with an irritated glare.

"There better be a good reason you are bothering me..."

☛ **Angus Firend:** Male human Ari11; Bluff +0, Sense Motive +7; AL LN.

The merchant can relate the following information. The items with listed DCs can only be obtained by making a Diplomacy or Intimidate check of that level. If Encounter 14 has taken place, each DC should be increased by 2. If Encounter 15 has taken place, each DC should be increased by another 2.

- His name is Angus Firend, and he owns this establishment.
- He is a merchant, trading grain across Bissel.
- He is a competitor of Lord Hans Grinwell.
- Business has been dry, as a result of the war. It's just starting to pick up again.
- (DC 10) Regardless of the competition, there is no ill-will between him and Lord Hans.
- (DC 15) Cochrane Grinwell is a thief and a troublemaker. He knows that Cochrane is behind some of the recent problems his business has had.
- (DC 15) Despite the problems Cochrane has caused, he is not too upset. Lord Hans Grinwell

has made reparations for the damage caused by his son.

- (DC 20) From the nature of the attacks, it seems that Cochrane sought to destroy his business. However, the damage was superficial – rude messages painted on walls, a few crates broken, a single wagon disabled - as if Cochrane really doesn't understand the merchant business.

ENCOUNTER 9: STUFF AND THINGS

This encounter occurs at Location H on DM Aid: Map #1 – Township of Ellis, Stuadin's Sundries.

Near the center of town, you find a large storefront. The sign out front has a picture of a shovel and a sword, and reads 'Stuadin's Sundries, All Sorts for All Sorts'.

The door opens with the tinkle of a small bell. The walls are lined with shelves and racks full of all kinds of equipment, from weapons to tools.

A voice carries from somewhere on the other side of the shop. "Be with you in a second!" Moments later, an older man greets you, wiping his hands on his pants before offering it to you.

🗡️ **Cilas Stuadin:** Male human Com14; Bluff +2, Sense Motive +8; AL LG; hp 70.

The shopkeeper can relate the following information. The items with listed DCs can only be obtained by making a Diplomacy or Intimidate check of that level. If Encounter 14 has taken place, each DC should be increased by 2. If Encounter 15 has taken place, each DC should be increased by another 2.

- His name is Cilas Stuadin, and he is the proprietor of this shop.
- He deals in all manner of goods and services. The PCs can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can't have spells cast by NPCs).
- He claims to have a network of suppliers that allows him to obtain rare and unique items for his customers. In reality, everything he stocks is fairly mundane.
- (DC 10) He makes most of his money selling weapons.
- (DC 15) Most of his customers are Great Army soldiers stationed at the garrison in town. This location is detailed in Encounter 6.

- (DC 15) There sure has been an increase in the number of adventurers hanging around town. Another group has been buying some of his gear for the past two weeks. If Encounter 15 has already taken place, he can identify the fighters from that ambush as the same group.
- (DC 20) The soldiers like to ogle and spend their hard-earned coin on the 'latest and newest models' of armor and weapons. He's reluctant to admit it, but the 'latest and newest' is identical to the older versions except for the price tag.
- (DC 20) Lord Dillon Elenann is his single greatest customer. The noble has single-handedly bought enough weapons and armor from the shop to outfit a small army. Elenann Manor is detailed in Encounter 12.
- (DC 25) He questioned Lord Dillon once about his weapon purchases. The noble became extremely enraged, and threatened the shopkeeper with violence. He's not mentioned it since, preferring to continue selling his goods (and living).

ENCOUNTER 10: SINISTER INTENTIONS

This encounter occurs at Location I on DM Aid: Map #1 – Township of Ellis, Lendel Manor.

Returning to the edge of town, you once more climb the broad hillside leading up to Lendel Manor. Armed guards still wait at the front gate, but their number has doubled since your last visit.

Approaching the mansion proper, you find the same manservant Barinton waiting for you at the front entrance.

"Milords and ladies, you return. What is your business here?"

🗡️ **Barinton:** Male half-orc Ari2; Bluff +2, Sense Motive +2; AL LN.

The rest of this encounter is divided by whom the PCs wish to speak with.

BARINTON

The PCs may wish to speak with the servant that greets them. He can provide the following information:

- His name is Barinton, and he has been a servant of the Lendel household for 25 years.
- He was once a thug for a gang of 'brutes of questionable moral fiber'. The gang attempted to "do something unthinkable" to Lord Gideon Lendel. Instead of pressing charges, Lord

Gideon took Barinton in, and helped him steer his life into respectability. As such, he was intensely loyal to Lord Gideon.

- He is not treated well by Lady Constance, but he is not treated poorly. It just makes him miss Lord Gideon all the more.
- Lord Gideon was a member of the Builders, a local club of wealthy philanthropists that meet regularly to drink ale and help the public good.
- Lord Gideon spent a lot of time outside of the manor. He claimed to be visiting his friend, Lord Hans Grinwell. For some reason, the two very rarely met at Lendel Manor.

LADY CONSTANCE

Barinton leads you towards a sitting room, where Lady Constance is entertaining a number of guests. The servant bows as he approaches and whispers something in her ear.

Lady Constance rises, and speaks to her guests. "Excuse me, ambassador. I must attend to a minor affair."

She leads you silently into another room, and closes the door behind you. "Yet again, you invade my privacy and waste my time. What is it, now?"

🔮 **Lady Constance Lendel:** Female human Adp5; Bluff +1, Sense Motive +1; AL LE; hp 22; see Appendix 7.

🔮 **Small Air Elemental Familiar:** hp 12; see *Monster Manual*, page 95.

Lady Constance is cold and calculating, and should be portrayed as such. She personally knows just about every noble in the March, and many beyond its borders, and will drop names whenever possible.

It is important to notice that Lady Constance's alignment is Lawful Evil. She does not mask this in any way. Having an evil heart is not illegal in any way, and any PC that decides to attack her outright will be arrested and removed from play until they can be brought to trial. If this happens, note this on the PC's paperwork and immediately contact the Bissel Triad.

Lady Constance can provide the following information:

- She did not realize that Gideon had been murdered. The Sheriff should have realized that he would be targeted, and handled things better from the start.
- Gideon left instructions that he was not to be raised or resurrected in the case of his death. This is not an uncommon custom among nobles.

- She put up a fuss about the intrusion because it didn't seem like a big deal before. Again, she blames the Sheriff for this.
- She claims that she did not kill Gideon. Several servants can substantiate her alibi – she was awake most of that night in the library, rehearsing a speech for an upcoming social function.
- She was aware of the existence of crawlspace above the house, but hadn't really thought about it for years.
- She doesn't hide the fact that she would gladly sacrifice anyone and everyone to further her political career. In fact, she is proud of her ability to manipulate people to her own ends.
- She doesn't hide the fact that she dabbles in magic. Given the chance, she will rant about how the new 'Oath of Loyalty' is institutionalized discrimination against a small portion of Bissel's citizenry.
- With Lord Gideon's death, she stands to inherit all of the wealth and political power of House Lendel. Further, she hopes that sympathy over Gideon's murder will boost her in the eyes of the public.
- She is suspicious of Hans Grinwell's motives, and so has been using her resources to keep him from gaining political power. If she was removed from the scene, House Grinwell would stand to gain much influence. Grinwell Manor is detailed in Encounter 11.
- Her husband was political rivals with Lord Dillon Elenann, a retired army officer. The old paladin favors a stronger military and marshal law. Elenann Manor is detailed in Encounter 12.

ENCOUNTER 11: A BRUSH WITH GREATNESS

This encounter occurs at Location J on DM Aid: Map #1 – Township of Ellis, Grinwell Manor.

Heading into the northwestern end of Ellis, you happen across a large, busy warehouse. Your directions take you just past it to a townhouse. The warehouse and the gates of the residence bear the same heraldic crest.

A servant opens the gate, and bows at your approach.

"Welcome, milords and ladies. I am Dentaan. What is your business here?"

🔪 **Dentaan:** Male human Com4; Bluff +1, Sense Motive +1; AL LG.

The rest of this encounter is divided by whom the PCs wish to speak with.

DENTAAN

The PCs may wish to speak with the servant that greets them. He can provide the following information:

- His name is Dentaan, and he has been employed in the Grinwell household for two years.
- This is the best job he's ever had – his workload is light, and he is given a good measure of respect. If the PCs succeed at a Sense Motive check versus his Bluff skill, they notice hesitation in his voice. If confronted, he will clarify that Lord Hans treats him well, at least. He will say no more on this topic.
- He was hired when Lady Solsus Grinwell died. "When he killed her," he mutters under his breath. He believes that Lord Hans' son Cochrane caused so much stress in her life that she passed away prematurely. He does not suspect wrongdoing.
- The fortune of House Grinwell was made through elaborate merchant activities. The family fortune was inherited by Lord Hans, who increased it dramatically through heavy entrepreneurship.
- He will vouch for Lord Hans being a good, upstanding member of society.

LORD HANS

Dentaan leads you into the manor's kitchen. An older man, with a mane of grey hair and a noticeably hooked nose, is preparing vegetables. The aroma of spice and simmering meat escapes from a large kettle.

"Well, hello there... welcome, welcome." The man wipes his hands on his apron, and extends one in greeting. "I am Hans. What can I do for you?"

🔪 **Lord Hans Grinwell:** Male human AriII; Bluff +5, Sense Motive +8; AL LG; hp 77.

Lord Hans is a genuinely good man and a philanthropist, and should be portrayed as such.

Lord Hans can provide the following information:

- He is a merchant, as was his father, and his father before him. His father taught him the basics of trade, and instilled a strong work effort in him.

- When he inherited the family fortune, he worked hard to turn it into a trade empire.
- Regardless of how large the Grinwell trade empire has become, he has always stayed close to all aspects of the operation, and thus in touch with his workers. He also pays his workers well, but demands loyalty and honesty.
- He is currently preparing food for a memorial service for Gideon Lendel. He also plans to uncork some rare vintages of wine and mead. "Only the best for such a good man." If the PCs suggest that it is odd to see a nobleman in the kitchen chopping vegetables, he will retort that "his arms aren't broken, and he's not helpless."
- Lord Gideon Lendel was his best friend for about 25 years, and he is deeply saddened by his death. He does not suspect foul play. He cannot think of anyone that disliked Gideon, except perhaps for Lady Constance.
- He and Gideon are members of the Builders, a local club of wealthy philanthropists that try to outdo each other with their acts of public betterment.
- Gideon married Lady Constance 5 years ago. He loved her, but she never returned his affection. It was obvious that she viewed the marriage as strictly a political one.
- Lady Constance has never seemed to like him. He tried to figure it out, at first... but when nothing changed, he just started avoiding her.
- He does not know that Lady Constance is a magic-user.
- If asked about the new 'Oath of Loyalty', he really has no opinion on it – but he trusts the government to do what is right for the people.
- He doesn't really know Lord Dillon Elenann. All he knows is that he is some sort of war hero.

After the PCs have spoken with Lord Hans for a few minutes, read the following:

Suddenly, the kitchen door bursts open, and several individuals enter. All of them are young, in their late-teens. The front-most one is a tall boy with pale blond hair and an arrogant smirk. He has the same crooked nose as Lord Hans.

"Father, give me some money. My friends and I are heading out tonight."

"Again? Son, wouldn't it...?"

The boy rolls his eyes, and extends his hand. "Father, now."

Lord Hans looks at his son silently, with saddened eyes. "I will be with you in a moment, Cochrane. Allow me to take care of our guests."

The teenager huffs and storms off.

🔪 **Cochrane Grinwell:** Male human Ari5; Bluff +7, Sense Motive +5; AL CN; hp 33; see Appendix 7.

The PCs can continue talking with Lord Hans, in which case he can provide the following new information, as well:

- That was his son, Cochrane.
- Cochrane has not taken to the merchant heritage of his family, like Lord Hans hoped. Perhaps such an interest will develop in him as he grows to be an adult.
- Cochrane has had some trouble with the law... merely the precociousness of youth. In every case that he is aware of, he has made what amends are possible.
- He first noticed Cochrane's troubles two years ago, when his wife passed away from a heart attack. He figures that the stress of her untimely death has caused him to act out.

The PCs can also choose to follow Cochrane if they want to speak with him, in which case, continue with the following section.

COCHRANE

Following Cochrane Grinwell, you quickly catch up with the young noble and his cronies. He laughs as he looks in your direction.

"Yeah, what do YOU want?"

Cochrane Grinwell is a spoiled young bully, and should be portrayed as such. Lines such as *"Do you realize I could BUY you and your life, and crush you, if I cared enough?"* or *"Is that what you lower class whelps squander your time on?"* should abound. Cochrane also is tremendously insecure – he will constantly look for the support of his cronies. Fortunately for him, they are mindless dullards that agree with whatever he says.

It is possible that a PC recognizes Cochrane's need for attention, and plays up to it. The noble son will eat this right up, becoming less confrontational (or rather, shifting his venom onto someone else).

Cochrane can provide the following information:

- He is Cochrane Grinwell, heir of the mighty and wealthy House Grinwell.
- He's not really interested in the responsibility that goes with being a political leader. He

merely wants the title and prestige that goes with it.

- He is familiar with many people of questionable moral fiber – the underground of Ellis.
- He will speak rather vehemently about the 'old guard' – old politicians and nobles that he claims are not 'in touch' with younger generations.
- Lord Gideon Lendel was one of these 'old guard' nobles. His political web was pure nepotism and self-service. His death signals a victory for Cochrane's generation.
- Furthermore, House Lendel was the strongest candidate for the baronial seat. With Gideon out of the way, House Grinwell will easily surpass them. Then, Cochrane will stand to inherit both the baronial seat and his family fortune.
- He claims to not remember where he was the night of the murder. His friends will quickly pipe up that they were out indulging in vices, and he passed out.
- Lord Dillon Elenann is another of these 'old guard' nobles. He believes heavily in order and regime, and so has garnered a particular hatred with Cochrane. Elenann Manor is detailed in Encounter 12.
- He has stirred up resentment of the 'old guard' among the younger townsfolk. This is in direct opposition of Dillon Elenann's goals of a more military society. If he was removed from the scene, House Elenann would stand to gain much influence.
- If asked about the new 'Oath of Loyalty', he isn't even aware of its existence.

ENCOUNTER 12: LIVING A LIE

This encounter occurs at Location K on DM Aid: Map #1 – Township of Ellis, Elenann Manor.

Heading into the southern end of Ellis, near the Army barracks, you find a two-story townhouse that looks like it was built to be a small fortress or keep. The gates of the townhouse bear a heraldic crest, prominently featuring the fist and lightning bolt of Heironeous.

A pair of uniformed guards flanks the gate. They salute you as a servant approaches.

"I am Arnas, and I welcome you to Elenann Manor. What is your business here?"

🔪 **Arnas:** Male human Com3; Bluff +1, Sense Motive +1; AL NG.

The rest of this encounter is divided by whom the PCs wish to speak with.

ARNAS

The PCs may wish to speak with the servant that greets them. He can provide the following information:

- He is Arnas, a servant in the Elenann household. He has been employed there for about three months.
- He is aware of at least four other people that held his position in the past two years. None of them left under favorable circumstances.
- He is absolutely terrified of Lord Dillon. He keeps looking over his shoulder, and second-guessing himself.
- He is too scared to reveal any more.

LORD DILLON

Arnas leads you into a room within the townhouse. The walls are lined with targets and practice dummies. A figure in full plate armor is hammering away on one of the dummies expertly with a greatsword.

The servant clears his throat, and the armored figure turns. He removes his helmet, revealing a middle-aged man with close-cropped graying black hair.

"Hmm? And who is this, Arnas? Give me a moment, will you?"

The servant begins helping the nobleman out of his armor. Lord Dillon is muscular and strong, but as his breastplate is removed you notice a substantial paunch. His left forearm bears the faded tattoo of the holy symbol around his neck.

 **Lord Dillon Elenann:** Male human Ftr4; Bluff -1, Sense Motive -1; AL N; hp 38; see Appendix 7.

It is very important to note that while everyone believes Lord Dillon to be a paladin, he is not. He even believes that he is such a holy warrior... but he does not have a firm grasp on the morality and principles that define a true paladin. When he is calm, he should appear to be no different than an actual paladin; but when he gets irritated or angry (and he does rather easily) he should display a certain degree of moral flexibility and disregard for the law that should hint that something is amiss.

In any event, the 'edgy' side of Lord Dillon should be subtle. If he is played correctly, the players at your table should wonder whether you properly portrayed the character.

Lord Dillon can provide the following information:

- He is Lord Dillon, the patriarch of House Elenann.
- He was a Bissel soldier well before there was a Bissel army. He fought in the Greyhawk Wars and during the Kettite incursion.
- He attained his title leading troops under his command to several decisive victories.
- He attained his family's wealth during the wars, as well. His unit looted and pillaged regularly. He sees nothing wrong with this.
- Since his retirement, he has taken an interest in local civics. He thinks that every aspect of life should be run more militarily.
- He is familiar with House Grinwell. He knows that Lord Hans was Gideon's closest friend, and he assumes that they share political views. Grinwell Manor is detailed in Encounter 11.
- Gideon Lendel was Lord Dillon's strongest political rival. With him out of the way, Lord Dillon can bully and intimidate those around him to push his agenda, and seize the baronial seat.
- He claims to have been out of town during the night of the murder. Several soldiers at the Army Barracks (men he commandeered for his purposes) can vouch for him. The Army Barracks are detailed in Encounter 6.
- Gideon Lendel was always a strong political rival, and he is carrying his venom for the murdered patriarch over to Lady Constance. If he was removed from the scene, House Lendel would stand to gain much influence.
- If asked about the 'Oath of Loyalty', he thinks that it is 'a damn fine idea. About time those evils, behind closed doors, were brought out into the light'.

After the PCs have spoken with Lord Dillon and are preparing to leave, read the following:

As you say your farewells and turn to leave, a nearby door opens, and a slim, older woman enters. She is dressed in the elegant clothing of aristocracy, and carries a book. She notices you and the nobleman, and stammers an apology. Lord Dillon flies into a rage at once, bellowing and spitting in her face.

"I told you never to barge in on my affairs, woman! How many times have I told you...?"

You manage to catch a glimpse of Lord Dillon delivering a wicked backhand to the lady's face, just before the servant manages to shut the door.

Lord Dillon will not comment on this event. He does not consider it to be any of the PCs' business. Arnas can identify the woman as Lady Estace, Lord Dillon's wife... but that is as much as he will say on the subject. A Sense Motive check (DC 15) will note poorly-veiled fear in his voice, when he speaks.

ENCOUNTER 13: FURTHER STUDIES

This encounter is flexible. It can occur at any appropriate time when the PCs are making their way through town. It is recommended that it occur at the beginning of Day 2 (about 30 minutes into the adventure). Feel free to swap the order of this encounter and Encounter 14.

A teenage boy in his mid-teens calls out to you, grabbing your attention. "Pardon me, milords and ladies; I bear a message from the Sheriff."

 **Young Page:** Male human Com1; Bluff +3, Sense Motive +3; AL NG; hp 3.

Fold *Player Handout #1 – The Note from the Sheriff* closed, and place it casually in the middle of the table.

This note suggests that the PCs investigate Bordneer's Alchemist Shoppe. If the PCs decide to head there, proceed to Encounter 3.

ENCOUNTER 14: IF YOU CAN READ THIS...

This encounter is flexible. It can occur at any appropriate time when the PCs are making their way through town. It is recommended that it occur during Day 2 (about 1 hour into the adventure). Feel free to swap the order of this encounter and Encounter 13.

A teenage boy in his mid-teens calls out to you, grabbing your attention. "Pardon me, milords and ladies; I bear a message from the Sheriff."

 **Young Page:** Male human Com1; Bluff +3, Sense Motive +3; AL NG; hp 3.

Fold *Player Handout #2 – The Ominous Note* closed, and place it casually in the middle of the table.

This note is trapped – the moment it is unfolded, the trap is activated. The activation of the trap consumes the document entirely.

APL 2 (EL 2)

 **Burning Hands Glyph:** CR 2; magic device; visual trigger; no reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half); Search DC 26; Disable Device DC 26.

APL 4 (EL 3)

 **Sound Burst Glyph:** CR 3; magic device; visual trigger; no reset; spell effect (*sound burst*, 3rd-level cleric, 1d8 sonic, DC 13 Fort partial); Search DC 27; Disable Device DC 27.

APL 6 (EL 4)

 **Fireball Glyph:** CR 4; magic device; visual trigger; no reset; spell effect (*fireball*, 5th-level wizard, 5d6 fire, DC 14 Reflex save half); Search DC 28; Disable Device DC 28.

APL 8 (EL 5)

 **Fireball Glyph:** CR 5; magic device; visual trigger; no reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half); Search DC 28; Disable Device DC 28.

APL 10 (EL 6)

 **Flame Strike Glyph:** CR 6; magic device; visual trigger; no reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half); Search DC 30; Disable Device DC 30.

APL 12 (EL 7)

 **Chain Lightning Glyph:** CR 7; magic device; visual trigger; no reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half); Search DC 31; Disable Device DC 31.

In the highly unlikely case that the PCs detect the trap and disarm it, the original (and inconsequential) note can be read. Give them *Player Handout #3 – The Ominous Note That Survived*.

Magical means to trace the origins of this note lead to either the local Temple of Zilchus (if the trap was divine) or the Guild of the Arcane Path in Sareden (if the trap was arcane). In either case, the creators were approached by a nondescript envoy claiming to be from the Baroness of Burning Stalks. Such protections are common on sensitive diplomatic packages, and the envoy implied that secrecy was required.

In truth, the villain had the message trapped under false pretenses, and sent to scare away the PCs investigating the case.

Note: There is a strong likelihood that innocent bystanders are harmed by the trap. At higher APLs, they are certainly killed. The page will certainly be close enough to be affected, and there may be more depending on where they are. If you think that someone at your table will be deeply offended by such a killing, just wound the innocent bystanders. Please use your best judgment.

In any case, from the townsfolk's perspective, the PCs killed (or failed to prevent the injury of) innocent bystanders. All Gather Information and Diplomacy DCs are adjusted against the PCs when this takes place.

ENCOUNTER 15: A FAN CLUB

This encounter is flexible. It can occur at any appropriate time when the PCs are making their way through town. It is recommended that it occur at the beginning of Day 3 (about 1 hour and 30 minutes into the adventure).

As the PCs move between town locations, they are ambushed by a group of assassins, hired by the villain. Please refer to DM Aid: Map #2 – Combat in the Streets.

APL 2 (EL 3)

☛ **Thugs, Male human Ftr1 (2):** hp 9 each; see Appendix 1.

☛ **Cleric of Pyremius, Female halfling Clr1:** hp 7; see Appendix 1.

APL 4 (EL 5)

☛ **Thugs, Male human Ftr1 (4):** hp 9 each; see Appendix 2.

☛ **Cleric of Pyremius, Female halfling Clr2:** hp 14; see Appendix 2.

APL 6 (EL 7)

☛ **Thugs, Male human Ftr2 (4):** hp 19 each; see Appendix 3.

☛ **Cleric of Pyremius, Female halfling Clr4:** hp 28; see Appendix 3.

APL 8 (EL 9)

☛ **Thugs, Male human Ftr4 (4):** hp 38 each; see Appendix 4.

☛ **Cleric of Pyremius, Female halfling Clr6:** hp 42; see Appendix 4.

APL 10 (EL 11)

☛ **Thugs, Male human Ftr6 (4):** hp 57 each; see Appendix 5.

☛ **Cleric of Pyremius, Female halfling Clr8:** hp 56; see Appendix 5.

APL 12 (EL 13)

☛ **Thugs, Male human Ftr8 (4):** hp 76 each; see Appendix 6.

☛ **Cleric of Pyremius, Female halfling Clr10:** hp 70; see Appendix 6.

Preparation: The cleric has precast a number of spells, with the shortest duration spells cast seconds before springing the ambush. These spells are crossed off

in her spell list, but are not factored into the statistics for her and her minions. Their effects and remaining durations are listed with the statistics.

Tactics: The combat most likely begins with a surprise round – to avoid it, the PCs need to succeed at a Spot check (DC cleric's Hide check, +10 for cover, +14 for distance, +5 for being distracted). The archer cleric fires a single poisoned arrow at one of the PCs, preferring weaker looking ones. She expends her *guidance* spell on this attack, giving her a +1 bonus to hit. The thugs will draw their weapons, but will wait for the PCs to pass by their hiding place before charging out.

The cleric is kneeling behind the crenellations of the roof edge, giving her cover (gaining +8 to AC, +4 to Reflex saves, +10 to Hide checks, and Improved Evasion). The benefit of this cover is not factored into her statistics.

Before the PCs can retaliate, they need to see where their attacker is. If they succeed at a difficult Spot check (DC cleric's Hide check, +10 for cover, +1 per 10 feet of distance, +5 if they are distracted) they can locate the cleric's hiding place. This attempt is a move action. They can also determine the general direction that the shots are coming from. This is also a move action.

If PCs get close enough to deal with the cleric, she will resort to using her spells. She is seasoned and intelligent enough to target classes with particularly weak saving throws towards her individual spells.

The thugs will try to wait until two PCs have moved past, before charging out to deal with them. They will initially strike at heavily-armored and moderately-armored targets for no power attack, and adjust as needed. They will attack lightly-armored targets for half of their maximum power attack, and adjust as needed.

If reduced down to a single man, the opponents will try to escape or surrender.

Treasure: The possessions of the thug and cleric of Pyremius are the only treasure here.

Developments: The PCs are fighting for survival. From the townsfolk's perspective, however, the PCs are involved in some fairly random violence and are disturbing the peace. All Gather Information and Diplomacy DCs are adjusted against the PCs when this takes place.

If any of the thugs are taken alive, and the PCs succeed at an Intimidation check (DC APL + 12), they will admit that they were hired by the cleric. They are all just guards from a passing caravan, with fairly low moral fiber, looking for some extra income.

If the cleric is taken alive, and the PCs succeed at an Intimidate (DC APL + 17), she will admit that she was hired through an intermediary, and only knows that her employer is a noble family in Ellis. Another Intimidate check (DC APL + 24) will convince her to admit that she

killed Gideon Lendel, acting on orders from her employer.

ENCOUNTER 16: ON THE EDGE OF A KNIFE

This encounter occurs at Location B on DM Aid: Map #1 – Township of Ellis, Sheriff Teris' Office. This encounter takes place on Day 4 of the adventure (about 2 hours and 25 minutes into the adventure).

Dawn on the morning of the fourth day of the investigation comes with a knock on your door. A young boy waits with a summons in hand – Sheriff Teris requests your presence at his office.

As you make your way across town, you notice that the townsfolk seem edgy. They glare at you with thinly veiled looks of hostility, and a few exchange heated words while pointing in your direction.

The sheriff meets you at the door of his office, and hurriedly ushers you inside. "Friendly today, aren't they? How quickly times change..."

Sheriff Teris sits down at his desk and drums his fingers upon it. "I fear that this tension in the streets is coming to a head. I know that your investigation has not been conclusive... but... I need you to give me a name – a suspect."

"The noble houses of Ellis are untouchable. Unless we place one of them under arrest for suspicion of the murder, we can't even take a close enough look."

"If we don't do something to show we are making progress, we'll have rioting in the streets. So, I implore you... name your strongest suspect. The people will see that we are moving on this, and it will buy us time to see justice done."

The PCs need to choose one of the nobles as a suspect to investigate, at this point. They are free to come up with their own justifications for choosing a particular suspect, but they need to choose one of the three, regardless.

You may roleplay out this encounter for as long as you wish, but you must make it clear to the PCs that they must choose a suspect to continue:

- If the PCs decide to accuse Lady Constance Lendel, proceed to Encounter 17.
- If the PCs decide to accuse Cochrane Grinwell, proceed to Encounter 18.
- If the PCs decide to accuse Lord Dillon Elenann, proceed to Encounter 19.

- If the PCs absolutely refuse to accuse a suspect, proceed to Conclusion A. This should happen in only the most stubborn of circumstances.

ENCOUNTER 17: TAMING THE SHREW

This encounter occurs at Location I on DM Aid: Map #1 – Township of Ellis, Lendel Manor. Please refer to DM Aid: Map #2 – Lendel Manor. This encounter occurs if the PCs decide to accuse Lady Constance Lendel.

Sheriff Teris listens to you wordlessly as you explain your choice. He rises from his desk, and moves to the nearby window. He wrings his hands fretfully as he stares out at nothing in particular.

"I can't say I'm surprised. I'll admit, I've never liked Lady Constance – a dark shadow has always lurked around her. With her husband out of the picture, she would stand to inherit a vast amount of power."

"Very well. I have requested aid from the army garrison. A detachment should be mustered and ready to move within the hour. We'll move on this immediately. Prepare yourself, and meet back here."

The PCs have an hour to make any last-minute preparations. If they need to make any equipment purchases, they find that the owners of Stuardin's Sundries and Bordneer's Alchemist Shoppe are preparing to open for the day. The PCs can purchase anything available from those two locations, as detailed in Encounters 3 and 8.

As the summons came at dawn, the PCs have not yet prepared spells for the day. They may choose to spend the hour doing so.

When the PCs are ready to go, continue:

Regrouping back at the sheriff's office, you find that a group of Great Army soldiers has indeed arrived.

Twenty minutes later, you stand at the gates of Lendel Manor. Sheriff Teris exchanges a few quick words with the commander of the army detachment, before turning his attention to you.

"Alright... half of the soldiers will encircle the property, in case anyone makes a run for it. The other half will enter the manor house, and keep the servants at bay. You are the most experienced of the lot – I leave it to you to apprehend Lady Constance."

"It is important that she be taken alive, if at all possible. I don't think she will put up much resistance... but be forewarned: House Lendel has immense resources at its disposal. I have no idea what to expect."

“Any questions?”

The PCs may use any tactics that you consider reasonable. Feel free to elaborate on their progress through the manor house. The servants will put up only token resistance towards the soldiers holding them back. Nothing of significance occurs until the PCs approach the library.

The door to the library is trapped: as soon as a PC touches the doorknob, the 5-foot square nearest the door is sprayed by a jet of icy cold fluid.

APL 2 (EL 2)

✦ **Jet of Cold:** CR 2; mechanical; touch trigger; manual reset; 5-ft. area of effect (3d6 cold nonlethal); Search DC 16; Disable Device DC 16.

APL 4 (EL 3)

✦ **Jet of Cold:** CR 3; mechanical; touch trigger; manual reset; 5-ft. area of effect (5d6 cold nonlethal); Search DC 18; Disable Device DC 18.

APL 6 (EL 4)

✦ **Jet of Cold:** CR 4; mechanical; touch trigger; manual reset; 5-ft. area of effect (7d6 cold nonlethal); Search DC 20; Disable Device DC 20.

APL 8 (EL 5)

✦ **Jet of Cold:** CR 5; mechanical; touch trigger; manual reset; 5-ft. area of effect (9d6 cold nonlethal); Search DC 22; Disable Device DC 22.

APL 10 (EL 6)

✦ **Jet of Cold:** CR 6; mechanical; touch trigger; manual reset; 5-ft. area of effect (11d6 cold nonlethal); Search DC 24; Disable Device DC 24.

APL 12 (EL 7)

✦ **Jet of Cold:** CR 7; mechanical; touch trigger; manual reset; 5-ft. area of effect (13d6 cold nonlethal); Search DC 24; Disable Device DC 24.

Once the PCs have bypassed the trap and entered the library, read the following:

The trapped door swings open before you, revealing the manor's library. Packed bookshelves stretch from floor to ceiling. A section in the center of the room has been cleared of furniture, and five tall candlesticks surround a summoning circle. Above and around the circle, the air ripples and twists, as though alive.

On the other side of the room, Lady Constance stands above the bodies of two men – servants you recognize from the Grinwell and Elenann households. She looks across the room at you, sizing you up. “You dare to invade my home, and meddle in my affairs? You do not know whom you deal with...

destroy them, my darlings!” As she gestures in your direction, the shimmering air shifts, and flows in your direction.

Please refer to DM Aid: Map #6 – Combat in Lendel Manor.

APL 2 (EL 5)

✦ **Lady Constance Lendel, Female Human**
Adp5: hp 22; see Appendix 7.

✦ **Small Air Elemental Familiar:** hp 12; see Monster Manual, page 95.

✦ **Small Air Elementals (2):** hp 12 each; see Monster Manual, page 95.

APL 4 (EL 7)

✦ **Lady Constance Lendel, Female Human**
Adp5: hp 22; see Appendix 7.

✦ **Small Air Elemental Familiar:** hp 12; see Monster Manual, page 95.

✦ **Medium Air Elementals (3):** hp 30 each; see Monster Manual, page 95.

APL 6 (EL 9)

✦ **Lady Constance Lendel, Female Human**
Adp5: hp 22; see Appendix 7.

✦ **Small Air Elemental Familiar:** hp 12; see Monster Manual, page 95.

✦ **Large Air Elementals (4):** hp 66 each; see Monster Manual, page 95.

APL 8 (EL 11)

✦ **Lady Constance Lendel, Female Human**
Adp5: hp 22; see Appendix 7.

✦ **Small Air Elemental Familiar:** hp 12; see Monster Manual, page 95.

✦ **Huge Air Elementals (4):** hp 144 each; see Monster Manual, page 95.

APL 10 (EL 13)

✦ **Lady Constance Lendel, Female Human**
Adp5: hp 22; see Appendix 7.

✦ **Small Air Elemental Familiar:** hp 12; see Monster Manual, page 95.

✦ **Greater Air Elementals (4):** hp 189 each; see Monster Manual, page 95.

APL 12 (EL 15)

✦ **Lady Constance Lendel, Female Human**
Adp5: hp 22; see Appendix 7.

☛ **Small Air Elemental Familiar:** hp 12; see *Monster Manual*, page 95.

☛ **Elder Air Elementals** (4): hp 216 each; see *Monster Manual*, page 95.

Tactics: The air elementals will attack the PCs in a straightforward manner, attempting to shield Lady Constance from melee combat. She will use her buff spells to reinforce the elementals.

At APL 2, Lady Constance will use her *scorching ray* spells strictly on warriors. At higher APLs, she will use them to interrupt enemy spellcasters.

Treasure: Lady Constance and her minions' possessions are the only treasure here.

Developments: If Lady Constance dies during this combat, the PCs do not receive the experience award for arresting her.

Once Lady Constance and her minions have been defeated, continue with Conclusion B.

ENCOUNTER 18: PUTTING THINGS IN PERSPECTIVE

This encounter occurs at Location J on DM Aid: Map #1 – Township of Ellis, Grinwell Manor. Please refer to DM Aid: Map #3 – Grinwell Manor. This encounter occurs if the PCs decide to accuse Cochrane Grinwell.

Sheriff Teris listens to you wordlessly as you explain your choice. He rises from his desk, and moves to the nearby window. He wrings his hands fretfully as he stares out at nothing in particular.

"I can't say I'm surprised. I'll admit, I've always respected Lord Hans, but his son has always been problematic – the worst sort of opportunistic lowlife. With Gideon Lendel out of the picture, House Grinwell would be an obvious next choice for the baronial seat. Cochrane would stand to inherit a vast amount of power."

"Very well. I have requested aid from the army garrison. A detachment should be mustered and ready to move within the hour. We'll move on this immediately. Prepare yourself, and meet back here."

The PCs have an hour to make any last-minute preparations. If they need to make any equipment purchases, they find that the owners of Stuardin's Sundries and Bordneer's Alchemist Shoppe are preparing to open for the day. The PCs can purchase anything available from those two locations, as detailed in Encounters 3 and 8.

As the summons came at dawn, the PCs have not yet prepared spells for the day. They may choose to spend the hour doing so.

When the PCs are ready to go, continue:

Regrouping back at the sheriff's office, you find that a group of Great Army soldiers has indeed arrived.

Twenty minutes later, you stand at the gates of Grinwell Manor. Sheriff Teris exchanges a few quick words with the commander of the army detachment, before turning his attention to you.

"Alright... half of the soldiers will encircle the property, in case anyone makes a run for it. The other half will enter the manor house, and keep the servants at bay. You are the most experienced of the lot – I leave it to you to apprehend Cochrane."

"It is important that he be taken alive, if at all possible. I don't think he will put up much resistance... but be forewarned: House Grinwell has immense resources at its disposal. I have no idea what to expect."

"Any questions?"

The PCs may use any tactics that you consider reasonable. Feel free to elaborate on their progress through the manor house. The servants will put up only token resistance towards the soldiers holding them back. Nothing of significance occurs until the PCs approach the library.

The door to the library is trapped: as soon as a PC touches the doorknob, the 5-foot square nearest the door is struck by a hail of sandbags that fall from a compartment in the ceiling.

APL 2 (EL 2)

☛ **Falling Sandbags:** CR 2; mechanical; touch trigger; manual reset; 5-ft. area of effect (3d6 bludgeoning nonlethal); Search DC 16; Disable Device DC 16.

APL 4 (EL 3)

☛ **Falling Sandbags:** CR 3; mechanical; touch trigger; manual reset; 5-ft. area of effect (5d6 bludgeoning nonlethal); Search DC 18; Disable Device DC 18.

APL 6 (EL 4)

☛ **Falling Sandbags:** CR 4; mechanical; touch trigger; manual reset; 5-ft. area of effect (7d6 bludgeoning nonlethal); Search DC 20; Disable Device DC 20.

APL 8 (EL 5)

☛ **Falling Sandbags:** CR 5; mechanical; touch trigger; manual reset; 5-ft. area of effect (9d6 bludgeoning nonlethal); Search DC 22; Disable Device DC 22.

APL 10 (EL 6)

↗ **Falling Sandbags:** CR 6; mechanical; touch trigger; manual reset; 5-ft. area of effect (11d6 bludgeoning nonlethal); Search DC 24; Disable Device DC 24.

APL 12 (EL 7)

↗ **Falling Sandbags:** CR 7; mechanical; touch trigger; manual reset; 5-ft. area of effect (13d6 bludgeoning nonlethal); Search DC 24; Disable Device DC 24.

Once the PCs have bypassed the trap and entered the library, read the following:

The trapped door swings open before you, revealing the manor's library. Packed bookshelves stretch from floor to ceiling. A section in the center of the room has been cleared of furniture, and five tall candlesticks surround a summoning circle. The candles belch forth an unusual amount of oily smoke, which twists and dances as though alive.

On the other side of the room, Cochrane Grinwell stands above the body of a bound man – whom you quickly recognize as his father. He looks across the room at you, sizing you up. “Look father, we have visitors. A shame that they are too late...” He quickly plunges a wicked-looking blade into his father’s chest. The older man gasps, and goes still.

Instantly, the air is pierced by an otherworldly roar, and the smoke curls into vaguely humanoid shapes. “Kill these intruders, my servants!” As Cochrane gestures in your direction, the smoke shifts, and moves in your direction. “Nothing will stand in my way!”

This act of cold-blooded murder shifts Cochrane’s alignment to Chaotic Evil.

Please refer to DM Aid: Map #7 – Combat in Grinwell Manor.

APL 2 (EL 5)

☞ **Cochrane Grinwell, Male Human Ari5:** hp 33; see Appendix 7.

☞ **Quasit (Demon):** hp 18; see *Monster Manual*, page 40.

APL 4 (EL 7)

☞ **Cochrane Grinwell, Male Human Ari5:** hp 33; see Appendix 7.

☞ **Babau (Demon):** hp 69; see *Monster Manual*, page 40.

APL 6 (EL 9)

☞ **Cochrane Grinwell, Male Human Ari5:** hp 33; see Appendix 7.

☞ **Babau (Demon) (3):** hp 69 each; see *Monster Manual*, page 40.

APL 8 (EL 11)

☞ **Cochrane Grinwell, Male Human Ari5:** hp 33; see Appendix 7.

☞ **Vrock (Demon) (2):** hp 130 each; see *Monster Manual*, page 40.

APL 10 (EL 13)

☞ **Cochrane Grinwell, Male Human Ari5:** hp 33; see Appendix 7.

☞ **Hezrou (Demon) (2):** hp 153 each; see *Monster Manual*, page 40.

APL 12 (EL 15)

☞ **Cochrane Grinwell, Male Human Ari5:** hp 33; see Appendix 7.

☞ **Glabrezu (Demon) (2):** hp 192 each; see *Monster Manual*, page 40.

Tactics: Cochrane is a bully. He will single out the weakest-looking enemies, and move to attack them as soon as he is given an opening. The demons will spread their attacks out among the PCs, trying to use their abilities to the fullest.

At APL 2, the quasit will use his *invisibility* ability to move around freely, attacking ranged-attacking PCs with his Dex-reducing poison.

At APLs 4 and 6, the babaus will use their *darkness* abilities to gain concealment, so they may get their sneak attack bonuses. They will start with no power attack on heavily-armored foes, and 4 on lightly-armored foes, adjusting as needed. If a PC has obvious magical enhancements, they will attempt to use their *dispel magic* ability to shift the playing field.

At APL 8, one of the vocks will try to get into melee range, exploiting its stunning screech and spores abilities to delay enemy actions. Meanwhile, the other vrock will buff itself with mirror image and heroism. The vocks will then switch roles, allowing the first to buff itself. They will start with no power attack on heavily-armored foes, and 5 on lightly-armored foes, adjusting as needed.

At APL 10, one of the hezrous will use *blasphemy* to incapacitate the PCs, while the other moves into melee range as quickly as possible, making use of its stench ability. They will start with no power attack on heavily-armored foes, and 7 on lightly-armored foes, adjusting as needed. If an enemy spellcaster is out of reach, the hezrous will step clear of melee threats and target the caster with either unholy blight or chaos hammer.

At APL 12, the glabrezu will use *reverse gravity* and *power word stun* to incapacitate as many PCs as possible. One demon will then move into direct melee range,

while the other buffs itself with *mirror image*. They will then switch places, allowing the first to buff itself. They will start with power attack of 4 on heavily-armored foes, and 8 on lightly-armored foes, adjusting as needed. If an enemy spellcaster is out of reach, the hezrous will step clear of melee threats and target the caster with either unholy blight or chaos hammer.

Treasure: Cochrane and his minions' possessions are the only treasure here.

Developments: If Cochrane dies during this combat, the PCs do not receive the experience award for arresting him.

Once Cochrane and his minions have been defeated, continue with Conclusion C.

ENCOUNTER 19: FALL FROM GRACE

This encounter occurs at Location K on DM Aid: Map #1 – Township of Ellis, Elenann Manor. Please refer to DM Aid: Map #4 – Elenann Manor. This encounter occurs if the PCs decide to accuse Lord Dillon Elenann.

Sheriff Teris listens to you wordlessly as you explain your choice. He rises from his desk, and moves to the nearby window. He wrings his hands fretfully as he stares out at nothing in particular.

"I'll admit, I'm surprised. Lord Dillon is well-respected. His views on how the barony should be run are different than my own... but I never thought he had done anything out of line."

"On the other hand, I trust your assessment. Dillon is always ranting about what things would be like if he was in charge. Taking Gideon Lendel out of the picture would be a first step in that direction. House Dillon would be the next obvious choice for the baronial seat."

"Very well. I have requested aid from the army garrison. A detachment should be mustered and ready to move within the hour. We'll move on this immediately. Prepare yourself, and meet back here."

The PCs have an hour to make any last-minute preparations. If they need to make any equipment purchases, they find that the owners of Stuadin's Sundries and Bordneer's Alchemist Shoppe are preparing to open for the day. The PCs can purchase anything available from those two locations, as detailed in Encounters 3 and 8.

As the summons came at dawn, the PCs have not yet prepared spells for the day. They may choose to spend the hour doing so.

When the PCs are ready to go, continue:

Regrouping back at the sheriff's office, you find that a group of Great Army soldiers has indeed arrived.

Twenty minutes later, you stand at the gates of Elenann Manor. Sheriff Teris exchanges a few quick words with the commander of the army detachment, before turning his attention to you.

"Alright... half of the soldiers will encircle the property, in case anyone makes a run for it. The other half will enter the manor house, and keep the servants at bay. You are the most experienced of the lot – I leave it to you to apprehend Lord Dillon."

"It is important that he be taken alive, if at all possible. I don't think he will put up much resistance... but be forewarned: House Elenann has immense resources at its disposal. I have no idea what to expect."

"Any questions?"

The PCs may use any tactics that you consider reasonable. Feel free to elaborate on their progress through the manor house. The servants will put up only token resistance towards the soldiers holding them back. Nothing of significance occurs until the PCs approach Dillon's sanctum.

The door to the sanctum is trapped: as soon as a PC touches the doorknob, the 5-foot square nearest the door is struck by a blast of sonic energy.

APL 2 (EL 2)

↗ **Sonic Blast:** CR 2; mechanical; touch trigger; manual reset; 5-ft. area of effect (3d6 sonic nonlethal); Search DC 16; Disable Device DC 16.

APL 4 (EL 3)

↗ **Sonic Blast:** CR 3; mechanical; touch trigger; manual reset; 5-ft. area of effect (5d6 sonic nonlethal); Search DC 18; Disable Device DC 18.

APL 6 (EL 4)

↗ **Sonic Blast:** CR 4; mechanical; touch trigger; manual reset; 5-ft. area of effect (7d6 sonic nonlethal); Search DC 20; Disable Device DC 20.

APL 8 (EL 5)

↗ **Sonic Blast:** CR 5; mechanical; touch trigger; manual reset; 5-ft. area of effect (9d6 sonic nonlethal); Search DC 22; Disable Device DC 22.

APL 10 (EL 6)

↗ **Sonic Blast:** CR 6; mechanical; touch trigger; manual reset; 5-ft. area of effect (11d6 sonic nonlethal); Search DC 24; Disable Device DC 24.

APL 12 (EL 7)

✚ **Sonic Blast:** CR 7; mechanical; touch trigger; manual reset; 5-ft. area of effect (13d6 sonic nonlethal); Search DC 24; Disable Device DC 24.

Once the PCs have bypassed the trap and entered the library, read the following:

The trapped door swings open before you, revealing some sort of shrine. Candles line the walls, and a makeshift altar lies at one end, graced with the symbol of the Archpaladin.

Near the altar, Lord Dillon stands above the bodies of two men – servants you recognize from the Lendel and Grinwell households. He looks across the room at you, sizing you up. "I knew that evil would one day seek me out. Come on, savants of wickedness... I am ready for you!" He tosses a small orb in front of him. It shatters, and a pure golden light issues forth. As the nobleman raises his sword, the light coalesces into otherworldly forms. "Come, allies of the light – let us cast out these fiends!"

Please refer to DM Aid: Map #8 – Combat in Elenann Manor.

APL 2 (EL 5)

✚ **Lord Dillon Elenann, Male human Ftr4:** hp 38; see Appendix 7.

✚ **Lantern Archon:** hp 6; see *Monster Manual*, page 16.

APL 4 (EL 7)

✚ **Lord Dillon Elenann, Male human Ftr4:** hp 38; see Appendix 7.

✚ **Hound Archons (2):** hp 42 each; see *Monster Manual*, page 16.

APL 6 (EL 9)

✚ **Lord Dillon Elenann, Male human Ftr4:** hp 38; see Appendix 7.

✚ **Bralani (Eladrin) (3):** hp 54 each; see *Monster Manual*, page 93.

APL 8 (EL 11)

✚ **Lord Dillon Elenann, Male human Ftr4:** hp 38; see Appendix 7.

✚ **Avorals (Guardinal) (2):** hp 77 each; see *Monster Manual*, page 141.

APL 10 (EL 13)

✚ **Lord Dillon Elenann, Male human Ftr4:** hp 38; see Appendix 7.

✚ **Golden Protector (Lammasu):** hp 150; see *Monster Manual*, page 165.

APL 12 (EL 15)

✚ **Lord Dillon Elenann, Male human Ftr4:** hp 38; see Appendix 7.

✚ **Golden Protectors (Lammasu) (2):** hp 150 each; see *Monster Manual*, page 165.

Tactics: Lord Dillon is fearless, and is a skilled tactician. He realizes that he is cornered and outnumbered, so he will not allow himself to become surrounded. He will seize opportunities to attack weak-looking enemies – an enemy that is still standing is one that can still hurt him. The celestials will spread their attacks out among the PCs, trying to use their abilities to the fullest. Keep in mind that they assume that the PCs are evil, and will inappropriately use abilities like smite evil.

At APL 2, the lantern archon will try to stay as distant as possible from the PCs, while firing its light rays at PCs.

At APL 4, the hound archons will charge into melee range as quickly as possible. They will start with no power attack on heavily-armored foes, and 3 on lightly-armored foes, adjusting as needed.

At APL 6, the bralanis begin in whirlwind form. One of them will engage the PCs with whirlwind blasts and lightning bolts, while the other buffs with *mirror image* and *blur*. They will then switch places, so the first bralani can buff. They will try to keep distance from melee PCs, while tactically lining them up for their whirlwind blasts and lightning bolts.

At APL 8, one avoral will start out using its fear aura, while the other buffs itself with its *blur* ability. The other will then buff, while its companion moves to line up PCs for a lightning bolt. They will try to keep from getting into melee range, preferring to hit the PCs with empowered lightning bolts and magic missiles.

At APL 10 and 12, the golden protectors will begin by using their breath weapons on the PCs. Then one will buff the other with *bull's strength*, while the other pounces to quickly enter melee range.

Treasure: Lord Dillon and his minions' possessions are the only treasure here.

Developments: If Lord Dillon dies during this combat, the PCs do not receive the experience award for arresting him.

Once Lord Dillon and his minions have been defeated, continue with Conclusion D.

CONCLUSION A: INCITING THE MASSES

This encounter occurs at Location B on DM Aid: Map #1 – Township of Ellis, Sheriff Teris' Office. This encounter occurs if the PCs refuse to name a murder suspect.

Sheriff Teris looks you over. You can't help but notice a certain sadness and resignation in his eyes.

"That is your final decision, then? Very well. I thank you for your time and effort in this matter."

Leaving the sheriff's office, you head to the Staggered Stag for a morning meal. The tavern keeper simply glares at you, as he informs you that they are out of everything you try to order.

Heading back to the inn, you find your belongings tossed haphazardly out on the steps, the door locked, and the shutters closed.

Townsfolk jeer at you as you make your way through Ellis. "Troublemakers," you hear them whisper, as they point at you. You can only catch bits and pieces of their conversations, but nothing you hear sounds good. "...the poor old man... fine until they came along...just an innocent boy... I'll bet they did it."

You manage to flee the town, under a hail of rotten fruit, before a lynch mob can get a hold of you.

A few weeks later, you are sitting in a tavern, when you overhear two men discussing recent events – Sheriff Teris, while attempting to keep order, was slain by an unruly mob. The rioting in the streets of Ellis quickly spilled over into full scale civil war throughout the Barony of Kynneret.

The Margrave's Council will soon appoint a new knight-baron to govern the territory, in hopes that a new leader will still the discord within. The new baron will most likely come from one of Ellis' strong noble families.

You gaze pensively into your drinks. Few will ever know that the new Baron of Kynneret may very well be the very person that had Gideon Lendel murdered, and started this chain of events. Your chance to affect these proceedings is over.

The adventure is now over. The PCs earn the Enmity of Kynneret on the Adventure Record.

CONCLUSION B: FALL OF HOUSE LENDEL

This encounter occurs at Location I on DM Aid: Map #1 – Township of Ellis, Lendel Manor. This encounter occurs if the PCs accuse and defeat Lady Constance Lendel.

With a final gasp, Lady Constance falls to the floor. The animate wind around her whirls madly for a moment, and then is equally still.

Sheriff Teris and a few of his soldiers enter the room. "We heard you from all the way across the manor." He looks over the crumpled body of the noblewoman, and sighs. "Why can't they ever just come along quietly? What happened?"

The sheriff will listen patiently to anything the PCs want to relate. Once they are finished, continue:

"Very well. I don't see any evidence here of Gideon Lendel's murder, but..." The Sheriff looks at the unconscious bodies of the tortured servants. "...this should insure that Lady Constance sees justice."

The sheriff constructs a makeshift stretcher, and the unconscious form of the noblewoman is carried from the manor. It would appear that news travels quickly – the soldiers are keeping back a crowd of curious townfolk. In the middle of the crowd, atop a wooden crate, a solitary figure preaches to anyone that will listen.

"...and weakness will invade our very lives!" The figure turns, his arms gesturing towards Lendel Manor. You can now see his face – it is Cochrane Grinwell. "We need to be strong! We need a leader that isn't afraid to be powerful, to cast down the weak!"

"Gideon Lendel was destined to be baron – to be powerful – and that scared Lady Lendel. Scared her so much that she killed him! Look! The Sheriff arrests her, as we speak!"

You listen passively for a few moments as the young nobleman continues his rant. Regardless of whether or not he is right, the crowd hangs on his every word.

That night, you find yourself in the Staggered Stag, enjoying a tasty, well-earned beverage. As Sheriff Teris sits down, he places a small bag of coins in front of each of you. "This is a small token of our town's appreciation for what you have done for us. Take it with my thanks."

"I imagine that the Margrave's Council will soon appoint a new knight-baron to govern our lands. Hopefully, a new leader will still the discord we've suffered as of late."

You nod as you gaze pensively into your drinks. Few will ever know that the new Baron of Kynneret may very well be the very person that had Gideon Lendel murdered, and started this chain of events. Your chance to affect these proceedings is over... hopefully, you chose wisely.

Treasure: For their assistance in the capture of the murder suspect, Sheriff Teris presents each PC with a modest cash reward.

The adventure is now over. The PCs earn the **Favor of House Grinwell**, **Favor of House Elenann**, and **Hatred of House Lendel** on the Adventure Record.

CONCLUSION C: FALL OF HOUSE GRINWELL

This encounter occurs at Location J on DM Aid: Map #1 – Township of Ellis, Grinwell Manor. This encounter occurs if the PCs accuse and defeat Cochrane Grinwell.

With a final gasp, Cochrane falls to the floor. Around him, the bodies of the fiends fade away into wisps of smoke, once more.

Sheriff Teris and a few of his soldiers enter the room. "We heard you from all the way across the manor." He looks over the crumpled body of the nobleman, and sighs. "Why can't they ever just come along quietly? What happened?"

The sheriff will listen patiently to anything the PCs want to relate. Once they are finished, continue:

"Very well. I don't see any evidence here of Gideon Lendel's murder, but..." The Sheriff looks at the corpse of Hans Grinwell. "...this should insure that Cochrane Grinwell sees justice."

The sheriff constructs a makeshift stretcher, and the unconscious form of the young nobleman is carried from the manor. It would appear that news travels quickly – the soldiers are keeping back a crowd of curious townsfolk. In the middle of the crowd, atop a wooden crate, a solitary figure preaches to anyone that will listen.

"...and weakness will invade our very lives!" The figure turns, his arms gesturing towards Grinwell Manor. You can now see his face – it is Lord Dillon Elenann. "We need to be strong! We need a leader that knows might makes right, that will weed out the evils that walk among us!"

"Gideon Lendel was destined to be baron – a strong leader, no matter what the cost – and that scared House Grinwell. Scared them so much that they killed him! Look! The Sheriff arrests them, as we speak!"

You listen passively for a few moments as the old paladin continues his rant. Regardless of whether or not he is right, the crowd hangs on his every word.

That night, you find yourself in the Staggered Stag, enjoying a tasty, well-earned beverage. As Sheriff Teris sits down, he places a small bag of coins in front of each of you. "This is a small token

of our town's appreciation for what you have done for us. Take it with my thanks."

"I imagine that the Margrave's Council will soon appoint a new knight-baron to govern our lands. Hopefully, a new leader will still the discord we've suffered as of late."

You nod as you gaze pensively into your drinks. Few will ever know that the new Baron of Kynneret may very well be the very person that had Gideon Lendel murdered, and started this chain of events. Your chance to affect these proceedings is over... hopefully, you chose wisely.

Treasure: For their assistance in the capture of the murder suspect, Sheriff Teris presents each PC with a modest cash reward.

The adventure is now over. The PCs earn the **Favor of House Lendel**, **Favor of House Elenann**, and **Hatred of House Grinwell** on the Adventure Record.

CONCLUSION D: FALL OF HOUSE ELENANN

This encounter occurs at Location K on DM Aid: Map #1 – Township of Ellis, Elenann Manor. This encounter occurs if the PCs accuse and defeat Lord Dillon Elenann.

With a final gasp, Lord Dillon falls to the floor. The bodies of the celestial creatures around him fade away into nothingness.

Sheriff Teris and a few of his soldiers enter the room. "We heard you from all the way across the manor." He looks over the crumpled body of the nobleman, and sighs. "Why can't they ever just come along quietly? What happened?"

The sheriff will listen patiently to anything the PCs want to relate. Once they are finished, continue:

"Very well. I don't see any evidence here of Gideon Lendel's murder, but..." The Sheriff looks at the unconscious bodies of the tortured watchmen. "...this should insure that Lord Dillon sees justice."

The sheriff constructs a makeshift stretcher, and the unconscious form of the nobleman is carried from the manor. It would appear that news travels quickly – the soldiers are keeping back a crowd of curious townsfolk. In the middle of the crowd, atop a wooden crate, a solitary figure preaches to anyone that will listen.

"...and these passions will disrupt our very lives!" The figure turns, her arms gesturing towards Elenann Manor. You can now see her face – it is Lady Constance Lendel. "We need to be wise, not brash! We need a leader that knows what causes are good for the people, for our well-being!"

“My husband was destined to be baron – to be a leader – and that scared Lord Elenann. He feared that his own personal crusade would not be served. It scared him so much that he killed my husband! Look! The Sheriff arrests him, as we speak!”

You listen passively for a few moments as the noblewoman continues her rant. Regardless of whether or not she is right, the crowd hangs on her every word.

That night, you find yourself in the Staggered Stag, enjoying a tasty, well-earned beverage. As Sheriff Teris sits down, he places a small bag of coins in front of each of you. “This is a small token of our town’s appreciation for what you have done for us. Take it with my thanks.”

“I imagine that the Margrave’s Council will soon appoint a new knight-baron to govern our lands. Hopefully, a new leader will still the discord we’ve suffered as of late.”

You nod as you gaze pensively into your drinks. Few will ever know that the new Baron of Kynneret may very well be the very person that had Gideon Lendel murdered, and started this chain of events. Your chance to affect these proceedings is over... hopefully, you chose wisely.

Treasure: For their assistance in the capture of the murder suspect, Sheriff Teris presents each PC with a modest cash reward.

The adventure is now over. The PCs earn the **Favor of House Lendel**, **Favor of House Grinwell**, and **Hatred of House Elenann** on the Adventure Record.

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 14

Survive the trapped letter.

APL 2: 60 xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

Encounter 15

Defeat the assassins.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 17 or 18 or 19 (award for one only)

Survive or disarm the trap.

APL 2: 60 xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

Defeat the noble and minions.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Encounter 17 or 18 or 19 (award for one only): Aid in the arrest of one of the suspects.

APL 2: 45 xp.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 15

APL 2: L: 121 gp, C: 1 gp, M: adamantine arrows (5 gp each) x10, *potion of cure light wounds* (4 gp each) x2, stonebreaker acid (1 gp), vial of alfora (6 gp).

APL 4: L: 244 gp, C: 6 gp, M: adamantine arrows (5 gp each) x10, *moonsilver shard* (4 gp), *potion of cure light wounds* (4 gp each) x4, *sleep arrows* (11 gp each) x10, stonebreaker acid (1 gp), vial of alfora (6 gp), vial of oil of taggit (7 gp).

APL 6: L: 150 gp, C: 11 gp, M: adamantine arrows (5 gp each) x10, *arrow of eyes* (87 gp each) x2, *emerald caltrops* (13 gp), +1 *heavy flail* (192 gp each) x4, *moonsilver shard* (4 gp), *potion of cure light wounds* (4 gp each) x4, *sleep arrows* (11 gp each) x10, stonebreaker acid (1 gp), +1 *studded leather armor* (97 gp), vial of alfora (6 gp), vial of carrion crawler brain juice (16 gp), vial of oil of taggit (7 gp).

APL 8: L: 26 gp, C: 17 gp, M: adamantine arrows (5 gp each) x10, *arrow of eyes* (87 gp each) x2, +1 *breastplate* (112 gp each) x4, *emerald caltrops* (13 gp), +1 *heavy flail* (192 gp each) x4, *Heward's handy haversack* (166 gp), +1 *longbow* (197 gp), *moonsilver shard* (4 gp), *potion of cure moderate wounds* (25 gp each) x4, *potion of enlarge person* (20 gp each) x4, *sleep arrows* (11 gp each) x10, stonebreaker acid (1 gp), +1 *studded leather armor* (97 gp), *summoning arrows* (21 gp each) x2, vial of alfora (6 gp), vial of carrion crawler brain juice (16 gp), vial of giant wasp poison (17 gp), vial of oil of taggit (7 gp).

APL 10: L: 26 gp, C: 23 gp, M: adamantine arrows (5 gp each) x10, *arrow of eyes* (87 gp each) x2, *arrows of disintegration* (275 gp each) x2, +1 *breastplate* (112 gp each) x4, *emerald caltrops* (13 gp), +1 *heavy flail* (192 gp each) x4, *Heward's handy haversack* (166 gp), +1 *longbow* (197 gp), *moonsilver shard* (4 gp), *potion of cure moderate wounds* (25 gp each) x4, *potion of enlarge person* (20 gp each) x4, *ring of magic fang* (500 gp), *sleep arrows* (11 gp each) x10, stonebreaker acid (1 gp), +1 *studded leather armor* (97 gp), *summoning arrows* (21 gp each) x2, vial of alfora (6 gp), vial of carrion crawler brain juice (16 gp), vial of giant wasp poison (17 gp), vial of oil of taggit (7 gp), vial of purple worm poison (58 gp).

APL 12: L: 26 gp, C: 172 gp, M: adamantine arrows (5 gp each) x10, *arrow of eyes* (87 gp each) x2, *arrows of disintegration* (275 gp each) x2, +1 *breastplate* (112 gp each) x4, *emerald caltrops* (13 gp), *greater slaying arrows (human)* (338 gp each) x2, +1 *heavy flail* (192 gp each) x4, *Heward's handy haversack* (166 gp), +1 *longbow* (197 gp), *moonsilver shard* (4 gp), *potion of cure moderate wounds* (25 gp each) x4, *potion of enlarge person* (20 gp

each) x4, *ring of magic fang* (500 gp), *ring of protection* +1 (166 gp each) x4, *sleep arrows* (11 gp each) x10, *stonebreaker acid* (1 gp), +1 *studded leather armor* (97 gp), *summoning arrows* (21 gp each) x2, vial of *alforna* (6 gp), vial of *anemis* (62 gp), vial of *carion crawler brain juice* (16 gp), vial of *giant wasp poison* (17 gp), vial of *oil of taggit* (7 gp), vial of *purple worm poison* (58 gp), *winged boots* (1333 gp).

Encounter 17

All APLs: L: 0 gp, C: 1 gp, M: +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), +1 *quarterstaff* (191 gp).

Encounter 18

All APLs: L: 0 gp, C: 1 gp, M: +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), +1 *rapier* (193 gp).

Encounter 19

All APLs: L: 0 gp, C: 1 gp, M: +1 *breastplate* (112 gp), +1 *greatsword* (195 gp), *potion of cure moderate wounds* (25 gp), *potion of bull's strength* (25 gp).

Conclusion B or C or D (award for one only)

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 121 gp, C: 52 gp, M: 445 gp – Total: 618 gp (450 gp).

APL 4: L: 244 gp, C: 57 gp, M: 574 gp – Total: 875 gp (650 gp).

APL 6: L: 150 gp, C: 62 gp, M: 1,642 gp – Total: 1,854 gp (900 gp).

APL 8: L: 26 gp, C: 68 gp, M: 2,676 gp – Total: 2,770 gp (1,300 gp).

APL 10: L: 26 gp, C: 74 gp, M: 3,784 gp – Total: 3,884 gp (2,300 gp).

APL 12: L: 26 gp, C: 223 gp, M: 6,519 gp – Total: 6,768 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

✦ **Enmity of Kynneret:** You have been blamed for the riots in Ellis, and, to make matters worse, you did not produce a murder suspect in your investigations. You receive a -2 penalty to all Cha-based checks made with the citizens of the Barony of Kynneret. Furthermore, all citizens of this barony also begin with an Attitude one category lower than normal for the purposes of Diplomacy checks.

✦ **Hatred of House Lendel:** You have helped arrest the matriarch of House Lendel, a heavily politically-connected family. If you currently possess any favors or

influence with House Lendel, they are voided immediately. For a period of one year from the date on this Adventure Record, you suffer a -2 penalty to all Cha-based checks with government officials in Bissel.

✦ **Hatred of House Grinwell:** You have helped arrest the heir of House Grinwell, a powerful merchant family. If you currently possess any favors or influence with House Grinwell, they are voided immediately. For a period of one year from the date on this Adventure Record, you suffer a -2 penalty to all Cha-based checks with merchants in Bissel.

✦ **Hatred of House Elenann:** You have helped arrest the patriarch of House Elenann, a strong military-connected family. If you currently possess any favors or influence with House Elenann, they are voided immediately. For a period of one year from the date on this Adventure Record, you suffer a -2 penalty to all Cha-based checks with paladins and military officers in Bissel.

☛ **Favor of House Lendel:** You have helped exonerate the matriarch of House Lendel, a heavily politically-connected family. This favor counts as an Influence Point with House Lendel. You may spend this favor during a Bissel regional adventure to receive free Luxury Upkeep and the free casting of a single *heroes' feast* spell (CL 11th) for your party. Alternatively, you may spend this favor AND any one other Influence Point to gain an Influence Point with any one government official (such as a Baron or the Regent) of Bissel. Mark this favor as USED once it has been spent.

☛ **Favor of House Grinwell:** You have helped exonerate the heir of House Grinwell, a powerful merchant family. This favor counts as an Influence Point with House Grinwell. You may spend this favor to gain access (Frequency: Adventure) to purchase any one legal armor or weapon upgrade from the Dungeon Master's Guide of +1 bonus equivalency. Alternatively, you may spend this favor to reduce the cost of one magic item purchase made directly after a Bissel regional adventure by 10%. Mark this favor as USED once it has been spent.

☛ **Favor of House Elenann:** You have helped exonerate the patriarch of House Elenann, a strong military-connected family. This favor counts as an Influence Point with House Elenann. During any adventure set in Bissel, you may spend this favor to receive a free casting of the *remove curse* spell (CL 17th) upon a single party member. Alternatively, you may spend this favor to receive a Bissel Military Commendation. Mark this favor as USED once it has been spent.

Item Access

APL 2:

- *Adamantine Arrow* (Adventure; Dungeon Master's Guide)

- Stonebreaker Acid (Adventure; Arms & Equipment Guide; Limit Two)
- Vial of Poison, Alforna (Adventure; Arms & Equipment Guide; Limit Two)
- Greater Slaying Arrow, Human (Adventure; Dungeon Master's Guide)
- Vial of Poison, Anemis (Adventure; Arms & Equipment Guide; Limit Two)
- Winged Boots (Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):

- Moonsilver Shard (Adventure; Arms & Equipment Guide; Limit Two; Price: 250 gp)
- Sleep Arrow (Adventure; Dungeon Master's Guide)
- Vial of Poison, Oil of Taggit (Adventure; Dungeon Master's Guide; Limit Two)

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

- +1 Holy Composite Longbow, +4 Str Bonus (Adventure; Dungeon Master's Guide)
- +1 Holy Scimitar (Adventure; Dungeon Master's Guide)
- Arrow of Eyes (Adventure; Arms & Equipment Guide; Limit Two; Price: 2,047 gp)
- Emerald Caltrops (Adventure; Arms & Equipment Guide; Limit Two; Price: 401 gp)
- Vial of Poison, Carrion Crawler Brain Juice (Adventure; Dungeon Master's Guide; Limit Two)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Heward's Handy Haversack (Adventure; Dungeon Master's Guide)
- Summoning Arrow (Adventure; Arms & Equipment Guide; Limit Two; Price: 500 gp)
- Vial of Poison, Giant Wasp Poison (Adventure; Dungeon Master's Guide; Limit Two)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Arrow of Disintegration (Adventure; Arms & Equipment Guide; Limit Two; Price: 3,347 gp)
- Bracers of Armor +2 (Adventure; Dungeon Master's Guide)
- Ring of Magic Fang (Adventure; Arms & Equipment Guide)
- Vial of Poison, Purple Worm Poison (Adventure; Dungeon Master's Guide; Limit Two)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

ENCOUNTER 15

Hired Thug, Male human Ftr1; Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp +1/+4; Atk +6 melee (1d10+4, 19-20, heavy flail); Full Atk +6 melee (1d10+4, 19-20, heavy flail); SA -; SQ -; AL LE; SV Fort +4, Ref +2, Will -1; Str 17, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4, Ride +6, Improved Sunder, Power Attack, Weapon Focus (heavy flail).

Languages: Common, Halfling.

Possessions: *potion of cure light wounds*, masterwork breastplate, masterwork heavy flail, 2 gp.

Cleric of Pyremius, Female halfling Clr1: Small humanoid (halfling); CR 1; HD 1d8+1; hp 7; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size); Base Atk/Grp: +0/-2; Atk +5 ranged (1d6/x3, longbow); Full Atk: +5 ranged (1d6/x3, longbow); SA -; SQ rebuke undead, spontaneous inflict; AL NE; SV Fort +3, Ref +7, Will +6 (+8 against fear); Str 10, Dex 17, Con 12, Int 11, Wis 15, Cha 9.

Skills & Feats: Climb +2, Hide +9, Jump +2, Knowledge [religion] +4, Move Silently +6, Listen +5, Spot +2; Martial Weapon Proficiency [longbow].

Languages: Common.

Poison: Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con. The first two of the cleric's arrows are treated with the poison. Note that if she rolls a natural 1 on her attack roll, she must make a DC 15 Reflex save or accidentally poison herself.

Cleric Spells Prepared (3/3; base DC = 12 + spell level): 0 - *detect magic*, ~~*guidance*~~, ~~*resistance*~~; 1st - *bane*, *burning hands**, *cause fear*.

*Domain spell; Deity: Pyremius; Domains: Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +2 to damage).

Possessions: adamantine arrows (10), arrows (20), longbow, silver holy symbol of Pyremius, stonebreaker acid, studded leather armor, vial of alfora, 2 gp.

Precast Spells: *guidance* (8 rounds left), *resistance* (9 rounds left)

ENCOUNTER 15

Hired Thug, Male human Ftr1; Medium humanoid (human); CR 1; HD 1d10+2; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp +1/+4; Atk +6 melee (1d10+4, 19-20, heavy flail); Full Atk +6 melee (1d10+4, 19-20, heavy flail); SA -; SQ -; AL LE; SV Fort +4, Ref +2, Will -1; Str 17, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4, Ride +6, Improved Sunder, Power Attack, Weapon Focus (heavy flail).

Languages: Common.

Possessions: *potion of cure light wounds*, masterwork breastplate, masterwork heavy flail, 8 gp.

Cleric of Pyremius, Female halfling Clr2: Small humanoid (halfling); CR 2; HD 2d8+2; hp 14; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size); Base Atk/Grp: +1/-3; Atk +7 ranged (1d6/x3, longbow); Full Atk: +7 ranged (1d6/x3, longbow); SA -; SQ rebuke undead, spontaneous inflict; AL NE; SV Fort +3, Ref +8, Will +7 (+9 against fear); Str 10, Dex 17, Con 12, Int 11, Wis 15, Cha 9.

Skills & Feats: Climb +2, Hide +9, Jump +2, Knowledge [religion] +4, Move Silently +7, Listen +6, Spot +2; Martial Weapon Proficiency [longbow].

Languages: Common, Halfling.

Poison: Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con. The first two of the cleric's arrows are treated with the poison. Note that if she rolls a natural 1 on her attack roll, she must make a DC 15 Reflex save or accidentally poison herself.

Cleric Spells Prepared (4/4; base DC = 12 + spell level): 0 - *detect magic*, *detect poison*, ~~*guidance*~~, ~~*resistance*~~, 1st - *bane*, *burning hands**, *cause fear*, ~~*endure elements*~~.

*Domain spell; Deity: Pyremius; Domains: Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +2 to damage).

Possessions: *moonsilver shard*, *sleep arrows* (10), *adamantine arrows* (10), *arrows* (20), masterwork longbow, masterwork studded leather armor, silver holy symbol of Pyremius, stonebreaker acid, vial of alfora, vial of oil of taggit, 4 gp.

Precast Spells: *endure elements* (18 hours remaining), *guidance* (8 rounds left), *resistance* (9 rounds left)

ENCOUNTER 15

Hired Thug, Male human Ftr2; Medium humanoid (human); CR 2; HD 2d10+4; hp 19; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp +2/+5; Atk +8 melee (1d10+5, 19-20, heavy flail); Full Atk +8 melee (1d10+5, 19-20, heavy flail); SA -; SQ -; AL LE; SV Fort +5, Ref +2, Will -1 (+0 against fear); Str 17, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +5, Jump +5, Ride +6, Combat Reflexes, Improved Sunder, Power Attack, Weapon Focus (heavy flail).

Languages: Common.

Possessions: heavy flail +1, potion of cure light wounds, masterwork breastplate, 16 gp.

Precast Spells: *bless* (4 minutes left)

Cleric of Pyremius, Female halfling Clr4: Small humanoid (halfling); CR 4; HD 4d8+4; hp 28 (+10 temp); Init +8; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); Base Atk/Grp: +3/-1; Atk +11 ranged (1d6/x3, longbow); Full Atk +11 ranged (1d6/x3, longbow); SA -; SQ rebuke undead, spontaneous inflict; AL NE; SV Fort +4, Ref +10, Will +8 (+10 against fear); Str 14, Dex 18, Con 12, Int 11, Wis 15, Cha 9.

Skills & Feats: Climb +4, Concentration +5, Hide +10, Jump +4, Knowledge [religion] +4, Move Silently +9, Listen +6, Spot +2; Improved Initiative, Martial Weapon Proficiency [longbow].

Languages: Common, Halfling.

Poison: Black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con. The first two of the cleric's arrows are treated with the poison. Note that if she rolls a natural 1 on her attack roll, she must make a DC 15 Reflex save or accidentally poison herself.

Cleric Spells Prepared (5/5/4 base DC = 12 + spell level): 0 - *detect magic*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st - *bane*, *bless*, *cause fear*, *burning hands**; *endure elements*; 2nd - *aid*, *bull's strength*, *produce flame**, *sound burst*.

*Domain spell; Deity: Pyremius; Domains: Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +4 to damage).

Possessions: arrow of eyes (2), emerald caltrops, moonsilver shard, sleep arrows (10), studded leather armor +1, adamantine arrows (10), arrows (20), masterwork longbow, silver holy symbol of Pyremius, stonebreaker acid, vial of alforda, vial of carrion crawler brain juice, vial of oil of taggit, 6 gp.

Precast Spells: *aid* (4 minutes left), *bless* (4 minutes left), *bull's strength* (4 minutes left), *endure elements* (18 hours left), *guidance* (8 rounds left), *resistance* (9 rounds left), *virtue* (7 rounds left)

APPENDIX 4 – APL 8

ENCOUNTER 15

Hired Thug, Male human Ftr4; Medium humanoid (human); CR 4; HD 4d10+8; hp 38; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp +4/+8; Atk +11 melee (1d10+9, 19-20, heavy flail); Full Atk +11 melee (1d10+9, 19-20, heavy flail); SA -; SQ -; AL LE; SV Fort +6, Ref +3, Will 0 (+1 against fear); Str 18, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7, Ride +6, Combat Reflexes, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: breastplate +1, heavy flail +1, potion of cure moderate wounds, potion of enlarge person, 24 gp.

Precast Spells: bless (4 minutes left)

Cleric of Pyremius, Female halfling Clr6: Small humanoid (halfling); CR 6; HD 6d8+18; hp 54 (+12 temp); Init +8; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); Base Atk/Grp: +4/+0; Atk +12 ranged (1d6+1/x3, longbow +1); Full Atk +12 ranged (1d6+1/x3, longbow +1); SA -; SQ rebuke undead, spontaneous inflict; AL NE; SV Fort +7, Ref +11, Will +9 (+11 against fear); Str 14, Dex 18, Con 16, Int 11, Wis 15, Cha 9.

Skills & Feats: Climb +4, Concentration +11, Hide +10, Jump +4, Knowledge [religion] +2, Move Silently +9, Listen +4, Spot +2; Improved Initiative, Martial Weapon Proficiency [longbow], Point Blank Shot.

Languages: Common, Halfling

Poison: Sassone leaf residue, DC 16 Fortitude save resists, 2d12/1d6 Con. The first two of the cleric's arrows are treated with the poison. Note that if she rolls a natural 1 on her attack roll, she must make a DC 15 Reflex save or accidentally poison herself.

Cleric Spells Prepared (5/5/5/3 base DC = 12 + spell level): 0 - detect magic, detect poison, ~~guidance~~, ~~resistance~~, ~~virtue~~; 1st - bane, ~~bleed~~, cause fear, burning hands*; ~~endure elements~~; 2nd - ~~aid~~, ~~bear's endurance~~, ~~bull's strength~~, produce flame*; sound burst, 3rd - dispel magic, summon monster III, ~~resist energy~~*.

*Domain spell; Deity: Pyremius; Domains: Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +6 to damage).

Possessions: arrow of eyes (2), emerald caltrops, Heward's handy haversack, longbow +1, moonsilver shard, sleep arrows (10), summoning arrows (2), studded leather armor +1, adamantine arrows (10), arrows (20), silver holy symbol of Pyremius, stonebreaker acid, vial of alfora, vial of carrion crawler brain juice, vial of giant wasp poison, vial of oil of taggit, 8 gp.

Precast Spells: aid (6 minutes left), bear's endurance (6 minutes left), bless (6 minutes left), bull's strength (6 minutes left), endure elements (18 hours left), guidance (8 rounds left), resistance (9 rounds left), virtue (7 rounds left)

APPENDIX 5 – APL 10

ENCOUNTER 15

Hired Thug, Male human Ftr6; Medium humanoid (human); CR 6; HD 6d10+12; hp 57; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp +6/+10; Atk +13 melee (1d10+9, 19-20, heavy flail); Full Atk +13/+8 melee (1d10+9, 19-20, heavy flail); SA -; SQ -; AL LE; SV Fort +7, Ref +4, Will +1 (+2 against fear); Str 18, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +8, Jump +8, Ride +8, Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: breastplate +1, heavy flail +1, potion of cure serious wounds, potion of enlarge person, 32 gp, cloak of resistance +1.

Precast Spells: *bless* (4 minutes left)

Cleric of Pyremius, Female halfling Clr8: Small humanoid (halfling); CR 8; HD 8d8+24; hp 72 (+14 temp); Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 size, +2 *magic vestment*); Base Atk/Grp: +6/+2; Atk +14 ranged (1d6+1/x3, longbow +1); Full Atk +14/+9 ranged (1d6+1/x3, longbow +1); SA -; SQ rebuke undead, spontaneous inflict, energy resistance [fire] 10; AL NE; SV Fort +7, Ref +12, Will +11 (+13 against fear); Str 14, Dex 18, Con 16, Int 11, Wis 16, Cha 9.

Skills & Feats: Climb +4, Concentration +12, Hide +11, Jump +4, Knowledge [religion] +2, Move Silently +10, Listen +7, Spot +3; Improved Initiative, Martial Weapon Proficiency [longbow], Point Blank Shot.

Languages: Common, Halfling

Poison: Death blade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con. The first two of the cleric's arrows are treated with the poison. Note that if she rolls a natural 1 on her attack roll, she must make a DC 15 Reflex save or accidentally poison herself.

Cleric Spells Prepared (6/6/5/5/3 base DC = 12 + spell level): 0 - detect magic, detect poison, ~~guidance~~, ~~resistance~~, resistance, ~~virtue~~, 1st - bane, ~~bless~~, cause fear, burning hands*, doom; ~~endure elements~~; 2nd - ~~aid~~, ~~bear's endurance~~, ~~bull's strength~~, produce flame*, sound burst, 3rd - blindness, dispel magic, ~~magic vestment~~, ~~resist energy~~*, summon monster III, 4th - poison, ~~freedom of movement~~, wall of fire*.

*Domain spell; Deity: Pyremius; Domains: Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +8 to damage).

Possessions: arrows of disintegration (2), arrow of eyes (2), emerald caltrops, Heward's handy haversack, longbow +1, moonsilver shard, ring of magic fang, sleep arrows (10), summoning arrows (2), studded leather armor +1, adamantite arrows (10), arrows (20), silver holy symbol of Pyremius, stonebreaker acid, vial of alfora, vial of carrion crawler

brain juice, vial of giant wasp poison, vial of oil of taggit, vial of purple worm poison, 10 gp.

Precast Spells: *aid* (8 minutes left), *bear's endurance* (8 minutes left), *bless* (8 minutes left), *bull's strength* (8 minutes left), *endure elements* (18 hours left), *freedom of movement* (80 minutes left), *guidance* (8 rounds left), *magic vestment* (8 hours left), *resist energy* [fire] (80 minutes left), *resistance* (9 rounds left), *virtue* (7 rounds left)

ENCOUNTER 15

Hired Thug, Male human Ftr8; Medium humanoid (human); CR 8; HD 8d10+16; hp 76; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+2 Dex, +6 armor, +1 ring); Base Atk/Grp +8/+12; Atk +15 melee (1d10+9, 18-20, heavy flail); Full Atk +15/+10 melee (1d10+9, 18-20, heavy flail); SA -; SQ -; AL LE; SV Fort +7, Ref +4, Will +1 (+2 against fear); Str 19, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Climb +10, Jump +10, Ride +8, Cleave, Combat Reflexes, Great Cleave, Improved Critical (heavy flail), Improved Sunder, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common.

Possessions: breastplate +1, heavy flail +1, potion of cure serious wounds, potion of enlarge person, ring of protection +1, 40 gp, cloak of resistance +1, amulet of natural armor +1.

Precast Spells: bless (4 minutes left)

Cleric of Pyremius, Female halfling Clr10: Small humanoid (halfling); CR 10; HD 10d8+30; hp 90 (+16 temp); Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +1 size, +2 magic vestment); Base Atk/Grp: +7/+3; Atk +14 ranged (1d6+1/x3, longbow +1); Full Atk +14/+9 ranged (1d6+1/x3, longbow +1); SA -; SQ rebuke undead, spontaneous inflict, energy resistance [fire] 10; AL NE; SV Fort +8, Ref +13, Will +12 (+14 against fear); Str 14, Dex 18, Con 16, Int 11, Wis 16, Cha 9.

Skills & Feats: Climb +4, Concentration +14, Hide +11, Jump +4, Knowledge [religion] +3, Move Silently +10, Listen +7, Spot +4; Improved Initiative, Martial Weapon Proficiency [longbow], Point Blank Shot, Rapid Shot.

Languages: Common, Halfling

Poison: Wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con. The first two of the cleric's arrows are treated with the poison. Note that if she rolls a natural 1 on her attack roll, she must make a DC 15 Reflex save or accidentally poison herself.

0/0/1/0/1/2+1

Cleric Spells Prepared (6/6/5/5/3 base DC = 12 + spell level): 0 - detect magic, detect poison, ~~guidance~~, ~~resistance~~, ~~resistance~~, ~~virtue~~, 1st - bane, ~~bless~~, cause fear, burning hands*, doom, ~~endure elements~~; 2nd - ~~aid~~, ~~bear's endurance~~, ~~bull's strength~~, produce flame*, sound burst, spiritual weapon 3rd - blindness, dispel magic, ~~magic vestment~~, ~~resist energy~~*, summon monster III, 4th - dismissal, poison, ~~freedom of movement~~, wall of fire*, 5th - ~~fire shield~~*, flame strike, slay living.

*Domain spell; Deity: Pyremius; Domains: Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +8 to damage).

Possessions: arrows of disintegration (2), arrow of eyes (2), emerald caltrops, greater slaying arrows (human) (2), Heward's handy haversack, longbow +1, moonsilver shard, ring of magic fang, sleep arrows (10), summoning arrows (2), studded leather armor +1, winged boots, adamantine arrows (10), arrows (20), silver holy symbol of Pyremius, stonebreaker acid, vial of alfora, vial of anemis, vial of carrion crawler brain juice, vial of giant wasp poison, vial of oil of taggit, vial of purple worm poison, 12 gp.

Precast Spells: aid (8 minutes left), bear's endurance (8 minutes left), bless (8 minutes left), bull's strength (8 minutes left), endure elements (18 hours left), fire shield (9 rounds left), freedom of movement (80 minutes left), guidance (7 rounds left), magic vestment (8 hours left), resist energy [fire] (80 minutes left), resistance (8 rounds left), virtue (6 rounds left)

APPENDIX 7 – ALL APLS

ENCOUNTERS 1, 10, AND 17

Lady Constance Lendel, Female Human (Suel) Adp5: Medium humanoid (human); CR 4; HD 5d6; hp 22; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1, *quarterstaff* +1); Full Atk +3 melee (1d6+1, *quarterstaff* +1); SA -; SQ summon familiar; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con 11, Int 12, Wis 15, Cha 13.

Skills & Feats: Concentration +8, Heal +10, Knowledge [arcana] +9, Spellcraft +9; Combat Casting, Improved Familiar, Weapon Focus [ray].

Languages: Common, Ancient Suel.

Adept Spells Prepared (3/3/2, save DC = 12 + spell level): 0 – *detect magic*, *light*, *touch of fatigue*; 1st – *bless*, *burning hands*, *protection from good*; 2nd – *mirror image*, *scorching ray*.

Possessions: *chain shirt* +1, *cloak of resistance* +1, *quarterstaff* +1, dagger, 10 gp.

Description: Lady Constance Lendel is a tall woman whose pale skin, sharp features, and raven hair denote her family's strong Suel heritage. She tends to dress in very elegant clothing that flows in the wind that constantly surrounds her – often due to the presence of her familiar.

When she enters a room, she tends to survey it pompously, as if she owns everything she sees. What she is actually doing is looking for exits and possible ambushes.

ENCOUNTER 11 AND 18

Cochrane Grinwell, Male Human Ar15: Medium humanoid (human); CR 4; HD 5d8+5; hp 33; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex); Base Atk +3; Grp +4; Atk +6 melee (1d6+2/18-20, *rapier* +1); Full Atk +6 melee (1d6+2/18-20, *rapier* +1); AL CN; SV Fort +3, Ref +4, Will +5; Str 12, Dex 15, Con 12, Int 13, Wis 11, Cha 12.

Skills & Feats: Bluff +7, Diplomacy +7, Intimidate +9, Knowledge (nobility and royalty) +5, Listen +6, Ride +6, Sense Motive +5, Spot +6; Combat Expertise, Dodge, Weapon Focus (*rapier*).

Languages: Common, Ancient Suel, Flan, Old Oeridian.

Possessions: *chain shirt* +1, *cloak of resistance* +1, *rapier* +1, dagger, 10 gp.

Description: Cochrane Grinwell is a tall human with blond hair and mixed heritage. He has a noticeable hooked nose that runs infamously through his family. When he is alone, he has a noticeable nervous tick as he looks around for one of his toadies to back him up.

ENCOUNTER 12 AND 19

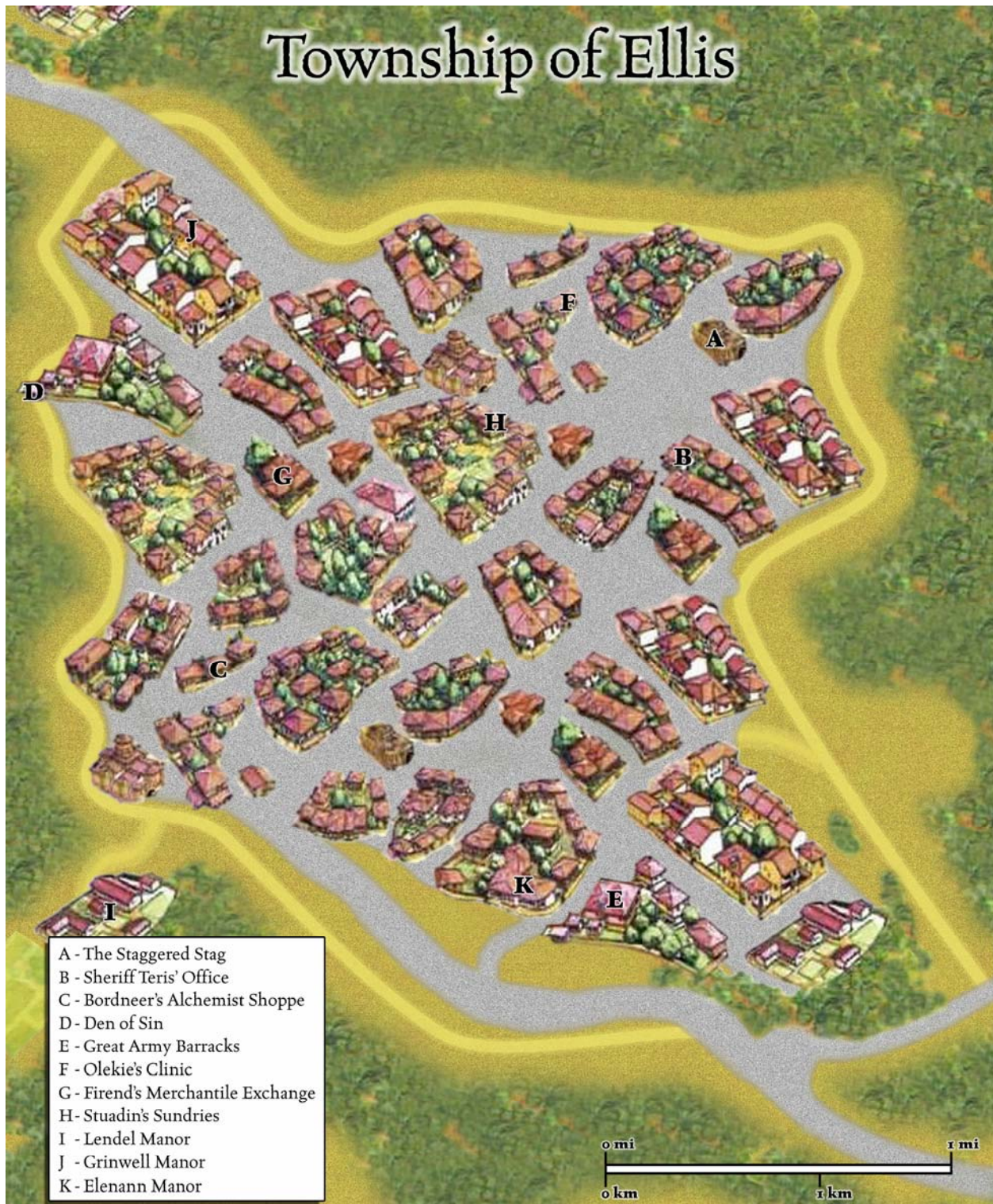
Lord Dillon Elenann, Male human Ftr4: CR 4; Medium humanoid (human); HD 4d10+8; hp 38; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +6 armor), touch 12, flat-footed 16; Base Atk / Grp +4/+8; Atk +10 melee (2d6+9, 19-20, *greatsword* +1); Full Atk +10 melee (2d6+9, 19-20, *greatsword* +1); SA -; SQ -; AL N; SV Fort +6, Ref +3, Will 0; Str 18, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

Skills & Feats: Climb +7, Jump +7, Ride +6, Combat Reflexes, Improved Sunder, Iron Will, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

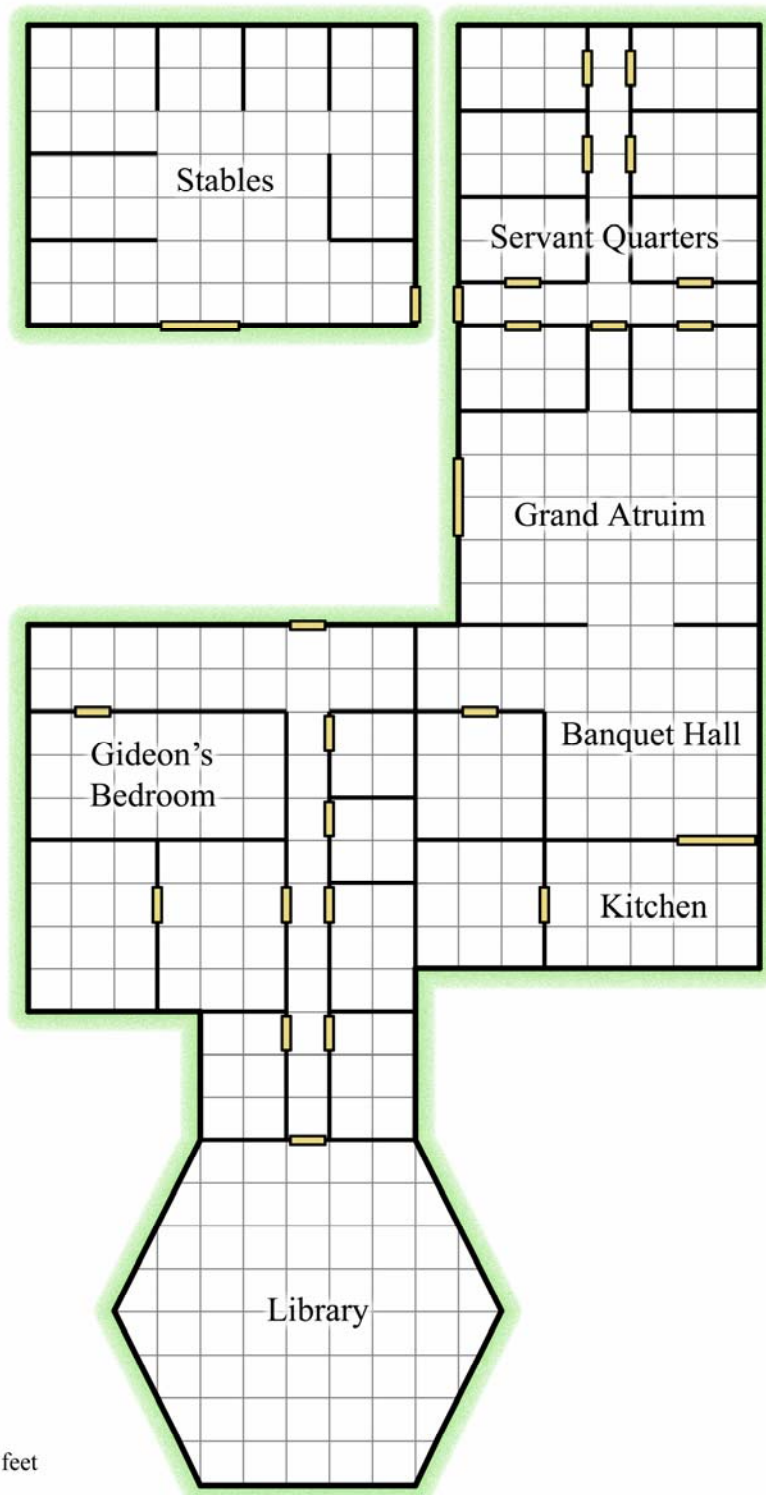
Possessions: *breastplate* +1, *greatsword* +1, *potion of cure moderate wounds*, *potion of bull's strength*, dagger, 10 gp.

Description: Lord Dillon Elenann is a medium-height human of mixed heritage in his early 50's. He was once muscular and strong, but with his graying hair has also come a substantial paunch. His left forearm bears the faded tattoo of the symbol of Heironeous – a fist grasping a lightning bolt.

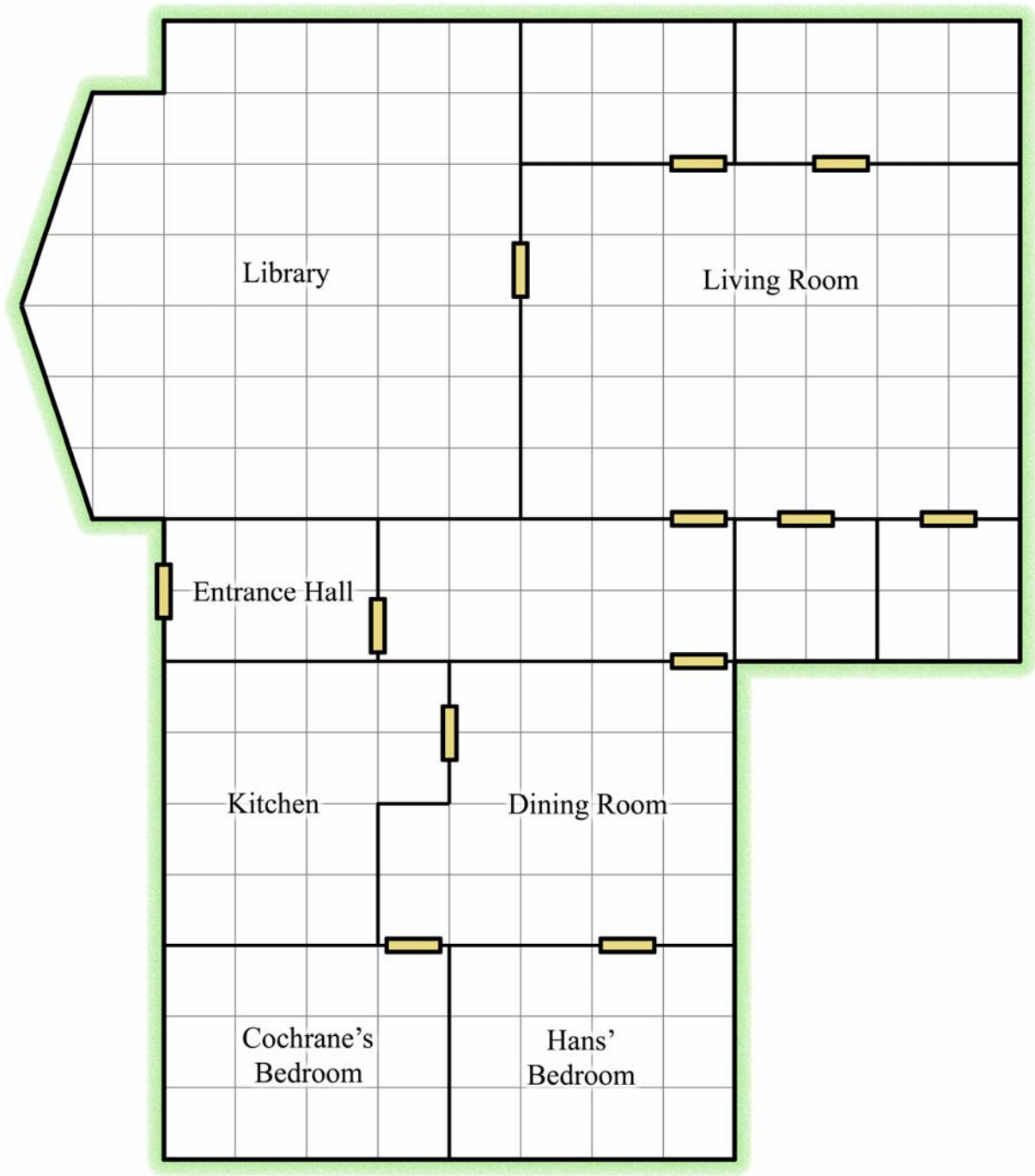
DM AID: MAP #1 – TOWNSHIP OF ELLIS



DM AID: MAP #2 – LENDEL MANOR



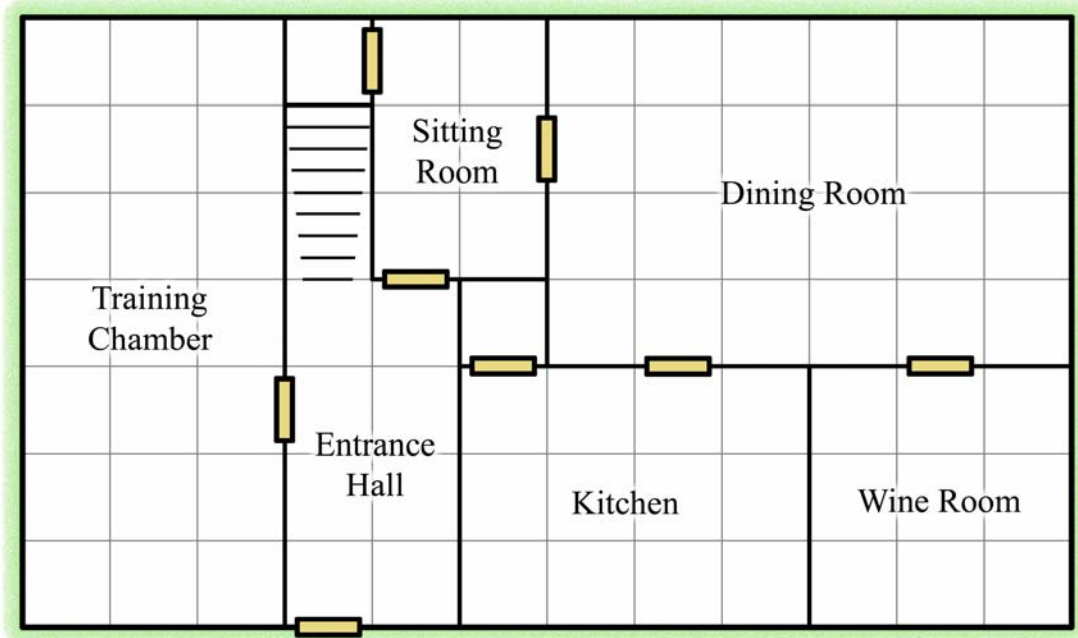
DM AID: MAP #3 – GRINWELL MANOR



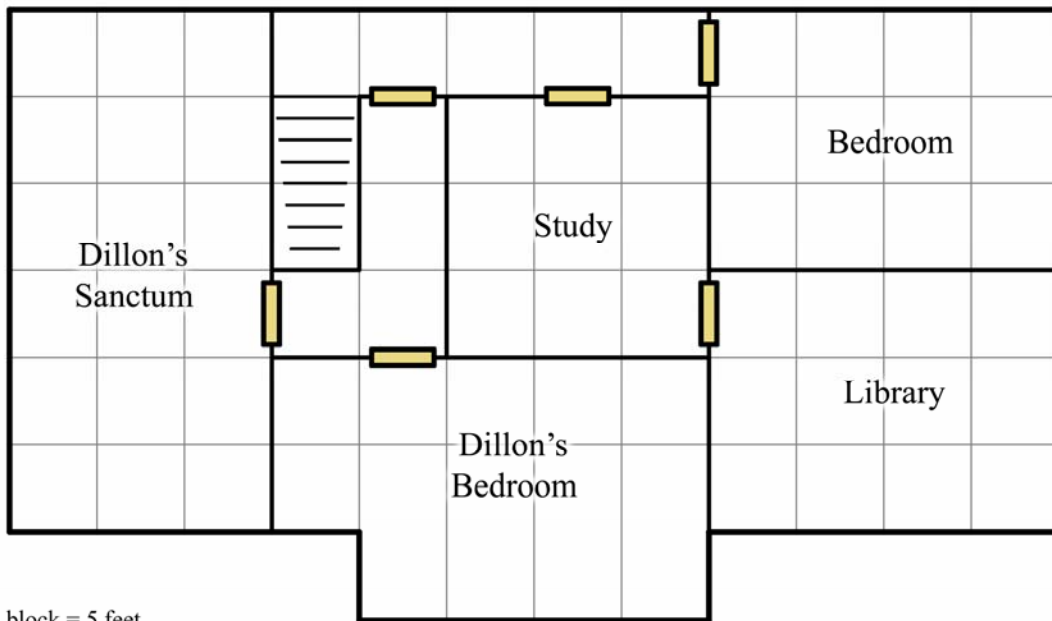
1 grid block = 5 feet

DM AID: MAP #4 – ELENANN MANOR

First Floor

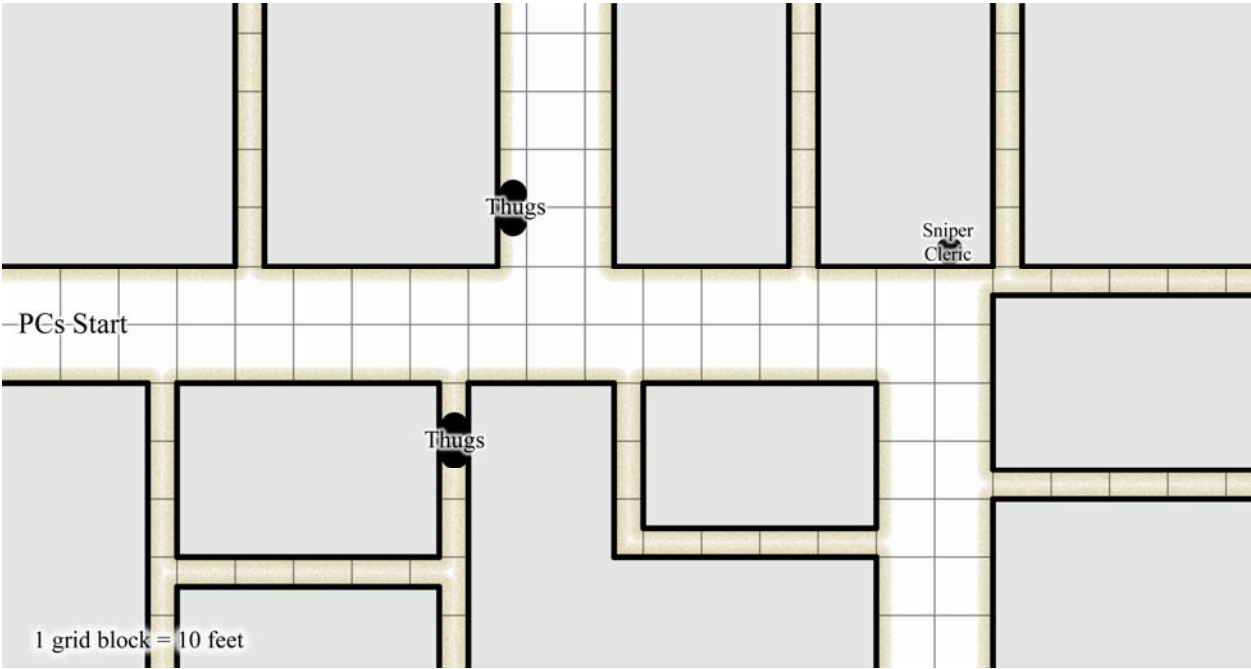


Second Floor

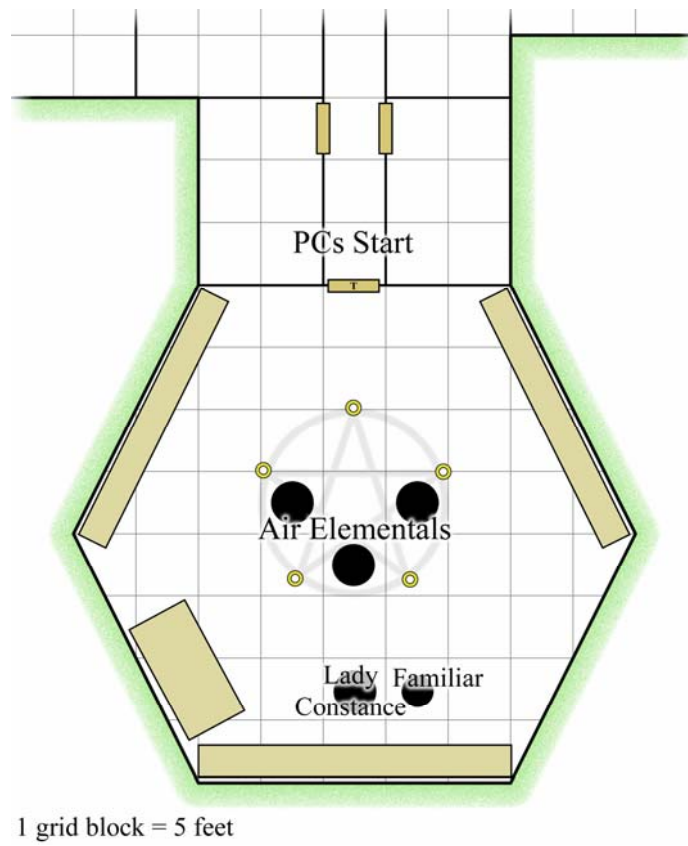


1 grid block = 5 feet

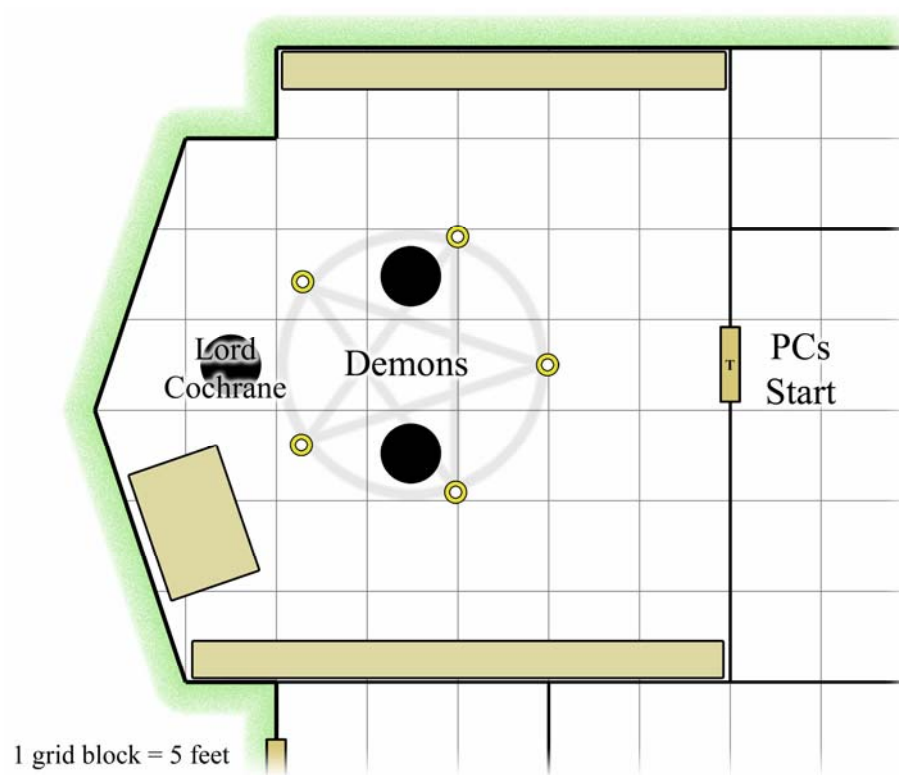
DM AID: MAP #5 – COMBAT IN THE STREETS



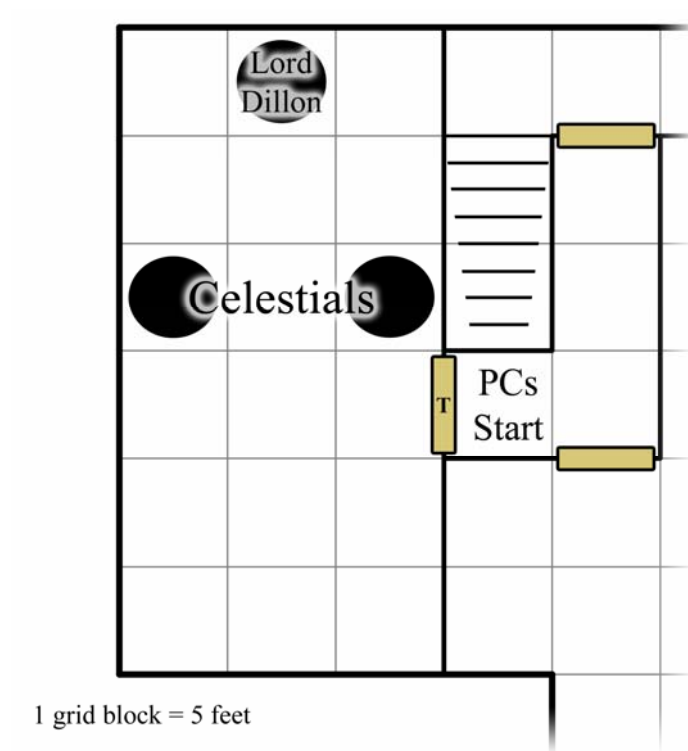
DM AID: MAP #6 – COMBAT IN LENDELL MANOR



DM AID: MAP #7 – COMBAT IN GRINWELL MANOR



DM AID: MAP #8 – COMBAT IN ELENANN MANOR



DM AID: THE MURDER SUSPECTS

LADY CONSTANCE LENDEL

Who she is – The widow of the murdered Gideon Lendel.

Her persona – She is greasy and conniving. She doesn't hide the fact that she would gladly sacrifice anyone and everyone to further her political career.

Her motivation for the murder – Gideon Lendel was the strongest candidate for the baronial seat. By killing him, she would inherit all of the power of House Lendel, and likely gain public sympathy to make her a shoo-in.

Her opportunity for the murder – She is familiar with the alchemist shop in town, and could easily know about the crawlspace above her husband's bedroom.

How she is affecting the landscape – She is suspicious of Hans Grinwell's motives, and so has been using her resources to keep him from gaining political power. If she was removed from the scene, House Grinwell would stand to gain much influence.

What the townsfolk think – They see Lady Constance as a woman of questionable character, who only married Gideon to further her political career.

COCHRANE GRINWELL

Who he is – The son of Hans Grinwell, best friend of murdered Gideon Lendel.

His persona – He is brash and opportunistic. He's not really interested in the responsibility that goes with being a political leader. He merely wants the title and prestige that goes with it.

His motivation for the murder – House Lendel was the strongest candidate for the baronial seat. With Gideon out of the way, House Grinwell will easily surpass them. Then, Cochrane will stand to inherit both the baronial seat and his family fortune.

His opportunity for the murder – He is familiar with many people of questionable moral fiber, and has no alibi for the time of the murder.

How he is affecting the landscape – He has stirred up resentment of the 'old guard' among the younger townsfolk. This is in direct opposition of Dillon Elenann's goals of a more military society. If he was removed from the scene, House Elenann would stand to gain much influence.

What the townsfolk think – They see Cochrane as a young punk that is always hanging out with the wrong crowd, causing trouble.

LORD DILLON ELENANN

Who he is – The outspoken political rival of murdered Gideon Lendel.

His persona – He is loud and impatient. He claims to be a paladin, but lacks the upstanding character and morality of a paladin.

His motivation for the murder – Gideon Lendel was Lord Dillon's strongest political rival. With him out of the way, Lord Dillon can bully and intimidate those around him to push his agenda, and seize the baronial seat.

His opportunity for the murder – He has access to military folks like the thugs that murdered Gideon, and he would be familiar with poisons from his adventuring days.

How he is affecting the landscape – Gideon Lendel was always a strong political rival, and he is carrying his venom for the murdered patriarch over to Lady Constance. If he was removed from the scene, House Lendel would stand to gain much influence.

What the townsfolk think – They see Lord Dillon as an upstanding citizen, an honorable paladin, and a war hero.

DM AID: NEW RULES

NEW ITEMS

Arrow of Disintegration (Arms & Equipment Guide)

When this arrow strikes a target, the target must succeed on a Fortitude save (DC 19) or vanish as though struck with a *disintegrate* spell. Like the spell, the arrow can be used to *disintegrate* nonliving matter as well as creatures. A creature that makes a successful saving throw takes 5d6 points of damage. The arrow is consumed in the attack.

Moderate transmutation; CL 11th; Craft Magical Arms and Armor, *disintegrate*; Price 3,347 gp; Weight - lbs.

Arrow of Eyes (Arms & Equipment Guide)

The fletching of this +1 arrow is painted with brightly colored eyes. When fired, an *arrow of eyes* allows its wielder to see through a magical sensor located within its fletching. The sensor behaves exactly like an *arcane eye* spell cast by a 10th-level sorcerer, except that it moves only when the arrow moves. The wielder must concentrate to use the magical sensor, which lasts for 10 minutes. If the arrow lodges in a moving object, the sensor moves with it. Neither the arrow nor the sensor provides any illumination of their own. The *arcane eye* ability functions only once. If an *arrow of eyes* is recovered intact after firing, it functions only as a +1 arrow.

Moderate divination; CL 10th; Craft Magical Arms and Armor, *arcane eye*; Price 2,047 gp; Weight - lbs.

Emerald Caltrops (Arms & Equipment Guide)

These magical caltrops dissolve into small puddles of acid when stepped on. Like normal caltrops, *emerald caltrops* are scattered on the ground to slow enemies, but the act of scattering them also activates their magic. One 2-pound bag covers an area 5 feet square. Each time a creature moves into an area covered by emerald caltrops, make an attack roll (with a +1 bonus) using the rules for caltrops found in Chapter 7 of the *Player's Handbook*. Any creature struck by the caltrops takes an additional +1 point of damage and 1d6 points of acid damage. *Emerald caltrops* turn to vapor 1 hour after being removed from their original container.

Faint conjuration; CL 4th; Craft Magical Arms and Armor, *Melf's acid arrow*; Price 401 gp; Weight 2 lbs.

Moonsilver Shard (Arms & Equipment Guide)

This silvery dart turns into a small bolt of magical force when thrown and unerringly strikes its target for 1d4+1 point of damage. Once thrown, a *moonsilver shard* behaves in all manners like a dart from the *magic missile* spell, except that it has an effective range of 150 feet. Attempting to throw a *moonsilver shard* at a target beyond this range causes the dart to transform and then dissipate harmlessly. A *moonsilver shard* vanishes after one use.

Faint evocation; CL 5th; Craft Magical Arms and Armor, *magic missile*; Price 250 gp; Weight 1/2 lb.

Poisons (Dungeon Master's Guide and Arms & Equipment Guide)

Poison	Type	Initial Damage	Secondary Damage	Craft DC	Price	Trap CR Modifier
Alforna	Injury DC 11	1d2 Str	Fatigue	15	75 gp	+1
Giant Wasp Poison	Injury DC 18	1d6 Dex	1d6 Dex	20	210 gp	+3
Purple Worm Poison	Injury DC 24	1d6 Str	1d6 Str	20	700 gp	+4
Anemis	Contact DC 16	1d4 Str	2d4 Str	20	750 gp	+5
Carrion Crawler Brain Juice	Contact DC 13	Paralysis	0	15	200 gp	+1
Oil of Taggit	Ingested DC 15	0	Unconsciousness	15	90 gp	-

Ring of Magic Fang (Arms & Equipment Guide)

When worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) a +1 enhancement bonus on attack and damage rolls.

Moderate transmutation; CL 12th; Forge Ring, *magic fang*; Price 6,000 gp; Weight - lbs.

Stonebreaker Acid (Arms & Equipment Guide)

This special form of acid affects only stone. You can throw stonebreaker acid as a grenadelike weapon. Acid ordinarily deals half damage to objects (see Attack an Object in Chapter 8 of the *Player's Handbook*). A direct hit in a

stone surface ignores hardness and deals 3d10 points of damage. On the round after a direct hit, stonebreaker acid deals a further 2d10 points of damage.

Nonmagical; Craft (alchemy) DC 20; Price 20 gp; Weight 1 lb.

Summoning Arrow (Arms & Equipment Guide)

The head of a *summoning arrow* is sculpted to look like a bird of prey, and the fletching is always made of feathers from the same bird. When launched from a bow, a summoning arrow transforms into an eagle (see *Monster Manual*) and attacks the foe that the arrow was fired at. If not launched at a specific target, a *summoning arrow* turns into an eagle when it's 30 feet away from the wielder, then attacks the nearest creature. The eagle remains for 5 rounds or until slain, whichever comes first. After 5 rounds, the eagle flies away. It does not return to arrow form.

Faint conjuration; CL 5th; Craft Magical Arms and Armor, *summon monster I*; Price 500 gp; Weight - lbs.

PLAYER HANDOUT #1 – THE NOTE FROM THE SHERIFF

This note was delivered to you by a young page, while you were deep in your investigation.

My friends,

I have received a tip that Bordneer's Alchemist Shoppe, a storefront within Ellis, trades in exotic substances that could be considered poisonous.

If you haven't yet done so, please look into this merchant – he may be the source of the poison used to kill Gideon Lendel.

Regards,

Sheriff Teris Spotwell

PLAYER HANDOUT #2 – THE OMINOUS NOTE

This note was delivered to you by a young page, while you were deep in your investigation.

Dear adventurers,

This note is really just a placeholder. If you are reading this, ask the DM what it means.

It is quite possible that it means you've been slain. Mercilessly. So sorry.

We really don't have anything important to say here, but it is important that it appear that this is a legitimate message.

Fondest regards,

The Bissel Triad

PLAYER HANDOUT #3 – THE OMINOUS NOTE THAT SURVIVED

This note was delivered to you by a young page, while you were deep in your investigation. You have removed the magical protections that guarded it.

Dear tools of the law,

I am not sure why I am bothering to write this message to you. In your blundering, I highly doubt that you managed to survive.

This should serve as a lesson to you and all those like you – do not meddle in the affairs of those more important than yourself. It always ends poorly.

Fondest regards,

Those Watching