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Night Ransom

“The Dark Tome Saga” Part One

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

After helping food distribution for the homeless refugees from the closed-off District of the Poor, Elaine Mour failed to return home after finishing her chores. She wasn't even missed by the time a ransom note appeared on the door of the House Mour Estate. “If you wish to see your daughter again, you are instructed to carry out this task to the letter. If not, she will most certainly die . . .” For heroes of levels 1-5.

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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.

LSJGM Empowerment Clause

The coordinators of the campaign empower GMs 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 GM 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 GM 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 ATL 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 GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM 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 GM should let common sense rule the day (and the module).

Special Instructions for Handing out Treasure Certificates

There is a **FAKE** copy of the cert for the **Chainmail +3** that does NOT say it is cursed (the real one is cursed). This is a trick so no one will realize it is cursed while certs are being divvied up. To facilitate this, do not sign any of these certs when you first hand them out for the players to peruse. Put the fake cert out on the table (NOT the real one) so no one suspects that it is cursed. If they notice the 0 gp value or the word Void in the fine print, tell them you'll check into it after the event is over. Then, when someone selects the cursed armor, take that cert back and give them the real one, signed.

Yes, we are evil.

Adventure Background

This adventure is a simple kidnap/rescue mission that brings a new faction into Amthydor, the clergy of the goddess Oblivion known as Darkbringers. The PCs will have to follow the clues and set up a hostage exchange to get back the kidnapped noble: a Night Warden for the noble. Unless the PCs take quick action, the Night Warden's life (or the noble's) will be forfeit.

Introduction – Depending on the PC's affiliations, there are different introductions for this module. All of them lead to House Mour, where the PCs are hired to find and rescue the kidnapped teen Elaine Mour.

Encounter 1 – At House Mour, the PCs meet Lord Geoffrey Mour and find out the details of the kidnapping and the demands for Elaine's safe release. The first step is to deliver an envelope to a hermit who lives in the catacombs beneath the city, who will give them further instructions.

Encounter 2 (Optional) – If the PCs decide to visit House Reilly, who are responsible for the

charity work that Elaine was performing when she was kidnapped, use this encounter.

Encounter 3 (Optional) – If the PCs decide to visit the Temple District and check up on divinations regarding Elaine's kidnapping, use this encounter.

Encounter 4 – When the PCs decide to go down into the tunnels to deliver the message, they encounter a classic dungeon crawl that eventually leads them to Sil, an apparent desert elf who is far more than he appears to be. He takes the message from the PCs, gives them a gem to deliver to the abandoned Shrine of Mordana in the cemetery, and sends them on their way.

Encounter 5 – At the shrine of Mordana the PCs should deliver the gem as instructed and receive a final message detailing the price of Elaine's release and the location for the exchange. If they are difficult about following directions they may face many undead here, or have to flee.

Encounter 6 – The PCs visit the Temple of Meneon and must make a request from the high priestess to receive the willing aid of a Night Warden to be the exchange for the hostage Elaine Mour. If they succeed then they can proceed to the final encounter.

Encounter 7 – The PCs are given an opportunity to do the hostage exchange. Elaine is on top of a stool with her head in a noose, and the bad guys won't hesitate to kill her in a second if the PCs fail to cooperate. The Night Warden will willingly take Elaine's place, after which the villains will kick the stool out from under her to make her a sacrifice, and combat should ensue.

Epilogue – There are varying degrees of success. The PCs might rescue Elaine, the Night Warden, or both or neither. There are several endings to reflect varying degrees of success or failure. The rewards the PCs receive are tied into which ending they achieve.

Introduction ~ The Fraternity of Venturers

The start of *Night Ransom* is structured a little differently than normal LSJ tournaments. There are a number of introductions based upon the different affiliations the PCs can be a part of. Determine how each PC would be involved and pass out the appropriate handout(s). (If a PC belongs to more than one group (i.e. being a Noble and a Legionnaire), let the player determine which tie is stronger and pass out that particular introduction.

Those not affiliated with an organization will use the introduction below.

It is a quiet morning as you stand in line awaiting an assignment at the Hall of Venturers. While the line is long, it moves quickly. Soon, you find yourself at the main desk. The secretary escorts you into the office of Melton Dadderhoff, the guild leader of the Fraternity. His grim expression does not speak of joyful tidings.

“Good morning. I’m glad that you are available. I have a mission that’s of extreme importance to one of our Noble Houses.

“Elaine Mour from House Mour has been kidnapped. She never returned from her duties after administering food distribution to the homeless from the abandoned District of the Poor. A ransom note was delivered to the Mour Estate the very next morning.

“I don’t have any of the details pertaining to the exact contents of the ransom note. You will need to go to the Mour Estate for full disclosure. I will ask that you seriously consider accepting this mission. House Mour is one of our most prominent over-land shipping houses. It is the Lord Consul Mour’s decision to hire competent people to conduct his daughter’s safe return. He is sponsoring this mission and will be taking care all of the financial arrangement.”

Melton pauses and picks up a stylized card from his desk. (He gives it to the PC with

the highest Charisma) *“This is a pass to gain entrance to the Nobles District. The guards at the gate can direct you to House Mour. You shouldn’t need more than three days. Beyond that, heaven help Lady Mour.*

“May Illudra smile upon you.”

GO TO Encounter 1

This is an excellent opportunity for the PCs to proceed and introduce/describe themselves to the other players. Once everyone has had that chance (and allow a small amount of roleplaying time if the players are really into it)

Encounter One ~ The Ransom Note

As you leave the Fraternity Hall, you feel a slight chill has fallen on the day. Whether it is from the nature or your mission or the temperature outside, you cannot tell. But one thing for certain is that the day will probably get worse before it gets any better.

You make your way south from the Hall and exit the Adventurers District. Turning to your right on The Shining Way, you travel almost all the way to its end until you reach the farthest-most gate on the south side. This is the entrance to the Nobles District. Armed members of the Diamond Legion block your path and enquire about your visit.

Allow the PCs to roleplay while presenting their pass into the district. This should be a formality.

Showing your pass, the guard allows you to enter and gives you directions to the House Mour Estate. You wind your way through the streets until you reach your destination.

Unlike the other Estates, the main gate to the Mour manor has been left open. You aren’t sure if this was an oversight or a welcome. Considering what the family might be going through, either could be true.

Regardless, you easily gain access to the front door.

You don't have to wait long for an answer to your knock. You are immediately greeted, recognized, and escorted inside to the manor's drawing room. Others have arrived as well, faces that you may (or may not) recognize.

The servant takes his leave of you. "Lord Consul Mour will be with you in just a moment."

The PCs may ask why Lord Mour isn't present. Clarence (the servant) will explain **"High Lady Mour is extremely distraught by what has happened. Consul Mour will be with you as soon as he is able."**

After a few minutes, Geoffrey Mour (not the Lord Consul) will enter the room.

"Thank you very much for coming," says a man in courtly attire. "My name is Geoffrey Mour. I apologize that the Lord Consul cannot meet you personally. This whole situation is taking a far greater toll on both he and the High Lady than they would like to admit. I have been asked to meet with you and fill you in as much as possible on the circumstances that have brought you here. But before you ask any questions, let me read you the ransom note; it showed up the morning after she disappeared. Then I will answer any questions if I am able."

Give players the ransom note (Handout 7). Read it aloud to the players:

Consul Mour,
I hope you are feeling well. Your daughter is, too, for now. Elaine will stay in this condition if, and only if, you have those in your employ fulfill the requirements set upon them to the letter. There will be three tasks. The first task, which is simple enough, is to deliver the message contained in this sealed envelope to a hermit that resides in the tunnels beneath the city. A map is enclosed to show the path to reach his hideaway.

Details of the remaining two tasks will be given en route.

Your cooperation, and the cooperation of those in your employ, is crucial if you ever want to see your daughter again . . . alive.

Geoffrey Mour is very uncomfortable reading the ransom note to the PCs. Make certain that you convey this feeling to the players.

When finished reading the ransom note, Geoffrey looks to you. There is much pain in his eyes. "You can understand the Lord Consul's desire to have this matter settled promptly, don't you? Elaine is the baby of the family and he considers her the most precious of us all. If anything should happen to her, I fear for both him and High Lady Mour."

Geoffrey takes a breath as if to settle himself. "Now, I will try to answer any questions that you might have."

- **Do you have any idea who might have kidnapped Elaine?** – **"None whatsoever. She has been helping out along with members of House Reilly aiding the unfortunates who lost their homes in the District of the Poor. Ever since the undead plague washed upon our city, Elaine was there to help those in need. She had managed to stay safe for nearly a year now and then this happens."**
- **Have you tried to divine her location?** – **"Yes. That was the first thing we tried. We went to several temples; I don't have a list handy. We know she is still alive, but some force blocks her location. Beyond that I don't really know."**
- **Do you know where the hermit might be?** – **"I haven't a clue. I heard rumors about tunnels being beneath the city, but didn't believe them until now. I am assuming that the map provided is accurate, but it appears to be incomplete. Apparently it only shows the path in which you are**

supposed to travel. Who knows what could really be down there?”

- **What does Elaine look like?** – *“She is seventeen summers old, thin with long black hair and dimples.” He shows you a painted portrait of Elaine.*
- **Has House Reilly explained how this might have happened?** – *“Not yet, though I am sure they would be open to visit from you. I know they feel somewhat responsible for the whole situation, but I personally believe they are not to blame. They would be interested in the same answers as we are. But visit there only if you have time. Your first priority is the rescue of Elaine.”*
- **What will you pay us?** – *“The Lord Consul is willing to pay 200 gold for each of you upon Elaine’s safe return.”*

The PCs may want to open the sealed envelope. They can, of course. But they will not be able to seal it again so it goes unnoticed by Sil. Inside there are two notes. (Player’s Handout #8 and #9)

When the PCs are ready to move on, find out where they plan to go next.

- If the PCs decide to head to House Reilly, **GO TO Encounter 2.**
- If the PCs decide to go to the Temple District and try to divine their own answers, **GO TO Encounter 3.**
- If the PCs decide to follow the map and head beneath the city, **GO TO Encounter 4.**

Encounter Two – House Reilly

The estate of House Reilly isn’t far from the House Mour estate. The Reilly manor seems smaller than the other buildings in the Nobles District, but then you’ve heard talk about them having a grander estate outside the city walls as well.

You are greeted at the gate by one of the sons of the Lady Consul. He looks you

over with a shrewd eye and then relaxes a bit. “You are on the hunt for Lady Elaine Mour,” he says without waiting for an explanation. “Ellyn is at Castle Torestyn at the moment, but I’d be happy to help if I can.”

This is Liam Reilly. He is one of the more “cautious” members of this Noble House. Noble and/or Noble Guard PCs of House Reilly will know that Liam has a reputation for hanging out with unsavory characters on the wrong side of town (others on a Knowledge: Nobility DC 15 check). If any of the PCs wear symbols showing they have affiliations to Houses Bailey, Erikas, Kailin, or Pelligari, he will keep an eye on them, not sure of their motives for being here.

Liam is quite aware of the Reilly charity setup that is helping those that lost their homes from the District of the Poor, though he never participated. House Reilly helps feed those who are less fortunate. Meal times take place between one and three bells after highsun and one and three bells after sundown. Elaine, and other volunteers, is responsible for serving the food and the cleanup after meals.

“Yesterday was a very busy day. It seemed as if the entire district had come to the hospice all at once. No one really suspected anything out of the ordinary as more and more people kept showing up.

“Now you would have suspected that any kidnappings would have taken place during the height of business. A missing person in all that chaos would have been easy cover. But it didn’t. Apparently the kidnapping took place some time after all was said and done while the volunteers were cleaning up. It was a busy evening, so many of the other volunteers assumed she went home early. Though upon reflection, that in itself might have warranted some suspicion. Elaine isn’t one to shirk her duties.”

- **Do you think someone from the Poor District might have been involved or responsible for her kidnapping?** – *“I don’t think so. There is an old saying that is still very true today. ‘You don’t*

bite the hand that feeds you.’”

- **Did you try and divine her location?** – *“Me personally? No. I’m not a very pious person. But I do know that attempts have been made. Yes, attempts. Plural. The Mours went to most if not all of the temples and shrines to ascertain Elaine’s whereabouts. But no information was gained . . . which in itself is a clue. Someone doesn’t want Lady Elaine to be found, at least not at present. But you are welcome to try on your own, or speak with the different temple clergies to find out what their exact results were. Maybe a clear head might be able to determine information from their cryptic responses.”*
- **Do you have any enemies who might want to discredit House Reilly and cause a rift between you and House Mour?** – *Liam laughs. “Enemies? Oh, in abundance. While House Reilly basks in the limelight of being the most recent addition to those elevated to the height of nobility, the circumstances behind said rise were not at all popular. But if that is the case, why is this happening now? I mean, Lady Elaine has been doing the same routine for nearly a year now. Any one of our enemies could have taken her at any time. But they didn’t. While I would love to pin the blame on House Erikas or Pelligari, I cannot bring myself to do so. I think there might be a new player in town.”*
- **Can we inspect the scene of the crime?** – *“Sure you can. But you won’t find anything. In my personal experience, I have a certain amount of ah . . . expertise in noticing minute details that could have been left behind. But you are more than welcome to look for yourselves and confirm my conclusions.”*

When the questioning is done, Liam will mention one more thing.

“For what it’s worth, I hope you find her. Good relations have been prospering between our two houses. I would hate to see all that effort be for naught.”

If the PCs wish to go to the hospice, they will find that everything is in order. While it was mentioned that this was the “scene of the crime,” there is no evidence on how or why she was taken.

When the PCs are ready to move on, find out where they plan to go next.

- If the PCs decide to go to the Temple District and try to divine their own answers, **GO TO Encounter 3.**
- If the PCs decide to follow the map and head beneath the city, **GO TO Encounter 4.**

Encounter Three – The Temple District

The PCs have the option to go to any (or all) of the temples and shrines located in the Temple District. The GM should try to move the party through this section quickly, reminding them that every second counts with Elaine’s life at stake.

Here in the Temple District, the PCs will have the opportunity to confirm what has been learned so far. The answers to the divination differ based upon the tenets of each church.

The Temple District is located just across the Shining Way from the Nobles District. You can see many of the grand cathedral-like structure reach towards the sky . . . as if trying to touch the heavens. The beauty of such structures is seen even before you enter the district. A huge glass wall allows all to see the district’s magnificent grandeur. And without all those fences from the Nobles District, the Temple District is a lot less stuffy (in more ways than one).

Note that if a specific temple/shrine isn’t listed, then it hadn’t been visited.

- Destine/Glissande – *“Our divinations seem to be blocked. Someone definitely does not want you to locate Lady Elaine at present.”*
- Dymora – *“The one you seek is in neither pain nor pleasure. She is beyond our sight.”*
- Galvandt/Peliron – *“The one you seek seems to be shielded from our eyes and we are unable to locate her.”*
- Ardra – *“The one you seek has neither song or joy in her heart. We are unable to see her.”*
- Emerys – *“The one you seek is hidden from Emerys’ sight. We cannot find her.”*
- Meneon – *“The one you seek is shrouded in such a darkness that Meneon’s eyes cannot see her.”* (Big clue here. Refers to the involvement of the Darkbringers.)
- Hyperion – *“The location of ones that are of noble birth is usually determined without a delay. But we are unable to see, which concerns us deeply.”*
- Illudra – *“Illudra’s luck is obviously not with her. It is possible that Mordana or another of the dark gods are hiding her from our sight.”* (Clue here. Oblivion)

When the PCs are ready to move on, find out where they plan to go next.

- If the PCs decide to head to House Reilly, **GO TO Encounter 2.**
- If the PCs decide to follow the map and head beneath the city, **GO TO Encounter 4.**

Encounter Four – Down Under

The instructions lead the PCs to the Service District. A half-dozen Diamond Legion troops are at the entrance of the tunnel, guarding it both to keep people from going beneath the city and to keep the undead from emerging. They are aware of the House Mour situation and have been instructed to allow the PCs to descend into the tunnels.

This section of the tournament should have a Dungeon Crawl feel. The tunnels themselves are made of stone blocks and mortar. The PCs can tell while old, the tunnels are very sturdy in construction. They can estimate their age on a successful Knowledge: Architecture or Engineering DC 15 check (5000-6500 years old).

About the Map: The tunnels, in all actuality, cover a lot more area than what is represented on the player map. This is done in an attempt to keep the PCs on track. The Player Map shows the route that the PCs should take (it doesn’t necessarily mean it is a safe route). If the PCs wish to explore the other passages, information has been provided so they may do so.

AREA 1:

The tunnel opens up into a rectangular room roughly 50’ x 60’. In the southeast corner of the room, another tunnel can be seen continuing further south. The most remarkable thing about this room is that the floor is littered with thousands of bones.

Determine if the PCs enter the room. If they don’t, then they will have to discover a different route to their intended destination.

If the PCs enter the room, they will begin to take damage from walking over the broken bones lying everywhere. On a regular move they take 1 hp of damage per ATL, with a double move 2 hp per ATL, and if they stay still (in the same 5’ square) they take no damage. In addition, the bones will soon pull themselves together to form skeletons and attack the party. The skeletons cannot be turned because they are bound to the place where they died by an ancient, forgotten curse, but they also cannot leave this room (normally).

Since the damage can pile up quickly from walking across the floor, the players may wish to use creative solutions. If they ask the Diamond Legion, they can acquire wooden planks to lay across the floor to avoid being hurt. Any other reasonable solution they can think of is acceptable.

The damage the skeletons inflict on

living creatures is transferred to them as temporary hit points. Should a PC fall to 0 hp from these attacks, the skeleton who took down the PC will take the PC's form and try to escape (at this point, the skeleton WILL be able to leave the room). Damage that the PCs inflict will not return lost hit points to them.

Note that one skeleton carries and uses a *scimitar* +2. For that skeleton add 2 to all attacks and damage. The stats below reflect the stats for skeletons using normal scimitars.

ATL1:

Human Skeletons (6): Medium Undead; HD 1d12, hp 6, Init +5; Spd 30 ft; AC 15 (touch 11, flat footed 14); Atk +1 melee/claw (*scimitar* 1d6+1/18-20); Full Atk +1 melee/claw (*scimitar* 1d6+1/18-20); SV Fort +0, Ref +1, Will +2; AL NE; Str 13, Dex 13, Con – , Int – , Wis 10, Cha 1.

Skills & Feats: Improved Initiative

Equipment: 5 normal scimitars, Scimitar +2

ATL3:

Human Skeletons (12): Medium Undead; HD 1d12, hp 8, Init +5; Spd 30 ft; AC 15 (touch 11, flat footed 11); Atk +1 melee/claw (*scimitar* 1d6+1/18-20); Full Atk +1 melee/claw (*scimitar* 1d6+1/18-20); SV Fort +0, Ref +1, Will +2; AL NE; Str 13, Dex 13, Con – , Int – , Wis 10, Cha 1.

Skills & Feats: Improved Initiative

Equipment: 11 normal scimitars, Scimitar +2

ATL5:

Owlbear Skeletons (2): Large Undead; HD 5d12, hp 32, Init +6; Spd 30 ft; AC 13 (touch 11, flat footed 11); BAB/Grapple: +2/+11; Atk +6 melee/claw (1d6+5); Full Atk: 2 claws +6 melee (1d6+5) and 1 bite +1 (1d8+2); SV Fort +1, Ref +3, Will +4; AL NE; Str 21, Dex 14, Con – , Int – , Wis 10, Cha 1.

Skills & Feats: Improved Initiative

Equipment: None.

Once the skeletons have been defeated, the PCs will be able to find a +2 *scimitar* buried in all the bone parts (if they Search the bones, DC 18; a *detect magic* spell will find it faster and easier).

The skeletons won't reanimate on the PCs' return trip to exit the tunnels unless this room was bypassed originally, in which case the PCs may have to fight to get out to the surface.

AREA 2:

This chamber is about 30' x 60' in size. It has tunnels exiting the room in the center of the northern wall and on the western wall. There is a pool of green substance that covers most of the floor, blocking your path to the other tunnel.

This is green slime. It will eat through just about anything . . . and it is also, every so slightly, moving towards the PCs (after 5 rounds, PCs will be able to notice this with a successful Spot Check). The PCs may want to collaborate on how to get by this obstacle. If they destroy the slime, they can easily get by. If they figure out a clever way to get by, allow them to do so (but remind them that they will have to deal with the slime upon their return as well). The slime covers almost the entire floor, and starts off 10 feet away from either entrance. It will slowly move towards the party if they remain here.

Green Slime (CR4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

AREA 3:

This room is about 40' x 70'. The only exits are in the northernmost part of the east wall and the middle of the north wall. Standing lengthwise down the center of the room are three chainmail-armored stone statues.

On entering the room, the PCs can see the exiting tunnel in the northeastern corner of the room. Upon closer inspection of the statues, PCs with the Craft: Armor skill (DC 10) can see that the chain mail armor placed upon one of the statues is in very good condition. If the PCs leave the statues alone, nothing will happen. If the PCs touch the statues and/or the armor, the statues will animate and attack.

ATL1:

Statues (3): Medium Construct; HD 2d10, hp 15, Init +3; Spd 15 ft; BAB/Grapple: +1/+3; AC 18, FF 17, Touch 11; Atk +2 melee (long sword 1d8+1/19-20); Full Atk +2 melee (long sword 1d8+1/19-20); SA None; SQ Construct; SV Fort +0, Ref +1, Will +2; AL N; Str 13, Dex 13, Con -, Int -, Wis 10, Cha -.

ATL3:

Statues (3): Medium Construct; HD 3d10, hp 25, Init +5; Spd 30 ft; AC 18; BAB/Grapple: +2/+4; Atk +4 melee (long sword 1d8+2/19-20); Full Atk: +4 melee (long sword 1d8+2/19-20); SA None; SQ Construct; SV Fort +0, Ref +1, Will +2; AL N; Str 15, Dex 13, Con -, Int -, Wis 10, Cha -.

ATL5:

Statues (3): Medium Construct; HD 4d10, hp 40, Init +5; Spd 30 ft; AC 18; BAB/Grapple: +3/+6; Atk +6 melee (long sword 1d8+3/19-20); Full Atk +6 melee (long sword 1d8+3/19-20); SA None; SQ Construct; SV Fort +0, Ref +1, Will +2; AL N; Str 17, Dex 13, Con -, Int -, Wis 10, Cha -.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The two normal suits of chainmail are old and rusty, and cannot be removed from the statues without ruining them. The third chainmail will register as magical if detected, and can be removed and used. Unless the PCs have the ability to cast *identify* only inform them that the suit is magical. (The suit is actually cursed. See the treasure summary for details.)

There is also a secret door (*Search* DC 15) in the eastern wall. If the PCs find it, they will discover that it is both locked (*Open Locks* DC 20) and trapped (*Disable Device* DC 15). If the trap is tripped, part of the ceiling above the PC will collapse causing 2d6 damage (a successful Reflex save saves for half). If/when the PCs get through the door, they will find another statue wearing a suit of plate mail armor. This statue, however, will not animate when the PCs touch it. The armor will also register as magical if detected.

AREA 4:

This room is about 120' x 50' in size. There are no apparent exits except for the underground river that flows east-west crossing the northern section of the room. The southern half of the room is strewn with rubble.

The rubble itself almost completely blocks the southern wall of the room. PCs can squeeze by near the eastern wall or they can climb over the rubble on the western side. PCs with the *Climb* skill can successfully navigate over the rubble with a DC 10 check. Those that fail their check will slip and fall taking 1d4 damage (and will have to make the attempt again). Only one successful climb check is needed to cross the rubble.

There is a secret door on the southern wall. It can be detected with a successful *Search* skill check (DC 15). It is locked and can be opened with a successful *Open Locks* skill check (DC 15). This door leads to a five-foot wide tunnel that angles deeper underground. It goes for about 70 feet and then dead ends at another secret door. This door can be seen without a

problem. It is locked, but the latch is plainly visible and can be unlocked with no problem. (This door was designed to keep people out from the opposite side.)

There is also a secret door in the northern wall. This door is both locked and trapped. This trap is a little harder to disarm (DC 25) and unlock (DC 25 as well). If the trap is set off, a poison gas will be released and all those within a 30-foot radius must make a Fortitude save (DC 15) or be weakened (-2 to attack and damage for the remainder of the tournament unless magic is used to slow or remove the poison).

Behind the secret door is a small 10' x 30' room. In the room is a huge, locked (DC 20) chest filled with 1,000gp.

The river itself travels through the room from the east to the west. Jumping the river (it is 5 feet wide) would be the best tactic. The river is moving at such a fast speed that anyone caught in its waters is in danger of being dragged out of the chamber. A Swim check (DC 15) will be required just to stay still while other party members try to fish them out (using rope or whatever means they can devise). Failing one swim check means the PCs is at the west end of the river flow and is in danger of being lost. Allow a Reflex save DC 15 to avoid being lost. Success means the PC has managed to grab onto the rock wall around the hole. Allow successive Swim checks (DC 10) to maintain that hold while the party rescues them. Failure at this point means the PC disappears down the hole.

If a PC is lost down the river, he will be unable to rejoin the group until after the other PCs surface from the tunnels.

AREA 5:

Coming down the stairs, you find that the passage before you has changed since the drawing of the map you have been following. Some unknown force has collapsed the ceiling, covering the area in rubble. Assuming you can clear it, it will take some time to do so.

When the PCs come to this area they will find that the passageway has collapsed. There are no traps in the area. With about 20 minutes of work

the area can be cleared for safe travel. There are no dangers here unless the PCs drop rubble on themselves as they move it, but call for a few Spot and Listen checks just to make them paranoid. Ideally they will look for an alternate route and hit more of the encounters that way.

AREA 6:

This room doesn't have anything of value in it (the room has already been ransacked). It's just BIG (50' x 50'). On the north wall there is a secret door (*Search* check DC 15). The door is not locked. It opens into a smaller room (40' x 20'). There is an obvious trap door in the floor. The trap door can easily be opened and leads into the cavern of AREA 7. The drop to the floor is 10 feet.

AREA 7:

Whether the PCs come from the collapsed passageway (AREA 5) or the trap door (AREA 6), they will see the same thing.

You enter what appears to be a HUGE cavern. Though the majority of the area is in darkness, there is a single candle sitting on an antique desk some 50 feet away from you. A dark figure is seated behind the desk, intently writing upon some parchment. You think that your presence might have gone unnoticed until he looks up to you and says, "Yes?"

The dark figure appears to be a desert elf. The figure has black skin, white hair, and violet eyes. He wears what appear to be casual clothes in addition to some thin leathers. From what the PCs can see (as they approach the desert elf) is a sparsely furnished area. There is a bed, a chest of drawers, and many clothes hung upon a hovering rod. The desert elf will offer that his name is "Sil" if he is asked.

Now most of what the PCs see is an illusion . . . including Sil. The only thing that is real is the antique desk Sil is sitting behind. Much farther in the distance (beyond the PC's vision) is Sil's massive treasure hoard. While Sil appears to be a desert, he is in actuality a Dark Dragon. The PCs are not meant to fight Sil, but the dragon would be more than happy to hurry the PCs into

the afterlife if they so desire.

Sil, Dark Dragon (1): CR 21; Huge Dragon; HD 33d12+321, hp 445, Init +0; Spd 40 ft, fly 200 ft (poor), burrow 20 ft, swim 30 ft; AC 40; Atk Bite +41 (2d8+10); Full Atk +41 1 bite (2d8+10), 2 claws (2d6+10), 2 wings (1d8+10), 1 tail slap (2d6+10), 1 crush (2d8+10), breath weapon 20d8 (DC 33); Fear DC 31; SV Fort +25, Ref +18, Will +23; AL CE; Str 31, Dex 10, Con 25, Int 22, Wis 21, Cha 20.

Sil knows why the PCs are here, though he will play dumb to the fact to lull them into a sense of over-confidence. Once he “learns” of the message the PCs are supposed to bring, he will take the envelope from them and look at it intently. He will ask the PCs if they know what the contents of the envelope contain. Sil will be able to tell if the envelope has been tampered with. If the PCs tell the truth, Sil will perhaps forgive any transgressions they might have made.

Whether the PCs are aware or not aware the contents of the letter, Sil will read it aloud to them.

If the terms are acceptable, please give the payment that was agreed upon to the messengers standing before you, and give them the following additional instructions.
- A

Sil will then ask if he should go through with the agreement. If asked what the agreement was, Sil will shrug and say, **“They offered me immortality in exchange for a simple bauble.”** Sil will open one of his desk drawers and place a green gem about twice the size of his fist on the desktop. (This is a 5,000 gp emerald.) He will then pause and notice something else in the envelope. He reads the additional note and looks at the PCs. He hands it to them. **“Does this mean anything to you?”** (Give the players Handout #9)

PCs may make a skill check to know where the Shrine of Mordana is. Knowledge: Local or Religion, or a Bardic Lore check of DC 15 will

reveal that it is in the Amthydor Cemetery. The DC is only 10 for PCs who are native Amthydorans. This knowledge came to light during the height of the undead invasion of last year, when a party of heroes confronted and defeated an Ancient Dead who was commanding the undead forces in Mordana’s name. The graveyard has been closed off to the public ever since.

Sil will begin to playfully roll the gem as the PCs read the message. Once done, he will smile and repeat his question to the PCs. **“Do you think I should go through with the agreement?”**

The PCs will undoubtedly say that Sil should go through with the agreement. It will be at this point where Sil will confront the PCs if they lied about opening the envelope. **“You expect me to take the suggestion from someone who had just lied to me?”**

If the PCs told the truth or the envelope remain sealed, Sil will pose a riddle to them. If they succeed in solving his riddle, Sil will give the PCs the gem and fulfill his agreement.

I am a creature of endless duty. I serve my queen to my utmost ability. My home lies in the hills or deep in the ground. But disturb our abode, and we swarm all around.

What am I?

(Answer: an Ant)

(NOTE: This riddle quite aptly reflects how Sil feels about the PCs. They are nothing but ants to him, and he’s not afraid to make them realize that fact should they get out of line.)

If the PCs missed the riddle or had lied about reading Sil’s messages, he will have a task for them to perform in order to gain his favor. There is a chest of gold (AREA 4) that Sil wants. It will be up to the PCs to fetch it for him. Sil knows how much is supposed to be there, so he warns the PCs that nothing better be

missing.

If the PCs ask Sil what would keep them from simply taking the gem from him (or threaten him in any way), Sil will dispel his illusion and reveal his true form. Sil won't initiate combat, but the PCs will need to make a successful Will save (DC 35) in order to stay in his presence.

The PCs are not expected to combat the dragon. Of course if they insist, show no mercy.

Once the PCs have the gem, they will be free to continue on.

Encounter Five – The Shrine of Mordana

The shrine of Mordana is located in Amthydor's graveyard, though the PCs might have a little time for their own investigations (i.e. other encounters) if they desire. Depending on how long the PCs spent beneath the streets, they may have little time to spend prior to their appointed rendezvous time this very eve.

Once the PCs are ready to proceed to the shrine, continue onward.

As you approach the large, iron-wrought fence that surrounds the Amthydor Cemetery, you immediately note that the padlock and chains that normally hold the gate shut have been shattered. The gate swings lazily on its hinges, creaking almost as if in pain.

Passage through the graveyard is swift and silent, save for a low wind that moans in your ears. Strangely, no one, living or dead, opposes your passage. But out of the corner of your vision, you can almost sense eyes following you as you tread where no living being was meant to go.

You pause for a moment, sensing something is wrong. You listen for sounds of danger but hear only silence...too much silence. Even the normal sounds of small animals and insects are absent from the graveyard this day. There is not a single

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undead within sight, but surely this is impossible...they must be somewhere waiting for you....

You make your way slowly and cautiously through the cemetery. It seems an eternity passes until you reach your destination: the dark-stoned mausoleum that houses the now-defunct Temple of Mordana.

IMPORTANT NOTE: The entire area inside the temple is infused with the presence of death. As a result, all attempts to turn undead in this encounter are hindered, whether by priestly or paladin powers or by magic item use. Consult the following table:

| <u>ATL</u> | <u>Turning Penalty</u> |
|------------|------------------------|
| 1 | -3 |
| 3 | -6 |
| 5 | -9 |

The PCs will find the shrine with no problem:

The symbol of Mordana clearly marks the location of the abandoned temple you seek. Yet how idle have the dead been all these centuries? The door lies ajar. Within you see a chamber, 20 feet by 30 feet. Lying dead center is a stone coffin, set into the ground. The lid lies on the ground, and inside the coffin a set of stone stairs are visible. A grimy plaque is affixed to the coffin facing you. The words read: 'Thou shalt descend the stairs, ye who woulde enter the embrace of the Mistress of the Dead.'

The donation box lies to your left, the lock broken. The slit that would allow the deposit of coins is far too large to admit the gem you are carrying.

If the PCs decide to go down the stairs, they descend 200 feet into the earth. Several zombies are waiting below. If the party goes down the stairs, they come to a 30' by 30' chamber (no other exit) and get to face 18 zombies! The zombies will not pursue the PCs up the stairs in this event.

As per the message, they are to drop the gem in the offering box. One of two things will happen

depending on the actions of the PCs:

- 1) If the PCs do what the note says and drop the gem from Sil in the box, they will be attacked by a number of undead as per their ATL. Upon defeating the undead, the PCs will find a note pinned to the chest of the zombie detailing their final task. (**Player's Handout #10**)
- 2) If the PCs substitute a different gem for the one desired, they will be attacked by a number of undead as per their ATL. Upon the defeat of these undead, the PCs will find a note pinned to the chest of one of the dead creatures. ***"Please deposit the gem as you were instructed. This is your final warning. Failure to do so will result in both you and Elaine dying this night."***
- 3) If the PCs don't follow the note's instructions at all, they will be attacked by undead from all sides (add total numbers from ALL ATLs to send after the PCs). The PCs should be desperate at this point and be forced to drop the gem in the offering box. At this point, most of the zombies will collapse to the ground (all except the normal number of zombies for the PCs' proper ATL minus any zombies that have been killed already).
- 4) If the PCs flee the scene without depositing the proper gem in the offering box (and don't return to do so), go to **EPILOGUE D**.

The DC to Spot the note is 10.

If the PCs look inside the offering box after the gem had been deposited, they will notice that it has already disappeared (teleported away).

ATL 1:

Zombies (6): Medium Undead; HD 2d12+3, hp 16, Init -1; Spd 30 ft; AC 11 (touch 9, flat footed 11); Atk +1 melee/club (1d6+1); Full Atk +1 melee/club (1d6+1); SV Fort +0, Ref -1, Will +3; AL NE; Str 12, Dex 8, Con - , Int - , Wis

10, Cha 1.

Skills & Feats: Toughness

ATL3:

Zombies (12): Medium Undead; HD 2d12+3, hp 16, Init -1; Spd 30 ft; AC 11 (touch 9, flat footed 11); Atk +1 melee/club (1d6+1); Full Atk +1 melee/club (1d6+1); SV Fort +0, Ref -1, Will +3; AL NE; Str 12, Dex 8, Con - , Int - , Wis 10, Cha 1.

Skills & Feats: Toughness

ATL5:

Zombies (18): Medium Undead; HD 2d12+3, hp 16, Init -1; Spd 30 ft; AC 11 (touch 9, flat footed 11); Atk +1 melee/club (1d6+1); Full Atk +1 melee/club (1d6+1); SV Fort +0, Ref -1, Will +3; AL NE; Str 12, Dex 8, Con - , Int - , Wis 10, Cha 1.

Skills & Feats: Toughness

Final Message:

Two tasks down, and one to go. Your final charge is a trade-off. You are to bring a Night Warden to The Way's End and exchange her/him for Lady Mour. Failure to comply will result in her joining with Oblivion. You have two hours to meet us with the Night Warden.

If the players don't know what a Night Warden is, allow a Knowledge: Religion check DC 12 to know that a Night Warden is a prestige class for divine agents of the goddess Meneon. If a PC worships Meneon the DC is 8, and if the PC is a cleric of Meneon only 4.

If the PCs haven't figured it out by now, there shouldn't be a shadow of a doubt that they are dealing with the Darkbringers. If there aren't any Night Wardens in the party (which isn't likely at this point in the campaign), they will need to get one for the exchange. Even though it is very late, with the proper amount of convincing the PCs should be able to acquire the services of an NPC Night Warden from the Temple of Meneon.

Encounter Six – Meneon Revisited

Once the final message has been given to the PCs, Elaine’s location can be divined (that is, if they wish to confirm her location as per the note).

Two hours. Not a lot of time left to prepare for what will seem to be the final confrontation with Lady Elaine’s captors. Now you only need to convince High Priestess Delenia Lunasole of Meneon of your dire need.

Quickly making your way back from the cemetery, you hurry through Amthydor’s streets on your way to the Temple District’s Moonlight Pavilion. Meneon’s temple is a beacon of silver in the dead of night, its own lights helping brighten a completely dark sky.

The Moonlight Pavilion is the temple to Meneon, which is overseen by High Priestess Delenia Lunasole. Its stone and wood construction is as black as its roof, though atop the building is a glass dome to see into the sky. During the night, pinpoints of light can be seen along the black temple walls, simulating the hot stars on the black ribbon of space. The dome is alight in white, a beacon for the Mistress of the Moon to look down upon.

Inside the temple is a collage of white and black that assaults your senses. There are four main chambers, each dedicated to a phase of the moon. The chamber directly after the entry foyer is The Hall of the New Moon. The room is completely black with the only light coming from candles placed all around. There are hallways leading out to the left and right, each going to its own Hall of the Half Moon. Here, the rooms are painted in shades of gray. Shadows are accentuated with large statues and other totems to Meneon.

The final room, which also leads from the Hall of the New Moon, is the Hall of the Full Moon. This room is done up completely in white. Lights shine from every direction driving away all possible shadows. Looking to the ceiling gives you a sense of relief as the night sky filters through the glass dome that was seen from outside.

(If the PCs had visited the temple earlier in the day)

The temple’s clergy recognizes you as you ascend its steps to the main entryway. “How does your investigation fare?” asks the priestess that spoke to you earlier.

An acolyte greets the PCs curtly, asking “**What do you want?**” As always on the night of the new moon (like tonight), the clergy of Meneon are on edge. This is a time when their powers are at their weakest . . . and the Darkbringers know this as well.

The acolyte will apologize for his rudeness and patiently listen to the PCs, her expression getting grimmer with each sounding word. Before the PCs get too deep into the story, the acolyte will stop the speaker (perhaps in mid-sentence) and suggest they speak directly with the High Priestess.

To determine how High Priestess Lunasole will respond to the PCs’ Diplomacy efforts, use the following modifiers. The “speaker” is the main speaker, not those who are rolling to assist him or her:

- The speaker is a worshipper of Meneon +4
- The speaker is CG in alignment +2
- The speaker role-plays to convince Lunasole Varies
- The speaker says, “We tell her what’s going on.” -4
- The speaker is rude -6

This check will be based upon a *Diplomacy* or *Charisma* check (DC 18+ATL). A successful roll will convince Lunasole to help the group. The bonus for role-playing can vary from -4 to +4 depending on how convincing the speaker is.

If the speaker fails his *Diplomacy* check, they have one final option to convince Lunasole to help. If a PC has any “Favor” certificates, he/they can opt use it to change the High Priestess’ mind (The GM should bring this

option to the attention of the players as this ability of the cert isn't commonly known.). If the player chooses to go this route, VOID the certificate.

If the PCs succeed in convincing Lunasole to help the group (and they really should), she will agree with their request. She will charge the PCs to protect her daughter Crescent (all of her clergy are her sons or daughters) as best they are able.

If asked why anyone would want a Night Warden, Lunasole says that it could indicate that an enemy of Meneon's clergy is behind the kidnapping. Oblivion, the goddess of night and loss, is Meneon's greatest enemy.

Should the PCs ask for healing prior to leaving, Lunasole will grant such a simple request. Even if the PCs don't ask, a practiced eye will notice the PCs' condition and she will offer to have any of their wounds healed (and poison cured, if necessary) prior to their departure.

Encounter Seven – The Way's

End

With the final task completed, you head towards The Way's End. Located on the docks in the Port District, this area of the city is used as a warning for visitors and citizens alike. If you break the law, you are publicly punished . . . and the punishment always fits the crime.

You approach the pier, the ending point from the Shining Way. A raised platform has been constructed with a parallel post rising at least ten feet off the stage. A young woman, who you assume to be Lady Elaine, stands on a stool. Her neck is encircled with a noose. Elaine almost stands on her toes as the rope is kept very taut.

Between you and Lady Elaine are several people. They wear the symbol of a black disk bordered by purple indicating their service to the Dark God, Oblivion. Elaine is surrounded by several of these people and there are even more at the foot of the platform. One of the women wearing the symbol of

Oblivion scans you with cold, dark eyes. "Have the Night Warden step forward." She commands.

The Darkbringers want an exchange: the Noble for the Night Warden. They could care less about the life of the girl. And they won't hesitate to kick the stool out from beneath her feet at a moment's notice. The Darkbringers will not trust the PCs (and rightly so). They will insist that Crescent take Elaine's place before releasing the Noble to the PCs.

If the PCs arrive at The Way's End without a Night Warden (and the Darkbringers will know this fact), they will be ordered to get one or Elaine's life will be forfeit. (Go to **ENCOUNTER 6**)

If the PCs hesitate (more than a minute real-time), the Darkbringers will go through with their promise and kick the stool out from beneath Lady Elaine. Follow the rules below for possible strangulation and/or snapping of her neck. Elaine has a +3 modifier for determining Fortitude saves for strangulation (see below).

- If the PCs succeed in saving Elaine, go to **EPILOGUE B**.
- If not, go to **EPILOGUE C**.

If the PCs brought a Night Warden and do as the Darkbringers demand, continue on.

"This is a great moment for the Master of the Night. This shall be but the first of many blows against the Moonlight Bastard. May this sacrifice begin a new era for Oblivion! The Night will encompass all!"

The stool will be kicked out from under the Night Warden's feet. There is a limited amount of time before the Night Warden is strangled or her neck snaps so there is a chance that the PCs can save her.

Strangulation rules: Each round (except for Round 1) roll Crescent's Fortitude save DC 10 (+8 modifier). If Lady Elaine is in the noose, her Fortitude modifier is only +1. To die by

strangulation, the victim needs to miss two Fortitude checks in a row. Starting on round 3 of combat, begin adding a cumulative -2 penalty to each Fortitude save. A roll of a 1 on any check is an automatic death as the victim's neck is snapped.

If anyone wants to try to break the rope, it is AC 18 and has 2 hp. If you stand and try to cut it you will succeed automatically, but only in melee, and such an action provokes an attack of opportunity. A lucky bowshot could cut the rope down.

GM Note: This is a TOUGH combat. If the PCs can either (a) manage to break the rope holding Lunasole in a noose, or decide to attack without sending her to her sacrifice, they can have her as an ally in their battle against the Darkbringers. Her Prestige Class for Night Warden is still under development at this time, so her statistics below are written for a 7th level cleric (assume her one level of the PClass won't impact her stat block). Her stats are the same regardless of ATL.

Crescent Lunasole: human female Clr (Meneon) 7; Medium Humanoid (Human); HD 7d8+7; hp 51; Init +4; Spd 20 ft; AC 17 (Chain mail +1, shield), FF 17, Touch 10; BAB/Grp: +5/+6; Atk +6 Melee (sickle, 1d6+1 20/x2); SA Spells; SQ Spells; AL CG; SV Fort +6, Ref +2, Will +8; Str 12, Dex 11, Con 13, Int 14, Wis 16, Cha 13.

Skills & Feats: Concentration +9, Heal +11, Knowledge (arcane) +6, Knowledge (religion) +10, Sense Motive +5, Spellcraft +8. Combat Casting, Extra Turning, Great Fortitude, Improved Initiative.

Domains: Glory (+2 to turn undead, +1d6 turning damage), Good (+1 caster level to cast spells with the 'good' descriptor).

Spells: 6/4+1/3+1/2+1/1+1, DC 13 + spell level.

0 level – Detect Magic, Guidance, Light, Mending, Resistance, Virtue

1st level – Command, Hide from Undead, Protection from Evil, Shield of Faith, **Disrupt Undead**

2nd level – Consecrate, Enthral, Hold Person, **Bless Weapon**

3rd level – Dispel Magic, **Searing Light**, Prayer

4th level – Divine Power, **Holy Smite**

Bold = Domain Spell

Possessions: Chain mail +1, shield, sickle. 1 vial holy water, silver holy symbol (Meneon), 6 gp

ATL 1:

Darkbringer Cleric: Medium female humanoid (human); Clr2, HD 2d18, hp 16, Init -1; Spd 20 ft; AC 18 (half-plate), FF 18, Touch 9; Atk +3 short sword (1d6+1, 19-20, x2) or ranged +1 chakram (1d6+2/18-20/x3), +0 light crossbow (1d8/20/x2); Full Atk +3 short sword (1d6+1, 19-20, x2) or ranged +1 chakram (1d6+2/18-20/x3), +0 light crossbow (1d8/20/x2); SV Fort +5, Ref -1, Will +5; AL NE; Str 13, Dex 8, Con 13, Int 10, Wis 15, Cha 12.

Skills & Feats: Spellcraft +5, Concentration +7, Scribe Scroll

Spells (4/3): DC 12 + spell level.

0-level – Cure Minor Wounds (3), Light;

1st-level – Bless, Cure Light Wounds, Doom, Inflict Light Wounds.

Items: Short sword, light crossbow, 10 bolts, half-plate armor, holy symbol, chakram +1

Darkbringer Sorcerer: Medium female humanoid (human); Sor2, HD 1d4+1, hp 5, Init +2; Spd 30 ft; AC 12, FF 10, Touch 12; Atk +0 melee (dagger 1d4-1, 19-20, x2), ranged +2 light crossbow (1d8/20/x2); Full Atk +0 melee (dagger 1d4-1, 19-20, x2), ranged +2 light crossbow (1d8/20/x2); SV Fort +1, Ref +2, Will +3; AL NE; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills & Feats: Spellcraft +5, Concentration +6, Toughness

Spells (5/4) DC 13 + spell level. Spells known follow:

0-level – Daze, Detect Magic, Flare, Ghost Sound, Ray of Frost;

1st-level – Shield, Shocking Grasp

Items: Masterwork dagger, light crossbow, 10 bolts.

Darkbringer Rogue: Medium male humanoid; Rog1, HD 1d6+1, hp 7, Init +6; Spd 30 ft; AC 15 (masterwork studded leather), FF 13, Touch

12; Atk +2 rapier (1d6+1, 18-20, x2) or +3 composite shortbow (1d6+1); Full Atk +2 rapier (1d6+1, 18-20, x2) or +3 composite shortbow (1d6+1); SA sneak attack +1d6; SV Fort +1, Ref +4, Will +0; AL NE; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Hide +7, Move Silent +7, Tumble +7, Open Lock +9, Listen/Spot +5, Improved Initiative

Items: MW studded leather, composite shortbow, 20 arrows, rapier.

Darkbringer Fighters (4): Medium male humanoid (human); Ftr1, HD 1d10+2, hp 12, Init +1; Spd 20 ft; AC 17 (splint mail), FF 16, Touch 11; Atk +5 bastard sword (1d10+2, 19-20, x2), +2 light crossbow (1d8, 20, x2); Full Atk +5 bastard sword (1d10+2, 19-20, x2), +2 light crossbow (1d8, 20, x2); SV Fort +4, Ref +1, Will +1; AL NE; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Exotic Weapon (Bastard Sword), Weapon Focus (bastard sword), Improved Initiative, Climb +3, Jump +3

Items: MW bastard sword, light crossbow, 10 bolts, splint mail armor (all x6).

ATL 3:

Darkbringer Cleric: Medium female humanoid (human); Clr4, HD 4d8, hp 29, Init -1; Spd 20 ft; AC 19 (full plate, large wooden shield), FF 18, Touch 9; Atk +5 short sword (1d6+1, 19-20/x2), +3 chakram (1d6+2, 18-20, x3) +2 light crossbow (1d8, 20, x2); Full Atk +5 short sword (1d6+1, 19-20/x2), +3 chakram (1d6+2, 18-20, x3) +2 light crossbow (1d8, 20, x2); SV Fort +6, Ref +0, Will +7; AL NE; Str 13, Dex 8, Con 13, Int 10, Wis 16, Cha 12.

Skills & Feats: Spellcraft +7, Concentration +9, Scribe Scroll, Brew Potion

Spells (5/5/4): DC 13 + spell level.

0-level – Cure Minor Wounds (3), Light, Resistance;

1st-level – Bless, Commands, Cure Light Wounds, Doom, Inflict Light Wounds;

2nd-level – Darkness, Enthral, Hold Person (2).

Items: Short sword, light crossbow, 10 bolts, half-plate armor, holy symbol, chakram +1

Darkbringer Sorcerer: Medium female humanoid (human); Sor4, HD 4d4+1, hp 18, Init +6; Spd 30 ft; AC 12, FF 10, Touch 12; Atk +1 dagger (1d4-1, 19-20, x2), +4 light crossbow (1d8, 20, x2); Full Atk +1 dagger (1d4-1, 19-20, x2), +4 light crossbow (1d8, 20, x2); SV Fort +2, Ref +3, Will +5; AL NE; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills & Feats: Spellcraft +7, Concentration +8, Toughness, Improved Initiative

Spells (6/7/4): DC 13 + spell level.

Spells known follow:

0-level – Daze, Detect Magic, Flare, Ghost Sound, Prestidigitation, Ray of Frost;

1st-level – Shield, Shocking Grasp, Sleep;

2nd-level – Blindness/Deafness.

Items: Masterwork dagger, light crossbow, 10 bolts.

Darkbringer Rogue: Medium male humanoid (human); Rog4, HD 4d6+1, hp 20, Init +7; Spd 30 ft; AC 17 (masterwork studded leather), FF 17, Touch 14; Atk +5 rapier (1d6+1, 18-20, x2) or +8 composite shortbow (1d6+1); Full Atk +5 rapier (1d6+1, 18-20, x2) or +8 composite shortbow (1d6+1); SA sneak attack +2d6; SQ Evasion, Uncanny Dodge (keeps Dex bonus); SV Fort +3, Ref +8, Will +2; AL NE; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Hide +10, Move Silent +10, Tumble +10, Open Lock +12, Listen/Spot +7, Improved Initiative, Shield Proficiency

Items: MW studded leather, composite shortbow, 20 arrows, rapier.

Darkbringer Fighters (5): Medium male humanoid (human); Ftr2, HD 2d10+2, hp 18, Init +5; Spd 20 ft; AC 21 (full plate, large metal shield), FF 20, Touch 11; Atk +6 bastard sword (1d10+2, 19-20, x2) +3 light crossbow (1d8, 20, x2); Full Atk +6 bastard sword (1d10+2, 19-20, x2) +3 light crossbow (1d8, 20, x2); SV Fort +4, Ref +1, Will +0; AL NE; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Exotic Weapon (Bastard Sword), Weapon Focus (bastard sword), Improved Initiative, Climb +0, Jump +0

Items: MW bastard sword, light crossbow, 10

bolts, splint mail armor (all x6).

ATL 5:

Darkbringer Cleric: Medium female humanoid (human); Clr 6, HD 6d8, hp 42, Init -1; Spd 20 ft; AC 20 (full plate, large wooden shield), FF 20, Touch 9; Atk +6 short sword (1d6+1, 19-20, x2) or +4 chakram (1d6+2, 18-20, x3), +3 light crossbow (1d8, 20, x2); Full Atk +6 short sword (1d6+1, 19-20, x2) or +4 chakram (1d6+2, 18-20, x3), +3 light crossbow (1d8, 20, x2); SV Fort +8, Ref +2, Will +9; AL NE; Str 13, Dex 8, Con 13, Int 10, Wis 16, Cha 12.

Skills & Feats: Spellcraft +9, Concentration +11, Scribe Scroll, Brew Potion, Combat Casting

Spells (5/5/5/4): DC 13 + spell level.

0-level – Cure Minor Wounds (3), Light, Resistance;

1st-level – Bless, Commands, Cure Light Wounds, Doom, Inflict Light Wounds;

2nd-level – Cure Moderate Wounds, Darkness, Enthrall, Hold Person (2);

Inflict Serious Wounds (2).

Items: Short sword, light crossbow, 10 bolts, half-plate armor, holy symbol, chakram +1

Darkbringer Sorcerer: Medium female humanoid (human); Sor6, HD 6d4+1, hp 25, Init +6; Spd 30 ft; AC 13, FF 10, Touch 13; Atk +3 dagger (1d4-1, 19-20, x2) +5 light crossbow (1d8, 20, x2); Full Atk +3 dagger (1d4-1, 19-20, x2) +5 light crossbow (1d8, 20, x2); SV Fort +4, Ref +5, Will +7; AL NE; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills & Feats: Spellcraft +9, Concentration +10, Toughness, Improved Initiative, Combat Casting

Spells (6/7/6/4): DC 13 + spell level.

Spells known follow:

0-level – Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Prestidigitation, Ray of Frost;

1st-level – Shield, Shocking Grasp, Grease, Magic Missile, Sleep;

2nd-level – Blur, Blindness/Deafness;

3rd-level – Slow.

Items: Masterwork dagger, light crossbow, 10

bolts.

Darkbringer Rogue: Rogue 6; Medium male humanoid (human); HD 6d6+1, hp 29, Init +7; Spd 30 ft; AC 17 (masterwork studded leather, masterwork buckler), FF 17, Touch 14; Atk +6 rapier (1d6+1, 18-20, x2)/ +9 composite shortbow (1d6+1); Full Atk +6 rapier (1d6+1, 18-20, x2)/ +9 composite shortbow (1d6+1); SV Fort +4, Ref +9, Will +3; AL NE; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Hide +12, Move Silent +12, Tumble +12, Open Lock +14, Listen/Spot +11, Improved Initiative, Shield Proficiency, Alertness

Items: MW studded leather, composite shortbow, 20 arrows, rapier.

Darkbringer Fighters (6): Medium male humanoid (human); Ftr3, HD 3d10+2, hp 27, Init +5; Spd 20 ft; AC 21 (full plate, large metal shield), FF 20, Touch 11; Atk +7 bastard sword (1d10+2, 19-20, x2) +4 light crossbow (1d8, 20, x2); Full Atk +7 bastard sword (1d10+2, 19-20, x2) +4 light crossbow (1d8, 20, x2); SV Fort +4, Ref +2, Will +1; AL NE; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Exotic Weapon (Bastard Sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack, Climb +0, Jump +0

Items: MW bastard sword, light crossbow, 10 bolts, splint mail armor (all x6).

- If the PCs win the battle, saving both Lady Mour and the Night Warden, go to **EPILOGUE A**.
- If the PCs win the battle, but only save Lady Mour, go to **EPILOGUE B**.
- If they lose the battle, modify **EPILOGUE C** as needed to make sense, assuming the PCs are still there and alive.

EPILOGUE A

The battle is won! You manage to hold off your permanent retirement for another day and make a name for yourself to boot. Not only was Lady Elaine saved from the clutches of the Darkbringers, but you accomplished your mission without letting Crescent be sacrificed

as well. Many have arrived at the scene to see the reunion of father and daughter. The Lord Consul gives his daughter a heartfelt bear hug. Geoffrey Mour smiles at your group as he approaches you.

“I cannot thank you enough. You have more than earned the reward promised to you. Please take it with my sincerest gratitude. And if you are ever in need of anything, please don’t hesitate to ask.”

The noble lord is not the only one who wishes to congratulate you. High Priestess Lunasole is present as well, her eyes beaming like two rays of moonshine. She smiles warmly at you. “Having House Mour on your side is indeed a feather in your cap. The Lord Consul is a man of few words and firmly believes that actions and deeds are what define an individual’s worth. You have proven yourselves to him superbly.

“But that is not why I am here. I’d like to extend my own thanks for bringing one of my daughters home safe and sound. To you, I would like to bestow Meneon’s blessing. Should your life be in jeopardy, Her blessing will be known in your darkest hour.”

THUS ENDS “NIGHT RANSOM”

EPILOGUE B

The battle is won! You manage to hold off your permanent retirement for another day and make a name for yourself to boot. Lady Elaine was saved from the clutches of the Darkbringers. Many have arrived to the scene to see the reunion of father and daughter. The Lord Consul gives his daughter a heartfelt bear. Geoffrey Mour smiles at your group as he approaches you.

“I cannot thank you enough. You have more than earned the reward promised to you. Please take it with my sincerest gratitude. And if you are ever in need of anything, please don’t hesitate to ask.”

But while you did manage to save the Noble’s daughter, you ponder if the Lady’s freedom was worth the price that was paid. While you managed to succeed in your mission,

the Darkbringers have succeeded as well . . . and they have rid Toril of another of their hated foes. And you know that this is only the beginning.

THUS ENDS “NIGHT RANSOM”

EPILOGUE C

It no longer matters whether the battle was won or not. Lady Elaine Mour has ceased moving while hanging from the noose that strangled the life out of her. There simply wasn’t enough time to get to her released while battling through the Darkbringer forces. They had set things up in such a way that you wonder if you even had a chance at all.

Numbly, you half-heartedly pay attention to Legionnaires as they question you on everything that has transpired. But it doesn’t really matter any more. Lady Mour is dead and that is all that matters. There will be no rejoicing this eve. You will probably be lucky if Lord Consul Mour allows you to pay your respects at her funeral.

This doesn’t bode well for your reputation here in the Shining Jewel.

THUS ENDS “NIGHT RANSOM”

EPILOGUE D

Overwhelmed by such impossible odds, you flee the scene at the cemetery. Where had all the zombies come from? And all of this was for a simple gem?

But without further instructions from the kidnappers, the night of the new moon comes to a close. On the next day, you learn of much commotion going on in the Port District. Apparently, Lady Elaine has been found! But not in a condition that is acceptable to the city’s population.

Lady Elaine was found at the wrong end of a noose this morning, her limp body swaying in the breeze. A note was pinned to her torn dress. “I hope the gem was worth Lady Elaine’s sacrifice. Enjoy your new-found

wealth.”

Looking at one another, you realize that this doesn't bode well for your reputation here in the Shining Jewel.

THUS ENDS “*NIGHT RANSOM*”

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 3 – The Temple District

- Learn/deduce the involvement the Darkbringers 10 XP

Encounter 4 – Down Under

- Learn that Sil is a Dragon 15 XP
- Destroy/avoid Green Slime 25 XP
- Defeat Skeletons 50 XP
- Defeat Statues 50 XP
- Solve Puzzle/Bring gold to Sil 100 XP

Encounter 5 – Shrine of Mordana

- Defeat Undead 50 XP

Encounter 6 – Meneon Revisited

- Convince the temple of the dire need to “borrow” a Night Warden 50 XP

Encounter 7 – The Way's End

- Defeat Darkbringers and recover Elaine and the Night Warden 200 XP
- Defeat Darkbringers and recover Elaine only 100 XP
- Defeat Darkbringers with neither Elaine nor Night Warden recovered 50 XP
- PCs Defeated 0 XP

Discretionary Roleplaying Award 0-100 XP

| | |
|------------------------------|--------|
| Maximum Possible Experience: | 650 XP |
|------------------------------|--------|

Treasure Summary

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

Encounter 4

- *Scimitar +2* (Value: 8,315 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)
- *Chainmail +3 (cursed)* – The wearer of this armor suffers the effects of a permanent *reduce person* spell. Only the wearer, armor, and clothes worn at the time will be reduced. All other items will remain the same size. A *remove curse* spell will allow the armor to be removed and return the wearer to his or her normal size. But upon donning the armor once more, the wearer will reduce in size once again and be cursed. (Value: 9,300 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

NOTE: There is a **FAKE** copy of the cert for the *Chainmail +3* that does NOT say it is cursed. This is a trick so no one will realize it is cursed while certs are being divvied up. To facilitate this, do not sign any of these certs when you first hand them out for the players to peruse. Put the fake cert out on the table (NOT the real one) so no one suspects that it is cursed. If they notice the 0 gp value or the word Void in the fine print, tell them you'll check into it after the event is over. Then, when someone selects the cursed armor, take that cert back and give them the real one, signed.

- *Full plate +2* (Value: 5,650 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)
- 1,000 gp
- Emerald (5,000 gp)

Encounter 7

- *Chakram +1* (Value: 2,315 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- Masterwork Bastard Sword (167 gp each, up to 6)
- Masterwork Studded Leather Armor (Sale Value: 162 gp)
- Short sword, half-plate armor, wooden holy symbol (Sale Value: 305 gp)

- Composite shortbow, 20 arrows, rapier (Sale Value: 48 gp)
- Splint mail armor (Sale Value: 100 gp each, up to 6).
- Light crossbows, 10 bolts (Sale Value: 18 gp for each set recovered, up to 9 sets)

Epilogue A

- 200 gp each
- Gratitude of House Mour
- Favor of Meneon.
- Worshipper of Meneon is invited to become a Night Warden

Epilogue B

- 200 gp each
- Gratitude of House Mour

Epilogue D

- Enmity of House Mour

Miscellaneous

- **Gratitude of House Mour:** For aiding in the return of Lady Elaine Mour, you have attained notice of House Mour with your actions. The members of the House will look upon you favorably in the future.
- **Enmity of House Mour:** For keeping the emerald for yourselves, you have caused the death of Lady Elaine Mour and have earned the hatred of the entire noble house. You will gain an additional -1 to reputation for your collaboration in keeping the emerald.
- **Favor of Meneon** – For returning Crescent safe and sound to the Moonlight Pavilion, High Priestess Delenia Lunasole is greatly impressed with you. This gratitude is good for one *Cure Moderate Wounds* per module. In extreme cases, Lunasole would perform a *raise dead* on a recently deceased individual, but then this certificate would be voided upon its completion. The PC must go to the Moonlight Pavilion in Amthydor to claim either benefit.
- **Night Warden Invitation** – This invitation is for any clergy of Meneon interested in becoming a Night Warden. Upon meeting the necessary

requirements, the PC would be able to take the Night Warden prestige class. This is granted only if the PCs succeed in getting Epilogue A. (Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

**PLAYERS HANDOUT #1 –
DIAMOND LEGION INTRODUCTION**

It is a quiet morning at the Legionnaire Branch Office within the Nobles District. During your morning duties, an officer enters through the open doors. He has a hawkish face, graying hair and an air of unmistakable authority. Constable Skylar Hillard approaches you without hesitation. You move to snap to attention, but he waves you down. “As you were.”

“I have an assignment for you. Please be seated.” Hillard waits for you to get comfortable before he continues. “A problem has arisen and your name has come up as a candidate who would be an ideal choice to help find Lord Consul Mour’s missing daughter. It was discovered that Lady Elaine Mour never returned home from her volunteer work helping the homeless from the District of the Poor. Then this morning, the Lord Consul received a ransom demand. I would like for you to proceed to the Mour Estate and assist with the investigation.

Hillard passes you a piece of parchment, written orders on your assignment. “It is my understanding that time is of the essence. You will receive your full briefing at the Mour Estate. Any questions you might have would best be asked after full disclosure.”

The constable pauses a moment and he looks at you in a very grave manner. “It is very important that you succeed in retrieving Lady Mour. The Guardians of the Star Sapphire used to police the Noble District. Now with them gone, the Nobles are leery of trusting the Legion for protection. This will be an opportunity to begin earning their respect. I am sure you are fully aware of the gravity of this situation.”

Hillard sees the acknowledgement in your eyes. He nods. “Good. Then you are dismissed.”

PLAYER HANDOUT #2 –
HOUSE REILLY INTRODUCTION

Ah . . . it is good to be home to the manor after a long tending of adventuring. But the moment you cross the threshold, you immediately realize that something is terribly wrong.

The mood is very somber. You find out that Elaine Mour never returned home upon the completion of her duties last night helping out with the homeless refugees from the District of the Poor. Since she was furthering House Reilly's efforts to feed and comfort the less fortunate, Lady Consul Ellyn Reilly feels a sense of responsibility for her being kidnapped. She sees you as you put your things down.

"I know you just got home, but please go to the Mour Estate and offer whatever assistance you can. It is a tragedy that Lady Elaine could be taken in such a manner, and under our very noses. I am concerned that this might be an elaborate play to discredit our House and gain influence over House Mour. Find out whatever you can and let me know of any foul play."

**PLAYER HANDOUT #3 –
HOUSE MOUR INTRODUCTION**

Ah . . . it is good to be home to the manor after a long tendar day of adventuring. But the moment you cross the threshold, you immediately realize that something is terribly wrong.

You are shocked to find out that Elaine Mour never returned home upon the completion of her duties last night helping out with the homeless refugees from the District of the Poor. While House Reilly sends their condolences, it is of little help in this trying time. Lord Consul Henry Mour approaches you. His expression is pained as he speaks.

“I know you just got home, but your assistance is needed at this most dire moment. I don’t know who or why, but someone has my little Elaine . . . and I want her back!”

Lord Mour takes a breath. The faint sound of weeping can be heard in the background. “I have sent for others to help in this investigation. Your first duty is to see that Elaine is safely returned to us. If you dispatch those who caused such grief, it would be so much the better.

“Now wait here. The others should be arriving shortly.”

**PLAYER HANDOUT #4 –
FRIENDLY TO HOUSE MOUR INTRODUCTION**
(for Houses: Burkley, Eisner, Perrault, and Seabury)

Ah . . . it is good to be home to the manor after a long tendar day of adventuring. But you immediately realize that something is afoot the moment you enter the Nobles District. The mood is very somber and everyone is on his or her guard.

You find out that Elaine Mour never returned home upon the completion of her duties last night helping out with the homeless refugees from the District of the Poor. Then this morning Lord Consul Mour received a ransom demand detailing specific instructions to be followed for Lady Elaine's safe return. While the prospect of dealing with kidnappers goes against the grain, you can sympathize with Consul Mour's plight. He is acting upon the matter instead of wallowing in self-pity.

To continue to foster good relations between House Mour and your own, you are being sent to help with this investigation. Offer any assistance that might be necessary for Lady Elaine's safe return.

**PLAYER HANDOUT #5 –
NEUTRAL TO HOUSE MOUR INTRODUCTION**
(for Houses: Gaines, Grimm, Harquith, Jirin, Krimpach, Lurien, Sahdein, Tezriine)

Ah . . . it is good to be home to the manor after a long tendar day of adventuring. But you immediately realize that something is afoot the moment you enter the Nobles District. The mood is very somber and everyone is on his or her guard.

You find out that Elaine Mour never returned home upon the completion of her duties last night helping out with the homeless refugees from the District of the Poor. Then this morning Lord Consul Mour received a ransom demand detailing specific instructions to be followed for Lady Elaine's safe return. While the prospect of dealing with kidnappers goes against the grain, you can sympathize with Consul Mour's plight. He is acting upon the matter instead of wallowing in self-pity.

While relationships between your two Houses have been negligible, this could be an excellent opportunity to forge a mutually beneficial relationship with one another, and gain Lady Elaine's safe return.

**PLAYER HANDOUT #6 –
DISLIKES HOUSE MOUR INTRODUCTION**
(for Houses: Bailey, Erikas, Kailin, Pelligari)

Ah . . . it is good to be home to the manor after a long tendar day of adventuring. But you immediately realize that something is afoot the moment you enter into the Nobles District. The mood is very somber and everyone is on his or her guard.

You find out that Elaine Mour never returned home upon the completion of her duties last night helping out with the homeless refugees from the District of the Poor. Then this morning Lord Consul Mour received a ransom demand detailing specific instructions to be followed for Lady Elaine’s safe return. While the prospect of dealing with terrorists goes against the grain, you can sympathize with Consul Mour’s plight. At least he is acting upon the matter instead of wallowing in self-pity.

While relationships between your two Houses are strained at best, this could be a perfect opportunity to put House Mour in a position in which they “owe” your family. With that in mind, you are sent to help with the investigation.

**PLAYER HANDOUT #7 –
THE RANSOM NOTE**

Consul Mour,

I hope you are feeling well. Your daughter is, too, for now. Elaine will stay in this condition if, and only if, you have those in your employ fulfill the requirements set upon them to the letter. There will be three tasks. The first task, which is simple enough, is to deliver the message contained in this sealed envelope to a hermit that resides in the tunnels beneath the city. A map is enclosed to show the path to reach his hideaway.

Details of the remaining two tasks will be given en route.

Your cooperation, and the cooperation of those in your employ, is crucial if you ever want to see your daughter again . . . alive.

**PLAYER HANDOUT #8 –
LETTER TO SIL**

Sil,

If the terms are acceptable, please give the payment that was agreed upon to the messengers standing before you, and give them the following additional instructions.

- A

**PLAYER HANDOUT #9 –
LETTER TO PCS**

Brave Heroes,

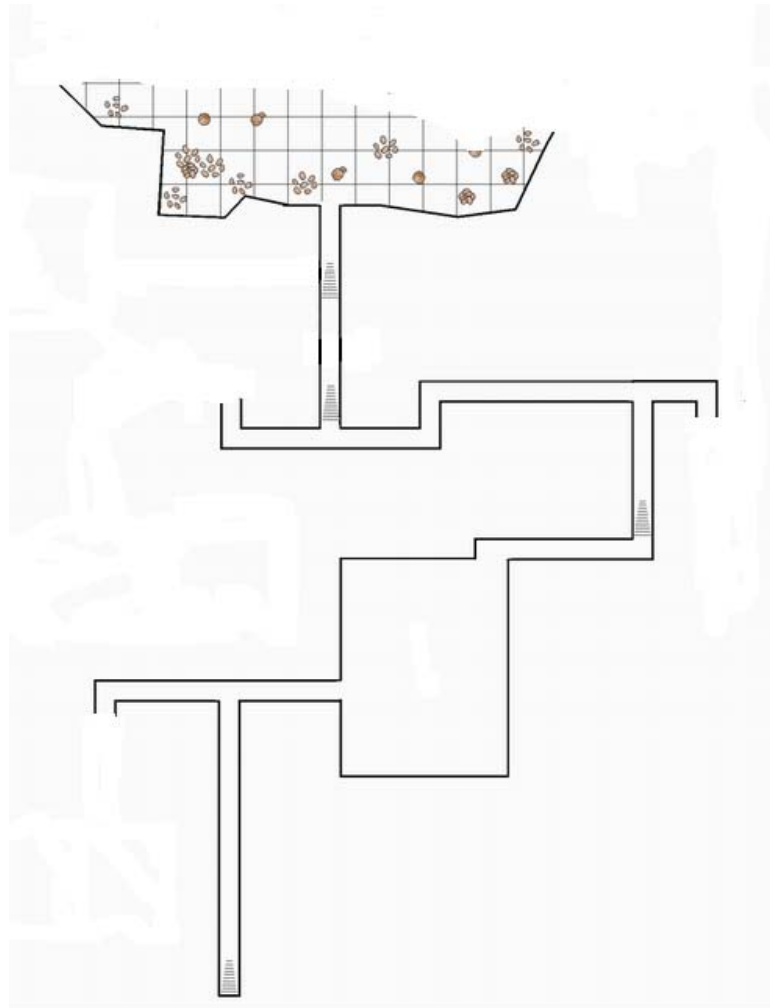
Congratulations in succeeding in the first part of your task. If you wish Elaine Mour to continue her existence among the living, then bring the hermit's payment to the abandoned shrine of Mordana in the city's cemetery on the night of the New Moon. Place the payment in the offering box and wait for your instructions.

Failure to comply will result in Lady Elaine joining the former god of the dead.

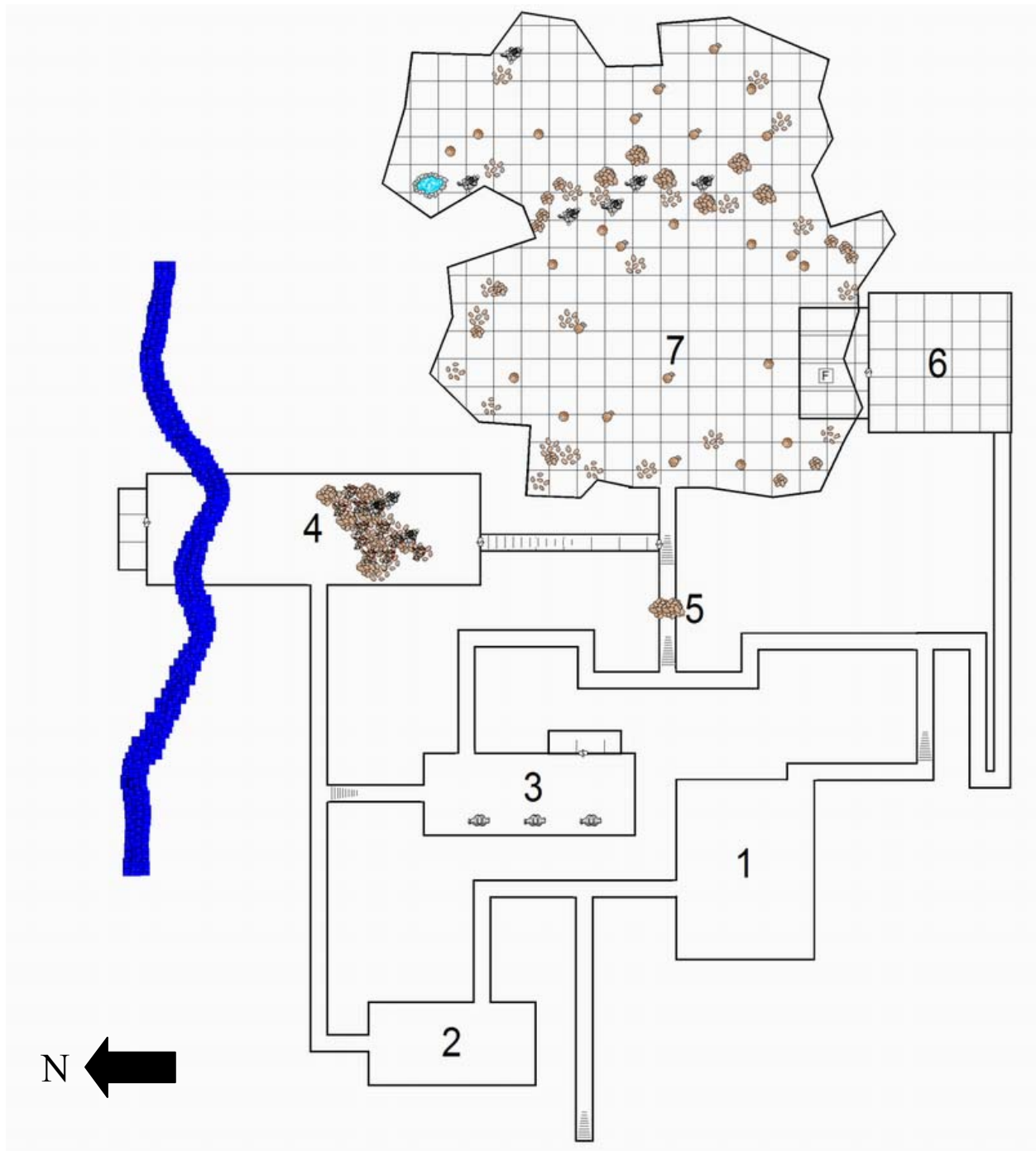
**PLAYER HANDOUT #10 –
FINAL MESSAGE/TASK**

Two tasks down, and one to go. Your final charge is a trade-off. You are to bring a Night Warden to The Way's End and exchange her/him for Lady Mour. Failure to comply will result her joining with Oblivion. You have two hours to meet us with the Night Warden.

**PLAYER HANDOUT #11 –
PLAYER MAP**



**GM HANDOUT #1 –
GM MAP**



Critical Event Summary: Night Ransom

Please circle the proper answers to the following questions.

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

Dead Injured Perfectly fine

2. What was the Night Warden Crescent's status at the end of the module? (Circle all that apply)

Dead Injured Perfectly fine

3. Did the heroes visit House Reilly? (circle one) Yes No

4. Did the heroes visit the Temples District? Yes No

5. If the answer to 4 was "Yes," did they figure out from the divinations that they were dealing with...

 ... Darkbringers? Yes No

6. Describe the PCs' interaction with Sil. Circle all that apply.

Businesslike Insulting Conciliatory Kissing up Hostile Other

7. What do the PCs know about Sil's true nature?

Think he is a desert elf Found out he was a dark dragon by pushing their luck

Found out he was a dark dragon through cleverness

8. Did a hero don the cursed chainmail? Yes No

If yes, note their real and PC name on the back of this sheet.

9. Did the heroes get the cooperation of a Night Warden? Yes No

10. If any of the PCs did anything else to make a bad impression or broke the law, make a note of the player/PC names on the back of this sheet with the relevant information.

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 lsj-roster@ucc-online.com.



Roster of Heroes: Night Ransom

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):

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