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**Murder of Constance Grace**  
**Hall of Harsh Reflections Prelude**  
**By Troy E. Taylor**

**Adventure Background:** Bozal Zahol, a sinister tiefling belonging to the Ebon Triad, wants revenge on those who destroyed the cult's cell in Diamond Lake.

Zahol directs one of his most devoted converts, Loris Raknian, a retired gladiator and director of the Free City Arena, to take care of the problem.

Raknian, however, is busy with the upcoming Champion's Games and the Ebon Triad's plans for them. Moreover, he knows too little about Diamond Lake, except that an old friend, the Hextorian cleric Theldrick, met his fate there. Raknian doesn't have the time to see to this matter personally. So, with his enforcer Captain Okoral at his side, the pair pay a visit to someone the cult has relied upon before for dealings in Diamond Lake, the unscrupulous mine manager Balabar Smenk.

Smenk has temporarily relocated to the Free City following the rooting out of the cult from Diamond Lake's Dourstone Mine. Although not a member of the cult, Smenk had been blackmailed into providing supplies for them. Unknown to the cult, he also betrayed them, directing the heroes to infiltrate the mine. Even so, his complicity in events made it prudent to manage his affairs from Greyhawk for the time being and avoid prosecution by the town's primary authority, Governor-Mayor Neff.

Smenk is surprised, to say the least, when Raknian and Okoral present themselves as Ebon Triad cultists. Fearing at first they are there to seek their revenge, he quickly breathes a sigh of relief upon learning they only need him for advice and information about the heroes. Smenk explains that the difficulty in attacking the heroes is that they are under the protection of the sage Allustan Neff, the brother of the governor-mayor. At the mention of Allustan's name, Raknian nods in understanding — the reputation of the Circle of Eight and its many associates such as Allustan are well-known in Greyhawk.

Smenk suggest they have a mutual enemy: the Neff family. For Smenk, it's Lanod, who's been a thorn in his side for ages; for Raknian, it's Allustan and his young charges. He agrees to help, but only if they do things his way, that is, eliminate the governor-mayor first, clearing the way to attack Allustan and the heroes with impunity. Raknian, who has no compunction about killing an official, says that is sound thinking. He pays Smenk to make the arrangements and makes available some of the cult's personnel to get the job done right. Smenk, for his part, calls in some old markers, including the old necromancer Filge, who also wants a second shot at the heroes, and makes his plans of revenge. When Smenk learns that Neff's military might, the garrison, has been deployed to the Urnst border, he feels free to act.

**Adventure Synopsis:** The heroes have returned to Diamond Lake after slaying the Wyvern Razor in the Mistmarsh lair of the now-decimated Twisted Branch tribe of lizardfolk. After a meeting with their master, Allustan, and his dear friend, Marzena, the garrison's temporary commander, the heroes agree to help and her meager force keep the peace.

The garrison's force is depleted because the bulk of the contingent has been ordered deployed to the border with Urnst for a summer campaign. All that Marzena commands are the handful of survivors from Blackwell Keep.

In the meantime, Allustan -- as a favor to the heroes -- prepares *teleport* scrolls so they can make a rapid journey to Greyhawk so they can consult with the mage Eligos about the green worms that caused the downfall of Blackwell Keep (and a black dragon named Ilthane who appears to manipulating these events).

The heroes become involved in the adventure as the first stage of Smenk's plan is executed:

**1) *Eliminate Constance Grace.*** The girl, one of the best earners at the by-the-numbers brothel The Midnight Salute, has been an agent in the pay of Governor-Mayor Neff. She collects blackmail fodder, which Neff was using as leverage against all the mine managers, Smenk included. Constance also had been serving as a day maid for Allustan, helping the lifelong bachelor add some feminine touches to his cottage in anticipation that Marzena would come to live there, too. (It was Lanod who suggested the girl to Allustan, no doubt to keep a weather eye on his brother's activities as well).

The heroes investigate Constance's murder outside The Midnight Salute, perhaps becoming embroiled in a jurisdictional dispute with the corrupt Sheriff Cubbin and his lacky deputies, who are charged with keeping the peace in town. (The Midnight Salute, being in close proximity to the garrison, lies within both jurisdictions). If this depute needs mediating, Neff orders Cubbin to work with the heroes, Cubbin protests vigorously, their longtime alliance becomes strained. Cubbin thinks the good-natured Allustan has too much influence on his brother Lanod, jeopardizing the sweet deal that Cubbin and Neff have had for years in extorting the miners and business owners of Diamond Lake.

**2. *Eliminate Tidwoad.*** The gnome jeweler is well protected, a shield guardian named Festus guards his shop on the Vein's main square. Any plan to kill Tidwoad requires getting Festus out of the way first (the main idea is to lasso the shield guardian's legs, which are harnessed to a team of horses, which will drag the guardian away). Tidwoad used to be an informer for Smenk, until circumstances forced Tidwoad to choose between betraying the mine manager or his own nephew, Zigrot Jin, who is one of the heroes. Tidwoad chose to help his nephew, earning Smenk's ire ever since. Filge is eager to get in on this one, because Tidwoad now carries instruments made at the Hardwalk's, the gnome workshop run by Zigrot Jin's wife Shauna, which occupies Filge's former lair, the old observatory.

**3. *Kidnap Luzane Perrin.*** The new owner of the Dourstone Mine, which Smenk believes should be rightfully his, has spurred his offers of marriage and partnership too many times. (She'll be the perfect sacrifice for the Ebon Triad avatar).

**4. *Break-in at Allustin's.*** Allustin possesses the *Heward's Handy Haversack* containing the chemical remains of the Overgod of the Ebon Triad. Kenkus aligned with Vecna steal the sack, which they will take to their old underground lair. Their the cult of Erythnul awaits, preparing the ritual that will release the overgod from its haversack prison and unleash it upon the kidnapped Luzanne Perrin, and then all of Diamond Lake.

**5. *Cubbin's had enough.*** Smenk seeks out Cubbin, says Neff's days are numbered. "You can either embrace change, throw in with me, or go down with Neff. It's your choice," Smenk tells Cubbin. "You'll have a chance to prove your loyalty soon. When the time comes, lead Neff to his doom at his estate." It's possible Cubbin might win over Deputy Jamis to this betrayal.

**6. *Get the St. Cuthberites riled up.*** As Jierian Wierus whips the Cuthberite cultists into a frenzy during his weekday

sermon, some charismatic Hextorites who've planted themselves in the crowd "testify" to the assembly about the "evils" and "abuses of power" (real and imagined) that Neff has performed while in office. The outrage of the crowd boils over into a riot and out of the priest's control. The Cuthberite mob races out of the church and across the square to the sheriff's office (or Neff's estate home or the garrison, wherever he might be) demanding he be brought to "righteous justice."

Although Wierus and Neff have had serious differences and dislike each other immensely, Wierus dreads what may happen if his flock gets their hands on him. So Wierus seeks out Neff at his estate (or the garrison) to warn him of the mob.

**7. *Neff's retreat.*** Whether Neff seeks sanctuary in the garrison or his own estate, led there by Cubbin or not, Smenk is waiting there for him with Filge, some undead, and Smenk's own trained apes. With the whole town in an uproar, Smenk engages Neff in a duel to the death.

**8. *Unleash the overgod.*** Once the Ebon Triadists retrieve the haversack containing the remains of the overgod, they can perform the ceremony to summon the thing again. This can occur either before the St. Cuthbert riot or after the heroes have saved Neff from Smenk.

The Adventure

#### PART I: THE MURDER OF CONSTANCE GRACE

**Your associates, the one-time bandits-turned-cohorts Kol and Lars, arrive short of breath and flush-faced from hard running. "Marzena sent us to find you. There's been a murder at The Midnight Salute. Constance, Allustan's maid, was killed. Marzena wants you to investigate!"**

You arrive to find Purple Prose, proprietor of the Salute, bending over the still body of Constance Grace (CN f human rogue1), a bouquet of flowers clutched in her hands. There appears to be no sign of life.

A character with ranks in Alchemy can identify (DC 25, or DC 20 as per *detect poison spell*) the poison as Sassone leaf residue, which was sprinkled on the stem of the flowers. Sassone leaf residue is a contact poison (DC 16) that causes 2d12 hp initial damage and 1d6 Con secondary damage. It's usually sold in Greyhawk for about 300 gp (true); rumor has it the monks of the Twilight Monastery also cultivate it (true, DC 22 Gather Info or Knowledge Local).

*Speak with dead* (1 question/2 caster levels) might reveal some of the following from Constance.

**Who killed you?** "I don't know, the last thing I remember was taking a whiff of these beautiful flowers I just bought."

**Where did you get the flowers?** "After I said good evening with Mistress Marzena, I was approached by a roadside beggar, who offered to sell me the flowers for a copper. I felt sorry for the man, he was so disfigured. Even though he tried to hide it from under his hood, I could tell. So I paid him for the flowers."

**Did the man have any distinguishing marks/clothing?** He was dressed all in black, like the monks of the Twilight Monastery do. He had scars on his face, like he'd been cut with a razor or been in a hundred knife fights. I don't recall seeing any jewelry or hair color, but he was wearing thick black gloves, like miner's gloves."

**Had you ever seen this man before?** "No."

**Why were you out at this time of night?** "I always fix a late-afternoon meal for Master Allustan and Mistress

Marzena. I'm their day maid, you know. Mistress Marzena is kind enough to accompany me on my walk to my night job at the Salute, since we're both going the same way. We cut across the field, since Allustan's is right over there. When we reach the back of the Salute, we part ways. Mistress Marzena is always so kind to say 'Good evening.' She then takes the winding road up to the garrison, because you shouldn't ever approach the back of the garrison at night. The guards might kill you by accident. After Marzena left for the garrison, I walked around to the rear entrance, where the beggar was waiting."

It's also possible the heroes might be keener on discovering Constance's illicit activities, especially her role as Neff's eyes and ears.

**Did you work for Neff?** Yes, he paid me to collect blackmail information on clients, especially the mine managers and their business partners, even though Mistress Prose forbade us from any such activity. She runs a clean house, you know.

**Why work for Neff?** But Neff paid well, and there were other benefits. He promised me he'd take me with him to Greyhawk when he got appointed to a higher office. I didn't trust him out of love, but we both loved being together, if you know what I mean.

**Did you also spy on Allustan/us?** Neff told me to keep him informed of his/your activities. But he never asked me to betray any secrets.

*On Allustan:* "I think he was more worried for him, wanted to keep a brotherly eye on him, more than anything.

*On the heroes:* "He thinks you'll be a threat to his side businesses once you're free of his brother."

A search of the grounds find more flowers just flung to the ground on the north side of the building. The stems of all these flowers are also

The clue about the Twilight Monastery is a red herring. Neither Izenfen the Occluded or any of his monks have any involvement in this matter. The poison did not come from their stores, which Izenfen will affirm. He'll even indulge an investigation of the storeroom.

The perpetrator of the crime is Erythnul Ebon Triadists that Smenk brought in from Greyhawk. They are once again using the Dourstone Mine as a base. An early investigation of the mine might uncover their nest and prevent the kidnapping of Luzanne (but not the theft of the haversack).

## PART II: ELIMINATE TIDWOAD

This encounter works best if the heroes are either north or west of the main square at some point in their investigation.

**There is a rumbling sound, then a black carriage pulled by four skeletal horses driven by two dwarf skeletons at the reins, races past you. It's dragging something behind it. Trailing the carriage is a rope, which is tied fast to the legs of a shield guardian, which is trying to right itself.**

A Knowledge local check (DC 10) reveals the shield guardian to be Festus, who protects Tidwoad's jewelry store on the main square. Any gnome in the party knows this information automatically.

It was Filge's job to remove the shield guardian as an obstacle to attacking Tidwoad. Since Filge is smarter than Festus

(Int 15 to Int —), it wasn't difficult for him to eventually formulate a plan. (Once his job is done, Filge hides out at Smenk's residence, until it's time to kill Neff).

Because Tidwood is a bit of side revenge, Smenk doesn't rely on Ebon Triadists, this time. He's hired some muscle from Greyhawk to do the job.

*If the heroes follow the carriage:* Then the assassins have more time to attack Tidwood. Compute wounds assuming everyone rolls 10s for their actions during each round the players are delayed in arriving.

*If the heroes race for Tidwood's:* They should arrive just as the attackers successfully get in one round of surprise attacks on Tidwood.

**Tidwood (CR 5, male gnome expert 5):** p. 18 "Age of Worms Overload"; Init +1, AC 15; hp 25; Atk mwk dagger +3 (1d3-2/19-20) or thrown +6 (1d3-2/19-20). Spells 1/day *Speak with animals*.

**(4) Free City Bullies (CR 5, male rogues 5):** p. 18 ("Age of Worms Overload," use Tirra's stats) Init +4; AC 17; hp 20; Atk mwk dagger +3 (1d4-1) or mwk shortbow +8 (1d6/x3); sneak attack 3d6.

If captured, the bullies will bargain the name of their employer for their freedom. They'll willingly offer up Smenk's name if they lose the intimidation checks (Will save +4 vs. Intimidation). Each bully is carrying 10 gp (pay for the job), as well as small sacks (they were told they could take whatever trinkets from the shop they could carry once the deed was done).

### PART III: KIDNAP LUZANNE PERRIN

In all likelihood, this encounter will happen off screen. But should the heroes figure out that Luzanne is a potential target (Smenk does seem to be settling scores), they could be around when the kidnapping occurs.

In any event, it is likely the heroes have deduced Smenk's involvement. If they go to his estate, they'll find he is not at home. He's using the old abandoned mine entrance south of the garrison as a temporary headquarters. If the heroes remember this place from before, they may uncover some of Smenk's gear, but he will have vacated when the heroes come to call.

It's possible the heroes will encounter Filge at the Smenk estate, however.

*Luzanne's entourage:* Since gaining control of the Dourstone mine, Luzanne and her paramour (and fellow mine manager) Chaum Gansworth have been more conscious about providing for her security.

Because the Cult of the Green Lady played a supporting role in her play for the Dourstone Mine, cult leader Amariss has appointed two followers of Wee Jas to shadow her at all times. (Obtensibly, this is for Luzanne's protection, although Amariss has other reasons for keeping close tabs on her faith's newfound rich friend).

**Wee Jas guardians (2):** (CR 3, female clerics 3); p. 20 (Age of Worms Overload); init —1; AC 16; hp 20; Atk mwk dagger +2 (1d4+1) or ranged +2 (1d4+1); death touch 1/day (3d6); 2nd aid, identify, sound burst (DC 14); 1st cause fear (DC 13); cure light wounds (2), shield of faith.

**Luzanne Parrin:** (CR 3, female human rogue 3); p. 15 (Age of Worms Overload); Init 2; AC 16 (flat 14); hp 16; Atk mwk short sword +5 (1d6-1/19-20); Grp +1; Combat reflexes and Sneak Attack (2d6).

**As Luzanne and her guardians exit her home and board an open carriage for a ride to meet Chaum Gansworth for an evening meal at the Gansworth Residence, fast-moving and cloaked figures emerge from the shadows and attack.**

The attackers are kenkus in the service of Vecna. Their purpose is to kidnap Luzanne Parrin, and make her the sacrifice in a ceremony that will summon the Ebon Triad Overgod. For them, dispatching of the Wee Jasian guardians is just a fringe benefit.

**(4) Kenku ninjas (CR 4, male kenku rogue 4):** p. 40 Three Faces of Evil, use Kenku boss; Init +4; AC 17; hp 26; Atk club +3 (1d6) or claw (1d3) or mwk lt. crossbow +7 (1d8/19-20); Point Blank Shot; sneak attack +2d6; great ally; mimicry, *elixir of hiding*, *elixir of sneaking*.

The presumption is that four Kenku rogues aided magically by stealth can defeat the two Wee Jas Guardians, with Luzanne providing little resistance.

Once they have control of the situation, the kenkus toss Luzanne into the carriage and drive off for the mine. From there they take her to the Dark Cathedral where she will be prepared for her sacrifice.

Chaum immediately becomes alarmed when Luzanne is late for the dinner date, and he immediately contacts the heroes for assistance.

*If the heroes manage to save Luzanne/prevent her kidnapping:* Although cooperating with Smenk on this job, the Vecna cultists are not picky. They will apprehend someone else to serve as the sacrifice.

#### PART IV: BREAK-IN AT ALLUSTAN'S.

In all likelihood, this encounter will happen off screen. But should the heroes figure out that the Ebon Triadists might make a go at snatching the haversack, they might try to stop this from happening. In any event, the break-in occurs on a night when Allustan is playing dragon chess at Lazare's Parlor, visiting Marzena at the garrison or having his weekly dinner with his brother Lanod Neff at the family manor.

The Vecna cultists use the same group of Kenkus they dispatched to apprehend Luzanne. They have scouted Allustan's home, they are aware of his habits, and they know where he has secreted the haversack.

**(4) Kenku ninjas (CR 4, male kenku rogue 4):** p. 40 Three Faces of Evil, use Kenku boss; Init +4; AC 17; hp 26; Atk club +3 (1d6) or claw (1d3) or mwk lt. crossbow +7 (1d8/19-20); Point Blank Shot; sneak attack +2d6; great ally; mimicry, *elixir of hiding*, *elixir of sneaking*.

The cultists are persistent. If the Vecna cultists fail, then Erythnull cultists are dispatched the next night, and failing that, a group of Hextorites the night after that, who will use brute force to secure the haversack if they have to.

Once Allustan realizes he has been robbed, he will inform the heroes immediately.

Once the kenku have completed their mission of retrieving the haversack, they make for the Dark Cathedral in the Dourstone Mine. Once they arrive they make preparations to unleash the overgod.

## PART V: CUBBIN'S HAD ENOUGH

This encounter will likely take place off screen, although there is always a chance that the heroes will overhear/stumble upon the clandestine meeting between the mayor's right-hand man and the mine-manager Smenk.

Smenk's best opportunity is to "intrude" upon Cubbin when he's about to enjoy some entertainment at the Emporium. [Note, it is also possible that the fortune teller Chezabet recognizes Smenk or finds out about the meeting and quickly informs her friends, the heroes. It's also possible that one of Smenk's bodyguards might be on the lookout for such an informant, and try to intercept her, preventing from contacting the heroes. Smenk has already kidnapped Chezabet once before, and been threatened with death by the Wee Jasian cleric Ellis Hunter should he ever think of doing so again.]

It's also possible that Smenk and some thugs could get the drop on Cubbin after stumbling home drunk some night, and he finds them waiting for him in his own home.

**Cubbin (CR 5, male human fighter 5):** p. 12 Age of Worms Overload; Init +1, AC 20; hp 36; Atk +1 longsword +10 (1d8+6/19-20) or heavy crossbow +6 (1d10/19-20); cleave, improved sunder, power attack.

Balabar Smenk will attempt Diplomacy +14 and/or Intimidation +12 to convince Cubbin (Cha 8) to see reason and quit his boss, Mayor Governor Neff. For his part, Cubbin is easy to persuade. He's very unhappy with the way the mayor is conducting business, jeopardizing their operations, and being swayed more and more by the brother, Allustan.

Once Cubbin is co-opted and willing to betray mayor Neff, Smenk assures him that Cubbin will know when the time is ripe to get his revenge. At that moment, Cubbin is supposed to lead the mayor into Smenk's waiting arms (most likely at the Neff manor home).

## PART VI: SAINT CUTHBERT FRENZY

Jierian Wierus, high priest of St. Cuthbert, whips his congregation of flagellants into a frenzy during his weekday services. Although fairly charismatic (Cha 13), Wierus will lose control of his flock this night when Hextorites, disguised as adherants, testify during the charismatic elements of the service to the evils being done in the name of lawful authority, especially the office of mayor-governor and the sheriff.

The Hextorites' goal is to create a mob, direct them against the sheriff's office, and hopefully, scare the mayor-governor into retreating to his manor home and into the waiting arms of Balabar Smenk.

For his part, Wierus will seek out Neff, and try to convince him that it wasn't his fault things got out of hand. They've had the differences, deep differences, but he would never call for his flock to do violence, especially against a lawful authority.

**(6) Hextorites:** (CR1, tiefling fighter 1); p. 23 Three Faces of Evil; AC 17; hp 12; Atk mwk greataxe +5 (1d8) or composite longbow +4 (1d8+2/x3); darkness 1/day.

**Kasra, Hextorite captain:** CR 2; p. 27 Three Faces of Evil; use Kendra; AC 19; hp 15; Atk mwk heavy flail +4 (1d8 +1) or light crossbow +1 (1d8/19-20); wand of cure light wounds (41 charges).

Once the Hextorites have the mob on the move, they retreat to the Dark Cathedral and the ceremony to unleash the

overgod.

It is possible the timing of the ceremony should take place before Hextorites can execute their part of the plan. That's alright, because the Hextorite Ebon Triadist Frain Yamada will represent that portion of the cult while his men tieflings are at work.

**Frain Yamada;** CR 5, male human cleric 5; p. 28 Three Faces of Evil; use Theldrick; AC 23; hp 47; Atk mwk heavy flail +7 (1d8+2) or dagger +5 (1d4+2); 3rd, magic vestment, summon monster 3; 2nd, aid, hold person (dc 15), sound burst (DC 15), spiritual weapon, 1st, bane (DC 14), bless, cure light, divine favor, magic weapon. Combat Casting, Rapid Reload. Full plate, ring of protection +1.

#### PART VII: NEFF'S RETREAT

With Smenk "in control" of Neff Manor, some things have changed. For one thing, he's called on some friends to provide some privacy.

**As you approach the Neff Manor, you are greeted by six burley, dwarf-sized figures on the porch. They all descend to the gravel drive, but only one approaches you. He is dressed as the others, in a long, dark trenchcoat with a wide-brimmed hat that keeps the face in shadow.**

(Spot DC 10) Each is carrying what looks like a long dagger or shortsword gripped in their right hands.

Will Save DC 12 to dispel glamour as an illusion upon interacting with the creatures.

Spot DC 14 see a dark, cloaked figure in the balcony overlooking the porch.

**1. Filge's Welcome.** Filge, the deranged necromancer, stands poised on the upstairs balcony (50% chance to hit because of cover), overlooking the front lawn. The balcony is within 25 ft of target area.

He's also placed some undead minions nearby, casting disguise undead on the one he's placed at the doorway, making him appear to be a servant.

**Filge,** male human Wiz (Necro) 5, p. 45 "Whispering Cairn"; Init +2; AC 13 (17 w/ mage armor); hp 25 (21 after spectral hand); Atk dagger +1 (1d4); Combat Casting, Spell Mastery, Con +7; Spellcraft +10; 3rd — *Vampiric touch* (DC 15), 2nd, *ghoul touch* (DC 14), *scare* (DC 14); *spectral hand*; 1st—*chill touch* (DC 13) (x2); *mage armor*; *ray of enfeeblement*; 0 —*disrupt undead*, *touch of fatigue* (DC 12) (x2); *ray of frost*. Scrolls of *undead touch* (3) (Ghostwalk p. 60), *disguise undead* (Ghostwalk p. 51), *death armor* (Ghostwalk p. 50)

Tactics:

Before combat: Cast Mage Armor. Cast Spectral Hand (allowing touch attacks, such as vampiric touch, ghoulish touch and chill touch). Unleash undead servants.

Round 1: Cast Spectral Hand (allowing touch attacks, such as ghoulish touch and chill touch).

Round 2: Cast ghoulish touch (DC 14) on cleric.

Round 3: Cast vampiric touch on cleric.

Round 4: Cast Undead touch on an undead servant.

Subsequent rounds: Cast ghoul touch and chill touch and then rays of enfeeblement and frost and touch of fatigue as required.

**Filge's Undead Minons, skeletons (6)**, p. 165 MM. Init +5, AC 13; hp 12; Atk shortsword or two claws +0 (1d6+0 or 1d4 and 1d4), Undead immunities, half damage piercing or slashingn weapons.

**2. The Entryway.** This consists of three great bestial dire apes and their handlers.

**(3) Dire Apes.** p. 57 MM. Init +2; AC 15; hp 32; 43, 54; Atk 2 claws +8 (1d6+6) and bite +3 (1d8+3); Rend 2d6+12; Mv Sil +9, Spot +9.

**Expert Handlers:** Exp 5. (Their presence grants to the apes a +2 to saves and attacks). AC 14; hp 18; Atk. Whip +5 91d2 plus +2 on opposed roll for trip.

**3. Gate crashers.** These guys guard the upstairs ballroom, and prevent others from getting in Smenk's way with Neff. (They also softened up Neff before the final duel)

**(4) Free City Bullies (CR 5, male rogues 5):** p. 18 ge of Worms Overload," use Tirra's stats) Init +4; AC 17; hp 20; Atk mwk dagger +3 (1d4-1) or mwk shortbow +8 (1d6/x3); sneak attack 3d6.

In the upstairs ballroom, two men are locked in a fencing duel: Mayor Neff and Balabar Smenk.

**Neff:** male human fighter 6: Init +7; AC 19; hp 37; +1 rapier +11/+6 (1d6+4/18-20); blind fight, combat expertise; improved disarm. Sense Motive —1.

**Smenk:** male human rogue 7: Init +3; AC 17; Dodge, Mobility, Uncanny Dodge; hp 34; Atk +1 mwk rapier +9 (1d6 +1/18-20), dagger +8 (1d4+1); sneak attack, spring attack. cloak of resistance +1, ring of protection +1, mwk rapier +1. Bluff +10.

#### Progress of Fight, by round.

Round	Neff Atk	Smenk hp	Smenk Atk	Neff hp
0	+11/+6 rapier (18)	34	+9 mwk rapier (19)	37
1	Full 10 + CRIT 14	10	Full 3	34
2	Full miss + 8	2	CRIT 14	20
3	Disarm atmpt fails	2	Bluff Feint	20
4.	Disarm atmpt successful		Sneak Atk! 17	3
5.	Full 9	-7		

#### PART VIII: UNLEASH THE OVERGOD.

Much the same setup in the Dark Cathedral from "Three Faces of Evil," except there is an audience of Ebon Triadists.

They will be in the process of sacrificing Luzanne Parren (or some other unfortunate soul) when the heroes arrive.

The main combatants:

**Dror Thelgin, male human cleric 12 of Erythnul.** p. 39 “Defenders of the Faith.” Init +0; AC 22; hp 73; atk +12/+7 +1 unholy morningstar (1d8+2, +2d6 vs. good aligned creatures) or siphon dagger; rebuke undead 10; FRW 11/7/13; Combat casting, empower spell, empower turning, extra turning, still spell.

6th blade barrier, empowered unholy blight, stilled flame strike

5th, circle of doom, dispel good, flame strike, insect plague

4th, divine power, empowered bull’s strength, giant vermin, poison, unholy blight

3rd, bestow curse, contagionj, deeper darkness, dispel magic, invisibility purge, magic circle against good.

2nd, death knell, endurance, hold person, shatter, spiritual weapon, stilled random action,

1st, bane, cause fear, detect good, divine favor, entropic shield, prote from good, random action.

**Dror’s first business is to stab the sacrificial victim with a siphon dagger, a hollowed blade that allows blood to gush up through the blade and the handle. He will direct the blood spray towards the pit, the last bit in a ceremony meant to awaken the Ebon Aspect.**

The initial dagger wound is 1d4+2. Each round the dagger is in place, it bleeds the character of 2d4 hit points worth of blood.

**Luzanne Parrin:** (CR 3, female human rogue 3); p. 15 (Age of Worms Overload); Init 2; AC 16 (flat 14); hp 16; Atk mwk short sword +5 (1d6–1/19-20); Grp +1; Combat reflexes and Sneak Attack (2d6).

Dror is assisted by **10 Erythnul cultists**, all first level commoners, armed with poisoned daggers.

**Erythnul cultists (10)**, p. 20 Three Faces of Evil. Init +0; AC 13; hp 7; Atk dagger +2 (1d4+1 plus poison;

The Vecna kenku have no apparent leader.

**(4) Kenku ninjas (CR 4, male kenku rogue 4):** p. 40 Three Faces of Evil, use Kenku boss; Init +4; AC 17; hp 26; Atk club +3 (1d6) or claw (1d3) or mwk lt. crossbow +7 (1d8/19-20); Point Blank Shot; sneak attack +2d6; great ally; mimicry, *elixir of hiding*, *elixir of sneaking*.

**Hextorite Frain Yamada;** CR 5, male human cleric 5; p. 28 Three Faces of Evil; use Theldrick; AC 23; hp 47; Atk mwk heavy flail +7 (1d8+2) or dagger +5 (1d4+2); 3rd, magic vestment, summon monster 3; 2nd, aid, hold person (dc 15), sound burst (DC 15), spiritual weapon, 1st, bane (DC 14), bless, cure light, divine favor, magic weapon. Combat Casting, Rapid Reload. Full plate, ring of protection +1.

Only if Dror Thelgrin completes the summoning ceremony (killing the sacrificial victim), does the overgod reconstitute itself from the pit in the Dark Cathedral.

**Ebon Aspect;** large outsider, hp 75, Init +1; Spd 40; AC 18; Atk bite +14 1d8+5 and 3 claws +13 (1d4+2). SA bloodthirst of erythnul, standard of hextor; SQ blessings of Vecna, immunity to cold, DR 5/magic, darkvision 60, resistance acid 10, resistance fire 10, spell resistance 16; Fort 11, Ref 8, Will 10; S 20, D 12, Con 16, I 12, W 16, Cha 20. Climb 26, intimidate 18, jump 22, spellcraft 14; cleave, multiattack, power attack, weapon focus clasws. CR 6.

Bloodthirst 1/day/1 round, DR 10/epic, fast healign 10, +4 profane bonus to attack, dmg rolls.

Standard: 1/day casts spiritual weapon CL 10. Hextor's flail appears +13 atk, 1d8+3 dmg.

Blessing: If caster check vs. Ebon's spell resistance fails, Ebon heals dmg equal to twice the level of the spell.