



Ghost Town

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

At the request of a friend, you have traveled to the small town of Brexton. Now that you've arrived, you find that you're the only ones here! Where has everyone disappeared to? For heroes of levels 1-5.

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Welcome to LSJ!

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

It is a good idea to have the players and judge place some sort of nametag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GMEmpowerment Clause

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or

simple bad luck is one thing, but stupid actions deserve what they get.

Calculating Average Table Level (ATL)

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

A Note About Tiers and the Power of PCs

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

Adventure Background

Local legends tell of several odd mysteries surrounding the small town of Brexton. One such tale revolves around rumors of the lost treasures of the Dwarf Kings. Another involves the Drowned Lady, a ghost that haunts the lake. Rumor had it that a young actress was drowned by a jealous lover years ago and her soul was doomed to remain.

Enter Rhys Ashford. Rhys is a young bard and the grandson of Lenore Ashford, a powerful wizard. A hopeless romantic, Rhys was determined to see whether there was any truth to the mystery surrounding the Drowned Lady. Night after night, he camped at the lake, hoping to catch a glimpse of the spirit. To keep himself entertained during these lonely nights, he composed songs. The Drowned Lady heard Rhys' compositions and, seeing perhaps a kindred spirit, manifested to the young man.

Rhys was smitten by the ethereal form of the beautiful young woman. He returned to the lake each evening to sing for her in the hopes of winning her heart, but told no one of his secret love affair. Finally, Rhys was able to bear it no longer and determined to join her in the Ether. Rhys knew enough about magic to know that his grandmother, as a powerful wizard, likely had the means to enable him to travel to the Ethereal Plane to join his love. Telling her of his plans, Rhys set off to abscond with some magic.

A little knowledge can be dangerous. Although Rhys was not able to obtain Lenore's magical Cloak of Etherealness, he was able to steal a Scroll containing the spell Plane Shift and a fork tuned to the Ethereal Plane. Unfortunately, this scroll contained Lenore's research on how to possibly combine Plane Shift with Time Stop. In his haste, Rhys read the notes and all as he cast the spell, and a mishap resulted.

The unforeseen consequence of the scroll mishap caused all of Brexton's living inhabitants to be shifted out of phase and into the Ether, where they have been unable to communicate with the Prime Material Plane. The only person who managed to resist being held in stasis was Lenore, and she has been too busy defending the helpless townsfolk from Ether threats to summon aid or try and correct the situation.

The PCs are asked to escort a young woman named Kirsta to Brexton by Melton Dadderhoff, the director of the Fraternity of Venturers. Kirsta is leaving the employ of the Gilded Cage (on good terms) to retire in the small town but fears travelling the road alone. Assuming the adventurers agree to act as her escort, the PCs will soon discover the town deserted. The PCs must

figure out the mystery and assist Lenore in returning the people to Brexton.

In **Encounter One**, the Drowned Lady, a ghost dwelling in Brexton's lake, will use her malevolence power to take control of Kirsta. The PCs will hear her scream and flee towards town. The Drowned Lady wants to use Kirsta to get the adventurers to journey to Brexton, not being aware that is already their destination, and hopefully investigate what happened to the townsfolk.

In **Encounter Two**, the PCs should discover that the only building that is occupied is the Grinning Goblin Inn. Bandits are looting the place. If any are captured, they can tell of local legends, including that of the Drowned Lady.

In **Encounter Three**, PCs will observe lights on the lake after dark. If the PCs investigate and are not hostile, they will meet the Drowned Lady. She does have some feelings for Rhys and will tell the PCs what occurred. Several other clues also exist at the lake.

In **Encounters Four through Six**, the PCs must brave Lenore's Tower to obtain a means of travelling to the Ethereal Plane to rescue the townspeople. They must breach the tower's magic puzzles and guardians to do so.

In **Encounters Seven and Eight**, should the PCs decide to try and help Brexton, they can get to the Ethereal Plane and meet an exhausted Lenore. The wizard is nearly out of spells and will ask the PCs to remain to protect the townsfolk while she returns to her laboratory to find a means to reverse Rhys' blunder. During the PCs' watch, they will be attacked by a monster and have to prevent it from eating or implanting the people of Brexton.

Assuming the PCs are successful, Lenore will reward them and they will have earned the gratitude of the inhabitants of Brexton.

Introduction - Escort Service?

This morning, you received word from Melton Dadderhoff, the Guildmaster of the Fraternity of Venturers. The message requested that you stop by this morning as he had an assignment that may be of interest to novice adventurers such as yourselves.

The Hall of Venturers is a huge three-story building made of granite and marble. Its walls are draped with red, blue and yellow silk ribbons and its red domes stand out amongst the roofs of the district's buildings. Two guards are stationed at the massive Corothian oak doors, and nod as you enter.

Passing through the doorway, you enter a grand hall. Its walls are adorned with rich tapestries that detail the history of the fraternity and its storied assistance to the citizens of Amthydor. In the back of the room are several doors. Along the left wall is a stairway, blocked off by a gate.

A few adventurers and Fraternity members mill about the hall in the early morning. Seated behind a desk in the center of the room is an attractive human woman in her late thirties, a pince-nez precariously perched on her aquiline nose. She looks up as you approach. "Yes? May I help you?"

At this point, the judge may roll a Recognition check for each PC to see if the receptionist knows them on sight. If not, she will ask their names and business. Assuming the PCs answer truthfully, she will answer:

"Yes. The Director is expecting you. Kindly have a seat - it shouldn't be more than a few moments." Chairs and benches surround the desk for the comfort of those awaiting service.

The receptionist, Dorinda, will leave her post and return in about two minutes. If the PCs do not know each other by this point, suggest they introduce themselves to each other.

The receptionist returned a few minutes later. "The Director will see you now." She gestured towards a corridor to the left of the reception area.

The short hall ends in an open door. Beyond, you can see the Director, Melton Dadderhoff, seated behind an antique desk covered in organized piles of paper. He stands as you enter, then sits down again, picking up a paper from the desk.

"Good morning." Melton introduces himself to each of you in turn, then gets right down to business. He seems to be a busy man. "The Fraternity was recently commissioned to

perform escort duty for a former employee of the Gilded Cage. The young woman, Kirsta, is traveling to Brexton. The roads beyond Amthydor can be hazardous to lone travelers and merchants, and it's common for such folk to request our services as bodyguards. Brexton is a four-day journey, and the job pays 50 gold pieces. What say you?"

The PCs may have several questions for the Director. First, the PCs may obtain a better deal. A successful Diplomacy check (DC 20) can increase the amount of Dadderhoff's offer to 75 gp.

If the PCs ask about Brexton, Dadderhoff can tell them details about the "Background of Brexton" as detailed in Judge's Aid #1.

If the PCs accept the job, Dadderhoff will introduce them to Kirsta. She is a very attractive half-elven female with flame red hair, almond-shaped green eyes and moves with the grace of a doe. Kirsta is dressed sensibly and conservatively in traveler's clothing for the journey, and she is prepared to set off this morning. She will be open, but not over-friendly with any party members.

If any PCs possess the Favor of Nileena Quinn (from LSJ04, "Bedroom Eyes") she will be favorably disposed towards them, as she has great affection for her former employer. She will freely confess that she is tired of city life and feels her elven half longs for a more rural lifestyle. To that end, Kirsta has arranged for the purchase of a small cottage where she plans to retire and perhaps take up gardening and growing flowers. She is anxious to get started on her journey as Brexton will be celebrating its Founder's Day in three days, and have a festival the day after (the day the PCs and she will be arriving). Kirsta thinks this will be a good time to meet people and make new friends. She is disappointed that she'll miss the opening ceremonies, however.

Keep in mind that Kirsta is a first-level Commoner and will enter combat under no circumstances. If the PCs decide to explore the tower later in this adventure, Kirsta will remain in the Grinning Goblin after the bandits are disposed of and await their return.

Encounter One - The Road to Brexton

The last three nights have been thankfully uneventful. Camping on the open road is uncomfortable to those of you used to city life. However, the anticipated payment and the pleasant company somewhat quells your discomfort. The monotony of the road through the plains is broken only by small patches of woods, and you have met few travelers on the road. Luckily, the weather has been fair and the moonlight allowed those on night watch adequate vision. You should arrive in Brexton by mid-morning.

As you prepare to set a watch on your final night before reaching Brexton and turn in, KIRSTA excuses herself to freshen up. Moments later, you hear a horrified scream and the young woman runs at amazing speed from a small copse of trees down the road, in the direction of Brexton.

Kirsta has been possessed by the Drowned Lady. She has also cast Expedious Retreat on herself, doubling her speed to 240 feet at a full run. Kirsta will continue running until she reaches the lake in town.

Unfortunately, her screams have attracted unwanted attention.

ALL ATLS:

As KIRSTA disappears over a bend in the road, you hear a shriek from above. The moonlight is suddenly blotted out by a dark form that spirals downwards towards your group!

All ATLS

Dire Bat; Large Animal HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14; Base Atk/Grapple +3/+10; Atk +5 melee (1d8+4/bite); Full Atk +5 melee (1d8+4/bite); Face/Reach 10x10/5'; SA None; SQ Flying, Blindsense 40 ft.; AL N; SV Fort +7 Ref +10 Will +6; Str 17 Dex 22 Con 17 Int 2 Wis 14 Cha 6.

Feats & Skills: Alertness, Stealthy; Hide +4, Listen +12*, Move Silently +11, Spot +8*.

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Blindsense (Ex): A dire bat uses echo-location to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Tactics: Dire bats swoop down upon unsuspecting prey from above. This creature will attack the party, as KIRSTA has fortunately moved beyond its echo-location.

At ATL 1 the bat will scare easily, departing after taking just 10 points of damage. At ATL 3 and higher it will tough it out until either it or the party has taken some heavy damage (use your judgment, this is only a distraction to let KIRSTA get away).

It is likely several party members will be asleep while others watch. The noise of the attack should wake all but the heaviest sleepers (DC 10 Listen check to hear the Dire Bat's shriek).

KIRSTA will continue running until she reaches the Lake in Brexton. If pursued, the Ghost will cast Silent Image, Mirror Image and any additional spells needed to escape. The party should be unable to catch her. KIRSTA is later abandoned by the Drowned Lady and appears again in Encounter Four. It is assumed that the PCs will follow KIRSTA; if they do not, the adventure is over. A Search, DC 15, or Track check (DC 10) will enable a PC to determine that she does not leave the road and must have gone towards Brexton.

Encounter Two - Ghost Town

Pursuing KIRSTA, your group nears the small town of Brexton. As you approach, you note something unusual. You can hear the sound of crickets. Though in itself the soft chirping is not abnormal, it is interesting that is the only sound you can hear.

Ahead, the road winds down towards the small town. In your experience, even the smallest, most sober hamlets do not shut down completely at dusk. However, that is apparently what has occurred in Brexton. The houses and

shops are dark. There is no ringing of hammer pounding anvil from the smithy. No voices of mothers calling their children home to supper, nor of farmhands bidding farewell to each other after a hard day of toiling in the fields. Brexton is silent as the grave. The only sign of any habitation comes from a lonely light near a small lake located on the far edge of town.

The town is disturbingly quiet. If the PCs enter the town proper, it will become obvious that there are no persons or animals in view. Peering in the windows of outlying farmhouses or any structures in town will reveal that no one appears at home. Shop doors in town are open, and a Spot or Search check (DC 10) will readily reveal that whoever was here abandoned the place in too quickly to conclude business. For example, the butcher's shop is open and spoiling meat remains cut on the counter; a table in a home is set with dinner cold on the stove, etc.

After entering town, a DC 10 listen check will permit the adventurers to hear the sounds of revelry and things being broken from the hamlet's inn, the Grinning Goblin.

If the heroes investigate the noises, proceed to Encounter Three. If the heroes instead choose to first investigate the light on the lake, proceed to Encounter Four.

Encounter Three - Trouble at the Grinning Goblin

Ahead, you hear the sounds of broken crockery and laughter emanating from a two-story yellow-painted building located in the center of town. The building itself is obviously an inn, as the sign above the front door indicates. Shaped like a grotesque humanoid head with a dubious smile on its face, its legend proclaims 'The Grinning Goblin.'

A roving group of bandits have taken up temporary residence at the inn. The bandits do not know what has happened here, and are drinking and looting since there is no one in town to stop them. At the moment, the bandits are in the inn's common room, either drinking heavily (at ATL 1) or placing the expensive liquor in crates (at ATL 3 and 5). The dimensions of the common room are 30' x 40', with one entrance, a pair of doors set in the center

of the north wall. An exit to the kitchen, dimensions 30' x 20' is around the rear of the inn.

ATL 1

Human Bandits War1 (1 per PC); Medium Humanoid; HD 1d8+1; hp 9; Init +0; Spd 30 ft; AC 15, touch 10, flat-footed 15; Atk +1 melee (1d8+1,19-20/×2, Long Sword); Full Atk +1 melee (1d8+1,19-20/×2, Long Sword); Space/Reach 5'5'; SA None; SQ None; AL NE; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +1, Intimidate +3, Jump +1; Power Attack, Weapon Focus (Long sword).

Possessions: Studded Leather Armor, Long sword, Large Wooden Shield

Human Bandit Leader, Rog2; Medium Humanoid; HD 2d6+4; hp 16; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; BAB/Grapple: +0/+1; Atk +1 melee (1d6+1,19-20/×2, Short Sword) or +2 ranged (1d8, 19-20x2, Light Crossbow); Full Atk +1 melee (1d6+1,19-20/×2, Short Sword) or +2 ranged (1d8, 19-20x2, Light Crossbow); Space/Reach 5'5'; SA Sneak Atk +1d6; SQ Evasion; AL NE; SV Fort +2, Ref +5, Will -1; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10.

Skills & Feats: Bluff +5, Climb +4, Escape Artist +5, Hide +5, Intimidate +7, Jump +6, Listen +4, Move Silently +5, Spot +4, Tumble +7; Dodge, Shield Proficiency.

Possessions: MW Studded Leather Armor, MW Buckler, MW Short sword

Tactics: At ATL 1, the bandits are intoxicated and suffer a -2 circumstance penalty to their attack rolls and physical skill checks. This penalty is reflected in the statistics block provided. This group is disorganized and will try and impress the others by acting tough. The bandit warriors will move immediately to engage the PCs in melee, while the rogue will attempt to flank the toughest opponent using his Tumble skill.

ATL 3

Human Bandits Rog2 (1 per PC); Medium Humanoid; HD 2d6+4; hp 16; Init +6; Spd 30 ft; AC 15, touch 12, flat-footed 13; BAB/Grapple: +1/+2; Atk +2 melee (1d6+1,19-20/×2, Short

Sword); +3 missile (1d8, 19-20x2, Light Crossbow); Full Atk +2 melee (1d6+1,19-20/x2, Short Sword); +3 ranged (1d8, 19-20x2, Light Crossbow); Space/Reach 5'/5'; SA Sneak Atk +1d6; SQ Evasion; AL NE; SV Fort +2, Ref +5, Will -1; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10.

Skills & Feats: Bluff +5, Climb +6, Escape Artist +7, Hide +7, Intimidate +7, Jump +8, Listen +4, Move Silently +7, Spot +4, Tumble +9. Dodge, Improved Initiative

Possessions: MW Studded Leather Armor, MW Short sword, MW Light Crossbow, 10 Bolts

ATL 5

Human Bandits Rog3 (1 per PC); Medium Humanoid; HD 3d6+6; hp 22; Init +6; Spd 30 ft; AC 15, touch 12, flat-footed 13; BAB/Grapple: +2/+3; Atk +4 melee (1d6+1,19-20/x2, Short Sword); +4 missile (1d8, 19-20x2, Light Crossbow); Full Atk +4 melee (1d6+1,19-20/x2, Short Sword); +4 ranged (1d8, 19-20x2, Light Crossbow); Space/Reach 5'/5'; SA Sneak Atk +2d6; SQ Evasion; AL NE; SV Fort +3, Ref +5, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10.

Skills & Feats: Bluff +5, Climb +6, Escape Artist +7, Hide +7, Intimidate +7, Jump +8, Listen +4, Move Silently +7, Spot +4, Tumble +9. Dodge, Improved Initiative, Weapon Finesse.

Possessions: MW Studded Leather Armor, MW Short sword, MW Light Crossbow, 10 Bolts

Tactics: These raiders are more experienced and their lookout may hear PCs approaching if the PCs do not make opposed Move Silently and Hide checks (DC 14). Should any approaching PCs fail, the bandits will attempt an ambush, two on either side of the door to flank intruders while the others will take cover behind overturned tables (+7 AC, +3 Ref. Saves) within 30 feet of the door and fire their crossbows. Those flanking intruders will delay entering melee until after their compatriots open fire.

Captured bandits will mention local legends about the Drowned Lady and the Dwarf Kings' Gems. See Judge's Aid #1. When they arrived in town, the place was deserted. They have no idea what

happened to the populace and were only interested in looting.

Encounter Four - Light on the Lake

The pathway leading to the lake is a narrow dirt track leading through the oaks to a small clearing. Three long piers extend into the water, where several small fishing boats are moored. At the end of the longest pier, some 60 feet out, several dancing globes of multicolored lights are visible.

As you approach, you see a humanoid figure lying near the edge of the longest pier. It is not moving.

Should the characters investigate, the figure is that of KIRSTA. She is unconscious, having taken sufficient subdual damage to leave her at -1 hit points. If revived, she has no memory of anything after excusing herself from camp.

A Spellcraft check (DC 15), will alert them to the fact that the small globes appear to be Dancing Lights. If the adventurers walk to the end of the long pier, a 10 foot wide structure, they will encounter the ghost of the Drowned Lady.

As you reach the edge of the pier, the translucent form of a beautiful young woman appears from the water, her ascension causing nary a ripple on the water's surface. "Who are you who disturb my rest?" She asks.

Assuming the PCs do not immediately attack, and provide answers indicating that they are seeking to find out what happened to the townsfolk of Brexton, the ghost will reply:

"I am not certain of their fate, but I believe that poor Rhys is the cause."

This answer should prompt the adventurers to ask for additional information. The Drowned Lady will answer most questions to the best of her ability, as she has an interest in seeing the townsfolk returned.

"Who are you?"

"I am the spirit of a young woman murdered by a jealous lover, long ago."

The ghost will not reveal more information about her past at this time.

“Who is Rhys?”

“Rhys is a young bard, a grandson of Lenore Ashford, a powerful witch. Rhys came and sang with me, and entertained me with tales of the living world.”

“What was your relationship with Rhys?”

“Rhys became infatuated with me and promised to visit me on the ethereal plane. I believe he is in love with me.”

“How did he plan to do this?”

“Rhys attempted to steal his grandmother's magic cloak that permitted travel through the planes, but was unable to bypass the safeguards Lenore had in her tower. Thwarted, Rhys instead obtained a magic scroll of Plane Shift and a planar fork and tried casting using them. He must have erred somehow, since next thing I knew, he and everyone else were gone.”

“Where is the scroll or planar fork now?”

“He tried to cast the spell on shore, and I think he dropped the items near the trees.” The Drowned Lady will point to where Rhys was standing as he read the scroll.

“Where is this magical cloak?”

“It should still be in Lenore's tower. It's the only tower in town. Rhys said it was in her workshop, on the second floor, behind an enchanted doorway.”

“Why did you harm Kirsta?”

“I meant no lasting harm. I needed to bring someone here to find out where Rhys went! I had no idea you were coming to Brexton.”

If the PCs attack the ghost, she will not reveal any of the above information and the PCs will have to piece it together from other clues. A Sense Motive, DC 15, will reveal that she is anxious to have the townsfolk returned. A DC 28 check will reveal that she is desperate to have the people back, particularly Rhys and Lenore Ashford.

If the PCs search where the ghost indicates, a Search check, (DC 5) will enable them to find a planar fork and a blank vellum spell scroll. A Knowledge Arcana check (DC 20) or Knowledge, the Planes (DC 10) can determine it is a fork linked to the ethereal plane.

ALL ATLS

The Drowned Lady

Ghost Human Bard 6; Medium Incorporeal Undead; HD 6d12+0; hp 47; Init +6; Spd Fly 30 ft.; AC 17, touch 17, flat-footed 15; Base Atk +4; Grp +4; Atk +6 melee (1d6 corrupting touch); Full Atk +6 melee (1d6 corrupting touch); Space/Reach 5'5'; SA Bardic Music, Bardic knowledge, Countersong, Fascinate, Suggestion, Corrupting touch, Frightful Moan, Malevolence, Manifestation; SQ Darkvision 60', Incorporeal traits, Rejuvenation, +4 Turn resistance, Undead traits; AL CN; SV Fort +2, Ref +7, Will +6; Str 10, Dex 14, Con -, Int 13, Wis 12, Cha 20.

Skills and Feats: Bluff +18, Concentration +9, Diplomacy +16, Disguise +18, Intimidate +7, Knowledge (Local) +10, Perform (Singing) +17, Sense Motive +10, Spellcraft +10; Deceitful, Improved Initiative, Persuasive, Skill Focus (Perform +3), Tumble +12.

Spells: 3/0, 4/1, 4/2

0 level: Dancing Lights (cast), Daze, Message; 1st

level: Expeditious Retreat (cast), Lesser

Confusion, Silent Image, Sleep; 2nd level: Enthrall, Mirror Image, Shatter, Silence.

Encounter Five - Braving the Tower

Lenore's tower is easily found on the outskirts of the small town of Brexton. The imposing four-story structure is some 40 feet wide at its base and appears to be constructed of smooth gray stone. No seams are noticeable in the masonry, but several small windows are visible on the second floor. A stout oak door banded in bronze seems to bar the entrance.

A Search check of the door (DC 0) will reveal it is slightly ajar, and will open if pushed. The door itself is not trapped or warded.

The upper story windows are all locked with good quality locks (DC 25) Open Locks skill check,

Arcane Locked, and protected by *Fire Trap* cast at 12th level.

Opening the door, you see a large, well-decorated foyer. The floor is constructed of multi-hued tiles, mainly colored deep red, tan, white and azure blue. A hat and coat rack stands to the left of the entrance. Next to the coat rack is a small closed door. A lovely fresco depicting the town of Brexton adorns the far wall, while the walls to the right and left murals hang depicting a tranquil woodland scene and a white ship sailing on the ocean respectively. Four two-foot tall statues carved of the same gray stone as the tower also decorate the chamber. The sculptures resemble a fey, two small gargoyles and a giggling gnome wearing a pointed cap. A circular stairwell made from polished mahogany leads upwards.

The door leads to a closet containing a few coats, several pairs of gloves and a hat. None of clothing or decorations radiates as magic except the gnome statuette, upon which some wag has cast a *Magic Aura*.

The Second Floor

Ascending the stair to the second floor, you note that the interior walls of the tower on this level are constructed of the same wood as the stair. A plush red carpet decorates the floor. Four portraits hang on the walls, apparently members of the Ashford clan. The first depicts a sallow-faced human man with dark hair and an aquiline nose. The next is another human male, this one with lighter hair but a similarly unpleasant expression. The third is also a human male, with gray hair and a serious expression. The final portrait is that of an older human female with dark, graying hair and a serene look on her face. All bear a striking family resemblance. At each end of the hall stand a pair small stone statues, sculpted to resemble elemental figures. A closed door lies midway down each side of the hallway, and another stair, located at the end of the hall, continues upwards.

The hall is 35 feet long and ten feet wide.

Should any member of the party pass the Magic Mouth trap, located on the second portrait, it will shout “INTRUDERS!” in a loud, ringing voice.

This shouting will activate the statues, which will attack any PCs on the second floor but will not pursue beyond the corridor.

At ATL 3, the Magic Mouth will also trigger a *Guards and Wards* spell. One *Stinking Cloud* will be placed in this hallway. The other spell effects will occur in other areas of the tower that do not come into play in this adventure.

ATL 1

Air Elemental, Small (1); HD 2d8 (9 hp); Init +7; Speed Fly 100 ft (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Base Attack/Grapple +1/-3; Attack Slam +5 melee (1d4); Full ATK Slam +5 melee (1d4); Space/Reach 5 ft/5 ft; SA Air Mastery, whirlwind; SQ Darkvision 60 ft, elemental traits; SV Fort +0, Ref +6, Will +0; AB Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11; Skills: Listen +2, Spot +3; Feats: Flyby Attack, Improved Initiative, Weapon Finesse.

Earth Elemental, Small (1); HD 2d8+2 (11 hp); Init -1; Speed 20 ft; AC 17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 17; Base Attack/Grapple +1/+0; Attack Slam +5 melee (1d6+4); Full ATK Slam +5 melee (1d6+4); Space/Reach 5 ft/5 ft; SA Earth Mastery, push; SQ Darkvision 60 ft, earth glide, elemental traits; SV Fort +4, Ref -1, Will +0; AB Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11; Skills: Listen +3, Spot +2; Feats: Power Attack.

Fire Elemental, Small (1); HD 2d8 (9 hp); Init +5; Speed 50 ft; AC 15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14; Base Attack/Grapple +1/-3; Attack Slam +3 melee (1d4 plus 1d4 fire); Full ATK Slam +3 melee (1d4 plus 1d4 fire); Space/Reach 5 ft/5 ft; SA Burn; SQ Darkvision 60 ft, elemental traits, immunity to fire, vulnerability to cold; SV Fort +0, Ref +4, Will +0; AB Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11; Skills: Listen +2, Spot +3; Feats: Dodge, Improved Initiative, Weapon Finesse.

Water Elemental, Small (1); HD 2d8+2 (11 hp); Init +0; Speed 20 ft, swim 90 ft; AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Attack/Grapple +1/-1; Attack Slam +4 melee

(1d6+3); Full ATK Slam +4 melee (1d6+3); Space/Reach 5 ft/5 ft; SA Water mastery, drench, vortex; SQ Darkvision 60 ft, elemental traits; SV Fort +4, Ref +0, Will +0; AB Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11; Skills: Listen +2, Spot +3; Feats: Power Attack.

ATL 3 and 5

Air Elemental, Medium (1); HD 4d8+8 (26 hp); Init +9; Speed Fly 100 ft (perfect); AC 18 (+5 Dex, +3 natural), touch 15, flat-footed 13; Base Attack/Grapple +3/+4; Attack Slam +8 melee (1d6+1); Full ATK Slam +8 melee (1d6+1); Space/Reach 5 ft/5 ft; SA Air Mastery, whirlwind; SQ Darkvision 60 ft, elemental traits; SV Fort +3, Ref +9, Will +1; AB Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11; Skills: Listen +3, Spot +4; Feats: Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

Earth Elemental, Medium (1); HD 4d8+12 (30 hp); Init -1; Speed 20 ft; AC 18 (-1 Dex, +9 natural), touch 9, flat-footed 18; Base Attack/Grapple +3/+8; Attack Slam +8 melee (1d8+7); Full ATK Slam +8 melee (1d8+7); Space/Reach 5 ft/5 ft; SA Earth Mastery, push; SQ Darkvision 60 ft, earth glide, elemental traits; SV Fort +7, Ref +0, Will +1; AB Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11; Skills: Listen +4, Spot +3; Feats: Cleave, Power Attack.

Fire Elemental, Medium (1); HD 4d8+8 (26 hp); Init +7; Speed 50 ft; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base Attack/Grapple +3/+4; Attack Slam +6 melee (1d6+1 plus 1d6 fire); Full ATK Slam +6 melee (1d6+1 plus 1d6 fire); Space/Reach 5 ft/5 ft; SA Burn; SQ Darkvision 60 ft, elemental traits, immunity to fire, vulnerability to cold; SV Fort +3, Ref +7, Will +1; AB Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11; Skills: Listen +2, Spot +3; Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse.

Water Elemental, Medium (1); HD 4d8+12 (30 hp); Init +1; Speed 20 ft, swim 90 ft; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; Base Attack/Grapple +3/+6; Attack Slam +6 melee (1d8+4); Full ATK Slam +6 melee (1d8+4); Space/Reach 5 ft/5 ft; SA Water mastery, drench, vortex; SQ Darkvision 60 ft, elemental traits; SV

Fort +7, Ref +2, Will +1; AB Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11; Skills: Listen +2, Spot +3; Feats: Cleave, Power Attack.

The doors are both Arcane Locked and locked with two good quality locks (DC25 Open Locks skill check). Thus, each would require two Knock spells to open, or at least one successful Open Locks skill check. Should PCs attempt to break down the doors, they are considered strong wooden doors (Hardness 5, HP 20, Break DC 23).

A guest bedroom, complete with water-closet, lies beyond each door. Neither contains anything of real interest or value.

Encounter Six - Beyond the Silver Door

Overcoming the guardians on the second level corridor, you continue up the stairway to the third level. The stairs lead to a small landing, the archway to which is flanked by another pair of small statues resembling pixies. Opposite your entrance stands a door constructed of silvery metal. Engraved in the door is the following legend:

*Only Those with Knowledge of Emerys' Lore
Shall be permitted to pass this Door
Tell all you have learned from A to Z
And you may pass as you please.*

The Riddle is included in Player Handout #1.

The puzzle is a new version of an old trick. To pass, the PCs must speak the names of the schools of magic in alphabetical order, as follows: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation and Universal. If the PCs are unable to solve the puzzle, the door can be broken down (break DC 28 Str check) destroyed (Hardness 15, 60 hp). However, the PCs doing so will trigger a Glyph of Warding (1d8 per ATL Sonic damage, Ref save DC 15 for half damage).

Beyond the silver door lies what appears to be a mage's library. The circular room is lined with bookshelves. A small roll-top desk sits in the

center of the room, under what appears to be four bobbing globes of yellow light. A silvery-blue cloak, lined with eldritch symbols hangs on the back of the chair facing the desk.

There are several hundred books in the library. Although none of these are spellbooks, several are volumes on Arcane lore that add a +2 circumstance bonus on any Knowledge Arcana check made where a PC has time to consult the book. If the contents of the library are looted, the books would fetch a sum of 10,000 gp if each tome did not bear the *Arcane Mark* of Lenore Ashford. As is, no reputable bookseller would traffic in stolen merchandise...

The Cloak is the only object in the room that detects as magic, aside from the *Dancing Lights* (a by-product of the *Guards and Wards* effect from the Second Floor). It is a *Cloak of Etherealness* as detailed by the Drowned Lady.

If any PC should don the cloak, he or she will be transported to the Ethereal Plane as detailed in Encounter Six.

If the PCs decide to keep the cloak, Lenore will eventually return, abandoning several of the townsfolk to ethereal marauders and xill before she manages to dispel the magical effect keeping them there. The PCs will be wanted for looting by the authorities. The cloak itself has Lenore's *Arcane Symbol* engraved upon it, and will be retrieved by the wizard using an *Instant Summons*. These PCs are awarded the *Wanted!* cert.

Encounter Seven - A Friend in Need?

Placing the cloak on your shoulders, you experience an odd sensation as your companions fade from view to be replaced by swirling mists. Even the room itself disappears and you find yourself in the middle of a patch of dense white fog. The mists stretch as far as your eyes can see, everywhere you look, even above and beneath your feet.

Peering further through the mists, you can see other figures surrounding you. They are

of human men, women and children - even some livestock. The figures do not move, but appear to have been frozen in the process of going about their daily business. To your left, a man in a leather apron appears to be preparing to hammer a nail, yet no tools are visible. To your right, three children appear to have been paralyzed in the midst of a game of 'Kick the Kobold'.

Suddenly, you hear a shout to your left. "Get away from them!" The voice is female, and strained. Moving quickly into view is a woman in blue robes brandishing a willow wand in her left hand. "Stay away! I'm warning you!" She points the wand directly at you, then her eyes narrow. "Why are you wearing my cloak?"

Allow the character a Spot check (DC 5). A success indicates that he or she recognizes the woman as the subject of the portrait on the Second Floor.

The woman is the wizard Lenore Ashford. So long as the PC comes up with a rational explanation, including the truth, she will believe him or her. She will in turn explain that she has been holding off attacks of strange creatures so far, but is running out of magic spells. The monsters resemble some sort of red-scaled humanoid, but she has not been able to get a close look due to the mists.

Lenore asks that the cloak be returned so she can get back to her tower to obtain magic to dispel the effects of Rhys' mishap. She will also volunteer to use a magic scroll of Plane Shift, hidden in the tower, to transport the rest of the adventurers to the Ethereal Plane to watch over the townsfolk of Brexton while she determines how to undo Rhys' error. If there is a wizard or sorcerer in the party, she will also offer use of her Wand of Magic Missiles to protect the townspeople.

Should the players attack Lenore, she will use her remaining spells to the best of her ability and pull no punches to try and slay the PCs, without endangering the held inhabitants of Brexton.

Should Lenore return in their companion's place, remaining PCs will no doubt be suspicious. Lenore will explain the circumstances quickly and offer to send these PCs to join their companion by

using a Scroll of *Plane Shift* hidden in a *Secret Chest* (Note: Lenore will automatically make her caster level check for this spell). She will be less friendly if the PCs have done considerable damage to her home, but very forgiving provided the PCs are willing to stay and protect the people of Brexton.

Lenore Ashford, Human Female Wizard 12; Medium Humanoid; HD 12d4+12; hp 50; Init +2; Spd 30 ft; AC 18, touch 14, flat-footed 14; Atk +6 melee (1d4+3, 19-20/x2, Dagger+3); Full Atk +6/+1 melee (1d4+3, 19-20/x2, Dagger +3); Space/Reach 5'5'; SA Spell Use; SQ -; AL LG; SV Fort +5, Ref +6, Will +10; Str 10, Dex 15, Con 12, Int 20, Wis 14, Cha 10.

Skills & Feats: Alchemy +18, Concentration +16, Craft (Seamstress) +15, Knowledge (arcana) +20, Knowledge (local) +15, Knowledge (nature) +10, Knowledge (the planes) +10, Profession (Scribe) +8, Sense Motive +5, Spellcraft +20; Combat Casting, Spell Penetration, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Empower Spell, Silent Spell, Still Spell.

Spells Prepared (4/5/5/5/4/4/2*; save DC 15 + spell level):

0 - Daze, Detect Magic, Read Magic, 1 - Shield, Unseen Servant; 2 - Locate Object, Mirror Image, Shatter; 3 - Haste; 4 - Fire Shield, Shout; 5 - Feeblemind, Fabricate; 6 - Eyebite, Legend Lore.

Equipment: Bracers of Armor +4, Ring of Freedom of Movement, Ring of Protection +2, Wand of Magic Missiles (caster level ATL+1, 25 charges). And no, the PCs can't keep any of this loot even if by some miracle they defeat her! Besides, they'll have other problems.

*Most of Lenore's spells have been cast driving off ether creatures.

Encounter Fight - The Ether Threat!

The silence is deafening. The mists of the Ether swirl around you and your companions, and obscure the helpless folk of Brexton. It seems like hours, but may have been only minutes since

Lenore left your group to see what she could do to reverse the effects of the magical mishap. Its near impossible to judge the passage of time in this timeless place. But somehow you must remain alert! Not only for the sake of the defenseless people of Brexton, but for your own sake as well!

The PCs are being stalked by creature(s) from the Ether and it will attack before Lenore's return. Allow the PCs Spot checks (DC 12+ATL) to see a red-scaled humanoid moving in towards the held townfolk. Once the creature knows it is spotted, it will turn to attack the PCs. If not spotted, each round the monster will implant an egg in a citizen of Brexton. Permit the PCs Spot checks each round, and note how many people were implanted. Note that due to the dense fog, visibility on the Ethereal Plane is limited to 30 feet. The citizens of Brexton are scattered in a 100 foot by 100 foot area, most having been in the town square when Rhys' attempt at magic use misfired. Lenore has already moved Rhys near the other townspeople.

ATL 1

Barbaric Xill (1); Medium Outsider (Extraplanar); HD 5d8+10 (32 hp); Init +7; Spd 40 ft; AC 20 (+3 Dex, +7 natural), touch 13, flat-footed 17; Base Atk/Grp +5/+7; Atk Short Sword +7 melee (1d6+2/19-20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3); Full Attack 2 short swords +5 melee (1d4+1) or 4 claws +5 melee (1d4+2, 1d4+1), or 2 longbows +4 ranged (1d8/x3); Space/Reach 5 ft/5 ft; SA Implant, improved grab, paralysis; SQ Darkvision 60 ft, planewalk, spell resistance 21; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11;

Feats & Skills: Improved Initiative, Multiattack, Multiweapon Fighting; Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Tumble +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings).

Possessions: Amulet of Health +2, Bastard Sword +1.

ATL 3

Xill Fighter 2, Medium Outsider (Extraplanar) HD 5d8+2d10+25; hp 62; Init +7; Spd 40 ft; AC 20 (+3 Dex +7 natural), touch 13, flat-footed 17; Base Atk/Grp +7/+9 Atk +9 melee (1d2+2/20, whip); Full Attack 2 whips +7 melee (1d2+2/20) and 2 short swords +7 melee (1d6+1/19-20); Face/Reach 5x5/5' (15' with whips); SA Implant, Improved Grab, Paralysis; SQ Darkvision 60', planewalk, spell resistance 21; AL LE; SV Fort +10 Ref +7 Will +5; Str 15 Dex 16 Con 17 Int 12 Wis 12 Cha 11.

Feats & Skills: Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Initiative, Improved Trip, Multiattack, Multiweapon Fighting; Balance +13, Climb +13, Diplomacy +2, Escape Artist +11, Intimidate +11, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings).

Possessions: Amulet of Health +2, 2 whips, 2 short swords, Flaming Bastard Sword +1

ATL 5

Xill Fighter 2, Medium Outsider (Extraplanar) HD 5d8+2d10+25; hp 62; Init +7; Spd 40 ft; AC 20 (+3 Dex +7 natural), touch 13, flat-footed 17; Base Atk/Grp +7/+9 Atk +9 melee (1d2+2/20, whip); Full Attack 2 whips +7 melee (1d2+2/20) and 2 short swords +7 melee (1d6+1/19-20); Face/Reach 5x5/5' (15' with whips); SA Implant, Improved Grab, Paralysis; SQ Darkvision 60', planewalk, spell resistance 21; AL LE; SV Fort +10 Ref +7 Will +5; Str 15 Dex 16 Con 17 Int 12 Wis 12 Cha 11.

Feats & Skills: Combat Reflexes, Exotic Weapon Proficiency (whip), Improved Initiative, Improved Trip, Multiattack, Multiweapon Fighting; Balance +13, Climb +13, Diplomacy +2, Escape Artist +11, Intimidate +11, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings).

Possessions: Amulet of Health +2, 2 whips, 2 short swords

Xill, Cleric 4; Medium Outsider (Extraplanar) HD 4d8+4d8+32; hp 75; Init +7; Spd 40 ft; AC 20 (+3 Dex +7 natural), touch 13, flat-footed 17; Base Atk/Grp +8/+10 Atk +10 melee (1d6+2/19-20, shortsword); Full Attack 2 short swords +8 melee

(1d6+2/19-20) and 2 claws +8 melee (1d4+1) or two-handed bastard sword+1, flaming (1d10+3+1d6 fire/19-20); Face/Reach 5x5/5'; SA Implant, Improved Grab, Paralysis, spell use; SQ Darkvision 60', planewalk, spell resistance 21; AL LE; SV Fort +11 Ref +8 Will +9; Str 15 Dex 16 Con 15 Int 12 Wis 13 Cha 11.

Feats & Skills: Combat Casting, Improved Initiative, Multiattack, Multiweapon Fighting; Balance +13, Climb +10, Concentration +10 (+14 casting defensively), Diplomacy +2, Escape Artist +11, Intimidate +8, Knowledge (religion) +5, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings).

Cleric Spells prepared (5/0, 4+1/1, 2+1/2)

Domains: Strength, Travel

Spells:

0: Cure Minor Wounds x3, Detect Magic, Guidance;

1st: Cause Fear, Cure Light Wounds x2, Longstrider^D, Shield of Faith;

2nd: Aid, Bull's Strength^D, Sound Burst.

Possessions: Flaming Bastard Sword +1, 2 short swords.

Tactics: If given the opportunity, the cleric will cast Aid and Bull's Strength on the fighter and Longstrider and Shield of Faith on itself before engaging in melee, substituting spells for inflicts to use with its claw attacks. The fighter will attempt to trip as many opponents as possible, using the whips' 15' reach to defend the cleric as long as possible.

As soon as the combat with the xill is concluded, Lenore dispels the effect from her home, and the town returns to normal. Should the combat prove too difficult for the PCs, feel free to use the "LSJ GM Empowerment Clause" to have Lenore dispel the mishap at a dramatic moment and allow the PCs to keep their lives and dignity.

Epilogue A

Read where the PCs saved the town:

Grateful for your assistance, the town of Brexton throws a banquet in your honor, and a local bard sings merrily of your bravery. You wonder if this song might make its way to the taverns of Amthydor when the Sorceress Lenore motions to your group. “Thank you for your help. In return, I’d like you to have this, and its contents. I no longer have need of adventuring gear, but I know you will make good use of it.” The stately elder woman places a worn haversack on your table. Just then, the errant Rhys spins Kirsta by your table in a graceful dance. Both smile and wave in your direction. Lenore looks at the pair briefly, frowns momentarily, and nods a farewell to your party. The wizard quickly takes her leave of the merriment, a thoughtful look on her face.

EPILOGUE B

Read where the PCs looted Brexton:

You skulk out of Brexton having taken the belongings of absent inhabitants. Well, they are gone, and can’t use them anymore, right? Then, the magic Cloak you took from the wizard’s tower suddenly disappeared!

However, a few weeks later, an amazing story reaches your ears of how the inhabitants appeared after the entire town went missing for two days, although several remained lost. Later, descriptions of the adventurers who were last seen in Brexton begin circulating, along with details of the items taken ... this can’t be good!

THUS ENDS “GHOST TOWN”

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Introduction

Gaining Employment 25 XP

Encounter 1

Defeating the Dire Bat 50 XP

Pursuing Kirsta/Finding the Trail 50 XP

Encounter 2

Investigating Town 25 XP

Encounter 3

Defeating Bandits 50 XP

Encounter 4

Defeating Drowned Lady 50 XP

Gaining Information from Drowned Lady 100 XP

Encounter 5

Defeating Guardians 100 XP

Encounter 6

Solving Riddle 40 XP

Encounter 7

Parleying with Lenore 10 XP

Encounter 8

Defeating the Xill 100 XP

Discretionary Roleplaying Award Up to 100 XP

Total Possible Experience:	650 XP
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Treasure Summary

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

Encounter 3

ATL 1

- Studded Leather Armor x, Wooden Shield x, longsword x, Masterwork Studded Leather Armor, Masterwork Shortsword, Masterwork Buckler, total sale value ___ gp (varies based on number of opponents).

ATL 3

- Masterwork Studded Leather Armor x, Masterwork Shortsword x, Masterwork Light Crossbow x, Bolts x20, total sale value ___ gp (varies based on number of opponents).

Encounter 4

- Ethereal Planar Fork (Value: 500 gp, Size: Tiny, Tradable: Yes, Rarity (Uncommon), Legality: Legal).

Encounter 5

- Grinning Gnome Statuette (Value: 0 gp, Size: Tiny, Tradable: Yes, Rarity: Rare, Legality: Legal).

Encounter 7

ATL 1

- Wand of Magic Missiles, 25 charges (Value: 1125 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd Level Caster, Legality: Legal).

ATL 3

- Wand of Magic Missiles, 25 charges (Value: 1875 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th Level Caster, Legality: Legal).

Encounter 8

ATL 1

- Amulet of Health +2 (Value: 4,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal);
- Bastard Sword +1 (Value 2,335 gp, Size Medium, Tradable: Yes, Rarity: Common, Legality: Legal).

ATL 3

- Flaming Bastard Sword +1 (Value: 8,335 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal).

- Amulet of Health +2 (Value: 4,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal);

Epilogue

- Rope of Climbing (Value: 3,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).
- Handy Haversack (Value: 2,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).
- Ring of Feather Falling (Value: 2,200 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).

Miscellaneous

- Wanted: For looting the town of Brexton during a crisis, the sheriff has issued a warrant for your arrest. Just hope that the Diamond Legion doesn't hear of this charge!

Characters with this cert suffer a -4 Penalty to all Charisma-based checks in dealing with any law enforcement authority. In addition, should any law enforcement authority Recognize the character, that NPC will attempt to arrest the character.

The character with this cert may turn themselves in to authorities to void the cert. Contact the LSJ Campaign Staff for further details.

- Reputation Point:
This is to certify that the character known as _____ has gotten publicity in the adventure Ghost Town
Check One:
[] +1 Rescued the town from the Ethereal Plane
[] -4 Looted the town during a time of emergency

JUDGE'S AID #1

Background of Brexton

BREXTON is a small town, and exists only as a market for the well-dispersed farmers in the area and, because of the many ponds and wells nearby, as a watering hole for caravan mounts. It is a small village named for the family that runs the local inn, the _____, one of the finest inns in the region. The family patriarch and current proprietor of the inn is Donovan Brex.

The Brexes are the most prominent of several local families that include the Ashfords, who are viewed with mild suspicion. Much of the ill-will stems from the fact that the family matriarch, an elderly and kind woman named Lenore, is an accomplished wizard.

Two local legends surround Brexton. The first is that a ghost appears regularly on one of the nearby ponds. The Drowned Lady is said to have been a traveler, who was slain by the local boy she flirted with and then spurned. The family of the local boy belonged to varies according to who is telling the tale. Of a more profitable note for adventurers, a local legend says that in the last days of the Dwarven Thane, a party of dwarves bearing the Thane's treasure were overtaken by an orc horde. They buried the treasure and then assaulted the orcs, fighting to the death. The treasure has never been found.

PLAYER HANDOUT #1: RIDDLE OF THE SILVER DOOR

*Only Those with Knowledge of Emerys' Lore
Shall be permitted to pass this Door
Tell all you have learned from A to Z
And you may pass as you please.*

Critical Event Summary: Ghost Town

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

Destroyed Injured Friendly Unfriendly

2. How did the heroes treat the Drowned Lady? (Circle whichever applies)

Hostile Attacked her Destroyed her Befriended her

3. Did any heroes keep the grinning gnome statue? Yes No

Identify the Player and Character: _____

4. Did any heroes try to keep the Cloak of Etherealness? Yes No

Identify the Player and Character: _____

5. How did the heroes deal with Lenore Ashford?

Assisted her Attacked her Killed her

6. Did the heroes return the Cloak of Etherealness to Lenore? Yes No

7. Did the heroes defeat the ether creature(s)? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

7A. How many citizens were implanted with eggs by the ether creature? ____

8. Was Lenore able to return to her tower and dispel Rhys mishap? Yes No

9. List on the back of this sheet the real names and PC names of anyone who "earned" a 'Wanted for Looting' cert.

10. 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@ucc-online.com.

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



Roster of Heroes: GHOST TOWN

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

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

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