



Under The Streets

**By Christian J. Alipounarian
and the Universe Construction Company**

A Continuous Two-Round Adventure for the *Legends of the Shining Jewel* Campaign

After Amthydor's recent invasion of undead, many parts of the city suffered great damage. Amthydor needs her wrecked sewers restored. The Lord Monarch has ordered the system to be repaired... but the workers who are trying to do so keep turning up dead. Can you get to the bottom of what lurks under the streets of the Shining Jewel? This event is two rounds in length and is for heroes of levels 1-6.

(Updated November 2004)

WWW.UCC-ONLINE.COM/LSJ

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.



Legal Text

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission. UNIVERSE CONSTRUCTION COMPANY, UCC, UCC LOGO, LEGENDS OF THE SHINING JEWEL, LSJ, LSJ LOGO and RAIA are trademarks of the Universe Construction Company. Tournament detail copyright 2004 by the Universe Construction Company. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the UCC.

Welcome to LSJ!

This is a Legends of the Shining Jewel campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of nametag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJDMEmpowerment Clause

The coordinators of the campaign empower DMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The DM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the DM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards

should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating Average Table Level (ATL)

LSJ uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6, not 3 tables of 4.

A Note About Tiers and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the DM can throw at them, and some level 3 parties are relatively weak for their levels. If the DM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a "role-playing" rather than "battle-ready" party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the DM should let common sense rule the day (and the module).

Adventure Background

Bledsoe is a wizard and a sage specializing in the study of dragons. Some time ago Katharza, a purveyor of exotic, dangerous and illegal creatures, approached him. She claimed to have a bronze dragon's egg and offered it to the sage for a large sum. Bledsoe knew that importing such a beast, even if the dragon was good aligned, would earn him time in a city prison. But his curiosity got the best of him and he agreed to purchase the egg from her.

Bledsoe nurtured the egg, but when it hatched, was horrified to discover the egg was actually that of a black dragon. At first Bledsoe looked forward to the challenge of raising a normally evil dragon hatchling to forsake its malevolent nature. However, the dragon would not be trained. It all came to a head when the dragon escaped from Bledsoe, snatched a child from a nearby manor house, and ate him. Bledsoe was horrified to return home to find the dragon with a child's arm in its mouth, a silver bracelet still on the limb's wrist.

Bledsoe panicked that the Diamond Legion would find the dragon and execute him for complicity in the child's death. He waited until the wyrmling was sleeping, crept in, and bludgeoned the dragon over and over again until it stirred no more. He threw the creature's body into a sack. Under cover of night, he sneaked down to an area of the city particularly hard-hit by the attacks of the undead invaders. He dropped the creature's body, along with the limb and the incriminating bracelet, into the sewers. He went home, cursing his luck as the burlap bag tumbled into the depths. But the dragon was not dead. It recovered, and now it hunts and thrives in the sewers.

About a month ago the Lord Monarch ordered the sewers to be reconstructed to facilitate the resettlement of some of the more badly damaged areas on the city. The dragon attacked workers almost immediately, stalking and killing them in the dank and lightless corridors beneath the streets. Three men are already dead, and the

Lord Monarch has authorized the project foreman to hire a group of adventurers to get to the root of the problem.

Plot Synopsis

The module begins with the PCs coming upon a crime scene being investigated by the Diamond Legion. They learn that three sewer workers have been killed in as many weeks, and the Lord Monarch's need to repair the sewer as part of the city's ongoing reconstruction is great. The Legion officer on-site asks the PCs to descend into the sewers and investigate. This will be a straight dungeon crawl with the PCs encountering both mundane (flooded areas, unstable walls) and fantastic (giant lizards) before encountering the dragon. After a tough fight, the party overcomes the dragon. They find something unusual in its lair – a name bracelet on a child's skeletal arm.

The PCs can track down the murdered child's home on their own. His parents will be heartbroken but grateful that their son's disappearance has finally been explained.

The PCs may come to seek the advice of Bledsoe the Sage, a man who studies dragons in great depth. There are a number of ways that the PCs can ferret out Bledsoe's guilt. Divination magic might prove to be valuable in some instances. Good role-playing and use of the Sense Motive skill might out him. There is also some physical evidence at Bledsoe's that might give him away. If the PCs confront Bledsoe with a compelling case (DM's discretion), he will realize that he is cornered. He and his guardians will attempt to fight their way out.

It may also be revealed (from interrogating Bledsoe, reviewing his personal journal or some detective work on the docks) that Katharza sold the dragon egg to him. She is importing dangerous monsters illegally into the city and has to be stopped. Katharza makes her lair on a small, permanently moored caravel at the Amthydor docks. She is a collector of monsters, and she's trained several dangerous and unusual

varieties to protect both herself and her ship. She knows that the gallows await her for smuggling monsters into the city, not to mention her part in the child's death, and she'll fight to the bitter end.

The PCs will earn the gratitude of the city for rooting out the villains responsible for the evil dragon's presence in the city, and enabling the city to restore the sewer system.

Adventure Summary

Introduction – The PCs come upon a construction site where a sewer worker has been killed. It is the third such death in as many weeks, with each attack being different. The Diamond Legion officer in charge of the investigation asks the PCs to look into the matter. Some basic information about the incidents can be gleaned from both the officers and the dead man's co-workers.

Encounter 1 – The sewers. This underground area is filled with perils for the unwary. They range from construction hazards and disease to subterranean monsters. Although there are many challenges in the sewers, the PCs are able to stop and rest as needed. The climax of this portion of the adventure is the discovery of the creature behind the attacks – a very young black dragon. In the creature's lair, they will find a grisly clue – a child's skeletal arm, still wearing a badly tarnished silver bracelet. This bracelet is emblazoned with the symbol of House Pelligari. GMs should note that this "Encounter" consists of ten underground chambers, and will take some time to complete. This area is the nucleus of Part One of this adventure.

Encounter 2 – The PCs report back to Captain Vestra of the Diamond Legion. From here, they can glean some information about the silver bracelet and the missing noble child. If the PCs mention the dragon (and they should), she will direct them to figure out how the beast got into the city.

Encounter 3 – The PCs can meet with members of House Pelligari and gain information about the bracelet and the dragon's attack on the child, as well as giving the family closure over the fate of their child. The PCs have the option of investigating the manor's grounds, and the scene of the crime, should they desire.

Encounter 4 – The PCs wind up here if they meet Bledsoe. Questioning the sage might lead to PCs having suspicions about his guilt. There is also physical evidence of his guilt upon which alert PCs might capitalize. If the PCs present enough evidence, Bledsoe will attempt to fight his way out – he sees the gallows are imminent. The PCs can get information about Katharza and her activities whether or not the sage escapes. If he does, the PCs will find him aboard Katharza's ship later in the adventure.

Encounter 5 – This is Katharza's ship. They can find evidence that she sold the dragon's egg to Bledsoe, and that she is harboring dangerous unnatural creatures in the hold of her ship. Her defeat closes a fencing operation and removes the threat of imported monsters that could have been a threat to the city.

Conclusion – The adventurers tie up any loose ends, report their findings and get their rewards.

Introduction

Before the module starts, ask the players to roll three Spot checks and three Will saving throws. Record the results. The Spot checks are for use in the dragon encounter. The Will saves are to use when the doppelgangers try to *detect thoughts* on the party.

Read the following introduction to the players. It should serve as an adequate hook to get the PCs involved in the module's action.

Before the invasion of the undead armies, one of the things that Amthydor was known for was its quiet orderliness. But since that time, the Shining Jewel is a noisy place. Sounds of

sawing wood, the pounding of hammers, and the shouts of laborers are now the normal street din of the city.

You pass by a work pit where several laborers are digging up the street as part of a crew to repair the sewers. They are standing on the surface, cursing and muttering. On the ground at their feet, a man-sized body is covered with a tarpaulin. An attractive woman, dressed in the uniform of the Diamond Legion, is questioning the men. She pauses occasionally to take notes in a small book, and frowns from time to time as the men relay their information to her.

The Diamond Legion captain is Ardent Vestra, and may be recognized from the module LSJ03 "Help Wanted!" If she spots the PCs, she will nod and wave to them in greeting. If she is asked what is going on, she'll say:

The attractive soldier puts her hand across her forehead to shield her eyes from the brilliant midday sun. "It is a bad time to be a laborer in our sewers. This poor man was killed by something down there. He's the third such worker in as many weeks to meet such a fate, and all of them were working in this sewer line. It is one of the major conduits for feeding waste out of the city and into the harbor, but it was heavily damaged by the undead and other recent events."

She frowns. "The Lord Monarch knows that repairing these sewer lines is the only way the city can grow to its former size. He has placed a high priority on their repair, but these attacks have made many workers quit their jobs. He is offering a reward for anyone who can stop the attacks... say, are you interested in helping us get to the bottom of this?"

Captain Vestra can relay the following details about the attacks:

- The attacks took place in this particular area of the sewers.

- Each one died about a week apart from each other, although not in a set pattern of any sort.
- The three men have died in a variety of different ways. Each was alone at the time, working on a section of the sewers. There was no other pattern.
- The first victim drowned and was found floating in a passage. His body had many tiny claw marks around his shoulders and neck.
- The second victim was found in a side passage. The flesh had been seared off of his bones. (Note: The Diamond Legion wasn't able to tell the difference between acid and thermal burns on the body. If asked if it was acid, Captain Vestra will reply that she didn't see the body and couldn't say for certain)
- The third victim (the one lying covered in the street) appears to have been mauled by an animal.
- The Diamond Legion is authorized to pay the PCs 50 gp each (non-negotiable) to clear out whatever is killing the laborers.

If the PCs so desire, a writ will be issued to them indicating that they have official permission to be in the sewers to investigate the deaths. Captain Vestra will also provide the location of her duty station should the PCs have need of her for any other reasons that may come up in their investigation.

Captain Vestra has no objection to the PCs examining the body, provided that they do it discretely and with respect. An examination of the body will reveal small claw marks and bite wounds of an animal. They bites are about the size of those caused by a hunting dog.

A Knowledge (Nature) or Survival check (DC 11 + the ATL of the adventure) will confirm that the bite wounds are consistent with those made

by a small reptile, but the claw marks look as if they may have been made by a large bird of prey.

If questioned, the trio of sewer workers can provide the following information:

- Rebuilding the sewers is dangerous business, but no one has ever been killed before.
- A number of dangers that can be found under the streets. These include sudden floods (when walls suddenly give way, releasing water into passages), rats of all sizes, and sometimes even carrion crawlers and oozes. In the latter cases, the workers just run for their lives and call in the Legion.
- All of the men had been on the job for some time and were experienced laborers.
- Not all of the secondary passages have been explored. The heavy damage from lack of maintenance and the recent deaths have slowed the process considerably.
- Main passages carry waste across the city west beneath the streets to the harbor. A pair of collapses in the main passages at points east and west have isolated this section of the sewer from the rest of the network, allowing easier access for repairs. Once this section is fixed, the blockage will be removed and the connections restored.

If asked to do so, the workers can sketch a rough map for the PCs, and show where each death occurred. (The DM should pick a couple of random points on the map; the placement of the sites is unimportant to the adventure) The workers can also provide the group with basic tools that might be found at a construction site – shovels, ropes, hammers, and so on. The Legion expects these tools returned at the end of the PCs' mission.

Should the PCs have access to the *Speak with Dead* spell or similar divination, any of the dead

questioned will only recollect being torn at by some kind of creature that attacked from the rear or from darkness and killed the worker quickly.

Encounter One – The Sewers

Because collapses have isolated this section of the sewers and impeded the flow of water through the passages, the water is largely shallow.

Each of the cylindrical primary passages (the wide ones that form the edges of the map; see DM Aid #1) is twenty feet in diameter. A pair of narrow (five foot wide) causeways runs the length of each of the primary passages. Every hundred feet, a narrow connector will allow someone to cross from one side of the passage to another.

Anyone walking through a primary passageway will encounter stagnant water. The depth will vary, being as deep as three feet in the center of the tunnel and as shallow as half a foot immediately adjacent to the causeways.

The secondary passages, also cylindrical, are all ten feet in diameter. There are no causeways here; these are designed for water flow alone. The water depth varies from two feet in the center of the passages to three inches nearest the walls.

Occasionally passages will open up into square chambers. Each chamber is a uniform 25' by 25' in size, with ten-foot ceilings. The party may pass through as few as four and as many as ten of these areas before finding the dragon that lurks in these sewers. Many of these grates are so badly rusted that they cannot be removed without the aid of pick-axes. Water depth in these chambers ranges from three inches to a foot.

Each hour in the sewers, every PC has a 5% consecutive chance of being exposed to disease (Filth Fever; see the *DMG* p. 292-293 for details). If a PC is exposed and makes the saving

throw, that PC will be immune to any further exposures for the duration of the adventure.

A Note About Rest and Recovery

The PCs are under no great time constraints to accomplish their task of exploring the sewers. A party that does the task piecemeal, with stops to replenish spells and heal, is more likely to succeed. There are a number of fights and hazards in this isolated portion of Amthydor's sewers. Not pausing may lead to needless party losses. City temples are available to groups without enough healing available, and they can be purchased at the standard *PH* prices.

If the DM is running this module for new or inexperienced *players*, you might want to make a point of mentioning that the PCs always have the option of withdrawing from the sewers and seeking healing – the sewers need not (perhaps should not!) be cleared in a single foray!

Chamber One

Descending down below street level, you carefully climb a rusted access ladder that is bolted to the wall. The chamber is square in shape, twenty-five feet on a side, with ten-foot high ceilings. The water is about half a foot deep, and the place smells of mildew and stagnant water. A passage tacks briefly to the west before ending in a collapse. Three equally wide passages branch away from this chamber. One travels no more than a few feet before ending in collapse. The others travel north and east. All three of these large passages are twenty feet in width, and have five-foot wide causeways on either edge that allow pedestrian traffic above the water.

There is nothing of interest to the adventurers in this area.

Chamber Two

This chamber, like others you have seen, is square, and twenty-five feet on a side. Primary

passageways with pedestrian causeways stretch east and west. A secondary passage of ten-foot width goes off to the south. This smaller passage has no such causeway, appearing to have been designed for water and sewage alone. A great deal of water discoloration and staining can be noticed against the northern wall.

The wall is extremely unsafe. Water has been leaking into a collapsed pocket on the other side of the wall, placing it under tremendous pressure. If PCs spend more than a round examining the wall for more than six seconds in a manner that might involve them poking and prodding at it (DM's discretion, but certainly examining the wall for secret doors would qualify), they will trigger the hazard. The water pressure will cause the wall to burst outward. Anyone physically examining or standing adjacent to the wall receives 1d4 damage per ATL of the module (Reflex Save DC 15 for ½ damage). Anyone who takes damage has been showered in foul-smelling muck. Any creatures with a sense of smell gain a +2 circumstance bonus on Spot checks against the PC; the bonus is doubled if the creature has the Scent ability.

Knowledge (architecture and engineering), Knowledge (dungeoneering), a rogue's Trapfinding ability, or stonemasonry (DC 11 + ATL) will allow PCs to realize the danger posed by the unstable wall.

Chamber Three

You find yourself peering into another chamber accessed by one of the smaller secondary passages. The room is damp and the steady drip of water can be heard from several corners. The water in this room looks fairly deep, nearly two feet in some places, and is brackish and dark. There appears to be no other exit from the chamber.

Within this room are one or more (depending on ATL) giant lizards. One lizard is hanging upside-down on the ceiling. In higher ATL adventures, others will be hidden under the

cloudy water with only their eyes above the water. The DM should ask the PCs to make Spot checks (DC 17). Unless they are spotted, the lizards might receive a surprise round in which they slither forward to make a meal of the party. The lizards are very hungry; the dragon has eaten much of their normal food supply, and one of them was killed by the black dragon's acid breath last week. They have also learned to avoid the undead in Chamber Four.

While the PCs may at first think they have discovered the creatures behind the attacks, this is not the case. A Heal check by the PCs (DC 13) will allow them to realize that the lizards are too large for the bite marks they found earlier, and do not have claw attacks to use in combat. Also, it does not explain the burns to one of the victims.

ATL 1

Lizard, Monitor (1)

ATL 3

Lizard, Monitor (2)

ATL 5

Lizard, Monitor (4)

ATL 7+

Lizard, Monitor (6)

Monitor Lizard, Medium (animal): HD 3d8+9; (22 hp); Init +2 (Dex); Spd 30 ft., swim 30 ft.; AC 15 (+2 Dex, +3 natural); Base Atk/Grp +4/+4, Atk Bite +5 melee (1d8+4); Full Atk Bite +5 melee (1d8+4); Face/Reach: 5 ft. by 5 ft./5 ft.; SA none, SQ none; AL: N; SV: Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

Skills: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while

swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

Chamber Four

A small passageway going from north to south bisects this chamber. A main passage leads west and back to the entrance of this sewer. There is less than an inch of water on the ground, but the room looks to have had a recent cave-in. The chamber is choked with moss and slime-covered rubble, making treacherous going across this room.

You also notice a pallid, feminine arm protruding from beneath the debris. You watch in shock as it reaches reflexively towards you. The debris then bubbles away as a horrific looking woman, who was perhaps once human, rises and lets forth a mournful wail that sets your teeth on edge.

A number of citizens had taken shelter in the sewers during the attack by Carthoun's undead army. One unfortunate was in this room when the cave-in occurred, and she was crushed beneath the rubble. Ironically, her anguish at her fate caused them to become undead, the same as the creatures she struggled to elude.

Note: If the party does not have a character capable of turning undead, lower this encounter by one ATL.

ATL 1

Ghoul (1), Medium Undead: HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural) touch 12, flat 12; Base Atk/Grp +1/+2; Atk Bite +2 melee (1d6+1 and paralysis), Full Atk Bite +2 melee (1d6+1 and paralysis), 2 claws +0 melee (1d3 and paralysis); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Paralysis, Ghoul Fever; SQ: Undead traits, +2 turn resistance; AL: CE; SV: Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack,

Possessions: Icky half-chewed thingy (a leg from a monstrous spider).

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

ATL 3

Wight (1), Medium Undead: HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural) touch 11, flat 14; Base Atk/Grp +2/+3; Atk Slam +3 melee (1d4+1 and energy drain); Full Atk Slam +3 melee (1d4+1 and energy drain); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Energy drain, create spawn; SQ: Darkvision, Undead Traits; AL: LE; SV: Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a

negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

ATL 5

Wraith, Medium Undead (Incorporeal): HD 5d12; hp 32; Init +7 (Dex); Spd Fly 60 ft (Good). AC 15 (+1 Dex, +4 natural) touch 15, flat 12; Base Atk/Grp +2/-; Atk Incorporeal touch +5 melee (1d4 plus 1d6 constitution drain); Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 constitution drain); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Constitution drain, create spawn; SQ: Darkvision 60 ft, Daylight powerless, incorporeal traits, +2 turn resistance, Undead Traits, Unnatural Aura; AL: LE; SV: Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They

do not possess any of the abilities they had in life.

ATL 7+

Spectre, Medium Undead (Incorporeal): HD 7d12; hp 45; Init +7 (Dex); Spd 40 ft, Fly 80 ft (Perfect). AC 15 (+3 Dex, +2 deflection) touch 15, flat 13; Base Atk/Grp +3/ -; Atk Incorporeal touch +6 melee (1d8 plus energy drain); Full Atk Incorporeal touch +6 melee (1d8 plus energy drain); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: energy drain, create spawn; SQ: Darkvision 60 ft, Daylight powerless, incorporeal traits, +2 turn resistance, Undead Traits, Unnatural Aura; AL: LE; SV: Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge Religion +12; Listen +14, Search +12, Spot +14, Survival +2; Alertness, Blind-Fight, Improved Initiative.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawns are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

The undead and the black dragon had a run-in some time ago, and now the young wyrm has learned to avoid this area (as do the other residents of this sewer). At ATL 1 and 4, the undead has acid burns on its body. If the burns are examined, a Heal check or Alchemy check (DC 15) can determine the burns were caused by acid, not heat. This might be an important clue for the PCs as to what may lie ahead.

The tormented woman wears a mildewed coin purse with 100 gp inside.

Chamber Five

This chamber appears to be a terminus for a large primary passageway that leads off to the east, while a smaller passage lead off to the north. Mold and mildew grows here, and the chamber is the most humid of any you have come across. Your clothes cling to you. There appears to be four or five inches of stagnant water in this chamber.

There is danger in this room, concealed beneath the layer of water. In the center of the room is a ten-foot square shaft of fifteen-foot depth. The hole cannot be seen because of the dark water. A PC who steps in the area must immediately make a Swim check (DC 13) or begin to sink. PCs who are heavily laden with armor or equipment could stand a real chance of drowning. (The shaft was to be a secondary drainage system but was never completed) PCs who do not trust the shallow water and prod ahead in some fashion will easily pick out the hazard; other methods may or may not work at the DM's discretion.

Chamber Six

A pair of secondary passages enters the room from the north and west. Of all the chambers you have encountered, this one feels the most desolate. There is a palpable sense of emptiness, as if something awful once occurred here and has since been forgotten, if not forgiven. You wonder what secrets the dim

corners of the chamber, or the half-foot of water across the floor, might hide.

Boxed text is a wonderful thing. So are the overactive imaginations of the players. There is nothing of interest or value in this room.

Chamber Seven

It looks as if the workers used this chamber to store building materials. Wooden planks, stone and tools can be found here. You would imagine this chamber was chosen for this purpose because it is completely dry. A pair of sputtering torches hangs in opposite corners of the room, providing some illumination. Two large passages head west and southeast, while a smaller water channel goes off to the south.

A Search check (DC 10) or Spot check (DC 15) will note that several boards look as if a large animal has been chewing on them. (This is the handiwork of the starving giant lizards in Chamber Three) If the PCs forgot to ask the workers for tools, all manner of basic construction implements can be found here. There is little else of interest in the chamber.

Chamber Eight

Refuse is strewn throughout this chamber. It is apparently the dumping place for any garbage produced by the workers. Within the inch of standing water on the floor can be seen cast-off leftovers of wood and stone, some broken tools and work implements, and more mundane trash. Two of the large passages with causeways lead off to the west and northeast, while a smaller water channel runs off to the north.

Vermin have made a home amongst the trash. It /they will aggressively defend its/their new lair, and attack anyone who enters the chamber. At least one should be on the ceiling above the entrance the PCs use for surprise value (and to check their learning curve from Chamber Three!).

ATL 1

Monstrous Spider (1), Medium Vermin: Medium-Size Vermin; HD 2d8+2; hp 11; Init +3 (Dex); Spd 30 ft., climb 20 ft.); AC 14 (+3 Dex, +1 natural), touch 13, flat 11; Base Atk/Grp +1/+1; Atk Bite +4 melee (1d6 and poison); Full Atk Bite +4 melee (1d6 and poison); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Poison (DC 14, Initial/Secondary 1d4 Str/1d4 Str), Web; SQ: Darkvision 60 ft, tremorsense 60 ft, Vermin traits; AL: N; SV: Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0*, Spot +4*; Weapon Finesse.

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage
Medium	12	1d4 Str

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful

web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Size	Escape Artist DC	Break DC	Hit Points
Medium	12	16	6

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

ATL 3:

Monstrous Spider (5), Medium Vermin: Medium-Size Vermin; HD 2d8+2; hp 11; Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (+3 Dex, +1 natural), touch 13, flat 11; Base Atk/Grp +1/+1; Atk Bite +4 melee (1d6 and poison); Full Atk Bite +4 melee (1d6 and poison); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Poison (DC 14, Initial/Secondary 1d4 Str/1d4 Str), Web; SQ: Darkvision 60 ft, tremorsense 60 ft, Vermin traits; AL: N; SV: Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0*, Spot +4*; Weapon Finesse.

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's

size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage
Medium	12	1d4 Str

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Size	Escape Artist DC	Break DC	Hit Points
Medium	12	16	6

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

ATL 5

Monstrous Scorpion, Large Vermin (2) 5d8+10; (32 hp); Init +0; Spd 50 ft; AC 16 (-1 size,+7 natural);Base Atk/Grap +3/+11 Atk Claw +6 melee (1d6+4), Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 and poison); Face/Reach: 10 ft./5 ft.; SA Constrict 1d6+4, improved grab, poison; SQ Darkvision 60 ft, tremorsense 60 ft, vermin traits; AL: N; SV: Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion’s size, as follows. The save DCs are Constitution- based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage
Large	14	1d4 Con

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

ATL 7+

Monstrous Scorpion, Large Vermin (5) 5d8+10; (32 hp); Init +0; Spd 50 ft; AC 16 (-1 size,+7 natural); Base Atk/Grap +3/+11 Atk Claw +6 melee (1d6+4), Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 and poison); Face/Reach: 10 ft./5 ft.; SA Constrict 1d6+4, improved grab, poison; SQ Darkvision 60 ft, tremorsense 60 ft, vermin traits; AL: N; SV: Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion’s size, as follows. The save DCs are Constitution- based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage
Large	14	1d4 Con

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Chamber Nine

Unlike other chambers you have seen, this one is unique in that it has a strong pungent, acrid smell that reminds you vaguely of strong brine. The room’s floor is obscured by dark, filthy water about a foot in depth. The droppings of some small animal are seen within the room. Aside from the noise of dripping water, the chamber is deathly quiet. Large passages stretch to the northwest and southwest.

This chamber is where the dragon will defend its lair (Chamber 10) against intruders. It can be reached via a shaft ten feet on a side that descends ten feet before rising a like distance

and opening up into another chamber (Chamber Ten, below). This shaft poses a hazard to a PC who might step on it (the PC should make a DC 13 Swim check to avoid beginning to sink). *The dragon will flee into its lair if it has lost more than 50% of its hit points.* To reach Chamber 10, PCs will have to swim the distance in the foul water between the chambers.

This dragon can breathe water and swim with great speed. Note that the dragon CAN charge underwater and maneuver normally (it is an aquatic creature, after all!). Two rounds after the party has entered the water, the dragon will attack PCs in the water. Although the dragon cannot use his breath weapon underwater, it will viciously bite from beneath the concealment of the dark water. This will afford the dragon a 20% miss chance due to concealment (PCs can target the churning water caused by the dragon, but it isn't a sure thing).

The DM can and should make this combat exciting. Describe how the attacker cannot be seen beneath the churning water, how a hissing noise can be heard from somewhere in the chamber between attacks, and so on.¹

ATL 1

Dragon, Black Wyrmling, Tiny Dragon (Water): HD 4d12+4; hp 32; Init +0; Spd 60 ft., fly 100 ft. (average), swim 60 ft.; AC 15 (+2 size, +3 natural) touch 10, flat 15; Base Atk/Grp +1/+2; Atk Bite +6 melee (1d4), Full Atk Bite +6 melee (1d4), 2 claws +1 melee (1d3); Face/Reach: 2 1/2 ft./5 ft.; SA: Breath weapon (Line of acid, 2d4, save DC 13); SQ: Acid immunity, water breathing; AL: CE; SV: Fort +5, Ref +4, Will +4; Str 11, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +2, Listen +6, Move Silently +2, Search +3, Spot +6; Alertness, Dodge.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

¹ If this feels like the *Alien* movies, you're doing it correctly!

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

ATL 3

Dragon, Black Very Young, Small Dragon (Water): HD 7d12+7; hp 52; Init +0; Spd 60 ft., fly 100 ft. (average), swim 60 ft.; AC 17 (+1 size, +6 natural) touch, 10, flat 17; Base Atk/Grp +3/+7, Atk Bite +9 melee (1d6+1), Full Atk Bite +9 melee (1d6+1), 2 claws +4 melee (1d4); Face/Reach: 5 ft./5 ft.; SA: Breath weapon (Line of acid, 4d4, save DC 14); SQ: Acid immunity, water breathing; AL: CE; SV: Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +3, Listen +9, Move Silently +4, Search +6, Spot +9; Alertness, Dodge.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

ATL 5

Dragon, Black Very Young, Small Dragon (Water): HD 8d12+7; hp 62; Init +0; Spd 60 ft., fly 100 ft. (average), swim 60 ft.; AC 17 (+1 size, +6 natural) touch, 10, flat 17; Base Atk/Grp +5/+9, Atk Bite +11 melee (1d8+1), Full Atk Bite +11 melee (1d8+1), 2 claws +6 melee (1d4); Face/Reach: 5 ft./5 ft.; SA: Breath weapon (Line of acid, 4d4, save DC 14); SQ: Acid immunity, water breathing; AL: CE; SV: Fort +7, Ref +6, Will +6; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +5, Listen +10, Move Silently +4, Search +6, Spot +11; Alertness, Dodge.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

ATL7 +

Dragon, Black Young, Small Dragon (Water): HD 10d12+20 hp 85; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 19 (+9 natural) touch, 10, flat 19; Base Atk/Grp +10/+12; Atk Bite +12 melee (1d8+6), Full Atk Bite +12 melee (1d8+6), 2 claws +10 melee (1d9+4); Face/Reach: 10 ft./5 ft.; SA: Breath weapon (Line of acid, 6d4, save DC 17); SQ: Acid immunity, water breathing; AL: CE; SV: Fort +9, Ref +7, Will +7; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +5, Listen +12, Move Silently +10, Spot +9; Alertness, Combat Reflexes, Dodge.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

Chamber Ten

This chamber appears to be the lair of the beast that attacked you in the other room. It is bare except for bones and droppings. A collection of refuse is pushed into a pile, forming a crude nest. From near the nest, a glint of metal can be seen.

If the dragon fled here, the creature will be waiting for the PCs. It will attempt to use its breath weapon on anyone swimming up the shaft. Once a PC breaks the water, the dragon will wade in with claw and fang, determined to rip intruders to shreds.

Among the bones is what appears to be the skeletal forearm of a small human child or halfling adult. (A Heal check of DC 15 can verify that it is the former) The bone is badly chewed, and a bracelet with the name "LUCAS" embossed upon it is still around the wrist. A symbol of House Pelligari is also stamped upon it. Any noble PC, or one who makes a Knowledge: Local or Knowledge: Nobility and Royalty check (DC 10) can identify the mark as the crest of House Pelligari. The bracelet is worth 100 gp.

In order to impress upon the PCs that this find is more than "simple treasure," read the following boxed text to the players when they uncover the bracelet and arm:

Rooting about the lair, you happen upon a grisly find. The skeletal remains of a small forearm – perhaps that of a halfling or, more disturbingly, a child – are found in a refuse pile. The arm still wears a bracelet made of silver, long tarnished by the sewers. The bracelet appears to have some sort of inscription.

The dragon recovered a small pouch of stolen gems. A thief fleeing the Legion dropped them into the sewer and never returned for them. The rotted leather pouch is easily found, and contains a dozen gems worth 50 gp each.

Encounter Two – Reporting In

Captain Vestra can be found at the location she previously provided to adventurers. This is a small guard station located on the southeastern edge of the Port District. She will greet the adventurers warmly and ask them what they have discovered. The DM is provided some

canned replies to certain items that the PCs might discuss with her:

If the PCs mention the dragon:

“By the gods! A dragon, you say? A whelp or not, such a beast hiding beneath the streets scarcely seems possible. I know little of dragons. Could there be more of these creatures under the streets?” She looks concerned.

After some thought, she says, “One thing I do know is this. There is no way that an adult dragon flew into Amthydor, squeezed into the sewer, laid an egg, and then wriggled out and flew off. If you can figure out how that egg got into the city, the Legion would reward you.”

If the PCs mention the bracelet and skeletal arm:

“How troubling.” Captain Vestra rises and moves towards a neat stack of reports. She begins leafing through them as she speaks to you. “A few years ago, when I was a new recruit, a noble’s child went missing from the family’s home. The floor of the child’s room was stained with blood, and there was evidence of a struggle of some sort. It is the same noble house whose mark is upon that bracelet you showed me (or described to me).”

“Ah,” she says, finding the report. “Yes, Lucas Pelligari of House Pelligari. Father: Manuel Pelligari. His mother is deceased. The crime was never solved. Now it seems we have a lead.”

If the PCs visit the Pelligari villa, proceed to Encounter Three. Vestra will provide the PCs with a one-day pass to visit the Pelligari Villa in the Nobles District (Non-noble PCs cannot normally access the district on their own). The pass includes the names of all PCs in the party.

If the PCs offer to return the remains and bracelet to House Pelligari, Captain Vestra will authorize them to do so, reminding them to be

respectful, especially to members of one of the Noble Houses of Amthydor.

If asked about House Pelligari, Captain Vestra will tell them that the house is known for its mining interests and the privacy of its family. They mine gold, silver, iron, and coal in the hills on the outskirts of Amthydor.

If asked who might know more about dragons, Vestra remembers Bledsoe the Sage, a specialist on dragon lore. He is valued for his knowledge of the wyrms and thus has a residence in the Nobles District. He is valued for his knowledge, not his social graces, like most cloistered sages.

If the PCs mention the undead in the sewers:

“The undead will be with us for some time, despite the best efforts of our soldiers to root out what pockets of them were left behind after their army was routed. Your efforts are appreciated. At some point, we are going to have to stop and comb through every square inch of the city and destroy what is left. Unfortunately, we simply don’t have the manpower right now. This is another reason why the reconstruction of the sewer system – and the city’s growth - is so important.”

Captain Vestra will reward the PCs for their efforts to date, presenting each with 50 gp platinum coins apiece. She urges them to follow up on whatever they might find that could be connected to the dragon’s and the bracelet’s presence in the sewers.

The Wrong Side of the Tracks

If the PCs decide to ask illicit sources for information regarding monster smugglers, let the PCs roll either Gather Information (DC 30), Profession: Smuggler (DC 15) or something similar to find out Katharza’s name and the location of her moored ship. From there the PCs can proceed to Encounter Five and backtrack from there to Encounter Four at Bledsoe’s tower.

Encounter Three – Meet The Parents

If the PCs decide to investigate the matter of the bracelet, they have a number of options. A roll of an applicable Knowledge skill (such as Knowledge: Local, Knowledge: Nobility & Royalty, or bardic lore) will get the basic details surrounding Lucas' death. A visit to the Society of Providers and Entertainers, the League of Venturers, or a different post or member of the Diamond Legion will provide information identical to what the PCs would have been given by Captain Vestra.

The DM should improvise the results of any other avenues of investigation that the PCs might attempt. You are encouraged to give them the information after making some rolls or, if all else fails, a little role-playing.

Once they piece together to what noble house the bracelet wearer belonged, they may choose to go and question the family.

Any noble PC, or one who makes a Knowledge: Local or Knowledge: Nobility and Royalty check (DC 10) can lead the party to the villa of House Pelligari themselves. Otherwise, the PCs will have to ask around. When they arrive on scene, read the following:

Arriving at the villa of House Pelligari, the wealth of the occupants is clearly in evidence. The exterior walls are high and covered with clinging ivy, lending privacy to the villa. The only view inside the compound is through the elaborate wrought iron gates. The grounds are beautifully landscaped, with delicate fruit trees, miniature bubbling fountains in the shape of forest animals, and carefully manicured shrubs. The house itself is two stories, and makes extensive use of pillars around the perimeter of the ground floor, lending it a feeling of being open and airy. Hanging between the openings in the gate is a silken cord, which is attached to a bell.

Pulling on the cord will summon a middle-aged female human, a servant named Syrdi. She curtsies to the party and, from behind the gates, will ask them their business with the lord and lady of the house. Any reasonable statements that reference the family's missing child or the bracelet will have Syrdi unlocking the gates to usher the PCs inside.

Within the house, the PCs will be brought into a comfortable sitting room. Syrdi will busy herself serving any desired food or drink to the guests. She will acknowledge that the household lost a child some time ago, but will politely avoid any further elaboration. ("It is not my place to speak for my lord and lady, honored guests.") She asks the PCs to wait while she fetches Lord Manuel and his sister-in-law, Lady Penelope.

After several minutes of waiting within the elegantly appointed interior, the lord and lady of the house enter the room. Lord Manuel is a thirtyish human with angular features and a hawkish nose. His eyes are deep pools of brown, heavily darkened underneath, and they betray his apprehension over the news that you might give to him. His sister-in-law, Lady Penelope, looks to be some ten years his junior. She looks frail and tired. She gives a half-hearted curtsy to you, and the lord bow. He clears his throat and says in a gravelly voice, "Welcome to our home. Syrdi tells me that you have something to tell us... something about which our hearts have long hung heavy."

The lord and lady will quietly listen to the PCs. If the PCs describe or present the bracelet to them, read the following:

As you explain the matter of the bracelet, Lady Penelope's eyes well with tears. She throws her face into her hands and begins sobbing loudly. Syrdi immediately runs to her and leads her out of the room. The lady's cries trail off in the distance. Lord Manuel looks grave and very tired. He nods to you.

"You have my thanks, and that of my sister-in-law Penelope, though it may not seem so.

Lucas was her favorite nephew and she loved him as much as her own son. The matter of the final fate of my son has been wearing on us for a very long time. You have brought us closure, and for that we are grateful.”

Lord Manuel will answer as many questions as he can about the incident that led to his son's death. However, his knowledge of what occurred is limited. He is able to provide PCs with the following:

- His son was eight years old at the time. Syrdi had taken him upstairs and put him to bed. It was the last time the boy was seen alive.
- Around one o'clock in the morning, the lord was awakened by a thump on the floor. In the stupor of a deep repose, he turned over and went back to sleep. Syrdi did not hear the noise; her quarters are on the opposite side of the house.
- Some time afterwards (Lord Manuel isn't certain how long, as he was half asleep) a sound that could only be described as thrashing was heard from his son's room. Rousing himself, he snatched his sword from beneath his bed and made for his son's room.
- The door to his son's room was unlocked, as it normally was.
- Lord Manuel was horrified by what he saw when he opened the door. His son was nowhere to be seen. His bed-sheets were all over the room, and the floor was coated by a thin sheen of blood in several places.
- Scratch marks marred the hardwood floor. Some of the bed-sheets were spotted with burn holes. (This was the dragon's acidic saliva, as its spittle sprayed during the attack) If asked, Lord Manuel will not be able to confirm or deny whether they were burns from acid or from flame, although the former has never occurred to him.

- Manuel's own wife died in childbirth bearing Lucas. He has one older son who is off at a boarding school in Corothia.

The PCs will be allowed to investigate the child's room and the grounds if they desire.

The high walls surrounding the manor make getting to the child's room difficult, but not impossible. The double windows of his room are high but narrow, and they would be a tight squeeze for any man-sized being. (For the relatively small, serpentine dragon, this did not pose an obstacle) A study of the grounds will otherwise reveal nothing relevant to the child's death.

Read the following if PCs visit the child's room:

It is clear that this room was closed up after the death of the child, and that his parents never wanted to see it again. The chamber is covered in a layer of dust. Dark stains mar the hardwood floors. The bed and furniture – a toy chest, a standing closet and two end tables – are neatly covered with dusty white sheets. Two windows are side-by-side in this room. They are paned with colored glass, are three feet high, and rather narrow. They are latched from the inside. Thanks to the room's elevation, you have a good view of the other buildings in the district. This includes a number of other elegant villas and an oddly shaped square tower a block away.

The tower mentioned in the last line of the above description is Bledsoe's tower.

If the PCs have behaved themselves, and broken the news and details about his son's fate with decorum and dignity, Lord Manuel Pelligari will provide them with a token of his gratitude. As the PCs are leaving, he asks them to linger a moment. He'll return from his bedchambers with his rapier. "Take this, please," he says. "Thank you for your efforts on the behalf of my house."

The rapier is a *Rapier of Agility* (a new magic item, see the item description at the end of the

module).

NOTE: Most PCs should have the good sense not to present the actual skeletal arm to the boy's father and aunt! Showing the bracelet alone is respectful and dignified. Showing the arm is NOT.

Encounter Four: Guilty as Charged!

Read the following as the PCs approach Bledsoe's place of residence:

This oddly shaped, rather spindly tower of five stories is the tallest structure on the block, providing a commanding view of the Nobles District. A single ironbound metal door provides entry to the ground floor. A single shuttered window can be seen one to each floor. The top of the tower is peaked and devoid of any crenellations. A brass knocker – in the shape of a snarling dragon's head, ring clutched in its mouth – is attached to the door's face.

The first floor of the tower is an antechamber where Bledsoe meets guests. He rarely, if ever, admits guests to the upper floors of his tower. The other floors are:

- 2nd Floor – Kitchen and dining room
- 3rd Floor – Laboratory and study
- 4th Floor – Library and bedroom
- 5th Floor – Storage

The structure is well lit from within by regularly placed *Continual Flame* spells. The ceilings are a uniform seven feet in height.

If the PCs knock, Bledsoe will answer the door. He opens it just a bit, peering at the adventurers through the crack. He wears spectacles and is remarkably thin, with a scraggly beard and watery eyes. His robes are drab gray in color. His voice is somewhat nasal and irritating, and he has an inability to socialize well that defines many cloistered academics.

In the second story kitchen, a summoned air elemental guardian waits to protect Bledsoe should the need arise. The elemental will arrive one round after combat begins, and will fight to the death defending its master. (Note: At ATL 1, the mephit will not summon any other mephits to its aid.)

Under no circumstances will the elemental guardians leave the confines of Bledsoe's tower.

ATL 1

Bledsoe the Sage, Male Human Wizard (Diviner) Level 3; HD 3d4+6; hp 16; Init +6; Spd 30 ft; AC 12 (+2 dex), touch 12, flat 10; Base Atk/Grp +1/+1; Atk +1 melee (1d4, 19-20/×2, Dagger); Full Atk +1 melee (1d4, 19-20/×2, Dagger); SV Fort +3, Ref +3, Will +4; AL NE; Str 8, Dex 14, Con 14, Int 18, Wis 12, Cha 8

Skills & Feats: Concentration +8, Knowledge (arcana) +10, Knowledge: Arcana +12, Knowledge Nature +10 Profession (sage) +7, Scry +10, Spellcraft +10.

Improved Initiative, Skill Focus Knowledge: Arcana (Dragons), Spell Focus (Divination).

Spells Memorized (4+1/2+1/1+1; DC 14 + Spell Level, 16 + if Divination): *Daze, Detect Magic, Flare, Open/Close, Prestidigitation, Comprehend Languages, Shield, Sleep, Glitterdust, See Invisibility.*

Possessions: Robes, *dagger +1, Minor Charm of Seeing* (a new magic item, see the item description at the end of the module).

Mephit, Air (1): Small Outsider (Air); HD 3d8; hp 13; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural); Atk 1 claw +4 melee (1d3); Full Atk 2 claws +4 melee (1d3); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Breath weapon, spell-like abilities, summon mephit; SQ: Fast healing 2, damage reduction 5/+1; 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): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can use *gust of wind* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.

ATL 3

Bledsoe the Sage:, Male Human Wizard (Diviner) Level 5; HD 5d4+10; hp 26; Init +6; Spd 30 ft; AC 17, touch 13, flat 14; Atk +2 melee (1d4, 19-20/×2, Dagger); Full Atk +2 melee (1d4, 19-20/×2, Dagger); SV Fort +3, Ref +3, Will +5; AL NE; Str 8, Dex 16, Con 14, Int 19, Wis 12, Cha 8

Skills & Feats: Alchemy +12, Concentration +10, Knowledge (arcana) +12, Knowledge (nature) +14, Profession (Sage) +9, Scry +12, Spellcraft +12. Improved Initiative, Skill Focus Knowledge Nature (Dragons), Spell Focus (Divination), Still Spell

Spells Memorized (4+1/3+1/2+1/1+1; DC 14 + Spell Level, 16 + if Divination): *Daze, Detect Magic, Flare, Open/Close, Prestidigitation, Color Spray, Comprehend Languages, Mage Armor, Magic Missile, Glitterdust, See Invisibility, Mirror Image, Arcane Sight, Haste.*

Equipment: Robes, *dagger +1, Lesser Charm of Seeing* (a new magic item, see the item description at the end of the module).

Air Elemental, Large (1): HD 8d8+24; hp 60; Init +11 (+7 Dex, +4 Improved Initiative); Spd

Fly 100 ft. (perfect); AC 20 (-1 size, +7 Dex, +4 natural) touch 17, flat 13; Base Atk/Grp +6/+12, Atk Slam +12/+7 melee (2d6+3); Full Atk Slam +12/+7 melee (2d6+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA: Air mastery, whirlwind; SQ: Elemental, damage reduction 10/+1; AL: N; SV: Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +11; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam).

Air Mastery and Whirlwind (see elsewhere on this page for detail).

ATL 5

Bledsoe the Sage:, Male Human Wizard (Diviner) Level 7; HD 7d4+10; hp 32; Init +6; Spd 30 ft; AC 17, touch 13, flat 14; Atk +3 melee (1d4, 19-20/×2, Dagger); Full Atk +3 melee (1d4, 19-20/×2, Dagger); SV Fort +3, Ref +3, Will +5; AL NE; Str 8, Dex 16, Con 14, Int 20, Wis 12, Cha 8

Skills & Feats: Alchemy +12, Concentration +10, Knowledge (arcana) +12, Knowledge (nature) +14, Profession (Sage) +9, Scry +12, Spellcraft +12. Improved Initiative, Skill Focus Knowledge Nature (Dragons), Spell Focus (Divination), Still Spell

Spells Memorized (4+1/4+1/3+1/2+1/1+1; DC 15 + Spell Level, 17 + if Divination): *Daze, Detect Magic, Flare, Open/Close, Prestidigitation, Color Spray, Comprehend Languages, Magic Missile, Mage Armor, Sleep, Scorching Ray, Glitterdust, See Invisibility, Mirror Image, Arcane Sight, Dispel Magic, Haste, Black Tentacles, Scrying.*

Air Elemental, Large (2); HD 8d8+24; hp 60; Init +11 (+7 Dex, +4 Improved Initiative); Spd Fly 100 ft. (perfect); AC 20 (-1 size, +7 Dex, +4 natural) touch 17, flat 13; Base Atk/Grp +6/+12; Atk Slam +12/+7 melee (2d6+3); Full Atk Slam +12/+7 melee (2d6+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA: Air mastery, whirlwind; SQ: Elemental, damage reduction 10/+1; AL: N;

SV: Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +11; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam).

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and 40 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d6) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

The DC for saves against the whirlwind's effects is 16. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty

on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

ATL 7+

Bledsoe the Sage, Male Human Wizard (Diviner) Level 7; HD 7d4+10; hp 32; Init +6; Spd 30 ft; AC 17, touch 13, flat 14; Atk +3 melee (1d4, 19-20/×2, Dagger); Full Atk +3 melee (1d4, 19-20/×2, Dagger); SV Fort +3, Ref +3, Will +5; AL NE; Str 8, Dex 16, Con 14, Int 20, Wis 12, Cha 8

Skills & Feats: Alchemy +12, Concentration +10, Knowledge (arcana) +12, Knowledge (nature) +14, Profession (Sage) +9, Scry +12, Spellcraft +12. Improved Initiative, Skill Focus Knowledge Nature (Dragons), Spell Focus (Divination), Still Spell

Spells Memorized (4+1/4+1/3+1/2+1/1+1; DC 15 + Spell Level, 17 + if Divination): *Daze, Detect Magic, Flare, Open/Close, Prestidigitation, Color Spray, Comprehend Languages, Magic Missile, ~~Mage Armor~~, Sleep, Scorching Ray, Glitterdust, See Invisibility, Mirror Image, Arcane Sight, Dispel Magic, Haste, Black Tentacles, Scrying.*

Air Elemental, Large (3); HD 8d8+24; hp 60; Init +11 (+7 Dex, +4 Improved Initiative); Spd

Fly 100 ft. (perfect); AC 20 (-1 size, +7 Dex, +4 natural) touch 17, flat 13; Base Atk/Grp +6/+12; Atk Slam +12/+7 melee (2d6+3); Full Atk Slam +12/+7 melee (2d6+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA: Air mastery, whirlwind; SQ: Elemental, damage reduction 10/+1; AL: N; SV: Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +11; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam).

Air Mastery and Whirlwind (see previous page for detail).

Speaking with Bledsoe

At this point, the PCs could be anywhere from carrying damning evidence of Bledsoe's guilt (with Katharza's ledger books from the *Menagerie*) to having no inkling as to his involvement. The sage will be calm and aloof until the sewers or the dragon is mentioned. At that point, he will become nervous. The DM should make a Bluff check for Bledsoe; this is the opposed DC for the PC's Sense Motive check to notice something is amiss.

Paladins or anyone else who can *Detect Evil* may also find Bledsoe's alignment makes him the subject of suspicion. Likewise, certain divination magic will probably ferret out Bledsoe quickly.

There are two pieces of damning physical evidence. One is in this very room. The area rug in this chamber has a number of tiny burn spots on it. Any PC in the room will notice this with a Spot check (DC 16 + ATL of the adventure). PCs who specifically Search the room for clues, evidence or simply something amiss will spot this with a DC 15 check. An Alchemy check (DC 10) allows the PC to confirm that a remarkably strong acid made the holes (since they even scored the stone floor beneath the rug). This was the black dragon's acidic spittle. Bledsoe will stammer an explanation about having spilled an acid sample from the lab here.

However, pointing this out will rattle him (make another Bluff check for Bledsoe and apply a -3 Circumstance penalty).

The other piece of evidence is Bledsoe's financial records. Amthydor's taxation officers are relentless. Most residents keep meticulous records and Bledsoe is no exception. These records are located in the library on the 4th floor. If a PC checks back to around the date of Lucas' abduction, they will find a single nine thousand gold piece expenditure a few weeks before. It lists the seller as "KATHARZA – SLIPSIDE WHARVES – MENAGERIE."

If the PCs interrogate Bledsoe, it is left up to the DM to determine at what point, if at all, Bledsoe decides that he's been found out and makes a run for it. Here are some suggestions:

- The PCs threaten to fetch the Diamond Legion to question him
- The PCs claim to have the evidence to convincingly tie Bledsoe to the crime (the PC should make an opposed Bluff check)
- The PCs physically threaten Bledsoe to the point where he thinks he is in genuine danger (the PC successfully Intimidates the sage)
- The PCs ask Bledsoe to submit to a *Zone of Truth* spell or similar magic.

Bledsoe will attempt to take the PCs by surprise (Spot check DC 15 to notice he is casting before he gets his spell going), casting any spell that might allow him to get away. Bledsoe's primary concern is escape, and he'll do whatever he can to disengage from the combat and get out as fast as he is able. If he escapes, he immediately heads for Katharza's ship to warn her. If he gets there, and the PCs have already defeated Katharza, he escapes and flees Amthydor for good!

If Bledsoe is captured, or slain and spoken to via *Speak with Dead*, he will provide details about

Katharza's ship – its location and the presence of “all kinds of odd monsters” aboard the vessel – and will verbally explain how he came into possession of the dragon's egg and the subsequent happenings that lead to Lucas' death.

Encounter Five: The *Menagerie*

Katharza's vessel is a caravel – a small, single-mast ship with a wide hull that hugs the coastline. The *Menagerie* has not set sail in several years; Katharza uses it as a permanent base of operations. The fence uses the upper portion of the ship to meet with clients, while the lower portion holds the collection of odd beasts that is the vessel's namesake. She has trained these creatures to defend her if needed. Depending on the resolution of Encounter Four, Bledsoe may also be aboard the *Menagerie*.

Tracking Down Katharza

Katharza can be found in a variety of ways, few of them easy:

- Bledsoe's financial journals (see Encounter Four)
- Any Knowledge skill dealing *specifically* with the underworld or illegal activity in the city can divine Katharza's location with a DC 11 + adventure's ATL check.
- A Knowledge (Local) check at DC 18 + ATL check.
- A Gather Information check at DC 17 + ATL. “Tips” – at 20 gp spent per +1 bonus to the check – are allowed. The PCs must decide beforehand how much gold they are dropping. A PC in the group with Innuendo skill grants another +2 bonus.

You make your way to the Port District of Amthydor, seeking out the Slipside Wharves. You find them easily enough, and only a single vessel is found there. This vessel is a wide-bottomed caravel, and the name Menagerie is painted on her bow. The single mast hangs no

sail, and the ship's anchor chain disappears into the water. You see at least one guard standing on the rails of the ship, armed and clearly ready for trouble. On the fore and aft quarter of the ship's deck, doors leads into rooms in the interior of the ship's top deck.

Top Deck - Amidships

Any PC with Profession: Sailor or some applicable nautical Knowledge skill (DM discretion) may make a check (DC 10) to determine that this ship is permanently moored, and has likely not seen open water in years.

If the PCs didn't capture Bledsoe and he is aboard, he will have given a description of the party to Katharza and her guards. As a result, if the PCs didn't disguise themselves in some fashion, a combat will break out immediately as the guard(s) attempts to prevent the PCs from boarding.

If the PCs took care of Bledsoe, or if they disguised themselves, the guard(s) call out to the PCs and ask them their business. Have the PCs make Bluff checks, but the doppelganger guards are using their *Detect Thoughts* ability to ascertain the party's true motives. If successful, this will certainly invite an attack from them. If their ability is somehow thwarted, they will still be suspicious of the PCs and refuse any requests to board. The *Detect Thoughts* ability will prevent the guard(s) from being the subject of Bluff or Intimidate checks.

Attempts to sneak aboard should be handled by the DM normally; Spot checks are provided.

The guards aren't especially loyal to Katharza. If offered a bribe, they will accept 50 gp apiece to “take a walk” for a little while.

ATL 1

Doppelganger (1) Medium, Monstrous Humanoid (Shapechanger): HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +2 armor, +1 shield, +4 natural) touch 11, flat 17; Base Atk/Grp +4/+5; Atk longsword +4 melee

(1d8+1) or 1 slam +4 melee (1d6+1); Full Atk longsword +4 melee (1d8+1) or 2 slams +4 melee (1d6+1); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Detect thoughts; SQ: Shape Change, immunity to sleep and charm effects; AL: N; SV: Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Dodge, Great Fortitude

Equipment: Leather armor, buckler, longsword.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL 3

Doppelganger (2) Medium, Monstrous Humanoid (Shapechanger): HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +2 armor, +1 shield, +4 natural) touch 11, flat 17; Base Atk/Grp +4/+5; Atk longsword +4 melee (1d8+1) or 1 slam +4 melee (1d6+1); Full Atk longsword +4 melee (1d8+1) or 2 slams +4 melee (1d6+1); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Detect thoughts; SQ: Shape Change, immunity to sleep and charm effects; AL: N;

SV: Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Dodge, Great Fortitude

Equipment: Leather armor, buckler, longsword.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL 5

Doppelganger Medium (4), Monstrous Humanoid (Shapechanger): HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +2 armor, +1 shield, +4 natural) touch 11, flat 17; Base Atk/Grp +4/+5; Atk longsword +4 melee (1d8+1) or 1 slam +4 melee (1d6+1); Full Atk longsword +4 melee (1d8+1) or 2 slams +4 melee (1d6+1); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Detect thoughts; SQ: Shape Change, immunity to sleep and charm effects; AL: N; SV: Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Dodge, Great Fortitude

Equipment: Leather armor, buckler, longsword.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL 7+

Doppelganger Medium, Monstrous Humanoid (Shapechanger) (6): HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +2 armor, +1 shield, +4 natural) touch 11, flat 17; Base Atk/Grp +4/+5; Atk longsword +4 melee (1d8+1) or 1 slam +4 melee (1d6+1); Full Atk longsword +4 melee (1d8+1) or 2 slams +4 melee (1d6+1); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: Detect thoughts; SQ: Shape Change, immunity to sleep and charm effects; AL: N; SV: Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Dodge, Great Fortitude

Equipment: Leather armor, buckler, longsword.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can

suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Top Deck – Bow

This is Katharza's quarters.

The feminine décor in this room seems oddly out of place on an old merchant's vessel. The edges of the room are framed in delicate curtains. They and the bedding on the four-posted bed have pink and lavender accents. A subtle hint of perfume hangs in the air. A roll-top desk is open, revealing a neat collection of papers, an inkwell and a collection of quills.

The accouterments in this room are tasteful but not especially valuable. The papers provide a listing of sales and purchases of a variety of coded items. A successful Decipher Script check (DC 10) or an Intelligence check (DC 20) allows the PC to decipher the code.

The entries will reveal that Katharza came into the possession of a dragon's egg several weeks before Lucas' murder. The egg is listed as being "BRONZE", but the entry is neatly scratched out and replaced with "EBONY." The sale price of nine thousand gold pieces is noted, along with the recipient, Bledsoe the Sage. This is the damning piece of evidence the PCs may need to bring the investigation to Bledsoe (see Encounter Four) and incriminate him.

Top Deck – Stern

This room is used for Katharza's meeting with potential customers. It is also the method by which the ship's interior is accessed (there is a trap door here that leads below decks). If Bledsoe escaped in Encounter Four, he will be found here. This time, he will fight until incapacitated or killed.

Bledsoe will have received healing from one of the city's temples (if needed) during the time that the PCs were searching his tower. If the PCs wait a day before coming here, Bledsoe has re-memorized his spells. If not, he has whatever spells he had remaining at the end of Encounter Four.

This room is relatively bare. It has only a table and two seats, all constructed of dark wood. An iron ring is set into a trap door on the floor near the room's edge.

ALL ATLS: See Encounter Four for Bledsoe's statistics.

Below Decks:

The hold of this vessel is strewn with hay. It has a variety of animal odors, like an animal pen. Locked cages line one side of the deck, most of them vacant at the moment. A single hanging lantern at either end of the room dimly lights the place. A woman stands at the far end of the room, eyeing you with hate in her eyes. A pair of bizarre looking beasts stands between you and she.

If you feel the players don't have enough of the module back-story to at last understand what's going on, add the following paragraph to your description.

"That stupid wizard," she spits. "A dragon scholar, and he couldn't keep a whelp from flying off and bringing back a child to eat. And then the fool beats the dragon unconscious and dumps it into the sewer instead of making sure it was dead. All my trouble because of that

idiot."

In either case, finish the description with:

"You lot, you've seen far too much." She snaps her fingers twice, and the creatures leap at you.

ATL 1

Skum (2), Medium-Size Aberration (Aquatic): HD 2d8+2; hp 11; Init +1 (Dex); Spd 20 ft., swim 40 ft.; AC 13 (+1 Dex, +2 natural); Base Atk/Grp +1/+5; Atk Bite +5 melee (2d6+4); Full Atk Bite +5 melee (2d6+4), 2 claws +0 melee (1d4+2), 2 rakes +0 melee (1d6+2); Face/Reach: 5 ft./5 ft.; SQ: Low-light vision; AL LE; SV: Fort +1, Ref +1, Will +3; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6.
Skills and Feats: Climb +9, Hide +6, Listen +7, Move Silently +3, Spot +7; Alertness.

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Katharza: Female human Ftr 3; HD 3d10+9; hp 30; Init +1; Spd 20 ft.; AC 18 (+5 armor, +2 shield, +1 Dex)touch 11, flat 17; Base Atk/Grp +3/+6; Atk +8 (1d10+4,19-20/×2, *Bastard Sword +1*), or +6 (1d4+3/19-20/×2, *Dagger*); Full Atk +8 (1d10+4,19-20/×2, *Bastard Sword +1*), or +6 (1d4+3/19-20/×2, *Dagger*); SV Fort +6, Ref +2, Will +0; AL NE; Str 16, Dex 13, Con 16, Int 14, Wis 8, Cha 12

Skills & Feats: Handle Animal +7, Listen +2, Profession (Fence) +2, Spot +2, Swim +9. Exotic Weapon Proficiency (*Bastard Sword*), Power Attack, Cleave, Weapon Focus (*Bastard Sword*), Combat Reflexes.

Possessions: Chainmail, large steel shield,

dagger, *Bastard Sword* +1, 15 pp.

* See DM Aid #3 for details.

ATL 3

Owlbear (1), Large, Magical Beasts: Large Beast; HD 5d10+20; hp 48; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural) touch 11, flat 14; Base Atk/Grp +5/+14; Atk claw +9 melee (1d6+5); Full Atk 2 claws +9 melee (1d6+5), bite +4 melee (1d8+2); Face/Reach: 5 ft./5 ft.; SA: Improved grab; SQ: Scent; AL: N; SV: Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +7.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Katharza: Female human Ftr 5; HD 5d10+15; hp 47; Init +1; Spd 20 ft; AC 21 (+8 armor, +2 shield, +1 Dex) touch 11, flat 19; Base Atk/Grp +5/ +7; Atk +10 (1d10+6,19-20/×2, *Bastard Sword* +1), or +8 (1d4+3/19-20/×2, *Dagger*); Full Atk +10 (1d10+6,19-20/×2, *Bastard Sword* +1), or +8 (1d4+3/19-20/×2, *Dagger*); SV Fort +7, Ref +2, Will +0; AL NE; Str 17, Dex 13, Con 16, Int 14, Wis 8, Cha 12

Skills & Feats: Handle Animal +7, Listen +2, Profession (Fence) +2, Spot +2, Swim +9. Exotic Weapon Proficiency (*Bastard Sword*), Power Attack, Cleave, Weapon Focus (*Bastard Sword*), Combat Reflexes.

Possessions: Chainmail, large steel shield, dagger, *Bastard Sword* +1, 15 pp.

ATL 5

Owlbears (3), Large, Magical Beasts: Large Beast; HD 5d10+20; hp 48; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural) touch 11, flat 14; Base Atk/Grp +5/+14; Atk claw +9 melee (1d6+5); Full Atk 2 claws +9 melee (1d6+5), bite +2 melee (1d8+2); Face/Reach: 5 ft./5 ft.; SA: Improved grab; SQ: Scent; AL: N;

SV: Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +7.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Katharza: Female human Ftr 7; HD 7d10+20; hp 60; Init +1; Spd 20 ft; AC 21 (+8 armor, +2 shield, +1 Dex) touch 11, flat 19; Base Atk/Grp +7/ +9; Atk +10, (1d10+6,19-20/×2, *Bastard Sword* +1), or +8 (or +6 missile) (1d4+3/19-20/×2, *Dagger*); Full Atk +10, +5 (1d10+6,19-20/×2, *Bastard Sword* +1), or +8 (or +6) (1d4+3/19-20/×2, *Dagger*); SV Fort +8, Ref +3, Will +1; AL NE; Str 17, Dex 13, Con 16, Int 14, Wis 8, Cha 12

Skills & Feats: Handle Animal +7, Listen +2, Profession (Fence) +2, Spot +2, Swim +9. Exotic Weapon Proficiency (*Bastard Sword*), Power Attack, Cleave, Weapon Focus (*Bastard Sword*), Combat Reflexes.

Possessions: Chainmail, large steel shield, dagger, *Bastard Sword* +1, 15 pp.

ATL 7+

Katharza: Female human Ftr 9; HD 9d10+25; hp 70; Init +1; Spd 20 ft; AC 21 (+8 armor, +2 shield, +1 Dex) touch 11, flat 19; Base Atk/Grp +10/ +12; Atk +14 (1d10+7,19-20/×2, *Bastard Sword* +1), or +11 (or +9 missile) (1d4+4/19-20/×2, *Dagger*); Full Atk +14, +8 (1d10+7,19-20/×2, *Bastard Sword* +1), or +11 (or +9) (1d4+4/19-20/×2, *Dagger*); SV Fort +8, Ref +3, Will +1; AL NE; Str 17 Dex 13, Con 16, Int 14, Wis 8, Cha 12

Skills & Feats: Handle Animal +7, Listen +2, Profession (Fence) +2, Spot +2, Swim +9. Exotic Weapon Proficiency (*Bastard Sword*), Power Attack, Cleave, Weapon Focus (*Bastard Sword*), Combat Reflexes, Great Cleave.

Possessions: Chainmail, large steel shield,

dagger, *Bastard Sword* +1, 15 pp.

Tigers (2), Large Animals: 6d8+18; hp 51; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Atk/Grp +4/+14; Atk Claw +9 melee (1d8+6), Full Atk: 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3); Face/Reach: 10 ft./5 ft.; SA: Improved grab, pounce, rake 1d8+3; SQ: Low-light vision, scent; AL: N; SV: Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11; Alertness, Improved Natural Weapon (bite), and Improved Natural Weapon (claw).

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

* See DM Aid #3 for details.

* See DM Aid #3 for details.

The Cages

If the PCs are stupid enough to try opening any of the cages, they contain the following creatures. Open to the relevant Monster Manual entry and use the statistics therein for the fight that will likely occur. They get no extra XP for a pointless combat.

4 Orbs (in a glass cage)
1 pseudodragon
2 shocker lizards
1 tank of piranhas (10)

1 rust monster in a wooden crate

Conclusion

At this point, the PCs have a *lot* to share with the Diamond Legion. They've just solved a quartet of unsolved deaths (including the death of a noble's son), slain monsters that were illegally in the city, and broken up an illegal fencing operation.

The Diamond Legion will be very pleased with the PCs efforts and will reward them with an additional 50 gp. Each PC also gets the *Favor of Captain Vestra*.

If Bledsoe, Katharza or any of her doppelganger guards survived the melee, they will either flee the city (if able) or will be executed for their offenses.

With the cases of several unsolved deaths in the city now closed, and Katharza's fencing operation closed and her monster collection taken care of, Amthydor owes you a debt of thanks. A few days later, the sewers – now safe, thanks to your efforts – are busily being repaired, and the city's efforts towards final reconstruction take another important step forwards.

THUS ENDS "UNDER THE
STREETS"

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Introduction

Questioning Captain Vestra and/or the workers about the deaths 50 XP

Encounter 1

Defeating the dragon (includes monsters or traps encountered along the way) 200 XP

Encounter 3

Delivering news of their child's fate to the noble house 50 XP

Investigating the home for evidence 50 XP

Encounter 4

Confronting Bledsoe with enough compelling evidence to establish guilt 50 XP

Defeating Bledsoe 200 XP

Defeating Bledsoe's guardian 100 XP

Encounter Five

Locating Katharza by any means 50 XP

Defeating the guard(s) (including bribing or sneaking past them) 50 XP

Defeating Bledsoe (if present; non-cumulative with Encounter Four) 200 XP

Defeating Katharza 200 XP

Defeating Katharza's creatures 100 XP

Reporting findings back to the Legion 50 XP

Discretionary Roleplaying Award Up to 150 XP

Total Possible Experience:	1300 XP
-----------------------------------	----------------

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Encounter 1

- Coin purse with 100 gp total
- Gems (12), sale value 300 gp total
- One silver bracelet worth 100 gp. It is engraved with the name "LUCAS" and the seal of House Pelligari of Amthydor.

Encounter 2

- Captain Vestra's reward (50 gp per PC)

Encounter 3

- *Rapier of Agility*: In thanks for your efforts in discovering the final fate of his missing son, Lord Manuel Pelligari of Amthydor has gifted you with his rapier. He was quite the dashing duelist in his day, and the magic of the rapier reflects this. It is a *Rapier +1*, and when held or carried, it grants a +3 luck bonus to the possessor's Balance, Jump and Tumble skills. (Value: 8320 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, 6th level caster, Legality: Legal).

Encounter 4

- *Dagger +1* (Value: 2302 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal)
- *Charm of Seeing*: These items are highly valued by sages and diviners. They are tiny charms, usually silver, that can be attached to chains or even carried in the pocket. While on the possessor's person, they increase the duration of any Divination spell (arcane or divine) cast by them. Other methods or effects that lengthen spell duration (such as the *Extend Spell* feat) use the greater of any possible duration; the effects are not cumulative. There are three varieties of charms. (Check off the type of charm found in this adventure) (Caster Level: 5th (Minor), 7th (Lesser) or 9th (Greater); *Prerequisites*: Craft Wondrous Item, Extend Spell)

__ ATL 1 - *Minor Charm of Seeing*: The duration of all Divination spells cast by the possessor are increased by 50%. This does not affect spells whose duration is *instantaneous*.

__ ATL 3 - *Lesser Charm of Seeing*: The duration of all Divination spells cast by the possessor are increased by 100%. This does not affect spells whose duration is *instantaneous*.

__ ATL 5+ - *Greater Charm of Seeing*: The duration of all Divination spells cast by the possessor are increased by 150%. This does not affect spells whose duration is *instantaneous*. (Value: 1000 gp (Minor) 3000 gp (Lesser) or 8000 gp (Greater), Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).

- *Clockwork Dragon*: This keepsake was acquired from the tower home of Bledsoe the Sage. After the Diamond Legion deemed it unnecessary evidence in the trial it was gifted to you

__ ATL 1 - A tiny magical automaton. This copper replica of a dragon is magically animated and follows simple commands from its owner. It is fairly fragile, and will probably not last long should its owner repeatedly send it into combat. The recipient should choose an animal form for the statue (movement rate remains as noted below).

Animated Object, Tiny: Tiny Construct; HD 1/2d10; hp 3; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 size, +2 Dex); Atk Slam +1 melee (1d3-1); Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.; SA: See text; SQ: See text; AL: N; SV: Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: None.

__ ATL 3+ - A small magical automaton. This copper replica of a dragon is magically animated and follows simple commands from its owner. It is fairly fragile, and will probably not last long should its owner repeatedly send it into combat. The recipient should choose an animal form for the statue (movement rate remains as noted below).

Animated Object, Small: Small Construct; HD 1d10; hp 6; Init +1 (Dex); Spd 50 ft.; AC 14 (+1 size, +1 Dex, +2 natural); Atk Slam +1 melee (1d4); Face/Reach: 5 ft. by 5 ft./5 ft.; SA: See text; SQ: See text; AL: N; SV: Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: None.

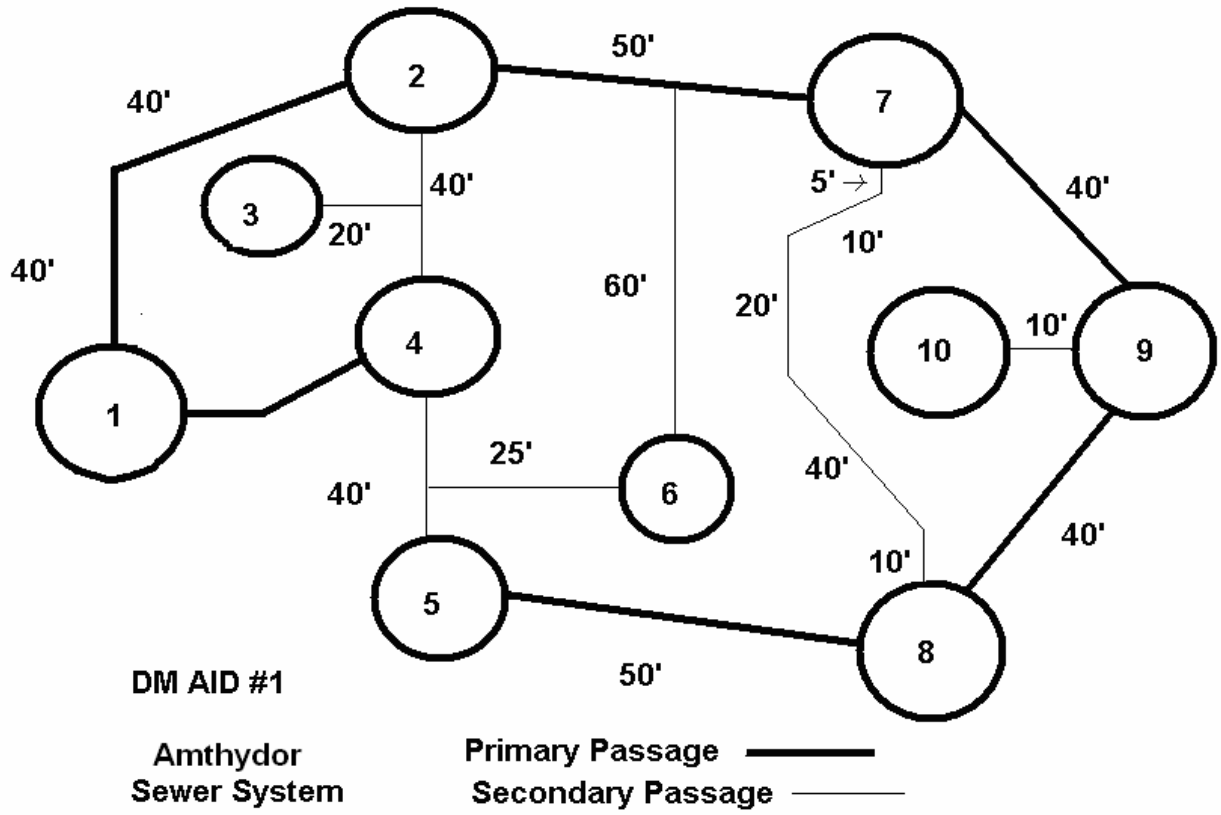
Encounter 5

- Possessions of Bledsoe (if present; see Encounter 4 summary above for details. These items are only awarded ONCE.)
- Possessions of doppelganger(s): Sale value 20 GP for ATL 1, 90 GP for ATL 3.
- 15 pp and mundane possessions of Katharza: sale value 86 at ATL 1, 761 at ATL 3.
- *Bastard Sword +1* (Value: 2335 gp, Size: Large, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).

Conclusion

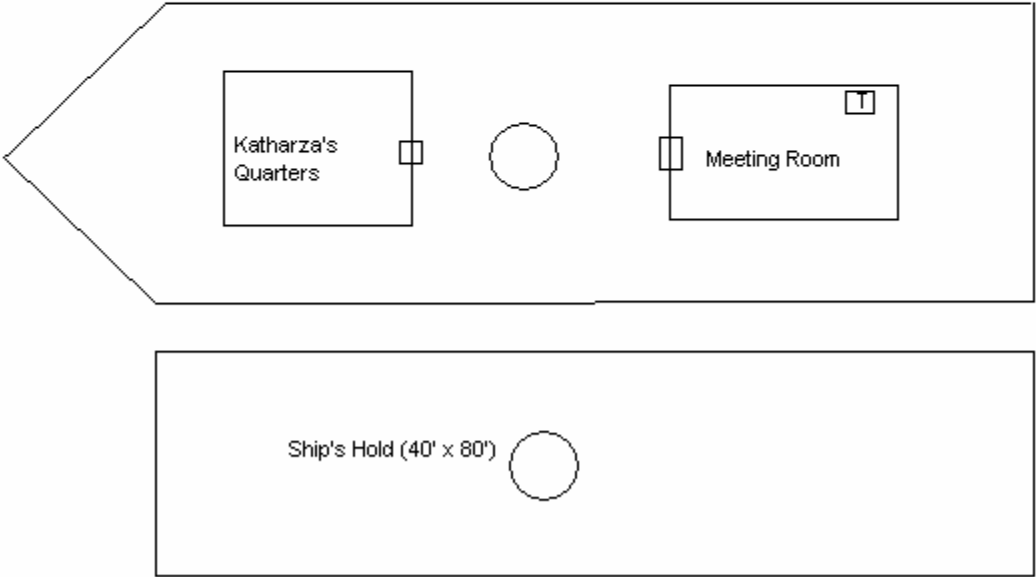
- *Reward from the Diamond Legion*: 50 gp per adventurer for continuing the investigation beyond the sewers.
- *Favor of Captain Vestra*: For aiding the city in clearing out the sewers of a dangerous menace, you have attracted the notice of Captain Ardent Vestra of the Diamond Legion. She was impressed with your work and will remember you favorably in the future. (Value: TBA, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal)

DM Aid #1



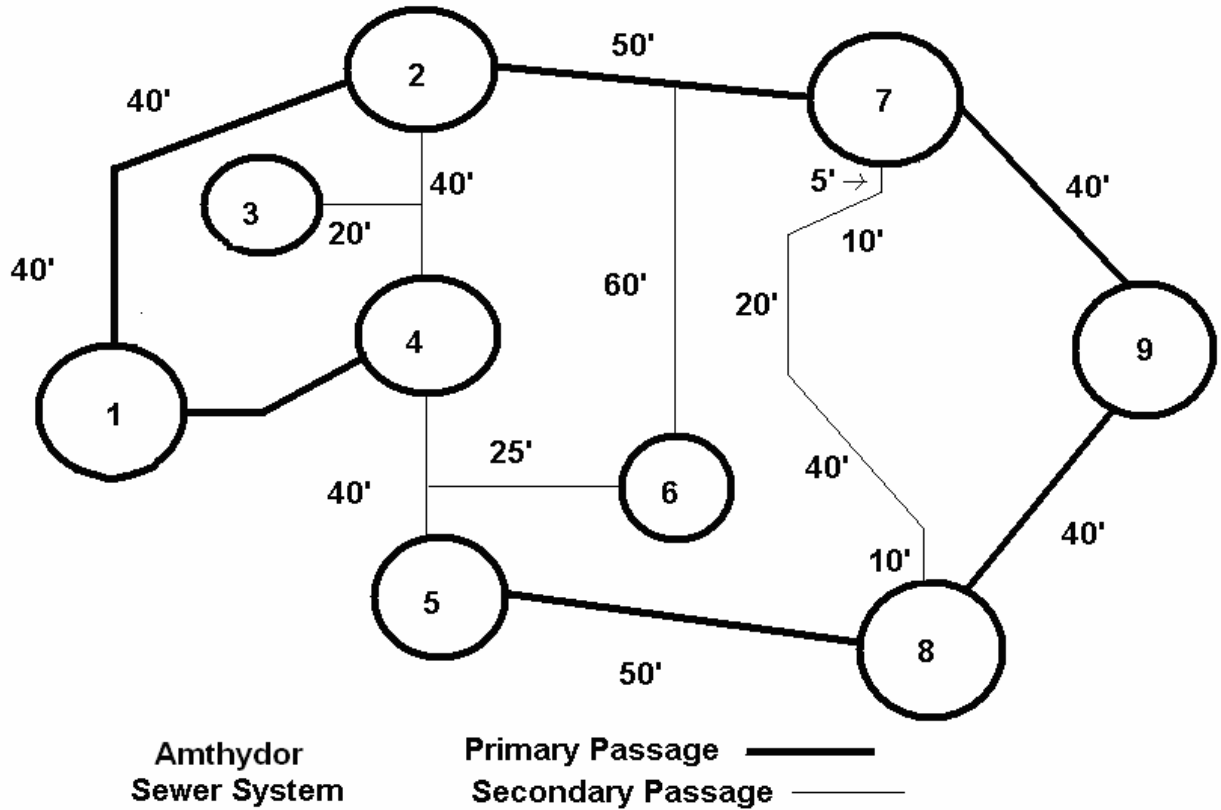
DM Aid #2

The Menagerie



Player Handout #1

A map of a sewer section drawn by the workers.



Critical Event Summary: Under The Streets

The DM should take a few minutes to fill out the answers to these questions. Circle the appropriate answer. Turn the form to the LSJ/Convention Coordinator or mail to the address at the bottom.

1. What was dragon's status at the end of the module? (Circle all that apply)

Dead Injured Unhurt Captured Escaped Other (explain)

2. What did the heroes do with the skeletal arm and bracelet? (Circle whichever applies)

Informed the Legion Did not inform the Legion
Followed up on the evidence themselves Left the Legion to look into the matter
Returned the remains respectfully Returned the remains disrespectfully
Other (explain)

3. What was Bledsoe's status at the end of the module?

Killed Captured Escaped Not Accused Other (explain)

4. What was Katharza's status at the end of the module?

Killed Captured Escaped Not Confronted Other (explain)

5. Did the party report their findings to the child victim's family? Y N

6. Did the party get the rapier from Manuel Pelligari? Y N

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@ucc-online.com.

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to lsi-roster@ucc-online.com.



Roster of Heroes: Under The Streets

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except

as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the

exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any

Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

Under the Streets, Copyright 2004, Universe Construction Company; Author Christian J. Alipounarian.