

NYR1-03

Whisper

A One-Round D&D LIVING GREYHAWK®

Nyrond Regional Adventure

Version 1

by M. Clark

With Assistance of Team Nyrond, the Kingdom of Nyrond Development Team

As far back as anyone remembers the children on Carpenter's Street have always played in the branches of the Great Oak. You watched them climb and swing in that old tree when you were stationed in Rel Mord as part of the militia. Now, none of the children go near the local landmark. Some of the children whisper rumors that the old tree is haunted. This is an adventure for character levels 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:

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players 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.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

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

Notice to Judges and Con Coordinators

Before for you run this scenario and other Living Greyhawk Nyronnd Scenarios, please contact the Nyronnd Triad (NyronndTriad@aol.com) to get a copy of the Nyronnd Judge's Kit for the scenario you are running. This kit will include additional background for the Kingdom's major NPCs, historical data, current events, crime and punishment, and other useful information. This information will be constantly updated, so it is important to get this information with every new scenario. It is important to understand that the

Nyrond Judge's Kit is only for the campaign judges and not for player consumption.

Judge Introduction

This is a Kingdom of Nyrond scenario for the Living Greyhawk Campaign. It is set in the royal province of Just Crown, in the capital city of Rel Mord.

The year is 521 CY and the land is beginning to prosper under the wise rule of King Lynwerd I. He has restructured the government to cut waste, rebuild roads, and reduce taxes. The people begin to share his optimism about their future, but not everyone is pleased with his rising popularity.

Exiled Prince Searndt, the Betrayer of Nyrond who poisoned his own father, King Archbold, still covets the throne, which now belongs to his older brother. Though he remains in hiding, mustering his forces, he cannot stay idle while his brother's power grows. He spies as unassuming as possible. They quietly gather information and strike subtly whenever they can undermine the success of their master's rival, King Lynwerd I.

One group of spies has gained control of the Oak Rocker Orphanage in the Carpenter's District of Rel Mord. They recruit and control promising urchins as part of a ring of thieves who target couriers. By intercepting and disrupting communications they hope to slow the King's progress while gathering information about where and when they should strike.

Unknown to the operatives of Prince Searndt, the Grey Seer (a powerful diviner who works for The Crown) is aware of their efforts. Without raising the alarm he has dispatched misleading messages along compromised routes. He has also directed his own agents into the area hoping to discover more about the plans and location of the Betrayer of Nyrond.

Our heroes unknowingly wind up in a position to assist agents of the kingdom in their efforts.

Important Judge Notice

The Nyrond Campaign is a dark campaign. Times here are hard. The government must be stern in order to maintain order. This is a lawful good country, with emphasis on lawfulness. PCs may learn to understand there are consequences for unlawful actions in Nyrond. Characters who step out of line will be punished. This includes any crime they are caught committing. Information about crimes in Nyrond and their specific punishment is in the Nyrond Judge's Kit.

Adventure Synopsis

The Whispering Tree

A group of orphan children make our heroes aware of a "ghostly" voice sounding off at high noon at the foot of the great oak just outside the Oak Rocker Orphanage. The voice actually relates a coded message from Pachio, an apprentice undercover spy who is trying to make contact with his partner, the woodsman Gruber. He was investigating the orphanage to see if recent changes in their management were related to the rise in courier message thefts in the area.

Missing Message

While puzzling over the "ghostly" incident, a nearby messenger is pinched by an unseen assailant. The courier, dressed in the livery of the Royal Messenger Service, cries out for help. Our heroes can give chase and try and track to investigate.

Witnesses Nearby

Investigating the incidents, our heroes interview a variety of characters who direct them either to The Sewers, The Sun Temple, or The Oak Rocker Orphanage.

Amalia: This old, sick woman cries out if the heroes approach. She warns of demonic forces at work. Not only are children missing, but she, as the former head mistress of the orphanage, claims to be under some kind of curse.

Brother Wicket: A cleric of the church of Pelor, he has come to the square three times in the last week to cure Amalia of her disease. Each time it seems to be successful, but the signs of sickness return the next day. He has asked his superiors to look into this matter. He has come to take her to the temple for examination. He has known her for several years and validates her claim to being the former head mistress at the orphanage, though he cautions that not all her claims can be headed since she has had a high fever for days.

Our heroes will need to join him at the temple to get authority to further their investigation.

Gruber: A veteran hunter by appearance, this gruff individual has little to say but certainly seems interested in the odd events in the square as he searches the ground for tracks. He is actually an investigator working in the employ of the Grey Seer. If pressed, he will point out that the tracks of the thief seem to come from the sewer grate along the south wall of the orphanage. His partner is the source of the "ghostly" message heard at the tree. He will show great interest if the voice is mentioned, even giving the characters a sketch of his missing "son."

Courier Jontham Briggs: Though he shouted an alarm when his mail bag was pinched, he heads off to the nearby tavern after the incident. If plied with drink, he reveals that this is the fourth bag he has had stolen in the last two weeks and that his superiors don't seem to care.

The Sewers

Following leads and/or evidence of a trail, our heroes plunge into a sewer, which runs under the Oak Rucker Orphanage. They encounter an evil guardian and a large locked door.

Temple of the Sun

Brother Wicket introduces you to his superior, Brother Nafilm, who casts divinations on the ill Amalia. He discovers a foul curse and provides our heroes with a writ, which will allow them to investigate the kind of care being given the children at the orphanage.

The Oak Rucker Orphanage

Questions, maybe even accusations fly as our heroes are diplomatically led on a tour of the upper floors of the orphanage. They are told that the lower floors cannot be toured because of renovations. If they insist on seeing the lower floors they are taken to **Sir Sardon**, a minor noble and benefactor who has donated some of the funds for the renovation.

Confronting the Benefactor

Suspicious about the renovation on the lower floors our heroes question Sir Sardon to get permission to investigate the lower floors of the orphanage. He is genuinely appalled by the accusations and takes our heroes downstairs to speak with the workers. Upon entering the construction area, which is actually a small armory, a battle erupts and Sir Sardon is one of the primary targets of the "construction" workers.

Beneath the Orphanage

The floor beneath the basement armory is filled with pillowed couches and tables covered with food. A beautiful woman in a flowing black gown drinks a potion and tries to escape. A few children are standing near the entrance to the chamber. They have a strange glassy look in their eyes. They attack at the foul witch's command.

Conclusion

The children should be rescued without being harmed. The spy ring should be thwarted. Perhaps even the ring leader, Zilotta of the Mystic Sands, will be captured. Our heroes, if they protected the innocent, will receive minor favors from the orphanage and the Church of Pelor. Gruber also grants a favor if an individual informs him of the "ghostly" message and saves his partner's life. If any individual shows extraordinary skill in guile or diplomacy, his or her name is mentioned to Gruber's superiors, who report to the Grey Seer.

If the witch, Zilotta, is captured the report is especially good.

Player Introduction

Walking the streets of Rel Mord brings back memories of your service here while a member of the militia. Turning a corner you spy the great oak tree in Carpenter's Square where the children constantly played. Immediately you sense that something must be wrong. The sounds of children playing are far too distant, and one nearby child whimpers softly.

He looks up at you with big, soulful eyes and pleads, "Mister, can you make the ghost go away?"

Encounter 1: Whispering Tree

If the players look closely (DC 10 obvious to someone paying attention) they notice a faint shimmering in the air near the tree. Any individual who steps within 5' of the disturbance hears the following message (If a PC moves close to listen, [again DC 10 for those close to the effect with an increase to DC 15 at 10 ft. and DC 20 at 15 ft.] so does the boy.):

A blindfolded fox in a hole has no will of his own.

Coded message translation:

blindfolded = I do not know exactly where I am.

fox = My cover as an orphan is intact.

hole = We are somewhere underground.

no will = Charm/mind influencing magics are being used.

If *detect magic* is used, the following information can be gained:

- Detect magical aura? ... yes
- Number of auras? ... one
- Strength of aura? ... faint
- School of magic? (Spellcraft DC 17) transmutation
- Identify spell? (Spellcraft DC 22) *Whispering Wind*

If the young man is questioned (his name is Gnat) he has plenty to say. Use the information below to answer appropriate questions. He does not know the name of the "boy." He does not know where the boy is now. He does not know the name of the people who adopted the "boy." He does not know the "boy" was working for the Grey Watch (Agents of the Grey Seer):

- "My friends call me Gnat."
- "There was this new kid at the orphanage."
- "They say he got adopted."
- "Kids get adopted we used to have a party."
- "We didn't have any party."

- "He was a big kid."
- "He was quick and stuff."
- "He won the challenge day."
- "Challenge day you run and jump."
- "Sometimes on challenge day we climb rope."
- "Lots of kids who win get adopted."
- "We have been having challenges for a full moon."
- "I don't know the boy's name."
- "It was a pretty lady who adopted him."
- "I don't know her name."
- "I don't know where she took him."
- "She took another kid who won the challenge too."
- "Maybe she eats them!"
- "Can you save the ghosts of these kids?"
- "Everyone knows there are ghosts."

Enjoy playing this orphan. If the players speak with him for an extended period of time, Gnat will try to apprentice himself to any PC who stands out (highest Cha roll with circumstance bonuses determined by the GM varying from 1-5). He will describe how he wants to be a hero just like ___(PC's name)! Encounter 2 begins with the end of their conversation being interrupted.

Encounter 2: Missing Message

Your conversation with Gnat is suddenly interrupted by a cry for help coming from the southeast corner of the square. A young man, flailing his arms, is shouting, "My pouch has been stolen! My pouch has been stolen!" He is dressed in the livery of the Royal Messenger Service and he appears to be chasing a floating mail pouch. A dagger protrudes from a gapping wound in his shoulder. As you turn to look the floating pouch shoots around the corner into an alley along the southeastern wall of the orphanage.

Our heroes would be expected to give chase and to give aid to the frantic courier (At Tiers 2 and 3 the thief is moving with the aid of an **Expeditious Retreat** spell).

Helping the Courier: He, Courier Jontham Briggs, has a deep wound in the back of his right shoulder where the strap to his mailbag was cut. A snake-handled dagger (masterwork) protrudes from the spot. (Jontham does not want the accursed dagger that almost killed him. He tells any character who helped him that they can have it as payment for their kindness.) When studied carefully our heroes note that the dagger has an arcane mark on it. A Knowledge Arcana DC 18 roll (or Bard Knowledge DC 20) reveals it to be the mark of the Witches of the Sand, an evil coven from the Bright Desert. Though Jontham is thankful for help or healing he offers the heroes little information if they question him:

- "The contents of my mail bag are confidential."

- "Thank you for your help, good citizens, but there is little I can tell you."
- "The excitement of this event has made me weary."
- "Excuse me, I need some refreshment before I continue on my way."

Jontham bows and politely leaves our heroes. He heads straight for the Pine Tar Tavern. If one or more of our heroes go with him, you can continue their investigation in **Encounter 3: Witnesses Nearby**.

Chasing the Message Bag: The heroes who give chase round the corner and see a deserted alley about sixty feet long. Several adjacent alleys and doorways make it difficult to determine which way the thief ran. Noise from the surrounding city makes it almost impossible to hear his footsteps.

A Spot check (DC 15) or a Tracking roll (DC 10) will reveal footsteps that are at first easy to follow because the assailant has a foul-smelling mud on his shoes. As the mud wears off, however, (about thirty feet down the alley) the tracks become almost impossible to follow (Spot DC 30 and Track DC 25). By the time our heroes reach the end of the alley the tracks are impossible to detect on the smooth cobblestones.

Certainly someone will come to realize that the muddy footprints will be quite easy to backtrack (Spot DC 10 and Track DC 5). Even though the destination of the thief may be unknown, our heroes should be able to track him to the location where he stepped in this foul mud. While doing so, our heroes run into the hunter, Gruber, and continue their investigation in **Encounter 3: Witnesses Nearby**.

Encounter 3: Witnesses Nearby

The thief has ignited the square into a flurry of activity. Gnat is telling a group of kids about how the orphan's ghost stole the courier's mail. An old woman, sitting up against the outer wall of the orphanage shouts about demons and curses. Jontham, the courier, strolls purposefully toward the Pine Tar Tavern while a cloaked gentleman kneels down to examine a pair of muddy footprints.

Most of the NPCs mentioned can give the heroes helpful information. The information given provides leads into the next three encounters. These leads do not need to be followed in any particular order, although, the encounter with the old woman is necessary to complete the adventure.

The Old Woman: Amalia rants and raves about the demon who cursed her and took over the orphanage. This old woman is in terrible shape. Her forehead is beaded with sweat and her

clothing is tattered rags dripping of dust. She smells foul, like her last bath was years ago. Her words to anyone who comes near are along the lines of:

- "The fowl hag cursed me to take away my children!"
- "Beauty is sometimes a guise for evil!"
- "Don't let her beautiful long black hair deceive you!"
- "Protect my children, I am their head mistress!"

As our heroes are speaking with this sick, old, woman a cleric dressed in yellow robes wearing a sun disk approaches. He thanks the party for helping Amalia.

The Priest: Brother Wicket is a cleric of Pelor who has known Amalia for many years. He confirms that she was the head mistress of the orphanage up until about a month ago. Her age and recent illnesses influenced the leadership at the temple to entrust the children to the care of a generous benefactor, Sir Sardon.

Brother Wicket has come to check up on Amalia. He has used the blessings of Pelor to cure her diseases several times over the last few weeks. After a day or so her illness returns. He has come today to take her to the temple and have his superiors examine her. Perhaps her rantings are more than the delusions of her fever. If our heroes share any of their concerns about the well-being of the children, or of Amalia, Brother Wicket invites them to come with him to the Temple of the Sun (See **Encounter 5: Temple of the Sun**.)

If *detect magic* is used on Amalia, the following information can be gained:

- Detect magical aura? ... yes
- Number of auras? ... one
- Strength of aura? ... moderate
- School of magic? (Spellcraft DC 19) necromancy

The Hunter: Gruber, the hunter, is actually working as a tracker and spy for the Grey Seer. He will not divulge this under any circumstances. He is standing near some of the muddy tracks left by the thief. If questioned by our heroes, he points out that the tracks lead to a sewer grate in the alley along the northern side of the orphanage (Track DC 5 or Spot DC 10). He will show no unusual interest in the events unless one of the players mentions something about the "ghostly" message under the great oak tree.

Once the heroes mention the message, Gruber tells them his "son" is missing. He will show them a sketch of his "son" and ask the PCs to help find him.

- Where did you hear this boy's voice?
- What did he say?
- It is my missing son, Junah, will you help me?
- Here is a sketch of what he looks like.

The Courier, Jontham Briggs: If one or more of our heroes go with Jontham into the Pine Tar Tavern, they could gain more information using the Gather Information skill (DC: 10 and 3 gold nobles worth of drinks). If they don't have the skill, they can spend 5 gold nobles on drinks and make a Charisma check of 20.

- They don't really care, you know.
- I heard 'em talking when they didn't see me.
- I been robbed 'o messages four times this week!
- When I report the thefts, I don even get chewed out no more.
- When they wuz talken they said them dispatches was fake!

Encounter 4: The Sewers

After following the trail of muddy footsteps, you come to a loose sewer grate along the northern wall of the orphanage. Looking beneath the grate there is an intersection with sewer tunnels heading East, West, and South.

(Judge map is provided.)

Characters trying to sneak around quietly in the sewers suffer a -4 circumstance penalty on Move Silent checks because of the echoes traveling down the tunnels. A +2 circumstance bonus on Hide in Shadows checks is also in effect because of the numerous shadows cast by the irregular walls and protruding joints of the connecting sewer tunnels.

Heading East, our heroes travel about forty feet in the foulest, hip-deep (to a human), sewer sludge they have ever seen. (The encrusted filth and accompanying smell, unless removed by bathing or some other method, reduces all Charisma and Social skills (such as Diplomacy, Bluff, or Perform) by a -3 circumstance penalty.) After forty feet the sewer tunnel opens up into a collecting pool with large tunnels heading East and North. Along the edge of the pool are several Dire Rat nests. These vermin will not attack unless our heroes venture into the pool.

Tier 1 (EL 2)

Dire Rat (2 groups of 3: Total 6): CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft, climb 20ft; AC 15 (+1 size, +3 Dex, +1 natural); Atks +3 melee (1d4, Bite); Face/Reach 5ft, by 5ft/5ft; SA Disease; SD Scent; AL N; Saves Fort +3, Ref +5, Will +3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +11, Move Silently +6, Listen +6, Spot +6. **Feats:** Weapon Finesse (Bite).

SA: Those hit by a dire rat's bite must succeed at Fortitude save (DC 12) or be infected with a plague-like disease with an incubation period of 1d3+1 days. The initial damage is the loss of 1d4+1

temporary points of Constitution, and the secondary damage (after another Fortitude save at DC 12 is failed) is a temporary loss of 1d4 points of Dexterity and an additional 1d4+1 temporary loss of Constitution points. Remember these symptoms do not take effect until at least 2 days later. Disease results may need to be resolved at the end of the adventure. Note that it is possible for a low Constitution character to die from this plague.

Tier 2 (EL 3)

Dire Rat (4 groups of 3: Total 12): use stats above

Tier 3 (EL 5)

Dire Rat (2 groups of 3: Total 6): use stats above.

Hiding along the wall behind the furthest nest of **Dire Rats** (**Spot DC 20**) is a **Grey Ooze** concealed by the uneven, mucky terrain. It attacks our heroes once they engage the **Dire Rats** near it.

Grey Ooze: CR 4; Medium Ooze; HD 3D10+10; hp 26; Init -5 (-5 Dex); Spd 10 ft; AC 5 (-5 Dex); Atks +3 Melee (1d6+1 and 1d6 Acid, Slam); face/reach 5ft, by 5ft/5ft; SA Improved Grab, Acid, Corrosion, Constrict (1d6+1 and 1d6 Acid); SD Blindsight, Cold and Fire Immunity, Ooze, and Camouflage; AL N; Saves Fort +1, Ref -4, Will -4

Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1

At **Tier 3** the special attacks of the Grey Ooze are noteworthy: Every time it hits with a **Slam** roll a Str contest to see if it has a **hold**. If it has a hold, **constriction** damage is automatic. Its acidic touch does 40 points of damage per round (Watch out little wooden boys!) to any wood or metal that comes into contact with it. These items, including striking weapons, dissolve immediately unless our hero makes a **Reflex save** (DC 19).

If our heroes battle the Dire Rats and then journey beyond the pools into the tunnels, they find these tunnels blocked by sturdy iron grates.

Heading West: The tunnels narrow into smaller outlets trickling the foulest smelling sludge. (The smell, unless removed by bathing or some other method, reduces all Charisma-based skills by 3.) Our heroes are forced to turn back after about sixty feet.

Heading South: This large tunnel, though filled with the same foul-smelling sludge, adjoins another intersection after only thirty feet. (The smell, unless removed by bathing or some other method, reduces all Charisma-based skills by 3.) In this intersection a small chamber is dotted with access pipes that drip fresh refuse. The western wall, however, is affixed with a reinforced door. Growling can be heard (Listen at DC 8) echoing in the chamber once our heroes are within ten feet. If our heroes move to inspect the door, the guardian strikes. It gets surprise against heroes who do not make a Spot check (DC: 18).

Tier 1 (EL 2)

Sentry Shocker Lizard (1): Small Magical Beast; HD 2d10+2; hp 13; Init +2 (Dex); Spd 40 ft; AC 16 (+1 size, +2 Dex, +3 natural); Atk +2 melee (1d4 bite); SA +3 Stunning Shock; AL N; SV Fort +3, Ref +5, Will +1

Str 10, Dex 15, Con 13, Int 5, Wis 10, Cha 6

Skills: Climb +12, Hide +10, Move Silent +8,

Jump +4, Listen +4, Spot +4. **Feats:** none.

SA: In addition to bite, the Shocker Lizard can deliver a 5 ft ranged touch attack (no AC bonus from armor) which deals 2d8 subdual damage (half with Ref save of DC 12) once per round.

Tiers 2 and 3 (EL 2)

Sentry Shocker Lizard (1): Small Magical Beast; HD 3d10+3; hp 19; Init +2 (Dex); Spd 40 ft; AC 16 (+1 size, +2 Dex, +4 natural); Atk +3 melee (1d4 bite); SA +3 Stunning Shock; AL N; Saves Fort +4, Ref +5, Will +2

Str 10, Dex 15, Con 13, Int 5, Wis 10, Cha 6

Skills: Climb +12, Hide +11, Move Silent +9,

Jump +4, Listen +4, Spot +4. **Feats:** none.

SA: In addition to bite, the Shocker Lizard can deliver a 5 ft ranged touch attack (no AC bonus from armor) which deals 2d8 subdual damage (half with Ref save of DC 12) once per round.

If wounded (4 or more hps of damage) the Sentry Shocker Lizard will flee up one of the small pipes (10 inches diameter). If the Shocker Lizard gets away, add him to the final battle in Encounter 8: Beneath the Orphanage.

Upon checking the reinforced doors along the western wall, any thief using Disable Device (DC 15) or Open Lock (DC 13) will discover that these extra-heavy doors are locked and barred on the other side. Unless they were opened from the other side, or magically, they would require hours of work, which would also cause structural damage to the tunnel around them. (Our heroes should know they are somewhere under the orphanage simply by noting the facing of the tunnels as they entered along the orphanage wall above.)

Encounter 5: Temple of the Sun

Brother Wicket escorts Amalia to the Temple of the Sun where he is greeted by an older, gray-haired priest wearing yellow robes with white trim. He introduces himself as Brother Naflim and asks our heroes what interest they have in this faithful servant of the Sun. If our heroes express interest or relate events that show their concern about the safety of the children in the orphanage, Brother Naflim will engage them in conversation along the following lines:

- Do you feel the children in the orphanage are in any danger?
- Are you licensed adventurers?
- Did you know the care of the orphans in Rel Mord has been relegated to the priests of Pelor by King Lynwerd himself?
- Perhaps you would like to hear more about the Light of Goodness.
- You could be a part of Pelor's blessings to our land.
- Through your offerings, worship, and dedicated deeds you can help us in Pelor's work. Are you interested?
- Would you be willing to help us investigate? (If the majority our heroes are licensed adventurers.)
- Let us first find out why Amalia continues to be ill.

Amalia is escorted into a back room in the temple. After twenty minutes, Brother Wicket and Brother Naflim emerge. Brother Naflim addresses the party:

"There is indeed something amiss. Some foul curse has caused her disease to return. She will need to remain here in our care, but I do need a group of adventurers to investigate the welfare of the orphans at the Old Rocker Orphanage. If you are willing I will give you a letter of authority, but I also charge you to do nothing that will endanger the lives of the innocent. I wish that I could spare a few of my brothers to assist you, but we are severely taxed in our care for the poor. Are you willing to assist these innocents?"

If our heroes embrace this mission move on to **Encounter 6: The Oak Rocker Orphanage**. If not, find a way to encourage them to do this.

If questions about reward are raised, our heroes will be offered 25 gold nobles and 1 vial of Holy Water each. He will also remind them that Pelor is watching and rewards all good deeds under the Sun.

Encounter 6: Oak Rocker Orphanage

Our heroes, after they get permission from the Temple of the Sun (Encounter 5), can tour the orphanage and get permission from the headmaster to enter the lower floors which have been sealed off for renovation (Encounter 7). If they do not have authority from the Temple of the Sun they can tour the upper floors, but the lower floors are off limits and the head master is too busy to see them.

If they try and force themselves into the lower renovation levels the city guard will be called and they will be arrested or killed resisting arrest.

Watch Captain (1) with 8 City Guards: Medium Humanoid (6'); HD 6d10 +2 (War); hp 48; Init +5 (Dex and Improved Initiative); Spd 20 ft; AC 19 (+5 Chainmail, +2 Dex, +2 Large Shield); Atks +9/+3 melee (1d8+4 (crit 19-20) longsword) or +8 range (1-8 (crit 19-20) light crossbow); Face/Reach 5ft, by 5ft/5ft; AL LG; Saves Fort +7, Ref +6, Will +5

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

Skills: Climb +4, Diplomacy +5, Listen +5, Profession: Officer +5, Ride +4, Search +3, Sense Motive +5, Spot +5. Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus: Longsword, Weapon Specialization.

City Guards (8): Medium Humanoid (6'); HD 4d10 +2 (War); hp 32; Init +5 (Dex and Improved Initiative); Spd 20 ft; AC 17 (+5 Chainmail, +2 Dex); Atks +6 melee (1d8+3 (crit 19-20) longsword) or +6 range (1-8 (crit 19-20) light crossbow); Face/Reach 5ft, by 5ft/5ft; AL LN; Saves Fort +5, Ref +3, Will +3

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

Skills: Climb +3, Listen +3, Profession: Guard +5, Search +2, Sense Motive +3, Spot +3. Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus: Longsword, Weapon Specialization.

Answering the door to the orphanage is Beven. He is a tall, lanky gentleman who wears a white cotton tunic. He has a friendly manner and will try and answer any questions. Conversation with Beven follows these guidelines:

- The Headmaster is Sir Sardon.
- He is too busy to see you today (No Temple Letter).
- He will be glad to see you (With Temple Authority).
- I have seen a youth which resembles this sketch.
- I don't remember his name.
- He was not with us very long.
- All of our adopted orphans are documented in the headmaster's records.
- Sir Sardon has lived here in the neighborhood for years.
- He seems to have recently come into some money and is helping those in need.
- He is a very kind and generous man.
- I have seen many beautiful woman.
- Women most often come to adopt our orphans.
- All those applying for adoption are interviewed by the headmaster.

(Judge map is provided.)

The upper floors of the orphanage have no unusual features. A central chimney system provides exhaust for fireplaces on three floors. The fireplaces are located in the sleeping quarters. Bunk beds with stuffed mattresses are provided for each child. Female and male

children above the age of ten are housed separately on the upper floors (2nd male and 3rd female). Younger children, ages four to nine, are housed together on the first floor. Infants are cared for at another site. The first floor has a dining hall and a playroom. The two upper floors have workrooms and classrooms. (See map for further assistance.)

Once our heroes have temple permission and ask to see the headmaster, take them to **Encounter 7: Confronting the Benefactor**.

Encounter 7: Confronting the Benefactor

Sir Sardon, the headmaster, willingly meets with our heroes (So long as they have received authority to investigate from the Temple of the Sun).

The headmaster's office is furnished with carved oak furniture. Behind the large oak desk in the center of the room sits a tall, thin, middle-aged gentleman. His manner and dress betray his upperclass heritage. "Come in gentlemen," he begins. "I am Sir Sardon, how can I help you today?"

If they relate any possible danger to the orphans or the orphanage, Sir Sardon will immediately lead them to the doors of the lower level which is being "renovated." He answers questions according to the following guidelines:

- "We have had about a dozen adoptions in the last few weeks."
- "All of those who adopt are interviewed."
- (If they show him the sketch of "Junah") "Yes, that young man was adopted by Zilotta. In fact her donations are what has enabled us to finish renovating the orphanage."

"She is a tall, raven-haired, slender woman of great beauty."

"As a matter of fact, she helped hire the workers contracted to finish the lower floors."

"The lower level construction includes expanding storage and fixing plumbing."

- "We need to take a look at those lower levels right now!"

Sir Sardon leads our heroes to the doorway to the lower floors. He pounds on the locked door to the stairwell and demands entry. After waiting a few minutes with no answer, he removes a key from his pocket and opens the door.

Entering the stairwell, our heroes are met by six armed and armored guards. Two of those guards immediately lay into Sir Sardon, with range crossbows, as he enters in the lead (If a player enters in the lead let him take the hits.)

Tier 1 (EL 4)

Guards, War1 (4): CR 1/2; Medium Humanoid (6'); HD 1d8 + 1; hp 6; Init +1 (Dex); Spd 30 ft; AC 15 (+3 Studded leather, +1 Dex, +1 Small Shield); Atks +4 melee (1d6+2 (crit 19-20) shortsword); Face/Reach 5ft, by 5ft/5ft; AL NE; Saves Fort +3, Ref +1, Will +0

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Climb +2, Ride +2, Swim +2. **Feats:** and Point Blank Shot, Weapon Focus: Shortsword.

Guards with Range Crssobows (2): Medium Humanoid (6'); HD 1d8 + 1 (War); hp 6; Init +1 (Dex); Spd 30 ft; AC 15 (+3 Studded leather, +1 Dex, +1 Small Shield); Atks +4 melee (1d6+2 (crit 19-20) shortsword), +2 range (1-8 (crit 19-20) light crossbow; Face/Reach 5ft, by 5ft/5ft; AL NE; Saves Fort +3, Ref +1, Will +0

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Climb +2, Ride +2, Swim +2. **Feats:** and Point Blank Shot, Weapon Focus: Shortsword.

Sir Sardon: Medium Humanoid (6'); HD 3d8+3 (Aristocrat); hp 18; Init +2 (Dex); Spd 30 ft; AC 13 (+1 Padded, +2 Dex); Atk +4 melee (1-6 (crit 18-20) rapier); Face/Reach 5 ft, by 5ft/5ft; AL NG; Saves Fort +3, Ref +3, Will +5

Str 10, Dex 14, Con 12, Int 13, Wis 14, Cha 12

Skills: Diplomacy +6, Intimidate +6, Knowledge: Law +8, Listen +6, Profession: Administrator +4, Ride +5, Sense Motive +8, Spot +6. **Feats:** Expertise: Rapier, Weapon Finesse: Rapier. Note with Expertise Sardon can lower his attack by up to two to raise his AC by up to two.

Tier 2 (EL 5)

Guards, War2 (4): CR 1; Medium Humanoid (6'); HD 2d8 + 2 (War); hp 12; Init +5 (Dex); Spd 30 ft; AC 15 (+3 Studded leather, +1 Dex, +1 Small Shield); Atks +5 melee (1d6+2 (crit 19-20) shortsword); Face/Reach 5ft, by 5ft/5ft; AL NE; Saves Fort +4, Ref +1, Will +0

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Climb +3, Ride +3, Swim +2. **Feats:** Improved Initiative, Point Blank Shot, Weapon Focus: Shortsword.

Guards with Range Crssobows (2): Use stats above.

Sir Sardon: Uses stats above.

Tier 3 (EL 7)

Guards, War3 (4): CR 2; Medium Humanoid (6'); HD 3d8 + 3 (War); hp 17; Init +5 (Improved Initiative and Dex); Spd 30 ft; AC 15 (+3 Studded leather, +1 Dex, +1 Small Shield); Atks +6 melee (1d6+2 (crit 19-20) shortsword); Face/Reach 5ft, by 5ft/5ft; AL NE; Saves Fort +4, Ref +2, Will +1

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Climb +4, Ride +4, Swim +2. **Feats:** Improved Initiative, Point Blank Shot, Weapon Focus: Shortsword.

Guards with Range Crssobows (2): Medium Humanoid (6'); HD 2d8 + 2 (War); hp 12; Init +5 (Improved Initiative and Dex); Spd 30 ft; AC 15 (+3 Studded leather, +1 Dex, +1 Small Shield); Atks +5 melee (1d6+2 (crit 19-20) shortsword), +3 range (1-8, crit 19-20) light crossbow; Face/Reach 5ft, by 5ft/5ft; AL NE; Saves Fort +4, Ref +1, Will +0

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Climb +3, Ride +3, Swim +2. **Feats:** Improved Initiative, Point Blank Shot, Weapon Focus: Shortsword.

Sir Sardon: Uses stats above.

The pairs of guards flanking the sides of the doorway wait for the initial crossbow attack from their colleagues before they engage. The three pairs of guards should roll separate initiative and if necessary the guards prepared for the initial melee will Refocus. After the initial shots all of the guards engage in melee with the same shortsword skill. (Remember those guards that shot crossbows will have to ready shield to get shield AC benefits.)

Looting (presumably after the children are rescued) uncovers the armory stock and 3 nobles plus 5 silver coins per guard.

This **small armory** is stocked with a dozen of the following items which Sir Sardon, if he lives, will be glad to give to our heroes as part of their rightful wages. The equipment used by the guards is part of the dozen of each inventory given (except light crossbows only 2): studded leather armor, short swords, light crossbows, quivers of crossbow bolts, daggers, small shields, light maces and short spears

Once our heroes start winning the battle against the guards, read the boxed text for **Encounter 8: Beneath the Orphanage**.

Encounter 8: Beneath the Orphanage

As your battle comes to an end you can hear the sound of loud but brief arcane chanting coming from the floor beneath you.

Pause for PC actions. The spell is a single action spell, so they have little time to listen.

Lifting a hatch in the floor you see a pair of children looking up at you. Their eyes are glassy and their dagger blades are drawn. From beyond your view the melodious voice of a woman cries out, "Don't let them get me, my children."

A successful Spellcraft check (DC 16) reveals the chanting is a *charm person* spell.

If Sir Sardon is still alive and conscious he will command our heroes not to hurt the children.

If one of our heroes related news of the whispering message to Gruber, then one of the children defending the ladder will look familiar (Like the sketch Gruber gave to our heroes.) This

"missing son," whom he called Junah, is actually his partner, Pachio.

When the PCs look into the room:

The room is simple in design, having a large rectangular chamber with several couches covered with pillows. A large kettle bubbles in the fireplace on the far side of the room. Its contents have a very alluring, almost intoxicating smell. A table in front of the couches is strewn with many tasty dishes as well as a few bottles and goblets of wine. A small desk, its drawers strewn about the floor recklessly, is near the barred and locked door against the right-hand wall.

As our heroes try and gain access to the room, the two children move to bar their way. If they do follow any of the characters in their initiative, they do start out close enough to the ladder to make attacks of opportunity against anyone trying to move into the room.

The distance down, for those bold adventurers who might want to jump right in, is only 10 ft (1d6 damage).

All Tiers:

Child (1): Small Humanoid (4'6"); HD 1d6 (Commoner); hp 4; Init +2 (Dex); Spd 30 ft; AC 15 (+2 leather, +2 Dex, +1 Small Size); Atks +3 melee (1d4 (crit 19-20) dagger); Face/Reach 5ft, by 5ft/5ft; AL N; Saves Fort +0, Ref +2, Will -2

Str 10, Dex 14, Con 10, Int 12, Wis 6, Cha 12

Skills: Climb +6, Hide in Shadows +6, Listen +4, Move Silently +6, Spot +4, Swim +2. **Feats:** Weapon Finesse: Dagger.

Tier 1 (EL 2)

Pachio, male human, Rog1/Sor1: CR 2; Medium Humanoid (6'); HD 1d6 + 1d4; hp 7; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft; AC 15 (+3 Studded leather, +2 Dex); Atks +2 melee (1d4+1 (crit 19-20) dagger); Face/Reach 5ft, by 5ft/5ft; AL NG; Saves: Fort +0, Ref +4, Will +3

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

Skills: Bluff +6, Climb +3, Concentrate +3, Decipher Script +6, Diplomacy +6, Gather Info +6, Hide +6, Innuendo +5, Listen +5, Move Silently +6, Sense Motive +5, Spellcraft +4, Spot +6, Swim +3. **Feats:** Improved Initiative, Weapon Finesse: Dagger, Sneak Attack (+1d6)

Spells: Cantrips (cast 5): *detect magic*, *detect poison*, *ray of frost*, *read magic*. 1st level (cast 4): *comprehend languages*, *grease*. 2nd level (cast 1): *whispering wind* (precast).

Tier 2 (EL 3)

Pachio, male human Rog1/Sor1/Rgr1: CR 3; Medium Humanoid (6'); HD 1d6 + 1d4 + 1d10; hp 13; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft; AC 15 (+3 Studded leather, +2 Dex); Atks +3

melee (1d4+1 (crit 19-20) dagger); Face/Reach 5ft, by 5ft/5ft; AL NG; Saves: Fort +2, Ref +4, Will +3

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

Skills: Bluff +6, Climb +3, Concentrate +3, Decipher Script +6, Diplomacy +6, Gather Info +6, Hide +7, Innuendo +6, Listen +6, Move Silently +7, Sense Motive +5, Spellcraft +4, Spot +6, Swim +3, Wilderness Lore +4. **Feats:** Improved Initiative, Weapon Finesse: Dagger, Sneak Attack (+1d6), Tracking, Enemy: Orcs, Ranger Two Weapon Fighting.

Spells: Cantrips (cast 5): *detect magic*, *detect poison*, *ray of frost*, *read magic*. 1st level (cast 4): *comprehend languages*, *grease*. 2nd level (cast 1): *whispering wind* (precast).

Tier 3 (EL 4)

Pachio, male human Rog1/Sor1/Rgr2: CR 4; Medium Humanoid (6'); HD 1d6 + 1d4 + 2d10 (Rogue/Sorcerer/Ranger 2); hp 18; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft; AC 15 (+3 Studded leather, +2 Dex); Atks +4 melee (1d4+1 (crit 19-20) dagger) **Fights with 2 daggers at +2 melee**; Face/Reach 5ft, by 5ft/5ft; AL NG; Saves: Fort +3, Ref +4, Will +3

Str 12, Dex 14, Con 11, Int 14, Wis 12, Cha 14

Skills: Bluff +6, Climb +3, Concentrate +3, Decipher Script +6, Diplomacy +6, Gather Info +6, Hide +8, Innuendo +5, Listen +7, Move Silently +8, Sense Motive +5, Spellcraft +4, Spot +8, Swim +3, Wilderness Lore +5 **Feats:** Improved Initiative, Weapon Finesse: Dagger, Sneak Attack (+1d6), Tracking, Enemy: Orcs, Ranger Two Weapon Fighting.

Spells: Cantrips (cast 5): *detect magic*, *detect poison*, *ray of frost*, *read magic*. 1st level (cast 4): *comprehend languages*, *grease*. 2nd level (cast 1): *whispering wind* (precast).

Because Pachio is such a talented beginner, as a sorcerer, he is able to cast *whispering wind* once per day. He has already used this to contact his friend at the beginning of the scenario.

Once our heroes begin to move toward the ladder down, Zilotta drinks a *potion of gaseous form* (first round after her children are ordered to defend the ladder.) Depending on initiative, our heroes may not even see her. She gathered her belongings while the fight raged above and on the second round, right after she quaffed the potion, she seeps through the heavy locked door to the sewer.

The heroes should rarely be able to catch her! In order to catch her a spellcasting character would have to have a high initiative, get down into the lower room to see her, and cast a spell to hold her while taking a beating from the guarding children. Another possibility is if our heroes have sent part of their party into the sewers to guard against escape. In this event Zilotta may still escape because of the gaseous form she has taken. Zilotta's information has been included here in case our heroes get close!

If her pet Shocker Lizard was not encountered (**Encounter 4: The Sewers**) or escaped, he guards her exit and follows through a pipe once she is safe.

Tier 1 (EL 2)

Sentry Shocker Lizard: Small Magical Beast (3'); HD 2d10+2; hp 13; Init +2 (Dex); Spd 40 ft; AC 16 (+1 size, +2 Dex, +3 natural); Atk +2 melee (1d4 bite); SA +3 Stunning Shock; AL N; SV Fort +3, Ref +5, Will +1

Str 10, Dex 15, Con 13, Int 5, Wis 10, Cha 6

Skills: Climb +12, Hide +10,

Jump +4, Listen +4, Move Silently +8, Spot +4.

Feats: none.

SA: In addition to bite, the Shocker Lizard can deliver a 5 ft ranged touch attack (no AC bonus from armor) which deals 2d8 subdual damage (half with Ref save of DC 12) once per round.

Tiers 2 and 3 (EL 2)

Sentry Shocker Lizard (1): Small Magical Beast; HD 3d10+3; hp 19; Init +2 (Dex); Spd 40 ft; AC 16 (+1 size, +2 Dex, +4 natural); Atk +3 melee (1d4 bite); SA +3 Stunning Shock; AL N; Saves Fort +4, Ref +5, Will +2

Str 10, Dex 15, Con 13, Int 5, Wis 10, Cha 6

Skills: Climb +12, Hide +11, Move Silent +9,

Jump +4, Listen +4, Spot +4. **Feats:** none.

SA: In addition to bite, the Shocker Lizard can deliver a 5 ft ranged touch attack (no AC bonus from armor) which deals 2d8 subdual damage (half with Ref save of DC 12) once per round.

Tier 1 (EL 4)

Zilotta, female human, Wit5: CR 4; Medium Humanoid (5'); HD 5d4; hp 25; Init +5 (Dex + improved initiative); Spd 30 ft; AC 15 (Armor Spell, +1 Dex); Atks +2 melee (1d4 (crit 19-20), dagger); Face/Reach 5ft, by 5ft/5ft; AL NE; SD Damage Reduction 20/+1 while in Gaseous Form, Saves Fort +3, Ref +2, Will +7

Str 10, Dex 12, Con 14, Int 12, Wis 12, Cha 16

Skills: Alchemy +8, Concentration +7, Diplomacy +4, Knowledge: Arcana +7, Knowledge: Geography +2, Ride +2, Scry +5, Spellcraft +5; **Feats:** Brew Potion, Improved Initiative, Iron Will.

Spells (casts as sorcerer): Cantrips (4 of 6 left): *arcane mark*, *daze*, *detect magic*, *detect poison*, *light*, *read magic*. 1st level (3 of 7 left): *change self*, *charm person*, *cure light wounds*, *true strike*. 2nd level (2 of 5 left): *invisibility*, *scare*.

Tier 2 (EL 5)

Zilotta, male human Wit6: CR 5; Medium Humanoid (5'); HD 6d4; hp 30; Init +5 (Dex + improved initiative); Spd 30 ft; AC 15 (Armor Spell, +1 Dex); Atks +2 melee (1d4 (crit 19-20), dagger); Face/Reach 5ft, by 5ft/5ft; AL NE; SD

Damage Reduction 20/+1 while in Gaseous Form; Saves Fort +4, Ref +3, Will +8

Str 10, Dex 12, Con 14, Int 12, Wis 12, Cha 16

Skills: Alchemy +9, Concentration +10, Diplomacy +4, Knowledge: Arcana +7, Knowledge: Geography +2, Ride +2, Scry +5, Spellcraft +5; **Feats:** Brew Potion, Improved Initiative, Iron Will, Silent Spell.

Spells (casts as sorcerer): Cantrips (4 of 6 left): *arcane mark, daze, detect magic, detect poison, flare, light, read magic*. 1st level (3 of 7 left): *change self, charm person, cure light wounds, true strike*. 2nd level (3 of 6 left): *invisibility, scare*. 3rd level (3 of 4 left): *suggestion*.

Tier 3 (EL 6)

Zilotta, female human, Wit7: CR 6; Medium Humanoid (5'); HD 7d4; hp 35; Init +5 (Dex + improved initiative); Spd 30 ft; AC 15 (Armor Spell, +1 Dex); Atks +2 melee (1d4 (crit 19-20), dagger); Face/Reach 5ft, by 5ft/5ft; AL NE; SD Damage Reduction 20/+1 while in Gaseous Form; Saves Fort +4, Ref +3, Will +8

Str 10, Dex 12, Con 14, Int 12, Wis 12, Cha 16

Skills: Alchemy +8, Concentration +7, Diplomacy +4, Knowledge: Arcana +7, Knowledge: Geography +2, Ride +2, Scry +5, Spellcraft +5.

Feats: Brew Potion, Improved Initiative, Iron Will, Silent Spell.

Spells (casts as sorcerer): Cantrips (4 of 6 left): *arcane mark, daze, detect magic, detect poison, flare, light, read magic*. 1st level (3 of 7 left): *change self, charm person, cure light wounds, endure elements, true strike*. 2nd level (1 of 7 left): *blindness/deafness, invisibility, scare*. 3rd level (4 of 5 left): *suggestion, water breathing*

*** Note that Zilotta (at Tier 3) has precast *endure elements* for protection against fire, electricity, and sound. Also note that even while in gaseous form she may use her Silent Spell feat to cast *blindness* (as a 3rd level spell but with a DC 15) or *flare* (as a first level spell but with a DC 13).

Conclusion: The Aftermath

- Rescued children should be returned to the custody and care of Sir Sardon or a priest from the Temple of the Sun.
- The drawers and scattered papers from the desk include an interesting note bearing the seal of the crest of Nyrond with a golden "S" emblazoned in red across the center. It reads, "Your last batch of notes was far less helpful. Beware, for the wily old gray one may be on to you." This letter should be turned over to the proper authorities.
- One of the drawers has a hidden panel (Search DC of 20) which contains gems worth 180 nobles.
- The contents in the kettle does detect as magical (the magic is fading as proper precautions for its preservation have not

been made). If *detect magic* is used, the following information can be gained:

- Detect magical aura? ... yes
- Number of auras? ... one
- Strength of aura? ... faint
- School of magic? (Spellcraft DC 17) transmutation
- Identify spell? (Spellcraft DC 22) *Brew of Fools* (This brew lowers Wis by 1d4+1 for 1 hour per level of the caster. It is often used by witches to weaken guests or visitors so that they might more easily be charmed or enchanted.)
- If questioned about his whispering voice, Junah (whose name is really Pachio) will confess that a sorcerer once told him that he might one day manifest promising abilities. A *detect magic* will confirm his sorcerous nature.
- If the players question the children about their captor, they only remember her as their mother and still feel a deep desire to protect her. *Detect magic* reveals that a charm spell still lingers on both of them.
- If our heroes question the guards, most of them were hired right here in town to provide security. They did not know the name of their employer and did not care since she paid them well in cold, hard, nobles. Two of the guards, however, did travel with the lady. They were hired out near the Bright Desert by an outcropping of rock known as Death's Finger.

After our heroes have had a chance to investigate, officials from the Temple of the Sun arrive with a contingency of the city guard. They receive the character's report and accept any evidence of crimes the players turn over to them. If the children and orphanage were relatively unharmed, our heroes receive their favors and commendations. If any child was killed or needlessly imperiled, those characters responsible are noted by the judge on the Adventure's End questionnaire. Anyone who was particularly reckless or callous with regard to the safety of the citizens and orphans of Rel Mord, may be arrested and investigated.

For any crimes that may have occurred, please refer to the Nyrond Judges Kit

Resolving Disease from the Dire Rat Encounter

Remember a PC could die from this plague!

A character exhibiting plague symptoms will not be allowed to wander the streets of Rel Mord! Any character whose Con drops below 10 in the initial stage of this disease will be quarantined for one week (Cost to character 1 time unit and 5 nobles. A character who does not want to lose a week of play spent in quarantine can pay 150 nobles for a Remove Disease as outlined below).

A character whose Con drops to 8 or lower in the initial stage of this disease will be given a Remove Disease spell (Cost to character is 150 nobles. If the character is unable to pay they work off what they could not pay at a rate of 1 time unit per 10 nobles owed.) Cost of this Remove Disease is reduced by 50 (50 per favor if other characters chipped in) if our hero earned and used their Temple Favor. Remember that each time unit is one real week! Characters working off a debt or quarantined for disease cannot go on another adventure for a number of real weeks equal to the time units spent. Note this on their character log.

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 1

Using detect magic on the voice. 25 xp

Encounter 2

Aiding the courier. 25 xp

Trying to pursue or track the thief. 25 xp

Discovering the origin of the dagger. 25 xp

Encounter 3

Trying to help Amalia using healing or investigating with *detect magic*. 25 xp

Encounter 4

Discovering the door under the orphanage. 25 xp

Defeating the Shocker Lizard. 50 xp

Defeating the guards. 100 xp

Keeping Sir Sardon alive. 25 xp

Encounter 8

Defeating the children without killing them. 100 xp

Total From Above 425 xp

Role-playing rewards: 0-50 xp

Total Possible for the Adventure (regardless of Tier) 475 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 certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which 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 which it later finds unreasonable but which were allowed at the time.

Encounter 2

- Masterwork Dagger

Encounter 5

Only if they sought payment from the temple:

- 25 Nobles per Hero
- 1 Vial of Holy Water per Hero

Encounter 7

Only if the guards are looted:

- 3 Gold Nobles and 5 Silver Coins per guard (max 6 guards)

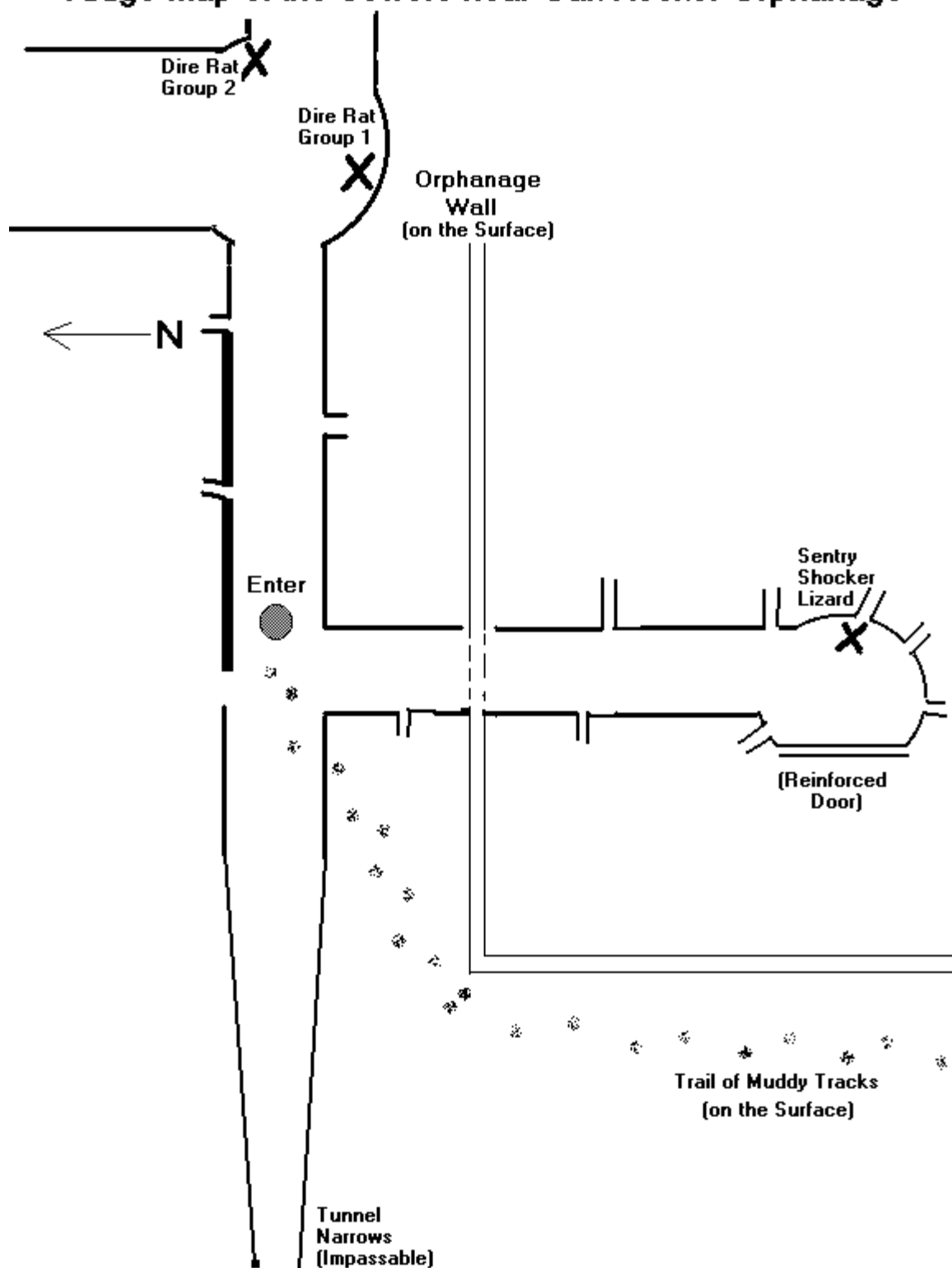
- If they ask for the armory stock which includes all the possessions of the guards except their coin purses: 12 (except light crossbows only 2) of each of the following (resale value given in nobles):
- studded leather armor 12.5 each resale (150)
- short swords 5 each resale (60)
- light crossbows 17.5 each resale (35)
- quivers of crossbow bolts 0.5 each (6)
- daggers 1 each resale (12)
- small shields (wood) 1.5 each resale (18)
- light maces 2.5 each resale (30)
- short spears 1 each resale (12)
- Total = 323 nobles

Encounter 8

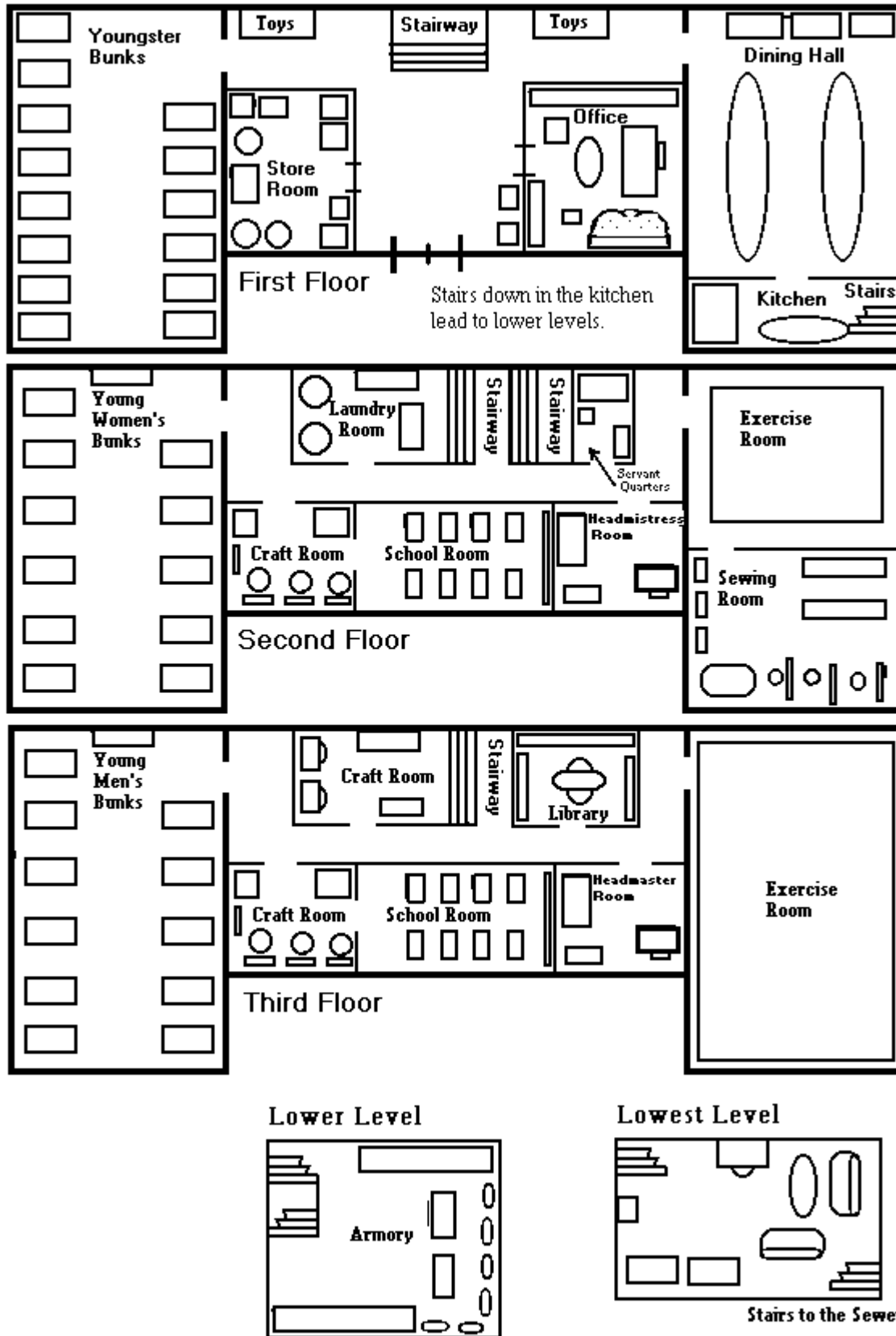
If found in drawer by Search DC 20:

- Gems worth 180 Gold Nobles
- **Favor of the Church of Pelor:** Clerics of the Temple of the Sun owe you a favor. This favor can be redeemed by any NPC cleric of Pelor in return for a *cure light wounds* cast upon the person of your choice. Up to three favors can be spent together: two grants the casting of a *cure moderate wounds*, and three grants the casting of a *cure serious wounds*. The NPC cleric must be of significant level to grant the spells, and cast them at his or her caster level.
- Street Knowledge Favor: If Gruber was told about the “whisper” of his partner and the player characters saved him, the character who told Gruber, or the character who subdued him will receive a Street Knowledge Favor. This favor can only be used in Rel Mord to contact Gruber to Gather Information (DC 20 or less) about Rel Mord, its history or inhabitants

Judge Map of the Sewers near Oak Rocker Orphanage



The Oak Rocker Orphanage



Judge's Summary Sheet

The purpose of this summary sheet is to provide information to the Nyrond Triad to see how events in this scenario influence future happenings in Nyrond. Return this survey to the event coordinator or Steve Hardinger (partdragon@aol.com). Please give PC names, players names and RPGA numbers.

- Did the PCs rescue Pachio?
- Zillota's fate (circle one): killed captured killed by PCs. Explain if needed.
- Did Sir Sardon survive? Was he treated well by the PCs?
- Did the PCs do anything extraordinary (significantly different from what the scenario implies they might do)?
- List the character and player names for any PCs who contracted the dire rat plague and failed to get a cure by the end of the scenario.