

URCI-10

DROWNING IN DARKNESS

A One-Round D&D LIVING GREYHAWK®
County of Urnst Regional Adventure

Version 1

by Dennis Stalnaker

"The worst thing about falling into the river at night is that you can never tell if the hand that's guiding you is pulling you to the surface or pulling you to the bottom until you've already started drowning in darkness." An adventure for characters level 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three

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

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The Count's Markham, a place known for its honor and dedication to Heironeous, has been infiltrated by a follower of Hextor. Under the guise of a noble knight, Sir Torrace commits unspeakable acts of evil, but even worse, he is now leading younger knights down the path of Tyranny.

Fifteen years ago, the Count's Markham was not the place it is today. A corrupt baron, Agram Ilsvader, ruled the small village and surrounding countryside with an iron hand. The people lived in poverty while the Baron's greed ensured that his coffers were full. It was a land where the strong prospered at the expense of the weak, an ideal place for a follower of Hextor such as Ebram of

Brotton to go and to flourish, or at least that's what he thought. Eight years ago, he arrived to find that not only had the leadership changed, but that it was under practical rule of the Church of Heironeous. While not a direct blow to Hextor's power, Ebram felt that perhaps Hextor had guided him here to remedy the situation, and do this he decided he needed to gain the trust of the Count's Markham. Approaching Lord Malthanus Gellor, Ebram identified himself as a minor noble, Torrace Erindal, and asked to begin training to become a knight in the service to Heironeous.

Under the guise of Torrace, Ebram studied hard and after several years became Sir Torrace, an honorable knight in the service of Heironeous. Patience was a virtue, and having gained their trust it was now time to start sewing the seeds of tyranny. Ebram worked to gain a position of leadership, and when he was offered the opportunity to begin training new arrivals, he leapt at it. For the past three years, Sir Torrace has been training several new recruits with a strong emphasis on Justice and Order. They put forth a good image by helping out wherever possible, but are very brutal when it comes to punishments. Torrace takes as many opportunities as he can to separate his students from the temple so he does not have anyone watching over his shoulders as he twists their ideals of Law and Honor.

Sir Torrace has just left Count's Markham with two of his young wards for an extended patrol of the countryside as part of their training, but unfortunately for them, they are set upon by a large group of bandits who have almost defeated the knights when the party arrives.

The adventure begins when the party is approached by a black smith who needs to have a part delivered to the new head of Irrigation in the Hamlet of Applebee. On the way to Applebee, the party runs across the Knights of Heironeous trying to defend a merchant's wagon. After coming to their rescue, the knights promise to take the bandits into custody. On the return trip from Applebee, the party learns that these noble knights aren't as noble as they appear to be. The party must put a stop to these knights, and in the process, possibly save a soul.

INTRODUCTION

For whatever reason your in Brotton, it was hard to miss the Spring Luna Festival. Sadly it was a complete flop. The opening parade turned into a shouting match between the local farmers and sheepherders and it went down hill from there. Following last night's fiasco at the dance, this weekend couldn't have ended soon enough. With the festival finally over, you sit in a local tavern, the Salty Swine, with old allies and new friends sharing stories over breakfast. Much like the festival, the Salty Swine isn't quite all you've heard it would be. The prices weren't too bad but the food and service were definitely no better than a hundred other inns in the county. Still, you've been in worse places, and it's better than eating trail rations.

Across the bar, a portly gnome looks up nervously from his meal at you. After a few seconds, he climbs down from his human sized stool, and walks across the room toward you. As he

gets closer his sureness begins to fade from his face replaced by worry. Coming to a halt halfway across the room, he feigns interest in a painting on the wall. He then returns back to his meal muttering to himself. A few minutes later he smiles warmly at you from across the room. He hops down from his stool and walks half way across the bar again where he stops, and turns to look at the same painting again. He appears to examine it closely as if he's never seen it before. After a few seconds of careful study he looks back at the party, smiles and nods, and then hurries back to his stool wiping sweat off his forehead, pointedly looking down at his food after climbing back up the stool.

The party can call him over or walk over to him; either action will surprise him causing him to fall backwards off his stool as he looks up suddenly. If he is not called over or approached, he will make one final attempt after mustering all of his courage. "He looks up determinedly at the party, pushes his food away, and promptly falls backwards off the stool. After brushing himself off, he walks over to where you are sitting." Markle tends to talk fast, and will try to slow down if asked, but will build speed as he gets excited or nervous.

"Greetings fine sirs (and ladies), my name is Markle and I hate to disturb you seeing as your all eating right now, but I'm in need of some assistance. I understand if you'll say no, I probably shouldn't have bothered you any way seeing that your in the middle of eating and all, it's just that I need some help and you look like you might be the types of people that can help me out. Did I mention my name is Markle?"

Markle explains that he was commissioned by a friend (Leyla Whitelock of Applebee, female gnome) to craft an item and he is supposed to have it delivered to her in the next 3 days. If he left now he could probably make it in time but that will put him behind on another item he is to make this week. Normally he has a courier that he uses to make deliveries outside of Brotton but he is indisposed at the time. Markle is very unsure of himself and nervous, but he doesn't want to disappoint Leyla. He was paid well to craft the unique item, which he has no idea what it is (a water spreading device made of aluminum, basically a sprinkler head) and can pay the party 50gp for delivery as well as crafting one silver weapon for each party member at half price, although he will forget to offer anything without prompting for payment. If anyone would like to purchase a weapon they must spend an additional time unit while waiting for it to be completed. Markle is a skilled silversmith and is one of a very small number of people who are practiced with aluminum.

☞ Markle Tinderbox, Male Gnome Male Exp3: Str 12, Dex 14, Con 12, Int 16, Wis 14, Cha 8

Skills: Craft (Silversmith) +10, Craft (Weaponsmith) +10

Feats: N/A

Possessions: Padded Armor, Dagger, 70gp

THE ROAD TO APPLEBEE

Leaving behind the bustle of Brotton, you travel northeast along the well-worn cobblestone road to Applebee. The day starts off nice enough, farmers nod to you as you walk by, children run along side to get a good look at the mighty party as they pass, but as night begins to fall, storm clouds roll in from the east covering the moon and the rain begins to fall. You manage to find some shelter in a copse of trees and set up camp for the night. The rain continues through much of the night, but by morning, everything is sunny and dry again.

The second day is much like the first, the dry mornings and afternoon allow for quick travel down the road but as late afternoon draws to an end, storm clouds again fill the sky. An abandoned farmhouse near by offers shelter from the rain.

On the door of the boarded up farmhouse is a sign that reads "A Tax Cheat Lived Here. Closed under the order of Lord Malthanus Gellor". The house has been abandoned for some time now and there are no signs of recent use. There is nothing of value in the house.

Leaving the farmhouse you expect that you should be able to make it to Applebee shortly after nightfall if you keep a good pace. Farms dot the landscape, a small number have been abandoned but for the most part the farmers seem to be doing well for themselves. One farm catches your eyes about an hour after breaking camp this morning. In the fields you see what looks like gleaming armor. As you get close you make out two knights planting in the fields while an elderly lady looks on. A shield next to the horses is painted with the symbol of Heironeous on a white field and a tower on a blue field.

The two knights of the Count's Markham are in fact helping old lady Taylina sow the fields. Her husband died last year and she has a bad leg and has been unable to tend to her own fields this year. Lord Gellor truly is a good man, despite any impressions the party may get from the other knights or circumstances to come, and has asked that his knights take care of her, even if it means shedding some of their honor by working in a field.

The knights, Camlyn and Jevner (friends call him 'Ox') are happy to talk to the party while they work and could actually use some help so they can get back to patrols. They can inform the party that the lands around the Count's Markham are all presided over by Lord Gellor. The actual Count's Markham itself is a small town to the north east of Brotton and only a few miles from Applebee. Neither can think of anyone who has ever been evicted from a farm for non-payment of taxes as the Lord Gellor goes out of his way to help his people like Taylina. Taylina also doesn't know why Zed, the previous owner, was kicked out of his farm to the south, but suspects it was for some darker reason than tax evasion, and the knights may be trying to keep it quiet. She does trust that the knights were right in whatever reasons they had.

ENCOUNTER 1: THE MARKHAM VS. THE BANDITS

The trip out to the Count's Markham is pretty uneventful until they are about 10 miles away from the crossroads which. Late morning, the party will hear a clamor off in the distance over a hill. The party will come across the group of three knights fighting a losing battle against a horde of bandits who are trying to raid a merchant's wagon.

Ahead you hear the sounds of heated battle. You rush forward over the next hill to see a merchant's wagon tipped over on its side, a panicked horse tries to pull itself free. A tall man in Scale mail is pulled from his horse and goes down under a flurry of blows. Two other knights fight back to back against a large band of motley men. One knight wielding a Battleaxe bears a shield with the coat of arms of the Count's Markham. The other man in armor wielding a spiked chain sees you and shouts, "In the name of Heironeous and the Count's Markham, help us!" before also succumbing to the bandits.

Seven bandits have just taken down Sir Treyan and are aware of the party's arrival. They stand between the players and the remaining knight (Sir Torrace). Four more bandits are actively engaged with Sir Torrace and flanking him and will join the first seven when he is put down. The bandits are well organized and will group up on one target as best they can while trying to avoid area affect spells. They were not expecting armored knights and if the arrival of the knights wasn't bad enough, the party showing up is real bad luck for them. Five other bandits lie unconscious or dying near by along with the two merchants guards. The merchant is cowering behind his wagon.

The remaining knight, Sir Torrace, is reduced in hit points and will not be of much assistance to the party. He has 7hp remaining when the party arrives. Prior to engaging in combat, Torrace has cast *undetected alignment* on himself.

The bandits fight ferociously but are not trying to kill anyone so they are fighting with saps. (Characters or NPC's reduced to 0 hp or lower with subdual damage are staggered and may still take a partial action.)

The bandits may try to flee if they know they have lost and over 75% their current number drops. When the bandits are defeated, they refuse to speak and glare defiantly at the party. The knights offer to take survivors into custody for a trial in the name of the Count's Markham and will refuse aid in taking back the captives to the Markham. They are not ready to leave yet as they are going to collect their horses and search the country side but the merchant could use some help getting to Applebee as his guards are in no shape to fight. One has a sprained ankle and the other a broken leg. The knights can draw the party a map of the surrounding countryside. The knights can also provide the following information:

- The bandits have a hidden camp they have been operating out of somewhere in the area. They are well organized and have been hampering trade in the area.
- The Knights cannot lawfully turn over the prisoners and will not be ready to leave until they can recover their horses, and that may take a while. It is likely that another patrol will pass by soon if they need help.
- There is a shortcut that can take the party to Applebee without going through the Markham, they will have to backtrack about a quarter of a mile but it will save them several hours and allow them to get to Applebee before nightfall.
- If the party passes back through this way the knights may be able to use the parties help in breaking up the bandit camp if they can find it.
- While not prone to coming forward and talking to strangers, if approached Treyan is free with information about his past and will openly admit to having once been a Paladin of Heironeous and is trying to redeem himself after accidentally killing an innocent. Torrace is training him to be a better man. If possible, the party should feel some form of kinship with Treyan as they will hopefully help him atone later
- If asked, the Count's Markham does not normally evict people from their farms for just tax reasons. The family that was evicted was likely either long time offenders or there was some other reason they were evicted. The knights do not comment further on the subject.
- The merchant (Halister) sells cookery, and is more than willing to sell some to the players although several are chipped now.

APL 4 (EL 7)

➤ **Bandits (8):** male human Rog1; CR 1; Medium-size humanoids (human); HD 1d6+2; hp 8 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +2 melee (1d6+2 subdual, sap); SA Sneak attack +1d6; AL N; SV Fort +2, Ref +4, Will +3; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +6, Bluff +4, Climb +4, Escape Artist +7, Hide +6, Intuit Direction +5, Jump +4, Listen +5, Move Silently +6, Spot +5; Improved Initiative, Iron Will.

Possessions: Sap, leather armor, buckler, pouch containing 15 sp.

APL 6 (EL 9)

➤ **Bandits (8):** male human Ftr1/Rog2; CR 3; Medium-size humanoids (human); HD 1d10+2d6+6; hp 18 each; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +5 melee (1d6+2 subdual, sap); SA Sneak attack +1d6; SQ Evasion; AL N; SV Fort +4, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +6, Climb +4, Escape Artist +5, Hide +5, Intuit Direction +6, Jump +7, Listen +3, Move Silently +5, Spot +6; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (Sap).

Possessions: Sap, chain shirt, buckler, pouch containing 15 sp

APL 8 (EL 11)

Bandits (8), male human Fig2/Rog3: (5ft. 10in. tall); HD 1d6+2+1d10+2; hp 18 (each); Init +2; Spd 30ft.; AC 13 (+2 Dex, +1 Padded Armor); Atks +4 melee (1d6+2 subdual, sap); AL N; SV Fort +4, Ref +4, Will +3.

Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Skills: Spot +2, Hide +3, Listen +2.

Feats: Iron-Will, Dodge, Weapon Focus (Sap)

Possessions: Sap, Padded Armor, pouch containing 15 sp

➤ **Bandits (8):** male human Ftr2/Rog3; CR 5; Medium-size humanoids (human); HD 2d10+3d6+10; hp 30 each; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +7 melee (1d6+2 subdual, sap); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL N; SV Fort +4, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Bluff +10, Climb +6, Escape Artist +6, Hide +6, Intuit Direction +7, Jump +9, Listen +4, Move Silently +6, Spot +7; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Skill Focus (Bluff), Weapon Focus (Sap).

Possessions: Sap, chain shirt, buckler, pouch containing 15 sp

➤ **Halister:** male human Com2: Medium-size humanoid (human); HD 2d4; hp 7; Init +0; Spd 30ft.; AC 10; Atks +0 Melee (1d4-1/ crit 19-20, Dagger); AL NG; SV Fort +0, Ref +0, Will +1; Str 9, Dex 11, Con 11, Int 15, Wis 13, Cha 15

Skills: (20 + 5) Climb +4, Handle Animal +6, Profession (cook) +7, Spot +6, Swim +4; Dodge, Run

Possessions: Dagger, pouch with 31sp, assorted kitchenware

ENCOUNTER 2: COUNT'S MARKHAM

The Count's Markham is a large village of about 800 people, predominantly human. If the party takes the shortcut offered by the Knights they may not pass through the Markham at this time. Neither the Baron Malthanus Gellor, nor the High Priest Clarius Evenhand are available to speak with the PC's at this time, but the Captain of the Guards, a grim man named Jharis Colmstein (aka the One-eyed Watcher) can be talked to briefly between duties as he shouts orders to men on the wall. He confirms that Sir Torrace is well known and liked among the populace. Sir Artilin and Sir Treyan are not quite as well known as they are just in training, but are still known to be Knights in good standing. Torrace is out doing authorized patrols and has not returned yet.

Aside from a large temple dedicated to Heironeous, run by High Priest Clarius Evenhand, this town is not too different from any other town the party has been too. The clerics at the temple can sell the party up to 3 potions of cure light wounds (55 gp each, 50 gp for worshippers of Heironeous).

The people of the Markham are mostly Lawful Good and will go out of their ways to help people in need. They are generally friendly and outgoing.

ENCOUNTER 3: DELIVERY IN APPLEBEE

Applebee is a hamlet to the south of the Count's Markham and the population is almost entirely made up of halflings. Much of its income comes from its two main exports: Apples (and other fruits) and Honey.

The sun is just setting and storm clouds begin to roll in when the party comes into sight of the hamlet of Applebee. People head in from the fields to their homes with nightfall and begin closing the shutters. Parents hurry their children indoors and bar the doors. You get the feeling that they are preparing for battle with the precautions they are taking so early in the evening. Upstream you see a small dam with a tiny house next to it.

If the party asks someone why they are locking down so early, they will just get the cryptic answer "It's not safe out at night" before the halfling closes its doors.

If they ask about Leyla Whitelock, the party is directed to the small house near the dam.

Charming at times, and distracted at others, Leyla tends to busy herself with her work of maintaining and improving the Irrigation system of Applebee. She hasn't slept too well the last couple nights do to the swell of water in the Clearwater Stream caused by the last few nights rain. She has to release pressure on the damn walls, as it was never intended to handle that much pressure. While not flooding the village, the water has risen quite a bit upstream.

Leyla offers to put the party up for the night at the local Inn but has no room for them at her place. She is pretty busy but will demonstrate her water spreading (sprinkler) invention and explain how she wants to pump water through it to simulate rain. The device is made up of a pump, some clay pipes, and a small clay base to which the sprinkler head is attached too.

She will provide a letter for Markle as proof of delivery, and point the party to the Honeybee Inn but before the party reaches the Inn, there is a blood-curdling scream from out past the dam. The party sees the following as they go to investigate.

A distraught elderly halfling woman is sobbing loudly and pointing off toward the apple orchard. At first you can't see anything, but then you think you see some movement off in a tree. The woman has a brief moment of coherency as she mumbles out a name, "Mittens..." She then breaks into sobs again as a group of halflings try to comfort her.

Mittens the kitten has managed to get out of Trissa Greenheaths home and managed to climb a nearby tree. She is terrified for it's safety as it's never been out so long on it's own and that if she doesn't get it back it's likely to be stung to death by bees or eaten by bears.

A Sense Motive roll (DC 13) will let the party know that the halflings are just humoring Trissa and if approached they will let the party know that Trissa is a kind but slightly eccentric old woman. She likes to take in stray cats and other small animals ever since she lost her child many years ago. The halflings assure the party that Mittens will be fine and return by herself in the morning or when it feels like it, but Trissa is almost hysterical.

The party can either attempt to rescue Mittens or leave, although rescuing Mittens is a little more difficult than it looks. The real challenge is getting to Mittens without disturbing the giant bees that live in the large nest near the trees. The bees are already slightly irritated from the mewling of the kitten and a noisy party of adventurers just may aggravate a few.

APL 4 – Mittens has managed to get stuck in a 9-foot tall sapling, tall human member can reach up and remove Mittens with a dex check (DC14). The tree is too tall for a halfling to reach without a stepladder. The party should realize by the time they have gotten halfway to the cat that their presence is disturbing the bees. Someone moving silently (DC13) can reach Mittens and sneak back out without provoking an attack. Failing the presence of someone who can sneak in, any party member who is moving slowly can attempt to get in but the approach takes longer. A bee will buzz around this person menacingly but will not attack without first being attacked. It takes a total of four move silently attempts to get in and out, although the bee's will not become aggravated enough until they have failed the second attempt.

APL 3 – The approach is the same as above, but Mittens is in a large apple tree. Players may attempt to climb the tree

with a climb (DC 14) and then make a balance check (DC 15) to get out on the branch with the kitten. Finally a Dexterity check (DC 14) can be made to recover the kitten. The character can fail once without provoking an attack but the bees are visibly agitated at that time. Falling deals only 1d6 points of subdual damage.

APL 8 – Some how Mittens managed to find the biggest apple tree around. Not only did Mittens some how get 30 feet up the largest tree around, but she is also clinging to the end of a flexible branch. The climb requires three climb checks (DC 14). When climbing out on the branch it becomes apparent that the branch may not hold the weight of the character. It bends under the characters weight. The branch can actually hold about 150lbs without breaking although the branch dips threateningly. For every pound over 150, there is a 1% chance of the limb breaking. The branches below are stronger and the player should be allowed a Dexterity check (DC 15) to catch a branch. If the player remembers they can also grab the kitten but this increases the branch difficulty (DC 18). A broken branch will cause the bees nearby to attack, just as any two failed checks, in either case Mittens escapes unharmed.

The party should be in no real danger here, other than embarrassment. There will be one bee for every party member as well as several other bees that will sting various halflings waiting to see what happens. The halflings will scatter back to their homes until the bees have calmed down again when this happens. If the party wishes to stay and fight, there are about 20 bees to a hive. Only the one hive is attacking.

No matter how difficult it is to recover the kitten, the woman who owns the kitten treats the party as heroes.

🐝 **Giant Bees (20):** hp 13 each; see *Monster Manual* page 206.

ENCOUNTER 4: THE HONEYBEE INN

One of the only buildings in town with almost human sized doors, The Honeybee Inn boasts the biggest beds in town at almost 6' in length. The proprietor, Otis warmly welcomes you as you enter. The selection of drinks includes mostly items made from Honey and Apples, such as Honey Mead, Apple Cider, Apple Brandy, Hard Cider, Honey Wine, Apple Wine, and Applebee Tea. Farmers sit at various tables throughout the bar chatting.

Depending on the outcome of the kitten rescue, people will greet them with various emotions from good humor to angry glares as they rub welts from bee stings.

Things that can be learned at the bar

- It has rained every night for the past week. It does not appear to be unnatural but it is the most rain they have had in such a short time span for several years

- A Bear or a monster has been out and about close to the Hamlet. This is the reason for the doors and windows being locked. No one has actually seen or heard it yet, but three of Trissa Greenhearts strays have all disappeared in the last week, including her favorite, Mittens. Otis Silvertree, a local farmer has lost 2 sheep this week, one's partially eaten remains were found just outside of town along with some large footprints. Reports disagree here whether it walked on all fours or on hind legs, and also on how big they are. No one at the bar has actually seen the footprints as the rain washed them away before they could get a skilled hunter out to see them. If the party asks or mentions rescuing Mittens from the tree, the farmer will explain that Old Lady Trissa lost Mittens for the first time two years ago and after weeks of searching and crying the village decided to just replace Mittens and say they had found her. Trissa couldn't tell the difference so a few months later when Mittens number 2 disappeared they replaced it with another Kitten from the Count's Markham. Several months' later Mittens number 3 drowned while testing the damn system and was replaced by the longest lasting Mittens number 4. When Mittens number 4 disappeared a week ago, the year-old cat was replaced by a Mittens number 5. Despite still being a kitten, Trissa required little convincing that Mittens just looked younger but was still the same cat. The mayor all ready has a mittens number 6 lined up in case this one disappears although several farmer joke about replacing it with a raccoon.
- The first 'Bear' attack came about the time the last set of rains came.
- All of the attacks have occurred just up river, not more than a mile from town and usually just before dawn.
- Theo Calmwind who works at the general store is complaining loudly, "If I have to eat one more baked apple or apple pie I'm going to scream! You'd think after living here all our lives the wife would be sick of apples and honey, but every night we have more apples!"
- Two elderly halflings talk about killing the bear or monster that is hunting near the stream. Eventually the conversation drifts to drowning. *"The worst thing about falling in the river at night is that you can never tell if the hand that's guiding you is pulling you to the surface or pulling you to the bottom until you've already started drowning in darkness."*
- Several human families have passed through the area in the past few months after having been evicted from their homes.

ENCOUNTER 5: WATER LOGGED

Should the party decide to go looking for the beast that has been haunting Applebee for the past week, they can find it just before dawn north of the river. The party will first hear the creature as it stomps through the trees and brush.

The sound of breaking twigs alerts you to the fact that you are no longer alone. Something big sounds like it is coming toward the stream and to where you wait, but what's more, it appears to be talking loudly in a shrill voice to something else.

"Be quiet! Someone hear you!" <pause> "Me?!? Last time you so noisy shiny man catch us and move us here." <pause> "Yes, yes, we get food... maybe another tasty sheep." <pause> "Good idea! We eat a halfling, plenty of them... unless we see shiny man, then eat him." <pause> <Sniff sniff> "Quiet, Scrasa smells food!" <sniff> "Many food! You be sneaky from behind and we eat them! Be quiet..."

The party has just found the beast that has been hunting near Applebee, an old troll named Scrasa. Until recently, the troll has lived in a small cave several miles down stream and has been content eating fish and other small animals that she can get to easily. A few months ago, she was surprised by Sir Torrace and taken down. Rather than killing her, she was released closer to the halfling village in hopes that attacks would weaken their trust in the knights' abilities and resolve to watch over them. Torrace has just about given up on her actually doing anything, but with the recent rains and the dam on the river, her new cave near the stream has been flooded and she has been forced to seek new shelter. Having moved closer to town, she has discovered how much easier it is to just steal food from the halflings who live near by.

Scrasa is hard of hearing and doesn't realize how much noise she is making. She also has a tendency to talk loudly to her imaginary friend Scowler. Just before she charges in to attack, she will shout to Scowler to attack from behind.

At tier 2, Scrasa will split her attacks to take down as many people as possible and will not be able to rend. At tier 3 and 4, Scrasa will focus her attacks on one person at a time until that person goes down.

APL 4 (EL 5)

➤ **Scrasa:** female troll; hp 63; see *Monster Manual* page 180.

APL 6 (EL 7)

➤ **Scrasa:** female troll **Ftr2**; EL 7; Large Giant; HD 6d8+2d10+48; hp 95; Init +2; Spd 30 ft.; AC 18 (touch 11, flat-footed 16); Atk +11 melee (1d6+6, 2 claws) and +6 (1d6+3 bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; Face/Reach 5 ft. by 5 ft. by 10 ft.; AL CE; SV Fort +14, Ref +4, Will +5; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha; Height 7 ft. 9 in.

Skills and Feats: Listen +6, Spot +5; Alertness, Iron Will, Power Attack, Sunder.

APL 8 (EL 9)

➤ **Scrasa:** female troll **Ftr4**; EL 9; Large Giant; HD 6d8+4d10+60; hp 127; Init +2; Spd 30 ft.; AC 18 (touch 11, flat-footed 16); Atk +14 melee (1d6+9, 2 claws) and +9 (1d6+3 bite); SA Rend 2d6+12; SQ Regeneration 5, scent, darkvision 90 ft.; Face/Reach 5 ft. by 5 ft. by 10 ft.; AL CE; SV Fort +14, Ref +4, Will +5; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha; Height 7 ft. 9 in.

Skills and Feats: Listen +6, Spot +6; Alertness, Iron Will, Power Attack, Sunder, Weapon Focus (claws), Weapon Specialization (claws).

If the party looks for Scrasa's layer, they find 60 gp, a *potion of bull strength*, and two arcane scrolls (*summon monster II* and *glitterdust*). The residents of Applebee are grateful to the party for defeating the beast and the innkeeper names one of his drinks after a party member.

ENCOUNTER 6: FINDING THE BANDITS

On the road back to Brotton, you see a small flock of black birds circling a tree off the main road. It's hard to tell for sure, but it looks like several things are hanging from the tree. (Spot check, DC20 will reveal it to be humanoid forms)

As you get closer, you can make out that a murder of crows is circling and picking at numerous corpses that look vaguely like the bodies of the bandits you had engaged in combat not too long ago. Many of them have been hung by their necks, others hung by their arms appear to have been tortured before death. The grizzly scene appears to have been committed recently. There is no sign of the knights but at least one of the bandits appears to still be alive. He has been tied to the trunk of the tree and has been beaten severely.

The bandit, Zed, is willing to tell the story of what happened after the party had left. After being tied up, the knights held a trial that was more like an inquisition. Before sentencing, the knights demanded to know where the bandits' base of operations was. The bandits who

refused to tell where it was were sentenced to death and killed in front of the other bandits.

"Having seen how they treated us, we couldn't tell them where we were from. Our families are there. They haven't done anything wrong."

Zed and the group of bandits have never actually killed anyone. He accepts that what he did was wrong but they needed the money and food to survive ever since the Count's Markham had evicted them from their farms. In actuality the Markham is very lenient and does it's best to help the people of the land but it just happens that Sir Torrace was in charge of the tax collections in the area. They do not recognize him as often times he has his knights do the work for him while he supervises, but they do recognize the heraldry of the Count's Markham and associate it with the evils done. Zed knows that their crimes have not warranted torture or execution. Zed was left alive as a warning to other bandits who might come by.

The knights have also allowed one of the bandits to escape and Sir Artilin appears to be a skilled tracker. They left shortly before the player characters arrived and he is afraid the escaped bandit is going to lead them back to their homes. If the party will let Zed lead them, he thinks they could either intercept the knights or get to the camp before the knights do. He will plead with the party to reason with the knights or to stop them from hurting his family or friends. He promises that he will submit himself to any punishment or trial as long as the party saves the families.

If asked Zed will let the party know Sir Torrace was the Judge in each of the trials and was also the only one who tortured anyone. Sir Artilin was also involved in prosecuting them, and executed several of them, but did not actually torture any of them. Sir Treyan did not actually kill or torture anyone, and kept guard down the road.

"He was just as bad as the others though, he looked like he wanted to stop them, but instead he just walked away."

ENCOUNTER 7: TRACKING THE PALADINS

Tracking shouldn't be too hard; the knights are riding light war-horses across farmland. They are in no rush to get there and are not riding hard as they want the Bandit to make it back to his home, but they do have a head start. The party has better directions to the bandit hideout and can travel at full speed so they should catch up to the knights just after they have reached the camp.

Ahead you see black plumes of smoke rising from a burning hut. Several other poorly built hovels also appear to be on fire. Amid the flames you see mounted men in armor chasing down fleeing men, women and children and herding them toward the center of the makeshift shanty town where two men with bows stand on a small shack preventing their escape. Sir Torrance smiles triumphantly from atop his horse.

As the knights have only taken subdual damage in the previous encounter, they have all healed when the party catches up. Two archers who serve Sir Torrance have joined the knights for the attack on the village. Both are evil and are in on Sir Torrance's plan to corrupt the knights and stain the Markham's Honor.

Sir Torrance knows that the party will try to stop him when he sees them approach with the bandit in tow. When the party tries to stop them he will claim that the party is obviously evil for trying to prevent them from serving 'justice' and will fight before surrendering.

Sir Artilin honestly believes in the Torrance and will also always fight. Even if convinced that what he is doing is not the will of Heironeous, he has cast his lot with Torrance and will fight for him. The two archers are paid well by Sir Torrance, but if all the knights go down they do not want to die and will flee.

Treyan is not entirely sure of the situation Torrance had the lawful right to kill the bandits for Banditry and attacking the Knights. The small village was built unlawfully on the Count's Markham's land and so he can justify burning it down. He has not figured out yet the Torrance plans on killing everyone in town.

Torrance has convinced Treyan that he has fallen from grace as a result of not being lawful enough and will follow Torrance's orders as best he can to prove to Heironeous that he is worthy. He is in just enough of a moral gray area that he can be swayed either way. If the party just charges in attacking, he will side with the other knights. If they try to reason with him, possibly in the midst of combat, he will explain that he has to do this so Heironeous will forgive him. If someone makes the effort to convince him that this is not what Heironeous wants he will see the light and will collapse. He is emotionally and mentally destroyed and will not continue the fight. If things go badly for the party he can join them at the last moment, but in general should be effectively out for the fight.

When the party charges in, Torrance will move back between the two shacks that the archers stand on while Treyan and Artilin will stay 10 feet ahead to prevent anyone from getting to him without attacks of opportunity.

Torrance should fight to the death, if knocked unconscious he falls from his horse and breaks his neck.

APL 4 (EL 7)

➤ **Sir Torrance (a.k.a. Ebram of Brotton):** male human Clr3/Ftr3: hp 60; see Appendix A.

➤ **Sir Artilin:** male human Rgr2/Ftr3: hp 52; see Appendix A.

➤ **Sir Treyan:** male human Ex-Pal3: hp 33; see Appendix A.

➤ **Archers (2):** male humans Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18 each; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +6 ranged (1d8/x3, longbow); AL NE; SV Fort +2, Ref +4, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +5; Spot (cc) +4, Hide (cc) +5, Listen (cc) +4; Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Possessions: Longbow, 20 arrows, leather armor.

APL 6 (EL 9)

➤ **Sir Torrance (a.k.a. Ebram of Brotton):** male human Clr5/Ftr3: hp 80; see Appendix A.

➤ **Sir Artilin:** male human Rgr2/Ftr5: hp 72; see Appendix A.

➤ **Sir Treyan:** male human Ex-Pal3: hp 33; see Appendix A.

➤ **Archers (2):** male humans Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+3; hp 25 each; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +7 ranged (1d8/x3, longbow); AL NE; SV Fort +2, Ref +4, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +6; Spot (cc) +5, Hide (cc) +5, Listen (cc) +4; Dodge, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Possessions: Longbow, 20 arrows, leather armor.

APL 8 (EL 11)

➤ **Sir Torrance (a.k.a. Ebram of Brotton):** male human Clr7/Ftr3: hp 80; see Appendix A.

➤ **Sir Artilin:** male human Rgr3/Ftr6: hp 72; see Appendix A.

➤ **Sir Treyan:** male human Ex-Pal3: hp 33; see Appendix A.

🏹 **Archers (2):** male humans Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+4; hp 32 each; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +8 ranged (1d8/x3, longbow); AL NE; SV Fort +2, Ref +4, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +7; Spot (cc) +5, Hide (cc) +6, Listen (cc) +4; Dodge, Iron Will, Mobility, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Possessions: Longbow, 20 arrows, leather armor.

CONCLUSION THE MARKHAM AND BROTTON

After defeating the Knights any survivors can be brought back to the Count's Markham. The party will be greeted with hostility if the surviving Knights are lead back under guard by the knights on guard. Treyan, if still alive and brought back to the light, will explain that the party is right to bring them in as criminals and ask that they be taken to see Lord Gellor. If Treyan is not converted or dead, the party should still be able to seek an audience but will be under heavy guard and the knights will insist that they take custody of everyone until Lord Gellor sorts this out.

When explanations are made, Lord Gellor realizes that it was his Knights that really caused the problem. He offers the bandits their farms and homes back and offers to pay reparations for the deeds his men have committed. He understands that nothing can replace the loved ones who were lost, but he is a good man and will do his best to atone. Surviving Knights are held for trial. Treyan, if convinced to help the bandits regains his Paladin abilities despite being sentenced to jail and hard labor. He accepts his punishment gracefully as he knows he deserves it.

Artilin is defiant to the end but accepts his sentence. Torrace should be dead from the last encounter although a diary found in his room will provide information that he was a worshipper of Hextor and was trying to lead new recruits astray. It does not mention any students by name, but all of his former trainees will be investigated.

The Markham does request the horses be returned as they are the property of the Markham, but doesn't care what happens to the rest of the gear and the party may keep or sell it.

Returning to Brotton with the letter from Leyla earns the party the respect and good will of Markle. He pays the party and offers to make silver weapons, if he had not done so already.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeating the Bandits	75 xp
-----------------------	-------

Encounter Three

Rescuing Mittens the Kitten	25 xp
Avoiding Combat with the Bees	50 xp

Encounter Five

Defeating the Troll	100xp
---------------------	-------

Encounter Seven

Defeating the Knights	350 xp
Saving Sir Treyan's Soul (whether he survives the combat or not)	75 xp

Total experience for objectives	675 xp
Discretionary roleplaying award	0-75 xp

Total possible experience	750 xp
----------------------------------	---------------

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the

character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter One

- 16.5gp worth of assorted coins

Encounter Three

- Applebee Honey (5) (1gp each, 1/2lb)

Encounter Five

- 60gp from trolls layer
- *Potion of bulls strength* (300gp)
- Arcane scroll of *summon monster II* (150gp)
- Arcane scroll of *glitterdust* (150gp)

Encounter Seven

- 120gp worth of assorted coins
- Masterwork Banded Mail (400gp)
- *Black crystal scimitar* (315gp, 4lbs, black crystal, Rare, This remarkable scimitar was cut from a strange black crystal. When you hold this scimitar up to the light, you can see small veins of reddish crystal that winds though the blade. *Detect magic* reveals a strong magic aura. The black crystal scimitar is well balanced and if you have a base attack bonus of +3 or less, it functions as a masterwork weapon. If you pick up the blade and have a base attack bonus +4 or higher, it immediately bonds you, and functions as a +1 *scimitar*. The magic of the bond is so strong that if you are ever in melee combat, and do not use the scimitar (whether it is on your person or not) it shatters into a thousand shards of black crystal, useless and destroyed forever. Still, given the power of this blade, who knows what further powers it has. After playing with this scimitar (after it becomes bonded to you) in 10 County of Urnst Regional LIVING GREYHAWK adventures, contact your regional triad. New powers will be unleashed, and you will receive a new cert for this weapon.

situation as well as defeating a hidden enemy and he has not forgotten you. In addition, the Church of Heironeous will also honor his debts and you may redeem this with the temple of Heironeous.

Conclusion

- 50gp (payment from Markle)
- Influence Point with the Count's Markham
You have saved Baron Gellor from an embarrassing

APPENDIX A: IMPORTANT NPC'S – THE KNIGHT'S OF THE COUNT'S MARKHAM

➤ **Sir Torrace (a.k.a. Ebram of Brotton, APL 4 version):** male human Clr3/Ftr3; CR 6; Medium-size humanoid (human); HD 3d10+6; hp 60; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atks +9 melee (1d8+3/x3, battleaxe), +8 melee (1d8/x3 heavy lance); SA Rebuke undead; SQ spontaneous cast of inflict spells; AL LE; SV Fort +7, Ref +3, Will +6; Str 16, Dex 12, Con 12, Int 10, Wis 14, Cha 12. Height 6 ft.

Skills and Feats: Concentration +7. Heal +8, Knowledge (religion) +6, Ride +10; Combat Casting, Blind-Fight, Mounted Combat, Power Attack, Trample, Weapon Focus (battleaxe), Weapon focus (flail).

Possessions: Masterwork banded mail, battleaxe, large steel sheild, heavy lance, heavy warhorse, 80gp

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o—*detect magic* (x2), *light*, *mending*; 1st—*bane*, *cure light wounds*, *protection from good*, *magic weapon**; 2nd—*bull's strength*, *silence*, *spiritual weapon**.

* Domain Spells; Deity: Hextor; Domains: Destruction (smite as a supernatural power 1/day—+4 attack bonus, +3 damage bonus) and War (bonus feat—Weapon Focus [flail])

➤ **Sir Torrace (a.k.a. Ebram of Brotton, APL 6 version):** male human Clr5/Ftr3; CR 8; Medium-size humanoid (human); HD 3d10+5d8+8; hp 80; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atks +10/+5 melee (1d8+3/x3, battleaxe), +9/+4 melee (1d8/x3 heavy lance); SA Rebuke undead; SQ spontaneous cast of inflict spells; AL LE; SV Fort +9, Ref +3, Will +7; Str 16, Dex 12, Con 12, Int 10, Wis 15, Cha 12. Height 6 ft.

Skills and Feats: Concentration +8. Heal +8, Knowledge (religion) +6, Ride +12; Combat Casting, Blind-Fight, Mounted Combat, Power Attack, Trample, Weapon Focus (battleaxe), Weapon focus (flail).

Possessions: Masterwork banded mail, battleaxe, large steel sheild, heavy lance, heavy warhorse, 80gp

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): o—*detect magic* (x2), *light*, *mending*, *read magic*; 1st—*bane*, *cure light wounds* (x2), *protection from good*, *magic weapon**; 2nd—*bull's strength*, *silence*, *spiritual weapon** *undetectable alignment*; 3rd—*contagion**, *prayer*.

* Domain Spells; Deity: Hextor; Domains: Destruction (smite as a supernatural power 1/day—+4 attack bonus, +5 damage bonus) and War (bonus feat—Weapon Focus [flail])

➤ **Sir Torrace (a.k.a. Ebram of Brotton, APL 8 version):** male human Clr7/Ftr3; CR 10; Medium-size humanoid (human); HD 3d10+7d8+10; hp 100; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atks +12/+7 melee (1d8+3/x3, battleaxe), +11/+6 melee (1d8/x3 heavy lance); SA Rebuke undead; SQ spontaneous cast of inflict spells; AL LE; SV Fort +10, Ref +4, Will +8; Str 16, Dex 12, Con 12, Int 10, Wis 15, Cha 12. Height 6 ft.

Skills and Feats: Concentration +9. Heal +8, Knowledge (religion) +6, Ride +14; Combat Casting, Blind-Fight, Mounted Combat, Power Attack, Ride-by Attack, Trample, Weapon Focus (battleaxe), Weapon focus (flail).

Possessions: Masterwork banded mail, battleaxe, large steel sheild, heavy lance, heavy warhorse, 80gp

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): o—*detect magic* (x2), *light*, *mending*, *read magic*, *resistance*; 1st—*bane*, *cure light wounds* (x3), *protection from good*, *magic weapon**; 2nd—*bull's strength*, *silence*, *sound burst*, *spiritual weapon** *undetectable alignment*; 3rd—*bestow curse*, *contagion**, *prayer*; 4th—*divine power**, *poison*.

* Domain Spells; Deity: Hextor; Domains: Destruction (smite as a supernatural power 1/day—+4 attack bonus, +7 damage bonus) and War (bonus feat—Weapon Focus [flail])

Sir Torrace believes he is on a quest set down from Hextor to destroy the influence of Heironeous in the Count's Markham. He has infiltrated the knights and is attempting to destroy them from the inside. When dealing with people outside his small cabal, he pretends to be friendly and jovial. He laughs loudly at jokes and doesn't mind telling his own. He is well known among the Markham for donating his time and money to help those less fortunate. What is less known is that he is responsible for more pain than he helps. He particularly enjoys doing tax collections, and punishing those who could not pay the appropriate amount. More information regarding Ebram can be found in the intro.

In combat will try to take down lightly armored people with the Power Attack Feat. In the final battle he will have pre-cast the spells he has available such as Protection from Good, Bull Strength, and Spiritual Weapon. Note: Spiritual Weapon may be a dead give away as it will appear as a Flail and not a Longsword. The other knights will not notice, but some knowledgeable players may make the connection. Fighting from his horse, Torrace should have high ground, which will give him an additional +1 to hit.

➤ **Sir Artilin (APL 4 version):** male human Rgr2/Ftr3; CR 5; Medium-size humanoid (human); HD 5d10+5; hp 52; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10 melee (1d6+4/18-20, *black crystal scimitar*) or +8 melee (1d6+4/18-

20, *black crystal scimitar*), and +6 melee (1d6+1, sickle), or +8 melee (1d6+1, sickle); SA favored enemy (orc +1); AL LN; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 8. Height 6 ft. 1 in.

Skills and Feats: Climb +5, Escape Artist +3, Jump +6, Ride +8, Swim +6, Wilderness Lore +5; Ambidexterity (virtual), Dodge, Improved Initiative, Mobility, Spring Attack, Track, Two-Weapon Fighting (virtual), Weapon Focus (scimitar).

Possessions: Chain shirt, *black crystal scimitar*, sickle, 20 gp.

➤ **Sir Artilin (APL 6 version):** male human Rgr2/Ftr5; CR 7; Medium-size humanoid (human); HD 7d10+7; hp 52; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +12/+7 melee (1d6+7/18-20, *black crystal scimitar*) or +10/+5 melee (1d6+7/18-20, *black crystal scimitar*), and +8 melee (1d6+1, sickle), or +10/+5 melee (1d6+1, sickle); SA favored enemy (orc +1); AL LN; SV Fort +8, Ref +3, Will +4; Str 16, Dex 14, Con 14, Int 12, Wis 12 Cha 8. Height 6 ft. 1 in.

Skills and Feats: Climb +5, Escape Artist +3, Jump +6, Ride +8, Swim +6, Wilderness Lore +5; Ambidexterity (virtual), Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Track, Two-Weapon Fighting (virtual), Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Chain shirt, *black crystal scimitar*, sickle, 20 gp.

➤ **Sir Artilin (APL 6 version):** male human Rgr3/Ftr6; CR 9; Medium-size humanoid (human); HD 9d10+9; hp 96; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +14/+9 melee (1d6+7/18-20, *black crystal scimitar*) or +12/+7 melee (1d6+7/18-20, *black crystal scimitar*), and +10 melee (1d6+1, sickle), or +12/+7 melee (1d6+1, sickle); SA favored enemy (orc +1); AL LN; SV Fort +8, Ref +3, Will +4; Str 16, Dex 14, Con 14, Int 12, Wis 12 Cha 8. Height 6 ft. 1 in.

Skills and Feats: Climb +5, Escape Artist +3, Jump +6, Ride +8, Swim +6, Wilderness Lore +5; Ambidexterity (virtual), Cleave, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Track, Two-Weapon Fighting (virtual), Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Chain shirt, *black crystal scimitar*, sickle, 20 gp.

The youngest child of a family of six, the knights took in Sir Artilin when his family was killed by a band of orcs. He still blames himself for the death of his parents and sisters with the irrational belief that if he had tried to fight them rather than hide they would have lived. He hates all orcs with a passion but does his best to hide it as he has convinced himself that he has forgiven them through Heironeous's grace. The hardest of the three knights, Sir Artilin is impassive and rarely talks. He answers questions quick and to the point and will not offer information. He believes in Sir Torrace as much, if not more, than he does in Heironeous and will fight to defend him to the death.

In combat, Artilin will prefer to go after half-orcs first due to his hatred of orcs, but is not so blinded as to give up attacks of opportunity to get to them. He has not bonded with the Scimitar so it functions as only a masterwork item in his hands. He earned the scimitar shortly before coming to the Count's Markham while fighting on the Charn wall.

➤ **Sir Treyan (All APLs):** male human Ex-Pal3; CR 3; Medium-size humanoid (human); HD 3d10+3; hp 33, Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (2d4+2, spiked chain), or +5 melee (1d8/19-20, longsword); AL LN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

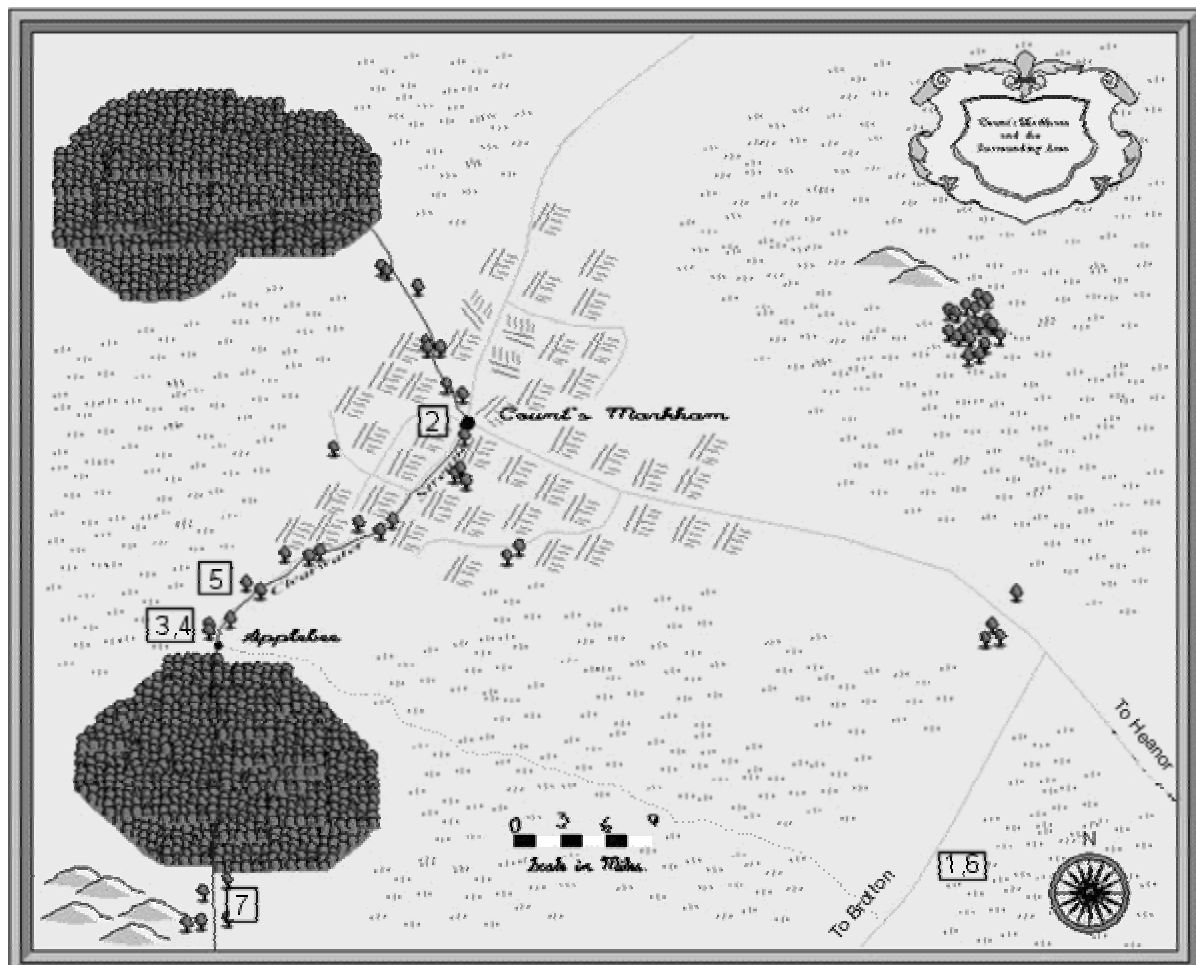
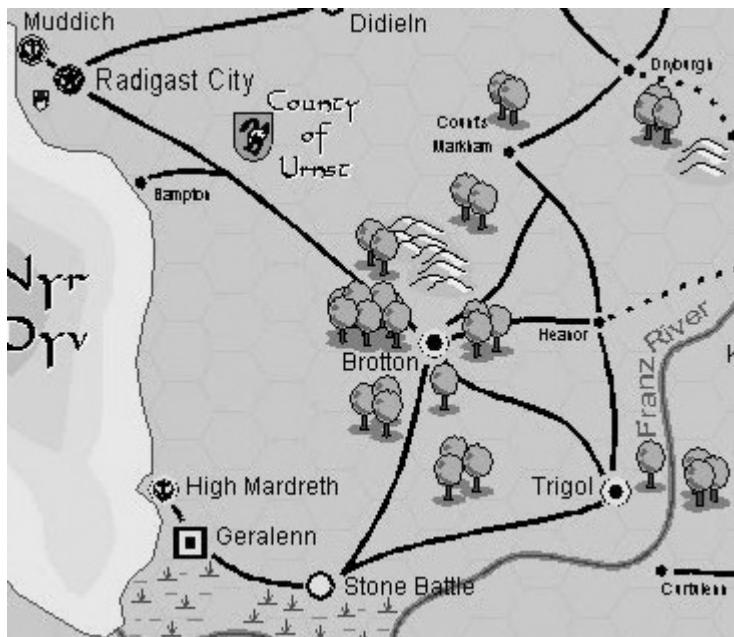
Skills and Feats: Concentration +7, Hide +5, Ride +8; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain).

Possessions: Scale mail, spiked chain, longsword, 20 gp.

Sir Treyan, the third member of the knights, is as quiet as Sir Artilin but where Sir Artilin has a heart of stone, Sir Treyan is soft hearted and kind. Once a true paladin of Heironeous, several months ago he was tricked into killing an innocent that he believed was a murderer. It was not an intentional evil act and he did not immediately loose his paladin abilities but has been unable to forgive himself. Shortly thereafter, he lost his paladin abilities and he believes it was his evil act that caused Heironeous to turn away, and not his guilt that caused him to turn away from Heironeous. In an attempt to atone for his sins, Sir Treyan has moved to the temple in Count's Markham but has unfortunately been taken under the wing of Sir Torrace who is leading him deeper and deeper into the depths of despair. Sir Torrace has convinced him that it was his breaking the law that has caused him to fall from grace and as a result Sir Treyan does everything he is ordered in hopes that Heironeous will take him back under his folds.

In combat he will attempt to use the reach of his spiked chain to his advantage, tripping people if he can before they get close enough. He does not want to kill anyone, particularly the very people who saved him before but will defend himself. He will fight defensively in order to stay up long enough to give the party a chance to redeem him.

Map of Applebee and the Surrounding Area



PLAYER HANDOUT #1

Count's Markham Heraldry



Life Style Costs

Destitute	=	14 sp	-2
Low	=	43sp	-1
Common	=	12gp	0
High	=	250gp	+1
LUXURY	=	500GP	+2

INFLUENCE POINT WITH THE COUNT'S MARKHAM WRITE-UP

Description:

Influence points with the Count's Markham can be earned in game for rendering services to the Count's Markham or Church of Heironeous. They may be redeemed for in-scenario benefits, obtaining clerical spells, or picking up a prestige class that has been approved by the Co6, the local triad and is appropriate to the Count's Markham. The prestige classes that are appropriate include Cavalier, Church Inquisitor, Consecrated Harrier, Hospitaler, Sacred Exorcist, Templar, and the Warpriest.

Obtaining Influence Points:

PCs can earn influence points within scenarios that take place in, or around, the Count's Markham. This will usually involve helping a notable person within the Markham itself, or the local church of Heironeous. Influence points for the Count's Markham are not transferable to other characters although the benefits (such as a healing spell) can be used on anyone.

Using Influence Points:

Influence points with the Count's Markham are generally used to obtain curative spells, or divinatory spells, but may also be used to begin training in one of the prestige classes listed above.

Favors may be pulled together by multiple characters to get better rewards, but when it comes to earning a prestige class, the person who will begin training must use at least one point. While the Markham does value the recommendations of its servants, to begin training they expect the trainee to prove himself worthy and not just have it handed to him.

# of Influence Points	Benefit Gain	Availability	Examples
1	1 st -level spell	Freely Available	Cure light wounds, detect magic, detect evil
2	2 nd -level spells	Freely Available	Animal messenger, cure moderate wounds, delay poison, gentle repose, make whole
4	3 rd -level spells Prestige class	Freely Available	Continual flame, cure serious wounds, remove blindness/deafness, remove curse, speak with dead
8	4 th -level spells	Freely Available	Cure critical wounds, divination, neutralize poison, restoration
10	5 th -level spells	Few priests cast these spells. There is a 50% chance that it will take 1 time unit before players are helped	Atonement, break enchantment, commune, raise dead, scrying
12	6 th -level spells	Only Clarius Evenhand is high enough level to cast these spells and is very busy running the largest church of Heironeous in the County of Urnst. There is a 1-time-unit delay before he can attend to someone.	Find the path, heal, Greater dispelling, word of recall
21	7 th -level spells	There are currently no clerics within the Count's Markham who can cast 7 th -level spells	Greater restoration, greater scrying, resurrection

In addition to the cost in influence points, spells that require expensive material components will also require a small donation to help cover the costs (usually 10% of the material components). Also, a minimum of 4 Time Units must be spent to achieve first level in a prestige class.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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