



# Birds of a feather

*By David P. Santana*

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

A late lunch and a small shopping trip lead to a chase for a prophecy yet told and you must face a villain most foul. For heroes of levels 1-9.

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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 name tag 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 GM Empowerment Clause**

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the

combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

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

## **Calculating ATL (Average Table Level)**

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

## **A Note About ATLs 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).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

## **Adventure Background**

The city has been plagued with undead attacks, particularly in the Poor District, since the undead scourge several years ago. Evil forces bent on

besieging Amthydor have attempted to use this to attack the city again.

The Rat Queen, High Priestess and loyal servant to Graala, had agents working to undermine and hurt the city since her last defeat at Undertown in the Poor District (**in the module Down and Out In the Shining Jewel**).

A prophecy foretells a great evil about to attack Amthydor. The High Scribe Pericartius, Cleric of Destine, doing research on the original scourge attacks, asked for guidance in deciphering several scrolls he uncovered. The words reached the ears of the Goddess Brianna. She sent a ravenwere, a creature bound as a servant to Brianna, to carry her message to the Quorum of Faith in Amthydor.

Unfortunately, the Priests of Graala were able to divine the coming of the ravenwere. The High Priest Gastron of Graala formed a plan. He would cast a binding spell upon the ravenwere (see Appendix 5) and capture it. Then, he would sacrifice the ravenwere to Graala to gain power to control the remaining undead in Amthydor.

Gastron encountered the ravenwere as it entered the city, and cast the binding upon it. The spell locked the ravenwere in its current form: a raven. It made it unable to speak or have mind spells work upon it. Then he summoned a fiendish hawk to hunt down and help capture the ravenwere. This is where the module begins.

### **Module Summary**

**GM Note: This module hinges greatly on the two villains that capture the ravenwere escaping to be confronted later in the adventure.**

**DO NOT let the PCs capture or kill the fleeing bad guys at the beginning of the adventure.**

**Feel free to let the bad guys have dramatic escapes and close calls, make every saving throw, etc., make certain they escape to face the party until the final encounter.**

Introduction - Struggle in the Marketplace: After a late lunch, the PCs in the marketplace see the ravenwere being taken. Thugs prevent them from immediately following.

Encounter 1 - Priest of Destine: The PCs meet Pericartius. He has been researching the materials he could find concerning undead attacks set up by Davaros Iscander. Through some divinations, he learned of a messenger's arrival related to undead attacks. He went out in search of the messenger, but arrived too late. He will tell the heroes what he knows and ask for their help.

Encounter 2 - The Spa: Following the trail of the wererats, the PCs find themselves in Cyrene's Spa. Here they are once again blocked from following the wererats by rat swarms and dire rats.

Encounter 3 - A Special Meeting: The PCs meet Lt. Nestor Zix of Special Services in the Diamond Legion. He asks them to look into the old garbage mound once known as Undertown, which was once used as a lair by wererats (**See the module Down And Out In the Shining Jewel**).

Encounter 4 - Return to the Poor District: At Lt. Zix's request, the PCs go to the Poor District. They see Legionnaires readying for a foray into the Poor District. They are eventually allowed into the Poor District.

Encounter 5 - Mound of Bones: The PCs get to investigate the old mound, and are ambushed by Wyanvar, the shorter wererat from the Introduction.

Encounter 6 - Undead Attack: Following a trail, the PCs find themselves in a ruined building, confronting skeletons. They may find a secret area which leads to stairs down.

Encounter 7 - Graala's Minions: The PCs confront Gastron and other minions of Graala. The ravenwere is also here, but unconscious and about to be sacrificed.

Encounter 8 - Breaking the Curse: If the PCs take hints given by the ravenwere, they will break the holy symbol which binds her to be mute and locked in the form of a raven.

Encounter 9 - Graala's Curse: Whether in the wererat lair or at the temple of Destine, Taslanya will reform as a woman and tell the PCs she had been sent by Brianna to warn the city of a terrible peril. She will end up with Pericartius who will lead her to the Quorum of Faith.

Conclusion A - Brianna's Blessing: Depending on what the PCs do, they meet Pericartius with the raven in tow.

Conclusion B – Defeated: If the PCs lose the battle with Gastron, they will wake up. Having been left for dead. They will come up into city which has already been blanketed with darkness.

Epilogue 1: Use this Epilogue if the raven were rescued. The raven were is taken to the Quorum of Faith and is heard to say “darkness is coming,” before the doors are closed.

Epilogue 2: Pericartius is examining the research he has done on the scourge, when darkness falls on the city.

## Introduction

*True to their word, the lunch special at the Jade Palace Restaurant was an excellent meal. Certainly, the wafting smell was enticing enough. Now, after you've had your fill, you find yourself back on the streets of Amthydor in the noontime sun.*

*Ahead, the marketplace's merchants beckon for your attention, but that isn't what grabs your attention. Instead, it is taken by the raven that swoops past you, followed by a hawk. The raven climbs away from the hawk's swift pursuit, flying in loops and dives.*

Druids and rangers can tell this is not a performance, but a hunt. PCs with Animal Handling can attempt a DC 10 + ATL to tell the same thing. Aristocrats, nobles, sky elves, or any other PCs that have trained in falconry will also be able to tell.

*The hawk moves to intercept the raven as instructed to do so by a man in dirty leathers. He wears an eye-patch over one eye and scowls at the raven. A second man, next to him, holds an open cage. He seems more nervous about the goings on.*

PCs with Knowledge: Local (Amthydor) can make a DC 10 + ATL check to remember that only Nobles, aristocrats, sky elves, and mages with a guild license can own a raptor-type bird such as a falcon. The Nobles, aristocrats, sky elves and

mages with raptor-type birds as familiars know this automatically.

*The hawk maneuvers and clutches at the raven, sending it down into a spiral. The raven, unable to recover, falls into the open cage held by the nervous man. The hawk lands on the arm of the other one. The raven squawks a cry, as if to protest imprisonment. The one-eyed man takes the cage and calls out, “Stop anyone who tries to delay me!” From the cage, you can see the pleading eyes of the raven fixed upon you, as if begging to be helped as the two men jump down into a hole...*

The PCs may take action here. If they do so, use the following boxed text.

*As you move forward towards the one eyed man, several toughs – just a moment ago, they appeared to be other marketplace patrons – move to block your way!*

The two men escape with the raven. (Remember to give these two close escapes as needed, but they MUST get away.) There is a nearby sewer grate they will use to leave the area. The toughs who block the PCs were hired to protect them and have no knowledge of what they were up to. Once the PCs are done, or if the PCs do not get involved, go to Encounter 1.

**Special Note on the Getaway:** Do everything in your power to make sure the thugs get away (or at least the one with the bird). This means you can fake saving throws that would incapacitate them to make certain they save, or keep going if they are somehow brought to 0 or less hit points. Once they are in the sewers the bad guys should have the advantage and be able to get away. If the PCs have means of getting past the thugs (such as a *dimension door* or *teleport* spell) to capture them, the first attack on the thug with the bird will activate a *contingency teleport* spell that was placed on him before this mission, taking him and the bird out of the combat. The other will not know where he has gone; they practiced minimal information-sharing to prevent others with *detect thoughts* spells or torture methods from finding out where the bird is being taken.

### ATL 1

**Thugs (Bbn 1/Enraged) (1 per PC -1):** Medium humanoid; HD 1d12+3; hp 15; Init +2; Spd 40 ft; AC 15 (+5 breastplate, +2 Dex, -2 rage); touch AC 10, flatfooted 13); Base Atk/Grp: +1/+5; Atk +5 melee (1d6+4, club, 20/x2) or +3 ranged (1d6 short bow, 20/x3); Space/Reach: 5 ft./5 ft.; SA: rage 1/day; SQ: fast movement, illiteracy; AL NE; SV Fort +4, Ref +2, Will +0; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; *cleave, power attack*; Languages: Common.

Equipment: *Breastplate, club, short bow* 0 gp.

### ATL 3

**Thugs (Bbn 2/Enraged) (1 per PC-1):** Medium humanoid; HD 2d12+6; hp 28; Init +2; Spd 40 ft; AC 15 (+5 breastplate, +2 Dex, -2 rage); touch AC 10, flatfooted 13); Base Atk/Grp: +2/+6; Atk +6 melee (1d6+4, club, 20/x2) or +4 ranged (1d6 short bow, 20/x3); Space/Reach: 5 ft./5 ft.; SA: rage 1/day; SQ: fast movement, illiteracy, uncanny dodge; AL NE; SV Fort +5, Ref +2, Will +0; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; *cleave, power attack*; Languages: Common.

Equipment: *Breastplate, club, short bow, 40 gp*.

### ATL 5

**Thugs (Bbn 3/Enraged) (1 per PC):** Medium humanoid; HD 3d12+9; hp 39; Init +2; Spd 40 ft; AC 15 (+5 breastplate, +2 Dex, -2 rage); touch AC 10, flatfooted 13); Base Atk/Grp: +3/+7; Atk +7 melee (1d6+4, club, 20/x2) or +5 ranged (1d6 short bow, 20/x3); Space/Reach: 5 ft./5 ft.; SA: rage 1/day; SQ: fast movement, illiteracy, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +3, Will +1; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; *cleave, dodge, power attack*; Languages: Common.

Equipment: *Breastplate, club, short bow, 40 gp*.

### ATL 7

**Thugs (Bbn 4/Enraged) (1 per PC):** Medium humanoid; HD 4d12+12; hp 49; Init +2; Spd 40 ft;

AC 15 (+5 breastplate, +2 Dex, -2 rage); touch AC 10, flatfooted 13); Base Atk/Grp: +4/+8; Atk +8 melee (1d6+4, club, 20/x2) or +6 ranged (1d6 short bow, 20/x3); Space/Reach: 5 ft./5 ft.; SA: rage 2/day; SQ: fast movement, illiteracy, trap sense +1, uncanny dodge; AL NE; SV Fort +6, Ref +3, Will +1; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; *cleave, dodge, power attack*; Languages: Common.

Equipment: *Breastplate, club, short bow, 40 gp*.

### ATL 9

**Thugs (Bbn 5/Enraged) (1 per PC):** Medium humanoid; HD 5d12+3; hp 59; Init +2; Spd 40 ft; AC 15 (+5 breastplate, +2 Dex, -2 rage); touch AC 12, flatfooted 15); Base Atk/Grp: +5/+9; Atk +9 melee (1d6+4, club, 20/x2) or +7 ranged (1d6 short bow, 20/x3); Space/Reach: 5 ft./5 ft.; SA: rage 2/day; SQ: fast movement, illiteracy, improved uncanny dodge, trap sense +1, uncanny dodge; AL NE; SV Fort +6, Ref +3, Will +1; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; *\*Adrenal healing, cleave, power attack, dodge*; Languages: Common.

Equipment: *Breastplate, club, short bow, 40 gp*.

**\*Adrenal Healing [Rage]** – While Raging, you may spend another of your daily rages as a free action to gain Fast Healing: 1 for the duration of your current rage. This is an extraordinary ability.

## Encounter 1 Priest of Destine

*The crowd, which dispersed during your combat, returns with the Diamond Legion. Some quick questions and the thugs who blocked your way are arrested.*

The PCs may question the thugs, but, they don't know anything. They received their pay (40 gp per each thug). They note that the shorter man (with the cage) referred to the one-eyed man as "High Lord."

Searching or tracking the area, the PCs will find that the place they ran to was a sewer grate. As the PCs follow, but before they go, or if they were not



involved in the fight, they will be approached by High Scribe Pericartius, a Priest of Destine.

Pericartius has been researching materials he could find concerning the undead attacks set up by Davaros Iscander. Through some divinations on items he uncovered, he learned of a messenger's arrival. He went in search of the messenger, but came too late. He will tell the PCs what he knows and ask for their help.

*As you begin your search of the odd occurrence, a man in priest's robes runs up to your group. "You there," he huffs and puffs as he pulls up to you. "You...saw the messenger, didn't you? You saw the Bird?"*

PCs can make a Religion check (DC 5 + ATL) to determine he is a Priest of Destine. A religion check (DC 15 +ATL) can see that he is also a Loremaster of Destine. After the PCs respond:

*Catching his breath, he says. "Time is short, and you must listen to me. I have seen through prophecy and divination. Your company, described as you appear, is the one to save the messenger. As it was written:*

*There will come a time of great sorrow,  
Filled with the speech of the wing,  
It will not wait for the morrow,  
For the Bird to sing.*

*Heroes will there be  
Ready to brave the deep  
To their ire they shall see  
And save the word to keep.*

*Trails shall open before them  
Paths through the bone long gone  
To flail against the fangs of evil  
Or all is lost a gone*

*"You are described in the divinations I made! You are the ones to be the messenger's savior!"*

Distribute *Player's Handout #1*.

### **Prophecy Explanation:**

The 1<sup>st</sup> stanza refers to the coming of the raven to deliver the prophecy.

The 2<sup>nd</sup> stanza refers to the PCs to go after the wererats, who usually lair underground.

The 3<sup>rd</sup> stanza talks about having to follow the trail from the mound into the lair of the wererats.

The High Scribe should allude to other stanzas describing the PCs.

The PCs will obviously ask questions:

- **What or who is this messenger?** *"From the prophecy, it is a bird, a messenger from Brianna to our city."*
- **What does it mean 'all is lost'?** *"The messenger brings news of great evil. If we do not get the messenger, we will not be able to hear Brianna's detailed words of warning."*
- **Who are you?** *"I am High Scribe Pericartius, Priest of Destine. My position is to research documents and items found in relation to the undead scourge."*
- **What has your research shown?** *"The city is ready to purge the undead from the Poor District. My research has shown there are still forces at work to rebuild and reconstruct the undead, to let them continue in their attacks."*
- **What is behind these attack plans?** *"It isn't clear. I believe the prophecies indicated Graala. Yet I would not discount Oblivion."*
- **What are we supposed to do?** *"Save the messenger! And it must be done before midnight, or signs indicate it will be too late."*
- **What messenger?** *"The prophecy speaks of the Bird. I would assume it is a bird?"*
- **What will we be paid?** *"Destiny calls for you. Its path is your payment!"*
- **Where should we start?** *"Did you see someone depart with the messenger? You should follow that path."*

*"Now please, go rescue the messenger." He says a prayer over you and waits for your departure.*

The PCs should go down the grate and follow the messenger. Delay will leave the trail cold and will probably mean the end of the messenger. Impress upon the heroes it is late in the afternoon (after lunch) and time is of the essence.

PCs who delay for long (i.e. insist in Info gathering or something that takes time) will not be able to follow the trail and the module is over for them.

Once the PCs are ready, go to Encounter 2.

## Encounter 2 The Spa

*Entering the sewers, the trail is not too cold to follow through the damp tunnels. Soon, you find yourself in an area of the tunnels where water freely cascades from a large pipe above. This forms a cul-de-sac and has only one exit, a ladder that leads up to another grate.*

Any search shows that the trail leads to the foot of the ladder, indicating this is the way they went. Once the PCs are ready to climb the ladder, continue.

*Climbing the ladder and lifting the grate, you find yourself in what seems to be a room behind a cascading waterfall! You can see there is light to the left and right of the waterfall, indicating more space.*

The room ahead is a large pool room with several bathing pools in Cyrene's Tranquility (see Map #1). April Ludsky, the Cleric of Cyrene and owner of the Spa, will be approaching the room, having heard noise coming from here. She will come from the office, while the wererats are heading out the exit. While the heroes, April and the wererats otherwise surprise each other, the wererats were not surprised by April and had summoned rats to cover their escape. At ATL 9, two wererats will rise out of pools in hybrid forms and attack the PCs. For those who ask, the ceiling here is about 15 feet with hanging chandeliers, preventing a direct flyover of the space.

April is deathly afraid of rats. The moment they start crawling out of the sewer and the side pools, she will faint. Being rats, they'll still attack her. The PCs will have to defend her as well as themselves.

*Going around the waterfall, you see a large room with several bathing pools. Several shelves along one wall hold towels and bathing robes. On the opposite side of the room, a pair of double doors - just opened - show the two men you are following*

*about to leave. Just then, a woman enters from a side room. "What's going on here?" she says.*

*The shorter man waves a hand and from the waterfall and some of the pool areas, rats begin to pour into the room between you and them. The woman screams and falls forward as the two men scurry out of the room into Amthydor's busy streets.*

(Again, remember that the two fleeing folks MUST get away at this time.)

The PCs should be able to defeat these rats. Once the battle is over, continue.

### ATL 1

**⚔ Rat Swarm; swarm; HD 4;** hp 32; Init +2; Spd: 15 ft., climb 15 ft., swim 15 ft.; AC14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +0/+0; Atk Bite +4 melee (1d3-4 per person in area); Space/Reach: 40 ft x 80 ft/ 2.5 ft; SA: swarm; SQ: low light vision, scent; SV: Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2; AL: N

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; *Weapon Finesse*

**Swarm (Ex):** Rats can swarm an area, covering a 40 ft x 80 ft space. Each person in an area takes 1 point of damage as if bitten by a rat. Defenders in the area effect are denied dexterity as if grappled.

### ATL 3

**⚔ Rat Swarm; swarm; HD 4;** hp 32; Init +2; spd 15 ft., climb 15 ft., swim 15 ft.; AC14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +0/+0; Atk Bite +4 melee (1d3-4 per person in area); Space/Reach: 40 ft x 80 ft/2.5 ft; SA: swarm; SQ: Low light vision, scent; SV: Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2; AL: N

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; *Weapon Finesse*

**Swarm (Ex):** Rats can swarm an area, covering a 40 ft x 80 ft space. Each person in an area takes 1 point of damage as if bitten by a rat. Defenders in the area effect are denied dexterity as if grappled.

⚔ **Dire Rat (2 per PC):** small animal; HD 1d8+1; hp 5; Init +3; Spd: 40 ft. (8 squares), climb 20 ft.; AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp: +0/-4; Atk: Bite +4 melee (1d4 plus disease); Space/Reach: 5 ft./5 ft.; SA: Disease; SQ: Low-light vision, scent; SV: Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4;

Skills & Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories. A dire rat can grow to be up to 4 feet long and weigh over 50 pounds. Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

**Disease (Ex):** Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Skills:** Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

#### ATL 5

⚔ **Rat Swarm; swarm;** HD 4; hp 32; Init +2; spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/Grp +0/+0; Atk Bite +4 melee (1d3–4 per person in area); Space/Reach: 40 ft x 80 ft/2.5 ft.; SA: swarm; SQ: Low light vision, scent; SV: Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2; AL: N

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse

**Swarm (Ex):** Rats can swarm an area, covering a 40 ft x 80 ft space. Each person in an area takes 1 point of damage as if bitten by a rat. Defenders in the area effect are denied dexterity as if grappled.

⚔ **Advanced Dire Rat (2 per PC):** small animal; HD 3d8+3; hp 12; Init +3; Spd: 40 ft. (8 squares), climb 20 ft.; AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp: +2/-2; Atk:

Bite +6 melee (1d4 plus disease); Space/Reach: 5 ft./5 ft.; SA: Disease; SQ: Low-light vision, scent; SV: Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4;

Skills & Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

#### ATL 7

⚔ **Advanced Dire Rat (2 per PC):** small animal; HD 5d8+5; hp 20; Init +3; Spd: 40 ft. (8 squares), climb 20 ft.; AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp: +4/+0; Atk: Bite +8 melee (1d4 plus disease); Space/Reach: 5 ft./5 ft.; SA: Disease; SQ: Low-light vision, scent; SV: Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4;

Skills & Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

#### ATL 9

⚔ **Advanced Dire Rat (2 per PC):** small animal; HD 6d8+6; hp 28; Init +3; Spd: 40 ft. (8 squares), climb 20 ft.; AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp: +4/+0; Atk: Bite +8 melee (1d4 plus disease); Space/Reach: 5 ft./5 ft.; SA: Disease; SQ: Low-light vision, scent; SV: Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4;

Skills & Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

⚔ **Wererat, male Rgr 3 (hybrid form; 2):** medium humanoid (human, shapechanger); HD 4d8+7; hp 32; Init +5; Spd 30 ft.; AC 22 (+3 armor, +5 Dex, +3 natural, +1 shield), touch 15, flat-footed 17; BAB/Grp +3/+4; Atk short sword +9 melee (1d6+1; 19-20/x2) or bite +8 melee (1d6 and disease); Full Atk short sword +8 melee (1d6+1; 19-20/x2) and short sword +8 melee (1d6; 19-20/x2) and bite +3 melee (1d6 and disease); SA Favored enemy (human, +2); SQ alternate form, combat style (two-weapon fighting), damage reduction 10/silver, low-light vision, rat empathy, scent; AL LE; SV Fort +8, Ref +10, Will +3; Str 13, Dex 21, Con 16, Int 12, Wis 12, Cha 8.



*Skills & Feats:* Climb +18, Hide +11, Jump +6, Knowledge (dungeoneering) +6, Listen +7, Move Silently +10, Spot +7, Survival +6. Dodge, Iron Will, Track, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (short sword).

*Possessions:* Two masterwork short swords, masterwork studded leather armor.

**Alternate Form (Su):** A wererat can assume a bipedal hybrid form or the form of a dire rat.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Disease (Ex):** Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Rat Empathy (Ex):** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats

### **Encounter 3** **A Special Meeting**

**Roleplaying Note:** Lt. Zix is in charge of the Special Services division of the Diamond Legion. Zix is compassionate, diligent, dedicated, authoritative but approachable. He is well respected by his men, and his superiors. He isn't fond of adventurers, but knows that other divisions of the Diamond Legion use them to great effect.

*After you deal with the rats, a squad of Diamond Legionnaires comes in. They quickly secure the area, and begin to tend to the fallen cleric and to your wounds. As soon as the area is secured, another Legionnaire enters. He is six feet tall, handsome and muscular. His uniform is pressed sharply, his gray breeches, black doublet and black beret all sport the insignia of a skeleton over a wolf's head. His blond hair is neatly combed and every hair is in its place. The rank insignia indicates he is a lieutenant. He approaches.*

*"Greetings," he says. "I am Lt. Nestor Zix, of the Diamond Legion Special Services division. I would appreciate it if you could let me know to who I am speaking?"*

Pause for player's introductions.

*While you introduce yourselves, a private comes up and gives the lieutenant a sheet of paper. He reads it and then addresses you. "I see you defended April Ludsky in her establishment. She is resting in her room and conveys her thanks. Tell me. What brought you here?"*

He waits for the PCs to talk about the two men or of wererats and the like. The Lt's squad is involved in following up information on lycanthrope activity as it has grown in the city very recently.

*"You HAVE been busy. Interesting. My division has been charged with following up on such activities. That might just have brought us together."*

*"Perhaps you might be able to do me a good turn?"*

He will wait for the PCs to agree.

*"We have been investigating similar occurrences. Though I am reluctant to use adventurers in these matters, I would like you to follow up on something."*

He won't speak about any sort of payment. Once they agree assist, he will continue.

*"Very good. Several months ago, a rather large mound of garbage was used as an entrance to a den of wererats in the Poor District. A group of adventurers, much like you, ended its use. We sealed and collapsed it. If you were to go and make sure it is still buried you could see if there has been any activity in that area."*

**Questions the PCs might ask:**

- **Do you think its being used?** *"I don't believe so. With all the activity going on, I want to make sure."*
- **How do we get in to the Poor District?** *"I will issue you a writ for your safe passage."*
- **Will we have full investigative powers?** *"As much as they will be of use in the Poor District. Most of the people are gone, and there are very few Legionnaires patrolling the place."*

- **Do you know Captain Vestra? Captain Abramson? Sgt. Kenness?** “Only by reputation. Fine officer(s).”
- **What division are you?** “I am in charge of the Special Services division of the Diamond Legion. We handle the special situations, such as hunting down lycanthropes or other such problems.”

Before the PCs go, Zix will make them an offer:

“Since you may be hunting wererats, I do have some oil of silvering I’m willing to part with for your use.”

In most cases silversheen, which when applied to a weapon, makes it able to hit creatures with DR/silver, is available in the Shopping Spree. Zix will have two vials available for the PCs to purchase for the price of 250 gp each. For parties ATL 1 and 3, they are half that price.

## Encounter 4 Return to the Poor District

*The gates to the Poor District are abuzz with activity. The recent shakeups in the city government have had an effect. A few solidly built shelters are right near the gates. A stationed outpost of the Diamond Legion sits at the gate. Several wagons of goods, covered by tarps, line the walls of the outpost. Legionnaires are here either working or standing guard. One guard standing by the gate challenges you.*

The events from recent modules have caused the city to re-examine the conditions of the Poor District. It is currently creating distribution centers for goods and services, as well as stockpiling to possibly clear out the Poor District.

“Do you have business here?” he says.

Once the PCs present the writ:

“Hmm, says here you are going to explore the old mound. Well, I can tell you there isn’t much there. I helped supervise the razing of the place and, except for a few burned out buildings nearby, the place is pretty much flat.”

Eventually he will let you pass. The new gate doors are opened and, shortly after you pass through, they are closed and locked.

## Encounter 5 Mound of Bones

*Entering and traveling through the Poor District, you find the remains of the old mound once called Undertown. The mound has collapsed on itself, leaving no trace of tunnels or entries to places below. Rubble lies scattered here and there, the remains of the building blocks of the mound.*

PCs may want to search the area. Once they do, Wyanvar will act. He has been lying in wait in case someone managed to follow them this far. He will sneak attack a target, and then flee. He will fight to the death if cornered, though he will not change form. If caught, he won’t talk, hoping to delay the PCs from seeking out the nearby lair.

A search of the area (DC20) or a track check (DC 15) will find that one path through the mound has been most used. It leads to the entrance of the damaged building. Once they find this, read the following:

*The trail leads to a partially burned out building. The roof has long since fallen and only parts of the walls remain standing.*

### ATL1

⚔ **Wyanvar, Wererat, Human Form (Rog 1);** Medium Humanoid (Human, Shapechanger); HD 1d6+2d8+4; hp 18; Init: +2; Spd 30 ft.; AC: 17 (+2 Dex, +2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15; BAB/Grp: +1/+2; Atk: Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20); Space/Reach: 5 ft/ 5 ft; SA: sneak attack +1d6; SQ: Alternate form, rat empathy, low-light vision, scent, trap finding; SV: Fort +5, Ref +6, Will +4; AB Str 13, Dex 15, Con 12, Int 10, Wis 11, Cha 8; AL: NE

Skills and Feats: Climb +0, Handle Animal +3, Hide +4, Listen +4, Move Silently +0, Spot +4, Swim +9; Alertness, Dodge, Iron Will, Weapon Finesse, Mobility

Equipment: Leather armor, rapier, cloak.

### ATL3

⚔ **Wyanvar, Wererat, Human Form (Rog 3);** Medium Humanoid (Human, Shapechanger); HD 3d6+2d8+6; hp 28; Init: +2; Spd 30 ft.; AC: 17 (+2

Dex, +2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15; BAB/Grp: +2/+3; Atk: Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20); Space/Reach: 5 ft/ 5 ft; SA: sneak attack +2d6; SQ: Alternate form, evasion, rat empathy, low-light vision, scent, trap finding, trap sense +1; SV: Fort +5, Ref +6, Will +4; AB Str 13, Dex 15, Con 12, Int 10, Wis 11, Cha 8; AL: NE

Skills and Feats: Climb +4, Handle Animal +3, Hide +6, Listen +4, Move Silently +4, Spot +4, Swim +9; Alertness, Dodge, Iron Will, Weapon Finesse, Mobility

Equipment: Leather armor, rapier, cloak.

#### ATL5

✠ **Wyanvar, Wererat, Human Form (Rog 5);** Medium Humanoid (Human, Shapechanger); HD 5d6+2d8+8; hp 38; Init: +2; Spd 30 ft.; AC: 17 (+2 Dex, +2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15; BAB/Grp: +4/+5; Atk: Rapier +5 melee (1d6+1/18–20) or light crossbow +4 ranged (1d8/19–20); Space/Reach: 5 ft/ 5 ft; SA: sneak attack +3d6; SQ: Alternate form, evasion, rat empathy, low-light vision, scent, trap finding, trap sense +1, uncanny dodge; SV: Fort +6, Ref +7, Will +5; AB Str 13, Dex 15, Con 12, Int 10, Wis 11, Cha 8; AL: NE

Skills and Feats: Climb +4, Handle Animal +3, Hide +6, Listen +4, Move Silently +4, Spot +4, Swim +9; Alertness, Dodge, Iron Will, Weapon Finesse, Mobility, Spring Attack

Equipment: Leather armor, rapier, cloak.

#### ATL7

✠ **Wyanvar, Wererat, Human Form (Rog 7);** Medium Humanoid (Human, Shapechanger); HD 7d6+2d8+10; hp 48; Init: +2; Spd 30 ft.; AC: 17 (+2 Dex, +2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15; BAB/Grp: +5/+6; Atk: Rapier +6 melee (1d6+1/18–20) or light crossbow +5 ranged (1d8/19–20); Space/Reach: 5 ft/ 5 ft; SA: sneak attack +4d6; SQ: Alternate form, evasion, rat empathy, low-light vision, scent, trap finding, trap sense +2, uncanny dodge; SV: Fort +6, Ref +7, Will +5; AB Str 13, Dex 15, Con 12, Int 10, Wis 11, Cha 8; AL: NE

Skills and Feats: Climb +4, Handle Animal +3, Hide +8, Listen +4, Move Silently +8, Spot +4, Swim +9; Alertness, Combat Expertise, Dodge, Iron Will, Weapon Finesse, Mobility, Spring Attack.

Equipment: Leather armor, rapier, cloak.

#### ATL9

✠ **Wyanvar, Wererat, Human Form (Rog 9);** Medium Humanoid (Human, Shapechanger); HD 9d6+2d8+12; hp 58; Init: +2; Spd 30 ft.; AC: 17 (+2 Dex, +2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15; BAB/Grp: +6/+7; Atk: Rapier +7/+2 melee (1d6+1/18–20) or light crossbow +8 ranged (1d8/19–20); Space/Reach: 5 ft/5 ft; SA: sneak attack +5d6; SQ: Alternate form, evasion, improved uncanny dodge, rat empathy, low-light vision, scent, trap finding, trap sense +3, uncanny dodge; SV: Fort +7, Ref +8, Will +6; AB Str 13, Dex 15, Con 12, Int 10, Wis 11, Cha 8; AL: NE

Skills and Feats: Climb +4, Handle Animal +3, Hide +10, Listen +4, Move Silently +10, Spot +4, Swim +9; Alertness, Combat Expertise, Dodge, Improved Feint, Iron Will, Weapon Finesse, Mobility, Spring Attack,

Equipment: Leather armor, rapier, cloak.

A Search of the area (DC 20 + ATL) or a Track check (DC 15 + ATL) will show one path through the mound has been used recently. It leads to the entrance of a damaged building.

*A trail leads to a partially burned out building. The roof has long since fallen and only parts of the walls remain standing.*

### **Encounter 6** **Undead Attack** **(Optional Encounter)**

Assuming the PCs have time and/or are itching for more combat, use this encounter sometime after they enter the Poor District. If you are not using this encounter, got to Encounter 6A.

*You find your way to the damaged building at the edge of the mound. As you approach, you hear a scratching sound, as if bone on bone.*

The wererat cleric – the other wererat they have been following – animated these skeletons to be a

deterrent for anything approaching. A PC cleric can easily handle these, and a party should not have too much trouble dealing with them. Once the PCs drop the undead, they can examine the area.

A quick search check will reveal that the bones show of having recently been gnawed upon, with bits of rotted meat and tendons still on them.

These were victims of the wererats. The bones have been used to mark the entrance to their lair. After a search check of DC 10, they will find that by moving a section of the debris, they will find the hidden entrance to the steps that lead below. (Go to **Encounter 8**).

#### ATL 1

⚔ **Human Warrior Skeleton (4)**; Medium Undead; HD:1d12; hp 6; Init: +5; Spd 30 ft; AC: 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp: +0/+1; Atk: Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1); Space/Reach: 5 ft/ 5 ft; SA: nil; SQ: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; SV: Fort +0, Ref +1, Will +2; Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1; AL NE

Skills and Feats: Improved Initiative

#### ATL 3

⚔ **Human Warrior Skeleton (6)**; Medium Undead; HD:1d12; hp 6; Init: +5; Spd 30 ft; AC: 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; BAB/Grp: +0/+1; Atk: Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1); Space/Reach: 5 ft/ 5 ft; SA: nil; SQ: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; SV: Fort +0, Ref +1, Will +2; Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1; AL NE

Skills and Feats: Improved Initiative

#### ATL 5

⚔ **Troll Skeleton (2)**; Large Undead; HD: 6d12; hp 39; Init: +7; Spd 30 ft; AC: 14 (+3 Dex,-1 size, +2 natural, ), touch 12, flat-footed 11; BAB/Grp: +3/+13; Atk: claw +8 melee (1d6+6); Full Atk: 2 claws +8 melee (1d6+6) and bite +3 melee

(1d6+3); Space/Reach: 10 ft/ 10 ft; SA: nil; SQ: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; SV: Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1; AL NE

Skills and Feats: Improved Initiative

#### ATL 7

⚔ **Troll Skeleton (4)**; Large Undead; HD: 6d12; hp 39; Init: +7; Spd 30 ft; AC: 14 (+3 Dex,-1 size, +2 natural, ), touch 12, flat-footed 11; BAB/Grp: +3/+13; Atk: claw +8 melee (1d6+6); Full Atk: 2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3); Space/Reach: 10 ft/ 10 ft; SA: nil; SQ: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; SV: Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1; AL NE

Skills and Feats: Improved Initiative

#### ATL 9

⚔ **Troll Skeleton (6)**; Large Undead; HD: 6d12; hp 39; Init: +7; Spd 30 ft; AC: 14 (+3 Dex,-1 size, +2 natural, ), touch 12, flat-footed 11; BAB/Grp: +3/+13; Atk: claw +8 melee (1d6+6); Full Atk: 2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3); Space/Reach: 10 ft/ 10 ft; SA: nil; SQ: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; SV: Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1; AL NE

Skills and Feats: Improved Initiative

A quick search check will reveal that the bones show of having recently been gnawed upon, with bits of rotted meat and tendons still on them.

These were victims of the wererats. The bones have been used to mark the entrance to their lair. After a search check of DC 10, they will find that by moving a section of the debris, they will find the hidden entrance to the steps that lead below. (Go to **Encounter 8**)

## **Encounter 7** **Graala's Minions**

*Under the debris, a clear set of spiral stairs wind down. Here and there, down the steps, you see*

*sconces holding fading orbs of low light. You hear guttural chanting rising from below.*

A Knowledge (religion) check (DC 20 + ATL) will recognize a commune spell to Graala. A Knowledge (arcana) check (DC 20 + ATL) will reveal there is a summoning component. Once the PCs are ready to proceed continue.

*The darkness seems thicker as pungent incense rises up to you. Below, from around a bend, you can see shadows moving in a dance.*

The wererats have rat sentries watching. When the PCs move down to see, they will emit a screeching sound. Unless silenced in some way, this will eliminate any sense of surprise.

*As you take a look, a sudden screeching sound comes from near you! Several of the figures turn in your direction. The room, still in low light, reveals much. In the center of the room is a ritual altar. A bird cage is tossed aside into a corner, and a raven is laid out on its back on the altar and unconscious. Several pairs of eyes glow in the near darkness. The tall man with the eye patch sneers at you.*

See Map #2.

The cellar is a 40' by 40' stone room. The ceiling height is ten feet. The center of the room is a sacrificial altar dedicated to Graala. Gastron was about to sacrifice the ravenwere to Graala, seeking her blessing to command a new army of undead. The PCs appearance halts the sacrifice and he cannot complete the ritual until they are done with.

In ATL 1 and 3 the *Claws of Graala* are on the altar, not used.

## ALL TIERS

**Wererat Abilities: All combatants in this section possess the following abilities:**

**Alternate Form (Su):** A wererat can assume a bipedal hybrid form or the form of a dire rat.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Disease (Ex):** Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Rat Empathy (Ex):** Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

## ATL 1

**☞ Gastron, Cleric of Graala, Wererat Hybrid (Clr 3);** Medium Humanoid (Human, Shapechanger); HD 4d8+12; Hp: 40; Init +3; Spd: 30 ft; AC: 18 (+2 leather armor, +3 Dex, +3 natural) touch 13, flat-footed 15; BAB/Grp: +3/+4; Atk: +7 melee (Wolf's Head Mace 1d6+1/x2) or light crossbow +6 ranged (1d8/19–20); Full Atk: +6 melee (Wolf's Head Mace 1d6+1/x2) and bite +1 melee (1d6 plus disease); or light crossbow +6 ranged (1d8/19–20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease, turn undead; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; SV: Fort +9, Ref +6, Will +9; Str 13, Dex 17, Con 14, Int 10, Wis 14, 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

## Cleric Spells Prepared

(4/4/3 per day, DC 12 + spell level)

0 - *detect magic, inflict minor wounds x4; 1<sup>st</sup> - bane, bless, random action<sup>D</sup>, sanctuary, summon nature's ally I; 2<sup>nd</sup> - cure moderate wounds, sound burst, spiritual weapon, touch of madness<sup>D</sup>.*

<sup>D</sup> Domain spell. *Domains:* Madness (Insanity score of 2; -2 to all Wis checks, moment of clarity 1/day), Moon (rebuke/command lycanthropes).

Equipment: *Leather armor, holy symbol of Graala, eye patch, wolf's head mace, light crossbow, 20 bolts.*

**☞ Coria, Wererat Hybrid (Sor 1):** Medium Humanoid (Human, Shapechanger); HD 1d8+1d4+4; Hp: 16; Init +3; Spd: 30 ft; AC: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; BAB/Grp: +1/+2; Atk: Rapier +6 melee (1d6+2/18–20) or light crossbow +4 ranged (1d8/19–20); Full Atk: Rapier +5 melee

(1d6+2/18–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20): Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent summon familiar: rat; SV: Fort +9, Ref +5, Will +8; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 14;

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

### **Sorcerer Spells**

(5/4 per day, DC 12+ level)

Spells known: 0<sup>th</sup> acid splash, daze, detect magic, read magic; 1<sup>st</sup> shield, sleep

Equipment: Short robe, +1 rapier, sandals.

### **Familiar: Rat**

🐾 **Hugo**; rat; HD 1; hp 8; Init +2; spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC 15 (+2 size, +2 Dex, +1 natural armor), touch 14, flat-footed 13; BAB/Grp +3/-8; Atk Bite +5 melee (1d3–2 per person in area); Space/Reach: 40 ftx80 ft/ 2.5 ft; SA: swarm; SQ: Alertness, improved evasion, share spells, empathic link, low light vision, scent; SV: Fort +5, Ref +5, Will +6; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; AL: N

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse

## **ATL 3**

🐾 **Gastron, Cleric of Graala, Wererat Hybrid (Clr 5)**; Medium Humanoid (Human, Shapechanger); HD 6d8+16; Hp: 56; Init +3; Spd: 30 ft; AC: 18 (+2 leather armor, +3 Dex, +3 natural) touch 13, flat-footed 15; BAB/Grp: +4/+5; Atk: +8 melee (Wolf's Head Mace 1d6+1/x2) or light crossbow +7 ranged (1d8/19–20); Full Atk: +7 melee (Wolf's Head Mace 1d6+1/x2) and bite +2 melee (1d6 plus disease); or light crossbow +7 ranged (1d8/19–20): Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease, turn undead; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light

vision, scent; SV: Fort +10, Ref +6, Will +10; Str 13, Dex 17, Con 14, Int 10, Wis 14, 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

### **Cleric Spells Prepared**

(4/5/4/1 per day, DC 12 + spell level)

0 - *detect magic, inflict minor wounds x4*; 1<sup>st</sup> - *bane, bless, random action<sup>D</sup>, sanctuary, summon nature's ally I*; 2<sup>nd</sup> - *cure moderate wounds, sound burst, spiritual weapon, touch of madness<sup>D</sup>*; 3<sup>rd</sup> - *bestow curse, dispel magic, rage<sup>D</sup>, magic circle against good*.

<sup>D</sup> Domain spell. *Domains: Madness* (Insanity score of 2; -2 to all Wisdom checks, moment of clarity 1/day), *Moon* (rebuke/command lycanthropes).

Equipment: *Leather armor, holy symbol of Graala, eye patch, wolf's head mace, light crossbow, 20 bolts*.

🐾 **Coria, Wererat Hybrid (Sor 2)**: Medium Humanoid (Human, Shapechanger); HD 1d8+2d4+6; Hp: 21; Init +3; Spd: 30 ft; AC: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; BAB/Grp: +2/+3; Atk: Rapier +6 melee (1d6+2/18–20) or light crossbow +5 ranged (1d8/19–20); Full Atk: Rapier +6 melee (1d6+2/18–20) and bite +0 melee (1d6 plus disease); or light crossbow +5 ranged (1d8/19–20): Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent summon familiar: rat; SV: Fort +9, Ref +5, Will +9; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 14;

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

### **Sorcerer Spells**

(6/5 per day, DC 12+ level)

Spells known: 0<sup>th</sup> acid splash, daze, detect magic, mending, read magic; 1<sup>st</sup> shield, sleep

Equipment: Short robe, +1 rapier, sandals.

### **Familiar: Rat**



✂ **Hugo**, rat; HD 1; hp 8; Init +2; spd 15 ft. (3 squares), climb 15 ft., swim 15 ft.; AC15 (+2 size, +2 Dex, +1 natural armor), touch 14, flat-footed 13; BAB/Grp +3/-8; Atk Bite +5 melee (1d3-2 per person in area); Space/Reach: 40 ftx80 ft/ 2.5 ft; SA: swarm; SQ: Alertness, improved evasion, share spells, empathic link, low light vision, scent; SV: Fort +5, Ref +5, Will +6; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2; AL: N

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse

#### ATL 5

✂ **Gastron, Cleric of Graala, Wererat Hybrid (Clr 5)**; Medium Humanoid (Human, Shapechanger); HD 6d8+16; Hp: 56; Init +3; Spd: 30 ft; AC: 18 (+2 leather armor, +3 Dex, +3 natural) touch 13, flat-footed 15; BAB/Grp: +4/+5; Atk: +8 melee (Wolf's Head Mace 1d6+1/x2) or light crossbow +7 ranged (1d8/19-20); Full Atk: +7 melee (Wolf's Head Mace 1d6+1/x2) and bite +2 melee (1d6 plus disease); or light crossbow +7 ranged (1d8/19-20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease, turn undead; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; SV: Fort +10, Ref +6, Will +10; Str 13, Dex 17, Con 14, Int 10, Wis 14, 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

#### Cleric Spells Prepared

(4/5/4/1 per day, DC 12 + spell level)

0 - *detect magic*, *inflict minor wounds* x4; 1<sup>st</sup> - *bane*, *bless*, *random action*<sup>D</sup>, *sanctuary*, *summon nature's ally I*; 2<sup>nd</sup> - *cure moderate wounds*, *sound burst*, *spiritual weapon*, *touch of madness*<sup>D</sup>; 3<sup>rd</sup> - *bestow curse*, *dispel magic*, *rage*<sup>D</sup>, *magic circle against good*.

<sup>D</sup> Domain spell. *Domains*: **Madness** (Insanity score of 2; -2 to all Wis checks, moment of clarity 1/day), **Moon** (rebuke/command lycanthropes).

*Equipment*: Leather armor, holy symbol of Graala, eye patch, wolf's head mace, light crossbow, 20 bolts. The Claw of Graala(See **Treasure Summary**)

**Note**: Gastron will only use the spectral hand ability of the glove and will only use the *vampiric touch* ability if hard pressed by the party.

✂ **Coria, Wererat Hybrid (Sor 4)**: Medium Humanoid (Human, Shapechanger); HD 1d8+4d4+10; Hp: 32; Init +3; Spd: 30 ft; AC: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; BAB/Grp: +3/+4; Atk: Rapier +7 melee (1d6+2/18-20) or light crossbow +6 ranged (1d8/19-20); Full Atk: Rapier +7 melee (1d6+2/18-20) and bite +1 melee (1d6 plus disease); or light crossbow +6 ranged (1d8/19-20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent summon familiar: rat; SV: Fort +9, Ref +5, Will +9; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 14;

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

#### Sorcerer Spells

(6/6/3 per day, DC 12+ level)

*Spells known*: 0<sup>th</sup> *acid splash*, *daze*, *detect magic*, *mending*, *read magic*; 1<sup>st</sup> *color spray*, *shield*, *sleep*; 2<sup>nd</sup> *scorching ray*

*Equipment*: Short robe, +1 rapier, sandals.

#### ATL 7

✂ **Gastron, Cleric of Graala, Wererat Hybrid (Clr 7)**; Medium Humanoid (Human, Shapechanger); HD 8d8+20; Hp: 72; Init +3; Spd: 30 ft; AC: 18 (+2 leather armor, +3 Dex, +3 natural) touch 13, flat-footed 15; BAB/Grp: +5/+6; Atk: +9 melee (Wolf's Head Mace 1d6+1/x2) or light crossbow +8 ranged (1d8/19-20); Full Atk: +8 melee (Wolf's Head Mace 1d6+1/x2) and bite +3 melee (1d6 plus disease); or light crossbow +8 ranged (1d8/19-20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease, turn undead; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light

vision, scent; SV: Fort +11, Ref +7, Will +11; Str 13, Dex 17, Con 14, Int 10, Wis 14, 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

### Cleric Spells Prepared

(5/6/4/2/2 per day, DC 12 + spell level)

0 - *detect magic*, *inflict minor wounds* x4; 1<sup>st</sup> - *bane*, *bles*, *random action*<sup>D</sup>, *sanctuary*, *summon nature's ally I*; 2<sup>nd</sup> - *cure moderate wounds*, *sound burst*, *spiritual weapon*, *touch of madness*<sup>D</sup>; 3<sup>rd</sup> - *bestow curse*, *dispel magic*, *rage*<sup>D</sup>, *magic circle against good*; 4<sup>th</sup> - *confusion*<sup>D</sup>.

<sup>D</sup> Domain spell. *Domains*: **Madness** (Insanity score of 2; -2 to all Wis checks, moment of clarity 1/day), **Moon** (rebuke/command lycanthropes).

Equipment: *Leather armor*, *holy symbol of Graala*, *eye patch*, *wolf's head mace*, *light crossbow*, *20 bolts*. *The Claw of Graala* (See **Treasure Summary**)

✠ **Coria, Wererat Hybrid (Sor 6)**: Medium Humanoid (Human, Shapechanger); HD 1d8+6d4+14; Hp: 42; Init +3; Spd: 30 ft; AC: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; BAB/Grp: +4/+5; Atk: Rapier +8 melee (1d6+2/18-20) or light crossbow +7 ranged (1d8/19-20); Full Atk: Rapier +8 melee (1d6+2/18-20) and bite +2 melee (1d6 plus disease); or light crossbow +7 ranged (1d8/19-20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent summon familiar: rat; SV: Fort +9, Ref +5, Will +9; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 14;

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

### Sorcerer Spells

(6/6/5/3 per day, DC 12+ level)

Spells known: 0<sup>th</sup> *acid splash*, *daze*, *detect magic*, *mending*, *prestidigitation*, *read magic*; 1<sup>st</sup> *charm person*, *color spray*, *shield*, *sleep*; 2<sup>nd</sup> *scorching ray*, *spider climb*; 3<sup>rd</sup> *Lightning bolt*

Equipment: Short robe, +1 rapier, sandals.

✠ **Wererat, male human Rgr 3 (hybrid form) (1)**: medium humanoid (human, shapechanger); HD 4d8+7; hp 32; Init +5; Spd 30 ft.; AC 22 (+3 armor, +5 Dex, +3 natural, +1 shield), touch 15, flat-footed 17; BAB/Grp +3/+4; Atk short sword +9 melee (1d6+1; 19-20/x2) or bite +8 melee (1d6 and disease); Full Atk short sword +8 melee (1d6+1; 19-20/x2) and short sword +8 melee (1d6; 19-20/x2) and bite +3 melee (1d6 and disease); SA Favored enemy (human, +2); SQ Alternate form, combat style (two-weapon fighting), damage reduction 10/silver, low-light vision, rat empathy, scent; AL LE; SV Fort +8, Ref +10, Will +3; Str 13, Dex 21, Con 16, Int 12, Wis 12, Cha 8.

*Skills & Feats*: Climb +18, Hide +11, Jump +6, Knowledge (dungeoneering) +6, Listen +7, Move Silently +10, Spot +7, Survival +6. Dodge, Iron Will, Track, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (short sword).

*Possessions*: Two masterwork short swords, masterwork studded leather armor.

## ATL 9

✠ **Gastron, Cleric of Graala, Wererat Hybrid (Clr 7)**: Medium Humanoid (Human, Shapechanger); HD 8d8+20; Hp: 72; Init +3; Spd: 30 ft; AC: 18 (+2 leather armor, +3 Dex, +3 natural) touch 13, flat-footed 15; BAB/Grp: +5/+6; Atk: +9 melee (Wolf's Head Mace 1d6+1/x2) or light crossbow +8 ranged (1d8/19-20); Full Atk: +8 melee (Wolf's Head Mace 1d6+1/x2) and bite +3 melee (1d6 plus disease); or light crossbow +8 ranged (1d8/19-20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease, turn undead; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; SV: Fort +11, Ref +7, Will +11; Str 13, Dex 17, Con 14, Int 10, Wis 14, 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

### Cleric Spells Prepared

(5/6/4/2/2 per day, DC 12 + spell level)

0 - *detect magic, inflict minor wounds x4*; 1<sup>st</sup> - *bane, bless, random action<sup>D</sup>, sanctuary, summon nature's ally I*; 2<sup>nd</sup> - *cure moderate wounds, sound burst, spiritual weapon, touch of madness<sup>D</sup>*; 3<sup>rd</sup> - *bestow curse, dispel magic, rage<sup>D</sup>, magic circle against good*; 4<sup>th</sup> - *confusion<sup>D</sup>* .

<sup>D</sup> Domain spell. *Domains: Madness* (Insanity score of 2; -2 to all Wis checks, moment of clarity 1/day), *Moon* (rebuke/command lycanthropes).

Equipment: *Leather armor, holy symbol of Graala, eye patch, wolf's head mace, light crossbow, 20 bolts. The Claw of Graala(See Treasure Summary)*

✂ **Coria, Wererat Hybrid (Sor 8):** Medium Humanoid (Human, Shapechanger); HD 1d8+8d4+18; Hp: 52; Init +3; Spd: 30 ft; AC: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; BAB/Grp: +5/+6; Atk: Rapier +9 melee (1d6+2/18–20) or light crossbow +8 ranged (1d8/19–20); Full Atk: Rapier +9 melee (1d6+2/18–20) and bite +3 melee (1d6 plus disease); or light crossbow +8 ranged (1d8/19–20); Face/Reach: 5 ft/5 ft; SA: Curse of lycanthropy, disease; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent summon familiar: rat; SV: Fort +9, Ref +5, Will +9; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 14;

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

### **Sorcerer Spells**

(6/6/5/3 per day, DC 12+ level)

*Spells known: 0<sup>th</sup> acid splash, daze, detect magic, guidance, mending, prestidigitation, read magic; 1<sup>st</sup> armor, charm person, color spray, shield, sleep; 2<sup>nd</sup> scorching ray, spider climb, web; 3<sup>rd</sup> dispel magic, lightning bolt; 4<sup>th</sup> stonewall*

✂ **Wererat, male human Rgr 3 (hybrid form) (2):** medium humanoid (human, shapechanger); HD 4d8+7; hp 32; Init +5; Spd 30 ft.; AC 22 (+3 armor, +5 Dex, +3 natural, +1 shield), touch 15, flat-footed 17; BAB/Grp +3/+4; Atk short sword +9 melee (1d6+1; 19-20/x2) or bite +8 melee (1d6 and disease); Full Atk short sword +8 melee (1d6+1; 19-20/x2) and short sword +8 melee (1d6;

19-20/x2) and bite +3 melee (1d6 and disease); SA Favored enemy (human, +2); SQ Alternate form, combat style (two-weapon fighting), damage reduction 10/silver, low-light vision, rat empathy, scent;; AL LE; SV Fort +8, Ref +10, Will +3; Str 13, Dex 21, Con 16, Int 12, Wis 12, Cha 8.

*Skills & Feats:* Climb +18, Hide +11, Jump +6, Knowledge (dungeoneering) +6, Listen +7, Move Silently +10, Spot +7, Survival +6. Dodge, Iron Will, Track, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (short sword).

*Possessions:* Two masterwork short swords, masterwork studded leather armor.

Once the PCs have defeated Gastron and his minions, go to Encounter 8.

## **Encounter 8** **Breaking the Curse**

*After you have dispatched the wererats, the bird seems to stir. It sits and stands on its claws. It caws at you and seems to wink at [PC name]. It paws around and jumps up on the body of the eye-patched wererat. It dances up and down on the Holy Symbol around the wererats neck, and caws at you constantly.*

The binding spell that holds the ravenwere in its present form is tied to the holy symbol. She cannot speak nor will *speak with animals* or *detect thoughts* be effective. What it wants is for the PCs to break the holy symbol.

If the PCs break the Holy Symbol:

*The symbol seems to shatter into three pieces, and a smoke rises from it. It flows around the raven and then becomes a small shower of sparks. The raven shakes its feathers as if to shake off any remaining sparks. But in the shaking, its wings seem to grow. The form of the raven stretches and changes, growing legs where its claws used to be and limbs where its wings used to be.*

*Eventually, the raven stands transformed. Atop the altar is a beautiful woman. Her hair is black as her eyes and cascades down her back. She wears a dress which appears made of soft black down. You cannot be certain if it is clothing or*

*part of her skin. A small gleam and a twinkle in her eyes is all that remains of the former raven.*

*Her voice is almost a gentle song in the air, “I thank you for freeing me. My name is Taslanya. The evil priests of Graala had cast a binding upon me. The spell would not let me take another form, nor allow me to communicate. He intended to sacrifice me to Graala, to gain power over all the undead that remains in your city.”*

*She hops down from the altar, moving gracefully through the air. “I have been sent by Brianna to talk to your clerics. Please take me to them.”*

That said, the PCs can search the room. A thorough search will turn up, alongside what the wererats are carrying, a tarnished shield and what seems to be a holy symbol of Meneon. A withered hand the cleric was using also radiates magic.

Once they are done, go to **Encounter 9**.

If the PCs do not break the holy symbol:

*The raven moves around in a confusing manner. You aren't sure why.*

When they are ready to leave the area:

*Collecting up what you have found in this room, you quickly leave the Poor District.*

### **Encounter 9** **Graala's Curse**

If the PCs did free Taslanya by breaking the holy symbol:

*Walking through the Temple District, with the raven woman, you see a man of your acquaintance coming towards you. High Scribe Pericartius moves quickly upon seeing you. “You have returned. Did you find the bird?”*

*The woman moves forward to regard the High Scribe. “I am Taslanya. I am a messenger of Brianna, a ravenwere in her service. She has sent me to give prophecy to your orders of faith. Are you a representative?”*

*Shock crosses the High Scribes face. Then it turns into a smile. “Yes, yes I am. I am High Scribe Pericartius, cleric and servant of Destine. I had been able to divine of your coming and the troubles you might face. I am glad to see you were*

*saved. Come, all of you. You need rest and perhaps healing, and the Temple of Destine will provide you for a night.”*

*Pericartius then notices the hand thing that you found on the cleric of Graala.*

*“Oh my... it seems you have found the Claws of Graala during your quest. It is a very corrupt item and needs to be turned over to the temple for destruction.*

If the PCs did not break the Holy Symbol:

*Walking through the Temple District, with the raven, you see a man of your acquaintance coming towards you. High Scribe Pericartius moves quickly upon seeing you. “You have returned. And you have brought the bird.”*

*He examines the raven carefully. “I assumed it would speak. But it has a strong dweomer on it.”*

*Looking at you, he says, “A dweomer similar to that which one of you carries.” Pointing it out, he recovers the Holy Symbol the wererat was wearing. Examining it, and looking at the bird, he suddenly breaks it!*

*The symbol seems to shatter into three pieces, and a smoke rises from it. It flows around the raven and then becomes a small shower of sparkles. The Raven seems to smile as the sparkles finish their shimmering. It shakes its feathers as if to shake off any remaining sparkles. But in the shaking, its wings seem to grow. The form of the raven stretches and changes, growing legs where claws used to be and limbs where its wings used to be.*

*Eventually, the form stands transformed. Standing before you is a very beautiful woman. Her hair is black as her eyes and cascades down her back. She wears a dress which appears made of soft black down. You cannot be certain if it is clothing or part of her skin. A small gleam and a twinkle in her eyes is what remains of the former raven.*

*Her voice is almost a gentle song in the air, “I thank you for freeing me. The evil priests of Graala had cast a binding upon me. The spell would not let me take another form, nor allow me to communicate. He intended to sacrifice me to Graala, to gain power over all the undead that*

*remains in your city.” A small almost whisper escapes her throat. It is almost a gentle song in the air, “I thank you for freeing me. The evil Priests of Graala had cast Graala’s Binding on me. The spell would not let me take another form, nor be able to be communicated with verbally or mentally. He fully intended on sacrificing me to Graala, to gain power to control all the undead that still remains in your city.”*

*The woman moves forward to regard the High Scribe. “I am Taslanya. I am a messenger of Brianna, a ravenwere in her service. She has sent me to give prophecy to your orders of faith. Are you a representative?”*

*Shock crosses the High Scribes face. Then it turns into a smile. “Yes, yes I am. I am High Scribe Pericartius, cleric and servant of Destine. I had been able to divine of your coming and the troubles you might face. I am glad to see you were saved. Come, all of you. You need rest and perhaps healing, and the Temple of Destine will provide you for a night.”*

*Pericartius then notices the hand thing that you found on the cleric of Graala.*

*“Oh my... it seems you have found the Claws of Graala during your quest. It is a very corrupt item and needs to be turned over to the temple for destruction.*

If the PCs did not break the Holy Symbol and Decide to go to the Diamond Legion, Lt. Zix will send for the High Scribe. Then, just use the above.

### **Conclusion A** **Brianna’s Blessing**

*After some needed rest and care, the morning rays of the sun awaken you. The High Scribe comes and sees you. “I have arraigned for Taslanya to speak to the Quorum of Faith today. A Lieutenant Zix came early to take down information about you. He says to convey his thanks and that he will see you soon to get a full briefing on what you found.*

*“I also want to thank you. Be assured you will always be welcome in the Temple of Destine.”*

*While you are talking, a raven lands at your window. It hops down and goes through a*

*transformation, until the woman called Taslanya stands before you. “I communed with my goddess at the sun’s rise. I have been given a gift for you. Though you shall only feel it once and carry it within you until you do.”*

*She smiles as a soft glow covers the room. Soon after it is gone, though deep inside you, you feel a blessing of great importance*

This is the Blessing of Brianna. Details of it are in the Treasure Summary.

*The High Scribe says, “Would you like to escort her to the Quorum of Faith?”*

This leads to **Epilogue 1** or **2**.

### **Conclusion B** **Defeated**

If the PCs are defeated, read the following:

*You awake to find yourself in the temple of Meneon. The priests tell you that Diamond Legionnaires found you. Beaten practically to death, the Legionnaires brought you to the temple and you were slowly brought back to consciousness. No sign of the bird was ever found.*

*As well, one of your items is missing, probably taken as spoils by the wererats. What a terrible loss.*

One permanent certed item was taken by the wererats. The item must be chosen at random from each player and the cert voided by the GM before the players leave the table.

This leads to **Epilogue 1** or **2**.

### **Epilogue 1**

*You escort Taslanya through the streets of the Temple District. The doors of the Quorum of Faith are opened and she is allowed to pass through. As they close the doors and as you turn away, you hear her say, “Darkness will fall upon your city.....*

### **Epilogue 2**

**[Use this Epilogue only at WiSH 06]**

*Pericartius pauses from writing in his journal. The events of the previous day are still in his*

*head, including this morning when he sent Taslanya to the Quorum of Faith. He sits by his window, taking in the noon day sun. But slowly, he notices that the light is dimming. Looking out his window, he sees the sun being eaten by darkness! “In Destine’s name, this CAN’T be good...!”*

**THUS ENDS “BIRDS OF A FEATHER “**



## EXPERIENCE POINT SUMMARY

### Introduction

Defeating the thugs .....25 XP\

### Encounter 1

Questioning the High Scribe ..... 50 XP

### Encounter 2

Defeating the rats ..... 50 XP

Saving April.....25 XP

### Encounter 5

Defeating Wyanvar .....75 XP

### Encounter 6

Defeating the skeletons .....75 XP

### Encounter 7

Defeating Gastron and allies .....300 XP

### Encounter 8

Breaking the holy symbol ..... 100 XP

**Discretionary Roleplaying Award** ..... 100 XP

Total Possible.....800 XP

## TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.  
Values of non certified items listed at half (sale) value.

### Introduction

- Breastplate (1 per thug) ..... 100 gp
- Per thug.....40 gp
- Short Bow (1 per thug).....37 gp
- Total 4 thugs 177 x4.....708 gp
- Total 5 thugs 177 x5.....895 gp
- Total 6 thugs 177 x6..... 1072 gp

### Encounter 4

- **Vial of Silversheen** (2) (Value: 250 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal) This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver

for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

### Encounter 5

- Leather armor .....5 gp
- Rapier ..... 10 gp
- Cloak. .... 1 sp

### Encounter 7

- Leather armor .....5 gp
- Light crossbow ..... 17.5 gp
- 20 bolts. .... 1 gp
- ATL 7 only  
2 masterwork short swords.....310 gp

- ATL 7 only  
masterwork studded leather .....82.5 gp

- ATL 9 only  
4 masterwork short swords.....620 gp

- ATL 9 only  
2 masterwork studded leather ..... 165 gp

- **Wolf's Head Mace** (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal). – This common, ordinary mace has had its head done as a wolf. It makes for a good conversation piece and may be of greater value to a collector.

Since it is otherwise a common mace, it cannot be used for enchanting.

- **+1 Rapier** (Value: 2,320 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal) – This magical rapier has sharp, decorative claws that come off the pommel to cover the base of the blade.

- **Shield of Soryana** (Value: 4,459 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal) – This small shield is made of steel and painted yellow, orange and pink to create the image of a sunburst. When used, it functions as a normal +2 small steel shield.

In the hands of a follower of Sorena, the shield can be used to create a blast of searing light

(per the spell), cast as a 10<sup>th</sup> level cleric. This effect can be used once per adventure.

- **Icon of Meneon** (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal) – This amulet appears to be an ordinary holy symbol of Meneon, and can be used as such.

In the hands of a cleric or registered follower of Meneon, it allows the wearer to cast *spiritual weapon* as an 8<sup>th</sup> level cleric, creating a sickle as the weapon type.

This effect can be used once per adventure.

### Miscellaneous

- **Blessing of Brianna** (Value: Priceless, Size: N/a, Tradable: No, Rarity: Uncommon, Legality: Legal) – You are filled with the Blessing of Brianna, allowing you to be more in tune with the creatures of nature.

The hero listed above may call upon Brianna to speak with animals as if cast by a 5<sup>th</sup> level druid (5 minute duration). This can be used up to three times before the Blessing's power fades.

While the Blessing is in effect, the hero gains a +1 to all Charisma based checks towards Druids, Rangers, Clerics of Brianna and Clerics of Ayla.

Also, the PC has a -1 to all Charisma based checks vs Clerics of Graala and Belatrix

- **Reward From Destine** (Value: Priceless, Size: N/a, Tradable: No, Rarity: Uncommon, Legality: Legal) – For services in the name of Destine, this hero helped complete a prophecy and help the city before the hour of its greatest need.

The hero above may receive any healing spell up to 3<sup>rd</sup> level once per adventure at the temple of Destine.

The Clerics will also cast a raise dead at half price for a hero, at which point this cert is voided.

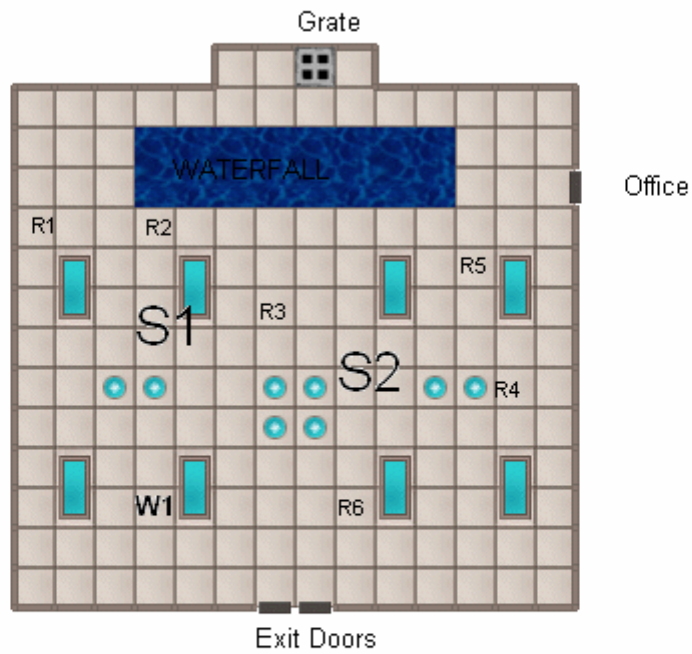
## Players Handout #1 – The Prophecy

*There will come a time of great sorrow,  
Filled with the speech of the wing,  
It will not wait for the morrow,  
For the Bird to sing.*

*Heroes will there be  
Ready to brave the deep  
To there ire they shall see  
And save the word to keep.*

*Trails shall open before them  
Paths through the bone long gone  
To flail against the fangs of evil  
Or all is lost a gone*

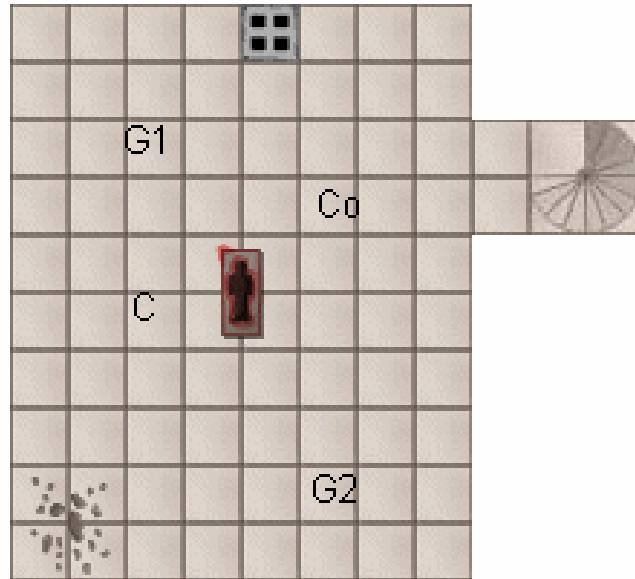
## Map #1 – The Spa



**S1 and S2 = Swarm**  
**R1 to R6 = Dire Rats**  
**W1 = Wererat 1**

**PCs come up through Grate**  
**behind Waterfall**

## Map #2 – Graala’s Minions



**C is Gastron**  
**Co is Coria**  
**G1 and G2 are Wererats**

## Appendix I: NPCs

**High Scribe Pericartius**, male human (Clr7/Lor4): Medium Humanoid; HD 7d8+7+4d4+4; hp 69; Init +5; Spd 30 ft.; AC 15 ( +4 chain shirt, +1 Dex), touch 11, flat 14; BAB/Grp: +7/+6; Atks +6/+1 melee (1d6 +2, +2 mace, 20/ x2) or +8 ranged (1d4, +1 dagger, 19-20/ x2); Face/Reach 5 ft/5 ft; SA None; SQ Turn undead, Spells; SQ: ; AL: NG; SV Fort +8, Ref +4, Will +12. Str 8, Dex 13, Con 12, Int 16, Wis 17, Cha 12.

Skills & Feats: Concentration +8, Gather Information +6, Heal +7, Knowledge (Arcana) +8, Knowledge (Local: Amthydor) +10, Knowledge (Religion) +14, Scry +4, Spellcraft +8, Use Magic Device +7. Improved Initiative, Greater Spell Focus (Divination), Scribe Scroll, Spell Focus (Divination), Divine Focus (Destiny)

Cleric Spells Prepared

(6/7/6/6/4/3/2 per day, DC 13 + spell level)

0—detect magic, detect poison, light, mending, purify food and drink, read magic;

1st \*detect secret doors, erase, bless, comprehend languages, detect undead, divine favor, invisibility to undead, protection from evil;

2nd \*detect thoughts, augury, consecrate, find traps, remove paralysis, spiritual weapon;

3rd \*clairvoyance/clairaudience, daylight, dispel magic, negative energy protection, searing light, searing light;

4th \*divination, restoration, sending, tongues;

5th \*true seeing, commune, flame strike;

6th \*find the path, blade barrier.

domain spell. Domains: Destiny (once per week cast augury), Knowledge (You cast divination spells at +1 Caster level.).

Destiny Knowledge

5

Secret: Instant Mastery -

Secret: Applicable Knowledge: Use Magic Device +4

Lore: At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

Bonus Languages: A loremaster can choose any new language at 4th level.

Equipment: chain shirt, +2 mace, pouch containing 15 gp and 40 sp.

**Taslanya Ravenwere**; small theriantrope; HD 3; hp 24; Init +2; Spd 10 ft (40 ft fly); AC: 16 (+2 size, +2 Dex, +2 Natural), touch 14, flat-footed 14; BAB/Grp: +0/-13; Atk: Claws +4 melee (1d2-5); Full Atk: Claws +4 melee (1d2-5); Face/Reach: 2-1/2ft/0 ft; SA: lethargy, sleep; SQ: DR 10/magic, darkvision; SV: Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 14, Wis 16, Cha 20; AL: N

Skills and Feats: Bluff +6, Listen +11, Search +8, Spot +13: combat expertise, improved feint, weapon finesse

Ravenwere are members of a creature type known as therianthropes. Therianthropes base form is their animal form and it is what they revert to when killed. Therianthropes are used by the deities as



messengers and heralds. Though commonly encountered as Neutral to Evil, most servant therianthropes are of the alignment of the deity they serve.

In Raven form she appears as a glossy black bird, about 2 feet long and has wingspan of about 4 feet. They combine both claws into a single attack.

In Hybrid form, Ravenweres appear as beautiful women with long hair made of feathers. Her skin is covered with a soft down. The nails of her hands are sharp and hard as talons.

In humanoid form, she appears as a beautiful, tall woman of full features. Her hair is black as her eyes and cascades down her back. She wears a dress which appears made of soft black down. It is not known if it is clothing or part of her skin.

Ravenweres are used by the Deity Brianna and are sacred to Destine as well. As Graala considers such creatures as her domain, ravenweres who are captured by her priests are sacrificed to her greater glory.

Alternate Form (Su): All therianthropes can shift into humanoid form as though using the polymorph self spells. All therianthropes can also assume a hybrid form with prehensile hands and animalistic features. Changing to or from humanoid or hybrid form is a standard action. Upon assuming either form, the therianthrope regains hit points as if having rested for one day. A slain therianthrope reverts to its animal form, although it remains dead. Separated body parts retain their humanoid or hybrid form.

Damage Reduction (Ex): A therianthrope in any form gains damage reduction 10/magic

Darkvision (Ex): A therianthrope in animal, hybrid or humanoid form gains darkvision to a range of 60 feet.

Sleep Gaze (Su): Any creature within 30 feet that looks into the therianthrope's eyes is affected by sleep as cast by a sorcerer of 6th level. Note that creatures with more than 5HD can be affected by gaze.

Lethargy: (Su): By speaking or singing, the therianthrope can slow all creatures within 60 feet that hear it. The slow effect lasts 1d4 rounds +3 rounds. This is a sonic, mind effecting charm. Whether or not the save is successful, an affected creature is immune to that therianthrope's lethargy for one day.

Taslanya Ravenwere (Hybrid); medium humanoid (therianthrope); HD 3; hp 24; Init +2; Spd 30 ft; AC: 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; BAB/Grp: +1/+1; Atk: claws +2 melee (1d3) or +2 melee (dagger +1,1d4); Face/Reach: 5 ft/5 ft; SA: lethargy, sleep; SQ: DR 10/ magic, darkvision; SV: Fort +2, Ref +4, Will +2; Str 11, Dex 12, Con 10, Int 14, Wis 16, Cha 14; AL: N

Skills and Feats: Bluff +6, Listen +11, Search +12, Spot +9: combat expertise, improved feint, weapon finesse

Taslanya Ravenwere (Human); medium humanoid (therianthrope); HD 3; hp 24; Init +2; Spd 30 ft; AC: 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; BAB/Grp: +1/+1; Atk: unarmed +2 melee (1d3) or +2 melee (dagger +1,1d4); Face/Reach: 5 ft/5 ft; SA: lethargy, sleep; SQ: DR 10/ magic, darkvision; SV: Fort +2, Ref +4, Will +2; Str 11, Dex 12, Con 10, Int 14, Wis 16, Cha 14; AL: N

Skills and Feats: Bluff +6, Listen +7, Search +8, Spot +9: combat expertise, improved feint, weapon finesse

Equipment: cloak, feather dagger, 8 sp. Note: Items only appear on hybrid and humanoid forms only.

## Appendix II: Domains of Graala

### *Madness Domain*

**Granted Power:** The character gains an Insanity score equal to half his or her class level. For spellcasting (determining bonus spells and DCs) the character uses his or her Wisdom score plus his or her Insanity score in place of Wisdom.

For All other purposes, such as skills and saves, use Wisdom minus Insanity in place of Wisdom. Once per day, the character can see and act with the clarity of true madness. Use the character's Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.

### **Madness Domain Spells**

- |                                |                             |
|--------------------------------|-----------------------------|
| 1. <b>Random Action</b>        | 6. <b>Phantasmal Killer</b> |
| 2. <b>Touch of Madness</b>     | 7. <b>Insanity</b>          |
| 3. <b>Rage</b>                 | 8. <b>Maddening Scream</b>  |
| 4. <b>Confusion</b>            | 9. <b>Weird</b>             |
| 5. <b>Bolts of Bedevilment</b> |                             |

### **Moon Domain**

#### **Granted Power**

Good clerics turn lycanthropes as a good cleric turns undead. Evil clerics rebuke or command lycanthropes as an evil cleric rebukes or commands undead. Neutral clerics must choose upon taking this domain, if they will affect lycanthropes as a good or evil cleric does. Use this ability a total number of times per day equal to 3+ your Charisma modifier. This granted power is a supernatural ability

#### **Moon Domain Spells**

1. **Detect Lycanthropes (as Detect Undead but only Lycanthropes)**
2. **Remove Curse**
3. **Repel Lycanthropes (as Repel Vermin but only Lycanthropes)**
4. **Break Enchantment**
5. **Wind Walk**
6. **Antilife Shell**
7. **Regenerate**
8. **Etherealness**
9. **Meteor Swarm**

### *Madness Spells*

#### **Bolts of Bedevilment**

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: One standard action

Range: Medium (100 ft. + 10 ft. /level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

### **Maddening Scream**

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, Madness 8

Components: V

Casting Time: One standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep him or herself from behaving as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling. The effect worsens the Armor Class of the creature by 4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

### **Rage**

Divine Enchantment

Level: Madness 3

Components: V, S

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster can put a creature into blood frenzy. In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. (Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period occurs after the rage is over.)

### **Touch of Madness**

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

# Critical Event Summary: Birds of a Feather

1. Did the PCs decide to follow the bad guys (and be attacked by the Thugs)      Yes   No
2. Did the PCs accept the story of the High Scribe?   Yes   No
3. Did the PCs trust Lt. Zix?   Yes   No
4. Did the PCs Capture Wyvenarr?   Yes   No
5. Did the PCs capture Gastron?      Yes   No
6. Did the PCs break Gastron's Holy Symbol?      Yes   No
7. Did any of the PCs keep the Claw of Graala   Yes   No

If Yes, List PC Name, Real Name and address and email here

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8. 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](mailto:lsj-plots@ucc-online.com).

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## Roster of Heroes: Birds of a Feather

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

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

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

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

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

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

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

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

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