



# Down and Out in the Shining Jewel

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A D&D 3<sup>rd</sup> Edition Adventure for the Legends of the Shining Jewel Campaign

The machine of war left many wretches in its wake. These desperate souls are the forgotten flotsam; Amthydor's desperate and deprived. Getting these folk off the streets is a noble goal... unless those people are never being seen again. Can you find out what is happening to those for whom the Jewel of the Vast does not shine? A two-round *Legends of the Shining Jewel* module for heroes of levels 2-5.

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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.

#### LSJ DM Empowerment 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.

#### 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

An ambitious wererat known as the “Rat Queen” has created a small but thriving “shadow community” deep within the undead infested and wrecked Poor District. She calls this community “Undertown,” and it is home to beggars, her undead servants, and her wererat followers. The Rat Queen’s master plan is to build up her forces in Undertown, then boil up into the District of the Poor and seize control of it by force. The poor wretches held in Undertown are being used as food, new wererats, and slaves. The latter homeless are being sold to a renegade Pyrrothian slaver named Artok.

The PCs get involved in the action when Anya Termayne contacts them. She is a young priestess of Meneon who runs a place in the Service District known as Slate Hall. This is a charity kitchen, meant to serve the needy of the city with food and basic care. It is the second such establishment with this name; the original was in the District of the Poor and was destroyed during the undead invasion.

She claims that her concern is the decreasing number of the poor coming to Slate Hall since it opened six months ago. During that time, she says, their numbers have been dwindling – not because they have found food or work, but because they have simply disappeared. She claims that she fears that something sinister might be afoot, and asks the PCs to investigate. She points the heroes in the direction of the District of the Poor.

She does this in the hopes that they will be killed. Anya is the Rat Queen, and she has heard of the exploits of these adventurers. She has decided to be put them to use in her scheme. She will do this by making wererats out of them and corrupting them to her side. After all, her grand plan will require many powerful allies. If not, she plans to kill them, in the hopes that it will mean a few less of Amthydor's heroes that might oppose her plot.

Introduction – Captain Ardent Vestra. (a recurring NPC known to any players who have played *LSJ003 "Help Wanted!"* and/or *LSJ004 "Under the Streets"*) contacts the PCs. She tells them about a problem which was recently brought to her attention, one that concerns her greatly but that the Legion cannot look into in an official capacity. She asks the PCs if they would be willing to investigate the matter on her behalf, for the good of the city.

Encounter 1 – Anya Tremayne lays out her concerns and the conditions of the poor in the city and begs the adventurers for their aid. She points the heroes towards the District of the Poor as a place to begin their investigations. The PCs might also question some of the homeless present in Slate Hall.

Encounter 2 – This section deals with the PCs doing any preliminary research and legwork before entering the District of the Poor. It gives the DM guidelines for PCs gathering information at temples in the city and the Diamond Legion.

Encounter 3 – The Dauntless Dolphin Inn and Tavern. The PCs might come here as it's a good information source, or they might be following up a lead provided (reluctantly) by Anya or the homeless in Slate Hall. Byrisa, sister of one of the missing, can provide the PCs details about both the abductions and Crook Hand Alley, a gathering place for Amthydor's homeless and desperate.

Encounter 4 – Crook Hand Alley. In the District of the Poor, the PCs can gather further information about the missing homeless. They will also make the acquaintance of Bentsen, who offers to lead them to an "Oracle of the Slums" that can answer their question. Bentsen is actually a wererat, a mercenary for the Rat Queen who's been paid to lead the heroes into an ambush so they can be captured.

Encounter 5 – The Ruins of the District of the Poor. The PCs may be led into an ambush, or they may be the ones to attack with surprise. It all depends on whether they've placed their trust in Bentsen. If they left him at Crook Hand Alley, Bentsen will have followed the heroes and given the signal to his fellow wererats to attack. In either case, Bentsen will flee for the apparent safety of the Mound, leading the PCs to the gateway to Undertown in the process.

Encounter 6 – The Mound and Undertown. The wererats and the undead have gathered debris from every corner of the District and created a huge mound from it. This mound is heavily guarded by wererats. Undertown is a miserable place riddled with disease and grief. Corpses lay in the streets, gnawed upon and forgotten. Within Undertown, the heroes are noted as new arrivals and contacted by Joto, the leader of the poor and unwanted in the city.

Encounter 7 – Meeting Joto. Joto explains that the Rat Queen is an evil woman who keeps the destitute in her thrall by providing just enough food and shelter to keep them here. Joto explains that the desperate people here want this place for themselves as a haven, but the Queen has ruthlessly killed and eaten any foolish enough to suggest it to her. He also mentions that the poor are brought before the Queen sometimes never return.

If the PCs accept Joto's help and promise to turn Undertown over to he and the rest of the wretches here, he can help sneak them past her guards and into the Rat Queen's "nest."

Encounter 8 – The lair of the Rat Queen. The PCs finally encounter the Rat Queen, who escapes before the PCs can catch her. Her guards attempt to get rid of the PCs once and for all! NOTE: The PCs are not meant to catch the Rat Queen; she is a foil for future adventures when PCs are of high enough level to deal with her.

Encounter 9 – Working with evidence and information gathered in the Rat Queen's lair, the PCs must sneak out of Undertown, make for the surface, and report their findings to the Diamond Legion. They will be asked to continue their investigations into the Pyrrothian connections of the slave ring.

Encounter 10 – The PCs are steered to the nascent Pyrrothian enclave outside of Amthydor. Although they are initially aloof and suspicious, the wizards will be unlikely allies. The Pyrrothians know Amthydor's zealous hatred of slavery, and they offer their aid in tracking down a renegade member of their order – a degenerate outcast known as Artok.

Encounter 11 – Artok's first line of defense is the roving patrols of humanoids he has hired to keep intruders away from the monastery. The PCs encounter such a force.

Encounter 12 – With the magical aid of the Wizards, the PCs can track down the slaver's base in an unlikely place – a secret monastery dedicated to the Monks of the Dark Dream, on the edge of the Feldspar Mountains. A fight through the monastery will lead the PCs to the lower levels of the place.

Encounter 13 – Beneath the monastery is an old cavern. This awful, lightless place is the destination for slaves smuggled out of Amthydor. Artok can be found here, along with a bit of muscle recruited by him as insurance for any trouble.

Epilogue – Bringing an end to the threat of Undertown is not a glamorous mission of glory likely to attract the attention of the city above,

but the PCs still earn rewards and spoils for their efforts. If they fail, they will likely end up in the Rat Queen's larders or Artok's slave pens!

## **Important Notes**

### **Cult of the Dark Dream**

The Cult of the Dark Dream is a cult dedicated to Oblivion in pursuit of the reward of total darkness promised by their deity. Mostly composed of Monks and sorcerers, their order works independently to the doctrines of the Church of Oblivion and are occasionally found at cross purposes with them.

### **High Magocracy of Pyrroth**

**Ruler:** Grand High Mage Chrisor and the Lyarch (High Council)

**Government:** Magocracy

**Capital:** Lethyr

**Resources:** Magic items, artwork, timber, metals, books.

**Population:** 3,880,600

**Alignment:** LE, LN, N, NE

**Language:** Common

**Deities:** Destine, Dymora, Emerys, Oblivion, Zara

**Description:** Founded by survivors of Thyras, Pyrroth is home to the most evil of evil wizards. The rule in Pyrroth is 'survival of the fittest', and only the strong survive in this nation almost entirely devoted to the pursuit of magic. Rank in this strict Magocracy is based upon ability and those without arcane talent are considered second-class citizens. Children with strong magical talent are taken from their parents and raised in 'academy schools'. Parents with arcane talent, or who have produced talented offspring, are encouraged to have many children. It is not uncommon for parents to 'do away' with untalented children, casting them out in to the streets, selling them into slavery or even drowning them. Arranged marriages are common, both to cement political alliances and in an attempt to breed children with strong magical aptitude. Pyrroth has a history of aggression against its neighboring nations. Choal and Kehron have succeeded in resisting by force, though at a high price, while Aedar has

raised magical forces of its own, trained for good to counter the evil practices of Pyrroth.

**Lethyr:** (Metropolis, 41,380)

### Introduction

Check with the PCs to determine if any of them have played LSJ003 *“Help Wanted!”* and/or LSJ004 *“Under the Streets.”* If so, they will already have met Captain Ardent Vestra and have a certificate indicating her Favor. Read these groups the first boxed text introduction.

This morning, you received a note from an acquaintance - Captain Ardent Vestra of the Diamond Legion. You’ve come to her assistance on occasion, and she asked you to meet her at her headquarters office at Highsun. Hoping to continue the positive working relationship with the young captain, you have agreed to meet with her. Upon your arrival, she greets you warmly and ushers you into her office. It is a spartan affair, with reports and books kept in perfect order. You notice that you are not alone with her in the office.

For other PCs, read this introduction:

Here in the Shining Jewel, you are always looking to make a name for yourself. So when you saw a handwritten bill, posted in the tavern and asking for adventurers to volunteer for a discreet investigation, you thought you would check it out. You were more than a little surprised when the address provided brought you to a guard station of the Diamond Legion. Still, the address turned out to be correct, and you were greeted formally and ushered into the office of the lovely young Captain Ardent Vestra. Her office is a spartan affair, with reports and books kept in perfect order. You notice that others are in the office with you.

Allow the PCs to introduce themselves to one another, both in game and out of game. Once this is done, you can proceed with the following:

“I can’t thank you enough for coming. Allow me to explain my need for your services. One of the city’s clergy, a priestess of Meneon, contacted me, and she had a rather distressing problem. Her name is Anya Tremayne, and she runs a hostel for the homeless and poor in the Service District. It’s called Slate Hall, and various philanthropic people and institutions throughout the city help run it. It is the second such place to have that name and mission. The original Slate Hall was in the District of the Poor and was destroyed by the undead armies.”

“In any event, yesterday she came to me with a rather grave matter. On the one hand, she felt that it was important that the Legion knew about what was happening. However, she felt that due to the nature of the problem, a Legion investigation would be unable to look into it objectively. She asked me to assemble a group to look into the problem on her behalf.”

“I would like you to travel to the Service District and meet with her at Slate Hall. Tell her that I sent you, and she will explain everything to you and why the Legion can’t get involved in this matter.”

Captain Vestra will defer any questions to Anya Tremayne, telling the PCs to speak with her. If asked, she will vouch for Anya’s irreproachable character (she is of course unaware of the cleric’s true nature). She doesn’t say much else, encouraging the PCs to save their questions for Anya Tremayne.

### Encounter One – Finding the Lost

You sit in a quiet corner of Slate Hall. Philanthropic interests throughout the city operate this place. It is the second such establishment with this name and purpose; the first was located in the District of the Poor and was destroyed – like so much else there – during the undead invasion. It provides warm meals and beds to the most poor and wretched of the city’s masses. Several such people, caked with filth

and sallow-faced, hunch protectively over steaming bowls of gruel.

The eyes of the Menite priestess who is tending to these unfortunates look as if they will well with tears at a moment's notice. Seeing you, she speaks. "I am Anya Tremayne," she says, wringing her hands in concern, "Thank you for coming. I knew Captain Vestra would come through for me; she is a good and decent woman." The priestess is lovely, with long braided red hair. She wears a brilliant emerald ring that matches her eyes.

"This place," she says, motioning to the walls around her, "is a haven for those who have nowhere else to turn. For some, the meals we serve and the beds we provide are literally life saving."

She frowns. "Since we opened our doors six months ago, the number of folk coming to us has steadily dwindled. This would, on the surface, appear to be cause for celebration – one would assume that these needy folk have finally found housing and vocation. But I fear that a darker reason might be the case. In total, five of our regulars have gone missing in as many weeks."

"Of course, I became worried and began asking the others that came in for food and a bed as to what may have happened to them. They told fearful tales of abductions of their fellows by strange creatures, people spirited off in the middle of the night never to be seen again. They claim that most of these kidnappings take place within the District of the Poor. This is the area of Amthydor that suffered the worst at the hands of the undead invaders, and many of the foul creatures still lurk in the rubble. Sadly, the poor being slain by the remnant undead is not uncommon. But kidnappings are another matter."

"I beg you to help me, heroes. I consider these folk as my own, and I will spare no effort or expense within my means to ensure their safety. Will you help me?"

Anya has been a member of the church of Meneon for several years, and any notables of the church of Meneon will (unwittingly) vouch for her as a devoted mid-level priestess who has always taken a keen interest in the plight of the poor – probably because she was once homeless herself. She'll try and work this into a conversation, to make herself a sympathetic character and to raise her above the suspicions of the PCs.

Anya is a consummate liar and schemer who spent several years building an ironclad persona among the city's church of Meneon. You should do your utmost to convince the PCs, without lying to them, that Anya is the good-hearted woman she seems to be.

**IMPORTANT NOTE:** Anya's alignment is shown to all detection attempts as Chaotic Good, thanks to the *Ring of Moral Vicissitude* that she wears. This item makes the alignment of the wearer appear to be the diametrical opposite of her own – Lawful becomes Chaotic, Good becomes Evil, and so on. Neutral portions of alignment are not affected.

Before beginning the investigation, the PCs may have some questions for Anya. Common questions, and her replies to them, are below for the DM's convenience.

***Why wouldn't you let the Diamond Legion handle this problem?*** "The poor and homeless are often swept off the streets by the Legion, as part of their campaign against vagrancy. Any legion member conducting an investigation would be hard pressed to gain the trust and cooperation of those who are being affected by these happenings." (If any PC is an obvious member of the Legion, she will suggest that PC go incognito if they want to gain the trust and aid of the poor of the city.)

***Has anyone of note been abducted?*** "To me, all of them are noteworthy. They are living beings, with hopes and dreams. If you mean by your question are any of them famous, or powerful..."

no, they are not. Word has just circulated that Lady Elaine Mour has been kidnapped, but it does not appear that this is related to the rash of disappearances among the poor.” NOTE: PCs who wish to discover the fate of Elaine Mour must play LSJ07, *Night Ransom*, to discover the secret of that plot.

***Do you have any idea who might want to abduct these people?*** “None whatsoever. They have nothing. They certainly can’t be ransomed. Why take them?”

***Have you been the object of any threats? Do you have any enemies?*** “The faithful of Meneon have many foes throughout Faerun. Personally, however, I do not.”

***Do you think any of the needy here today might have information on what happened?*** “You are welcome to ask them, although I have already spoken to everyone I could.”

***Is there any commonality between those that were abducted besides social status?*** “Yes... well, they were all human, but I don’t know how helpful that is. All of them have gone missing over the past two months. They all gathered down at Crook Hand Alley at one point or another. It’s a place that the homeless of the city seem to frequent.”

***Why would the poor be found in a District that is notorious for the undead within it?*** “Amthydor has very vigorous laws against vagrancy. The noble houses of this city won’t tolerate these poor folk sleeping on the streets, and indeed, those without the good fortune to be citizens cannot manage elsewhere. Many eke out a meager living there as best they can, while trying to avoid the notice of the Legion.”

***Any ideas as to where we should begin?*** “I would strongly suggest the District of the Poor, despite the danger. Perhaps someone within the place can point you towards a lead more solid than what I have been able to provide.” (She is hoping they won’t speak to any of the homeless

in the Hall, so she won’t suggest this. If the PCs ask, she’ll encourage them to do so.)

***What can you tell us about the missing people?***

“I’ll jot their names down for you. Magda Relsane and her twins, Kisa and Dai. The girls are about ten years old, with bright blue eyes like that of their mother. Cassarra, I am sorry to say, was a harlot that was so badly beaten by a customer that she can no longer walk without limping. And the last is Berry. I’m not sure that is his real name, the man is nearly seven feet tall. I think his brain has been soft since birth, as he seems like a child. He doesn’t know his own name, but we called him Berry because he liked to drink, and his favorite was berry wine. Cassarra disappeared two months ago. Berry went missing a month later. When Magda and her girls stopped coming two days ago and no one knew what had happened... well, that is when I really panicked and started asking around for heroes to help me with my dilemma.”

(ONLY IF DIRECTLY ASKED) ***“Do any of these people have living relatives in the city?”***

“Cassarra does. She has a sister named Byrisa. She is a serving girl at The Dauntless Dolphin, in the Port District. She’s a dear, came to visit Cassarra quite often and gave her whatever coins she could spare.” (Anya is planning to kidnap or kill Byrisa in order that she can’t relate any helpful information to the heroes, but she won’t risk her ruse to keep the PCs from contacting her.)

### The Other Homeless in Slate Hall

Anya’s secret preference would be that the PCs not speak to these individuals, fearing they may tell the PCs something that she doesn’t want them to hear. However, she won’t interfere should they decide to speak to the homeless. There is a pair of men and a woman in the Hall. Each will corroborate much of what Anya has told the PCs (use the canned replies above). However, they do have some additional information for the PCs:

***“All of those who have disappeared have done so in the middle of the month.”*** (This is when Anya’s wererat goons are the most active) DON’T mention it’s the time of the full moon unless the PCs specifically ask.

***“There seem to be less undead lurking in the rubble of the District of the Poor. I wonder if the Legion and the city’s adventurers have finally begun making some headway against them.”*** Anya has been using the undead to defend “the Mound” and has been pulling them underground to protect Undertown.

***“Cassarra has a sister who works as a serving wench in The Dauntless Dolphin Inn and Tavern. I don’t know her name, but she came to visit fairly often. Pretty girl, red hair down past her hips.”*** This is a lead that might bring them to the raucous tavern, and a chance to gather more information from Byrisa, the aforementioned barmaid. (See *Encounter Three* for details)

***“Berry was a huge man. I once saw him fling a few Diamond Legion guards about like rag dolls. If someone abducted or killed him, they must have used magic or a mob to do so.”*** The Legion will have a record of this incident (see *Encounter Two*).

## Encounter Two – Knowledge is its Own Reward

This section provides the DM with some guidelines for handling PC attempts to investigate the homeless abductions within the city. By definition, this section is open-ended, as no module can cover every possible avenue of investigation that the PCs might take.

*Temples:* The temple most likely to have heard of the goings-on is, of course, the Temple of Meneon. As previously mentioned, any questions by the clergy will be referred to Anya Tremayne, and they will speak in glowing terms of the young woman’s devotion and zeal in helping the least fortunate citizens of the city.

The Temple of Cerion (located outside the city walls) often provides as charity the fruits of their god’s agricultural bounty. Any priest of the Cerion temple will be able to verify that Crook Hand Alley (see *Encounter Four*) is a central gathering point for the city’s homeless.

*The League of Thaumaturgical Studies* (wizard’s Guild), the *Society of Providers and Entertainers* (Bard’s Guild) and the *Greyson Institute* (Bardic College) will not be able to provide any useful information on the homeless or their disappearances.

*The Diamond Legion:* Legion members who work in the area of the District of the Poor have been organized into squads that comb the ruins of the district, looking for undead. This is a tough, no-nonsense group of people who face horrible death – and worse – every day. If specifically asked, the Legion will be able to verify that there seem to be fewer of both the undead and the desperately poor on the streets near the district. They are proud of the former, but blame the undead themselves for the latter. They’ll suggest that if the PCs want to help, they should “head into the ruins with all the steel they can carry” and dispatch some of the undead. The Legion members charged with this task have something of a beef with adventurers – they’re not as well equipped to battle undead adventurers, and claim adventurers don’t do so because it isn’t as glamorous or doesn’t pay as well as “real” adventuring.

They have a record of the altercation between several Legion soldiers and Berry, one of the missing homeless. The arrest record indicates that it took half a dozen men to bring Berry down. Berry was being arrested for public drunkenness when things got out of hand. The incident took place at Crook Hand Alley, located at the borders of the Service District and what’s left of the District of the Poor. If the PCs go to Crook Hand Alley, go to *Encounter Four*.



## Encounter Three – The Dauntless Dolphin

PCs who have played previous modules in the campaign (specifically LSJ001 “*Merchants*” and LSJ002 “*Bedroom Eyes*”) may have mined this site for information once before and may go here. This is a good thing, as there is indeed information to be had. Alternatively, PCs may have questioned Anya or the homeless within Slate Hall and received a lead about Cassarra’s sister:

The Dauntless Dolphin is a loud, raucous bar in the port district. Its yellow roof is slanted over the bar. The shingle hanging out in front of the door shows a dolphin with a beer stein in its mouth. Bubbles are seen to the side of the creature on the blue painted sign.

When you enter, a wall of sound meets you. The tavern area is right inside the door and the bar is across the room. Adjacent to the bar are stairs up to the rooms of the inn. On the wall of the tavern are various parts of nautical equipment. Over the bar is a stern wheel, and above the door is an astrolabe. On other portions of the wall are belaying pins, nets, ropes with grappling hooks and other such memorabilia. There are about a dozen tables within the bar.

The proprietor is the familiar “Bawdy” Bialtor Doogen, who will be standing on a bar stool leading the patrons in a roaring sailor’s tune. A number of pretty, attentive young serving women navigate the room, making sure no tankard stays empty for long.

One of these women is Byrisa, a slim and attractive young redhead. Bialtor will get suspicious of anyone who starts asking about his serving girls – he has cracked the skulls of more than one patron who made unwanted advances on “his girls.” If the PCs mention that it’s related to a search for Byrisa’s sister, or even a woman with a limp who is missing, he’ll get very

serious, come out from behind the bar and fetch Byrisa for the PCs himself.

Byrisa is cool towards the PCs at first, but if they explain their search for the missing homeless of Slate Hall, she’ll become hopeful:

“It’s been awful. I reported my sister’s disappearance to the Diamond Legion, but they say that they’re too busy fighting undead to search for a missing prostitute,” she says bitterly. “Only Priestess Tremayne has taken me at all seriously. She was a good friend to my sister, and all of the other unfortunates of the city within Slate Hall. I had wanted to get my sister a job here, but she was an awful cook, and she could never serve drinks or tend bar with her limp. I have a daughter, and because of the nature of Cassarra’s work and some of the undesirables with whom she interacted, she would never agree to stay with me, for her niece’s sake.” The barmaid looks to be on the verge of tears.

Byrisa can relate a few things to the PCs that might be helpful. First, she will mention that the day before she disappeared, Cassarra confided in her sister that she would catch fleeting glimpses of something in the shadows, following her, but there was never anyone there. At the time, Byrisa thought perhaps life on the streets had finally gotten to her sister, and thought perhaps she was going crazy. Now she wishes she’d listened to her.

Byrisa will tell the PCs that her sister frequented Crook Hand Alley, where she solicited customers when coin was scarce. It is located at the border of the Service District and what’s left of the District of the Poor. If the PCs go to Crook Hand Alley, go to *Encounter Four*.

## Encounter Four – Crook Hand Alley

The edges of the District of the Poor weave through Amthydor like an ugly scar. The District was the battleground of the undead invasion. Many citizens were slain by undead, only to

themselves become undead, attack their former fellows, and be put down once more. The poorest and most run down of structures are those that skirt the edges of the ruined expanse yet somehow remain standing.

Your investigations have led you to Crook Hand Alley, and it's evident that this place is aptly named. It is a winding, gloomy corridor that runs between a series of burned-out shells that were once row houses. Even the most naïve of your band can see what goes on here. Stolen goods are being purchased and sold, while hard currency girls lounge and call out to passer-by. From time to time, a squad of Legion soldiers will suddenly move through the alley, like water filling an abruptly filled creek. When they do, the people here seem to melt into the shadows, quickly reappearing when the enforcers of Amthydor's law depart.

A dirty-looking human with greasy black hair approaches you. He is small, wiry, and has the look of someone who has spent a lifetime on the streets. He carries a badly tarnished rapier and wears neither armor nor cloak. He looks to be thirty, but is probably ten years younger.

"You're looking for something," he says flatly. "Information, or to buy or sell something illicit, it's the only reason adventurers come here." He gives a large smile full of yellow teeth with a ghastly overbite. "My name's Bentsen, and for the princely sum of a silver coin, I'll lead you to whatever – or whoever – you're looking for." He extends a ragged, worn gloved hand towards you, palm up.

The glove is to protect him from touching the silver coin and wincing since he is a lycanthrope. See *Encounter Five* for Bentsen's hybrid form's statistics should they be needed.

### ATL 1

**Bernsten, Male Wererat (human Form) (Rog 2):** Medium humanoid (shapechanger); HD 2d6+2+1d8+4; hp 24; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.(no armor); AC

17 (+4 Dex, +3 *natural armor*; touch AC 14, flatfooted 13); Base Atk/Grp: +1/+1; Atk: +6 melee (1d6, rapier –Crit 16-20 x2) ; Full Atk+6 melee (1d6, rapier –Crit 16-20 x2); Space/Reach: 5 ft./5 ft.; SA+1d6 sneak attack, evasion; SQ Trap Finding, Alternate form, rat empathy, low-light vision, scent; AL NE; SV Fort +2 , Ref +7 , Will +1; Str 10, Dex 18, Con 14, Int 12, Wis 12, Cha 12.

*Skills and Feats:* Climb +0, Handle Animal +4, Hide +5, Listen +5, Move Silently +4, Spot +5, Swim +9; Balance +7, Bluff +5, Climb +0, Diplomacy +7, Escape Artist +10, Handle Animal +4, Hide +8, Intimidate +4, Tumble+ 8; Alertness, Dodge, Iron Will, Persuasive, Weapon Finesse, Improved Initiative

*Equipment: Masterwork Rapier*

### ATL 3

**Bernsten, Male Wererat (human Form) (Rog 4):** Medium humanoid (shapechanger); HD 4d6+1d8+8; hp 32; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.(no armor); AC 17 (+4 Dex, +3 *natural armor*; touch AC 14, flatfooted 13); Base Atk/Grp: +3/+3; Atk: +6 melee (1d6, rapier –Crit 16-20 x2) ; Full Atk+6 melee (1d6, rapier –Crit 16-20 x2); Space/Reach: 5 ft./5 ft.; SA +2d6 sneak attack, evasion; SQ Trap Finding, trap sense, Alternate form, rat empathy, low-light vision, scent; AL NE; SV Fort +3 , Ref +8, Will +2; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 12.

*Skills and Feats:* Climb +2, Handle Animal +4, Hide +8, Listen +8, Move Silently +8, Spot +5, Swim +9; Balance +7, Bluff +9, Diplomacy +7, Escape Artist +10, Handle Animal +4, Tumble+ 10; Alertness, Dodge, Iron Will, Persuasive, Weapon Finesse, Improved Initiative, Mobility, Uncanny Dodge

*Equipment: Masterwork Rapier*

## ATL 5

**Bernsten, Male Wererat (human Form) (Rog 4/ Ftr 2):** Medium humanoid (shapechanger); HD 4d6+1d8+2d10+12; hp 44; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.(no armor); AC 17 (+4 Dex, +3 *natural armor*; touch AC 14, flatfooted 13); Base Atk/Grp: +5/+5; Atk: +8 melee (1d6, rapier –Crit 16-20 x2) ; Full Atk+8 melee (1d6, rapier –Crit 16-20 x2); Space/Reach: 5 ft./5 ft.; SA +2d6 sneak attack, evasion; SQ Trap Finding, trap sense, Alternate form, rat empathy, low-light vision, scent; AL NE; SV Fort +6 , Ref +8, Will +2; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 12.

*Skills and Feats:* Climb +4, Handle Animal +4, Hide +10, Listen +8, Move Silently +8, Spot +5, Swim +11; Balance +7, Bluff +9, Diplomacy +7, Escape Artist +10, Handle Animal +4, Tumble+ 10; Alertness, Dodge, Iron Will, Persuasive, Weapon Finesse, Improved Initiative, Mobility, Uncanny Dodge, Weapon Focus Rapier, Spring Attack

*Equipment:* Masterwork Rapier

Bentsen is an agent of the Rat Queen, and was one of the first to be brought into her fold of wererats. He is evil, and a pure mercenary at heart. He would sell the Rat Queen out if offered enough money or a good reason by the PCs. The Rat Queen has tasked him with leading the PCs into a carefully prepared ambush deep within the ruins. She has provided Bentsen with a description of the PCs. Depending on how the PCs found their way here he has been either tailing the PCs through Amthydor or has been waiting here for the PCs to arrive.

It doesn't really matter what the PCs ask or state that they're looking for – Bentsen will claim that he knows someone who can help them. He refers to this person as the Oracle of the Slums, describing him as a half-crazy soothsayer who watches out for the poor and destitute of the ruins. He explains that he sits on a throne atop a trash heap. Bentsen knows where he is, but he warns the PCs that the trip to him will be

hazardous. “All kinds of undead roaming out there,” he says matter-of-factly.

Of course, the PCs are under no obligation to fall for Bentsen's ruse, and indeed, they may foil his bluff (although he's a pretty good liar). If the PCs decline his offer, Bentsen will shrug and say, “Well, if you change your minds... I'll be around here.” He'll then go and make small talk with one of the “hard currency” girls.

The collection of riff-raff here in Crook Hand Alley won't talk to the PCs unless coins are offered. It will take a silver piece to loosen lips in this place, more if the PCs look wealthy or well equipped. Some possible questions, and canned answers, follow. These are a bitter, hard and desperate people, who resent their place in life even as they jealously envy that of others. They are people who have had hard lives; try to bring this out in the role-playing of them:

***Do you know anything about what might have happened to the missing homeless?*** “It's dangerous out there. The undead are everywhere, and they're very hungry. The abductions only take place at night. I think that's when the undead roam around. I figure they got themselves ate.”

***Do you remember seeing any of the missing homeless around here?*** “Yeah, at one point or another. Some of us used to give coins to the mother with her two children. That was pretty sad, but it's the way things are 'round here. The big guy liked to drink, so we mostly kept our distance from 'im. The harlot with the limp, she'd pick up customers here from time to time. Most of the hard currency girls are full-timers, but she only seemed to come out when she ran short on money.”

***What do you know about Bentsen?*** “He knows the ruins like the back of his hand. I think he used to be an engineer of some kind for the city; it wouldn't surprise me. He could find his way in the ruins blindfolded.”

***What do you know about the Oracle of the***

**Slums?** “What the hell are you talking about?”

**Do you know of anyone who would have a reason to have abducted these people?** “What’s the point? You can’t ransom them, and slavery is illegal in the city. The punishment isn’t worth the risk of keeping a slave, or selling one to someone else. People like us *disappear*, and no one can be bothered to look any other time – so why start now? Leave us to our world, and just go back to your own. You have no place here.”

**If the PCs bring Bentsen along :**

Bentsen will accept the coin of the PCs and will give them instructions. “No poking around the rubble. You stay with me and do what I say. I’m here to lead you from Point “A” to Point “B.” If something jumps us, I mind my own rump. Problems like that are for you lot to manage.” He will claim that the trip to the Oracle of the Slums will take the better part of an hour.

Bentsen will lead the PCs into an ambush.  
*Proceed to Encounter Five.*

**If the PCs leave Bentsen behind and head back into the city :**

The wererat will wait until he thinks all the PCs are out of sight. He’ll then begin shadowing the progress of the PCs. He’ll follow them to the best of his ability. Unless the PCs state that they are taking special precautions to ensure they’re not being followed, Bentsen will not be detected. If he is detected, he’ll attempt to flee. If caught, he will say that he’s following the PCs because he was curious about why they’d be down in the Crooked Hand slum and had nothing better to do anyway. He’ll scream for the Diamond Legion if he’s attacked. (Remember that at this point, he’s done nothing illegal or harmful to the PCs)

**If the PCs leave Bentsen behind and head into the ruins of the District of the Poor :**

The PCs may opt to blindly grope around for the “Oracle of the Slums” or some other clue to the whereabouts of the missing homeless. Bentsen

will shadow them. He’ll attempt to lure the PCs to the ambush point that he had prepared if he had been accepted into their company.

**Encounter Five –  
The Rumble in the Ruins**

This encounter can play out a variety of ways depending on whether or not the PCs enter the ruins with Bentsen as a guide.

If Bentsen is with them, he’ll lead them directly into the ambush.

If the PCs opted not to bring Bentsen along, the wererat will try and lure the PCs to the ambush site. He’ll do this by telling the ambushers to attack him (they can’t actually hurt him, thanks to his damage reduction, and the battle looks very realistic as a result) and making enough noise to draw the PCs to investigate. The ambushers will turn on the PCs as soon as they get involved in the fray, or make it clear that they have no intention of doing so.

If the PCs avoid the ambush lure, a very irritated Bentsen will gather his people and lead them in an attack against the PCs.

**The starting distance of this encounter between the ambush/attack party and the PCs is sixty feet.**

No matter where the fight takes place, the heroes will notice the Mound once the dust has settled.

*Boxed Text 5A – Bentsen is escorting the heroes:*

It is evident that Bentsen knows his way through the ruins. Like a bloodhound he leads you through the remains of the District of the Poor. The devastation in the place is nearly total. There are few buildings standing. Instead, you weave down buckled streets around high mounds of debris that were once standing structures.

Bentsen holds up a hand. His eyes narrow, and

he stares intently at an ominous pile of rubble. “Something’s not right here,” he murmurs. It is then that you hear a loud chittering noise from all around you. From beyond several rubble piles come a number of attackers.

A pack of skeletal dogs swarm towards you, the howling of their living counterparts replaced with the ominous clacking of bones. The pack seems to have been loosed by a number of creatures that appear to be a twisted hybrid of rodents and men. They are covered with mangy brown fur, and they chitter excitedly as the launch their attack. And with an evil smirk, Bentsen joins them against you!

*Boxed text 5B – Bentsen is not with the PCs, and he is attempting to lure them into the ambush:*

Tracking through the ruins is slow going. Like rats, you crawl through the remains of the District of the Poor. The devastation in the place is near total, and few buildings stand. You weave down buckled streets around high mounds of debris that were once standing structures.

Not far from where you have paused to get your bearings, you hear the sounds of battle. A man is crying out for help not far from your location.

If the PC’s investigate, read the following. If not, skip to *Boxed Text 5C*.

A pack of skeletal dogs swarm over Bentsen, the man you met at Crook Hand Alley. Several have their jaws clamped onto his legs. His rapier is clearly inadequate against the bony undead. The howling of their living counterparts is replaced with the ominous clacking of bones. The pack seems to have been loosed by a creature that appears to be a twisted hybrid of rodent and man. It is covered with mangy brown fur and stands nearby, watching the battle. It squeaks excitedly as it does so.

The wererat will shout an order to the dog pack, which will disengage from Bentsen. They and

the cloaked wererats will attack, while Bentsen transforms into his hybrid form and joins the attack.

*Boxed Text 5C – Bentsen has tried to lure the PCs into a trap, failed, and is forced to lead the ambush party to the PCs:*

Your search through the blasted ruins has yielded little more than a newfound respect for the people who eke out a living in this wretched place. People in barely serviceable clothes sift through the rubble for anything that might be sold for a few copper coins.

The rubble shifts beneath your feet, and you curse, nearly turning your ankle. As you do, you hear a loud whistle. The noise comes from one of a pair of men in heavy hooded cloaks, standing ahead of you. The fine material of the garments is evidence that they are not the scraping homeless you’ve seen so far.

Responding to the whistle, a pack of animals rush towards you from your right flank, snapping and biting. With surprise, you see that the creatures are a dog pack – but the pack is comprised of the animated skeletal remains of these animals.

Throwing off their cloaks, the cloaked figures reveal themselves to be a twisted hybrid of rodents and men, covered with mangy brown fur. They charge into the fray, squeaking excitedly as they do so.

One of these wererats is Bentsen, but he will not be recognizable by PCs while in his hybrid form.

## ATL 1

**Bernsten, Male Wererat (hybrid Form) (Rog 2):** Medium humanoid (shapechanger); HD 2d6+1d8+8; hp 26; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+1 size, +7 Dex, +3 natural), touch 14, flat-footed 14; Base Atk/Grp: +1/+1; Atk: +9 melee (1d6, rapier –Crit 16-20 x2) ; Full Atk +9 melee (1d6, rapier –Crit 16-20 x2) and bite +6 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA+1d6 sneak attack, evasion; SQ Trap Finding, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +3 , Ref +10 , Will +1; Str 10, Dex 24, Con 16, Int 12, Wis 12, Cha 12.

*Skills and Feats:* Climb +0, Handle Animal +4, Hide +8, Listen +5, Move Silently +7, Spot +5, Swim +9; Balance +10, Bluff +5, Climb +4, Diplomacy +7, Escape Artist +13, Handle Animal +4, Intimidate +4, Tumble +11; Alertness, Dodge, Iron Will, Persuasive, Weapon Finesse, Improved Initiative

*Equipment:* Masterwork Rapier

**Dog Skeletons (4) ;** Small Animal Undead; HD 1d12+2; hp 8; Init +3 (+2 Dex.); Spd 40 ft.; AC 13 (+1 size, +2 Dex); Bite +2 melee (1d4+1); SQ Undead Traits, *Immunity to Cold, Damage Reduction 5/Bludgeoning* ; AL: N; SV: Fort +1, Ref +1, Will +1; Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11.

*Skills and Feats:* Improved Initiative.

### **Skeleton Traits:**

- Immunity to Cold
- Damage Reduction 5/Bludgeoning

### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

**Agent of the Wererat Queen, Male Wererat (hybrid Form) (Rgr 1):** Medium-size humanoid (shapechanger); HD 2d8+6; hp 22; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+1 size, +7 Dex, +2 leather, +3 natural), touch 18, flat-footed 16; Base Atk/Grp: +2/+4; Atk: +9 melee (bladed gauntlet, 1d6+3) or bite +7 melee (1d6 plus disease); Full Atk : +7/+7 melee (bladed gauntlets (x2), 1d6+3) and bite +7 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA Favored enemy: Human, ; SQ Track, Wild Empathy, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +5 , Ref +9 , Will +0; Str 16, Dex 24, Con 16, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb (Str) +4, Concentration (Con) +4, Handle Animal (Cha) +2, Heal (Wis) +2, Hide (Dex) +10, Jump (Str) +5, Knowledge (nature) (Int) +4, Listen (Wis) +4, Move Silently (Dex) +11, Ride (Dex) +9, Search (Int) +4, Spot (Wis) +4, Survival (Wis) +4, Swim (Str) +5, and Use Rope (Dex) +9. Alertness, Dodge, Iron Will, Weapon Finesse, Improved Initiative EWP: Bladed Gauntlet

*Equipment:* leather armor, pair of bladed gauntlets.

### ATL 3

**Bernsten, Male Wererat (hybrid Form) (Rog 4):** Medium humanoid (shapechanger); HD 4d6+1d8+10; hp 36; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.(no armor); AC 21 (+7 Dex, +3 *natural armor*); touch AC 17, flatfooted 14; Base Atk/Grp: +3/+3; Atk: +11 melee (1d6, rapier –Crit 16-20 x2) ; Full Atk +11 melee (1d6, rapier –Crit 16-20 x2) and bite +7 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA +2d6 sneak attack, evasion; SQ Trap Finding, trap sense, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +4 , Ref +11, Will +2; Str 11, Dex 24, Con 16, Int 12, Wis 12, Cha 12.

*Skills and Feats:* Climb +2, Handle Animal +4, Hide +11, Listen +8, Move Silently +11, Spot +5, Swim +9; Balance +10, Bluff +9, Diplomacy +7, Escape Artist +13, Handle Animal +4, Tumble+ 13; Alertness, Dodge, Iron Will, Persuasive, Weapon Finesse, Improved Initiative, Mobility, Uncanny Dodge

*Equipment:* Masterwork Rapier

**Dog Skeletons (8) ;** Small Animal Undead; HD 1d12+2; hp 8; Init +3 (+2 Dex.); Spd 40 ft.; AC 13 (+1 size, +2 Dex); Bite +2 melee (1d4+1); SQ Undead Traits, *Immunity to Cold, Damage Reduction 5/Bludgeoning* ; AL: N; SV: Fort +1, Ref +1, Will +1; Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11.

*Skills and Feats:* Improved Initiative.

#### **Skeleton Traits:**

- Immunity to Cold
- Damage Reduction 5/Bludgeoning

#### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

**Agent of the Wererat Queen, Male Wererat (hybrid Form) (Rgr 1/Ftr 1):** Medium-size humanoid (shapechanger); HD 2d8+1d10+9; hp 29; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+1 size, +7 Dex,+2 leather, +3 natural), touch 18, flat-footed 16; Base Atk/Grp: +3/+6; Atk: +11 melee (bladed gauntlet, 1d6+3) or bite +9 melee (1d6 plus disease); Full Atk : +9/+9 melee (bladed gauntlets (x2), 1d6+3) and bite +8 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA Favored enemy: Human, ; SQ Track, Wild Empathy, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +6 , Ref +10 , Will +0; Str 16, Dex 24, Con 16, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb (Str) +4, Concentration (Con) +4, Handle Animal (Cha) +2, Heal (Wis) +2, Hide (Dex) +11, Jump (Str) +6, Knowledge (nature) (Int) +4, Listen (Wis) +4, Move Silently (Dex) +13, Ride (Dex) +9, Search (Int) +5, Spot (Wis) +5, Survival (Wis) +6, Swim (Str) +5, and Use Rope (Dex) +9. Alertness, Dodge, Iron Will, Weapon Finesse, Improved Initiative EWP: Bladed Gauntlet, Weapon Focus: Bladed Gauntlet

*Possessions:* leather armor, pair of bladed gauntlets.

## ATL 5

**Bernsten, Male Wererat (human Form) (Rog 4/ Ftr 2):** Medium humanoid (shapechanger); HD 4d6+1d8+2d10+18; hp 50; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.(no armor); AC 21 (+7 Dex, +3 *natural armor*), touch AC 17, flatfooted 13; Base Atk/Grp: +5/+5; Atk: +13 melee (1d6, rapier –Crit 16-20 x2) ; Full Atk+13 melee (1d6, rapier –Crit 16-20 x2) and bite +9 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA +2d6 sneak attack, evasion; SQ Trap Finding, trap sense, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +7 , Ref +11, Will +2; Str 11, Dex 24, Con 16, Int 12, Wis 12, Cha 12.

*Skills and Feats:* Climb +4, Handle Animal +4, Hide +13, Listen +8, Move Silently +11, Spot +5, Swim +11; Balance +10, Bluff +9, Diplomacy +7, Escape Artist +13, Handle Animal +4, Tumble+ 13; Alertness, Dodge, Iron Will, Persuasive, Weapon Finesse, Improved Initiative, Mobility, Uncanny Dodge, Weapon Focus Rapier, Spring Attack

*Equipment:* Masterwork Rapier

**Dog Skeletons (12) ;** Small Animal Undead; HD 1d12+2; hp 8; Init +3 (+2 Dex.); Spd 40 ft.; AC 13 (+1 size, +2 Dex); Bite +2 melee (1d4+1); SQ Undead Traits, *Immunity to Cold, Damage Reduction 5/Bludgeoning* ; AL: N; SV: Fort +1, Ref +1, Will +1; Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11.

*Skills and Feats:* Improved Initiative.

### **Skeleton Traits:**

- Immunity to Cold
- Damage Reduction 5/Bludgeoning

### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

**Agent of the Wererat Queen, Male Wererat (hybrid Form) (Rgr 2/Ftr 2):** Medium-size humanoid (shapechanger); HD 3d8+2d10+15; hp 44; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+1 size, +7 Dex,+2 leather, +3 natural), touch 18, flat-footed 16; Base Atk/Grp: +5/+8; Atk: +13 melee (bladed gauntlet, 1d6+3) or bite +11 melee (1d6 plus disease); Full Atk : +13/+13 melee (bladed gauntlets (x2), 1d6+3) and bite +11 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA Favored enemy: Human, ; SQ Track, Wild Empathy, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +9 , Ref +10 , Will +0; Str 17, Dex 24, Con 16, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb (Str) +4, Concentration (Con) +4, Handle Animal (Cha) +2, Heal (Wis) +2, Hide (Dex) +13, Jump (Str) +8, Knowledge (nature) (Int) +4, Listen (Wis) +6 Move Silently (Dex) +15, Ride (Dex) +9, Search (Int) +6, Spot (Wis) +5, Survival (Wis) +8 , Swim (Str) +5, and Use Rope (Dex) +9. Alertness, Dodge, Iron Will, Weapon Finesse, Improved Initiative EWP: Bladed Gauntlet, Weapon Focus: Bladed Gauntlet, Multiattack, Two-Weapon Fighting.

*Possessions:* leather armor, pair of bladed gauntlets.

**Tactics:** This will be a no-holds-barred fight to the death for these wererats. For the moment, the Rat Queen is testing the PCs. She wants to see how these adventurers fare. If they survive, she might use them as allies instead of food.

**Development:** For some groups, the above can be a tough fight. Don't forget the DM Empowerment Clause of the campaign – “fine tune” the combat as you see fit. Please note however that most PCs above 1<sup>st</sup> level in the LSJ



campaign have magic weapons (circumventing the DR of the lycanthropes), and Bentsen's armor class is quite poor. Thus, the encounter may not be as tough as the CRs might seem to indicate.

## Encounter Six – The Mound and Undertown

The position of the PCs within the district's ruins doesn't matter. This event will take place after the wererat ambush. Alternatively, PCs who somehow elude Bentsen and comb the ruins will come across the imposing landmark:

In the distance, near the center of the ruins, you can make out what appears to be a concave bulge against the shattered skyline. Based on its size with regards to other buildings in the area, you would guess it is twenty feet at its highest point. Unless your senses are deceiving you, the mass looks like nothing so much as a giant mound of garbage.

*If the PCs approach to investigate:*

The mound is indeed comprised of refuse. With a shiver, you realize that it resembles a gargantuan rat nest. The debris pile sprawls across as many as four city blocks. Scavenging birds can be seen dotting the surface of the mound. Near street levels, every few yards, dark holes can be seen – presumably tunnels into the interior of the mound. The pungent, sweetly rotten smell of decomposing organic trash hangs in the air. Many large rats flee from your approach, but some eye you with near-human hatred.

The rats look threatening, but are harmless. If anyone attempts to communicate with these rats, they will be a source of information for the PCs who can somehow speak with them (gnomes or PCs with a *Speak with Animals* spell or similar magic. The rats know the following:

- The mound is the “nest” of a collection of humans, overseen by man-rats who in turn

are commanded by a Rat Queen.

- Sometimes the man-rats give the rats dead people to eat. Most of the time though, the man-rats keep the dead people as food for themselves.
- The man-rats were able to compel the rats to help create this mound of trash. It took a long time, and the rats are very proud of it.
- “If you sleep in the streets, *eat you we will!*”

The PCs don't have to go forward at this time. They can certainly return back to the city and attempt to find out about the Mound. If they do, no one will have heard of any kind of large garbage mound appearing in the middle of the ruins. Anya Tremayne won't be at Slate Hall; her day of labor there is completed and she has gone home. (She has in fact returned to the Mound and awaits the PCs inside)

## **Undertown**

A map of Undertown is provided as *DM Aid 1*. A plethora of shacks are the predominant feature of Undertown. Each one is made from whatever materials are available – clay, wood or even dung. To anyone looking out across the cavernous interior of the Mound, a sea of utter squalor surrounds the Rat Queen's “palace”. The residents of these shacks are a collection of poor, desperate and paranoid wretches. They fear the wererats, who pose as fellow homeless and attempt to ferret out any dissidents to the Rat Queen's rule. Homeless are allowed to enter Undertown freely, but only a rare few trusted by the Rat Queen are ever allowed to leave. Some manage to sneak out, but those that are caught usually have their throats slit and are hung from hooks in the Queen's meat larders.

A meager collection of *Continual Flame* spells illuminates the interior with a feeble light; it lends the place an even more sullen atmosphere. The air itself is pungent and stinks of rot; most humans go about with cloths over their faces in an attempt to mitigate the awful stench.

## Law and Order in Undertown

Five crude watchtowers (the round circular structures on the map) stand above the shacks, allowing vigilant wererat guards to monitor the going-on in the cavern. There are two wererats to a tower, each at a twenty-foot elevation. The towers are ramshackle constructions comprised of cast-off pieces of wood, stone and any other material that could be hammered, screwed, tied or bolted into one piece. Each of these towers straddles a filthy well that provides meager amounts of dingy gray water – probably from the wrecked sewers in this area. The people in town boil the tainted water to make it potable, as the Mound is abundant with combustible trash.

Ground patrols of wererat guards are frequent. Each minute, a party traveling in the “streets” (more like the alleys created by the shacks) has a 5% cumulative chance of encountering a guard patrol of three wererats. Once the PCs have encountered a patrol, the chance to run into another one “resets” to 5%. If the PCs have done something that has incited the guards to attack the PCs, consider the guards of Undertown to be “on alert.” **If they are alerted, for the next hour, the above percentage chances of encountering a guard patrol are doubled.**

At each exit out of the Mound, a quartet of wererats stand watch, allowing no one to leave. At each station, human skulls have been impaled on pikes, with the words NOBODY LEAVES painted in black block lettering on the foreheads of the skulls.

All of the wererat guards have been instructed to expect the arrival of the party. They will allow them in, but won't allow them to leave, Undertown. They will not harass or even pay attention to the group, unless the PCs take any proscribed actions. Attempts to organize the homeless against the Queen, leave Undertown, engage in arson, or attack the guards are examples of actions that will provoke the wererats to violence.

Unless otherwise noted, all guards maintain their hybrid form at all times.

### All ATLS

**Wererat Guards, Male and Female Wererat (hybrid Form):** Medium-size humanoid (shapechanger); HD 2d8+3; hp 12; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 18 (+3 Dex, +3 natural, +2 Studded leather) touch 13, flat-footed 15; Base Atk/Grp: +1/+2; Atk Shortsword +5 melee (1d6+1/19–20) or light crossbow +4 ranged (1d8/19–20); Full Atk Short Sword +4 melee (1d6+1/19–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20); Space/Reach: 5 ft./5 ft.; SA Curse of lycanthropy, disease ; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +6, Ref +5, Will +4 ; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

*Skills and Feats* Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9. Alertness, Dodge, Iron Will, Weapon Finesse

*Equipment:* Short sword, light crossbow, 20 bolts, leather armor.

## The People of Undertown

The people of Undertown are dirty and sickly, with sallow faces and pale skin that appears yellow and jaundiced on some of the sickest of the people. They are malnourished and unkempt, wearing little more than rags. Most of the adult residents will simply stare at adventurers in awe and flee if the PCs approach them. The younger children are more brazen, and might approach seeking food. If the PCs make it clear they have some, they may have a riot on their hands as people swarm to the adventurers and people shout and cry that strangers have brought food. A show of magical or martial force will drive the homeless off, but the DM should consider lethal attacks (and probably even subdual attacks other than things like *Sleep* spells) against these poor wretches to be an evil act! (Warn the PCs of this, of course)

A “food riot” will attract the attention of the wererat guards, who will order the PCs to stop trying to distribute food. If they refuse, they will be subject to attack.

**People of Undertown, Male and Female Human Com1:** HP 1d3 due to malnutrition and generally poor health, AL NG (predominant).

### Encounter Seven: Meeting Joto

There is a nascent, active resistance movement in Undertown. Led by Joto Kett, this group is comprised of the more capable among this wretched lot – principally rogues down on their luck. The resistance also includes a few adventurers who have had a stellar run of bad luck, as well as a few (principally worshippers of Pietos) who have deliberately chosen to live with these poor folk.

Joto and some of his men have decided to attempt to make contact with the PCs, in the hopes of winning them over to his side. Even if the PCs are currently disguising themselves, Joto has a keen eye for picking out exceptional folk among the newcomers, and will risk contacting the PCs.

The DM should set this encounter anytime after the PCs have had a chance to wander for a bit around Undertown, but before they’ve had the chance to get themselves into a great deal of trouble!

A man that beckons you from the shadows interrupts your journey through this odd town. “Hey there,” the man says, “spare a moment, or a bit of change?” Something about the man gives you pause... his eyes. They are bright and vibrant, not the dull, sad eyes that the folk of this place usually have. He seems healthier than the others, and dangling about his neck you can see a simple disk of beaten wood. Stamped inside the circle, you can see a symbol of an open palm. His form is mostly covered in the folds of a light but voluminous cloak.

A Knowledge: Religion check (DC 10), or any fellow worshipper, will recognize Pietos’s symbol.

### All ATLS

**Joto Kett, Male Cleric Pietos 2/Rog 2:** Medium-size humanoid (human); HD 2d8+2d6+4; HP 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *Studded Leather* +1); Atk/Grp +3/+4 Atk +7 melee (*short sword* +1, 1d6+2) or +6 missile (hand crossbow, 1d4); Full Atk: +7 melee (*short sword* +1, 1d6+2) or +6 missile (hand crossbow, 1d4); SA Turn Undead, Sneak attack +1d6; SQ Trap Finding, Evasion; AL LG; SV Fort +4, Ref +6, Will +5; Str 12, Dex 16, Con 12, Int 14, Wis 14, Cha 14.

*Skills and Feats:* Bluff +6, Concentration +7, Diplomacy +6, Disguise +6, Forgery +6, Gather Information +6, Hide +7, Innuendo +6, Intimidate +5, Knowledge (Religion) +6, Listen +6, Move Silently +7, Perform +6, Sense Motive +6, Spot +6, Tumble +7. Dodge, Weapon Finesse, Weapon Focus (hand crossbow).

*Equipment:* *Studded leather armor* +1, *short sword* +1, hand crossbow, 20 silver bolts, hooded cloak, holy symbol of Pietos, 2 sp.

Joto is a man of medium build, with wispy blond hair and a rough beard. He is dedicated and courageous, and is desperately trying to free Undertown from the Rat Queen and see it turned into a haven for the homeless of Amthydor.

### Interacting with Joto:

If the PCs ignore him, or treat him callously, he’ll retreat into the shadows, leaving the adventurers to their fate. Without his help, these heroes will have a *much* rougher time taking out the Rat Queen. If they are willing to listen to Joto and treat him with respect, Joto will explain that he has spent a great deal of time spying on the wererats and had gathered intelligence on them.

Shortly after the invasion of the city, a large number of wererats entered the city via the besieged sewer system. They traveled along its length into the District of the Poor, where the ruins and its wretched residents met their habitation and nutritional needs quite nicely. The wererats seem to be led by a Rat Queen, who seems to have power not only over her fellow lycanthropes, but an unusual ability to create and command lesser forms of undead. The Rat Queen has been using the homeless here as new wererats, undead, or simply as food.

Joto introduces himself as the head of a resistance composed of those able-bodied souls willing to lash out against the wererats. Many in the resistance want Undertown for themselves, as a haven of welcome and refuge for those that Amthydor doesn't want. Joto himself doubts that the Shining Jewel would tolerate such a blemish as Undertown. He knows that the wererats must be defeated to save the people from the Rat Queen's plans.

Once Joto has explained who he is, and what he is fighting against, he will make his sales pitch to the PCs if they seem like good allies:

Joto brushes a wisp of hair from over his eyes. "We've been planning an attack on the Rat Queen for some time now. Her lair is her so-called palace – it's that large wooden structure in the center of the 'cavern.' It's heavily guarded, as you might expect, but I can get us inside. I've managed to earn the trust of those vicious creatures, as I often bring them information. Of course, it's only information that the resistance *wants* them to hear, but they don't view me as a threat. I sometimes have witnesses with me, so your presence with me won't be seen as unusual. Once we get inside, I can get an audience with the Queen. We'll wait until a moment when she's distracted, and then strike. The advantage of surprise will be a significant one... I hope."

He smiles. "Trying to get out of Undertown is all but impossible. Even if you did bring word of this place to the Diamond Legion, a battle down

here would be murderous for them. Casualties would be high on all sides, and don't doubt for a second that these vicious brutes wouldn't use the wretched folk of this place as shields or bargaining chips. I believe these creatures will flee if their leader is slain or driven off, though."

If the PCs decline his offer, he'll try to change their minds but won't force the issue. If they do decide to go it alone, Joto will be regretful, but will wish the PCs the best of luck.

If the PCs asked about any of the missing homeless, Joto will promise that he will have his people do everything in their power to find them. He doesn't make joining him or following his plan a condition for offering this aid, but he does make it clear that he hopes the PCs will do something for him in exchange.

If they accept, Joto will suggest that they come to the resistance's flophouse. It's a small shanty that is safe from patrols and surrounded by residents of Undertown who are friendly to the resistance. The DM should pick a nearby shanty that isn't too close to a guard tower; the actual location isn't important as it is just a place for the PCs to spend the night and ready themselves for the attack on the palace.

The shanty to which Joto leads the PCs is a rickety shack with no windows. A single candle is the only light in the room. The place is clean, but there is not a stick of furniture – just four walls and a floor of packed earth. PCs may rest here and engage in any activities that don't attract undue attention (nothing louder than spellcasting, for instance). The PCs will here patrols of wererat guards tromp past from time to time, but they will be undisturbed.

While they rest, Joto will get in touch with the rest of the resistance and arrange the attack. Once the PCs are rested, Joto will lead them to the Palace. At that point, go to *Encounter Eight*.

## Encounter Eight – The Palace of the Rat Queen

The “palace” is a structure made predominantly of scrap wood. It looks rickety but is surprisingly solid. There are windows with wooden shutters, but they are normally kept closed and barred from the inside. There are two methods of entering the structure without resorting to breaking something. The main doors on the eastern end of the structure are the most obvious. Unknown to the PCs (and unable to be discovered by them until the battle is over), the Queen has burrowed a hole beneath her throne that leads outside, allowing a quick escape.

The DM should refer to *DM Aid 2* for a map of the structure.

### **Palace Defenses:**

A pair of wererat guards is positioned at the four corners of the building. In addition, a fifth pair flanks the main entrance. The cowed citizens of Undertown have left them less vigilant than they should be, as they simply don’t expect these wretched folk to muster up any trouble.

### **ALL ATLS**

**Wererat Guards, Male and Female Wererat (hybrid Form):** Medium-size humanoid (shapechanger); HD 2d8+3; hp 12; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 18 (+3 Dex, +3 natural, +2 Studded leather) touch 13, flat-footed 15; Base Atk/Grp: +1/+2; Atk Shortsword +5 melee (1d6+1/19–20) or light crossbow +4 ranged (1d8/19–20); Full Atk Short Sword +4 melee (1d6+1/19–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20); Space/Reach: 5 ft./5 ft.; SA Curse of lycanthropy, disease ; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +6, Ref +5, Will +4 ; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8  
*Skills and Feats:* Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4,

Swim +9. Alertness, Dodge, Iron Will, Weapon Finesse

: Short sword, light crossbow, 20 bolts, leather armor.

### **If the PCs didn’t join Joto:**

If the PCs attempt to assault the place, or the PCs are caught trying to sneak in without Joto’s assistance, the wererats will sound a general alarm. All guards in the interior will hold their positions and lie in wait for anyone who breaches the outer defenses. The Queen will not flee, as she wants to see who these intruders are.

On the exterior, an alert will bring a pair of wererat guard reinforcements at the rate of one per minute (ten rounds), every minute, for a period of ten minutes (twenty guards total).

If the PCs breach the defenses and make it inside, subsequent reinforcements (maximum twenty guards as noted above) arriving will *not* enter the building, but will cordon off the palace and wait the PCs out.

Note that sneaking past the guards via hiding or *invisibility* will be all difficult thanks to the Scent ability of the wererats.

The DM will have to handle this on the fly; the combat situation is simply too fluid with so many combatants to script in a meaningful fashion. Suffice to say if the PCs set off the alarm, they’re in for a lot of trouble.

The boxed text descriptions of the interior will likewise need to be modified on the fly to account for PCs actions and whether or not they have alerted the guards.

### **If the PCs are working with Joto:**

...you’re lucky. Doesn’t the above look like a lot of aggravation for the DM? ☺

Joto will share his plan with the PCs. Several of the resistance members are going to cause a

major diversion that should tie up any reinforcements and draw away the foot patrols from the palace. Rebels in the resistance are planning to knock down one of the guard towers on the far side of Undertown, drawing the guards away.

As you approach the palace, Joto has explained his plan to you. The resistance will be toppling the southeastern guard tower to lure foot patrols away from the palace. He cautions you that time is of the essence, as the wererat guards will come running to their Queen looking for instructions as to what to do.

“Follow my lead,” he murmurs, “and don’t say anything unless they speak directly to you.” Rounding the corner, you see the structure. It looks ramshackle, cobbled together out of the largest pieces of debris that could be found in Undertown. At the eastern end of the building, you can see six ratmen. Two pairs stand watch at each of the two corners, while a third pair flanks the main entrance. All of them are beady-eyed, with long pink tails and matted fur. They sniff the air from time to time. Seeing Joto and your band approach, the guards nod to him.

In a chattering voice, one of the door guards nods to Joto and says, “Business with the Queen, human? Your last “lead” didn’t pan out – cost us a couple of our guards.”

“I heard,” Joto says with a frown. “I’m here because I think I know who might have...”

Out of the corner of your eye, you catch a brief streak of orange light followed by a dull boom in the cavern. In the distance, the southeastern guard tower has become a torch, burning and sending thick black smoke to the ceiling. Wererat foot patrols start rushing towards the area, weapons drawn.

“Damn,” the wererat snarls. “Get inside!” He shoves Joto inside and urges the rest of you to enter.

If the PCs don’t follow Joto inside, the wererat

will suspect something is wrong and will kill first and ask questions later. If this happens, his companion will shout an alarm before assaulting the PCs.

If not the PCs can enter the foyer (marked Area One on the map)

### **Area One – Entry Foyer**

A single magical flame is here that casts this hallway in a cold, wavering light. Two portals are seen in the northern and southern walls. A third, larger portal leads off to the west, further into the interior of the palace.

This room has a trio of doors. The portals to the north and south lead to guard stations, while the door to the west leads further into the palace. If the guards have been alerted, but if the intruders have not as yet penetrated the palace’s main doors, the wererats from the adjacent guard stations will move to this area and take up a defensive position here.

### **Area Two – Guard Stations**

These rooms are especially Spartan, with a small number of chairs and a single table. Knucklebones and a deck of talis cards provide meager entertainment for the bored guards. There will be one (ATL 1), two (ATL 3) or three (ATL 5) wererat guards on station here. The guards will not attack Joto or the PCs unless they are demonstrating that some kind of hostile intent; they will order any intruders out of this room. Failure to comply will invite attack and a shouted verbal alarm.

### **Area Three – Shrine to Oblivion**

The door to this area is locked (Open Locks, DC 15 + ATL).

This place is illuminated by a purple flame just above the statue of a cold-looking but lovely woman with arms outstretched. Before the statue can be seen a simple stone altar. A trio of simple wooden pews allows worshippers seating. A

ghastly-looking, shadowy hound standing guard within this room rises to defend its charge.

This is a worship area for the Rat Queen (who leads the ceremonies) and her most trusted lycanthrope servants. The god Oblivion and the trappings of His temple are easily identified (Knowledge: Religion check, DC 8).

The shadow creatures guarding this place are a gift to the Rat Queen for her continued devotion. At the higher ATLS, the baying of the shadow hounds will certainly set off the alarm. The shadows (of deceased canines; no game difference in statistics from normal shadows) are silent.

### ATL 1 (EL 3)

**Shadow**; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd: Fly 40 ft (Good).; 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; Base Atk/Grp: +1/—; Atk: Incorporeal touch +3 melee (1d6 Str); Full Atk: Incorporeal touch +3 melee (1d6 Str); Space/Reach: 5 ft./5 ft.; SA: Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13; Skills and Feats: Hide +8\*, Listen +7, Search +4, Spot +7; Alertness, Dodge

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

#### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

### ATL 3 (EL 5)

**Shadow Mastiff**; Medium Outsider (Extraplanar); HD 4d8+12; hp 30; Init +5; Spd: 50 ft; 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; Base Atk/Grp: +4+7; Atk: Bite +7 melee (1d6+4); Full Atk: Bite +7 melee (1d6+4); Space/Reach: 5 ft./5 ft.; SA: Bay, Trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7, Ref +5, Will +5; Str Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13; Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8; Dodge, Improved Initiative, Track

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.

A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.

Shadow mastiffs cannot speak, but they understand Common.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

## ATL 5 (EL 7)

**Shadow Mastiffs (2);** Medium Outsider (Extraplanar); HD 4d8+12; hp 30; Init +5; Spd: 50 ft ; 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; Base Atk/Grp: +4+7; Atk: Bite +7 melee (1d6+4); Full Atk: Bite +7 melee (1d6+4); Space/Reach: 5 ft./5 ft.; SA: Bay, Trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7 , Ref +5 , Will +5; Str Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13; Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8; Dodge, Improved Initiative, Track

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.

A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.

Shadow mastiffs cannot speak, but they understand Common.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Statue Trap:** There is a trap on the statue for greedy or unwary intruders. The left side of the statue (at the height of the idol's waist) has a concealed niche (Search DC 12 + ATL to notice). The interior dimensions of the niche are

nine inches by nine inches, and two feet in depth. A good-sized pouch can be seen in the furthest recesses of the hole. The bag is leather and weighs six pounds (making *mage hand* unable to remove it). The sack rests upon a counter-weight pressure plate. If the bag is disturbed, the trap is triggered – the statue will violently rotate ninety degrees to the left. This will wrench the arm of anyone who is reaching into the statue to retrieve the bags, and anyone adjacent to the statue's left side risks being smashed by the statue's outstretched arms. To safely deactivate the trap, one must wrap one's arms around the statue and give a series of short shifts both clockwise and counter-clockwise (figuring this out represents a successful Disable Device check).

### All ATLS (EL Varies)

**Statue Pivot Trap:** CR = ATL; mechanical; touch trigger; manual reset; Atk = 8+ATL melee (1d6 x ATL damage, stone statue); Search and Disable Device = DC 20+ATL.

**Treasure:** The bags contain 300 gp of Procarnan coins.

### Area Four – Rat Queen's Bedroom

The door to this area is locked (Open Locks, DC 15 + ATL).

This is an elegantly appointed bedroom. The décor and trappings seem out of place in a domain cobbled together into a garbage pile. A large circular tan rug dominates most of the room. A writing desk and chair occupy one corner, not far from a bookshelf. A comfortable bed and dressing table are also here. A small candle with what appears to be a magical flame burning on its wick lights this room. The dim illumination leaves most of the room cast in ominous shadow.

There are no creatures in here, although PCs might be paranoid about the shadows thanks to the shrine guardians in the previous room. The books are of two varieties – religious texts



detailing the worship of Oblivion, and thaumaturgical books describing the creation of undead. The books have margin notes written in neat, cursive script; the sections about animating dead animals are highlighted extensively. The books might fetch 50 gp from a collector of curiosities, a necromancer or the churches of Emerys and/or Meneon. Lastly, the PCs will find *Player Handout One*. Distribute it to them at this time.

**Treasure:** As noted, the necromantic books might be worth 50 gp to a collector. The makeup dresser contains a large assortment of feminine makeup, along with jewelry, a brush and a hand mirror. *If the PCs ask*, the strands of hair in the brush are medium length, and red (confirmation as to who the Rat Queen might be). The jewelry is worth 1000 gp and is collected from various sources and places. The other trappings in the room are unremarkable.

#### **Area Five – Dining Room**

This is a simple dining area. Four cushioned chairs ring a plain square table of stained wood. A soft magical flame glows upon a place setting of dried flowers, covering the room in a faded yellow light. A white lace covering drapes the table. The room's appearance would be pleasant, if not for the gnawed arm lying across the table on an oval plate.

One of the guards snuck a snack out of the larder (Area Seven) but was called away before he got a chance to clean up after himself. The arm is human-sized. There is nothing of interest here.

#### **Area Six – Kitchen**

This room has a vague smell of rotten meat. A single large stewpot is currently empty. A single bloody butcher block is placed in the room's northwest corner, above which hang a collection of well-used implements of both cook and butcher. Another dim magical flame is placed in the center of the room, providing some light.

This room is where the gruesome job of preparing the meals for the Rat Queen and her favored servants is done. Victims are taken from the larder and "prepared" here. The fortunate are already dead before they are brought here; if not, the utensils on the wall are used for the task.

#### **Area Seven – Larder**

The stink of rotten meat is enough to make you gag. Inside this unlit room are a series of large casks and several crates that appear to contain food. It is this thought, that this place is a larder, that makes you sick as you notice several bloody corpses piled haphazardly on the floor.

None of the bodies here (all human males) resemble those who the PCs are looking for. If a *Speak with Dead* spell is used, the victims will describe being dragged into the kitchen (Area Six) and killed (throats slit). All were homeless who had wandered into Undertown and were unable to leave.

The bodies are still clothed but they otherwise have no possessions. The casks contain (barely) potable water. The small crates contain hopelessly spoiled food; the wererats have been too lazy to throw it out, and indeed don't even realize it's gone bad thanks to the usual awful smell of decay in this place.

#### **Area Eight – The "Audience Chamber"**

The door to this area is locked (Open Locks, DC 15 + ATL).

The doors swing open to reveal what looks to be some kind of ad hoc audience chamber. The stench of rot and death causes even the stoutest of stomachs to heave.

A crude throne faces the doorway, consisting of a stone block and pieces of cast-off timber lashed together by rope. Your eyes trail upwards and at first, the room's ceiling looks to be crisscrossed by spider webs. But the truth is far worse. Chains of all shapes and sizes, all sporting crude barbs and hooks, cover the

ceiling in a lattice-like pattern. From them hang bodies. Some look fresh, others are in tatters, but all are horrific and lend this room its unholy stench. Eyes watering, you make out the forms of several man-rats. As your light catches the furthest edges of the room, you briefly catch sight of a skinny pink tail slipping off the seat of the throne and vanishing behind it! Alongside the chair, several skeletal dogs rise with a clatter of dry bones, their pinpricks of red eyes gazing balefully at you.

These guards are among the elite of the Rat Queen's forces, and they intend to kill the PCs and feast on their corpses. Should they fail, the Rat Queen has made it clear that she will feast on *them*, so they neither offer nor ask for mercy.

### ATL 1

**Dog Skeletons (4)** ; Small Animal Undead; HD 1d12+2; hp 8; Init +3 (+2 Dex.); Spd 40 ft.; AC 13 (+1 size, +2 Dex); Bite +2 melee (1d4+1); SQ Undead Traits, *Immunity to Cold, Damage Reduction 5/Bludgeoning* ; AL: N; SV: Fort +1, Ref +1, Will +1; Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11.

*Skills and Feats:* Improved Initiative.

#### **Skeleton Traits:**

- Immunity to Cold
- Damage Reduction 5/Bludgeoning

#### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

**Wererat Guards, Male and Female Wererats (2)(Hybrid Form):** Medium-size humanoid (shapechanger); HD 2d8+3; hp 12; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 18 (+3 Dex, +3 natural, +2 Studded leather) touch 13, flat-footed 15; Base Atk/Grp: +1/+2; Atk Shortsword +5 melee (1d6+1/19–20) or light

crossbow +4 ranged (1d8/19–20); Full Atk Short Sword +4 melee (1d6+1/19–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20); Space/Reach: 5 ft./5 ft.; SA Curse of lycanthropy, disease ; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +6, Ref +5, Will +4 ; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

*Skills and Feats:* Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9. Alertness, Dodge, Iron Will, Weapon Finesse

*Equipment:* Short sword, light crossbow, leather armor, 20 bolts.

### ATL 3

**Dog Skeletons (4)** ; Small Animal Undead; HD 1d12+2; hp 8; Init +3 (+2 Dex.); Spd 40 ft.; AC 13 (+1 size, +2 Dex); Bite +2 melee (1d4+1); SQ Undead Traits, *Immunity to Cold, Damage Reduction 5/Bludgeoning* ; AL: N; SV: Fort +1, Ref +1, Will +1; Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11.

*Skills and Feats:* Improved Initiative.

#### **Skeleton Traits:**

- Immunity to Cold
- Damage Reduction 5/Bludgeoning

#### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

**Wererat Guards, Male and Female Wererat (3) (hybrid Form):** Medium-size humanoid (shapechanger); HD 2d8+3; hp 12; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 18 (+3 Dex, +3 natural, +2 Studded leather) touch 13, flat-footed 15; Base Atk/Grp: +1/+2; Atk Shortsword +5 melee (1d6+1/19–20) or light crossbow +4 ranged (1d8/19–20); Full Atk Short

Sword +4 melee (1d6+1/19–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20); Space/Reach: 5 ft./5 ft.; SA Curse of lycanthropy, disease ; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL NE; SV Fort +6, Ref +5, Will +4 ; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

*Skills and Feats:* Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9. Alertness, Dodge, Iron Will, Weapon Finesse

## **ATL 5**

**Dog Skeletons (4)** ; Small Animal Undead; HD 1d12+2; hp 8; Init +3 (+2 Dex.); Spd 40 ft.; AC 13 (+1 size, +2 Dex); Bite +2 melee (1d4+1); SQ Undead Traits, *Immunity to Cold, Damage Reduction 5/Bludgeoning* ; AL: N; SV: Fort +1, Ref +1, Will +1; Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11.

*Skills and Feats:* Improved Initiative.

### **Skeleton Traits:**

- Immunity to Cold
- Damage Reduction 5/Bludgeoning

### **Undead Traits:**

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

**Agent of the Wererat Queen, Male Wererat (hybrid Form) (Rgr 2/Ftr 2):** Medium-size humanoid (shapechanger); HD 3d8+2d10+15; hp 44; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 (+1 size, +7 Dex,+2 leather, +3 natural), touch 18, flat-footed 16; Base Atk/Grp: +5/+8; Atk: +13 melee (bladed gauntlet, 1d6+3) or bite +11 melee (1d6 plus disease); Full Atk : +13/+13 melee (bladed gauntlets (x2), 1d6+3) and bite +11 melee (1d6 plus disease); Space/Reach: 5 ft./5 ft.; SA Favored enemy: Human, ; SQ Track, Wild Empathy, Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL

NE; SV Fort +9 , Ref +10 , Will +0; Str 17, Dex 24, Con 16, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb (Str) +4, Concentration (Con) +4, Handle Animal (Cha) +2, Heal (Wis) +2, Hide (Dex) +13, Jump (Str) +8, Knowledge (nature) (Int) +4, Listen (Wis) +6 Move Silently (Dex) +15, Ride (Dex) +9, Search (Int) +6, Spot (Wis) +5, Survival (Wis) +8 , Swim (Str) +5, and Use Rope (Dex) +9. Alertness, Dodge, Iron Will, Weapon Finesse, Improved Initiative EWP: Bladed Gauntlet, Weapon Focus: Bladed Gauntlet, Multiattack, Two-Weapon Fighting.

*Equipment:* Studded leather armor, pair of bladed gauntlets.

The Queen has ducked behind the throne and escaped with a *Word of Recall* spell. She's not meant to be caught by the PCs at this time. The PCs might hear (Listen check DC 15) a brief spell being cast from behind the throne (Spellcraft DC 20 to identify it).

In this gruesome room hang the remains of about a dozen bodies of different genders and ages, all human. None of them have objects of identification or value. If present, Joto will look sick and will identify the remains of several of his compatriots in the resistance went missing. The PCs will be able to ascertain that the missing homeless that they were hired to seek out are not among these corpses.

## **Escaping Undertown!**

Whether the PCs made an alliance with Joto or not, the resistance has taken advantage of the assault against the Rat Queen and stirred up the people of Undertown against the wererats. The homeless at every exit out of the Mound are hurling themselves with desperate abandon against the wererats, who are beginning to be overwhelmed by sheer force of numbers. If the PCs get involved fighting at an exit, the guards – faced with this additional threat – will abandon their posts at once. If the PCs don't get involved, the above still happens but it takes longer for the throngs to overrun the guards. If present, Joto

will encourage them to help break through the guards' barricades, and will indeed attempt to do so alone if need be.

When the PCs part company with Joto, if he is present, read the following if the PCs have discovered *Player Handout One*:

Joto smiles to each one of you. "Pietos bless you folk. This is a good fight you find yourselves in. My thanks for your help." He embraces each of you, and says a short blessing of Pietos for each of you.

If the PCs did not find *Player Handout One* then Joto or one of his resistance fighters found it and turns it over to the PCs at this time. Either way, add the following:

After this, Joto says, "There is one thing I must ask of you. The homeless of Amthydor will not be safe until this slaver Artok, whoever he is, pays for his crimes. Please, carry your fight to him. The letter made mention of the wizards. If Pyrrothians are involved, they play a dangerous game here in the Shining Jewel. I can think of few places in the world where slavery is hated than here."

## Conclusion – Round One

The heroes have a number of clues. Read or paraphrase the following, modifying it to suit the PCs and what they have accomplished:

Leaving the ghastly Undertown behind, you begin your trek out of the Mound and towards daylight. You have deduced the identity of the Rat Queen to be none other than the gentle-seeming priestess of Meneon that hired you. You have also discovered the name of her accomplice, Artok. The missing homeless remain so, but you have a slim lead – a reference to the wizards, the children of Pyrroth. But will they prove to be enemies, or allies?

THUS ENDS PART ONE OF "DOWN AND OUT IN THE SHINING JEWEL"

## Part Two: The Halls of Shadow

### Encounter Nine – Reporting In

Having made your escape from Undertown, you ponder your next move. It seems clear that you have uncovered a terrible crime against the city’s most destitute residents – these poor folk seem to be used as both food and slaves. While your efforts have ended their use as the former, some must still need to be rescued from these slavers – including those you sought when you first embarked upon this mission.

Making your way to the Diamond Legion station at which you first met Ardent Vestra, you collect your thoughts as you enter the building. You’ve got a lot to tell her

Captain Vestra is eagerly awaiting news from the heroes about Anya’s problem. She will be *floored* to hear the PCs explanation of the existence of the Mound and Undertown, the apparent wererat infestation of the District of the Poor, and Anya Tremayne’s alternate identity as the Rat Queen. She will explain, in a very animated way, how she will get the Diamond Legion into the slums *at once* to root out the lycathropes once and for all.

Once the PCs have explained the situation, and Captain Vestra has asked the sorts of questions that she would (DMs should use this as a chance to allow the PCs to summarize Round One “in character” and mentally pull it together for themselves as well as for Captain Vestra), she will ask if the PCs recovered any physical evidence. Assuming the PCs show her the notes recovered from the Rat Queen’s bedroom, or tell her about them, she’ll task the heroes with a new assignment (and give the players the hook for Round Two of the adventure):

“Wizards,” she murmurs. Captain Vestra looks thoughtful. “Not long ago, the Pyrrothian government established a trading enclave just

outside the city walls. There was some local protest on the part of the citizens. Slavery has always been anathema to this city, but it is one of the two pillars of Pyrroth, the other being magic. Should the Pyrrothians be abducting our citizens, the closure of their Enclave would be assured, as would hostilities and reprisals against them.”

“I would like you to continue on this assignment – for me, of course, instead of Anya Tremayne. Make your way to the Pyrrothian Enclave, and see if you can get to the bottom of this.”

Captain Vestra will attempt to answer any questions that the PCs might have, but she probably doesn’t have much more information to give. The DM should ad lib answers as needed.

Proceed to *Encounter Ten* if the PCs go to the Embassy of Pyrroth. If they choose to explore other avenues, they will not get much in the way of additional information:

- The League of Thaumaturgy can provide basic information about the rulers of Pyrroth, although any individual members that are not exceptionally noteworthy (such as Artok) are unknown to them.
- The Society of Providers and Entertainers can provide the same information as the Wizard’s Guild, and can also relate rumors of humanoids, under the direction of a rogue wizard in red robes, harassing small groups of travelers within the Feldspar Mountains.
- The Diamond Legion (and Captain Vestra) can confirm that, so far, the Pyrrothians have been model guests within Amthydor’s city limits.

### Encounter Ten – The Embassy

The Pyrrothian enclave’s hub is a sprawling circular building with a large central courtyard. Visitors travel through a short, airy passageway

from the street to the central area of the building, where young Pyrrothians – presumably apprentices – stand ready to meet visitors. Softly glowing magical sigils in Common and Pyrrothian describe the history of the nation and light the passageway.

A waiting apprentice takes note of your arrival. He is dressed in red robes and, in the Pyrrothian custom, is completely shaven, even his eyebrows. He has emerald eyes that hint at a keen mind. Bowing at the waist he says, “I am Kendis, and I welcome you. Tell me, honorable guests, how may I serve?”

Kendis is attentive and helpful – not so much because he is especially interested in guests, but because he’s been told to be so by his superiors. Kendis will politely dismiss any accusations that there is any Pyrrothian slavery ring in Amthydor. He will refer to it as “slanderous libel - propaganda meant to discredit the great nation of Pyrroth.” Pyrroth is known for the sale of magic items; Kendis will confirm this, but will regretfully inform the PCs “the Lord Monarch has not as yet authorized the public sale of Pyrrothian magical wares.” Kendis will acknowledge that the nation of Pyrroth uses slaves, but he will also mention that, as part of the agreement to create an enclave in Amthydor, the Pyrrothians here would refrain from keeping slaves. As a result, all of the servants here are paid laborers. (All of the above statements by Kendis are truthful.)

The polite banter will continue until the PCs get bored or mention Artok (or show Kendis the letter). If they do, read or paraphrase the following for the players:

At the mention of Artok, Kendis’ head suddenly cocks as if he is listening to a faint sound. The moment passes, and he looks to you and smiles, gesturing towards an ornate bronze door leading to the interior of the compound. “Please, come this way. My master wishes to speak with you.”

If any of the PCs balk at the notion of accompanying Kendis, he will explain (with the

utmost courtesy) that the PCs are the honorable guests of the nation of Pyrroth and no harm shall come to them. Assuming that at least some of the PCs decide to go along:

Passing through the bronze portal, you feel as if you have suddenly left Amthydor and found yourself in the exotic lands of Pyrroth. You discern odd odors – it may be incense, or perhaps some of the odd reagents wizards use to empower their spells. Soft music from an unknown source can be heard. Passing by one room, you see a pair of Wizards indulging in a hookah. In another, maps of every corner of the world can be seen, and a collection of scarlet-garbed mages point at them and speak in hushed tones. You cannot help but notice that all of the wizards seem somewhat surprised to see foreigners being led through the interior, but Kendis passes unchallenged.

You finally come to a closed door, bound in iron. Kendis raps twice on the door and swings it open. The interior of this room is devoid of furniture save an elevated, high-backed chair. Tapestries depicting the greatest moments of Pyrrothian history line the walls. In the Pyrrothian custom, pillows are scattered before the chair. Seated in it is a wizened-looking Pyrrothian. A conservative guess at his age would be ninety or even older. He is extremely thin, and like Kendis is devoid of facial hair. His eyes, however, blaze with intelligence. You sense that whoever this Wizard is, he is a formidable man.

Kendis steps up to the chair, turns to you and bows. “May I present my master, Juroith. He wishes to speak to you, but he speaks to no one except in our mother tongue. I will translate his words.” Kendis looks to Juroith, bows, and the elder mage begins speaking almost immediately.

If any PC speaks Pyrrothian, or is a Pyrrothian, they can speak on behalf of their group. Juroith will nod in satisfaction and appreciation at any who can converse in his nation’s mother tongue. NOTE: Juroith does know the Common tongue,

he simply refuses to speak it. He will play dumb to the PCs, of course!

Juroith will relate the following:

- The nation of Pyrroth is not involved in slavery of any sort within or even near Amthydor – “despite what some may choose to believe,” he adds sourly.
- Artok is someone who is known to Juroith. He was once a wizard’s apprentice, but was sentenced to death when he murdered his master. The fact that he committed the murder was not what led to his ouster – only that he was caught doing it.
- There is a bounty of one thousand gold coins for Artok’s capture or elimination.
- Juroith is prepared to aid the PCs in their search. If they are willing to wait, Juroith will cast a powerful spell of divination (*discern location*) on their behalf. From there, he will be able to provide a map leading them to the place where Artok might be hiding. He will advise caution, however, warning that Artok is still a Pyrrothian, and that makes him a threat.

If the PCs accept Juroith’s offer, he will dismiss them from his presence as the old mage begins his sorcery. Kendis will usher the PCs back out into the courtyard and ask them to be patient while the spell is cast.

Once Juroith determines where the wayward wizard is, he will fetch Kendis to get a map of the Feldspar Mountains and mark the location. Kendis will bring the map to the PCs and present it to them with the words, “A gift from Pyrroth. Artok hides in the Feldspar Mountains. Good hunting... heroes.”

It is possible that the PCs might not accept Juroith’s aid, for a variety of reasons. The DM should not hesitate to remind the PCs that while the Pyrrothians are less than honorable, there are lives hanging in the balance.

If the PCs insist on not accepting the help of the Wizards, they must find an alternate avenue to discern the location of Artok. Any number of divination spells could be used towards this end; the DM should charge the PCs for their casting as per *Player’s Handbook* guidelines.

When the PCs have Artok’s location in hand, proceed to *Encounter Eleven*.

The expedition to the Feldspar Mountains will be an exercise in futility without specific information as to where Artok might make his base. The DM is encouraged to throw nuisance monster and natural hazard encounters at such groups until they take the hint!

### Encounter Eleven – Love is Spelled “O, T, E”

**Important DM Note:** If the adventure has been running long, this encounter can be omitted. The DM might also consider omitting this encounter if the PCs are not especially combat-oriented.

By horse, the portion of the Feldspars to which the PCs journey is a one-week trip. The mountains are barren of settled habitation larger than mining outposts. Giants – ogres and hill giants – are numerous, along with smaller humanoids (principally orcs).

The PCs will run into a collection of such humanoids about a day’s ride from their destination. This encounter gives a chance for the PCs to get a heads-up as to what they will face in Artok’s lair.

This encounter will take place in an area of rough terrain at a distance of two hundred feet.

The terrain of the Feldspar Mountains is slow going. You carefully pick your way across the uneven ground towards your ultimate destination. As you come to a rise a day’s ride from Artok’s lair, you see a collection of humanoids being led by a small giant about two

hundred feet away. They are looking around and marching in a column, apparently a patrol of some sort.

PCs who were scouting ahead might have a good chance of sneaking around the patrol. A group that has been simply walking along, however, will be spotted.

### ATL 1

**Ogre:** CR 2; Large Giant ; HD 4d8+8 (Giant) ; hp 26; Init -1; Spd 20; AC:16 (Flatfooted:16 Touch:8); Atk +7 base melee, +1 base ranged; +1 (1d8+5, Javelin); +7 (2d8+7, Greatclub); SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +6, Ref +0, Will +1; STR 21, DEX 8, CON 15, INT 6, WIS 10, CHA 7. Climb +4, Listen +2, Spot +3. Feats: Cleave, Power Attack, Simple Weapon Proficiency.

*Equipment:* Greatclub (10 gp); Javelin (2 gp); Javelin (2 gp), Hide Armor (60 gp)

**4 Orcs** CR 1/2; Medium Humanoid ; HD 1d8+1 (Humanoid) ; hp 5; Init +0; Spd 30; AC:10 (Flatfooted:10 Touch:10); Atk +3 base melee, +0 base ranged; +0 (1d6+3, Javelin); +3 (2d4+4, Falchion); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +3, Ref +0, Will -2; STR 17, DEX 11, CON 12, INT 8, WIS 7, CHA 6. Listen +2, Spot +2 Alertness, Simple Weapon Proficiency.

*Equipment:* Falchion (75 gp); Javelin (1 gp); Javelin (1 gp) Scale mail (50 gp).

*Special Qualities:* Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

### ATL 3

**Ogre (Ftr2), Male Ogre Giant4/Ftr2:** CR 4; Large Giant ; HD 4d8+8(Giant) , 2d10+4(Fighter) ; hp 49; Init +1; Spd 20; AC:18 (Flatfooted:17 Touch:10); Atk +9 base melee, +5 base ranged; +10 (2d8+7, Greatclub); +5 (1d8+5, Javelin); SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +9, Ref +2, Will +1; STR 21, DEX 13, CON 15, INT 6, WIS 10, CHA 7. Climb +4, Listen +2, Spot +3. Armor Proficiency: light, medium,& heavy, Cleave, Power Attack, Shield Proficiency,

Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Greatclub.

*Equipment:* Greatclub (10 gp); Javelin (2 gp) Hide (60 gp)

**6 Orcs** CR 1/2; Medium Humanoid ; HD 1d8+1 (Humanoid) ; hp 5; Init +0; Spd 30; AC:10 (Flatfooted:10 Touch:10); Atk +3 base melee, +0 base ranged; +0 (1d6+3, Javelin); +3 (2d4+4, Falchion); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +3, Ref +0, Will -2; STR 17, DEX 11, CON 12, INT 8, WIS 7, CHA 6. Listen +2, Spot +2 Alertness, Simple Weapon Proficiency.

*Equipment:* Falchion (75 gp); Javelin (1 gp); Javelin (1 gp) Scale mail (50 gp).

*Special Qualities:* Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

### ATL 5

**Hill Giant:** CR 7; Large Giant ; HD 12d8+48 (Giant) ; hp 102; Init -1; Spd 25; AC:20 (Flatfooted:20 Touch:8); Atk +15 base melee, +7 base ranged; +15 (2d6+10, Rock); +15 (2d6+7, 2 Slam); +15 (3d6+10, Greatsword); SA: Rock Throwing (Ex) ; SQ: Rock Catching (Ex), Low-light Vision (Ex); AL CE; SV Fort +8, Ref +3, Will +4; STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 16 Handle Animal +5, Listen +5, Spot +6 Cleave, Improved Bull Rush, Improved Overrun, Large And In Charge, Power Attack, Simple Weapon Proficiency.

*Equipment:* Large Greatsword (100 gp).Large Hide Armor (60 gp).

*Special Attacks:* Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments.

*Special Qualities:* Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for



a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

**Orc Ftr1:** CR 1; Medium Humanoid ; HD 1d10 (Fighter); hp 10; Init +0; Spd 20; AC:14 (Flatfooted:14 Touch:10); Atk +3 base melee, +1 base ranged; +1 (1d6+2, Javelin); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; AL CE; SV Fort +2, Ref +0, Will -1; STR 15, DEX 10, CON 11, INT 9, WIS 8, CHA 8. Climb -1, Intimidate +2. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Sunder, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

*Equipment:* Falchion, Masterwork (375 gp); Javelin (1 gp); Javelin (1 gp) Scale mail (50 gp).

A careful search of the corpses after the battle reveals little in the way of evidence. If the PCs took the chance to capture a member of the patrol, they can find out the following items:

- Artok's lair is a monastery known as the Halls of Shadow. It has remained hidden for many years in the mountains and filled with monks who worship the human god of darkness (Oblivion).
- Some of these monks also use magic. One of them is Artok's apprentice, but she is nearly as powerful as he is thanks to her monk training.
- Artok's apprentice is named Edrasa, and she is Artok's betrothed. She is cruel and very evil. She is also rumored to be blind.
- Human slaves are brought in magically, out of thin air. The monks care for them – not out of pity, but because they must be nursed back to health (the slaves are usually malnourished) before being sold.

- The upper floors are the monk's quarters; the slave pens are in a cavern beneath the monastery.
- Artok is a hideously ugly man. The flesh from his face was burned away to the blackened bone of his skull. Supposedly, it occurred during a wizard's duel.

The humanoids can confirm the location of the monastery, which they mention is set into the cliff wall of a mountain. PCs will remember details about the Order of the Dark Dream with a Knowledge: Religion roll (DC 15).

### Encounter Twelve – The Halls of Shadow, Upper Level

The monastery has been carved out of the side of a craggy cliff in the Feldspars. A single main entry and a small stream that disappears underground are the only ways inside. The main entry is heavily guarded; the stream is not, and is the easiest (but less obvious) way inside.

The destination you seek was almost passed over by your eyes, as it is cunningly concealed against the cliff face. The mountainside is very steep and covered with pines that feed from a nearby stream, which disappears into a fissure in the mountain. A single ledge-like outcropping of stone before a simple stone portal inset into the rock face is the only clue of the existence of Artok's lair.

On the ledge, looking out over the mountains, are several individuals dressed in simple robes of deep purple and black. They are seated in the lotus position – on their rumps, legs crossed in front of them, arms on top of their thighs with open hands facing upwards. They are each seated in such a way that they can view every angle of approach to the doorway. No mundane method of reaching the outcropping can be seen.

### All ATLS (EL Varies)

**Dark Dream Acolytes Male and Female, Male Human Mnk1/Sor1 (1 per PC):** CR 2; Medium Humanoid; HD 1d8+1 (Monk) + 1d4+1 (Sorcerer); hp 12; Init +6; Spd 30; AC:14 (Flatfooted:12 Touch:14); Atk +2 base melee, +2 base ranged; AL LE; SV Fort +3, Ref +4, Will +6; STR 14, DEX 14, CON 12, INT 10, WIS 14, CHA 14.

Skills: Balance +4, Climb +4, Concentration +2, Jump +5, Knowledge (Arcana) +1, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +2, Spot +5, Tumble +6.

Feats: Dodge, Improved Initiative, Improved Unarmed Strike, Simple Weapon Proficiency, Stunning Fist.

Spells Known (Sor 5/4): 0 -- Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Chill Touch, Mage Armor.

Equipment: Crossbow, light (35 gp), Monk's outfit (5 gp); signal horn (5 gp); Steel Unholy Symbol of Oblivion

**Tactics:** These acolytes are the first line of defense against would-be intruders into Artok's lair, although only a handful of people have ever traveled to this desolate spot and managed to see the easily overlooked cliff face doorway. The acolytes are marginally perceptive (Listen and Spot +2) but a stealthy group could certainly pass them without being noticed.

The DM should *not* suggest directly that the PCs find an alternate avenue of entry – the door entry is perfectly viable, just much harder. Let the PCs think of it themselves.

### **Entering via the Cliff Door**

The cliff face climb is problematic. Flight and spells such as *spider climb* along with judicious use of stealth could allow one or several PCs to make it up to the monks' ledge. Mundane methods (free climbing attempts or using a rope and grappling hook) will surely alert the monks. If the monks are made aware of intruders and get the chance to respond, one will wind his horn

while the others shoot at the PCs with crossbows (if possible) or cast *mage armor* spells upon themselves. They will not abandon their ledge post except *in extremis*. The winding of the horn will throw the complex into an alerted state.

### **Entering via the Stream Crevasse**

The crevasse is about three feet in width and pierces the side of the mountain. The crevasse winds into the interior about a hundred feet before opening into a small natural chamber, roughly circular and eight feet in diameter. The stream's source is revealed to be a pool at this point. A rope and bucket dangle from the ceiling, although no light comes down from the aperture twenty feet above. The rope is a swinging, clumsy climb to the well room (Area 4C). Unless the PCs make an *exceptional* amount of noise, they will not be detected while in the stream area.

### **The Halls of Shadow, Upper Levels – Interior**

The ceilings of the halls are low, varying between 5 ½ to 6 ½ feet. The interior walls are rough-hewn and lend the place a cloistered, cavernous feel. Unless otherwise noted, there is no light within the place, as would be expected for those paying homage to the God of Night. The monks have labored in darkness for so long that they have developed low-light vision; the range of this low light vision is five feet per level (sixty feet maximum) and is noted in their statistics. The monks carry candles with them for the occasions that light is needed.

The layout of the interior is simple. There are not a large number of monks within this place. All of the monks, except Edrasa, live in the upper levels of the monastery. The lower floors house Artok, Edrasa and the slave pens, along with the guards who ensure his safety. (Note: The giants and humanoids come and go through a cavern exit; they are never found in the upper floors of the Halls of Shadow.)

## Alarms in the Halls

There are two ways in which the monks can be alerted to the presence of intruders. The first is the external alarm, if the monks at the main entrance wind their horns to announce the presence of intruders. The second is if intruders have penetrated into the interior. Either way, the effects are similar. All monks will proceed at once to the Sparring Room (Area Two) in an attempt to bottleneck intruders. If the monks find that the PCs have penetrated beyond this point, they will fall back to the Shrine (Area 5). The monks will not travel to the lower caverns to attempt to reinforce Artok's guards.

## Disguises and Sneaking Inside

The poor illumination of the monks' abode, and the hooded robes that they wear, make PCs disguising themselves and sneaking around the complex viable – though not without risks.

In general, PCs who move about as the monks do (silently, with no armor noises to give them away, and unarmed except for a light crossbow) will not be challenged provided that they don't interact with the monks in any way. (There are not a lot of Dark Dream acolytes in the Halls of Shadow; an intruder's voice will be recognized unless the speaker succeeds at a Perform: Acting check (DC 15 + ATL). A similar skill may be allowed at the DM's option. Small, carefully hidden weapons and exceptionally light and/or thin armor (mithral chain shirts, for example) might be able to be worn beneath the robes without being noticed.

## Capturing the Monks

Any of the captured monks will be able to describe the upper level of the halls in detail. Only Edrasa has been to the lower levels; she can accurately describe the whole of the Halls of Shadow. The monks may attempt to deceive the PCs if they think they can get away with it; of course, they will attempt to escape at the first opportunity.

## Area Description of the Halls

**IMPORTANT DM NOTE:** The room descriptions assume that the PCs have some kind of light source.

### Area One - Antechamber

It seems clear that much of this place is natural caverns that were roughly expanded to create a dwelling place for those within. The passages are rough-hewn and average five and a half feet in height. The cliff face doorway opens into a narrow passage going southward that opens into this square room. The room is unlit. A pair of darkly beautiful tapestries hangs on the eastern and western walls.

On the rare occasions that the monks entertain guests, accommodations have been made for those who are unable to navigate the dark corridors. Behind the tapestry near the ceiling (Search check DC 15) a small niche contains a pair of *potions of darkvision*.

### Area Two – Training Room

This room has a number of dark colored, tattered mats scattered about the floor. A few mannequins, of human size and shape and made from cloth and rags, hang suspended by cords from the ceiling of this place.

The practice dummies have taken quite a beating over the years. There is nothing of interest in this room.

### Area Three – Barracks

This darkened room is clearly a sleeping quarters of some sort. A dozen simple bunk beds with plain brown sheets comprise the bulk of the room's furnishings. You see nothing that would be used to store personal effects, leading you to think that those who live here are poor by choice or happenstance.

If the PCs have not alerted the monks to their arrival, a pair of monks will be found here.

### ATL 1

**2 Dark Dream Acolytes, Male Human Mnk1/Sor1** : CR 2; Medium Humanoid ; HD 1d8+1(Monk) , 1d4+1(Sorcerer) ; hp 12; Init +6; Spd 30; AC:14 (Flatfooted:12 Touch:14); Atk +2 base melee, +2 base ranged; AL LE; SV Fort +3, Ref +4, Will +6; STR 14, DEX 14, CON 12, INT 10, WIS 14, CHA 14. Balance +4, Climb +4, Concentration +2, Jump +5, Knowledge (Arcana) +1, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +2, Spot +5, Tumble +6. Dodge, Improved Initiative, Improved Unarmed Strike, Simple Weapon Proficiency, Stunning Fist.

Spells Known (Sor 5/4): 0 -- Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Chill Touch, Mage Armor.

Equipment: Crossbow, light (35 gp), Monk's outfit (5 gp); signal horn (5 gp); Steel Unholy Symbol of Oblivion

### ATL 3

**2 Dark Dream Acolytes, Male Human Mnk2/Sor2**: CR 4; Medium Humanoid ; HD 2d8+2(Monk) , 2d4+2(Sorcerer) ; hp 23; Init +6; Spd 30; AC:14 (Flatfooted:12 Touch:14); Atk +4 base melee, +4 base ranged; +0 (1d8, Crossbow, light); +4 (1d6+2, Unarmed strike); AL LE; SV Fort +4, Ref +5, Will +8; STR 14, DEX 14, CON 12, INT 10, WIS 15, CHA 14. Balance +7, Climb +4, Concentration +4, Escape Artist +4, Jump +7, Knowledge (Arcana) +3, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +2, Spot +5, Tumble +7 Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Simple Weapon Proficiency, Stunning Fist.

Spells Known (Sor 6/5): 0 -- Acid Splash, Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Mage Armor, Sleep.

*Equipment*: Crossbow, light (35 gp). Monk's outfit (5 gp); Musical instrument (5 gp); steel unholy symbol of Oblivion (25 gp).

### ATL 5

**2 Dark Dream Acolytes, Male Human Mnk3/Sor3**: CR 6; Medium Humanoid ; HD 3d8+3(Monk) , 3d4+3(Sorcerer) ; hp 34; Init +6; Spd 40; AC:14 (Flatfooted:12 Touch:14); Atk +5 base melee, +5 base ranged; +1 (1d8, Crossbow, light); +5 (1d6+2, Unarmed strike); AL LE; SV Fort +5, Ref +6, Will +8; STR 14, DEX 14, CON 12, INT 10, WIS 15, CHA 14. Balance +8, Climb +4, Concentration +4, Escape Artist +4, Jump +13, Knowledge (Arcana) +4, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +4, Spot +5, Tumble +11. Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Simple Weapon Proficiency, Stunning Fist.

Spells Known (Sor 6/6): 0 -- Acid Splash, Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Mage Armor, Sleep.

*Equipment*: Crossbow, light (35 gp). Coin: gp (830) (830 gp); Monk's outfit (5 gp); signal horn (5 gp); unholy symbol of Oblivion (25 gp).

**Tactics**: The monks will attempt to incapacitate or kill the PCs they recognize as intruders, shouting for aid if they do. Disguised PCs who move through here without stopping will probably not even be challenged.

### Area Four – Mess Hall (A), Kitchen (B), and Storage/Well (C)

The mess hall room contains a pair of old wooden tables surrounded by chairs that look as if they have been repeatedly repaired over the years. The adjoining room is a kitchen with a cauldron and fire pit, beside which is a collection of kindling wood in neat bundles. In a third connecting room, a storage area is found. A pulley and wheel connected to the ceiling and attached to a rope and bucket comprises a crude method by which to draw clean water from the natural pool below. PCs entering from the stream crevasse will arrive in the well / storage room from below.

Aside from the mundane materials and supplies one would expect from a kitchen and food storage area, this place contains nothing of great interest.

### **Area Five – Temple to Oblivion**

This place has the kind of dark, awful majesty you have come to expect from temples to the dark gods. A large statue of Oblivion dominates the area behind the temple. A single robed figure before the altar leads a pair of compatriots in songs of praise to the god of night. This room is unlit save for a few weak candles carried by each of the monks; they have only enough light by which to read their hymnals.

The monk leading the worship is Edrasa, the blind apprentice and betrothed to Artok. If the PCs are not disguised, and there are any non-visual cues that might give them away (the clank of armor or other metal, or the creak of leather armor), Edrasa will immediately incline her head towards the sound and order the monks forward. She will hang back to cast spells as long as she is able while the lesser monks harass the PCs.

If the PCs speak, Edrasa will *immediately* recognize them as intruders and will order the monks to attack (no chance of deceiving her; Edrasa's sense of hearing is simply too keen).

### **ATL 1**

**2 Dark Dream Acolytes**, Mnk1/Sor1 : CR 2; Medium Humanoid ; HD 1d8+1(Monk) , 1d4+1(Sorcerer) ; hp 12; Init +6; Spd 30; AC:14 (Flatfooted:12 Touch:14); Atk +2 base melee, +2 base ranged; AL LE; SV Fort +3, Ref +4, Will +6; STR 14, DEX 14, CON 12, INT 10, WIS 14, CHA 14. Balance +4, Climb +4, Concentration +2, Jump +5, Knowledge (Arcana) +1, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +2, Spot +5, Tumble +6. Dodge, Improved Initiative, Improved Unarmed Strike, Simple Weapon Proficiency, Stunning Fist.

Spells Known (Sor 5/4): 0 -- Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Chill Touch, Mage Armor.

Equipment: Crossbow, light (35 gp), Monk's outfit (5 gp); signal horn (5 gp); Steel Unholy Symbol of Oblivion

**Edrasa**, Female Dark Dream Monk Mnk2/Sor2: CR 4; Medium Humanoid ; HD 2d8+4(Monk) , 2d4+4(Sorcerer) ; hp 24; Init +2; Spd 30; AC:15 (Flatfooted:13 Touch:14); Atk +4 base melee, +4 base ranged; +4 (1d6+2, Unarmed strike); +4 (1d8, Crossbow, light); AL LE; SV Fort +5, Ref +5, Will +8; STR 14, DEX 14, CON 14, INT 13, WIS 14, CHA 15.

Skills: Balance +9, Concentration +5, Escape Artist +5, Jump +8, Knowledge (Arcana) +4, Listen +10, Move Silently +5, Spellcraft +5, Spot +5, Tumble +7. Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Simple Weapon Proficiency, Skill Focus: Listen, Stunning Fist.

Spells Known (Sor 6/5): 0 -- Daze, Detect Magic, Mage Hand, Open/Close, Prestidigitation; 1st -- Obscuring Mist, Shield.

Equipment: Weapons: Monk's outfit (5 gp); steel unholy symbol of Oblivion (25 gp) Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp). Eagle Strike Silk Wrappings (6,000 gp); Bracers of Armor +1 (1,000 gp),

*Fight as Sighted* (Ex): Edrasa's monk training and her superior senses allow her to ignore the normal penalties for being blinded. She is immune to visual-based effects. If she is *silenced* or deafened in some fashion, she is treated as being both blinded *and* deafened. She also gains the Skill Focus: Listen feat.

### ATL 3

**2 Dark Dream Acolytes, Mnk2/Sor2:** CR 4; Medium Humanoid ; HD 2d8+2(Monk) , 2d4+2(Sorcerer) ; hp 23; Init +6; Spd 30; AC:14 (Flatfooted:12 Touch:14); Atk +4 base melee, +4 base ranged; +0 (1d8, Crossbow, light); +4 (1d6+2, Unarmed strike); AL LE; SV Fort +4, Ref +5, Will +8; STR 14, DEX 14, CON 12, INT 10, WIS 15, CHA 14. Balance +7, Climb +4, Concentration +4, Escape Artist +4, Jump +7, Knowledge (Arcana) +3, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +2, Spot +5, Tumble +7 Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Simple Weapon Proficiency, Stunning Fist.

Spells Known (Sor 6/5): 0 -- Acid Splash, Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Mage Armor, Sleep.

*Equipment:* Crossbow, light (35 gp). Monk's outfit (5 gp); signal horn (5 gp); steel unholy symbol of Oblivion (25 gp).

**Edrasa, Female Dark Dream Monk** Mnk2/Sor4: CR 6; Medium Humanoid ; HD 2d8+4(Monk) , 4d4+8(Sorcerer) ; hp 34; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:14); Atk +5 base melee, +5 base ranged; +5 (1d6+2, Unarmed strike); +5 (1d8, Crossbow, light); AL LE; SV Fort +6, Ref +6, Will +9; STR 14, DEX 14, CON 14, INT 13, WIS 14, CHA 15.

Skills: Balance +9, Concentration +5, Escape Artist +5, Jump +8, Knowledge (Arcana) +4, Listen +10, Move Silently +5, Spellcraft +5, Spot +5, Tumble +7. Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Simple Weapon Proficiency, Skill Focus: Listen, Stunning Fist.

Spells Known (Sor 6/7/4): 0 -- Daze, Detect Magic, Mage Hand, Open/Close, Prestidigitation, Ray of Frost; 1st -- Magic Missile, Obscuring Mist, Shield; 2nd -- Darkness.

*Equipment:* Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp) Monk's outfit (5 gp); steel unholy symbol of Oblivion (25 gp). Eagle Strike Silk Wrappings (6,000 gp); Bracers of Armor +2 (4,000 gp)

*Fight as Sighted (Ex):* Edrasa's monk training and her superior senses allow her to ignore the normal penalties for being blinded. She is immune to visual-based effects. If she is *silenced* or deafened in some fashion, she is treated as being both blinded *and* deafened. She also gains the Skill Focus: Listen feat.

*Spells per Day (6/7/4; DC 12 + spell level):* 0 – *Daze, Detect Magic, Flare, Mage Hand, Ray of Frost, Read Magic*; 1<sup>st</sup> – *Magic Missile, Shield, Spider Climb*; 2<sup>nd</sup> – *Darkness*.

## ATL 5

**2 Dark Dream Acolytes**, Male Human Mnk3/Sor3: CR 6; Medium Humanoid ; HD 3d8+3(Monk) , 3d4+3(Sorcerer) ; hp 34; Init +6; Spd 40; AC:14 (Flatfooted:12 Touch:14); Atk +5 base melee, +5 base ranged; +1 (1d8, Crossbow, light); +5 (1d6+2, Unarmed strike); AL LE; SV Fort +5, Ref +6, Will +8; STR 14, DEX 14, CON 12, INT 10, WIS 15, CHA 14. Balance +8, Climb +4, Concentration +4, Escape Artist +4, Jump +13, Knowledge (Arcana) +4, Knowledge (Religion) +1, Listen +4, Move Silently +4, Spellcraft +4, Spot +5, Tumble +11. Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Simple Weapon Proficiency, Stunning Fist.  
Spells Known (Sor 6/6): 0 -- Acid Splash, Daze, Detect Magic, Prestidigitation, Ray of Frost; 1st -- Mage Armor, Sleep.

*Equipment:* Crossbow, light (35 gp). Coin: gp (830) (830 gp); Monk's outfit (5 gp); signal horn (5 gp); unholy symbol of Oblivion (25 gp).

**Edrasa**, Female Dark Dream Monk Mnk2/Sor6: CR 8; Medium Humanoid ; HD 2d8+4(Monk) , 6d4+12(Sorcerer) ; hp 44; Init +2; Spd 30; AC:17 (Flatfooted:15 Touch:14); Atk +6 base melee, +6 base ranged; +6 (1d6+2, Unarmed strike); +6 (1d8, Crossbow, light); AL LE; SV Fort +7, Ref +7, Will +10; STR 14, DEX 14, CON 14, INT 13, WIS 14, CHA 16.

Skills: Balance +9, Bluff +7, Concentration +13, Escape Artist +5, Jump +8, Knowledge (Arcana) +6, Listen +10, Move Silently +5, Spellcraft +9, Spot +5, Tumble +7  
Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Simple Weapon Proficiency, Skill Focus: Listen, Stunning Fist.

Spells Known (Sor 6/7/6/4): 0 -- Daze, Detect Magic, Mage Hand, Open/Close, Prestidigitation, Ray of Frost, Resistance; 1st -- Magic Missile, Obscuring Mist, Shield, Shocking Grasp; 2nd -- Darkness, Spider Climb; 3rd -- Fireball.

*Equipment:* Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp) Monk's outfit (5

gp); steel unholy symbol of Oblivion (25 gp). Bracers of Armor +3 (9,000 gp).

*Fight as Sighted* (Ex): Edrasa's monk training and her superior senses allow her to ignore the normal penalties for being blinded. She is immune to visual-based effects. If she is *silenced* or deafened in some fashion, she is treated as being both blinded *and* deafened. She also gains the Skill Focus: Listen feat.

**Tactics:** Edrasa will make full advantage of her *fight like sighted* ability. She will cover the room in *obscuring mist* and wade into combat. At the higher ATLS, the spell will be *darkness*. She will cast a *spider climb* and clamber to the ceiling, and begin to cast spells from there. She will attempt to cast these spells silently at higher ATLS.

## Area Six – Temple Antechamber

The shine on this room's floor reveals an elaborate arrangement of carefully laid tiles of various colors, each set to create a picture of the god of night. Each tells a tale of the deity's twisted dogma. In one, the Master of Loss convinces a grieving widower to take his own life; in another, He is seen seducing and imprisoning a goddess who could only be Sorena. There are perhaps fifty such scenes, laid out in a spiral pattern from the room's center.

Aside from the tile floor, the room is otherwise bare.

## Area Seven – Infirmary

This place has a bitter and pungent smell that reminds you of strong herbs, antiseptics and sickness. A number of crude beds are arranged here. Along one shelf are small bottles of various colors, as well as a spool of cloth bandages. Unlike other areas you have seen, this chamber is fairly well lit by a *continual flame* spell cast upon an old torch sconce on the northern wall. A pair of children lay on two of the beds, being tended to by one of the dark-robed monks. The figure sucks and wheezes as

he breathes. The twins look at you with dull blue eyes as you come into view.

The children are Kisa and Dai Relsane. The monk here is tending to them. Kisa is running a very high fever (*remove disease* to cure), while Dai broke her hand when it got caught in the cell bar door (*cure minor wounds* to heal the injury).

The monk here is a non-combatant, who suffers from advanced emphysema. His name is Kestu, and while he could not be described as good or even kind-hearted, he is a talented healer and herbalist and who is not especially evil or malicious (he is Neutral). (The children will refer to him as the “only man not a slave here that isn’t mean.”)

**Kestu, Male Human Exp 1:** hp 4.

**Kisa and Dai, Female Human Com 1:** hp 3 (Kisa) or 2 (Dai).

When roleplaying Kestu, the DM should do her best to portray how sick and weak this man is; he will probably not last the year.

On one shelf is a closed, unlocked metal box that contains a pair of *potions of cure wounds* (type varies by ATL; see the *Treasure* section at the end of the module) and a *wand of cure moderate wounds* (number of charges varies by ATL; again, see the *Treasure* section).

The children can relate the following to the PCs if questioned:

- A man with a face like a black skull keeps about a dozen slaves in the chambers below. Stairs in the evil shrine bring you there.
- They can identify the missing slaves the PCs seek as being among those downstairs; the children’s mother among them.
- Giants and men with faces like pigs guard the slaves below.

Kestu is able to provide the information that the other monks are able (complete details on the

upper floors). He will explain that he is the one who cares for and tends to the slaves that are injured. He says (truthfully) that he finds the practice distasteful, but he is too sick to leave the mountain hideaway. If a PC applies a *cure disease* spell or effect to him, Kestu will be able-bodied enough to leave the Halls of Shadow. He can also leave with assistance from the PCs. He will remember the PCs who helped him; they receive the *Friendship of Kestu* cert (see *Treasure Summary*).

### Area Eight – Sloping Passageway

The DM should note to the PCs that this passageway inclines as it proceeds west, at an angle of about fifteen degrees, thus crossing over another passageway and without intersecting it.

### Encounter Thirteen – The Halls of Shadow, Lower Level Caverns

This area is a series of connected natural caverns. The ceilings here range from twelve to twenty feet in height, and have hanging stalactites. The giants have been ordered to clear stalagmites from the ground, so none are found on the floors. The interior walls are natural and far less cramped than the halls above.

Unless otherwise noted, there is no light within the place, as the denizens herein have little need for natural light. The lower floors house Artok, Edrasa and the slave pens, along with the guards who ensure his safety. (Note: The giants and humanoids come and go through the cavern exit located on this level; they are never found in the upper floors of the Halls of Shadow.)

### **Alarms in the Halls**

Alerting the giants and orc guards in this place to the presence of the PCs might be unavoidable for some groups, but it will be painful nonetheless. There are always two roving patrols moving randomly about the cavern (composition identical to the group found in *Encounter*



*Eleven*). In addition, double this number of giants and orcs are found “off duty” at their compounds. Patrols will respond immediately to any disturbance. Off-duty orcs and giants will take one minute (ten rounds) to gear up before venturing to the site of the disturbance. If no intruders are found, all of the creatures will divide into patrols and fan out across the cavern. (The numbers and statistics for the off-duty creatures are found in the area descriptions where they are found; the roving patrols are described below)

However...and this is VERY important....**do NOT spring these wandering patrols on the PCs** unless they are wandering around wasting time or trying to kill everything they find. Describe an occasional patrol that is nearby, but does NOT see the PCs, to build tension and remind the PCs that they are in a dangerous situation. Given the number of combats in this module, using random patrol encounters could prove deadly. Of course, if the PCs waste time, make a lot of noise, or just try to fight their way through the entire module, then give them what they ask for!

If word should reach the orcs and giants of the death of Artok, they will ignore the PCs (unless attacked or provoked) and will proceed to leave the caverns. With no one paying them or keeping them in line, the creatures will quickly beat a hasty exit from the Halls of Shadow. (This event will happen as a set encounter should the PCs defeat Artok; see *Encounter Fourteen*)

#### **Roving Patrols:**

##### **ATL 1**

See stats for Encounter 11

##### **ATL 3**

See stats for Encounter 11

##### **ATL 5**

See stats for Encounter 11

## **Disguises and Sneaking Inside**

Disguising themselves as monks will almost certainly get the PCs attacked; only Edrasa comes down into the lower levels, so more than one monk seen would be immediately challenged and attacked. As the guards in this area have darkvision, PCs who rely on the lightless setting will have a harder time. A stealthy party may still get past the orcs and giants who haunt this place. Other groups might have no recourse but to rely on brute force. It may be possible for PCs to disguise themselves as orcs, or perhaps as Edrasa leading a group of slaves; DMs should adjudicate these situations on a case-by-case basis.

## **Capturing the Humanoids or Artok**

Any of the captured orcs and giants will be able to describe the lower level of the halls in detail. Only Artok has been to the upper levels; he could accurately describe the whole of the Halls of Shadow but would die before helping the heroes. The humanoids may attempt to deceive the PCs if they think they can get away with it; of course, they will attempt to escape at the first opportunity. The slaves will only be able to describe the immediate area of the slave pens.

## **Area Description of the Halls**

Refer to *DM Aid 4*. For brevity, the cavern is divided up into areas that are briefly described for the PCs. Only Artok’s dwelling is specifically mapped, as the PCs will probably have to battle the twisted wizard to bring a true end to the appropriation of slaves from the homeless of Amthydor.

The areas are listed in alphabetical order, although the encounter with Artok has been placed in its own section (see *Encounter Fourteen*).

### Artok's Home and Laboratories

Refer to *Encounter Fourteen* for information about this area.

### Cavern Exit

This passage stretches westward while sloping gently downward for a distance of several hundred feet. The faint sense of fresh air can be detected from anyone standing at the cavern exit mouth. The passage emerges amongst an outcropping of rocks near the base of the mountain. This passage is the means by which the orcs and giants come and go from this place.

### Giant Compound

Two oversized buildings of crude construction are found here. The westernmost building is an oversized bunkhouse. The off-duty giants (ogres, or hill giants at the highest ATL) are found here, resting or relaxing. A natural spring can be found in this cavern, having been carefully arranged into a fresh water pool. A second, smaller building on the west side of the cavern is a storage area for hides, clubs, boulders, and other sundry items of interest to giants.

### ATL 1

**Ogre (2):** CR 2; Large Giant ; HD 4d8+8 (Giant) ; hp 26; Init -1; Spd 20; AC:16 (Flatfooted:16 Touch:8); Atk +7 base melee, +1 base ranged; +1 (1d8+5, Javelin); +7 (2d8+7, Greatclub); SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +6, Ref +0, Will +1; STR 21, DEX 8, CON 15, INT 6, WIS 10, CHA 7. Climb +4, Listen +2, Spot +3. Feats: Cleave, Power Attack, Simple Weapon Proficiency.

*Equipment:* Greatclub (10 gp); Javelin (2 gp); Javelin (2 gp), Hide Armor (60 gp)

### ATL 3

**Ogre (Ftr2), Male Ogre Giant4/Ftr2:** CR 4; Large Giant ; HD 4d8+8(Giant) , 2d10+4(Fighter) ; hp 49; Init +1; Spd 20; AC:18 (Flatfooted:17 Touch:10); Atk +9 base melee,

+5 base ranged; +10 (2d8+7, Greatclub); +5 (1d8+5, Javelin); SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +9, Ref +2, Will +1; STR 21, DEX 13, CON 15, INT 6, WIS 10, CHA 7. Climb +4, Listen +2, Spot +3. Armor Proficiency: light, medium,& heavy, Cleave, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Greatclub.  
*Equipment:* Greatclub (10 gp); Javelin (2 gp) Hide (60 gp)

### ATL 5

**Hill Giant:** CR 7; Large Giant ; HD 12d8+48 (Giant) ; hp 102; Init -1; Spd 25; AC:20 (Flatfooted:20 Touch:8); Atk +15 base melee, +7 base ranged; +15 (2d6+10, Rock); +15 (2d6+7, 2 Slam); +15 (3d6+10, Greatsword); SA: Rock Throwing (Ex) ; SQ: Rock Catching (Ex), Low-light Vision (Ex); AL CE; SV Fort +8, Ref +3, Will +4; STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 16 Handle Animal +5, Listen +5, Spot +6 Cleave, Improved Bull Rush, Improved Overrun, Large And In Charge, Power Attack, Simple Weapon Proficiency.  
*Equipment:* Large Greatsword (100 gp).Large Hide Armor (60 gp).

**Special Attacks:** Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments.

**Special Qualities:** Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

## Guard Wall

Aside from the secrecy of the Halls of Shadows, and the monks and humanoids guarding its interior, this area is the main line of defense against intruders penetrating into the slave pens. The wall is comprised of sturdy timbers lashed together by giants. It rises to a height of thirteen feet, completely stretching from floor to ceiling. A pair of five-foot square wooden platforms abuts the northern side of the wall; these are archery posts, nine feet off the ground. There are no ladders or mundane means to reach them – giants place the orc archers there by hand. A wooden rail gives these archers 50% cover (+4 AC, included in the statistic blocks). Two giants stand guard before the doors, which pull outwards to open. A great iron bar closes them from the outside. This iron bar is about seven feet off the ground, which might give some PCs difficulty; it weighs about twenty-five pounds.

## ATL 1

**Ogre**; Large Giant; HD 4d8+11; hp 29; Init -1; Spd: 30 ft ;AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; Base Atk/Grap: +3+12; Atk: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Full Atk: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Space/Reach: 10 ft./ 10 ft.; SA n/a; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6 , Ref +0 , Will +1; Str 21, Dex 13, Con 15, Int 6, Wis 10, Cha 7; Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub)

*Equipment:* Huge greatclub, huge longspear, large hide armor.

**Orc (2)**; Medium Humanoid (Orc); HD 1d8+1; hp 5; Init -0; Spd: 30 ft ; 15 (+5 scale mailr), touch 10, flat-footed 13; Base Atk/Grap: +1/+4; Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Full Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Space/Reach: 5 ft./ 5 ft.; SA n/a; Darkvision 60 ft., light sensitivity, Orc Traits ; AL CE; SV Fort +3 , Ref +0 , Will -2Str 17, Dex

11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats Listen +1, Spot +1; Alertness

*Equipment:* Scale mail, greataxe, two javelins.

**Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Orc Traits (Ex):** Orcs possess the following racial traits.

— +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.

—An orc's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

—Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

*Equipment:* Scale mail, greataxe, two javelins.

## ATL 3

**Ogre (Ftr 2)**; Giant; HD 4d8+2d10+13; hp 41; Init -1; Spd: 30 ft ; AC 16(-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; Base Atk/Grap: +5+14; Atk: Greatclub +11 melee (2d8+7) or javelin +3 ranged (1d8+5); Full Atk: Greatclub +11 melee (2d8+7) or javelin +3 ranged (1d8+5); Space/Reach: 10 ft./ 10 ft.; SA n/a; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +9 , Ref +0 , Will +1; Str 21, Dex 13, Con 15, Int 6, Wis 10, Cha 7; Skills and Feats: Climb +9, Listen +4, Spot +4; Toughness, Weapon Focus (great club), Power Attack, Cleave

*Equipment:* Huge greatclub, huge longspear, large hide armor.

**Orc (2)**; Medium Humanoid (Orc); HD 1d8+1; hp 5; Init -0; Spd: 30 ft ; 15 (+5 scale mailr), touch 10, flat-footed 13; Base Atk/Grap: +1/+4; Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Full Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Space/Reach: 5 ft./ 5 ft.; SA n/a; Darkvision 60 ft., light sensitivity, Orc Traits ; AL CE; SV Fort +3 , Ref +0 , Will -2Str 17, Dex

11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats Listen +1, Spot +1; Alertness  
*Equipment:* Scale mail, greataxe, two javelins.

**Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Orc Traits (Ex):** Orcs possess the following racial traits.

— +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

—An orc's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

—Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

*Equipment:* Scale mail, greataxe, two javelins.

### ATL 5

**Hill Giant(2):** Large Giant; HD 12d8+48; hp 102; Init -1; Spd: 30 ft ; 20 (–1 size, –1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20; Base Atk/Grp: +9/+20; Atk: Greatclub +16 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7); Full Greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7); Space/Reach: 10 ft./ 10 ft.; SA Rock Throwing; SQ Rock Catching, low-light vision; AL CE; SV Fort +12 , Ref +3 , Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7; Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)  
*Equipment:* Huge greatclub, two rocks, large hide armor.

**Rock Throwing (Ex):** The range increment is 120 feet for a hill giant's thrown rocks.

**Orc (Ftr 1) (2):** Medium Humanoid (Orc); HD 1d8+1d10+2; hp 12; Init -0; Spd: 30 ft ; 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk/Grp: +2/+5; Atk: Falchion +6 melee (2d4+5/18–20) or javelin +2 ranged (1d6+3); Full Atk: Falchion +6 melee (2d4+5/18–20) or

javelin +1 ranged (1d6+3); Space/Reach: 5 ft./ 5 ft.; SA n/a; Darkvision 60 ft., light sensitivity, Orc Traits ; AL CE; SV Fort +6 , Ref +0 , Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats Climb +5, Listen +2, Spot +2; Alertness, Weapon Focus: Falchion

*Equipment:* Scale mail, greataxe, two javelins.

**Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Orc Traits (Ex):** Orcs possess the following racial traits.

— +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

—An orc's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

—Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

### Orc Compound

It should come as little surprise to seasoned adventurers that the dwelling place of the cavern's orcs is utterly filthy. Debris is everywhere. The two northernmost structures are identical, and each is a crowded dormitory for the orc warriors in the employ of Artok. A narrow building just south of the dormitories is a ghastly smokehouse in which hang the corpses of slaves who perished before they could be sold. The westernmost structure in the area contains a simple forge and smithy for the repair of the orcs' metal items. A natural spring can be found in this cavern, having been carefully arranged into a freshwater pool.

The orcs who are found here are sleeping, playing dice or otherwise relaxing. They will be evenly divided between the two dormitories.

### ATL 1

**Orc (8):** Medium Humanoid (Orc); HD 1d8+1; hp 5; Init -0; Spd: 30 ft ; 15 (+5 scale mail), touch 10, flat-footed 13; Base Atk/Grp: +1/+4;

Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Full Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Space/Reach: 5 ft./ 5 ft.; SA n/a; Darkvision 60 ft., light sensitivity, Orc Traits ; AL CE; SV Fort +3 , Ref +0 , Will -2Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats Listen +1, Spot +1; Alertness

*Equipment:* Scale mail, greataxe, two javelins.

**Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Orc Traits (Ex):** Orcs possess the following racial traits.

— +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

—An orc’s base land speed is 30 feet.

—Darkvision out to 60 feet.

—Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

—Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

*Equipment:* Scale mail, greataxe, two javelins.

### ATL 3

**Orc (12);** Medium Humanoid (Orc); HD 1d8+1; hp 5; Init -0; Spd: 30 ft ; 15 (+5 scale mail), touch 10, flat-footed 13; Base Atk/Grp: +1/+4; Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Full Atk: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Space/Reach: 5 ft./ 5 ft.; SA n/a; Darkvision 60 ft., light sensitivity, Orc Traits ; AL CE; SV Fort +3 , Ref +0 , Will -2Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats Listen +1, Spot +1; Alertness

*Equipment:* Scale mail, greataxe, two javelins.

**Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Orc Traits (Ex):** Orcs possess the following racial traits.

— +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

—An orc’s base land speed is 30 feet.

—Darkvision out to 60 feet.

—Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

—Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

*Equipment:* Scale mail, greataxe, two javelins.

### ATL 5

**Orc (Ftr 1) (8);** Medium Humanoid (Orc); HD 1d8+1d10+2; hp 12; Init -0; Spd: 30 ft ; 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk/Grp: +2/+5; Atk: Falchion +6 melee (2d4+5/18–20) or javelin +2 ranged (1d6+3); Full Atk: Falchion +6 melee (2d4+5/18–20) or javelin +1 ranged (1d6+3); Space/Reach: 5 ft./ 5 ft.; SA n/a; Darkvision 60 ft., light sensitivity, Orc Traits ; AL CE; SV Fort +6 , Ref +0 , Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6; Skills and Feats Climb +5, Listen +2, Spot +2; Alertness, Weapon Focus: Falchion

*Equipment:* Scale mail, greataxe, two javelins.

**Light Sensitivity (Ex):** Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Orc Traits (Ex):** Orcs possess the following racial traits.

— +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

—An orc’s base land speed is 30 feet.

—Darkvision out to 60 feet.

—Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

—Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon

### Slave Pens

Wretched is too kind a word for this place. This crude pen contains twenty-four slaves, most poorly nourished and weak. Within this number

are the balance of the missing homeless the PCs have been searching for - Magda Relsane, Cassarra and Berry. None of these folks are in any condition to be of physical assistance to the PCs; indeed, they can barely walk unaided.

**Slaves (25):** AL NG (predominant), hp 1 each.

The reaction to the arrival of liberators will be one of subdued, weakened euphoria. Magda will be thrilled to tears to have her children returned to her safely. The slaves are not bound or shackled in any way; there's no place for them to run. The slaves will fearfully refuse to go anywhere where they might be attacked by the giants, orcs or Artok himself. The PCs will need to secure the caverns in some fashion, or magically conceal or spirit these folk away.

### Encounter Fourteen – Dealing with Artok

Refer to *DM Aid 5* for a map of Artok's simple dwelling.

The final defeat of Artok will be challenging for the PCs to enact. Artok is a powerful Pyrrothian illusionist on his own; additionally, he has recruited some elemental assistance as well.

Two windows allow the PCs to view inside the dwelling. Artok will always be seated in front of his research table unless he has been alerted to the presence of intruders. In that case, he will probably be waiting for the PCs outside of building to afford him the best chance of bringing his area effect spells to bear. At the first opportunity, if he is able to cast it, he will *dimension door* outside.

Depending on the ATL, the earth elementals will be located as shown below. Given the fluid nature of what creatures might be found here, and in what state of readiness, there is no boxed text for this encounter (DMs should describe the situation accordingly).

**ATL 1:** The earth mephits are hiding in the cabinet against the northern wall, and will burst out of hiding to attack any PCs threatening Artok.

**ATL 3:** The Medium Earth Elemental will be standing in the center of the room, watching the doorway.

**ATL 5:** The Large Elemental will be standing outside, guarding the doorway (it is too large to be accommodated comfortably inside Artok's relatively small dwelling).

**Description of Artok:** Artok is a terrifying figure to behold. His facial features have been burned off, leaving a hideously blackened skull beneath. His eyes glow with rage and madness. He wears various talismans and fetishes favored by the wizards. He no longer wears that order's robes, instead favoring those of deep purple and black like the monks in the upper halls. He turned his back on Zara after his disfiguring injuries and now embraces Oblivion.

## ATL 1

**2 Earth Mephit:** CR 3; Small Outsider (Earth); HD 3d8+3 (Outsider) ; hp 16; Init -1; Spd 30, Fly, Average 40; AC:16 (Flatfooted:16 Touch:10); Atk +7 base melee, +3 base ranged; +7 (1d3+3, 2 Claw); SA: Breath Weapon (Su) , Summon Mephit (Sp) , Spell-like Abilities Enlarge Person 6 24 Soften Earth and Stone 6 1 ; SQ: Change Shape (Su), Damage Reduction (Su): 5/Magic, Darkvision (Ex): 60 ft., Fast Healing (Ex): 2, No Dual Nature (Ex); AL N; SV Fort +4, Ref +2, Will +3; STR 17, DEX 8, CON 13, INT 12, WIS 11, CHA 15.

Skills: Hide +3, Listen +2, Spot +2. Alertness, Flyby Attack, Simple Weapon Proficiency.

**Combat:** All mephits fight by biting and clawing or by using a dangerous breath weapon, the nature and effects of which vary from creature to creature.

**Special Attacks:** Breath Weapon (Su): Cone of rock shards and pebbles, 15 feet; damage 1d8, Reflex half DC 12. A mephit can use its breath weapon once every 1d4 rounds as a standard action.

**Spell-Like Abilities:** 1/hour-enlarge; 1/day-soften earth and stone. These abilities are as the spells cast by a 6th-level sorcerer.

**Summon Mephit (Sp):** A mephit that has just been summoned cannot use its own summon ability for 1 hour.

**Special Qualities:** Fast Healing (Ex): Mephits heal 2 points of damage each round. An earth mephit heals only if it is underground or buried up to its waist in earth.

**Artok, Male Human Wiz5 (Conjurer):** CR 5; Medium Humanoid ; HD 5d4+10(Wizard) ; hp 27; Init +6; Spd 30; AC:12 (Flatfooted:10 Touch:12); Atk +2 base melee, +4 base ranged; +2 (1d4, Dagger); AL LE; SV Fort +3, Ref +3, Will +4; STR 10, DEX 14, CON 14, INT 18, WIS 10, CHA 13.

Skills: Concentration +10, Craft (Gemcutting) +6, Decipher Script +10, Knowledge (Arcana) +12, Knowledge (History) +10, Knowledge (Local) +10, Knowledge (Religion) +8, Knowledge (The Planes) +10, Spellcraft +14.

Feats: Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Still Spell

Spells Prepared (Wiz 4/5/4/3), DC 14 + spell level:

0 - Dancing Lights, Detect Magic, Ghost Sound, Light;

1st – Summon Monster I (bonus), Mage Armor, Magic Missile, Protection from Good, Shield;

2nd – Summon Monster II (bonus), Still Magic Missile, Blur, Scorching Ray;

3rd – Summon Monster III (bonus), Still Scorching Ray, Displacement.

Equipment: Dagger (2 gp). Monk's outfit (5 gp). Brooch of Shielding (1,500 gp).

### ATL 3

**Med. Earth Elemental:** CR 3; Medium Elemental (Earth); HD 4d8+12 (Elemental) ; hp 30; Init -1; Spd 20; AC:18 (Flatfooted:18 Touch:9); Atk +8 base melee, +2 base ranged; +8 (1d8+7, Slam); SA: Earth Mastery (Ex) , Push (Ex) ; SQ: Racial Traits: Elemental, Darkvision (Ex): 60 ft., Immunity: Critical hits (Ex), Immunity: Flanking (Ex), Immunity: Paralysis (Ex), Immunity: Poison (Ex), Immunity: Sleep Effects (Ex), Immunity: Stun (Ex), No Dual Nature (Ex), Earth Glide (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Resurrection (Ex); AL N; SV Fort +7, Ref +0, Will +1; STR 21, DEX 8, CON 17, INT 4, WIS 11, CHA 11.

Combat: Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

**Special Attacks:** Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Special Qualities:** Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

**Artok, Male Human Wiz7 (Conjurer):** CR 7; Medium Humanoid ; HD 7d4+14(Wizard) ; hp 37; Init +6; Spd 30; AC:12 (Flatfooted:10 Touch:12); Atk +3 base melee, +5 base ranged; +3 (1d4, Dagger); AL LE; SV Fort +4, Ref +4, Will +5; STR 10, DEX 14, CON 14, INT 18, WIS 10, CHA 13.

Skills: Concentration +12, Craft (Gemcutting) +8, Decipher Script +12, Knowledge (Arcana) +14, Knowledge (History) +10, Knowledge (Local) +10, Knowledge (Religion) +10, Knowledge (The Planes) +12, Spellcraft +16.

Feats: Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Spell Focus: Evocation, Still Spell.

Spells Prepared (Wiz 4/6/5/4/3), DC 14 + spell level or 15 + spell level for Evocation spells (marked with an \*):

0 - Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Light\*;

1<sup>st</sup> - Summon Monster I (bonus), Endure Elements, Mage Armor, Magic Missile\*, Protection from Good, Shield\*;

2<sup>nd</sup> - Summon Monster II (bonus), Stilled Magic Missile\*, Blur, Resist Energy, Scorching Ray\*;

3<sup>rd</sup> - Summon Monster III (bonus), Stilled Scorching Ray\*, Displacement, Lightning Bolt\*;

4<sup>th</sup> - Summon Monster IV (bonus), Stilled Fireball\*, Wall of Fire\*

Equipment: Dagger (2 gp), Monk's outfit (5 gp) Brooch of Shielding (1,500 gp).



## ATL 5

**Large Earth Elemental:** CR 5; Large Elemental (Earth); HD 8d8+32 (Elemental) ; hp 68; Init -1; Spd 20; AC:18 (Flatfooted:18 Touch:8); Atk +12 base melee, +4 base ranged; +12 (2d8+10, Slam); SA: Earth Mastery (Ex) , Push (Ex) ; SQ: Racial Traits: Elemental, Darkvision (Ex): 60 ft., Damage Reduction (Su): 5/-, Immunity: Critical hits (Ex), Immunity: Flanking (Ex), Immunity: Paralysis (Ex), Immunity: Poison (Ex), Immunity: Sleep Effects (Ex), Immunity: Stun (Ex), No Dual Nature (Ex), Earth Glide (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Resurrection (Ex); AL N; SV Fort +10, Ref +1, Will +2; STR 25, DEX 8, CON 19, INT 6, WIS 11, CHA 11.

**Combat:** Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

**Special Attacks:** Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Special Qualities:** Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

**Artok, Male Human Wiz9 (conjurer):** CR 9; Medium Humanoid ; HD 9d4+18(Wizard) ; hp 47; Init +6; Spd 30; AC:12 (Flatfooted:10 Touch:12); Atk +4 base melee, +6 base ranged; +4 (1d4, Dagger); AL LE; SV Fort +5, Ref +5, Will +6; STR 10, DEX 14, CON 14, INT 18, WIS 10, CHA 13.

Skills: Concentration +14, Craft (Gemcutting) +10, Decipher Script +15, Knowledge (Arcana) +16, Knowledge (History) +10, Knowledge (Local) +10, Knowledge (Religion) +10, Knowledge (The Planes) +15, Spellcraft +18.

Feats: Combat Casting, Dodge, Improved Initiative, Mobility, Scribe Scroll, Spell Focus: Evocation, Still Spell.

Spells Prepared (Wiz 4/6/6/5/4/2), DC 14 + spell level or 15 + spell level for Evocation spells (marked with an \*):

0 - Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Light;

1st - Summon Monster I (bonus), Endure Elements, Mage Armor, Magic Missile\*, Protection from Good, Shield\*;

2nd - Summon Monster II (bonus), Summon Monster II, Stilled Magic Missile\*, Blur, Resist Energy, Scorching Ray\*;

3rd - Summon Monster III (bonus), Stilled Scorching Ray\*, Displacement, Lightning Bolt\*, Lightning Bolt\*;

4th - Summon Monster IV (bonus), (Lesser) Globe of Invulnerability, Stilled Fireball\*, Wall of Fire\*;

5th - Summon Monster V (bonus), Cone of Cold.

Equipment: Dagger (2 gp), Monk's outfit (5 gp). Brooch of Shielding (1,500 gp).

**Treasure:** Aside from the *brooch of shielding* that Artok wears, his spellbook is hidden inside of the trunk in the southeast corner of the room. Also within this trunk are a collection of gems (small diamonds, 1000 gp in all) in a silk bag, a sword scabbard (a *weightless scabbard*), and a battleaxe (a *doorbreaker*).

Lastly, a *helm of teleportation* can be found here; this is what Artok has been using to bring the slaves from Undertown. The item radiates evil and was keyed in its creation only to function for Artok or his deceased master. The Use Magic Device skill cannot be used to emulate this function; the item is worthless to the PCs.

### When Artok is Defeated

With your battle with the ghastly Pyrrothian concluded, you realize that you have had an audience. Several giants and orcs were watching from a safe distance, not moving to protect Artok. When it is clear that you have defeated Artok, the orcs go rushing off into the caverns, yelling in their guttural tongue. The giants nod, and hold up their hands, palms outstretched, in what would seem to be a gesture for peace.

“No fight,” one of the giants rumbles in broken Common. “We go.” A number of orcs can be seen, along with more giants, and the creatures begin streaming to the cavern exit towards the northeast.

If the PCs are spoiling for a fight, the orcs and giants will oblige them. With all of the remaining orcs and humanoids here, and especially following on the heels of the battle with Artok, such a needless battle would probably be costly. For good heroes who feel the evil humanoids should not be allowed to leave, remind them that they have almost thirty malnourished slaves who need their aid if they are ever to make it back to Amthydor alive.

### Conclusion A

This conclusion should be read if the PCs have liberated the slaves and defeated Artok.

The journey back to Amthydor with the remaining slaves you have rescued is a slow and hazardous one. The results are worth it, however, as you witness the tearful reunions of loved ones. Clerics of various temples are immediately summoned and take charge of these poor folk, bringing them back to their houses of worship to nurse them back to health.

That evening, as you lay down for a much-deserved rest, you have a dream of Pietos, the god of suffering. Known across Faerun as the patron deity of slaves, you see the bent and broken god smiling at you and nodding in

satisfaction. When you awake, you feel more invigorated and refreshed than you have ever felt before.

But there is a nagging feeling that lingers. So many of these wretched folk, when they are nursed back to health, will once again have nowhere to go but wander the streets of Amthydor. The numbers of homeless you have seen are far greater than anyone could have imagined. Clearly, something must be done about the growing problem of those who are down and out in the Shining Jewel.

The PCs each receive the *Blessing of Pietos* cert, and may claim the 1000 gp bounty on Artok (dead or alive).

### Conclusion B

*Conclusion B* is for groups who freed the slaves but – by design or happenstance – did not deal with Artok.

The boxed text is identical to *Conclusion A*, as is the reward, except that the PCs will not be able to collect the Pyrrothian’s offered bounty on Artok.

### Conclusion C

This conclusion is for groups who failed to free the slaves and/or get them back to Amthydor alive; this is the utter failure conclusion.

Your gross failure to rescue the slaves weighs heavily upon you. Despite your efforts, the homeless of Amthydor know you and greet you only with angry eyes and silence when you pass them begging on the streets. So many of these wretched folk, and they have nowhere to go, wandering the streets of Amthydor. The numbers of homeless you have seen are far greater than anyone could have imagined. Clearly, something must be done about the growing problem of those who are down and out in the Shining Jewel.

If the PCs dealt with Artok, they may claim the 1000 gp reward from the Pyrrothian enclave. They earn no other reward from them.

**THUS ENDS “DOWN AND OUT IN THE SHINING JEWEL”**

**DAY UNIT COST: 20 days.**

**EXPERIENCE POINT SUMMARY**

Total the XP earned from the following:

**Encounter 1**

Questioning the homeless in Slate Hall 25 XP

**Encounter 3**

Questioning Byrisa 25 XP

**Encounter 5**

Defeating Bentsen 50 XP  
 Defeating the Agent of the Rat Queen 25 XP  
 Defeating the skeletal dogs 25 XP

**Encounter 6**

Moving through the city without doing anything that would make the guards attack the PCs 25 XP

**Encounter 7**

Allying with Joto 50 XP

**Encounter 8**

Entering the Palace (either by sneaking in with Joto, or by fighting their way in) 50 XP

Defeating the Rat Queen’s audience chamber guards 100 XP

Deducing the Rat Queen’s true

identity 50 XP

**Encounter 10**

Accepting the aid of Juroith 25 XP

**Encounter 12**

Defeating or avoiding Edrasa 100 XP  
 Defeating or avoiding the other monks and making it to the lower levels 50 XP  
 Rescuing Kisa 25 XP  
 Rescuing Dai 25 XP  
 Healing Kestu and/or helping him out of the Halls of Shadow 25 XP

**Encounter 13**

Rescuing the remaining slaves 10 XP each, 250 max.

**Encounter 14**

Defeating Artok 125 XP  
 Defeating Artok’s devil guardian(s) 50 XP

**Discretionary Roleplaying Award** Up to 200 XP

**Total Possible Experience: 1300 XP**

**Treasure Summary**

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

**Encounter 5**

- Masterwork rapier (sale value 160 gp)
- Studded leather armor (sale value 12 ½ gp)
- Two bladed gauntlets (sale value 15 gp each)

**Encounter 6**

(Per wererat guard)

- Short sword (sale value 5 gp)

- Light crossbow (sale value 17 ½ gp)
- Chain shirt (sale value 50 gp)
- Buckler (sale value 7 ½ gp)

### Encounter 7

(Per wererat guard)

- Short sword (sale value 5 gp)
- Light crossbow (sale value 17 ½ gp)
- Chain shirt (sale value 50 gp)
- Buckler (sale value 7 ½ gp)

### Encounter 8

(Per wererat guard)

- Short sword (sale value 5 gp)
- Light crossbow (sale value 17 ½ gp)
- Chain shirt (sale value 50 gp)
- Buckler (sale value 7 ½ gp)

(Per Agent of the Rat Queen)

- Studded leather armor (sale value 12 ½ gp)
- Two bladed gauntlets (sale value 15 gp each)
- Shrine treasure 300 gp
- Necromantic books 50 gp
- Rat Queen's Jewelry 1000 gp

### Encounter 11

(Per Orc)

- Greataxe (sale value 10 gp)
- Two javelins (sale value ½ gp each)
- Scale mail (sale value 50 gp each)

### Encounter 12

- *Potion of Darkvision* (Value: 300 gp; Size: Tiny; Tradable: Yes; Rarity: Common; 3<sup>rd</sup> level caster; Legality: Legal)
- *Potion of Darkvision* (Value: 300 gp; Size: Tiny; Tradable: Yes; Rarity: Common; 3<sup>rd</sup> level caster; Legality: Legal)
- *Amulet of Mighty Fists +1*. (Value: 6000 gp; Size: Tiny; Tradable: Yes; Rarity: Common; 5<sup>th</sup> level caster; Legality: Legal)

- *Bracers of Armor*: Check the box for the corresponding ATL at which the adventure was played; this determines the bonus of the item: [ ] ATL 1 (+1), [ ] ATL 3 (+2), [ ] ATL 5 (+3). (Value: 1000 gp (+1), 4000 gp (+2) or 9000 gp (+3); Size: Tiny; Tradable: Yes; Rarity: Common; 7<sup>th</sup> level caster; Legality: Legal)
- *Potion of Cure Wounds*: Check the box for the corresponding ATL at which the adventure was played; this determines the type of potion: [ ] ATL 1 – *Potion of Cure Moderate Wounds*, [ ] ATL 3 – *Potion of Cure Serious Wounds*, [ ] ATL 5 – *Potion of Cure Serious Wounds* (2 doses, check each box as the doses are used; when the second box is checked, void the cert) [ ] [ ] (Value: 50 gp (*Cure Light*) or 300 gp per dose (*Cure Moderate*), Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal)
- *Wand of Cure Moderate Wounds*: The amount of charges on this wand depend on the ATL at which the adventure was played (each check box represents one charge):  
ATL 1: [ ] [ ] [ ] [ ] [ ]  
ATL 3: As ATL 1 plus [ ] [ ] [ ] [ ] [ ]  
ATL 5: As ATL 3 plus [ ] [ ] [ ] [ ] [ ]  
(Value: 90 gp per charge, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal)
- *Friendship of Kestu*: Your kind actions have saved the life of this former worshipper of Oblivion. He has turned his back on the god of night and has returned to his vocation of alchemy and herbalism. During any *Legends of the Shining Jewel* adventure that takes place, in whole or in part, within Amthydor, you are assumed to pay the old man a visit at some point. When you do, he always rewards you with a healing poultice. This poultice is identical in all respects to a *potion of cure light wounds*, except that it is applied to a wound. You may use this

cert once per adventure to use the poultice. Do *NOT* void this cert; it is in effect a renewable *potion of cure light wounds*, usable once per adventure under the circumstances noted above.

(Per Dark Dream Acolyte (including Edrasa)

- Light crossbow (sale value 17 ½ gp each)

### Encounter 13

(Per Orc)

- Greataxe (sale value 10 gp)
- Two javelins (sale value ½ gp each)
- Scale mail (sale value 50 gp each)

(Per Orc archer)

- Greataxe (sale value 10 gp)
- Scale mail (sale value 50 gp each)
- Heavy crossbow (sale value 25 gp each)

### Encounter 14

- *Brooch of Shielding* (Value 1500 gp; Size: Tiny; Tradable: Yes; Rarity: Common; 1<sup>st</sup> level caster; Legality: Legal)
- 1000 gp in diamonds
- *Artok's Spellbook*: This spellbook contains the following spells, based on the ATL at which the adventure was played (check the appropriate box):
  - ATL 1 [ ] Contains all 0-level Wizard spells, plus the following: 1<sup>st</sup> – *Color Spray*, *Mage Armor*, *Magic Missile*, *Protection from Good*; 2<sup>nd</sup> – *Scorching Ray*, *Flaming Sphere*, *Blur*
  - 3<sup>rd</sup> – *Lightning Bolt*.
  - ATL 3 [ ] As ATL 1 plus: 4<sup>th</sup> – *Dimension Door*, *Enervation*, *Improved Invisibility*.
  - ATL 5 [ ] As ATL 3 plus: 5<sup>th</sup> – *Teleport*, *Wall of Fire*.
- *Doorbreaker*: This plain-looking +1 battleaxe resembles mundane wood-chopping axes more than other

battleaxes, and is especially effective against wood and similar materials. A *doorbreaker* deals double damage to all objects made predominantly of wood, and to plant creatures. (Value: 8310 gp; Size: Medium; Tradable: Yes; Rarity: Common; 5<sup>th</sup> level caster with Craft Magic Arms and Armor, *warp wood*; Legality: Legal) This item may be found in the *Arms and Armor Equipment Guide*, page 105.

- *Weightless Scabbard*: This magical scabbard grows and shrinks to accommodate any Large to Tiny bladed weapon that is the rough size and shape of a sword (falchions and scimitars would be included; axes and spears would not). When the weapon is in the scabbard, its weight is reduced to zero although the scabbard retains its own weight of one pound. (Value: 1600gp; Size: Varies; Tradable: Yes; Rarity: Common; 3<sup>rd</sup> level caster with Craft Wondrous Item, *reduce*; Legality: Legal) This item may be found in the *Arms and Armor Equipment Guide*, page 138.
- Dagger (sale value ½ gp)

### Conclusion A

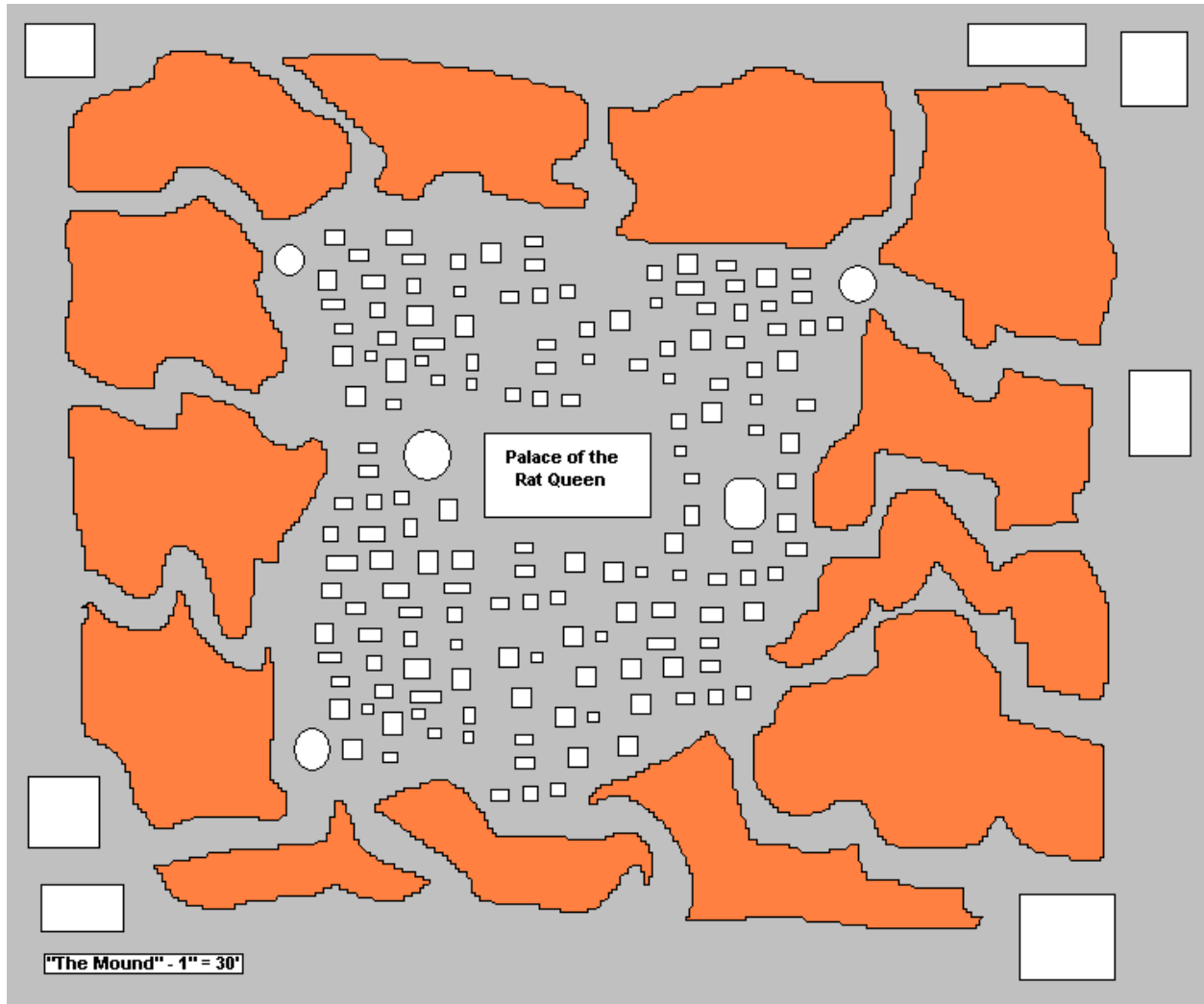
- *Blessing of Pietos*: It would seem that the God of Suffering, who is the patron of slaves across Faerun, has seen fit to reward you for your bravery in liberating the slaves of Undertown. You now find that your capacity to endure suffering yourself has increased. Mark the ATL at which the adventure was played; you have received the corresponding reward:
  - ATL 1 [ ] Permanent +1 hit point
  - ATL 3 [ ] Permanent +2 hit points
  - ATL 5 [ ] Permanent +3 hit points
- Pyrrothian bounty for Artok (1000 gp)

### Conclusion B

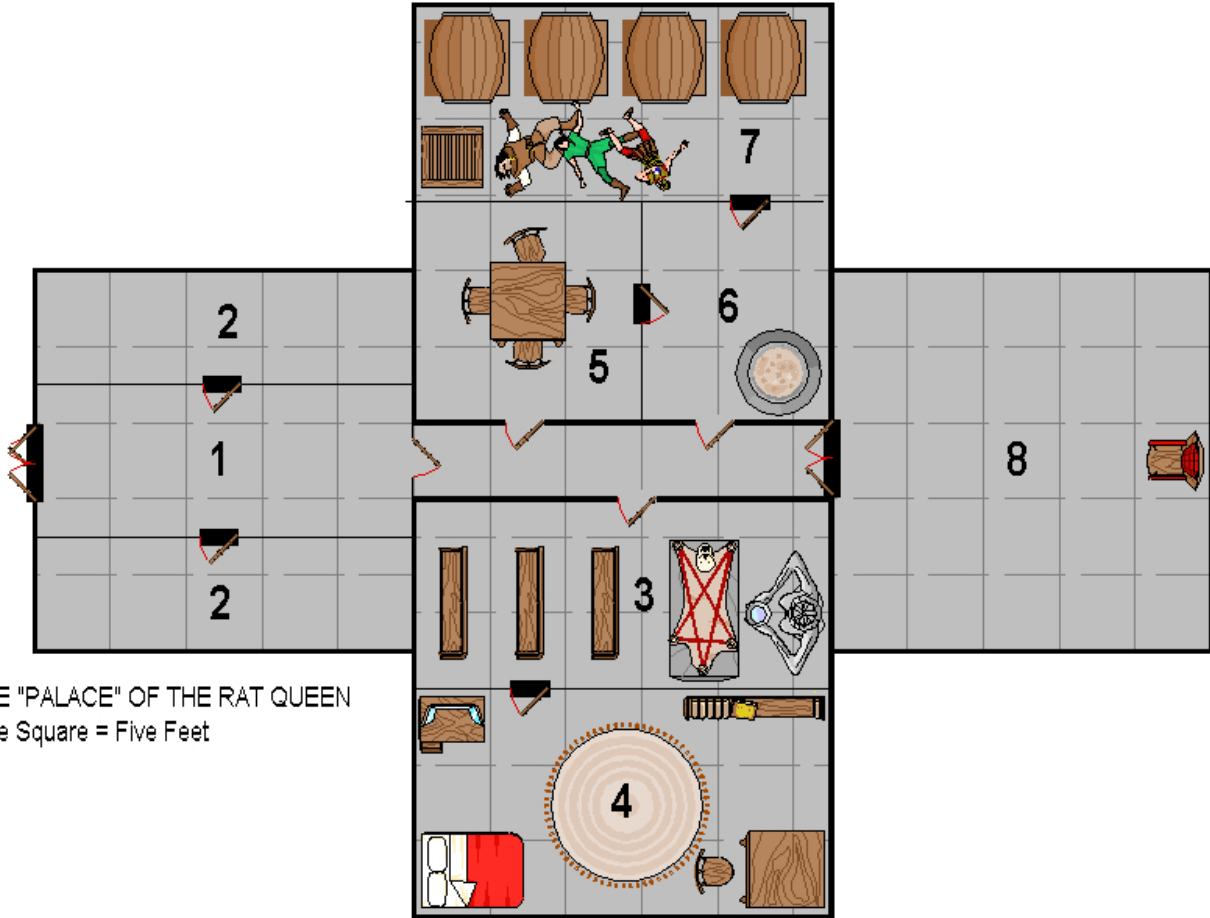
- *Blessing of Pietos*: As above.

# DM Aid 1

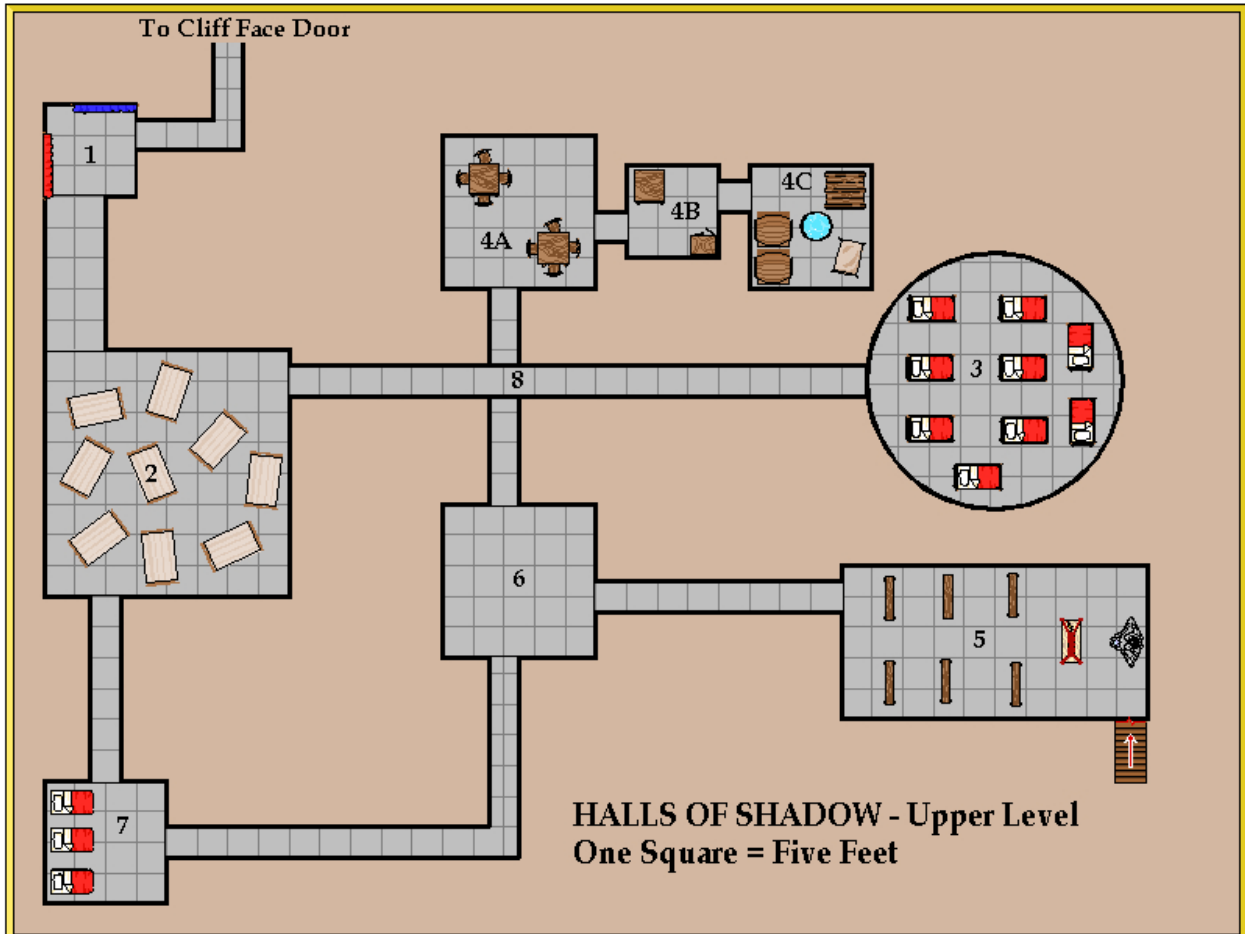
A map of Undertown



# DM Aid 2

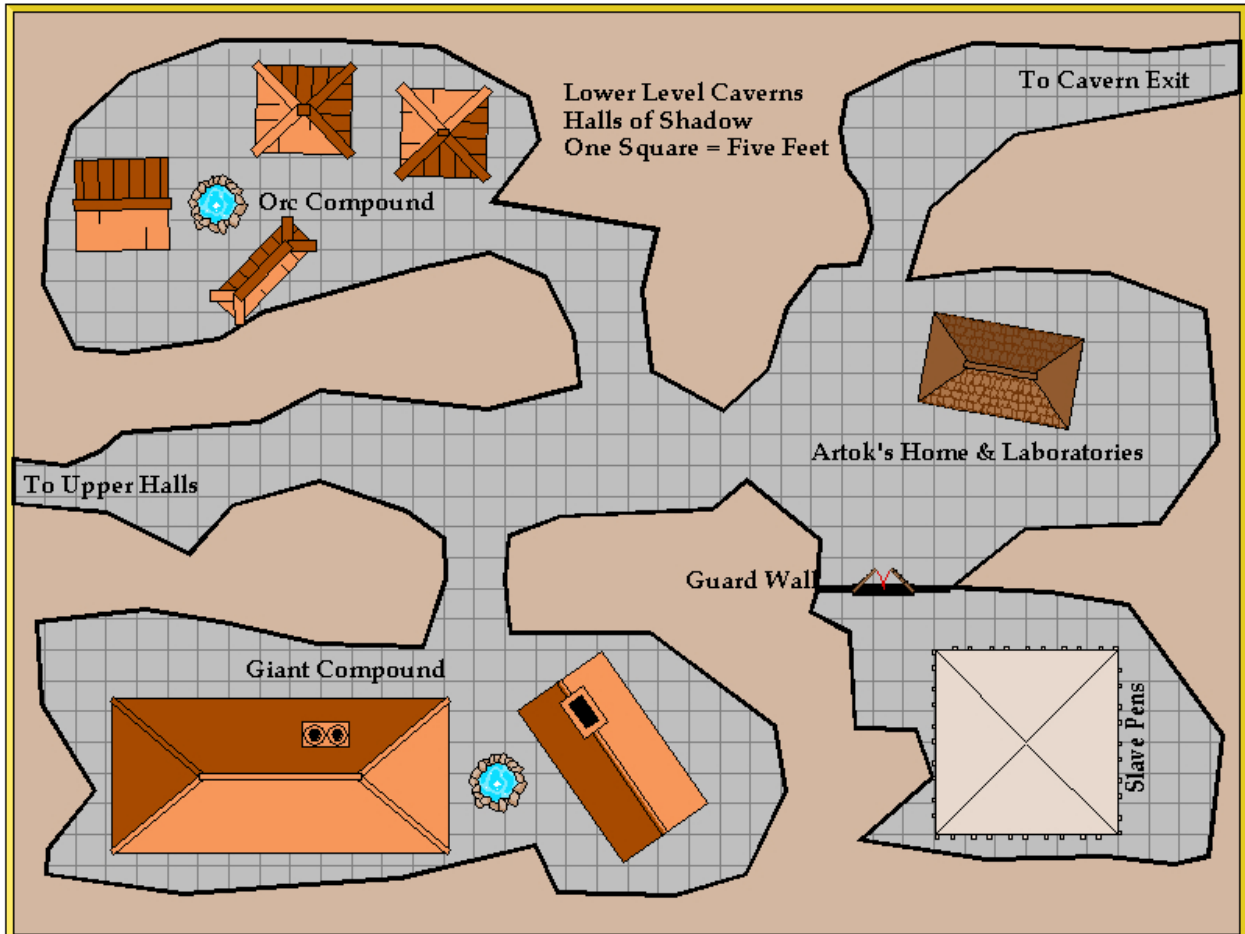


# DM Aid 3

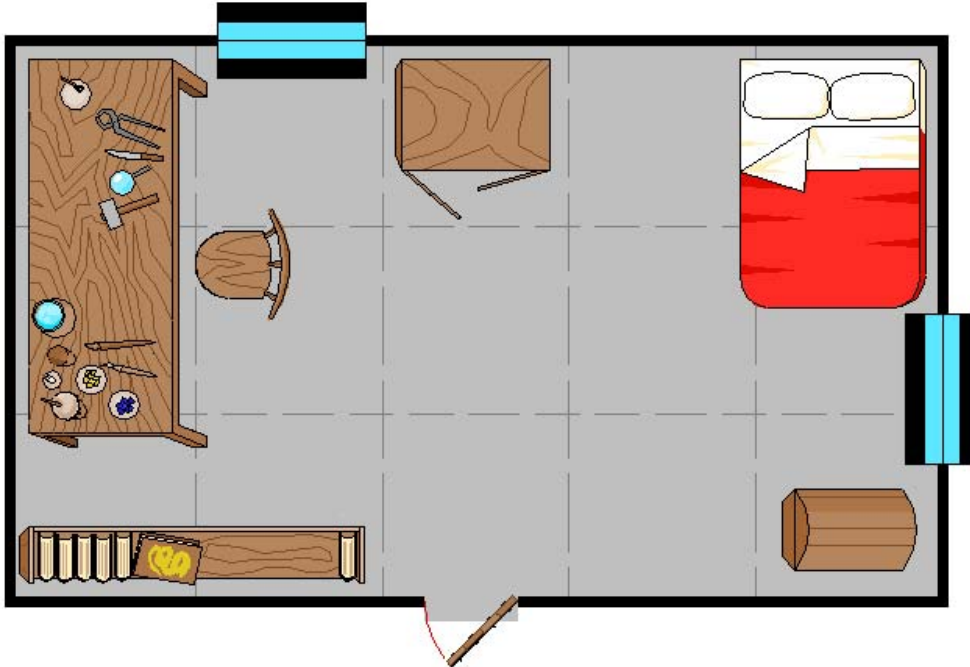




# DM Aid 4



## DM Aid 5



**Artok's Home - One Square = Five Feet**

## Player Handout #1

A letter found in the Rat Queen's "palace"

Artok,

Surely as a learned man you understand the laws of supply and demand. How can you ask me why I have raised my prices? I must be cautious not to take too many of them, or I'll have a revolt on my hands. It is bad enough an active rebellion has taken root here; I am at a loss to understand how there could be lions walking about, unnoticed among so many sheep. Should I increase my allowances to you any further, the losses will surely be noticed. Also, my men were complaining about the lack of food; I was forced to increase their rations, which cut down on my available stock that much further. Besides, how many more could you possibly teleport out of here?

You'd best mind your own house, Artok. The last thing I need is a bunch of angry Wizards at my door. I'll be damned if this mound of garbage will double as my tomb. Keep things quiet!

Recently there have been some adventurers nosing around the city. I think they could be a concern, so I've decided to act preemptively. I've hired them on a mission that should lead them into an ambush. Once they've been captured, either you'll have some stout new slaves for your pens, or I'll have new were-rat allies. Either way, we both win.

Give my regards to my brothers and sisters of darkness, and watch those filthy creatures you've hired as your guards. They would desert you in a heartbeat if not for your ample coin.

*A*

Anya Tremayne, Nightbringer of Oblivion

## **Critical Event Summary: Down and Out in the Shining Jewel**

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

Dead          Injured          Captured          Escaped

2. How many of the missing homeless did the PCs rescue? (Circle the closest answer)

Yes, All          Yes, Most          Yes, Some          Yes, Few          None

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

Dead          Injured          Captured          Escaped

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

Dead          Injured          Captured          Escaped

5. What were the PCs feelings about dealing with the Rulers of Pyrroth?

No issues          Dealt with them grudgingly          Refused to deal with them

6. How did the heroes deal with Kestu?

Killed him          Left him alone          Aided him, earning the "Favor" cert

7. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to [lsj-plots@Amthydor.com](mailto:lsj-plots@Amthydor.com).

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



## Roster of Heroes: Down and Out in the Shining Jewel

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

E: Mail address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Str: \_\_\_\_\_ Dex: \_\_\_\_\_ Con: \_\_\_\_\_ Int: \_\_\_\_\_ Wis: \_\_\_\_\_ Chr: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Gained a level \_\_\_\_\_ Out of Play \_\_\_\_\_ Dead: \_\_\_\_\_ Lost level(s) \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

E: Mail address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Str: \_\_\_\_\_ Dex: \_\_\_\_\_ Con: \_\_\_\_\_ Int: \_\_\_\_\_ Wis: \_\_\_\_\_ Chr: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Gained a level \_\_\_\_\_ Out of Play \_\_\_\_\_ Dead: \_\_\_\_\_ Lost level(s) \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

E: Mail address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Str: \_\_\_\_\_ Dex: \_\_\_\_\_ Con: \_\_\_\_\_ Int: \_\_\_\_\_ Wis: \_\_\_\_\_ Chr: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Gained a level \_\_\_\_\_ Out of Play \_\_\_\_\_ Dead: \_\_\_\_\_ Lost level(s) \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

E: Mail address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Str: \_\_\_\_\_ Dex: \_\_\_\_\_ Con: \_\_\_\_\_ Int: \_\_\_\_\_ Wis: \_\_\_\_\_ Chr: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Gained a level \_\_\_\_\_ Out of Play \_\_\_\_\_ Dead: \_\_\_\_\_ Lost level(s) \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

E: Mail address: \_\_\_\_\_ (optional)

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Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Str: \_\_\_\_\_ Dex: \_\_\_\_\_ Con: \_\_\_\_\_ Int: \_\_\_\_\_ Wis: \_\_\_\_\_ Chr: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Gained a level \_\_\_\_\_ Out of Play \_\_\_\_\_ Dead: \_\_\_\_\_ Lost level(s) \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

E: Mail address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Str: \_\_\_\_\_ Dex: \_\_\_\_\_ Con: \_\_\_\_\_ Int: \_\_\_\_\_ Wis: \_\_\_\_\_ Chr: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Gained a level \_\_\_\_\_ Out of Play \_\_\_\_\_ Dead: \_\_\_\_\_ Lost level(s) \_\_\_\_\_

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