

DYV3-02

Funeral For A Friend

A One-Round D&D 3rd Edition Living Greyhawk Dyvers
Regional Adventure

Round 1
by
Phil Thompson

Triad Edit: Phil Thompson
Circle Edit: David Christ

The city mourns the passing of Shenree Cale, one of its kindest benefactors. When she is about to be laid to eternal rest the body turns up missing! Can you and a handful of friends find out what is going on? There are those that would see you fail if they have their way. An Adventure for Characters levels 1-10th level.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

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. 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round regional adventure, set in the City of Dyvers. Characters native to the Dyvers region pay one Time Unit; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

The Current Effect of the Dock Fire on the Populace of the Free and Independent City of Dyvers

At this point in time, the Free and Independent City of Dyvers is continues to from the massive fire in the dock district. Although the Magister and Gentry have tried their best to aid the displaced and shore up the economy, prices have begun to rise. (Any item purchased in this scenario is 35% above normal value. The only exception to this is Encounter #4C: Caleb's Mastiffs). The poor are present almost everywhere (Use Optional Encounter #1: Displaced People) except the Gentry District, and will possibly ask the PCs for aid. Use this to add flavor during the adventure, but don't let it bog down the event. PCs paying Rich and Luxury lifestyles receive reverse the normal charisma modifiers from both the poor and the gentry, unless they have aided the poor (Donated at least 3 GP per APL each) in Dyvers hour of need.

The newly created homeless have started to become unruly and angry with their situation, but at this point will only attack if provoked.

Using Divination Spells in This Module

Due to the priesthood receiving numerous requests for aid from the victims of the Dock District fire, they are unable and unwilling to waste spell slots for divination spells, since more readily useful ones can be cast. This is because they feel the homeless are more worthy of their efforts, and are to some extent afraid of the negative publicity coming from helping the Gentry over the common soul. The temple of Osprem knows this, and although it affects them, they reluctantly agree with the priesthood's course of action.

Slavery vs. Indentured Servants

Slavery is illegal in the Dyvers region. Indentured Servitude, however, isn't. Thus, there are those that sell themselves into indentured servitude for a period of time to either pay off a debt or get a grubstake. There is, of course, witnessed paperwork to be signed. The choice to enter indentured servitude is one of the factors that marks the difference between it and slavery. In a perfect world the line between slaver and indentured servitude would be clear. However, life in the Dyvers region is often less than perfect, and some poor souls claim they were forced into indentured service. Unfortunately, if there is a valid contract, the burden of proof is on them.

In some cases, (such as Palchus Sargos) there have been numerous complaints (this is what earned him the nickname of Palchus the Slaver) and the constabulary takes a deeper look into the matter.

What Has Gone Before (Dyvers Subplots)

This adventure follows up on the Ephrus the missing wizard plotline. Thus far, Ephrus was polymorphed into a dinosaur and sent to Radagast City (DYV1-10 The Power of Gold). It was later found out that Velkhar the Mystic was the perpetrator of the deed (DYV2-3 Out of the Blue). The loss of Ephrus has been felt in the city, and prompted the evacuation of the King of Box Town, since Ephrus was not there to renew the protective magics of his home (DYV2-6 The King of Box Town). Encounter #7: The Search Continues picks up the search as the Alienist Havlison Dalphin continues looking for his missing friend (Havlison was introduced in DYV 2-3 Out of the Blue). Encounter #4A: Palchus Returns follows Palchus the slaver, (Palchus was introduced in DYV1-10 The Power of Gold) and how the constabulary is dealing with him. Palchus has been linked to Ephrus' disappearance (DYV2-3 Out of the Blue). This has caused the constabulary to keep an eye on Palchus when he is in the city.

Using Judge's Maps 1 –13

Judge's Map #1 is an aerial view of the Free and Independent City of Dyvers. The map is divided and has a grid overlaid on it. Along the west edge are letters and along the south are numbers. At the top of each of the Judge's Maps 2-13 is the location of where they fit on Judge's Map #1.

The Alliance

There is no Thieves' Guild in Dyvers. There is, however, the Alliance. Encounter #4I deals with what the Alliance knows about the situation. No other information can be gained from using Alliance Influence (Except for Knowledge Checks as outlined in the Dyvers Campaign book) or membership. Also, the Alliance will not cover-up a PCs crime should they commit one.

Adventure Summary and Background

The player characters (PC's) are drawn by various means to attend the funeral of Shenree Cale, a priestess of Osprem. Due to an accident, it is apparent that the burial has been tampered with. As the PC's explore the situation they come across evidence that Shenree has lived several lives to atone for evil deeds she did in her first life. The PC's find out that Shenree's time has run out, and that they are the ones that will determine whether she has made up for the evil she did in the past. During the course of the adventure, the PC's encounter a priestess of Nerull that has discovered what is going on. Due to her dedication to the death god and scars from her past, she will go to any length to stop the PC's from saving Shenree.

Introduction

Each Player will have a specific reason for being at the funeral.

Player Handout #1A: The PC is taking in the sights of the city and notices a sad child halfheartedly playing by the side of the street. However, once the child sees the PC, the child's eyes brighten up and the child scampers over to greet the PC. (Give out Player Handout #1A to the player this affects. This reason is suitable for any PC).

NOTE: If the player agrees to help give Player Handout #1H.

If the PC doesn't want to help Timaric give them Player Handout #1M.

Player Handout #1B: The PC's guild/organization wants the PC to go as their delegate (Give out Player Handout #1B to the player this affects. Give this reason to any PC that is in a Guild).

NOTE: If the PC does not go to the funeral give them Player Handout #1I

Player Handout #1C: The PC encounters a grieving citizen (Give out Player Handout #1C to the player this affects. This reason is suitable for any PC.).

NOTE: If the PC doesn't help Wilston give them player handout #1J

Player Handout #1D: The PC's temple wishes the PC to go on their behalf, in order to pay the temple's respects

and comfort those in need. Give this reason to any Priest, Paladin or devout PC. Give out Player Handout #1D to the player this affects.

NOTE: If the PC fails to go to the funeral give them Player Handout #1K

Player Handout #1E: The PC has a small (Non-Magical) article stolen from them, and pursues the thief. Give this reason to any PC that normally moves 30' or less, and has no exceptional way to either move quickly, teleport, or cast spells to stop the thief. Give out Player Handout #1E to the player this affects.

NOTE: If the PC fails to go after the thief, give them Player Handout #1L

Player Handout #1F: The PC overhears strangers talking about the tragic death of Shenree, and note that a deft rogue could make a decent haul by working the crowd. This reason is suitable for any PC that cannot magically hold, charm or sleep a creature. Give out Player Handout #1F to the player this affects.

Player Handout #1G (There are 2 of these): The PC has been out for a walk and wasn't paying much attention to where they were going. As luck would have it, the PC ended up in front of where the funeral is to be held, and the PC is asked to help set up for the event. This is suitable for any PC. Give out Player Handout #1G to the player this affects.

NOTE: This PC is at the funeral and should need no further prompting.

Encounter #1: The Funeral

This is where all the PC reasons for being at the funeral lead to.

A stiff cool wind sends a slight chill up the base of your spine as you pass through the slum the dock district has become. Although progress has been made to rebuild and restore order, it will be some time before things are "right" again. Stopping near the edge of the Nyr Dyv, you watch the solemn group of mourners gather. First, the clergy and close friends, then several members of the Gentry, then city officials, and finally those that just want to be there to mourn the passing of the deceased. It's not every day that a true friend of humanity passes on. Although one might try, it's impossible to count the

assembly gathered here today. By the docks and under guard is a plain wooden coffin with a modest holy symbol of Osprem upon it. After a time, the high priest of the temple of Osprem, Sirag Moewyr, addresses the mourners.

"Today, our fair city must feel as if its heart has been pierced, for it has lost one of its best friends in the passing of Shenree Cale. A true humanitarian, Shenree was always there to help the needy, even before she became a follower of Osprem. Grants from her personal funds were there to help the arts, and she never turned away a soul in trouble. Above all, Shenree spent countless hours working in soup kitchens, and personally saw to it that the needy got the help that they so desperately needed. She will be sorely missed.

If she was nothing else, Shenree was a humble, modest soul. Today we have honored her wishes with a brief service before we lay her to rest. Pall bearers, please take your positions." Six Gentry members (They are Darbac Gros, Geoth Julentine, Hasim Kayim II, Darian Kesser, Shorn Lartoln and Tharmis Aushman Sedral. A Knowledge: Dyvers [DC 12] reveals who they are. Also PCs that played "Eloped" know who Shorn Lartoln is.) take positions around the coffin, and pick it up. They hoist up the coffin and prepare to lower it onto a waiting barge. Slipping on a slick patch of the dock, one of the Gentry members (Geoth Julentine) lets go of the rope. For moment the coffin waivers, and then crashes to the dock, and opens. You see the priest's face turn white with shock, then the priest gasps for air and utters with disbelief in a low voice "What has happened here!? This isn't Shenree's body!" The crowd edges forward, and you can see what has upset him. Where there should be the corpse of an honored woman, there is nothing but stones inside the coffin.

Go to Encounter #2: The Investigation

Encounter #2: the Investigation

Immediately after it is apparent there was no body in the coffin, Colonel Thomas Dolarrak of the Dyvers constabulary steps forward, telling all those in attendance that they are not to leave. Other constabulary members step forward, receive orders from Colonel Dolarrak, and proceed to question both mourners and those that directed the service. If a PC is a member of the constabulary, they will also be told to begin questioning

the crowd. They will be given orders to question anyone suspicious, and to ask where they were the night before the funeral. If they find anyone suspicious who has trouble explaining themselves, they should have them detained for further questioning. Any PC with a negative charisma modifier, and/or below average lifestyle (or living off the land) for the adventure is be questioned about where they were the night before the funeral. If they cannot prove where they were, the watch will seriously consider taking them to jail for the night. Have the PC's make a Charisma check (DC 4 + Charisma modifier for lifestyle). If they fail, the PC will be arrested, and spend the night in jail.

The constabulary is, of course, busy with questioning, and has little time to answer questions. If the PCs have questions, they are told to go to the nearest constabulary office (they are given directions).

If the players state they are listening for information from the questionings, and/or offer their services (they will not be offered pay for this) to the constabulary, they learn the following. Give the clues to any PC that states they are listening.

- It was horrible that Shenree died so violently. A pack of spirited riding dogs got loose, and tore her to pieces. Their trainer (and owner of the business) was grief stricken after hearing what had happened, and passed on from a stroke. Shenree had helped them to get a loan to get his business started.
- Shenree, after deciding to take a leave of absence from the Osprem temple, had rented a room near the corner of Low Street and the Parade.
- Shenree could have afforded to live better, but she chose to donate her money to those that needed it
- Perhaps the mortician had something to do with this. If the PC's start asking where Shenree's body was prepared, the city watch or any of the people working the funeral will tell them that Grimald Namatius, a mortician, did all the preparations. They can also give the PC's a description of Grimald, and directions to the mortician's house. If the PCs wish to go to see the mortician, go to Encounter #5 after running encounters #2 & 3.
- Shenree pledged most of her remaining funds to dedicate a park in town to the children, so that they would have a place to play. If the PC's wish to go to the park next, run encounter #3, encounter #8, and then encounter #10.
- Most of Shenree's belongings were sold off yesterday. After the funeral, they were supposed to have a rummage sale to get rid of the rest of the

items. The proceeds of the sale will be donated to the needy. Go to encounter #4B after running Encounter #3 if the PCs wish to go to the sale next.

- Some people believe that perhaps some strange cult did this. It had been rumored that the minions of Nerull were spotted in the city as of late, and the Dockett reported that minions of Nerull were seen in the dock district before it caught fire.

Go to Encounter #2A: The Victim, then proceed to Encounter #3: The Urchins of the City. These encounter happens regardless of where the PC's go.

Encounter #2A: The Victim

As the PCs travel away from the funeral, and when the crowd dissipates, they have the chance to hear a cry for help if they make a successful listen check (DC8+APL).

"AAGHHH! Help! For the Love of Pelor please somebody save me!"

Twenty feet to the left of the PC's, on the edge of the dock district, is a burnt out 15' x 15' foundation of a building. In the center of the floor is a large hole. The cries for help come from inside this hole. Fortunately, the rest of the floor remains solid enough, and won't collapse under the weight of the party. The hole is in the center of the foundation and is 5' x 5'.

Should the PCs look into the hole, they see a main sewer tunnel leading to the Nyr Dyv. Below and to the south (Away from the Nyr Dyv) is a frightened Oeridan man. To the north is either a Gelatinous Cube, (APLs 2 & 4) or a Black Pudding (APL 6-10).

The sewer tunnel is 14 feet below the street. It is a total of 28 feet across(a 4-foot walkway on each side and a 20-foot channel) The sides of the channel are 4 foot deep and slope to a depth of 12 feet. The tunnel runs north to south with the north end emptying into the Nyr Dyv.

☛ **Bertal:** human male; hp 9; see Appendix One.

APL 2 & 4 (EL 3)

☛ Gelatinous Cube hp 58, see monster manual

The cube is 32 feet away from Bertol. If the PCs can get a rope to him, he is able to climb up. Destroying a Gelatinous Cube in the Free and Independent City of

Dyvers is a crime, punishable by a penalty of 4 Time Units to find another cube.

Go to Encounter #3: The Urchins of the City

APL 6, 8 & 10 (EL 7)

☛ Black Pudding hp 115, see monster manual

The Black Pudding is 27 feet away from Bertal Lugin. He is terrified, and only willing to move south in the sewer tunnel, going 20 feet per round. He is too afraid to grab a rope.

Go to Encounter #3: The Urchins of the City

Encounter #3: The Urchins of the City

This encounter is presented in two ways. You can either use the read aloud text as presented below, or use Player Handouts #5A-F and Judge's Handout #1 to present the read aloud text in a theatrical style.

"A light cool rain begins to start. From both sides of the street, you see the eyes of little children following your movements. Up ahead, one of the older girls (An 11 year old Suelish girl named Elane Sarethra with blue eyes, fair skin and light red wavy hair, wearing commoner's clothes that are slightly worn.) steps out into the street to left of you and speaks with teary eyes..."

"Excuse me, do, er... I mean, did you know Shenree?"

Elana will give the PC's a chance to respond. Then will say the following.

"Shenree was our friend, and helped us when no one else cared. She was very nice to us." While the child speaks, several other children come out into the street.

"My name is 'Robbo' (This is Robin Tamhaus, a Baklunish boy with golden skin, dusky brown hair and gray-green eyes. Robin is 12 years old and wears commoner's clothes that look new, but appear to have been scuffed up to look older.)" The large boy says, "I used to cough all the time, and couldn't run very far, but Shenree helped me, and now I breathe lots better! Look! Look at me now!" (Bobbo runs a circle around the PCs).

Another child speaks. "I'm Cyna Wallach. (She is a Flannish girl with deep brown skin, amber eyes and curly black hair. Cyna is 9 years old and wears commoner's clothes that are in decent condition.) ***Shenree fed my family when we were hungry. She is... She was the nicest person I ever knew!" Cyna says somberly, as tears begin to well up in her eyes.***

Suddenly a harsh old voice comes from your right. "And now she's gone to feed the worms, and good riddance!" The children seem to part from the newcomer, so as not to risk coming in contact with him.

"EEUWW! It's Armadel the peddler!", most of the children say in unison. (Armadel Ferdach is a Flannish man with wrinkled bronze skin, grayish brown hair and dark brown eyes. Armadel is 52 years old and wears commoner's clothes that are in nice condition, but very much out of style.)

Arnach straightens himself and speaks, "Tis betters she's gone. My Gran Da says her family 'as an evil streak a mile long. Why, I saw a picture of 'er Great Gramma Sehra once, when I was at the Ol' Town Records office. She's a' spittin' image of 'er. Just as evil, too, I bet. Just cleverer about it. Fie on her cursed lot! Ye little ragamuffins had better watch yerselves no!" Arnach spits on the ground.

As if summoning up hidden courage, one of the children shouts. "You're the evil one! You never liked Shenree because she cared about us!"

Another child says, as she picks up a rind from the street, "You smell like a goat!"

A boy from the crowd jeers, throwing a small stone at Arnach. The others quickly follow suit.

"You look like one too, you hateful weasel!" Comes a voice from a boy on the roof.

Wheeling about, and not wanting to take the abuse, Arnach starts to run away. "A pox on ye' all! The best thing your precious Shenree did was pass on! Stay away from me, ye hear!"

Armadel runs away, and will not talk any more with the PC's or the children. If harassed, he goes to the constabulary for protection.

If the PCs wish to go the rummage sale where Shenree's belongings are being sold off, then go to Encounter #4A, then Encounter #4B: The Rummage Sale.

If the PCs wish to go to the riding dog business, go to Encounter #4C: Caleb's Mastiffs.

If the PCs wish to go to Shenree's old room, go to Encounter #4D: Shenree's Former Home.

If the PCs wish to talk with the constabulary about recent Nerull activity, and/or were directed to the local constabulary office in the introduction, go to Encounter #4E.

If the PCs wish to go to the Old Town Record Office, go to Encounter #4F: The Old Town Record Office.

If the PCs wish to go to the Coroner's Office, go to Encounter #4J: The Coroner's Office.

If the PCs wish to go to the Temple of Osprey, go to Encounter #4K: The Temple of Osprey.

If the PCs wish to go to the mortician that prepared Shenree's body, go to Encounter #5: The Mortician.

If the PCs wish to go to the park Shenree dedicated to the children, go to Encounter #10: A Day in the Park.

Encounter #4A: Palchus Returns

Run this encounter before the PCs reach the rummage sale (Encounter #4B).

As you walk the streets of the city, you spot an unusual procession up ahead. Three members of the Dyvers Constabulary are escorting an obese Flannish man, and what appears to be either a slave or possibly his prisoner.

The obese man is Palchus Salmon. Palchus is a Flannish man with a large stomach, flabby arms, thick legs, a dull coppery skin, light brown eyes, and wavy close-cropped brown hair with a large bald spot on the back of his head. He is also known as "Palchus the slaver". This man has been watched by the constabulary for leads to illegal slaver activity. Thus far, he has only been directly connected to having indentured servants, and the constabulary has not been able to get any of the evidence of his being a slaver to stick (No one would testify). PC's may have met Palchus (if they played DYV1-10 The Power of Gold). He remembers those that he despised (those that didn't care for his indentured servant slavery business). The PC's may also have found a reference to illegal slaver activity done by Palchus (in DYV2-3 Out of the Blue), but since there was no accuser and no victim, the constabulary could not act upon it. Currently, the constabulary has decided to make Palchus' life miserable

whenever he's in town. They are doing this by INSISTING on having guards escort him where he goes, giving the excuse that they are there to insure his safety. This has proven to be a major annoyance for Palchus, and thus he visits the city less frequently.

Palchus does have an indentured servant (slave). He is holding a chain attached to a collar around the servant's neck. This is legal, and the constabulary checked out his papers before escorting him. While it might be possible for the papers to be destroyed, it would be considered a criminal act, and the PC responsible for would be sent to jail for 1 Time Unit.

If any of the PC's have met Palchus before, read the following:

"Good day gentle souls, we meet again. I don't believe you'll be interrupting me this time, as my property and I have found the excellent fortune of an escort through the less desirable parts of the city. Oh well, I must be going. May whatever gods that will have you bless your journey."

If no one has met Palchus, read the following.

"Excuse me, while I would very much like to stay and chat, my new friends", Palchus Rolls his eyes at the constabulary, "have been kind enough to offer both my property and I an escort. Have a good day, gentle souls."

Encounter #4B: The Rummage Sale

If the PC's wish, they can easily get directions to the rummage sale (See Judge's Map #2). The sale is held one block north of the Temple of Osprem, in a 10' x 20' tent borrowed from the temple for this purpose. When they arrive, they see three teary eyed volunteers setting up tables. If anyone wishes to, they may make a spot check (DC 17+APL) to see if the volunteers were at the funeral (as there were a lot of people there.) The first volunteer is L'shara Galvarden, a grey elf female with fair skin, pale blonde hair and violet eyes. L'shara is 129 years old but will not admit to being a day older than 119, and is wearing commoner cut clothes, made from nice fabric and expert tailoring. The second volunteer is Petragol Surchas, an Oeridian human male with tan skin, light blonde hair and gray eyes. Petragol is 26 and is wearing robes and sandals. The third volunteer is Janice Morgan, a human female of no discernible origin, with fair skin, red hair, and blue eyes. Janice is 22 and wears commoner's clothes.. All three were at the funeral, and

are average people (not adventurers). There are no other people at the rummage sale at this time. If the PC's tell them what happened at the funeral, the NPC's will be shocked, bordering on disbelief.

The NPC's know the following.

- It is terrible that Shenree passed on.
- They are here because Shenree was a kind soul.
- Last year, Shenree spoke with a merchant to allow their theater group, One-Act Wonders, to practice in an unused warehouse owned by Darbac Gros. House Gros now funds the theater group. Several of their members have gone on to join the Bardic Hegemony, and the Association of Performing Artists.
- They regretted leaving the funeral early, but they had to set up the sale.

Most of Shenree's items went earlier in the sale. When the players ask what items there are, give out Player's handout #6. Below is a list of the items in the sale, along with their prices.

Running the Rummage Sale

Don't sell any items until all the players have had the chance to see the item list. If more than one player is interested in an item, let them bid for it. A PC may haggle with the volunteers to get the lowest price (have the player roll a Diplomacy check DC12 + APL). Successful attempts can lower the price by 10% or more, up to a maximum of a 20% discount from the price on the tag.

Items

1. 2 pairs of fine brown leather shoes. 3 W heatsheafs (GP)
2. An ornamental oil lamp, the hood of which has holes punched in it, such that it shines the city's crest. 2 W heatsheafs (GP)
3. A badger pelt. 7 Wagons (SP)
4. 4 large candles. (Each depicts a different season. 15 Wagons (SP) for choice and 45 Wagons (SP) for the lot.
5. 3 silver serving trays. 25 Wagons (SP) each or 60 Wagons (SP) for the lot.)
6. A book of poems entitled "Musings for the Mindful". 1 W heatsheaf (GP)
7. A stuffed pelican. 10 W heatsheafs (GP)
8. A wooden staff with Shenree's name carved in it. 23 Wagons (SP)
9. An empty diary. 37 Wagons (SP)
10. A small keg of ale. 5 W heatsheafs (GP)

11. 7 gilded iron spikes. 10 Wagons (SP) each or the lot for 55 Wagons (SP).
12. A silver ring with a ruby set in it. The ring looks like a coiled rope. 51 Wheatsheafs (GP).
13. 5 1/2 blocks of 2" x 2" x 1" of cinnamon incense (8 SP per block, 4 SP for the 1/2 block, 40 SP for lot.).
14. A bundle of recent Dockett's (The Dyvers paper) 18 Wagons (SP) for the bundle

All of the items are in fairly good condition, but look a little worn.

If any PC buys item #6, or looks at it closely, they notice that it is a book of poems written by Shenree, and she used the last few pages as a journal. Give the PC player handout #7.

If they buy the recent dockets, give them Player Handout #8.

Encounter #4C: Caleb's Mastiffs

Should the PCs wish to go to the shop that owned the riding dogs responsible for tearing Shenree apart in the street, they find a distraught Brahim Caleb II tending shop (See judge's Map #2). Brahim is a Suelish man with fair skin, blonde hair and blue eyes. He is wearing commoner's clothes and is 22 years old. He has seen far too much death lately, as he lost his father to a stroke after the attack on Shenree, and also put down the dogs that attacked her. He has taken to living in the back room of the shop, in an effort to protect the animals he has left. Currently, he is seriously considering relocating to the city of Greyhawk, what with public opinion and the threats the way that they currently are. The shop appears to be open, but the door is locked. If the PC's knock, Brahim calls out.

"Go away! The animals responsible were destroyed! Leave me be!"

If the PCs are diplomatic and/or nice, he allows them in. While he is relieved to talk with the PC's, the only things he knows about the attack itself are the same things as the general public. However, he does know that the dogs never attacked anyone without the proper command before. As a result of the attack, several good animals were put to death merely to stem public anger and save the other dogs. He has 6 riding dogs left (These are the same as those available on Page#108, Table 7-7 in the Player's Handbook). They are available for the normal price, instead of the inflated price.

Encounter #4D: Shenree's Former Home

If the PC's decide to look for Shenree's old room, (See Judge's Map #4) they can find out that it hasn't been rented yet by checking with Magdalene Asenka. Magdalene is a 62 year old human of mixed origin with olive skin, gray hair, and blue eyes. She wears a plain dark green dress and sandals. Magdalene owns the building, and lives in the apartment on the ground floor. They are also told it has been cleared out for the rummage sale, and are given directions to the sale.

If the PCs wish to go to the rummage sale, go to Encounter #4A: Palchus Returns, and then go to Encounter #4B: The Rummage Sale.

Encounter #4E: The Constabulary

Should the PCs wish to go to the constabulary office they find Detective Skiron Elmas. Skiron is a 21-year-old Olman man with dark brown skin, straight black hair and brown eyes. He wears the standard constabulary uniform, but it is easily noticeable that it was made for him and not issued. Detective Skiron has recently been promoted to detective when Detective Jalz Haldron went on a leave of absence (Detective Haldron was introduced in DYV2-8 Hard Evidence). Elmas has been following rumors of Nerull activity, and freely tells the PCs:

- After the dock fire it was reported that minions of Nerull were involved in the fray, and according to some accounts, actually helped defend the city. As no reliable witnesses have come forward, this has been written off as lunacy.

Being a slight gossip, Elmas talks about the following on a Gather Information or Diplomacy check of 10 + APL.

- Recently followers of Nerull were linked with a kidnapping. However, details of the case are confidential until it has been closed.
- There was a murder last week of the halfling Buzelle Leunar. Currently it has been labeled a "hate crime" as the words "Die thieving halfling scum" was scrawled in blood on the wall next to the body. The writer used the deceased's blood.

He divulges the following on a Gather Information Diplomacy check of DC 18 + APL.

- Tensions have been high since Szepturva “Sepp” Daminov was apprehended last month. She has been held in solitary confinement in a “safe house” to lessen the chance of escape. Currently they’ve been trying to get information about “Markessa the Red” from “Sepp”, but for the most part she isn’t talking. There has been talk of using magic to fix her facial scars. This will be used as a last resort, if at all.

If the PCs ask, they are given directions to where Sepp is being held (these are incorrect, as Detective Elmas is mistaken as ‘Sepp’s place of incarceration).

No further information will be given about the kidnapping.

If the PCs wish to go to the place where the murdered halfling was found, go to Encounter #4G: The Murder Scene.

No one will be allowed to talk with Szepturva “Sepp” Daminov. Even Detective Elmas does not know where she is being kept (although he thinks he does). Should the PCs follow Detective Elmas’ directions, go to Encounter #4H: The Safe House?

Encounter #4F: The Old Town Record Office

Silvin Marcoul is the current keeper of the records of Old Town (See Judge’s Map #5). He is a 24-year-old human of mixed origin with leathery brown skin, piercing gray eyes, and he is bald. His clothes are of drab color, and of common stock. He took the position to gather information for a book that he wishes to write later. If the PC treat him nicely, (a diplomacy check DC 8 + APL) he lets them look at the records by themselves. If they don’t make the DC, he stands in the room while they go through the records. For the most part, the records are in piles and unorganized. It takes a Search check (DC 12 + APL) to find anything useful. If the Search check is made, give out Player Handout #10 to the players.

Encounter #4G: The Murder Scene

The PCs are given directions to a side street a bit west of Thrommel’s Arch (Area S29 on Judge’s Map #1).

Buzele “Buzz” Luenar’s body was found 50 feet north of Black Street. The area has seen much travel since then, and the bloodstains have been washed away. No one in the area is willing to talk about the murder. He was buried last month.

Encounter #4H: The Safe House

This location (Judge’s Map #6) was set up as a ruse to throw off attempts to rescue “Sepp” And to test the trustworthiness of Detective Elmas for more secretive information. Sadly, if the PCs show up, the detective will be stuck in a desk job for years to come. Daphnir Olaris, a 24-year-old Baklunish woman with golden skin, dusky brown hair and amber eyes, lives here. She politely tells the PCs they are mistaken, gives them a tour of her modest home, offers them a bite to eat, and then politely tells them she has cleaning to do, and that they should go. Later in the week, she reports their arrival to her contact in the constabulary. Her house has been used as a safe house in the past, but not for “Sepp”. Daphnir does not know where “Sepp” is being held and wouldn’t acknowledge anything about it anyway.

Encounter #4I: The Alliance

It is possible that PCs may have influence with the Alliance or they might possibly be a member.

If a PC uses an Alliance influence point they discover the following:

- Something big is about to happen with slaver activity in the Nyr Dyv. Yes, they knew Shenree passed away and there was no body in the coffin, but so what. People die all the time. Some people fake their own death. She did, after all, retire from the priesthood. Why would she do this, unless she wanted to get out of the public eye? Faking her death is a perfect closing act.

If a PC is a member of the Alliance.

- Something big is about to happen with slaver activity in the Nyr Dyv. That blasted Szepturva “Sepp” Daminov went and got herself captured. This could play havoc with operations. Should you find where she is being held, let your friends at the Alliance know so they can solve this little problem. Yes they knew Shenree passed away and there was no body in the coffin, but so what. People die all the

time. Some people fake their own death. She did, after all, retire from the priesthood. Why would she do this, unless she wanted to get out of the public eye? Faking her death is a perfect closing act. Also, there was some magic involved with her passing. That, and increased activity by the faithful of Nerull leads popular opinion to believe Shenree is still alive, and there are those that wish to claim the one that got away for their death god.

Encounter #4J: The Coroner's Office

The Coroner's Office (See Judge's Map #7) is closed the day of the funeral, but the coroner can be found at the Sword and Tankard after the funeral with either a successful Gather Information or Knowledge: Dyvers check (DC16 +APL). Directions to the Sword and Tankard can be found with either a successful Gather Information or Knowledge: Dyvers check (DC5+APL).

If the PCs make it to the Sword and Tankard, they find the coroner (Carew Aedark). Carew is a 43-year-old Suelish man with fair skin, gray eyes and curly blonde hair. He is dressed in rich, but disheveled, clothing. Aedark was at the funeral, is distraught over what happened, and is drinking to forget. He pronounced Shenree Cale dead, because it was obvious. Perhaps Grimard Namatius (The mortician the body was sent to) might be able to help. That's probably where the constabulary will look.

If the PCs wish to go see Grimard Namatius, go to Encounter #5: The Mortician

Encounter #4K: The Temple of Osprem

Should the PCs wish to go to the Temple of Osprem (See Judge's Map #13), they find it is nearly closed due to the mourning of Shenree's death. The High priest (Sirag Moewyr) will see them, but does not have any new information for them.

Encounter #5: The Mortician

If the PC's go to visit Grimald (See Judge's Map #8), read the following.

"After a short trek, you arrive at the modest home of Grimald the mortician. A man roughly matching his description (He is a human of no discernible origin with brown eyes, fair skin, a reddish brown goatee, and he is bald.) is working on a small windowbox in the front window. As you approach, he apparently notices you. He straightens up and looks (Roll randomly to see which PC he looks at.) in the eye. "I don't believe I've made your acquaintance. Is this about business or is this a social call?" He asks cautiously.

What Grimald knows

- He gave Shenree a proper embalming according to her wishes. (He isn't lying, but he's not telling all the truth. Shenree had special instructions about her burial, and Grimald saw Shenree's body vanish. He will not tell anyone about this.)
- There were city officials here earlier that have already questioned him.
- Perhaps this is an occult matter. If so, the sage Thabinas would be far more suited to handle matters of this nature. A Sense Motive (DC 14+ APL) reveals this to be a lie.
- There have been vandals that have interfered with burials in the past. He thinks they're from the House of the Toothy Smile, and are doing it for kicks. They have never been this bold. (If asked, he will give directions, as long as the PC's promise to be discreet about where they got the information.)
- Like it or not, until this is cleared up, he is a suspect of wrongdoing.

If the PCs wish to go to the House of the Toothy Smile, go to Encounter #6.

If the PCs wish to go to see Thabinas the Sage, go to Encounter #8.

Encounter #6: The House of the Toothy Smile

The House of the Toothy Smile (Player's Map #9) is fairly well known in Old Town. If PC's have adventured in the city before AND have had an average or worse standard of living, they will have heard of the establishment if they make a Knowledge: Dyvers or an Intelligence Check (their choice [DC 10]). If the PC's go in to the House of the Toothy Smile, give them Player's Handout #11

The House of the Toothy Smile is a modest establishment that prefers to cater to working class and adventurer clientele. It is a haven for half-orcs that wish to make an honest living. The owner, Jal the Friendly, paid a wizard to enchant the doorway to glow red if anyone of evil alignment comes through it. Painted above the door are the holy symbols of Rao, Heironeous and St. Cuthbert. The establishment is housed in a modest two-story building in the Old Town. Patrons may buy food, drink and lodging at 135% of normal Player Handbook prices. The patrons understand that prices have risen because of the dock fire, but aren't thrilled about it, just the same. All patrons staying the night may go upstairs and have their choice of bunk beds lining the north and south. This room takes up roughly half of the second floor. The House of the Toothy Smile takes no responsibility for lost or stolen articles, and suggests to its guests that they not leave items unattended. The bunks are on a nightly first come, first served basis. There is also a large rug on the floor where people sometimes sleep. Jal the Friendly stays in a room in the other half of the loft, with separate stairs going up to it.

Give out Player Handout #11. The patrons include five half-orcs and a halfling. Two retired male half-orc soldiers (Stass and Halkon) sit at table A. A male halfling (Jenkindale) sits at table B. Two male Half-Orcs (Angruk and Dalm) sit at table C. Finally, a homely unmannered male half-orc fighter (Taklon the Half-Orc), sits in the corner with a large mug in his hand near table E.

The patrons will tell the following to the PC's, unless the PC's accuse specific individuals of vandalism. Then they will only talk to the PC's if they apologize. If the PC's accuse the bar in general of vandalism, however, then the patrons will still talk to the PC's.

- No one they knew vandalized Shenree's burial (They don't know Shenree's burial was vandalized unless the PCs tell them).
- It is a shame that Shenree passed on. She was a good soul. Five years ago she helped Jal get a new roof for the place when the old one was damaged by hail.
- The owner usually prefers his customers to buy something.
- Stay clear of the beggar dwarf. His luck at the dice is too good to gamble against.
- It has been rumored that worshippers of Nerull are in the area, but no one has seen positive proof yet of their existence, although it's rumored they started the dock fire.

- They wouldn't be surprised at all if Grimald Namatius was spreading rumors about the House of the Toothy Smile. He's had it out for Jal since last summer, when his niece got a little too tipsy and got up on a table to dance. He should have been proud, though. His niece put on quite a show.

If the PCs decide to spend the night at the House of the Toothy Smile, go to Encounter #6A: If the PCs Decide to Stay the Night.

Encounter #6 A: If the PC's Decide to Stay the Night

When the PC's are ready, they can go upstairs to the loft (Give out Player Handout #12). There are three retired half-orc soldiers (Jalson, Prak and Falker) playing card at the card tables with a dwarf. If the PC's ask, they are playing "Thump". "Thump" plays like "Hearts", but uses clubs as the trump suit. This individual goes by the name of "Noah", as the locals call him, or "Noahboddy" as he tends to introduce himself as and won't give any other name. Noah is dressed in well-worn clothing. The NPC's are in a good mood, and offer the PC's the bunk of their choice. Ten minutes of game time after the PC's choose their bunk, other patrons make their way up stairs. They are a male halfling (Jenkindale), a female gnome (her name is Pennywin, but she does not introduce herself and tries to remain part of the crowd), two male Half-orcs, (Dalm and Angruk) and very large Half-Orc named Taklon. Taklon is in a bad mood, having drank far too much and having lost a bit of money to "Noah". The halfling (Jenkindale), one of the half-orcs (Dalm) and the dwarf (Noah) stop and talk, but the other NPC's, with the exception of Taklon the half-orc, claim a bunk. Falker (one of the retired soldiers) will suggest that the PC's get a bunk. Taklon stands by the top of the stairs, muttering and trying to clear his head. About 20 minutes of game time after the PC's have claimed a bunk, Taklon staggers over to one of the PC's bunk, (Preferably a fighter type PC) at random and kick one of the corner posts.

"I said that's MY bed yer sleepin in. Get your carcass out of it! Sheesh! First that beggar dwarf fleeces me and now there's vermin in my bed!" he bellows.

While in a bad mood Taklon is not evil and does not wish to do anyone harm. If the PC does not give up the bunk Taklon challenges the PC to an arm wrestling match. If the PC accepts the challenge, Taklon does his

best to win fairly, then regardless of the outcome, gives the bunk back to the PC. This is how he makes friends and gets to know people. During the contest, he talks to the PC he is arm wrestling. Give the PC Player Handout #13. If none of the players accept the challenge, then don't give anyone this handout. If the challenge isn't accepted, then Taklon shrugs his shoulders and walks off to get another bottle. Dalm the half-orc leaves the loft for safer lodging. Pennywin the Gnome watches the contest, and casually observes the PC's, but won't be interested in talking to them. She is sizing them up for Kiri Mohab (Encounter #9: The Constabulary?). If the PC's make a spot check (DC 19+APL) they notice that Pennywin is watching them more than the others.

Taklon has a 17 STR and a 12 CON. He has no other strength or fortitude enhancements. The House of the Toothy Smile arm wrestling rules are as follows...

The House of the Toothy Smile Arm Wrestling Game Mechanics

Have each contestant make an opposed Strength check. The first contestant to successfully make 2 of these in a row is the winner. However, more importantly, each round after the first round both contestants must make a Fortitude save to stay in the match. This save starts at DC 10 and increases by 1 each round afterward. If a contestant fails their Fortitude save, they let go and lose the match. If both contestants fail the save in the same round, then the match is a draw.

Go to Encounter #7: The Search Continues

Encounter #7: The Search Continues

This encounter happens after the PCs leave the House of the Toothy Smile.

As the PCs leave the House of the Toothy Smile, up the street from them an odd human dressed in robes is walking slowly down the street, apparently taking in all the details around him. This is the Alienist Havlison Draphin. (He appeared in DYV2-3 "Out of the Blue".) He remembers PCs he met in the module, and contact with him is noted on the adventure cert for DYV2-3 (He is a human male with brown hair, pale green eyes and fair skin). Pausing, he looks at the PCs and speaks.

"Hello there, aren't that many souls out and about. What brings you out today?"

Havlison allows the PCs to close within 6 feet of him before asking them to respect his space. If the PCs insist on not allowing him his space, he dimension doors away.

Havlison knows the following

- It's been a very odd day. Earlier, he met a priestess of Kurell. It's been quite some time since he met one of them.
- Havlison remembers those he met in DYV2-3 Out of the Blue. They rescued him from being trapped. If the PCs met Havlison, it will be recorded on the "Out of the Blue" (DYV2-3) Adventure cert.

Encounter #8: Thabinas the Sage

"After getting direction from a few helpful citizens, you come across a modest building that is not quite in the poor end of town, but is as near as you can get to it without being there. Above the shop's door is a plain sign that reads 'Sagely Advice, Ring once to be seen, twice to annoy, and thrice if an emergency'. Below the sign is a bell cord."

Go to encounter #8A-C depending on how many times the PC's ring the bell or knock on the door.

If the PC's speak with Thabinas, and come back later with more information about Shenree, go to Encounter #8D.

The location of Thabinas' residence is on Judge's Map #10.

Encounter #8A: At the Door

If the PC's ring or knock once:

"The door unlocks, opens, and a balding human in his late 40's looks at you. (He has no discernible origin, fair skin, gray eyes and balding reddish-brown hair) He clears his throat, and in a businesslike demeanor says, "Hello, I'm Thabinas the sage. What can I do for you? I hope you aren't selling anything."

If the PC's tell him anything about Shenree or what happened at the funeral, Thabinas is very interested and will welcome them inside, asking for the complete story of what they know about Shenree. If the PC's tell him all they've found out about Shenree, he looks them over

carefully, thanks them for the information, and shows them the door.

Encounter #8B: An Annoyed Sage

If the PC's ring or knock twice:

"Can't you read! I'm busy please go away! A voice calls out from behind the door."

The PC's may knock again and be seen by Thabinas.

Encounter #8C: Urgent Business

If the PC's knock 3 or more times.

"The door unlocks, opens, and a balding human in his late 40's looks at you. (He has no discernible origin, fair skin, gray eyes and balding reddish-brown hair) He clears his throat and says, "Come in quickly! What can I do for you?"

If the PC's tell him anything about Shenree, or what happened at the funeral, Thabinas is very interested. He welcomes them inside and asks for the complete story of what they know about Shenree. If the PC's tell him their story Thabinas looks them over carefully, thanks them for the information, and shows them the door.

Encounter #8D: Speaking Further With Thabinas

If the PC's return to see the sage, Thabinas will be curious as to why they've returned. If the PC's tell more of what they found out about Shenree, he says the following.

"Yes...yes, you must be the ones my research foretold would come. I wasn't sure when you came by earlier, but I am now. Please come in, I have something to show you."

Once the PC's are inside, Thabinas looks outside, and then put a "Closed" sign on the door and lock it.

"I don't make a habit of disclosing personal information, but I think I have something you should see. But first, I must have your word that you keep this information to yourself"

If the PC's agree, then Thabinas hands the PC's a book. Give the PC player Handout #9. If the PC's don't agree, then Thabinas won't show it to them and they are asked to leave.

If the PCs agree, read the following.

"Please don't be quick to judge. While Shenree Cale was a troubled woman, she was a good soul. I sincerely hope you can help." He then reaches into a cabinet. "There may be those that would want to stop you. There has been report of recent activity by minions of Nerull. I'd feel better if you took this with you."

Thabinas gives the PC's a potion of Cure Light Wounds and a vial of Alchemist's Fire

This is all Thabinas will disclose. He speaks with the PC's for a few minutes longer, and then lets them know that he must be about his business. He shows the PC's to the door and then locks it.

Treasure:

All APLs: L: 2 gp; C: 0 gp; G: Potion of Cure Light Wounds (25 gp per character)

Encounter #9: The Constabulary?

Background: Scouts of Leanna Alanora have alerted her to the PCs snooping around and looking into Shenree's death. She has sent several of her minions to stop them.

Ideally this encounter happens after Encounter #7, 8A or 8C but can happen on nearly any street of the city. This encounter can also be run if 2 hours have passed in the round. Quite a few of the citizens are at home mourning or taking advantage of the lull in business to take care of other things. Thus the city's streets aren't nearly as crowded and quite a few are deserted. Adjust the location of the ambush to fit the PCs actions.

Read the following...

"As you travel down a fairly quiet street of the city you notice there are no people out and about besides your party. From a side street a member of constabulary steps out of a side street with 3

prisoners. Pausing he pulls a waterskin to quench his thirst and looks your way. "You there! What business have ye here? Speak up or you'll end up in the stockade like these louts!"

As he pushes his prisoners forward one of them (Clarice D'zallan) a Rhenee female falls. "Get up you river harlot. You're spending the night in jail" the constabulary man bellows as he reaches for his sword.

Should the PCs wish to Sense Motive the DC is 12 + APL.

Tactics:

Khiri Moheb has been alerted to the PCs presence and is looking to slay them for his god Nerull and his priestess Leanna Alanora. He has taken to the streets with his minions and disguised himself as a constabulary member escorting prisoners (his minions). Unbeknownst to his companions Khiri is a member of the Constabulary and goes by the alias Treyas Wilshon. (A human of no discernible origin with blonde hair, green eyes and olive skin Khiri is using a hat of disguise to make himself look Suelish and to hide his beard. Should things go awry he plans to flee and take on the Treyas personality to investigate what is going on.

In all APLs Khiri stops to take a drink from a waterskin before talking to the PCs. In APLs 4-10 this is actually a Potion of Haste. Khiri times this to happen the round before he attacks and will have 4 rounds left on the potion when combat starts.

In APL 10 Khiri's Fiendish Dire Bat is waiting on the roof of a nearby building.

APL 2 (EL 6)

☛ **Khiri Mohab:** human, male Ftr2; hp 16; see Appendix One

☛ **Taurin Braga:** human, male Wiz2; hp 9; see Appendix One

☛ **Arcane:** Toad Familiar; hp 4; see Appendix One

☛ **Deana D'zallan:** human, male Rog1; hp 7; see Appendix One

☛ **Clairice D'zallan:** human, male Rog1; hp 7; see Appendix One

APL 4 (EL 8)

☛ **Khiri Mohab:** human, male Ftr5; hp 34; see Appendix One

☛ **Taurin Braga:** human, male Wiz2; hp 9; see Appendix One

☛ **Arcane:** Toad Familiar; hp 4; see Appendix One

☛ **Deana D'zallan:** human, male Rog2; hp 12; see Appendix One

☛ **Clairice D'zallan:** human, male Rog2; hp 12; see Appendix One

APL 6 (EL 9)

☛ **Khiri Mohab:** human, male Ftr6/Blk1; hp 46; see Appendix One

☛ **Taurin Braga:** human, male Wiz3; hp 13; see Appendix One

☛ **Arcane:** Toad Familiar; hp 6; see Appendix 1

☛ **Deana D'zallan:** human, male Rog3; hp 16; see Appendix One

☛ **Clairice D'zallan:** human, male Rog3; hp 16; see Appendix One

APL 8 (EL 11)

☛ **Khiri Mohab:** human, male Ftr6/Blk2; hp 52; see Appendix One

☛ **Taurin Braga:** human, male Wiz5/El2; hp 29; see Appendix One

☛ **Arcane:** Toad Familiar; hp 19 see Appendix 1

☛ **Deana D'zallan:** human, male Rog7; hp 37; see Appendix One

☛ **Clairice D'zallan:** human, male Rog7; hp 37; see Appendix One

APL 10 (EL 13)

☛ **Khiri Mohab:** human, male Ftr6/Blk5; hp 70; see Appendix One

☛ **Gloom:** dire bat; hp 50; see Appendix One

☛ **Taurin Braga:** human, male Wiz5/El4; hp 38; see Appendix One

☛ **Vixen:** Ice Mephit Familiar; hp 14 see Appendix 1

☛ **Deana D'zallan:** human, male Rog7; hp 37; see Appendix One

☛ **Clairice D'zallan:** human, male Rog7; hp 37; see Appendix One

Treasure:

APL 2: L: 44 gp; C: 2 gp; M: Hat of Disguise (167 gp per character)

APL 4: L: 44 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +1 Longsword (193 gp per character)

APL 6: L: 37 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +1 Half-Plate (146 gp per character), +2 Longsword (693 gp per character)

APL 8: L: 32 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +2 Half-Plate (396 gp per character), +2 Longsword (693 gp per character); +2 Large Steel Shield (347 gp per character), +2 Leather Armor [2] (347 gp per character/per suit)

APL 10: L: 32 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +2 Full Plate (470 gp per character), +2 Longsword (693 gp per character); +2 Large Steel Shield

(347 gp per character), +2 Leather Armor [2] (347 gp per character/per suit)

Encounter #10: A Day in the Park

This encounter happens if the PCs go to the grove in town that Shenree had planned to dedicate to the children of the city. Leanna Alanora has cast change self to appear to be made of stone and positioned herself in front of a sculpture of giant feathered wings to make it appear she is part of the statue. Her henchmen (Dalgin Nalpir, Murkas Gulzarr and Halphir Argen) are hiding behind the massive statue's base. The statue is 15 feet tall (See Judge's Map #).

APL 2 (EL 6)

- ♣ **Leanna Alanore:** human, female Clr2; hp 17; see Appendix One
- ♣ **Dalpin Leufred:** human, male Wiz2; hp 5; see Appendix One
- ♣ **Talon:** Hawk familiar; hp 4; see Appendix One
- ♣ **Murkas Gulzarr:** human, male Ftr2; hp 20; see Appendix One
- ♣ **Haphir:** human, male Ftr1; hp 12; see Appendix One

APL 4 (EL 8)

- ♣ **Leanna Alanore:** human, female Clr5; hp 38; see Appendix One
- ♣ **Dalpin Leufred:** human, male Wiz2; hp 5; see Appendix One
- ♣ **Talon:** Hawk familiar; hp 4; see Appendix One
- ♣ **Murkas Gulzarr:** human, male Ftr2; hp 20; see Appendix One
- ♣ **Haphir:** human, male Ftr2; hp 20; see Appendix One

APL 6 (EL 10)

- ♣ **Leanna Alanore:** human, female Clr8; hp 59; see Appendix One
- ♣ **Dalpin Leufred:** human, male Wiz3; hp 7; see Appendix One
- ♣ **Talon:** Hawk familiar; hp 4; see Appendix One
- ♣ **Murkas Gulzarr:** human, male Ftr5; hp 44; see Appendix One
- ♣ **Haphir:** human, male Ftr5; hp 44; see Appendix One

APL 8 (EL 12)

- ♣ **Leanna Alanore:** human, female Clr9; hp 85; see Appendix One
- ♣ **Dalpin Leufred:** human, male Wiz5/AoS2; hp 15; see Appendix One
- ♣ **Scratch:** Imp familiar; hp 7; see Appendix One
- ♣ **Murkas Gulzarr:** human, male Ftr8; hp 70; see Appendix One

♣ **Haphir:** human, male Ftr8; hp 70; see Appendix One

APL 10 (EL 14)

- ♣ **Leanna Alanore:** human, female Clr11; hp 101; see Appendix One
- ♣ **Dalpin Leufred:** human, male Wiz5/AoS5; hp 31; see Appendix One
- ♣ **Scratch:** Imp familiar; hp 7; see Appendix One
- ♣ **Murkas Gulzarr:** human, male Ftr10; hp 86; see Appendix One
- ♣ **Haphir:** human, male Ftr10; hp 86; see Appendix One

Treasure:

APL 2: L: 50 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character)

APL 4: L: 166 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [2] (63 gp per character/per Javelin)

APL 6: L: 170 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [2] (63 gp per character/per Javelin)

APL 8: L: 170 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [4] (63 gp per character/per Javelin)

APL 10: L: 170 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [4] (63 gp per character/per Javelin)

If the PCs are victorious go to Encounter #11 Victory!

Should the PCs be defeated go to Encounter #12: Something Less Than Victory

Encounter #11: Victory!

For a moment, all is still in the grove as you catch your breath. Then, off to your left, you hear a noise and wheel about. Standing before you is a modest Oeridian woman dressed in plain robes. Congratulations, my master had thought you would save the day. Forgive my manners. I am Basina Athela (an Oeridian woman with olive skin, long honey colored hair and brown eyes). It is a pleasure to meet you. Please, let us take our conversation to my humble abode to speak further about this.

Basina will offer to take the PCs to her home (See Judge's Map #3. She rented a room in the same building as Shenree did.) or go with them to most any place of

their choice, which would be suitable for a séance (she will not go to any LG or LN temple). She is a priestess of Kurell. If the PCs want to take her somewhere other than her home she cautions them that they might want to consider taking her to someplace private. If the PCs insist on taking Basina to somewhere unsuitable for the séance she asks them to reconsider. If the PCs don't wish to reconsider their choice of locations Basina tells them she understands but has other things to do and wishes them a good day. If this happens the module ends.

Should the PC's go to somewhere suitable for a séance go to Encounter #13: The Séance

Encounter #12: Something Less Than Victory

Should the PCs fail, Leanna pauses to savor the moment. However, she doesn't want to be caught by the constabulary. She directs her minions (if enough survive to do so) to take one of the fallen PC's with her (roll randomly among the fallen PC's whom are able to be carried to decide which one is taken.)

Encounter #13: The Séance

This encounter happens if the PC's either agree to go with Basina to her home, or take her someplace she feels is acceptable. Once there, she requests she and the PCs sit around a table or on the floor. (Which ever is applicable. She has a suitable table at her home.) Once they comply, she places a heart-shaped ruby colored stone in front of her, as she loosens her robe slightly. A spot check (DC 12 + APL) reveals she is wearing a necklace with a charm dangling from it. The charm is of a grasping hand holding a broken coin. Those that wish to make a Knowledge: Religion check (DC 14) know this is the symbol of Kurell.

Once settled Basina speaks.

"Shenree and her ancestors have been known to my family for quite some time. There is much about her past that the people of the city do not know. Long now has my family waited for fate to play its course, so we may have our revenge. Now that the last thread of fate nears being spun, you will play a part of destiny's song." Solemnly she touches the fist-sized ruby colored stone in front of her. Suddenly Basina sinks deep into a trance, as the ruby colored stone

starts to glow, and pulsate slightly. Looking deeper into the stone, it appears to glow, as a spectral form emerges from it. Shrinking in terror, Basina hisses. With the voice of the grave the spectral form speaks. "I am the spirit of the one last known as Shenree Cale. Long ago, destiny chose to give my lost misguided soul a chance to balance the scales. The power that granted me this boon is now calling me to meet my eternal fate." Slowly a crimson mist rises up and envelops Shenree's spirit, and from her trance Basina speaks. "It is up to all assembled at the séance. Speak of the good she has done in this life. Perhaps it will balance the scales, or perhaps my ancestor will have her revenge."

This is where the PC's show you how well they paid attention. As they went through this module they should have heard several accounts of Shenree's good deeds. They are listed below for convenience's sake. If any PC is correct then part of the crimson nimbus fades.

The amount of correct answers depends on the party's size. A table of 4 PCs need 2 correct answers and Tables of 5-6 PCs need 3 correct answers. If the PC's can't remember enough things Shenree is forever lost.

Here are all the references of good things done by Shenree, and where the PC's heard of them. (Note the players don't have to say them word for word but should have the general idea.):

From the player introduction:

- 1) Shenree helped Wilston's wife make the mortgage payment

From Encounter #1: The Funeral

- 2) Shenree worked in the soup kitchens.
- 3) Shenree's personal funds helped the arts.
- 4) Shenree helped the needy and never turned away a soul in trouble.

From Encounter #2: The investigation

- 5) Shenree could have lived better, but donated her money to those that needed it.
- 6) Shenree loaned the man whose dogs tore her apart the money to get his business started.
- 7) Shenree pledged most of her remaining fortune to to create a park for the children.

From Encounter #3: The Urchins of the City

- 8) Shenree fixed Bobbo's sickness.
- 9) Shenree fed Cynthia's family when they were Hungry.

From Encounter #4B: The Rummage Sale

- 10) Shenree gave a grant to start a theatre group to the people working the sale.

From Encounter #6: The House of the Toothy Smile

- 11) Shenree helped the House of the Toothy Smile get a new roof.

From Encounter 6B: If the PC's Decide to Stay the Night

- 12) Shenree hid Taklon from slavers

If the PC's have enough correct answers to free Shenree's soul, go to Encounter #14A: Released at Last!. If they don't, go Encounter #14B: Eternal Torment.

Encounter 14A: Released at Last!

Slowly, the crimson nimbus fades, and a wave of relief washes over the room. Before you, Shenree's soul glows with the radiance of one redeemed. Slowly it rises. For a moment the spectral form pauses and mouths the words "thank you" before fading from view.

Basina leers at Shenree's fading form. Vengeance was not meant to be ours today. You may go now"(If she isn't at her home she excuses herself to leave instead.).

Go to Encounter #15: The Aftermath.

Encounter 14B: Eternal Torment

For long moments time, seems to pause, and the crimson nimbus surrounding Shenree grows more clouded, as the light gradually fades from it. Slowly it wraps itself tightly around Shenree's soul, and her face takes on a pained expression. Shenree looks up once, and then seems to resign herself to her fate. She then falls quickly to the earth, shattering into a thousand pieces, which are quickly swallowed up by the ground.

With a pleased look on her face, Basina gathers herself and speaks. "Now the revenge long sought for is complete. Thank you for playing your role in fate. You may go now."(If she isn't at her home she excuses herself to leave instead.)

Go to Encounter #15: The Aftermath.

Encounter #15: The Aftermath

This encounter happens regardless of whether the PCs save Shenree's soul, and happens after the PCs leave the séance.

"As you part Basina's company, you see several constabulary members approach you. Their commander pauses and asks if you are..." (He says the PC's names correctly). If the PCs acknowledge who they are, the commander hands one of the PCs a note (Give this note to a PC that is a member of the constabulary. If there are no constabulary members in the PCs party role randomly to determine which one the commander gives the note to). The note requests the PCs presence at the Lartoln Gentry House (Player's Map #12) (the note also gives directions to the house).

If the PCs go to the Lartoln Gentry house, they are escorted to Shorn Lartoln's study, where he introduces the PCs to the following Gentry members: Darbac Gros, Geoth Julentine, Hasim Kayim II, Halnt Kurault and Tharmis Aushman Sedral. He then introduces the Magister Larissa Hunter. After introductions, all are seated at a large table. Thabinas the sage is then introduced.

If Shenree's soul was saved go to Encounter #15A: The Gratitude of the City.

If Shenree's soul was lost go to Encounter #15B: Thanks for Trying.

Encounter 15A: The Gratitude of the City

After a pause, Thabinas speaks. "This city owes you a great debt. Please take our thanks for defeating the minions of Nerull. For a moment Thabinas pauses, and then speaks. "May I ask, why were you in the park?"

If the PC's tell what they know about Shenree, all assembled look shocked, thank the PC's again for their

help and ask them to keep their silence on the matter of Shenree. They do not want what was done in a past life held against her.

NOTE: The PCs are allowed to tell the leader of the military branch they serve in, the high priest of their faith, or the head of the constabulary, and still consider their silence on the matter to be kept. The players may be told this if they ask.

If the PC's agree to keep silent about Shenree's past lives, then go to Encounter #16A

If the PC's do not agree to keep silent about Shenree's past lives, then go to Encounter #16B

Encounter 15 B: Something Less Than Victory

Once all are seated Thabinas speaks "You appear to have been through quite an ordeal. Please tell us what happened!"

Larissa Hunter and the assembled Gentry appear to be very interested in what the PCs have to say, and are visibly shaken when they hear the final outcome. Finally Magister Hunter speaks.

"We appreciate your efforts, and can only hope that the short time Shenree Cale lived here in this incarnation can somehow bring comfort to her. Regardless of her past lives, Shenree was a friend of this community and we would appreciate you keeping what you have found out to yourselves."

NOTE: The PCs are allowed to tell the leader of the military branch they serve in, the high priest of their faith, or the head of the constabulary, and still consider their silence on the matter to be kept.

If the PC's agree to keep silent about Shenree's past lives, then go to Encounter #16A.

If the PC's do not agree to keep silent about Shenree's past lives, then go to Encounter #16B.

Encounter 16A: If the PC's Agree

Magister Hunter gathers her breath, and looks at you "We thank you for your discretion. Shenree Cale

has been a true friend to this city and we want memories of her to be of her recent life here. We wish you well in your endeavors, and remember you as friends of the city. Please take this as a token of our gratitude. A page steps forward and hands you an ornately crafted leather covered wooden box with six small vials in it (and a ring in APLs 8 & 10). It is an ornately crafted leather covered wooden box (50gp value) with five potions made at 1st level-Endure Elements (Cold), Cure Light Wounds, Mage Armor, Jump, and True Strike (The potions have nicely calligraphed labels), and a Potion of Haste (made at 5th level). In APL 8 & 10 there is a Ring of Clouds.

Circle the Boon of the Gentry text on the Adventure Record.

Treasure:

APL 2: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character)

APL 4: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character)

APL 6: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character)

APL 8: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character), Ring of Clouds (183 gp per character)

APL 10: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character), Ring of Clouds (183 gp per character)

Encounter 16B: You Are Dismissed

A look of dismay grows on Magister Hunter's face. "Are you sure you cannot keep this to yourselves?"

Give the players a few minutes to think this over if they need it. Should they reconsider, go to Encounter 16A: The PCs Agree. If they still wish to not keep this a secret, read the following.

"It is unfortunate that you take this stance. We feel it is in the best interest for you and our city for you to be on your way. Our guards will escort you from the Gentry district. We appreciate your efforts, and do not wish to make this unpleasant. Good luck in your endeavors. I do not think we will meet again."

Optional Encounter #1: Displaced People

Use this encounter for flavor purposes if you have time but don't let it bog down the event. It can happen anywhere in the city except for the Gentry district.

As you travel through the city, an Oeridian human in tattered robes slowly walks your way. Apparently, he is either ignoring you or is oblivious to your presence.

This is Goran Praten, a fledgling wizard, in dire straits. He and his companions were in a building that caught fire when the dock district burned. While he was fortunate to escape with his life, his friends, his spellbooks and material components were destroyed. As he gets closer, the PCs can see he has patches of new skin and oddly cut hair. They quickly realize the hair was burnt off in patches, and is growing back. Should the PCs talk to him, or he gets within 10 feet of them, he stops, looks in their direction and speaks.

"That's right rub it in and have a good laugh. I told my friends I should master at least ONE of my spells so I could cast them without my spellbook. THEN I wouldn't be destitute. BUT NO! They said SAVE it for when you get really powerful ones. Feh! That really helps me now!"

While Goran is bitter about his situation, he isn't a fool, and takes the PC's help if they offer it. Handouts are appreciated, BUT if they give him enough gold to get him a spell book of at least one spell, he is very grateful

and will remember the PC's. This may come into play in a future module. He does thank the PC's if they help him. Circle Goran Praten's Gratitude on the Adventure Cert.

The End

Experience Point Summary

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

Encounter #2A: The Victim

Defeating the Gelatinous Cube Black Pudding

APL2: 90 xp
APL4: 90 xp
APL6: 210 xp
APL8: 210 xp
APL10: 210 xp

Encounter #2A: The Victim

Rescuing Bertal Lugin

APL2: 15 xp
APL4: 15 xp
APL6: 15 xp
APL8: 15 xp
APL10: 15 xp

Encounter #9: The Constabulary?

Defeating Khiri Mohab and his allies

APL2: 180 xp
APL4: 240 xp
APL6: 270 xp
APL8: 330 xp
APL10: 390 xp

Encounter # A Day in the Park

Defeating Leanna Alanora and her allies

APL2: 180 xp
APL4: 240 xp
APL6: 300 xp
APL8: 360 xp
APL10: 420 xp

Encounter #14A: Released at Last!

APL2: 45 xp
APL4: 75 xp
APL6: 105 xp
APL8: 145 xp
APL10: 170 xp

Encounter #16A: The Gratitude of the City

APL2: 30 xp
APL4: 45 xp
APL6: 60 xp
APL8: 65 xp
APL10: 85 xp

Total possible experience

APL2: 450 xp
APL4: 675 xp
APL6: 900 xp
APL8: 1,125 xp
APL10: 1,290 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] 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, such as Infamy. 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 #8D: Speaking Further With Thabinas

Return to speak to Thabinas

All APLs: L: 2 gp; C: 0 gp; G: Potion of Cure Light Wounds (25 gp per character)

Encounter #9: The Constabulary?

Defeat Khiri and his men and loot them:

APL 2: L: 44 gp; C: 2 gp; M: Hat of Disguise (167 gp per character)

APL 4: L: 44 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +1 Longsword (193 gp per character)

APL 6: L: 37 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +1 Half-Plate (146 gp per character), +2 Longsword (693 gp per character)

APL 8: L: 32 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +2 Half-Plate (396 gp per character), +2 Longsword (693 gp per character); +2 Large Steel Shield (347 gp per character), +2 Leather Armor [2] (347 gp per character/per suit)

APL 10: L: 32 gp; C: 2 gp; M: Hat of Disguise (167 gp per character), +2 Full Plate (470 gp per character), +2 Longsword (693 gp per character); +2 Large Steel Shield (347 gp per character), +2 Leather Armor [2] (347 gp per character/per suit)

Encounter #10: A Day in the Park

Defeat Leanna and lackeys and loot bodies:

APL 2: L: 50 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character)

APL 4: L: 166 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [2] (63 gp per character/per Javelin)

APL 6: L: 170 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [2] (63 gp per character/per Javelin)

APL 8: L: 170 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [4] (63 gp per character/per Javelin)

APL 10: L: 170 gp; C: 4 gp; M: +1 Mace, Heavy (193 gp per character), Bracers of Armor +1 (83 gp per character), Javelin of Lightning [4] (63 gp per character/per Javelin)

Encounter #16A: If the PCs Agree

APL 2: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character)

APL 4: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character)

APL 6: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage

Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character)

APL 8: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character), Ring of Clouds (183 gp per character)

APL 10: L: 10 gp; C: 0 gp; M: Potion of Endure Elements (Cold) (4 gp per character), Potion of Cure Light Wounds (4 gp per character), Potion of Mage Armor (4 gp per character), Potion of Jump (4 gp per character), Potion of True Strike (4 gp per character), Potion of Haste (63 gp per character), Ring of Clouds (183 gp per character)

Adventure Treasure Totals

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

Appendix #1: NPC's

Encounter #2A: The Victim

☛ **Lungin:** Medium-Sized Humanoid (human, male) Com2; HD 2d4+2; hp 9; Init +3; Spd 30 ft.; AC 13 (flat-footed 10, touch 13); Atk: +1 melee (1d6, Club); or +4 ranged (no weapon available); SV Fort +1, Ref +3, Will +0; AL LE; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

Skills: Alchemy +4, Concentration +12,
Knowledge: Arcana +8, Knowledge: The Planes +8,

Encounter 9: The Constabulary?

APL 2 (EL 6)

☛ **Khiri Mohab** (AKA Treyas Wilshon): Medium-Sized Humanoid (human, male) Ftr2; HD 2d10; hp 16; Init +0; Spd 30 ft.; AC 15 (flat-footed 15, touch 10); Atk +4 melee (1d8+2, Longsword [19-20]); or +4 ranged (1d8, Light Crossbow [19-20]); SV Fort +3, Ref +4, Will +3; AL NE; Str 14, Dex 10, Con 10, Int 12, Wis 12, Cha 16.

Skills and Feats: Handle Animal +5, Hide +4, Intimidate +4, Knowledge: Dyvers Constabulary +2, Knowledge: Religion +2, Ride +2, Spot +3; Blind-Fight, Iron Will, Lightning Reflexes, Power Attack.

Equipment: Longsword, Small Steel Shield, Chain Shirt, Light Crossbow, Case w/10 Bolts, Dagger, 10 Wheatsheafs (GP), Hat of Disguise.

Description/Background: Khiri is a trim powerful Baklunish man with dusky brown hair, hazel eyes and a golden tone to his skin. The front of his chain shirt bears the unholy symbol of Nerull. Currently however he is disguised as a Dyvers Constabulary member. Due to his knowledge of the Constabulary he receives a +4 Circumstance bonus to his disguise check. He converted to Nerull when Leanna Alanora arranged for him to meet an outsider of the evil god.

☛ **Taurin Braga:** Medium-Sized Humanoid (human, male) Wiz2(Abj); HD 2d4+2; hp 9; Init +3; Spd 30 ft.; AC 13 (17) (flat-footed 10 (14), touch 13); Atk +1 melee (1d6, Quarterstaff); +4 ranged (1d8, Light Crossbow [19-20]); AL LE; SV Fort +1, Ref +3, Will +3; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Alchemy +5, Concentration +6, Knowledge: Arcana +8, Knowledge: Planes +8, Listen +2, Scry +7, Spellcraft +8, Spot +4; Combat Casting, Scribe Scroll, Spell Mastery(Burning Hands, Magic Missile, Shield)

Spells Prepared (5/4; Base DC 13 + spell level): 0 – Detect Magic, Detect Poison, Mage hand, Ray of Frost, Resistance; 1st – Burning Hands, ~~Mage Armor~~ (precast on himself one hour ago), Magic Missile, Shield

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP)

Description/Background: Khiri found Taurin when the wizard was wet behind the ears and has protected him ever since. This has caused Taurin to be fiercely loyal to Khiri. Unfortunately, Khiri feels his wizard friend is expendable if need be. Taurin is an Oeridian man with tan skin, brown hair and brown eyes.

☛ **Arcane:** (Taurin's Toad Familiar) CR2: Diminutive Animal; HD 2; hp 4; Init +1; Spd 5 ft.; AC 16 (20) (flat-footed 15 (19), touch 15); Atk None; Face/Reach 1ft x 1ft/0ft; SQ: Alertness, Improved Evasion, Share Spells, Empathic Link; AL N; SV Fort +2, Ref +3, Will +3; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5

☛ **Deana and Clairice D'zallan:** Medium-Sized Humanoid (human, male) Rog1; HD 1d6+1; hp 7; Init +4; Spd 30 ft.; AC 16 (flat-footed 12, touch 14); Atk +4 melee (1d8, Longsword [19-20]); or +4 ranged (1d8, Light Crossbow [19-20]); AL CE; SV Fort +1, Ref +6, Will +0; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +4, Disable Device +6, Hide +8, Listen +4, Move Silently +8, Open Lock +10, Read Lips +4, Search +4, Spot +4; Combat Reflexes, Weapon Finesse (Longsword)

Equipment: Longsword, Leather Armor, Masterwork Thieves Tools, Light Crossbow, Case w/10 Bolts, Dagger, 3 Wheatsheafs (GP)

Description/Background: Deana and Clarice D'zallan are Rhenee twins. They have black curly hair, tan skin and blue eyes. They met Khiri and Tezin a couple of years ago at the Sword and Tankard. The twins were intrigued and have worked with them ever since.

APL 4 (EL 8)

☛ **Khiri Mohab** (AKA Treyas Wilshon): Medium-Sized Humanoid (human, male) Ftr5; HD 5d10; hp 34; Init +0; Spd 30 ft.; AC 16 (20) (flat-footed 15, touch 11 [15]); Atk +8 melee (1d8+3, +1 Longsword [19-20]); or +7 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +4, Ref +4, Will +3; AL NE; Str 14, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Handle Animal +7, Hide +4, Intimidate +4, Knowledge: Dyvers Constabulary +2,

Knowledge: Religion +3, Ride +4, Spot +4; Blind-Fight, Cleave, Dodge, Iron Will, Lightning Reflexes, Power Attack

Equipment: Longsword, Small Steel Shield, Chain Shirt, Light Crossbow, Case w/10 Bolts, Dagger, 10 Wheatsheafs (GP), Hat of Disguise, Longsword +1, ~~Potion of Haste~~ (Drank at the start of combat)

Description/Background: Khiri is a trim powerful Baklunish man with dusky brown hair, hazel eyes and a golden tone to his skin. The front of his chain shirt bears the unholy symbol of Nerull. Currently however he is disguised as a Dyvers Constabulary member. Due to his knowledge of the Constabulary he receives a +4 Circumstance bonus to his disguise check. He converted to Nerull when Leanna Alanora arranged for him to meet an outsider of the evil god.

☛ **Taurin Braga:** Medium-Sized Humanoid (human, male) Wiz2(Abj); HD 2d4+2; hp 9; Init +3; Spd 30 ft.; AC 13 (17) (flat-footed 10 (14), touch 13); Atk +1 melee (1d6, Quarterstaff); +4 ranged (1d8, Light Crossbow [19-20]); AL LE; SV Fort +1, Ref +3, Will +3; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Alchemy +5, Concentration +6, Knowledge: Arcana +8, Knowledge: Planes +8, Listen +2, Scry +7, Spellcraft +8, Spot +4; Combat Casting, Scribe Scroll, Spell Mastery(Burning Hands, Magic Missile, Shield)

Spells Prepared (5/4; Base DC 13 + spell level): 0 – Detect Magic, Detect Poison, Mage hand, Ray of Frost, Resistance; 1st – Burning Hands, ~~Mage Armor~~ (precast on himself one hour ago), Magic Missile, Shield

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP)

Description/Background: Khiri found Taurin when the wizard was wet behind the ears and has protected him ever since. This has caused Taurin to be fiercely loyal to Khiri. Unfortunately, Khiri feels his wizard friend is expendable if need be. Taurin is an Oeridian man with tan skin, brown hair and brown eyes.

☛ **Arcane:** (Taurin's Toad Familiar) CR2: Diminutive Animal; HD 2; hp 4; Init +1; Spd 5 ft.; AC 16 (20) (flat-footed 15 (19), touch 15); Atk None; Face/Reach 1ft x 1ft/0ft; SQ: Alertness, Improved Evasion, Share Spells, Empathic Link; AL N; SV Fort +2, Ref +3, Will +3; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5

☛ **Deana and Clairice D'zallan:** Medium-Sized Humanoid (human, male) Rog2; HD 2d6+2; hp 12; Init +4; Spd 30 ft.; AC 16 (flat-footed 12, touch 14); Atk +5

melee (1d8, Longsword [19-20]); or +5 ranged (1d8, Light Crossbow [19-20]); SA Sneak Attack +1d6; SQ Evasion; AL CE; SV Fort +1, Ref +7, Will +0; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +5, Disable Device +7, Hide +9, Listen +5, Move Silently +9, Open Lock +11, Read Lips +5, Search +5, Spot +5; Combat Reflexes, Weapon Finesse (Longsword)

Equipment: Longsword, Leather Armor, Masterwork Thieves Tools, Light Crossbow, Case w/10 Bolts, Dagger, 3 Wheatsheafs (GP)

Description/Background: Deana and Clarice D'zallan are Rhenee twins. They have black curly hair, tan skin and blue eyes. They met Khiri and Tezin a couple of years ago at the Sword and Tankard. The twins were intrigued and have worked with them ever since.

APL 6 (EL 9)

☛ **Khiri Mohab** (AKA Treyas Wilshon): Medium-Sized Humanoid (human, male) Ftr6/Blk1; HD 6d10 + 1d10; hp 46; Init +4; Spd 30 ft.; AC 20 (24) (flat-footed 20, touch 10 [14]); Atk +11/+6 melee (1d8+4 (poison), Longsword [19-20]); or +7/+2 ranged (1d8, Light Crossbow [19-20]); SQ: Detect Good, Poison Use; AL NE; SV: Fort +7, Ref +6, Will +6; Str 14, Dex 11, Con 10, Int 12, Wis 12, Cha 16.

Skills and Feats: Diplomacy +7, Handle Animal +5, Hide +8, Intimidate +4, Knowledge: Dyvers Constabulary +2, Knowledge: Religion +3, Ride +4, Spot +5; Blind-Fight, Cleave, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder.

Equipment: Longsword (Coated with Large Scorpion Poison. DMG Page # 80), Large Steel Shield, Half-plate +1, Light Crossbow, Case w/10 Bolts, Dagger, 10 Wheatsheafs (GP), Hat of Disguise, Longsword +2, ~~Potion of Haste~~ (Drank at the start of combat)

Description/Background: Khiri is a trim powerful Baklunish man with dusky brown hair, hazel eyes and a golden tone to his skin. The front of his chain shirt bears the unholy symbol of Nerull. Currently however he is disguised as a Dyvers Constabulary member. Due to his knowledge of the Constabulary he receives a +4 Circumstance bonus to his disguise check. He converted to Nerull when Leanna Alanora arranged for him to meet an outsider of the evil god.

☛ **Taurin Braga:** Medium-Sized Humanoid (human, male) Wiz3(Abj); HD 3d4+3; hp 13; Init +3; Spd 30 ft.; AC 13 [17] (flat-footed 10 (14), touch 13); Atk +1 melee (1d6, Quarterstaff); or +4 ranged (1d8, Light Crossbow

[19-20]); SQ: Summon Familiar; SV Fort +2, Ref +4, Will +3; AL LE; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

Skills and Feats: Alchemy +6, Concentration +7, Knowledge: Arcana +9, Knowledge: The Planes +9, Listen +2, Scry +8, Spellcraft +9, Spot +4; Combat Casting, Energy Substitution(cold), Scribe Scroll, Spell Mastery (Burning Hands, Magic Missile, Shield).

Spells Prepared (5/4/3; Base DC 13 + spell level): 0 – Detect Magic, Detect Poison, Mage hand, Ray of Frost, Resistance; 1st – Burning Hands, ~~Mage Armor~~ (precast on himself one hour ago), Magic Missile, Shield; 2nd – Tasha's Hideous Laughter, Web, Protection from Arrows

Equipment: Quarterstaff, Robes, spell component pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP)

Description/Background: Khiri found Taurin when the wizard was wet behind the ears and has protected him ever since. This has caused Taurin to be fiercely loyal to Khiri. Unfortunately, Khiri feels his wizard friend is expendable if need be. Taurin is an Oeridian man with tan skin, brown hair and brown eyes.

Arcane: (Taurin's Toad Familiar) CR3: Diminutive Animal; HD 3; hp 6; Init +1; Spd 5 ft; AC 17 [21] (flat-footed 16 [20], touch 15); Atk None; Face/Reach 1ft x 1ft/0ft; SQ: Alertness, Improved Evasion, Share Spells, Empathic Link, Touch; AL N; SV Fort +2, Ref +4, Will +3; **Str 1, Dex 12, Con 11, Int 7 Wis 14, Cha 4**

Skills: Hide +21, Listen +5, Spot +5

Deana and Clairice D'zallan: Medium-Sized Humanoid (human, male) Rog3; HD 3d6+3; hp 16; Init +4; Spd 30 ft; AC 17 (flat-footed 13, touch 14); Atk +5 melee (1d8, Longsword [19-20]); or +6 ranged (1d8, Light Crossbow [19-20]); AL CE; SV Fort +2, Ref +8, Will +1; Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +6, Disable Device +8, Hide +10, Listen +6, Move Silently +10, Open Lock +12, Read Lips +6, Search +6, Spot +6; Combat Reflexes, Dodge, Weapon Finesse (Longsword)

Equipment: Longsword, Leather Armor, Small Wooden Shield, Masterwork Thieves Tools, Light Crossbow, Case w/10 Bolts, Dagger, 3 Wheatsheafs (GP)

Description/Background: Deana and Clarice D'zallan are Rhenee twins. They have black curly hair, tan skin and blue eyes. They met Khiri and Tezin a couple of years ago at the Sword and Tankard. The twins were intrigued and have worked with them ever since.

APL 8 (EL 11)

Khiri Mohab (aka Treyas Wilshon): Medium-Sized Humanoid (human, male) Ftr6/Blk2; HD 6d10 + 2d10; hp 52; Init +4; Spd 20 ft; AC 24 [28] (flat-footed 24, touch 10 [14]); Atk +12/+7 melee (1d8+4 (poison), +2 Longsword [19-20]); or +8/+3 ranged (1d8, Light Crossbow [19-20]); SA Smite Good; SQ: Dark Blessing, Detect Good, Poison Use; AL NE; SV: Fort +11, Ref +7, Will +7; Str 14, Dex 10, Con 10, Int 12, Wis 13, Cha 16.

Skills and Feats: Diplomacy +7, Handle Animal +7, Hide +8, Intimidate +3, Knowledge: Dyvers Constabulary +2, Knowledge: Religion +3, Ride +8, Spot +5; Blind-Fight, Cleave, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder.

Equipment: Longsword +2 (Coated with Large Scorpion Poison. DMG Page # 80), Large Steel Shield +2, Half-plate +2, Light Crossbow, Case w/10 Bolts, Dagger, 10 Wheatsheafs (GP), Hat of Disguise, ~~Potion of Haste~~ (Drank at the start of combat)

Spells Prepared (2; Base DC 11 + spell level): 1st – Doom, Shield of Faith

Description/Background: Khiri is a trim powerful Baklunish man with dusky brown hair, hazel eyes and a golden tone to his skin. The front of his chain shirt bears the unholy symbol of Nerull. Currently however he is disguised as a Dyvers Constabulary member. Due to his knowledge of the Constabulary he receives a +4 Circumstance bonus to his disguise check. He converted to Nerull when Leanna Alanora arranged for him to meet an outsider of the evil god.

Taurin Braga: Medium-Sized Humanoid (human, male) Wiz5(Abj)/Ele2; HD 5d4+5 + 2d4+2; hp 29; Init +3; Spd 30 ft; AC 13 [17] (flat-footed 10 (14), touch 13); Atk +3 melee (1d6, Quarterstaff); or +6 ranged (1d8, Light Crossbow [19-20]); SQ: Summon Familiar, Elemental Transition (cold) Resistance 5, Immune to Magical Sleep, Elemental Focus +1; AL LE; SV Fort +2, Ref +4, Will +7; Str 10, Dex 16, Con 12, Int 17, Wis 10, Cha 10.

Skills and Feats: Alchemy +8, Concentration +11, Knowledge: Arcana +13, Knowledge: The Planes +13, Listen +2, Scrye +10, Spellcraft +13, Spot +6; Combat Casting, Dodge, Empower Spell, Energy Substitution (Cold), Scribe Scroll, Spell Mastery(Burning Hands, Magic Missile, Shield).

Spells Prepared (5/6/5/4/2; Base DC 13 + spell level): 0 – Detect Magic, Detect Poison, Mage hand, Ray of Frost, Resistance; 1st – ~~Mage Armor~~ (precast on himself one hour ago), Magic Missile [3], Shield; 2nd – Flaming Sphere, Glitterdust, Tasha's Hideous Laughter, Web, Protection from Arrows; 3rd – Flame

Arrow (Cold), Fireball (Cold), Hold Person, Dispel Magic; 4th – Ice Storm, Minor Globe of Invulnerability

Equipment: Quarterstaff, Robes, spell component pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP)

Description/Background: Khiri found Taurin when the wizard was wet behind the ears and has protected him ever since. This has caused Taurin to be fiercely loyal to Khiri. Unfortunately, Khiri feels his wizard friend is expendable if need be. Taurin is an Oeridian man with tan skin, brown hair and brown eyes.

☛Arcane: (Taurin's Toad Familiar) CR7: Diminutive Animal; HD 7; hp 19; Init +1; Spd 5 ft; AC 19 [23] (flat-footed 17 [21], touch 16); Atk None; Face/Reach 1ft x 1ft/0ft; SQ Alertness, Empathic Link, Improved Evasion, Speak with Master, Touch; AL N; SV Fort +2, Ref +3, Will +9; Str 1, Dex 12, Con 11, Int 8 Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5

☛Deana and Clairice D'zallan: Medium-Sized Humanoid (human, male) Rog7; HD 7d6+7; hp 37; Init +4; Spd 30 ft; AC 19 (flat-footed 15, touch 14); Atk +8 melee (1d8, Longsword [19-20]); or +9 ranged (1d8, Light Crossbow [19-20]); SA: Sneak Attack +4d6; SQ: Evasion, Uncanny Dodge(Dex bonus to AC), Uncanny Dodge(Can't be Flanked); AL CE; SV Fort +3, Ref +9, Will +2; Str 10, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +10, Disable Device +12, Hide +14, Listen +10, Move Silently +14, Open Lock +16, Read Lips +10, Search +10, Spot +10; Combat Reflexes, Dodge, Weapon Finesse (Longsword), Expert Tactician

Equipment: Longsword, Leather Armor +2, Small Wooden Shield, Masterwork Thieves Tools, Light Crossbow, Case w/10 Bolts, Dagger, 3 Wheatsheafs (GP)

Description/Background: Deana and Clarice D'zallan are Rhenee twins. They have black curly hair, tan skin and blue eyes. They met Khiri and Tezin a couple of years ago at the Sword and Tankard. The twins were intrigued and have worked with them ever since.

APL 10 (EL 13)

☛Khiri Mohab (AKA Treyas Wilshon): Medium-Sized Humanoid (human, male) Ftr6/Blk5; HD 6d10 + 5d10; hp 70; Init +4; Spd 20 ft; AC 24 [28] (flat-footed 24, touch 10 [14]); Atk +17/+12/+7 (1d8+6 (poison), +2 Longsword [19-20]); or +11 (1d8, Light Crossbow [19-20]); SA: Smite Good; SQ: Aura of Despair, Command

Undead, Dark Blessing, Detect Good, Fiendish Servant (Dire Bat), Poison Use, Sneak Attack +1d6; AL NE; SV: Fort +14, Ref +10, Will +8; Str 14 [18], Dex 10, Con 10, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +4, Diplomacy +7, Handle Animal +9, Hide +8, Intimidate +4, Jump +8, Knowledge: Dyvers Constabulary +2, Knowledge: Religion +3, Ride +8, Spot +5; Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder

Spells Prepared (2/1; Base DC 12 + spell level): 1st – Doom, Shield of Faith; 2nd – ~~Bull's Strength~~ (cast one hour ago)

Equipment: Longsword +2 (Coated with Large Scorpion Poison. DMG Page # 80), Large Steel Shield +2, Full-plate +2, Light Crossbow, Case w/10 Bolts, Dagger, 10 Wheatsheafs (GP), Hat of Disguise, ~~Potion of Haste~~ (Drank at the start of combat)

Description/Background: Khiri is a trim powerful Baklunish man with dusky brown hair, hazel eyes and a golden tone to his skin. The front of his chain shirt bears the unholy symbol of Nerull. Currently however he is disguised as a Dyvers Constabulary member. Due to his knowledge of the Constabulary he receives a +4 Circumstance bonus to his disguise check. He converted to Nerull when Leanna Alanora arranged for him to meet an outsider of the evil god

☛Gloom: (Khiri's Fiendish Dire Bat) CR6: Large Animal; HD 6d8+18; hp 50; Init +6; Spd 20 ft, Fly 40 ft (good); AC 21 (flat-footed 15, touch 15); Atk +6 melee (1d8+4, Bite); Face/Reach 10ft x 5ft/5ft; SA: Smite Good 1/day, ; SQ: Blindsight, Blood Bond, Speak with Blackguard, Cold/Fire Resistance 10, DR 5/+1 Empathic Link, Improved Evasion, Share Spells, SR12; AL NE; SV Fort +12, Ref +9, Will +5; Str 18, Dex 22, Con 17, Int 6, Wis 14, Cha 6.

Skills: Listen +11, Move Silently +11, Spot +11

Blood Bond: The servant gains a +2 bonus to all attacks, checks, and saves if it witnesses the blackguard threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

☛Taurin Braga: Medium-Sized Humanoid (human, male) Wiz5(Abj)/Ele4; HD 5d4+5 + 4d4+4; hp 38; Init +3; Spd 30 ft; AC 13 [17] (flat-footed 10 [14], touch 13); Atk +4 melee (1d6, Quarterstaff); or +7 ranged (1d8, Light Crossbow [19-20]); SQ: Elemental Focus +1, Elemental Penetration, Elemental Transition (Fire) Resistance 10, Immune to Magical Sleep, Summon Familiar; AL LE; SV Fort +2, Ref +5, Will +8; Str 10, Dex 16, Con 12, Int 18, Wis 10, Cha 10.

Skills and Feats: Alchemy +9, Concentration +12, Knowledge: Arcana +16, Knowledge: Planes +16, Listen

+2, Scrye +11, Spellcraft +16, Spot +8; Combat Casting, Empower Spell, Dodge, Energy Substitution (Cold), Improved Familiar, Scribe Scroll, Spell Mastery (Burning Hands, Magic Missile, Shield).

Spells Prepared (5/6/6/5/4/2; Base DC 14 + spell level): 0 – Detect Magic, Detect Poison, Mage hand, Ray of Frost, Resistance; 1st – ~~Mage Armor~~ (precast on himself one hour ago), Magic Missile [4], Shield; 2nd – Blindness, Flaming Sphere, Glitterdust, Tasha's Hideous Laughter, Web, Protection from Arrows; 3rd – Flame Arrow (Cold), Fireball (Cold), Hold Person, Stinking Cloud, Dispel Magic; 4th – Charm Monster, Ice Storm, Wall of Fire (Cold), Minor Globe of Invulnerability; 5th – Cone of Cold, Dismissal

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP)

Description/Background: Khiri found Taurin when the wizard was wet behind the ears and has protected him ever since. This has caused Taurin to be fiercely loyal to Khiri. Unfortunately, Khiri feels his wizard friend is expendable if need be. Taurin is an Oeridian man with tan skin, brown hair and brown eyes.

❖**Vixen:** Taurin's Ice Mephit Familiar) CR9: Small Outsider (Cold); HD 9; hp 14; Init +7; Spd 30 ft, Fly 50 ft (Perfect); AC 22 [26] (flat-footed 19 [23], touch 14); Atk +7 melee (1d3+2 Cold, 2 claws); Face/Reach 5ft x 5ft/5ft; SA Breath Weapon, Spell-like Abilities, Summon Mephit; SQ: Cold Subtype, Damage Reduction 5/+1, Empathic Link, Fast Healing 2, Granted Abilities, Improved Evasion, Share Spells, Speak With Master, Touch, AL N; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 12 Wis 11, Cha 15

Skills and Feats: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6; Improved Initiative,

Breath Weapon (Su): Usable once every 1d4 rounds. Cone of ice shards, 10 feet; damage 1d5, Ref half DC 12 or suffer a -4 morale penalty to AC and -2 morale penalty to attack rolls for 3 rounds.

Spell-Like Abilities: 1/hour – Magic Missile as the spell cast by a 3rd-level sorcerer; 1/day – chill metal as the spell cast by a 6th-level sorcerer; save DC 12 + spell level.

Summon Mephit (Sp): Once per day, can summon another ice mephit as if casting a summon monster spell, but with only a 25% chance of success. Summoned creatures automatically return whence they came after 1 hour. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

Cold Subtype: Cold immunity; double damage from fire except on successful save.

Fast Healing (Ex): Regains 2 hit points per round if touching a piece of ice of at least Tiny size or if the ambient temperature is freezing or below.

❖**Deana and Clairice D'zallan:** Medium-Sized Humanoid (human, male) Rog7; HD 7d6+7; hp 37; Init +4; Spd 30 ft.; AC 19 (flat-footed 15, touch 14); Atk +8 melee (1d8, Longsword [19-20]); or +9 ranged (1d8, Light Crossbow [19-20]); SA: Sneak Attack +4d6; SQ: Evasion, Uncanny Dodge(Dex bonus to AC), Uncanny Dodge(Can't be Flanked); AL CE; SV Fort +3, Ref +9, Will +2; Str 10, Dex 19, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +10, Disable Device +12, Hide +14, Listen +10, Move Silently +14, Open Lock +16, Read Lips +10, Search +10, Spot +10; Combat Reflexes, Dodge, Weapon Finesse (Longsword), Expert Tactician

Equipment: Longsword, Leather Armor +2, Small Wooden Shield, Masterwork Thieves Tools, Light Crossbow, Case w/10 Bolts, Dagger, 3 Wheatsheafs (GP)

Description/Background: Deana and Clarice D'zallan are Rhenee twins. They have black curly hair, tan skin and blue eyes. They met Khiri and Tezin a couple of years ago at the Sword and Tankard. The twins were intrigued and have worked with them ever since.

Encounter #10: A Day in the Park

APL 2 (EL 6)

❖**Leana Alanora:** Medium-Sized Humanoid (human, female) Clr2(Nerull); HD 2d8+4; hp 17; Init +0; Spd 20 ft.; AC 17 (flat-footed 17, touch 10); Atk +4 melee (1d8+3, Heavy Mace); or +1 ranged (1d8, Light Crossbow [19-20]); SA: Death Touch; AL NE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Concentration +6, Diplomacy +3, Knowledge Religion +1, Profession: Fortune Telling +6, Spellcraft +2; Combat Casting, Lightning Reflexes

Spells Prepared (4/3+1; Base DC 13 + spell level): 0 – Detect Magic, Guidance, Resistance, Victue, 1st – Bane, Command, Cure Light Wounds, ~~Change Self~~

*Domain Spell

Domains: Death, Trickery

Death Touch (Sp): Leana may, once a day, use a death touch. If she makes a melee touch attack against a living creature, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies.

Trickery: Bluff, Disguise, and Hide are class skills.

Equipment: Heavy Mace + 1, Large Steel Shield, Chainmail, Light Crossbow, Case w/10 Bolts, Dagger, 32 Wheatsheafs (GP)

Description/Background: Leanna is an Flannish woman with deep brown skin, waist length wavy, black hair and deep brown eyes. She is a product of the “North Star” orphanage (run by the Temple of Osprey). She arrived there as a very small child when her family was murdered in a robbery gone bad. She escaped by hiding in a stable as she had snuck outside earlier in the evening. Her family’s cries for help scarred the child for life. This along with her obsession of with death made her easy prey for the cult of Nerull when she ran away from the orphanage in her early teens. As she point of starvation a priest of the death god took her in and molded her to fit his god’s will.

When Shenree died Leanna used her magic coupled with fortune telling skills to try and find something to smear her memory with when she discovered Shenree’s multiple lives. Following the thread she found champions were needed to save her spirit. By contacting agents of her death god she located the focal point of Shenree’s past lives. Leanna is not aware of Basaba Alden’s (a priestess of Kurell) involvement in the situation.

☛**Dalpin Leufred:** Medium-Sized Humanoid (human, male) Wiz2(Evo); HD 2d4-2; hp 5; Init +7; Spd 30 ft.; AC 14 (flat-footed 11, touch 13); Atk +0 melee (1d6-1, Quarterstaff); or +3 ranged (1d8, Light Crossbow [19-20]); SQ: Scribe Scroll, Summon Familiar; AL LE; SV Fort -1, Ref +3, Will +3; Str 8, Dex 16, Con 8, Int 18, Wis 10, Cha 8

Skills and Feats: Alchemy +9, Concentration +4, Knowledge: Arcana +9, Knowledge: The Planes +9, Spellcraft +9, Search +6; Improved Initiative, Scribe Scroll, Spell Focus (Evocation)

Spells Prepared (4+1/2+1; Base DC 14 + spell level): 0 – Flare, Mage Hand, Ray of Frost, Read Magic; 1st – Mage Armor, Magic Missile [2]

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP), Bracers of Armor +1

☛**Talon:** (Dalpin’s Hawk Familiar) CR1: Tiny Animal; HD 1; hp 4; Init +3; Spd 10 ft, fly 60ft (Average); AC 17 (flat-footed 14, touch 15); Atk +5 melee (1d4-2, Claw); Face/Reach 2 1/2ft x 2 1/2ft/oft; SQ: Empathic Link, Improved Evasion, Share Spells; AL N; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (Claws)

Description/Background: Dalpin is a normally quiet Oeridian man with tan skin, auburn hair and gray

eyes. He was given the task of making sure Leanna didn’t sway from the path she has taken.

☛**Murkas Gulzarr:** Medium-Sized Humanoid (human, male) Ftr2; HD 2d10+4; hp 20; Init +0; Spd 20 ft.; AC 15 (flat-footed 15, touch 10); Atk +4 melee (1d8+2, Longsword [19-20]); or +2 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Climb +6, Knowledge Religion +2, Jump +6; Blind-Fight, Cleave, Lightning Reflexes, Power Attack

Equipment: Chainmail, Longsword, Light Crossbow, Case w/10 Bolts, Dagger, 2 Wheatsheafs (GP)

Description/Background: A human of mixed decent, Murkas has olive skin, sandy blonde hair and green eyes. He was a drunkard when Leanna found him a couple of years ago. By teaching him the ways of Nerull she gave him something to focus on to get out of the bottle. Because of this he will defend her to the death.

☛**Haphir Argen:** Medium-Sized Humanoid (human, male) Ftr1; HD 1d10+2; hp 12; Init +0; Spd 20 ft.; AC 15 (flat-footed 15, touch 10); Atk +4 melee (1d8+2, Longsword [19-20]); or +2 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Climb +5, Knowledge Religion +2, Jump +4; Cleave, Lightning Reflexes, Power Attack

Equipment: Chainmail, Longsword, Light Crossbow, Case w/10 Bolts, Dagger, 2 Wheatsheafs (GP)

Description/Background: Haphir was born into an Oeridian merchant family but chafed at the boredom of his station. Often he would wander the streets of the Free and Independent City of Dyvers in search of adventure. Last year on one such mission he met Murkas Grenar and the two became friends. While Grenar doesn’t care for Argen’s often jovial attitude he sees potential in the man and has tried to show him the ropes. Haphir has proven an apt student and has quickly proven his worth. While not completely trusting of Leanna he will defend Murkas with his last breath. Haphir is of mixed decent, has olive skin, short brown hair and brown eyes

APL 4 (EL 8)

☛**Leanna Alanora:** Medium-Sized Humanoid (human, female) Clr5(Nerull); HD 5d8+10; hp 38; Init +0 ; Spd 20 ft.; AC 20 (flat-footed 20, touch 10); Atk +5 melee (1d8+2, Heavy Mace); or +3 ranged (1d8, Light

Crossbow [19-20]); SA: Death Touch; AL NE; SV Fort +6, Ref +3, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Concentration +9, Diplomacy +3, Knowledge Religion +4, Profession: Fortune Telling +8, Spellcraft +3; Combat Casting, Lightning Reflexes, Spell Penetration

Spells Prepared (5/4+1/3+1/2+1; Base DC 13 + spell level): 0 – Detect Magic, Guidance, Resistance, Victue [2], 1st – Bane, Command, Cure Light Wounds, Shield of Faith, ~~Change Self~~; 3rd – Animate Dead*, Bestow Curse, Searing Light

***Domain Spell**

Domains: Death, Trickery

Death Touch (Sp): Leana may, once a day, use a death touch. If she makes a melee touch attack against a living creature, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies.

Trickery: Bluff, Disguise, and Hide are class skills.

Equipment: Heavy Mace +1, Large Steel Shield, Full Plate Armor, Light Crossbow, Case w/10 Bolts, Dagger, 32 Wheatsheafs (GP)

Description/Background: Leanna is an Flannish woman with deep brown skin, waist length wavy, black hair and deep brown eyes. She is a product of the "North Star" orphanage (run by the Temple of Osprey). She arrived there as a very small child when her family was murdered in a robbery gone bad. She escaped by hiding in a stable as she had snuck outside earlier in the evening. Her family's cries for help scarred the child for life. This along with her obsession of with death made her easy prey for the cult of Nerull when she ran away from the orphanage in her early teens. As she point of starvation a priest of the death god took her in and molded her to fit his god's will.

When Shenree died Leanna used her magic coupled with fortune telling skills to try and find something to smear her memory with when she discovered Shenree's multiple lives. Following the thread she found champions were needed to save her spirit. By contacting agents of her death god she located the focal point of Shenree's past lives. Leanna is not aware of Basaba Alden's (a priestess of Kurell) involvement in the situation.

☛**Dalpin Leufred:** Medium-Sized Humanoid (human, male) Wizz(Evo); HD 2d4-2; hp 5; Init +7; Spd 30 ft.; AC 14 (flat-footed 11, touch 13); Atk +0 melee (1d6-1, Quarterstaff); or +3 ranged (1d8, Light Crossbow [19-20]); SQ: Scribe Scroll, Summon Familiar; AL LE; SV Fort -1, Ref +3, Will +3; Str 8, Dex 16, Con 8, Int 18, Wis 10, Cha 8

Skills and Feats: Alchemy +9, Concentration +4, Knowledge: Arcana +9, Knowledge: The Planes +9,

Spellcraft +9, Search +6; Improved Initiative, Scribe Scroll, Spell Focus (Evocation)

Spells Prepared (4+1/2+1; Base DC 14 + spell level): 0 – Flare, Mage Hand, Ray of Frost, Read Magic; 1st – Mage Armor, Magic Missile [2]

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP), Bracers of Armor +1

☛**Talon:** (Dalpin's Hawk Familiar) CR1: Tiny Animal; HD 1; hp 4; Init +3; Spd 10 ft, fly 60ft (Average); AC 17 (flat-footed 14, touch 15); Atk +5 melee (1d4-2, Claw); Face/Reach 2 1/2ft x 2 1/2ft/oft; SQ: Empathic Link, Improved Evasion, Share Spells; AL N; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (Claws)

Description/Background: Dalpin is a normally quiet Oeridian man with tan skin, auburn hair and gray eyes. He was given the task of making sure Leanna didn't sway from the path she has taken.

☛**Murkas Gulzarr and Haphir Argen:** Medium-Sized Humanoid (human, male) Ftr2; HD 2d10+4; hp 20; Init +0; Spd 20 ft.; AC 15 (flat-footed 15, touch 10); Atk +4 melee (1d8+2, Longsword [19-20]); or +2 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Climb +6, Knowledge Religion +2, Jump +6; Blind-Fight, Cleave, Lightning Reflexes, Power Attack

Equipment: Chainmail, Longsword, Light Crossbow, Case w/10 Bolts, Dagger, 2 Wheatsheafs (GP), Javelin of Lightning (They will try to hit the same target with this)

Description/Background: **Murkas Gulzarr-A** human of mixed decent, Murkas has olive skin, sandy blonde hair and green eyes. He was a drunkard when Leanna found him a couple of years ago. By teaching him the ways of Nerull she gave him something to focus on to get out of the bottle. Because of this he will defend her to the death. **Haphir (Happy) Argen-**Haphir was born into an Oeridian merchant family but chafed at the boredom of his station. Often he would wander the streets of the Free and Independent City of Dyvers in search of adventure. Last year on one such mission he met Murkas Grenar and the two became friends. While Grenar doesn't care for Argen's often jovial attitude he sees potential in the man and has tried to show him the ropes. Haphir has proven an apt student and has quickly proven his worth. While not completely trusting of Leanna he will defend Murkas with his last breath. Haphir of mixed decent, has olive skin, short brown hair and brown eyes.

APL 6 (EL 10)

☛ **Leanna Alanora:** Medium-Sized Humanoid (human, female) Clr8(Nerull); HD 8d8+16; hp 59; Init +0; Spd 30 ft.; AC 20 (flat-footed 20, touch 10); Atk +9/+4 (1d8+3, Heavy Mace); or +6/+1 ranged (1d8, Light Crossbow [19-20]); SA: Death Touch; AL NE; SV Fort +8, Ref +4, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Concentration +13, Diplomacy +5, Knowledge Religion +6, Profession: Fortune Telling +9, Spellcraft +6; Combat Casting, Leadership, Lightning Reflexes, Spell Penetration

Spells Prepared (6/5+1/4+1/4+1/3+1; Base DC 14 + spell level): 0 – Detect Magic, Guidance, Resistance [2], Virtue [2], 1st – Bane, Command, Cure Light Wounds, Doom, Shield of Faith, ~~Change Self~~; 2nd – Calm Emotions, Cure Moderate Wounds, Hold Person, Sound Burst, Invisibility*; 3rd – Animate Dead*, Bestow Curse, Cure Serious Wounds, Searing Light [2]; 4th – Divine Power, Poison, Summon Monster IV, Unholy Blight*

*Domain Spell

Domains: Death, Trickery

Death Touch (Sp): Leanna may, once a day, use a death touch. If she makes a melee touch attack against a living creature, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies.

Trickery: Bluff, Disguise, and Hide are class skills.

Equipment: Heavy Mace +1, Large Steel Shield, Full Plate Armor, Light Crossbow, Case w/10 Bolts, Dagger, 32 Wheatsheafs (GP)

Description/Background: Leanna is an Flannish woman with deep brown skin, waist length wavy, black hair and deep brown eyes. She is a product of the "North Star" orphanage (run by the Temple of Osprey). She arrived there as a very small child when her family was murdered in a robbery gone bad. She escaped by hiding in a stable as she had snuck outside earlier in the evening. Her family's cries for help scarred the child for life. This along with her obsession of with death made her easy prey for the cult of Nerull when she ran away from the orphanage in her early teens. As she point of starvation a priest of the death god took her in and molded her to fit his god's will.

When Shenree died Leanna used her magic coupled with fortune telling skills to try and find something to smear her memory with when she discovered Shenree's multiple lives. Following the thread she found champions were needed to save her spirit. By contacting agents of her death god she located the focal point of Shenree's past lives. Leanna is not aware of Basaba Alden's (a priestess of Kurell) involvement in the situation.

☛ **Dalpin Leufred:** Medium-Sized Humanoid (human, male) Wiz3(Evo); HD 3d4-3 hp 7; Init +7; Spd 30 ft.; AC 14 [18] (flat-footed 11 [15], touch 13); Atk +0 melee (1d6-1, Quarterstaff); or +4 ranged (1d8, Light Crossbow [19-20]); SQ: Scribe Scroll, Summon Familiar; AL LE; SV Fort +0, Ref +1, Will +3; Str 8, Dex 16, Con 8, Int 18, Wis 10, Cha 8.

Skills and Feats: Alchemy +10, Concentration +5, Knowledge: Arcana +10, Knowledge: The Planes +10, Spellcraft +10, Search +8; Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation)

Spells Prepared (4+1/2+1/1+1; Base DC 14 + spell level): 0 – Flare, Light, Mage Hand, Ray of Frost, Read Magic; 1st – ~~Mage Armor~~ (cast one hour ago), Magic Missile [2]; 2nd – Glitterdust, Flaming Sphere

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP), Bracers of Armor +1

☛ **Talon:** (Dalpin's Hawk Familiar) CR3; Tiny Animal; HD 3; hp 4; Init +3; Spd 10 ft, fly 60ft (Average); AC 17 [21] (flat-footed 14 [18], touch 13); Atk +4 melee (1d4-2, Claw); Face/Reach 2 1/2ft x 2 1/2ft/oft; SA Empathic Link, Improved Evasion, Share Spells, Touch, Weapon Finesse(Claws); AL N; SV Fort +2, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6

Skills: Listen +6, Spot +6

Description/Background: Dalpin is a normally quiet Oeridian man with tan skin, auburn hair and gray eyes. He was given the task of making sure Liana didn't sway from the path she has taken.

☛ **Murkas Gulzarr and Haphir Argen:** Medium-Sized Humanoid (human, male) Ftr5; HD 5d10+10; hp 44; Init +0; Spd 20 ft.; AC 17 (flat-footed 17, touch 10); Atk +7 melee (1d8+2, Longsword [19-20]); +5 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +6, Ref +3, Will +3; Str 15, Dex 10, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Climb +7, Jump +6, Knowledge: Religion +3, Spot +5; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack

Equipment: Chainmail, Large Steel Shield, Longsword, Light Crossbow, Case w/10 Bolts, Dagger, 2 Wheatsheafs (GP), Javelin of Lightning (They will try to hit the same target with this).

Description/Background: **Murkas Gulzarr**-A human of mixed decent, Murkas has olive skin, sandy blonde hair and green eyes. He was a drunkard when Leanna found him a couple of years ago. By teaching him the ways of Nerull she gave him something to focus on to get out of the bottle. Because of this he will defend her to the death. **Haphir** (Happy) **Argen**-Haphir was born into an Oeridian merchant family but chafed at the boredom of his station. Often he would

wander the streets of the Free and Independent City of Dyvers in search of adventure. Last year on one such mission he met Murkas Grenar and the two became friends. While Grenar doesn't care for Argen's often jovial attitude he sees potential in the man and has tried to show him the ropes. Haphir has proven an apt student and has quickly proven his worth. While not completely trusting of Leanna he will defend Murkas with his last breath. Haphir is of mixed decent, has olive skin, short brown hair and brown eyes.

APL 8 (EL 12)

♣**Leanna Alanora:** Medium-Sized Humanoid (human, female) Clr9(Nerull); HD 9d8+18 [36]; hp 67 [85]; Init +0; Spd 20 ft.; AC 20 (flat-footed 20, touch 10); Atk +9/+4 melee (1d8+3, Heavy Mace); +6/+1 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +8 [+10], Ref +5, Will +10; Str 14, Dex 10, Con 14 [18], Int 10, Wis 18, Cha 12

Skills and Feats: Concentration +16, Diplomacy +3, Knowledge Religion +7, Profession: Fortune Telling +9, Spellcraft +7; Blind-Fight, Combat Casting, Leadership, Lightning Reflexes, Spell Penetration

Spells Prepared (6/5+1/4+1/4+1/3+1/1+1; Base DC 14 + spell level): 0 – Detect Magic, Guidance, Resistance [2], Virtue [2], 1st – Bane, Command, Cure Light Wounds, Doom, Shield of Faith, ~~Change Self~~; 2nd – Cure Moderate Wounds, ~~Endurance~~ (cast one hour ago), Hold Person [2], Sound Burst, Invisibility*; 3rd – Animate Dead*, Bestow Curse, Cure Serious Wounds, Searing Light [2]; 4th – Confusion*, Dismissal, Divine Power, Poison, Summon Monster IV; 5th – Flame Strike, Slay Living*

*Domain Spell

Domains: Death, Trickery

Death Touch (Sp): Leanna may, once a day, use a death touch. If she makes a melee touch attack against a living creature, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies.

Trickery: Bluff, Disguise, and Hide are class skills.

Equipment: Heavy Mace +1, Large Steel Shield, Full Plate Armor, Light Crossbow, Case w/10 Bolts, Dagger, 32 Wheatsheafs (GP)

Description/Background: Leanna is an Flannish woman with deep brown skin, waist length wavy, black hair and deep brown eyes. She is a product of the "North Star" orphanage (run by the Temple of Osprey). She arrived there as a very small child when her family was murdered in a robbery gone bad. She escaped by hiding in a stable as she had snuck outside earlier in the evening. Her family's cries for help scarred the child for life. This along with her obsession of with death made her easy prey for the cult of Nerull

when she ran away from the orphanage in her early teens. As she point of starvation a priest of the death god took her in and molded her to fit his god's will.

When Shenree died Leanna used her magic coupled with fortune telling skills to try and find something to smear her memory with when she discovered Shenree's multiple lives. Following the thread she found champions were needed to save her spirit. By contacting agents of her death god she located the focal point of Shenree's past lives. Leanna is not aware of Basaba Alden's (a priestess of Kurell) involvement in the situation.

♣**Dalpin Leufred:** Medium-Sized Humanoid (human, male) Wiz5(Evo)/AoS2; HD 5d4-2 + 2d4-2 hp 15; Init +8; Spd 30 ft.; AC 15 [19] (flat-footed 12 [16], touch 13); Atk +2 melee (1d6-1, Quarterstaff); or +7 ranged (1d8, Light Crossbow [19-20]); SA: Poison; SQ: 60-ft. Darkvision, Fire Resistance 20, Summon Familiar, Wear Fiend; AL LE; SV Fort +3, Ref +5, Will +7; Str 8, Dex 18 (Wear Fiend), Con 8, Int 19, Wis 10, Cha 8

Skills and Feats: Alchemy +10, Concentration +9, Knowledge: Arcana +12, Knowledge: Constructs +10, Knowledge: The Planes +12, Knowledge: Undead +10, Scry +10, Search +8, Spellcraft +12; Dodge, Improved Familiar, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (Evocation)

Spells Prepared (4+1/3+1/3+1/2+1; Base DC 14 + spell level; 6th level caster): 0 – Flare, Light, Mage Hand, Ray of Frost, Read Magic; 1st – ~~Mage Armor~~ (cast one hour ago), Magic Missile [2], Shield; 2nd – Glitterdust, Flaming Sphere, Invisibility, Web; 3rd – Dispel Magic, Lightning Bolt, Fireball

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP), Bracers of Armor +1

♣**Scratch:** (Dalpin's Imp Familiar) CR3; Tiny Animal; HD 7; hp 7; Init +3; Spd 20 ft, fly 50ft (Perfect); AC 22 [26] (flat-footed 19 [23], touch 15); Atk +8 melee (1d4+ Poison); Face/Reach 2 1/2ft x 2 1/2ft/oft; SA: Spell-like abilities, Poison; SQ: Alternate Form, Damage Reduction 5/silver, Empathic Link, Fire Resistance 20, SR5, Granted Abilities, Improved Evasion, Poison Immunity, Regeneration 2, See in Darkness, Share Spells, Speak with Master, Touch; AL LE; SV Fort +4, Ref +6, Will +8; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Alertness, Dodge, Weapon Finesse (Sting).

Spell-Like Abilities: At will – detect good, detect magic, invisibility (self-only); 1/day – Suggestion.

These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Poison (Ex): Sting; Fort save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

See in Darkness(Su): Can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Alternate Form (Su): As polymorph self cast by a 12th-level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size. Common forms include monstrous spider, raven, rat, and boar.

Regeneration (Ex): Takes normal damage from acid and from holy and blessed weapons (if silver or enchanted).

Description/Background: Dalpin is a normally quiet Oeridian man with tan skin, auburn hair and gray eyes. He was given the task of making sure Leanna didn't sway from the path she has taken.

☛ **Murkas Gulzarr and Haphir Argen:** Medium-Sized Humanoid (human, male) Ftr8; HD 8d10+16; hp 70; Init +0; Spd 20 ft.; AC 17 (flat-footed 17, touch 10); Atk +12/+7 melee (1d8+5, Longsword [19-20]); or +8/+3 ranged (1d8, Light Crossbow [19-20]); AL NE; SV Fort +8, Ref +4, Will +4; Str 16, Dex 10, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Climb +10, Jump +8, Knowledge Religion +4, Spot +7; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization.

Equipment: Chainmail, Large Steel Shield, Longsword, Light Crossbow, Case w/10 Bolts, Dagger, 2 Wheatsheafs (GP), 2 Javelins of Lighting (They will try to hit the same target with these)

Description/Background: **Murkas Gulzarr** - A human of mixed decent, Murkas has olive skin, sandy blonde hair and green eyes. He was a drunkard when Leanna found him a couple of years ago. By teaching him the ways of Nerull she gave him something to focus on to get out of the bottle. Because of this he will defend her to the death. **Haphir** (Happy) **Argen**-Haphir was born into an Oeridian merchant family but chafed at the boredom of his station. Often he would wander the streets of the Free and Independent City of Dyvers in search of adventure. Last year on one such mission he met Murkas Grenar and the two became friends. While Grenar doesn't care for Argen's often jovial attitude he sees potential in the man and has tried to show him the ropes. Haphir has proven an apt student and has quickly proven his worth. While not completely trusting of Leanna he will defend Murkas

with his last breath. Haphir is of mixed decent, has olive skin, short brown hair and brown eyes.

APL 10 (EL 14)

☛ **Leanna Alanora:** Medium-Sized Humanoid (human, female) Clr11(Nerull); HD 11d8+22 [44]; hp 89 [101]; Init +0; Spd 30 ft.; AC 20 (flat-footed 20, touch 10); Atk +10/+5 melee (1d8+3, Heavy Mace); or +7 ranged (1d8, Light Crossbow [19-20]); SV Fort +9 [+11], Ref +5, Will +11 AL NE; Str 14, Dex 10, Con 14 [18], Int 10, Wis 18, Cha 12

Skills and Feats: Concentration +18, Diplomacy +4, Knowledge Religion +9, Profession: Fortune Telling +9, Spellcraft +8; Blind-Fight, Combat Casting, Leadership, Lightning Reflexes, Spell Penetration

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; Base DC 14 + spell level): 0 – Detect Magic, Guidance, Resistance [2], Virtue [2], 1st – Bane, Command, Cure Light Wounds, Doom, Endure Elements, Shield of Faith, ~~Change Self~~; 2nd – Cure Moderate Wounds, ~~Endurance~~ (cast one hour ago), Hold Person [2], Sound Burst, Invisibility*; 3rd – Animate Dead*, Bestow Curse, Cure Serious Wounds [2], Searing Light [2]; 4th – Confusion*, Dismissal, Divine Power, Poison, Summon Monster IV; 5th – Flame Strike, Slay Living*, Spell Resistance; 6th – Blade Barrier, Mislead*

*Domain Spell

Domains: Death, Trickery

Death Touch (Sp): Leanna may, once a day, use a death touch. If she makes a melee touch attack against a living creature, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies.

Trickery: Bluff, Disguise, and Hide are class skills.

Equipment: Heavy Mace +1, Large Steel Shield, Full Plate Armor, Light Crossbow, Case w/10 Bolts, Dagger, 32 Wheatsheafs (GP)

Description/Background: Leanna is an Flannish woman with deep brown skin, waist length wavy, black hair and deep brown eyes. She is a product of the "North Star" orphanage (run by the Temple of Osprem). She arrived there as a very small child when her family was murdered in a robbery gone bad. She escaped by hiding in a stable as she had snuck outside earlier in the evening. Her family's cries for help scarred the child for life. This along with her obsession of with death made her easy prey for the cult of Nerull when she ran away from the orphanage in her early teens. As she point of starvation a priest of the death god took her in and molded her to fit his god's will.

When Shenree died Leanna used her magic coupled with fortune telling skills to try and find something to smear her memory with when she discovered Shenree's multiple lives. Following the

thread she found champions were needed to save her spirit. By contacting agents of her death god she located the focal point of Shenree's past lives. Leanna is not aware of Basaba Alden's (a priestess of Kurell) involvement in the situation.

☛ **Dalpin Leufred:** Medium-Sized Humanoid (human, male) Wiz5(Evo)/Aos5; HD 10d4; hp 31; Init +8; Spd 30 ft.; AC 16 [20] (flat-footed 13 [17], touch 13); Atk +2 melee (1d6-1, Quarterstaff); or +7 ranged (1d8, Light Crossbow [19-20]); SA: Fiendish Glare Poison 2/day; SQ: Darkvision 120 ft., Fire Resistance 20, Summon Familiar, Wear Fiend; AL LE; SV Fort +6, Ref +2, Will +8; Str 8, Dex 18 (Wear Fiend), Con 10 (Skin Adaptation), Int 18, Wis 10, Cha 8

Skills and Feats: Alchemy +12, Concentration +13, Knowledge: Arcana +16, Knowledge: Constructs +11, Knowledge: Planes +18, Knowledge: Undead +11, Scribe +11, Search +11, Spellcraft +18; Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Silent Spell, Improved Familiar, Energy Admixture (Sonic), Energy Substitution(Sonic).

Spells Prepared (4+1/6+1/4+1/3+1/2+1; Base DC 14 + spell level; 6th level caster): 0 – Flare, Light, Mage Hand, Ray of Frost, Read Magic; 1st – Burning Hands (Sonic), ~~Mage Armor~~ (cast one hour ago), Magic Missile [3], Shield; 2nd – Alter Self, Glitterdust, Flaming Sphere, Invisibility, Web; 3rd – Dispel Magic, Displacement, Lightning Bolt (Sonic), Fireball (Sonic); 4th – ~~Stoneskin~~ (pre-cast 20 minutes ago), Evard's Black Tentacles, Ice Storm

Equipment: Quarterstaff, Robes, Spell Component Pouch, Light Crossbow, Case w/10 Bolts, Dagger, 5 Wheatsheafs (GP), Bracers of Armor +1

☛ **Scratch:** (Dalpin's Imp Familiar) CR3: Tiny Animal; HD 7; hp 7; Init +3; Spd 20 ft, fly 50ft (Perfect); AC 22 [26] (flat-footed 19 [23], touch 15); Atk +8 melee (1d4+ Poison); Face/Reach 2 1/2ft x 2 1/2ft/0ft; SA: Spell-like abilities, Poison; SQ: Alternate Form, Damage Reduction 5/silver, Empathic Link, Fire Resistance 20, SR5, Granted Abilities, Improved Evasion, Poison Immunity, Regeneration 2, See in Darkness, Share Spells, Speak with Master, Touch; AL LE; SV Fort +4, Ref +6, Will +8; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Alertness, Dodge, Weapon Finesse (Sting).

Spell-Like Abilities: At will – detect good, detect magic, invisibility (self-only); 1/day – Suggestion. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Poison (Ex): Sting; Fort save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

See in Darkness(Su): Can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Alternate Form (Su): As polymorph self cast by a 12th-level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size. Common forms include monstrous spider, raven, rat, and boar.

Regeneration (Ex): Takes normal damage from acid and from holy and blessed weapons (if silver or enchanted).

Description/Background: Dalpin is a normally quiet Oeridian man with tan skin, auburn hair and gray eyes. He was given the task of making sure Leanna didn't sway from the path she has taken.

☛ **Murkas Gulzarr and Haphir Argen:** Medium-Sized Humanoid (human, male) Ftr10; HD 10d10+10; hp 86; Init +4; Spd 30 ft.; AC 17 (flat-footed 17, touch 10); Atk +14/+9 melee (1d8+5, Longsword [17-20]); or +10 (1d8, Light Crossbow [19-20]); AL NE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 10, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Climb +10, Jump +10, Knowledge Religion +4, Spot +8; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Longsword), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: Chainmail, Large Steel Shield, Longsword, Light Crossbow, Case w/10 Bolts, Dagger, 2 Wheatsheafs (GP), 2 Javelins of Lightning (They will try and hit the same target with these.)

Description/Background: **Murkas Gulzarr**-A human of mixed decent, Murkas has olive skin, sandy blonde hair and green eyes. He was a drunkard when Leanna found him a couple of years ago. By teaching him the ways of Nerull she gave him something to focus on to get out of the bottle. Because of this he will defend her to the death. **Haphir** (Happy) **Argen**-Haphir was born into an Oeridian merchant family but chafed at the boredom of his station. Often he would wander the streets of the Free and Independent City of Dyvers in search of adventure. Last year on one such mission he met Murkas Grenar and the two became friends. While Grenar doesn't care for Argen's often jovial attitude he sees potential in the man and has tried to show him the ropes. Haphir has proven an apt student and has quickly proven his worth. While not completely trusting of Leanna he will defend Murkas with his last breath. Haphir is of mixed decent, has olive skin, short brown hair and brown eyes.

Appendix #2: New Rules

Prestige Class

Acolyte of the Skin AS PRESENTED IN Tome and Blood

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies survive – or at least references thereto – along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends who are all too eager to share their terrible knowledge.

Acolytes of the skin are ill-suited to any position other than one that wields temporal power. Although NPC acolytes may sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte may lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Hit Die: d4

Requirements:

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

Alignment: any nongood

Knowledge (The Planes [Outer Planes]): 8 ranks

Spells: Ability to cast 3rd-level arcane spells

Special: The acolyte of the skin must have made peaceful contact with a summoned evil outsider.

Class Skills

The acolyte of the skin's class skills (and their key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions

Skill points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he adds the new level for purposes of determining spells per day.

Wear Fiend: An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and not to be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress. The fiendish essence subsumes the caster's own skin, an agonizing process that deals 1d4 points of damage each round of the ritual—wise candidates keep some cure potions on hand. At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels of the prestige class, his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer may accept or ignore this advice according to his temperament.) The bonded fiendish skin is for all intents and purposes the character's own. It grants the acolyte of the skin a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability *poison* once per day as cast by a 16th-level caster. The DM determines the actual nature of the skin, be it demonic, devilish, or some other fiendish creature.

Flame Resistant: At 2nd level, the fiendish skin binds tighter, granting the acolyte fire resistance 20."

Fiendish Glare: At 3rd level, the acolyte of the skin gains the supernatural ability to unnervify opponents with a ferocious glare once per day. This is not a gaze attack and the target need not meet the acolyte's eye. Glaring is a standard action that affects any creature he

Acolyte of the Skin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special	Spells per Day
1 st	+0	+2	+0	+2	+1	Wear Fiend	
2 nd	+1	+3	+0	+3	+1	Flame Resistant	+1 level of existing class
3 rd	+1	+3	+1	+3	+2	Fiendish glare	
4 th	+2	+4	+1	+4	+2	Fiendish Knowledge	+1 level of existing class
5 th	+2	+4	+1	+4	+3	Skin adaptation	
6 th	+3	+5	+2	+5	+3	Cold resistant	+1 level of existing class
7 th	+3	+5	+2	+5	+4	Glare of the Pit	
8 th	+4	+6	+3	+6	+4	Fiendish knowledge	+1 level of existing class
9 th	+4	+6	+3	+6	+5	Summon fiend	
10 th	+5	+7	+3	+7	+5	Symbiosis	+1 level of existing class

can see within 100 feet. Opponents must succeed at a Will save (DC 20) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a –2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also stunned for 3d4 rounds, one with 51-100 hit points is stunned for 2d4 rounds, and one with 101-150 hit points is stunned for 1d4 rounds. A creatures with 151 hit points or more is not stunned but still suffers the –2 morale penalty if it fails its saving throw."

Fiendish Knowledge: The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability. At 4th & 8th level the acolyte chooses a bonus feat for which he already meets the prerequisites."

Skin Adaptation: By 5th level, skin and wearer have grown more comfortable together, as if they had never been separate. The natural armor bonus granted by the fiendish skin increases to +2, the acolyte's darkvision improves to a 120-foot range, and he can now use *poison* twice per day as cast by a 16th-level caster. In addition, the acolyte gains an inherent +2 modifier to Constitution."

Elemental Savant AS PRESENTED IN Tome and Blood

Elemental savants study the basic building blocks of existence – air, earth, fire, and water – learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasional take this prestige class, but since metamagic

feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Requirements:

To qualify to become an elemental savant, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks

Knowledge (The Planes): 8 ranks

Feat: Energy Substitution (acid, cold, elec, or fire)

Spells: Ability to cast at least three spells with one of the acid, cold, electricity, or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire, Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire, or Water)

Class Skills

The elemental savants class skills (and their key ability for each skill) are Alchemy (Int, Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak

Elemental Savant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special	Spells per Day
1 st	+0	+0	+0	+2	+1	Elemental transition, resist 5	+1 level of existing class
2 nd	+1	+0	+0	+3	+1	Elemental Focus +1	+1 level of existing class
3 rd	+1	+1	+1	+3	+2	Elemental penetration +1	+1 level of existing class
4 th	+2	+1	+1	+4	+2	Elemental transition, resist 10	+1 level of existing class
5 th	+2	+1	+1	+4	+3	Elemental focus +2	+1 level of existing class
6 th	+3	+2	+2	+5	+3	Elemental penetration +2	+1 level of existing class
7 th	+3	+2	+2	+5	+4	Elemental transition, resist 15	+1 level of existing class
8 th	+4	+3	+3	+6	+4	Elemental focus +3	+1 level of existing class
9 th	+4	+3	+3	+6	+5	Elemental penetration +3	+1 level of existing class
10 th	+5	+3	+3	+7	+5	Elemental perfection, immune	

Language, and Spellcraft. See Chapter 4: Skills in the *Player's Handbook* for skill descriptions

Skill points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the elemental savant class.

Weapon and Armor Proficiency: Elemental Savants gain no additional proficiency in any weapon or armor.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creations feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an elemental savant, he must decide to which class he adds the new level for purposes of determining spells per day.

Elemental Transition: Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path towards becoming an elemental creature. On first taking this prestige class, she chooses an element (In this module water was chosen so cold is the allied energy), which must be allied with a type of energy she can substitute using Energy Substitution. Each element also has an opposing element and energy form. (In this case, water is aligned with cold, and opposed by fire) The elemental savant cannot use Energy Substitution to insert a type of energy opposed

to her chosen element. For example, an air elemental savant can substitute Lightning for another form of energy in a spell, but she is prohibited from substituting acid. At 1st level the elemental savant becomes immune to magical sleep effects. At 4th level she gains darkvision with a range of 60 feet and an immunity to paralysis."

Resistance: As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level, and complete immunity when she becomes an elemental being (at 10th level.)"

Elemental Focus: Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element. The save DC for any spell using that type of energy (cold) increases +1. This rises to +2 at 5th level and +3 at 8th level. These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats."

Elemental Penetration: Beginning at 3rd level, the elemental savant further refines their ability to wield energy (cold) allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20 + caster level) to beat a creature's spell resistance. At 6th level this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell penetration and Greater Spell Penetration feats.

Feats

Energy Substitution [METAMAGIC] AS PRESENTED IN THE TOME AND BLOOD

Choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt. A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats."

Improved Familiar AS PRESENTED IN THE TOME AND BLOOD

When choosing a familiar the following creatures are available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). The improved familiar is magically linked to its master like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the Monster Manual. - Ice Mephit, Imp (from table 2-3 Alternate Improved Familiars, and table 2-2 Improved Familiar)"

Judge's Handout #1

Use the Theatre Style Encounter #3 if you have 5-6 players. Give Player Handout #3A-E to the players at your table and keep this handout for yourself. Your part is that of the Narrator. The non-italic text is for direction and motivation. Do not read the non-italic text out loud.

Narrator: *"A light cool rain begins to start. From both sides of the street you see the eyes of little children follow your movements. Up ahead one of the older girls steps out into the street to left of you and speaks with teary eyes..."*

Elana Sareth: *Excuse me kind citizens, do, er I mean did you know Shenree?"*

PC: (This answer will vary from PC to PC but will probably be no.).

Elana Sareth: *"Shenree was our friend and helped us when no one else cared. She was very nice to us."*

Narrator: *While Elaine speaks several other children come out into the street. One large boy pauses to catch his breath then speaks excitedly.*

Robin (Bobbo) Taldric: *"My name is Bobbo." "I used to cough all the time and couldn't run very far but Shenree helped me and now I breathe lots better! Look! Look at me now!"*

Narrator: Bobbo quickly runs a circle around you. *Another child speaks up.*

Cyna Wallach: *"I'm Cyna. Shenree fed my family when we were hungry. She is, She was the nicest person I ever knew!" She says somberly as tears begin to well up in her eyes.*

Arnach Barton: *"And now she's gone to feed the worms and good riddance!"*

Narrator: *The children seem to part from it so not to risk coming in contact with the speaker.*

Elana Sareth, Robin (Bobbo) Taldric and Cyna Wallach: *"EEUUWW! It's Arnach the peddler!"*

Narrator: *Glaring at the children the peddler straightens his aged back and leers at them.*

Arnach Barton: *Arnach straightens himself and speaks. "Tis betters she's gone. My Gran Da says her family has an evil streak a mile long. Why I saw a picture of ers Great Gran Ma Sehra once when I was at the Lower Records office. She's a spittin' image of er'. Just as evil too I'll bet just cleverer about it. Fie on her cursed lot. Ye little ragamuffins had better watch yourselves now." Arnach says as he spits on the ground.*

Elana Sareth, Robin (Bobbo) Taldria and Cyna Wallach: *"You're the evil one! You never liked Shenree because she cared about us" "You smell like a goat and you look like one too you hateful weasel!"*

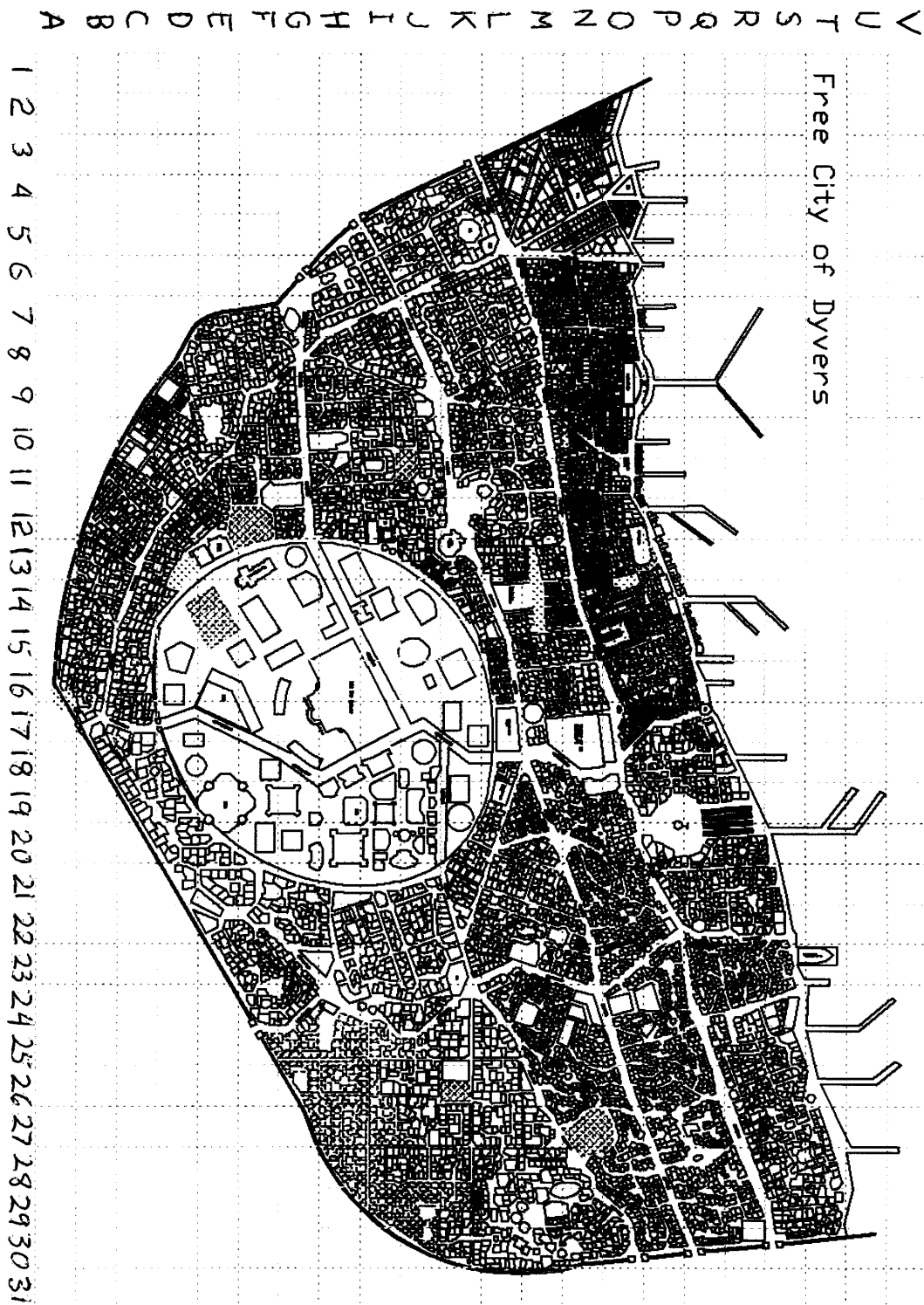
Narrator: *Suddenly old fruit rinds and stones rain about the peddler. Wheeling about and not wanting to take the abuse Arnach starts to runs away.*

Arnach Barton: *"A pox on ye all. The best thing your precious Shenree did was when she passed on. Stay away from me ye hear!"*

Judge's Note: (Do not read this aloud) Arnach Barton runs away and will not talk further with the PC's or the children. If harassed he will go to the constabulary.

Judge's Map #1

Scale-One square is 200 feet by 200 feet.



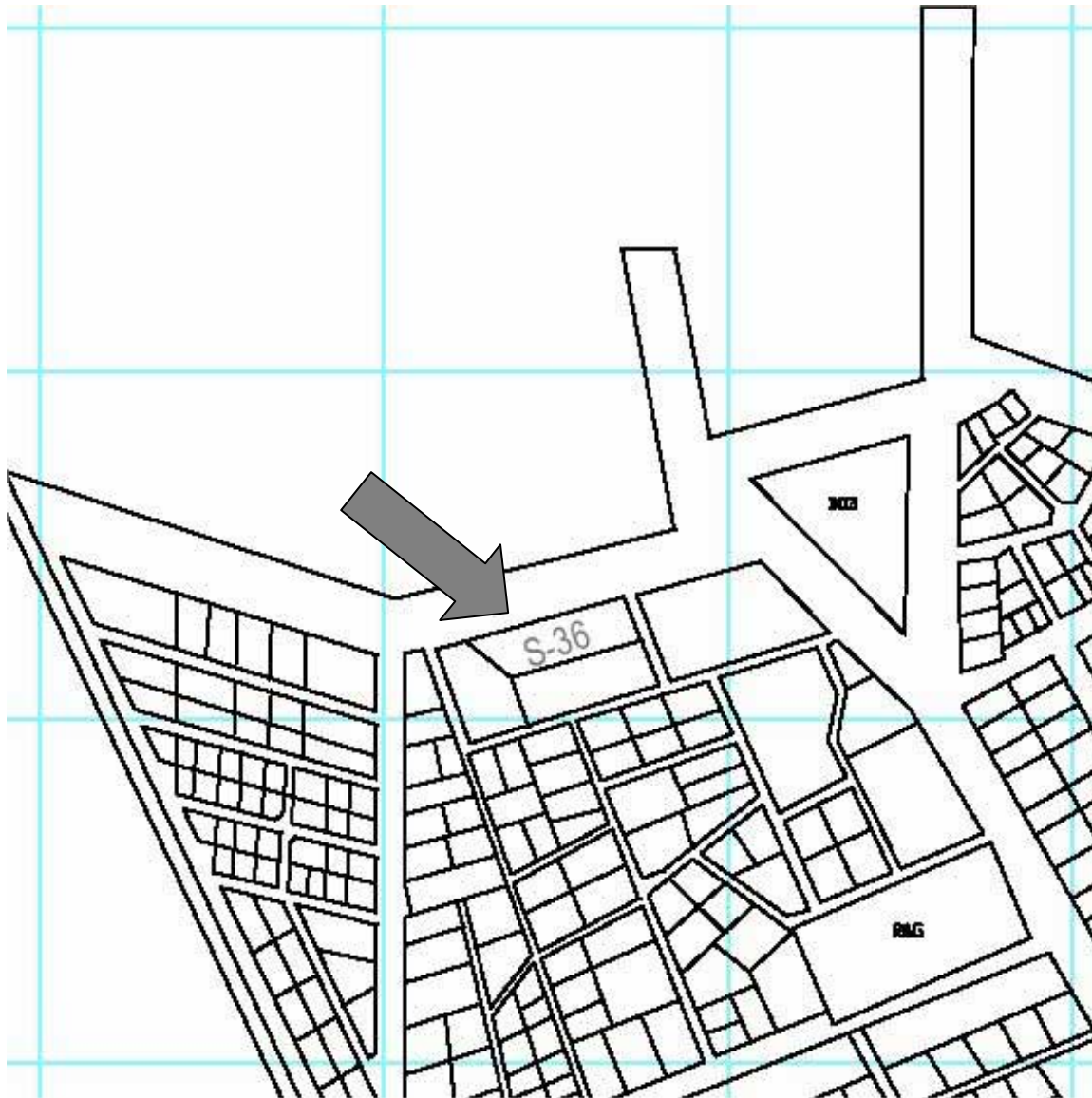
Judge's Map #2

Vacant lot for Rummage Sale

Map Square O-3 and area

S3 – Is the Vacant Lot

Scale-Each square is 200 feet by 200 feet



Judge's Map #3

Caleb's Mastiffs

Map Square M-30 and area

Caleb's shop is B69

Scale-Each square is 200 feet by 200 feet



Judge's Map #4

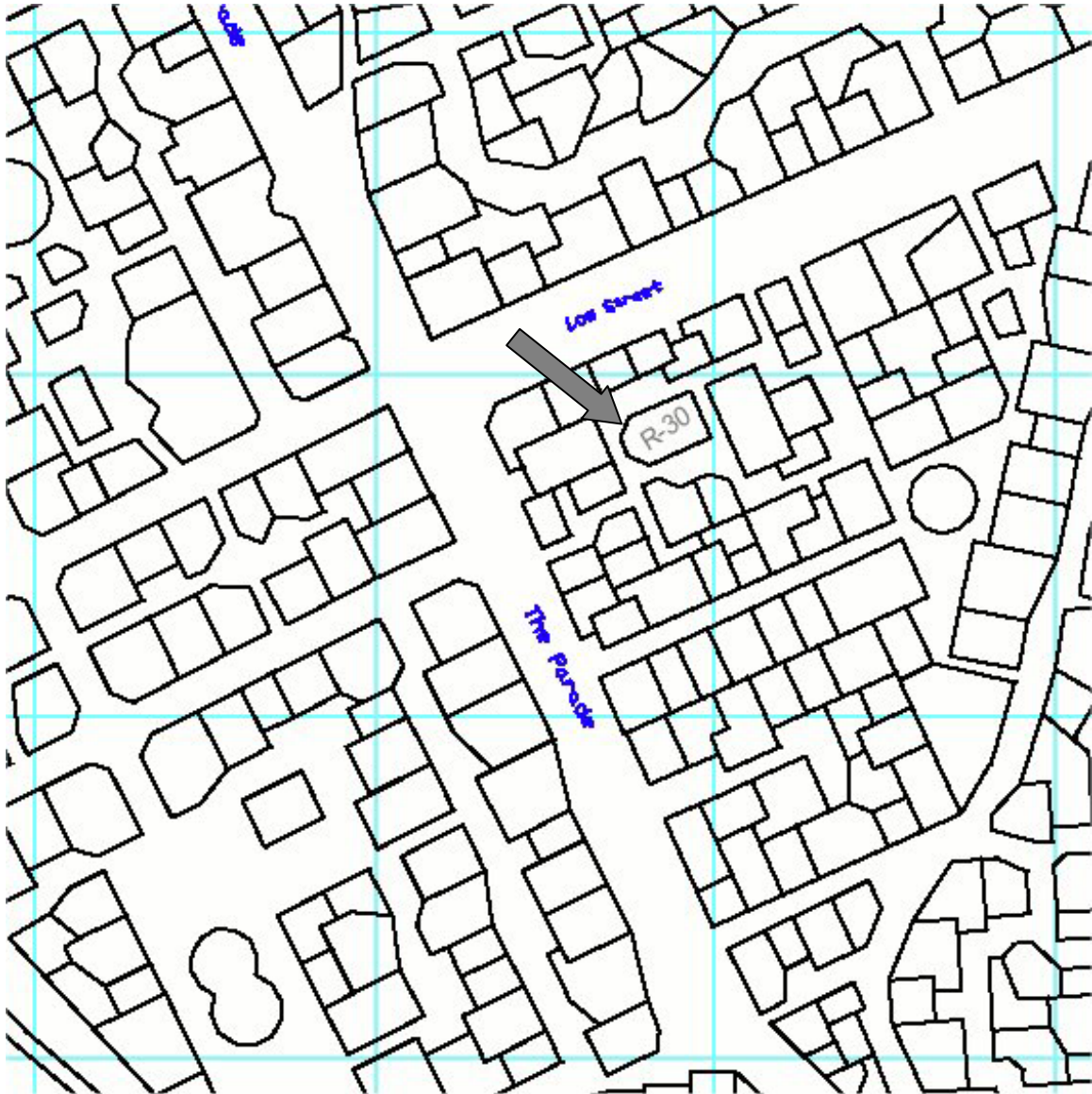
Shenree's Former Home (An Apartment house)

This is also where Basina Athela lives

Map Square I-7 and area

The home is R30 on the map

Scale-Each square is 200 feet by 200 feet



Judge's Map #5

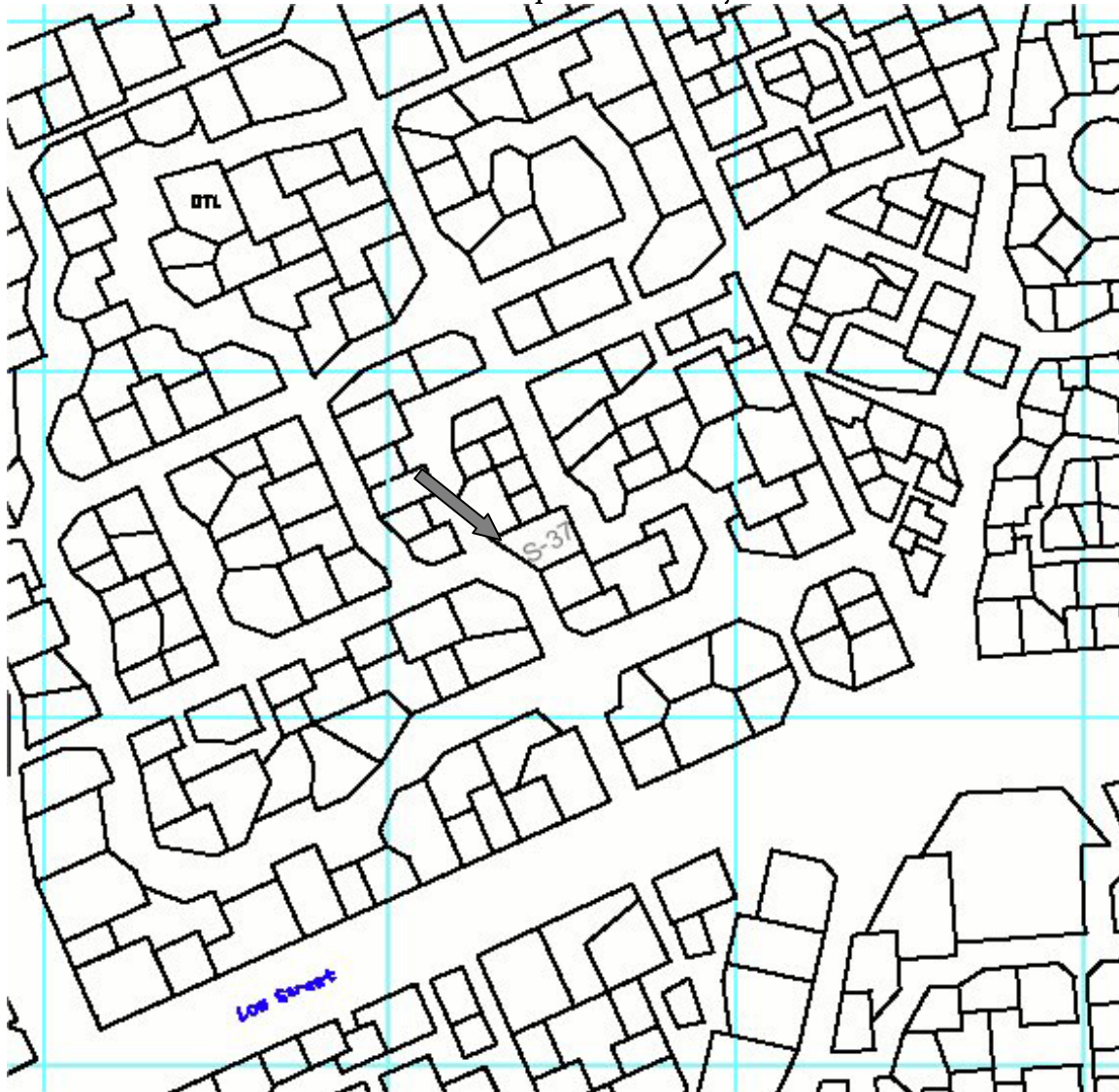
The Old Town Records Office

Records Office

Map Square K-8 and area

The office is S37 on the map

Scale-Each square is 200 feet by 200 feet



Judge's Map #6

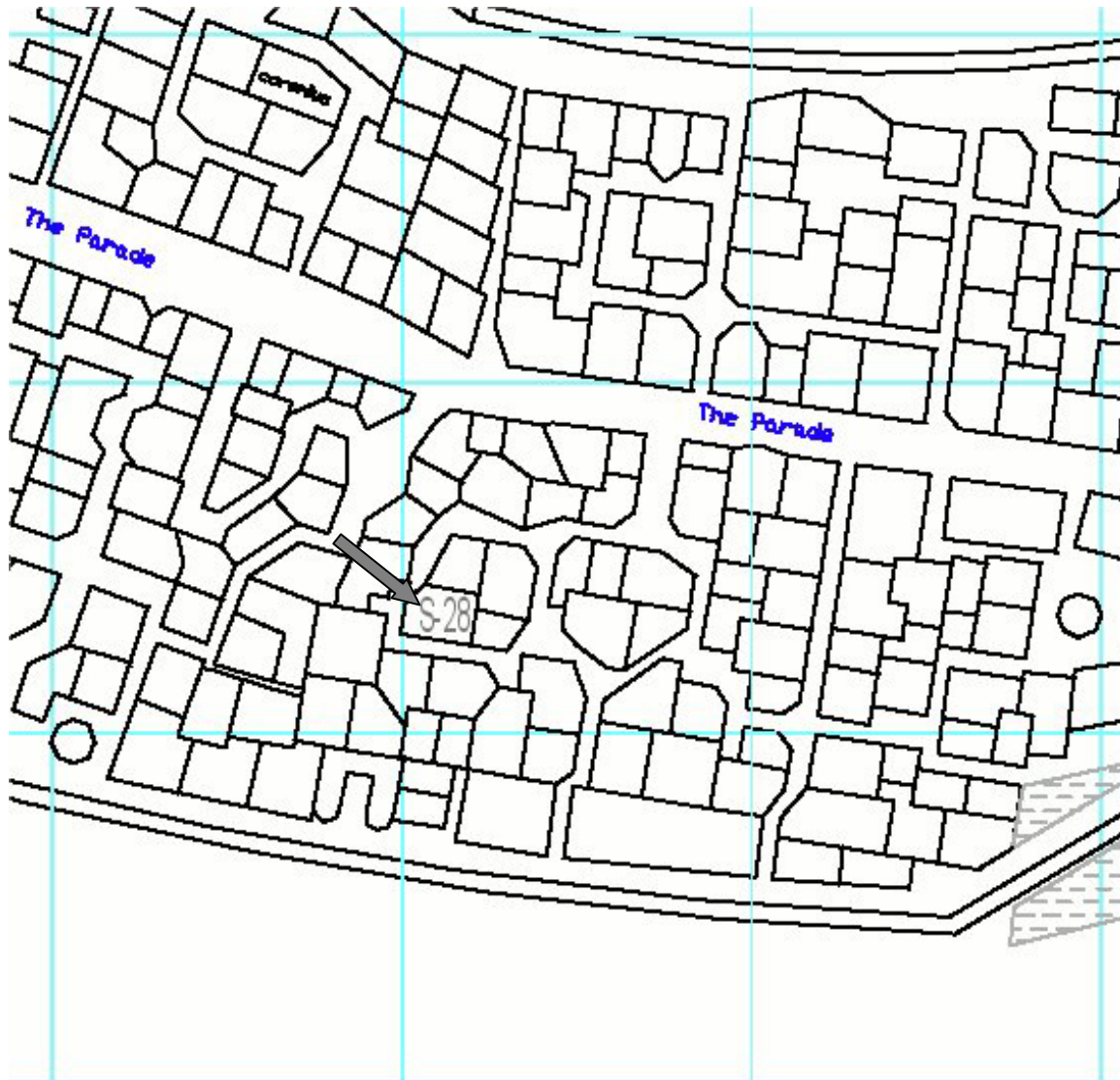
The Constabulary's Sting House

Map Square B-15 and area

(Private map, not public knowledge)

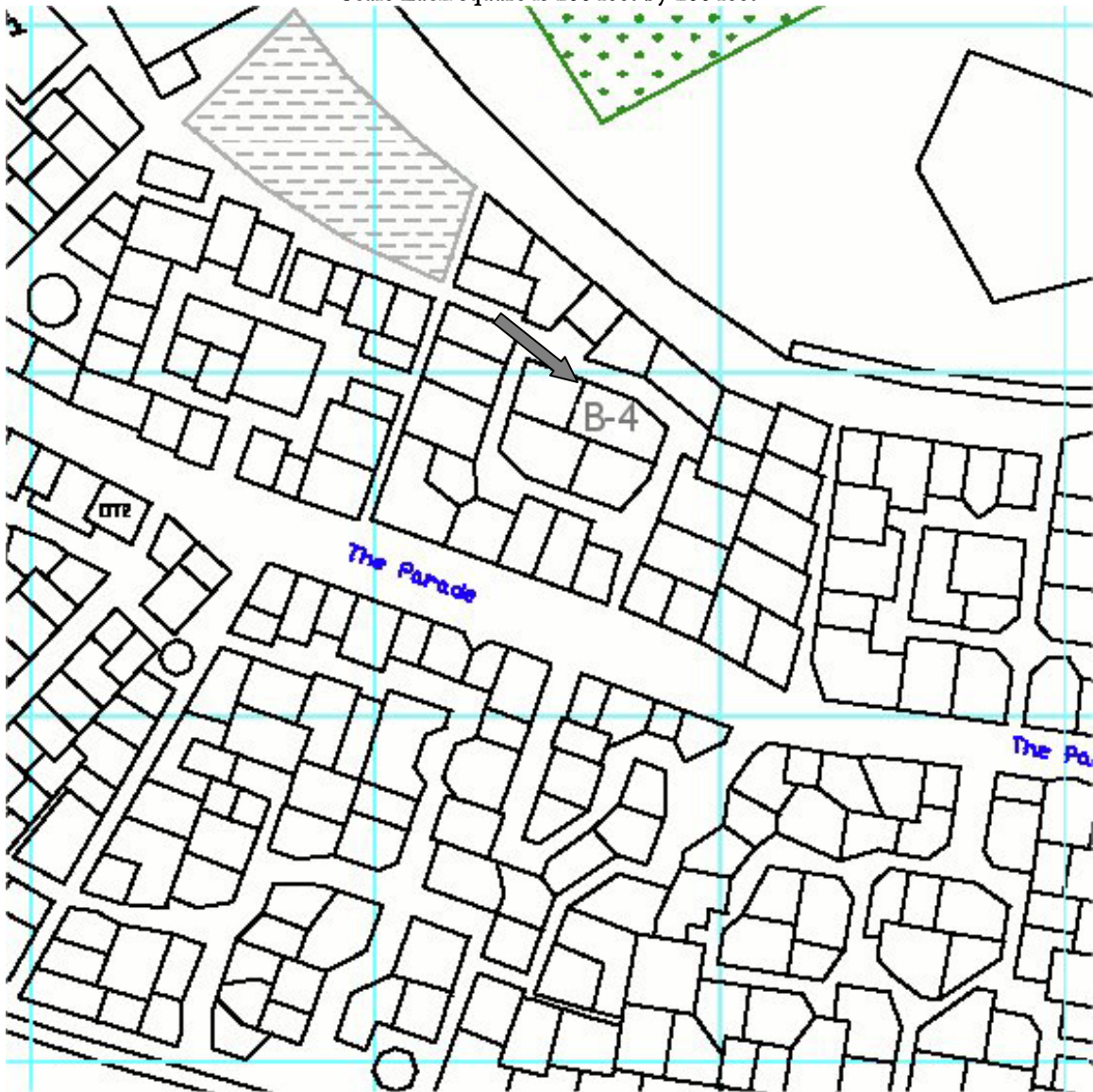
The House is S28

Scale-Each square is 200 feet by 200 feet



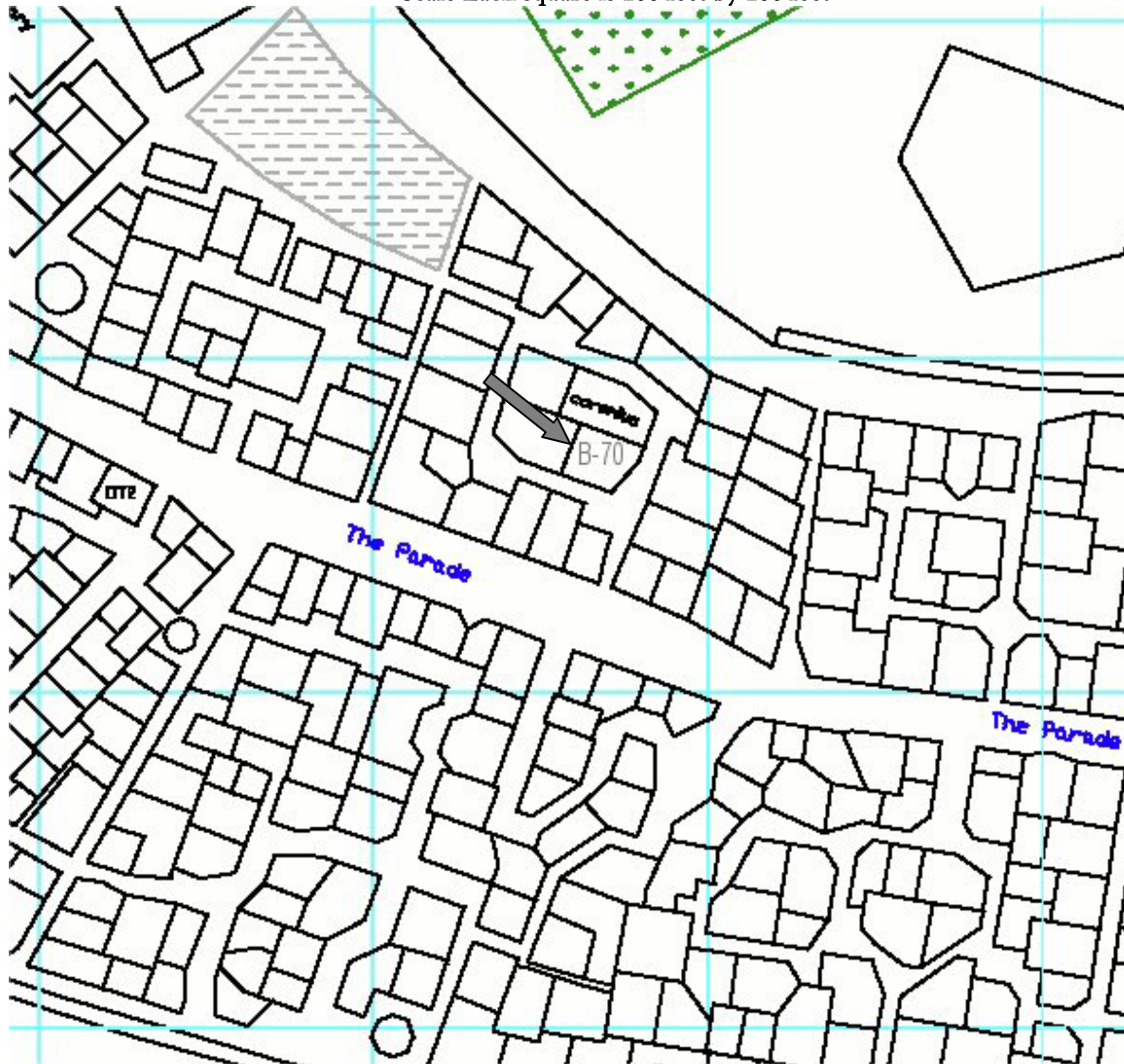
Judge's Map #7

Carew Aedark the Coroner
Map Square C-14 and area
The Coroner's office is B4 on the map
Scale-Each square is 200 feet by 200 feet



Judge's Map #8

Mortician's Home/Office
Map Square C-14 and area
The office is B70 on the map
Scale-Each square is 200 feet by 200 feet



Judge's Map #9

The House of the Toothy Smile

Map Square D-13 and area

The house is B3 on the map

Scale-Each square is 200 feet by 200 feet



Judge's Map #10

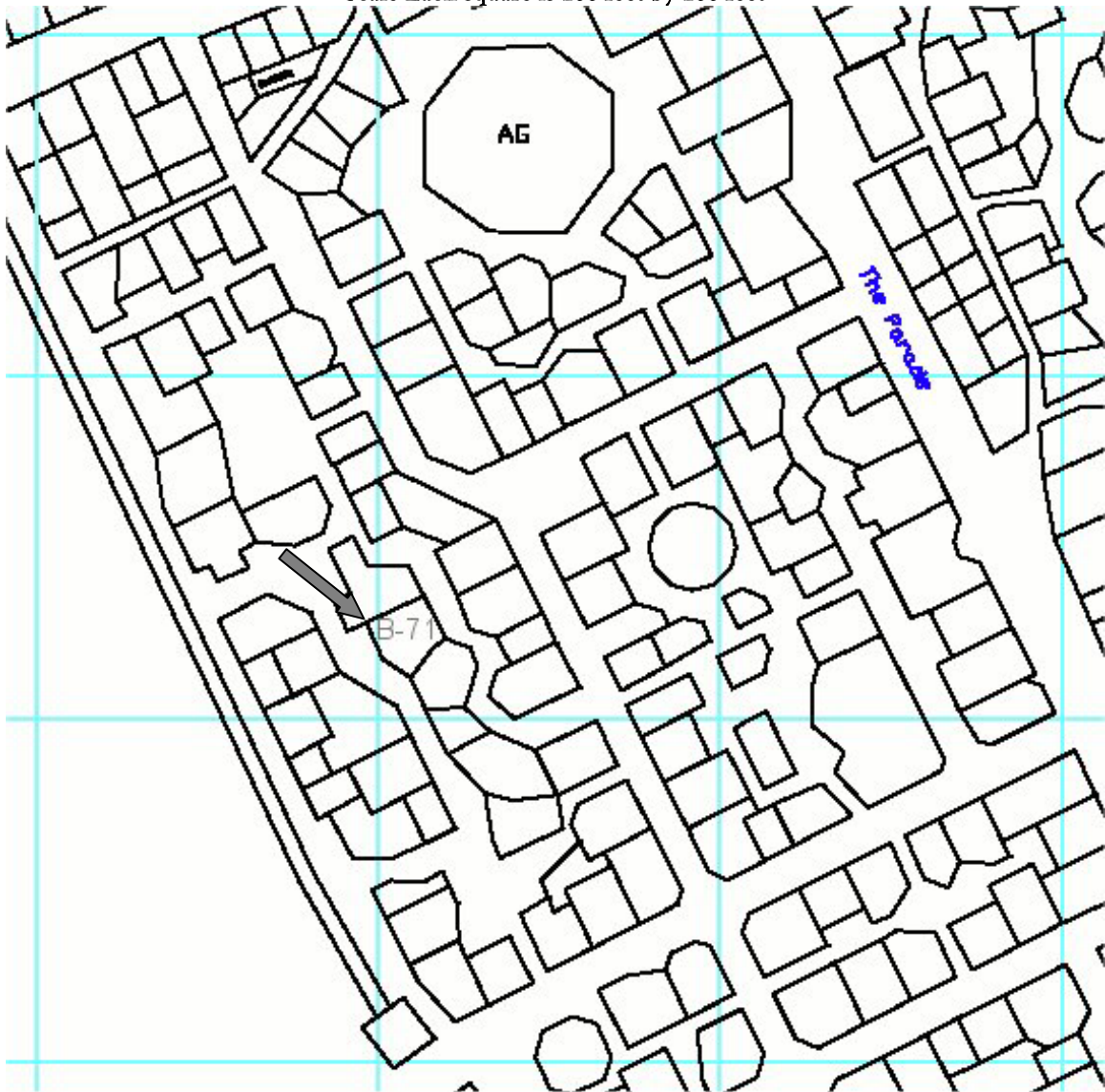
Home of Thabinas the Sage

Sage's Residence

Map Square J-5 and area

Thabinas resides at B71

Scale-Each square is 200 feet by 200 feet

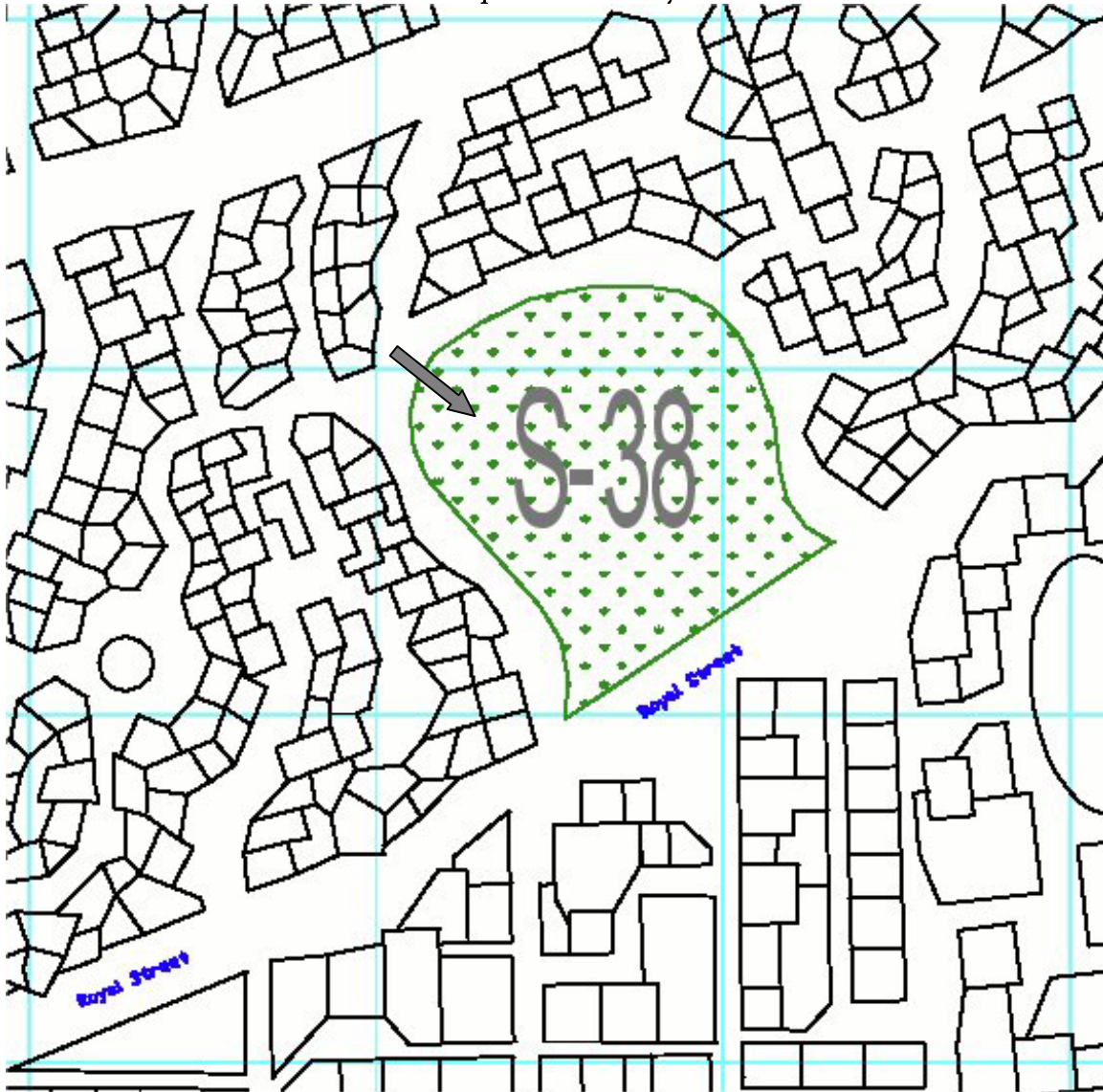


Judge's Map #11

**Shenree's Park
Child's Park**

Map Square N-27 and area
The park is S38 on the map

Scale-Each square is 200 feet by 200 feet



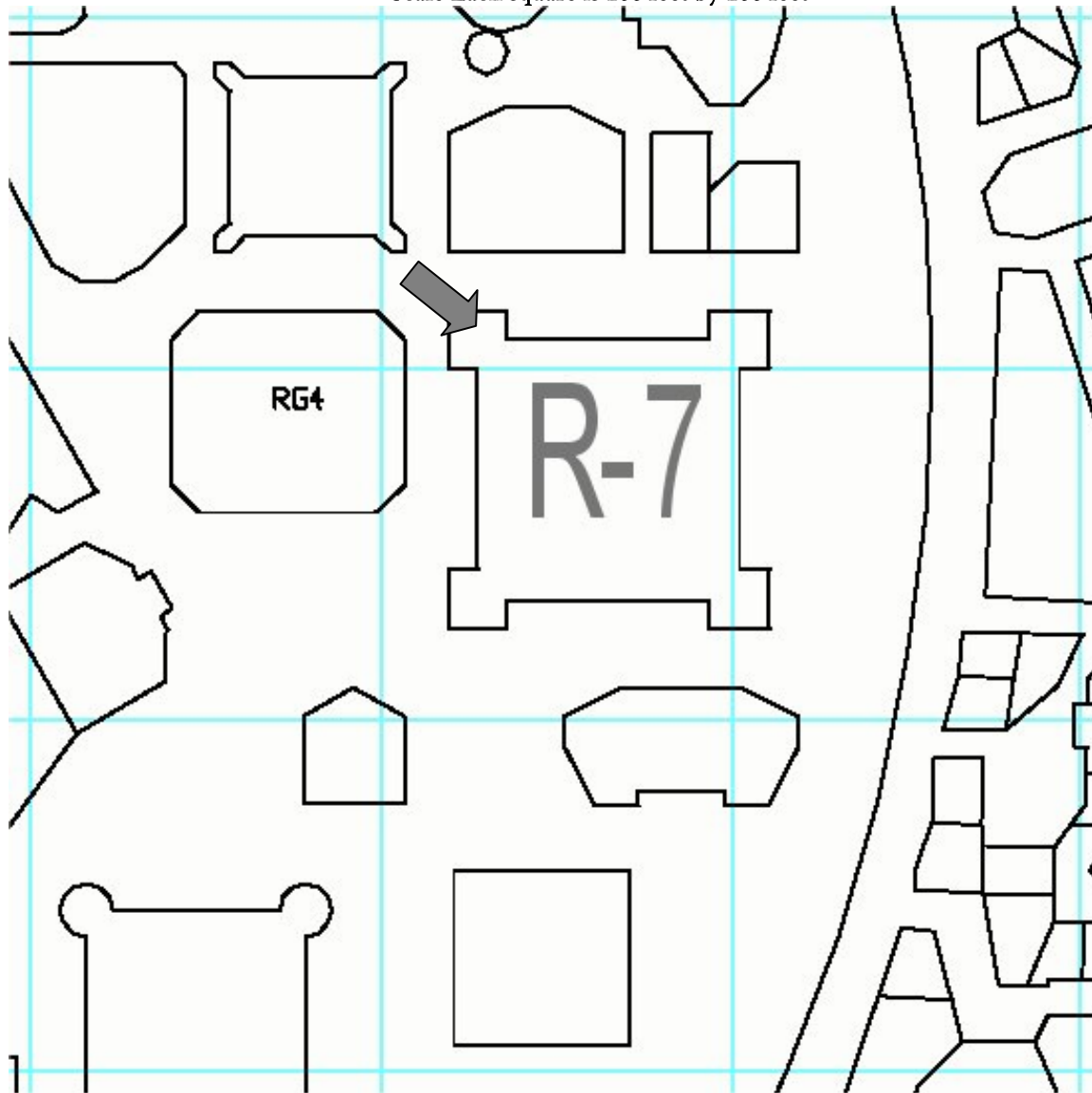
Judge's Map #12

The Lartoln Merchant House

Map Square H-20 and area

The house is R7 on the map

Scale-Each square is 200 feet by 200 feet



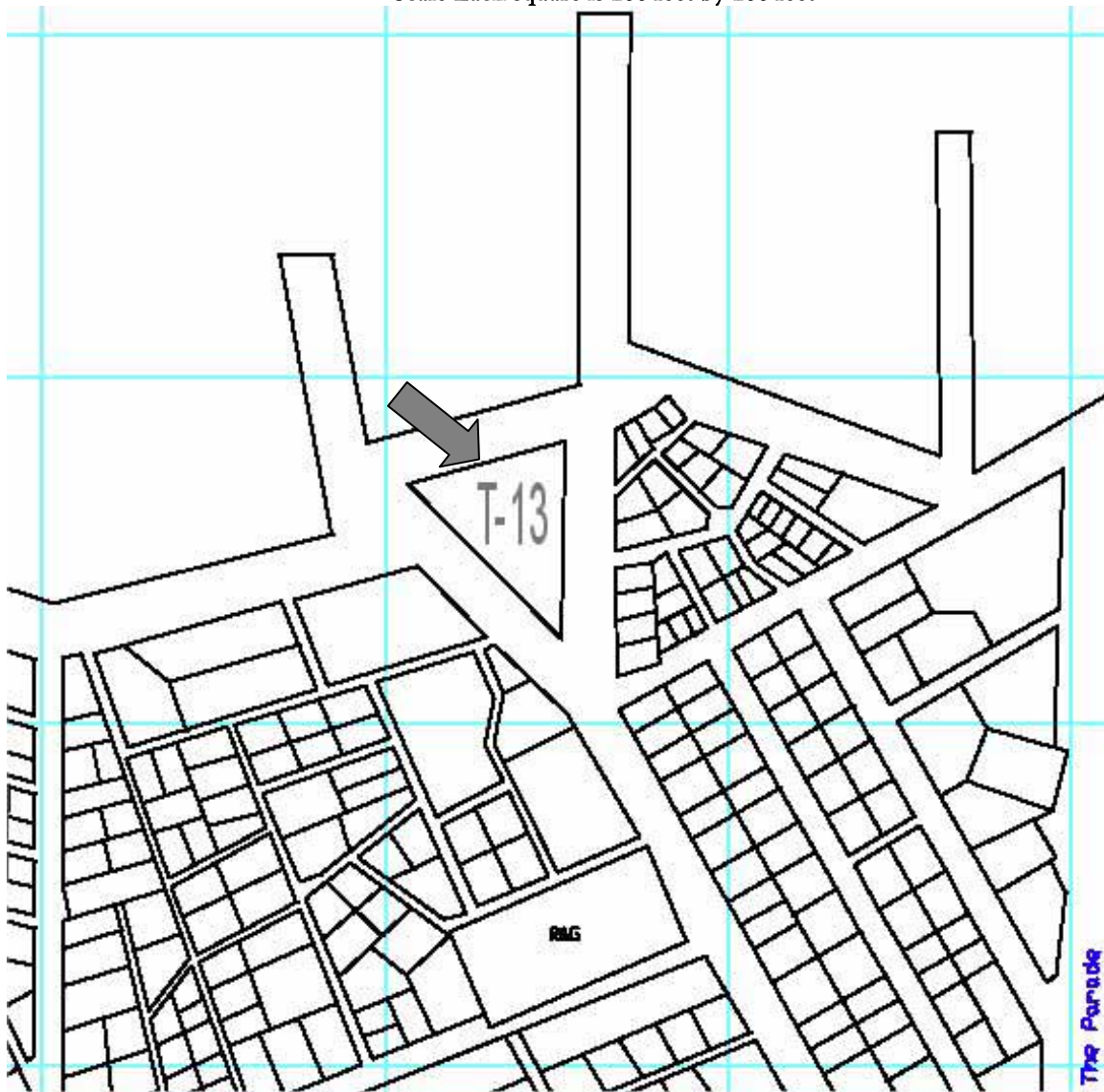
Judge's Map #13

The Temple of Osprem

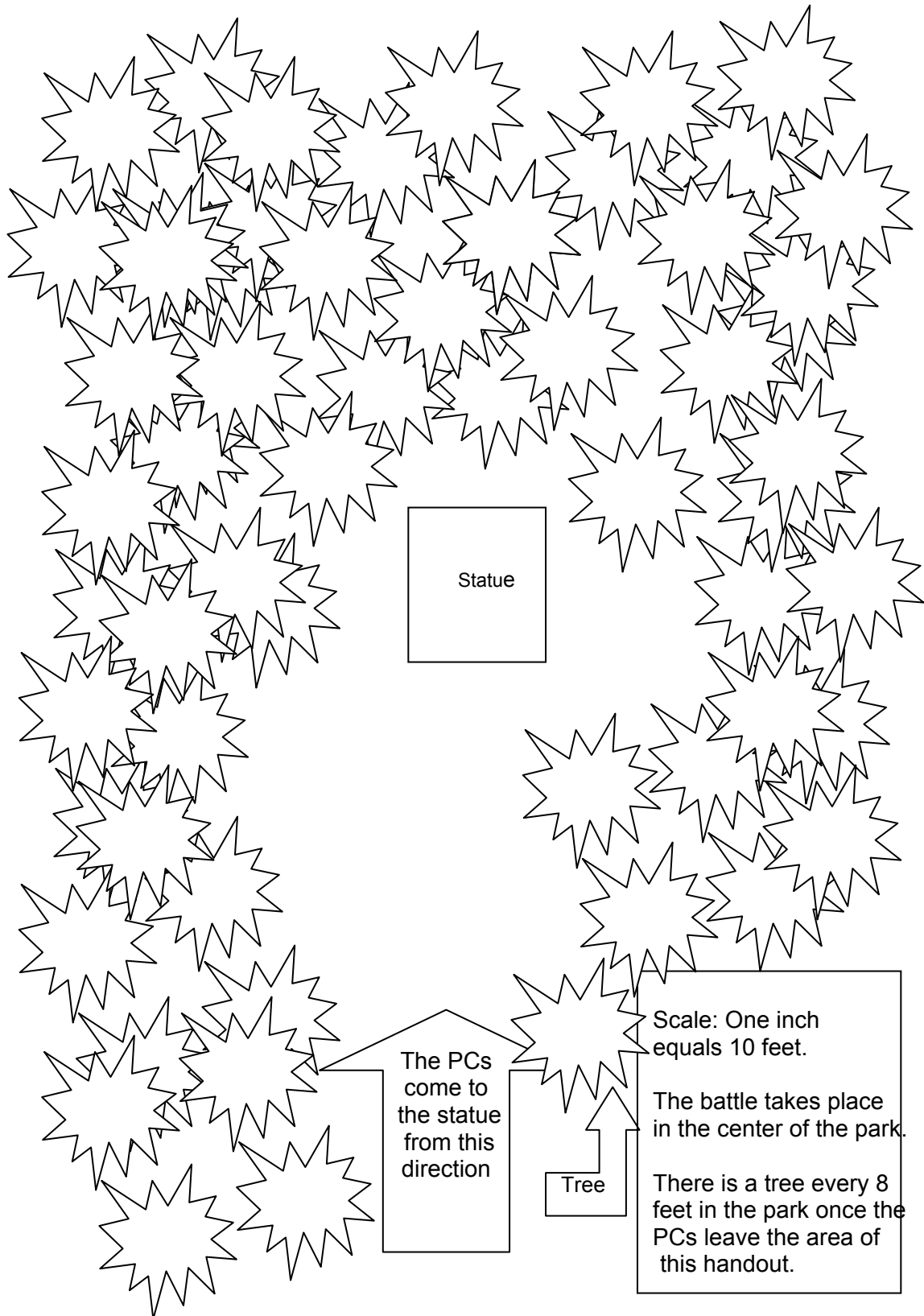
Map square O-4 and area

The Temple is T-13

Scale-Each square is 200 feet by 200 feet



Judge's Map #14: The park battle site



Player Handout #1A

In short order a small boy dressed in worn clothing scampers over to you and promptly introduces himself. "I am Timaric and you are just the sort of person that I've been looking for!" Timaric sadly explains that his friend Albert Watershied has passed away and his funeral is today. Timaric's mother has to work in the garment quarter and can't take him. He is sure however that if YOU would take him she would approve. Albert was a good friend to all the poor children. Just last year Albert paid for his mother to get better when she took ill.

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1B

You must have impressed someone while you weren't looking. As you prepare to go to about your business a messenger approaches you. She informs you that your guild/organization is aware that Albert Watershied has passed away and they would like you to attend the funeral as the guild's/organization's representative. Mr. Watershied has been a staunch supporter of theirs and has given them several grants to help out when times were tough. The messenger hands you a note with the address and time of the funeral.

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1C

While you're about your business you can't help but notice a grief stricken old man leaning against the corner of a nearby building. As you walk by you can tell he's been drinking. Seeing you he starts to walk in your direction and speaks. "A cryin shame isn't it about Mr. Watershied isn't it? He's the best thing this town seen in years and now he's worm food. Several years ago he helped my wife make the mortgage while I was laid up and couldn't work. She passed on last summer the poor thing. I suppose you're heading to the funeral. You mind if I tag along? Pardon my manners. My name is Wilston. It's a pleasure to meet you."

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1D

As you visit your temple a priestess comes over to speak with you. As you talk your conversation turns to your past adventures and she mentions that a dear friend of her family Albert Watershied has passed away and his funeral will be soon. While she dearly wishes to go her duties at the temple will not allow it. Indeed it is fortuitous, possibly a sign from above that you and she met this day. It would do her a great honor if you would attend the funeral as both the temple's and her representative. Will you please do this?

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1E

All morning you've noticed that fewer people are out and about than normal. The few that are busily conclude their business and get on their way. All appear to be saddened and not quite themselves. Almost becoming absorbed in watching those out and about you almost run into someone but manage to stop short just in time. However the person behind you wasn't so lucky and runs into you. Regaining your balance you wheel about you see an irritated farmer that looks about to give you the what for. "Why can't you watch where you're going!? Sheesh, I'm almost late to the funeral as it is. Unless you've decided to block the road again I'll be on my way" With a HRUMPH! The farmer is on his way and is almost lost out of site a few blocks away when you notice that one of your money pouches is missing.

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1F

You've been keeping to yourself far too much lately so you decide to mingle and maybe find something interesting. While walking along you allow yourself the rare chance to take in the city's beauty. Although other people you'd met had touted the sights of their town their tales paled to the experience of actually being there. Then surprisingly as you admire the artistry of an archway you hear faint voices **BELOW YOU!**

"I agree. The passing of Albert Watershied couldn't have come at a better time. I'm fairly low on funds." A gravelly voice said.

"That's what I was tellin' ya. They're letting in people in from all over the city. We slip in, pay our respects to the departed and fleece a few of the grieverers on the way out. Piece of cake!" Said a deep menacing voice.

Shocked you look down and see that you are near a sewer grate. As you peer in you see two impossibly large giant rats or more accurately two giant rat-men. Wererats! You'd heard of them but thought they were an old wives tale to scare children. In shock you listen as the wererat with the deep menacing voice fills his friend in on when and where the funeral is.

Suddenly they both grow quiet and one sniffs the air. With a snarl he and his cohort turn and run down the sewer.

"Do you think he heard us?" The gravelly-voiced wererat said worriedly.

"Of course he did you idiot!" The wererat with the menacing voice spat. "If he knows what's good for him he'll be on his way and forget this ever happened!"

Quickly they are out of sight and you hear them no more.

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1G

It's been a pretty slow day. For some reason quite a few shops in the area are closed and from what you could see from the street the ones that were open hardly had any customers. All the citizens you saw had particularly sad faces so it wasn't a holiday obviously. Then as you meander down the road you see a large crowd gathered in the local cemetery. Being slightly bored and wondering who had passed on that would draw such a crowd you politely ask a couple of people and they tell you that one of the city's noblest benefactors Albert Watershied has died a horrible death and this is his funeral. Before you decide if you want to stay the services start so you stay.

Player Handout #1G

It's been a pretty slow day. For some reason quite a few shops in the area are closed and from what you could see from the street the ones that were open hardly had any customers. All the citizens you saw had particularly sad faces so it wasn't a holiday obviously. Then as you meander down the road you see a large crowd gathered in the local cemetery. Being slightly bored and wondering who had passed on that would draw such a crowd you politely ask a couple of people and they tell you that one of the city's noblest benefactors Shenree Cale has died a horrible death and this is her funeral. Before you decide if you want to stay the services start so you stay.

Player Handout #1H

In short order Timaric takes you to a fragile hovel on the edge of Shack Town. His mother is just about to leave for work. After scolding Timaric for talking to strangers she gives you a long deep stare and you would swear she is peering into your soul. After a long pause she agrees to let you take her son to the funeral as Albert was a friend of the family. She regrets not going but she would lose her job if she took the day off.

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1I

With a puzzled look the messenger asks you to verify your name. She shakes her head and says she could be mistaken and perhaps there is more than one person in your guild/organization with your name. She is sure the guild/organization will understand that you don't feel up to such an honor. They will undoubtedly have a more menial way for you to serve such as cleaning privies or something of the like. She asks you again if you are you sure you don't want to go as their representative?

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1J

The old man looks at you with obvious disgust. "It's a sad day when folks won't honor a good soul's memory with their presence at his funeral. I hope my ears are failing me and I didn't hear you right. Tell me I'm mistaken and you're an honorable lot after all."

Player Handout #1K

With a noticeable sigh the priestess nods her head. I was sure that it was fated for you to help in my time of need. I myself would not dare tempt fate as such. You must be a powerful or perhaps, I hope you don't take offense by this, foolhardy individual to cross destiny. Again I implore you to accept this request. If not I guess I understand and will pray for your well being. Those that go against fate are often in need of it.

In the space below take a few moments to write down what you are doing and give it to the judge.

Player Handout #1L

It's a bummer to be played for a patsy. Hopefully if you hurry you might be able to catch up with the thief. Seeing that you're on to his the "farmer" breaks into a run. While running you notice that the street ahead is crowded with mourners as it appears that a funeral is about to start. In a blind panic the thief runs headlong into one of the mourners dropping and loses his grip on your pouch. Seeking escape over recovering his loot the he loses himself in the crowd. Meanwhile one of the mourners stops down to pick up the pouch. "My that man was in a hurry." She says and then looks at you. "Why were you chasing him. Oh my! Did this pouch belong to you?" Looking at you for a moment to make sure she is making the right choice she hands you the pouch. "It seems that evil does not rest even on a day of mourning. It's a shame about Mr. Watershied. You can sit with us if you like for the service. There's plenty of room." She pauses and then quickly speaks. "Shh! The service is about to start."

Player Handout #1M

With a pout Timaric shrugs his shoulders. "I guess you're too important to care about a nobody like me anyway." He says sadly and then surprisingly, he reaches over to give you a hug. "Thank you anyway" He says as he darts under the porch of a nearby shop. Before you lose sight of him he holds up a pouch. "I think you dropped this! See you at the funeral!" And then he is lost underneath the building. Try as you might he is too quick and knows the ins and outs of this part of the city too well. Eventually you find yourself at the funeral of Albert Watershied and see Timaric. He doesn't have the bag but will tell you where it is after the funeral. He thanks you for taking him.

Player Handout #5A

Your part to read is that of Elana Sargon. Elana is a polite 11-year old Suelish girl with blue eyes, fair skin, and light red wavy hair.

Narrator: *"A light cool rain begins to start. From both sides of the street, you see the eyes of little children following your movements. Up ahead, one of the older girls steps out into the street to left of you and speaks with teary eyes..."*

Elana Sarethia: *Excuse me kind citizens, do.. er, I mean, did you know Shenree?"*

PC: (This answer will vary from PC to PC, but will probably be no.).

Elana Sarethia: *"Shenree was our friend, and helped us when no one else cared. She was very nice to us."*

Narrator: *While Elaine speaks, several other children come out into the street. One large boy pauses to catch his breath, then speaks excitedly.*

Robin (Bobbo) Taldric: *"My name is Bobbo. I used to cough all the time, and couldn't run very far, but Shenree helped me, and now I breathe lots better! Look! Look at me now!"*

Narrator: *Bobbo quickly runs a circle around you. Another child speaks up.*

Cyna Wallach: *"I'm Cynthia. Shenree fed my family when we were hungry. She is, She was the nicest person I ever knew." She says somberly as tears begin to well up in her eyes.*

Arnach Barton: *"And now she's gone to feed the worms. and good riddance!"*

Narrator: *The children seem to part from this newcomer so as not to risk coming in contact with him.*

Elana Sarethia, Robin (Bobbo) Taldric and Cyna Wallach: *"EEUUWW! It's Arnach the peddler!"*

Narrator: *Glaring at the children the peddler straightens his aged back and leers at them.*

Arnach Barton: *"Tis better she's gone. My Gran Da says her family has an evil streak a mile long. Why I saw a picture of 'er Great Gran Ma Sehra once when I was at The Old Town Record Office. She's a spittin' image of 'er. Just as evil, too, I'll bet. Just cleverer about it! Fie' on her cursed lot! Ye little ragamuffins had better watch yourselves now!"*

Elana Sarethia, Robin (Bobbo) Taldric and Cyna Wallach: *"You're the evil one! You never liked Shenree because she cared about us! You smell like a goat, and you look like one too, you hateful weasel!"*

Narrator: *Suddenly, old fruit rinds and stones rain about the peddler. Wheeling about, and not wanting to take the abuse, Arnach starts to run away.*

Arnach Barton: *"A pox on ye all! The best thing your precious Shenree did was pass on! Stay away from me, ye hear!"*

Player Handout #5B

Your Part is that of your PC answer Elana's question truthfully.

Narrator: *"A light cool rain begins to start. From both sides of the street, you see the eyes of little children following your movements. Up ahead, one of the older girls steps out into the street to left of you and speaks with teary eyes..."*

Elana Sareth: *Excuse me kind citizens, do.. er, I mean, did you know Shenree?"*

PC: (If you know Shenree answer yes. If not, then answer no.).

Elana Sareth: *"Shenree was our friend, and helped us when no one else cared. She was very nice to us."*

Narrator: *While Elaine speaks, several other children come out into the street. One large boy pauses to catch his breath, then speaks excitedly.*

Robin (Bobbo) Taldric: *"My name is Bobbo. I used to cough all the time, and couldn't run very far, but Shenree helped me, and now I breathe lots better! Look! Look at me now!"*

Narrator: *Bobbo quickly runs a circle around you. Another child speaks up.*

Cyna Wallach: *"I'm Cyna. Shenree fed my family when we were hungry. She is, She was the nicest person I ever knew!" She says somberly as tears begin to well up in her eyes.*

Arnach Barton: *"And now she's gone to feed the worms. And good riddance*

Narrator: *The children seem to part from this newcomer so as not to risk coming in contact with him.*

Elana Sareth, Robin (Bobbo) Taldric and Cynthia Wenton: *"EEUUWW! It's Arnach the peddler!"*

Narrator: *Glaring at the children, the peddler straightens his aged back and leers at them.*

Arnach Barton: *"Tis better she's gone. My Gran Da says her family has an evil streak a mile long. Why I saw a picture of 'er Great Gran Ma Sehra once when I was at the Old Town Records Office. She's a spittin' image of 'er. Just as evil, too, I'll bet. Just cleverer about it! Fie' on her cursed lot! Ye little ragamuffins had better watch yourselves now!"*

Elana Sareth, Robin (Bobbo) Taldric and Cyna Wallach: *"You're the evil one! You never liked Shenree because she cared about us!" "You smell like a goat, and you look like one too, you hateful weasel!"*

Narrator: *Suddenly, old fruit rinds and stones rain about the peddler. Wheeling about, and not wanting to take the abuse, Arnach starts to run away.*

Arnach Barton: *"A pox on ye all! The best thing your precious Shenree did was pass on! Stay away from me, ye hear!"*

Player Handout #5C

Your part is that of Robin “Bobbo” Taldric. “Bobbo” is a 12-year-old Baklunish boy with golden skin, dusky brown hair, and gray-green eyes.

Narrator: *“A light cool rain begins to start. From both sides of the street, you see the eyes of little children following your movements. Up ahead, one of the older girls steps out into the street to left of you and speaks with teary eyes...”*

Elana Saretha: *Excuse me kind citizens, do.. er, I mean, did you know Shenree?”*

PC: (This answer will vary from PC to PC, but will probably be no.).

Elana Saretha: *“Shenree was our friend, and helped us when no one else cared. She was very nice to us.”*

Narrator: *While Elaine speaks, several other children come out into the street. One large boy pauses to catch his breath, then speaks excitedly.*

Robin (Bobbo) Taldric: (You are nearly out of breath and excited). *“My name is Bobbo. I used to cough all the time, and couldn’t run very far, but Shenree helped me, and now I breathe lots better! Look! Look at me now!”*

Narrator: *Bobbo quickly runs a circle around you. Another child speaks up.*

Cyna Wallach: *“I’m Cyna. Shenree fed my family when we were hungry. She is, She was the nicest person I ever knew.” She says somberly as tears begin to well up in her eyes.*

Arnach Barton: *“And now she’s gone to feed the worms. And good riddance!”*

Narrator: *The children seem to part from this newcomer so as not to risk coming in contact with him.*

Elana Saretha, Robin (Bobbo) Taldric and Cyna Wallach: *“EEUUWW! It’s Arnach the peddler!”*

Narrator: *Glaring at the children, the peddler straightens his aged back and leers at them.*

Arnach Barton: *“Tis better she’s gone. My Gran Da says her family has an evil streak a mile long. Why I saw a picture of er Great Gran Ma Sehra once when I was at The Old Town Records Office. She’s a spittin’ image of ‘er. Just as evil, too, I’ll bet. Just cleverer about it! Fie’ on her cursed lot! Ye little ragamuffins had better watch yourselves now!”*

Elana Saretha, Robin (Bobbo) Taldric and Cyna Wallach: *“You’re the evil one! You never liked Shenree because she cared about us! You smell like a goat, and you look like one too, you hateful weasel!”*

Narrator: *Suddenly, old fruit rinds and stones rain about the peddler. Wheeling about, and not wanting to take the abuse, Arnach starts to runs away.*

Arnach Barton: *“A pox on ye all! The best thing your precious Shenree did was pass on! Stay away from me, ye hear!”*

Player Handout #5D

Your part is that of Cyna Wallach, a rather somber 9-year-old Flannish girl with deep brown skin, amber eyes, and curly black hair.

Narrator: *"A light cool rain begins to start. From both sides of the street, you see the eyes of little children following your movements. Up ahead one of the older girls steps out into the street to left of you and speaks with teary eyes..."*

Elana Saretha: *Excuse me kind citizens, do.. er, I mean, did you know Shenree?"*

PC: (This answer will vary from PC to PC, but will probably be no.).

Elana Saretha: *"Shenree was our friend, and helped us when no one else cared. She was very nice to us."*

Narrator: *While Elaine speaks, several other children come out into the street. One large boy pauses to catch his breath, then speaks excitedly.*

Robin (Bobbo) Taldric: *"My name is Bobbo. I used to cough all the time, and couldn't run very far, but Shenree helped me, and now I breathe lots better! Look! Look at me now!"*

Narrator: *Bobbo quickly runs a circle around you. Another child speaks up.*

Cyna Wallach: *"I'm Cyna. Shenree fed my family when we were hungry. She is, She was the nicest person I ever knew." She says somberly as tears begin to well up in her eyes.*

Arnach Barton: *"And now she's gone to feed the worms. And good riddance!"*

Narrator: *The children seem to part from this newcomer so as not to risk coming in contact with him.*

Elana Saretha, Robin (Bobbo) Taldric and Cyna Wallach: *"EEUUWW! It's Arnach the peddler!"*

Narrator: *Glaring at the children, the peddler straightens his aged back and leers at them.*

Arnach Barton: *"Tis better she's gone. My Gran Da says her family has an evil streak a mile long. Why I saw a picture of er Great Gran Ma Sehra once when I was at The Old Town Records office. She's a spittin' image of er'. Just as evil, too, I'll bet. Just cleverer about it! Fie' on her cursed lot! Ye little ragamuffins had better watch yourselves now!"*

Elana Saretha, Robin (Bobbo) Taldric and Cyna Wallach: *" You're the evil one! You never liked Shenree because she cared about us! "You smell like a goat, and you look like one too, you hateful weasel!"*

Narrator: *Suddenly, old fruit rinds and stones rain about the peddler. Wheeling about, and not wanting to take the abuse, Arnach starts to runs away.*

Arnach Barton: *"A pox on ye all! The best thing your precious Shenree did was pass on! Stay away from me, ye hear!"*

Player Handout #5E

Your part is that of Arnach Barton, a bitter 52-year-old Flannish man with wrinkled bronze skin, grayish brown hair, dark brown eyes, and a harsh, old voice.

Narrator: *"A light cool rain begins to start. From both sides of the street, you see the eyes of little children following your movements. Up ahead, one of the older girls steps out into the street to left of you and speaks with teary eyes..."*

Elana Saretha: *Excuse me kind citizens, do.. er, I mean, did you know Shenree?"*

PC: (This answer will vary from PC to PC but will probably be no.).

Elana Saretha: *"Shenree was our friend, and helped us when no one else cared. She was very nice to us."*

Narrator: *While Elaine speaks, several other children come out into the street. One large boy pauses to catch his breath, then speaks excitedly.*

Robin (Bobbo) Taldric: *"My name is Bobbo. I used to cough all the time, and couldn't run very far, but Shenree helped me, and now I breathe lots better! Look! Look at me now!"*

Narrator: *Bobbo quickly runs a circle around you. Another child speaks up.*

Cyna Wallach: *"I'm Cyna. Shenree fed my family when we were hungry. She is, She was the nicest person I ever knew." She says somberly as tears begin to well up in her eyes.*

Arnach Barton: *"And now she's gone to feed the worms. And good riddance!"*

Narrator: *The children seem to part from this newcomer so as not to risk coming in contact with him.*

Elana Saretha, Robin (Bobbo) Taldric and Cyna Wallach: *"EEUUWW! It's Arnach the peddler!"*

Narrator: *Glaring at the children, the peddler straightens his aged back and leers at them.*

Arnach Barton: *"Tis better she's gone. My Gran Da says her family has an evil streak a mile long. Why I saw a picture of 'er Great Gran Ma Sehra once when I was at The Old Town Record Office. She's a spittin' image of 'er. Just as evil, too, I'll bet. Just cleverer about it! Fie on her cursed lot! Ye little ragamuffins had better watch yourselves now!"* (Arnach spits on the ground.)

Elana Saretha, Robin (Bobbo) Taldric and Cyna Wallach: *"You're the evil one! You never liked Shenree because she cared about us! You smell like a goat, and you look like one too, you hateful weasel!"*

Narrator: *Suddenly, old fruit rinds and stones rain about the peddler. Wheeling about, and not wanting to take the abuse, Arnach starts to runs away.*

Arnach Barton: *"A pox on ye all! The best thing your precious Shenree did was pass on! Stay away from me ye hear!"*

Player Handout #6

Item#

- 1) 2 pairs of fine brown leather shoes
- 2) An ornamental oil lamp that has a hood with holes punched in it to shine the city's crest.
- 3) A badger pelt
- 4) 4 large candles (Each depicts a different season.)
- 5) 3 silver serving trays
- 6) A book of poems "Musings for the mindful"
- 7) A stuffed pelican
- 8) A wooden staff with Albert's name carved in it
- 9) An empty diary
- 10) A small keg of ale
- 11) 7 gilded iron spikes
- 12) A silver ring with a ruby set in it. The ring looks like a coiled rope.
- 13) 5 1/2 blocks of 2" x 2' x 1" of cinnamon incense.
- 14) A bundle of old Docketts (Dyvers newspapers).

All of the items are in fairly good condition but look a little worn.

Player Handout #7

Entry from Shenree's journal entry from 3 weeks ago.

I feel that my time is almost up. I knew this day would come. My only regret is that there wasn't more I could do. It's not the matter of repentance, as I fully regret what I've done in my youth so many lifetimes ago. It's just that I feel more could be accomplished if I had more time. Readily, I accept my fate. Hopefully the scales have been balanced. Although I knew it not at the time, I owe the witch that cursed me a huge debt of gratitude for a second chance. Few others are so fortunate. If I am to go into the pale, I will meet it while helping others. I can do no less. If this is my last life to walk, then fate is almost out of my hands. I can only hope that the preparations at the park will be enough.

Entry from Shenree's journal entry from 2 weeks ago

As a final precaution, I rechecked my burial wishes. Just as both his father and grandfather before him, the mortician is well prepared. Tomorrow I will go down, and make sure the projects that are unfinished will have the proper funds and management to be completed, should my fears prove correct. I can't help shake the feeling that I'm being watched. Perhaps my time has indeed come.

Entry from Shenree's journal entry from 10 days ago

I'm sure my time is short. Sometimes out of the corner of my eye, I can see cloaked figures stalking me. Let them come. I am at peace with my soul, and only time will tell if that is enough. The monument has been finished in the park and has been anointed. I am ready to meet my maker.

Player Handout #8

This is a bundle of back issues of the “Docket” (the city’s paper). Items range from local news to advertisements. By reading through them, you find the following items of interest. They are listed in three categories. Documented-items are probably true and/or have factual evidence. Possible-items are things that could have happened and/or there is inconclusive evidence to back it up. Ludicrous-items are things that are a poor joke and/or were put there to spark interest.

Documented

- Roegger Kurault of the Gentry House Kurault has wed to Olivia D’naris
- The Shadowind Monastery presented the city with a large pictorial book of the city’s history.
- Shenree Cale takes a leave of absence from the temple of Osprem.
- A huge fire nearly destroyed the dock district.
- “One Act Wonders” (a small theater group) is now sponsored by House Gros.
- Efforts to rebuild the dock district are bearing fruit, but crime in the area is on the rise.
- Inflation has hit the city.
- The Dyvers Navy is looking for recruits
- A dragon turtle nearly ravaged the city during the dock fire
- The High Roads trading company opened two months ago. The company has ties with Veluna.

Possible

- House Kurault has relatives in the Shield Lands.
- The constabulary suspects recent murders to be “Hate Crimes.”
- A high-ranking affiliate of “Markessa the Red” was captured.
- An evil order of monks sometimes prowl the waterfront.
- Axebeaks are quite tasty if cooked properly.
- A portion of the indentured servants in the city are actually slaves taken against their will.
- The temple of Zilchus projects inflation may cause prices to rise as high as 145% of normal cost, if our citizens do not utilize discretion in their consumption of scarce goods.
- Corruption and greed, not the dock fire is the main cause of inflation.

Ludicrous

- A lich was seen in the sewers underneath the city.
- It was rumored that minions of Nerull actually helped defend the city from the priests of Iuz.
- Marlae Lartoln was kidnapped by ether creatures.
- There is a leader among the homeless in “Box Town” with magical powers.
- When the evil monks die they dissolve.
- Some animals in the Gnarley Forest speak the common tongue.
- Strange, intelligent half-fish, half-man beasts live in the Nyr Dyv.

Player Handout #9

Case study: 23

Subject: Spontaneous Re-incarnation

Patient: Shenree

Initial Treatment: Counseling and Divination

Notes: I began counseling Shenree Cale after a conversation we had about the recurring nightmares she was having. While she slept, she would see herself as a powerful being doing horrible things. I began Divination's to determine if these were the result of stress or something else. Divination's revealed Shenree had memory of no less than six prior lives. Each of these lives was that of an ancestor. The first being that of Shenron, a misguided soul that, due to events and being manipulated, became an evil being. The deeds done by Shenron matched Shenree's description of her nightmares. All the other incarnations of Shenree (Or more correctly Shenron.) were good souls that truly tried to help mankind.

It is important to note that the re-incarnations were closer together the first few times than they were in the last two incarnations. This leads me to believe that the reason for the effect is closer to being fulfilled, the window of opportunity to fulfill it is closing, or some combination of the two.

One common factor in all the past lives (The most recent one included) is that all of Shenron's incarnations have been drawn to a park in town. Recently Shenree purchased the park for children to have a place to play. It is my belief that the park in question is a catalyst point, and may merit further exploration, as there is a definite link.

Tragedy was a common factor in all the past lives, as they all ended violently. I fear for Shenree as she has commented on the thought that someone may be following her. She has been a great friend to this town, and I hope she will be allowed to live her life to the fullest.

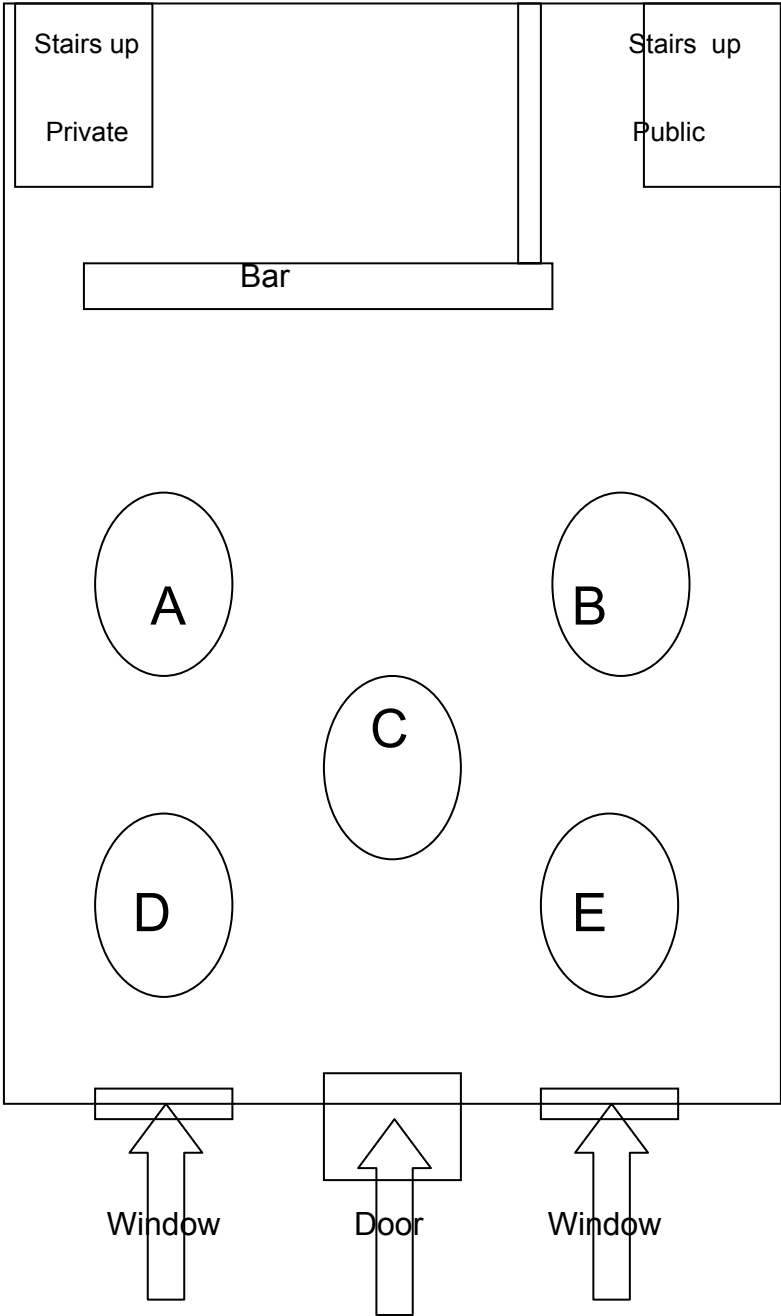
After-patient notes: Sadly the pattern in the re-incarnations repeated itself, as Shenree was torn to shreds by a pack of otherwise well-behaved guard dogs. I have seen to it that all her effects were put in order, and personal instructions were carried out. The park is slated to become the place she dreamed of. I have no idea if she will return in another body. Perhaps whatever has cursed her will choose to let her rest in peace now. May her God have mercy on her soul.

Player Handout #10

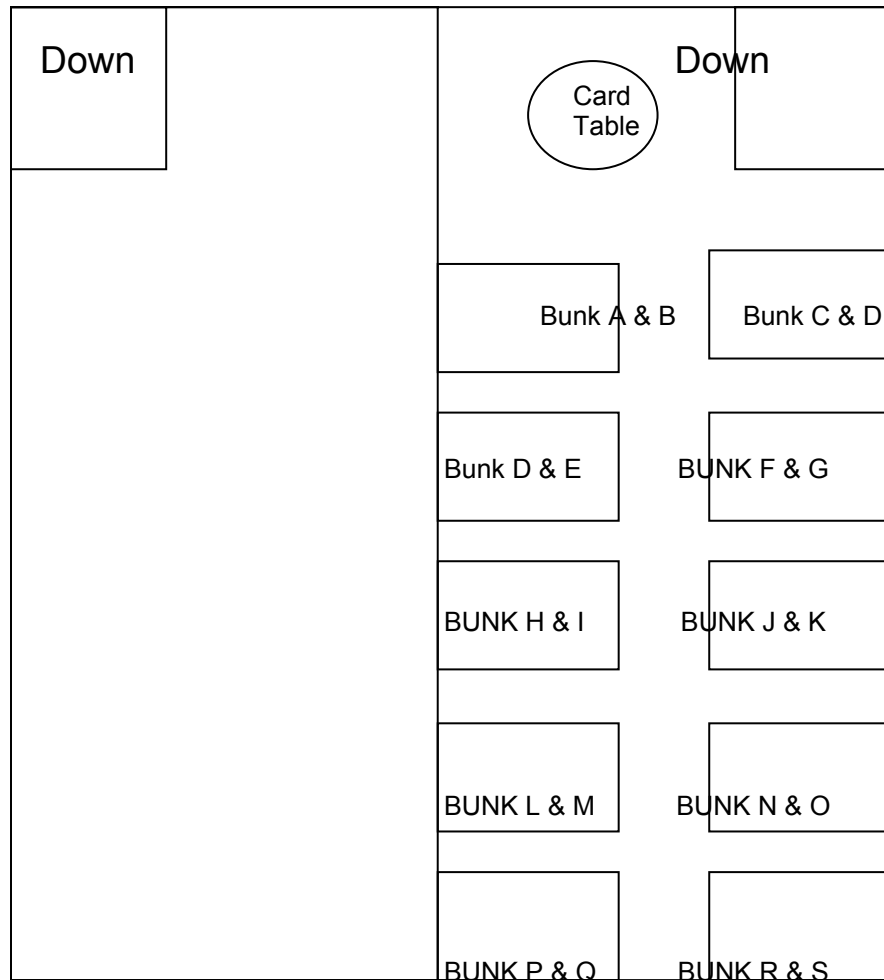
Being a busy soul, Silvanus bids your leave after he's sure you'll be all right to be left alone with the records. Amid the piles of odd notes, old business dealings and filed deeds a surprising pattern starts to develop. Apparently several generations of Cale's have lived here but in an strange order. None of the Cale's that have lived here have married or had children. Each new Cale was a niece, granddaughter or distant cousin of the Cale whom lived here before. Oddly none of them lived here at the same time. The newer Cale's seemed to drift in years or sometimes longer after the previous one died. Also, all of them were female.

Player Handout # 11

The House of the Toothy Smile (1st Story)
Scale 1 inch = five feet



yer Handout #12
 The House of the Toothy Smile (Upper level)
 Scale 1 inch = five feet



Player Handout #13

For long seconds, you hold Taklon to a standstill. Then, as the deadlock starts to move, he looks you in the eye. "You know, you're not a bad sort. I've just had a lousy day. I went to the only friend I had in the world's funeral, and after a night of drinking lost a chunk of gold to the beggar dwarf. Shenree Cale was a true friend. When I was younger, before I took up the sword, she hid me from slavers. I don't really give a hoot about the bunk, but just wanted to let off a little steam. You can have the bunk regardless of the outcome. Thanks for the match. I'll be seeing you around."

With a determined look he tightens his grip and you see muscles like iron bands flex on his arm. You're going to have to work for it to win this match.