

NYR3-I01

The Revenant of Rel Mord

A One-Round D&D LIVING GREYHAWK[®]
Nyronde Regional Introductory-Adventure,
for first level characters only

Version 2.2

By Brandon Gillespie

Play testers and additional contributions by: John Briggs, John Jenks,
Keith McCall, Amy Gillespie, Eddy Roberts, Barry Johnson.

Eighty Five years ago a fire tore through a commoners section of Rel Mord. A few attempts were made to rebuild, but crews complained of strange occurrences and hauntings. Instead the section was abandoned, and has remained so until recently. Somebody is looking for adventurers brave enough to venture into the section and resolve the mystery. An introductory scenario to Nyronde and Rel Mord, for first level characters only.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc.

Scenario detail copyright 2002 by Brandon Gillespie. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of Brandon Gillespie. Permission granted for use as a Nyronde Introductory Regional scenario, when requested through the Nyronde website or appropriate channels.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other

text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

RECORDING PLAYERS

Scoring packets are no longer used. Instead, record the players and Judge RPGA numbers and names, and turn the list into the event coordinator.

LIVING GREYHAWK LEVELS OF PLAY

This is an Introductory Scenario, which can only be played by first level characters. The Average Party Level (APL) can be determined, if there are additional animal companions and the like. However, the APL should never reach beyond APL 2.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a one-round Regional adventure, set in Nyronde. All characters playing in region pay one Time Unit to participate in the adventure. Adventurers' Standard Upkeep costs 12gp. Rich Upkeep costs 50gp, and Luxury Upkeep costs 100gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

In 508CY a crowded section of the commoners' residences was destroyed by fire. More than 500 people died as the smoke and flames raged out of control. After the fire, clean-up crews complained of strange occurrences and hauntings, and while most areas were recovered the original block where the fire started has been plagued with mishaps, recurring fires and tales of hauntings. In the end, this block was never completely rebuilt. Over the years many different people have investigated the odd occurrences, but nobody has been able to conclusively resolve the problems, and the block has remained abandoned, in disrepair and vacant.

What actually happened is a gang of young thieves, calling themselves the Viper's Fang, had pilfered some jewelry from a Paladin of Heironeous who was returning it to the temple of Rel Mord. The gang was celebrating their booty in their hideout when one of their numbers (who was a sorcerer) felt something was wrong with one of the amulets. Unfortunately, the rest of the gang simply mocked him.

That evening he decided to sneak the amulet to try and return it to the Temple of Heironeous. He was discovered in the process and his fellow gang members chased him. During the chase the amulet was triggered, which summoned powerful magical fire creatures. The creatures were hostile, and immediately killed the young sorcerer and his friends but did not stop there. They burned the block and fanned the flames to burn throughout the commoners section.

Since that time, fires have periodically started in the area but have not raged out of control (the amulet still summons fire creatures when triggered). The entire block is a small enough mystery and nuisance to not be noticed on a large scale. The local temples and adventurers have periodically entered the area, but were unable to find any hauntings.

In recent times, the crown has provided an option to rebuild the entire block to a developer. This developer has a contract open to all adventurers to clear the area and find resolution to the recurring problem. The Character's will come together for the contract.

The characters will be told by the developer of two well known occurrences at the location. The first was in the year 563CY. A group from the Metaphysical Studies Department of the College of Autgarius of the Royal University of Rel Mord conducted a study of the area, attempting to determine the nature of the strange occurrences. While their study ended abruptly with no conclusive results, they did gather some information about the site which is useful to the players. Later after the attempted coup of Sewarndt, a resistance cell was

traced back to a hideout in the haunted section. While the Ninth Legion cleared the area of resistance fighters, they also saw and experienced some strange occurrences. A Legionnaire from the time can be found and questioned.

After gathering clues at the Royal University, the Ninth Legion and anywhere else the PCs wish to inquire, they will enter the haunted section which is a maze of partially completed and collapsed buildings. Construction throughout Rel Mord is primarily stone, stucco and wood. Because of this the base level of the block is still a warren of stone and cement walls, with some of the upper levels still intact from when they were rebuilt; although there are also many parts which have completely collapsed.

When they first enter the block, they will find a vagrant, who lives in the base floor of one building. He rambles incessantly, but does provide some additional clues.

After delving deeper (despite the warnings of the vagrant) they will have their first combat encounter (some spiders have taken up residence in the rafters of one section, and find the character's as potential dinner treats). If they have not figured out the mystery by this point, the crazy vagrant from before is found starting a fire, which will summon Taladre. Characters can be nice or not, but ultimately they will have to enter into role-play and figure out what is causing Taladre to stay in this location. If Taladre is destroyed, he will regenerate.

Taladre will lead the players to the original cache of treasure, which also includes the Fire Amulet. The Fire Amulet features a large star fire ruby at its center (worth 10,000 nobles), which was the original lure to the urchins. While it does provide fire resistance to the wielder (DR 15/fire), it is cursed and is easily triggered into summoning a horde of Ash Rats as well as salamanders; all of which arrive enraged. How it is triggered is unclear, but can be as simple as using magic nearby (this information is not conveyed to the PCs until after it is returned to the temple).

The Fire Amulet is found in a warren of rats, in the basement of a building. The process of killing the rats will cause it to invoke and summon creatures.

Afterward, Taladre will urge the Characters to return the amulet to the temple of Heironeous. Simply leaving the haunted square is enough to release Taladre from his torment. The temple will graciously accept the Amulet and will provide a favor in return.

PLAYER INTRODUCTION

Before introducing the characters to the scenario, review with each of them the general rules about carrying weapons in the civilized cities of Nyronnd. Rel Mord specifically has active laws prohibiting the open display

and carrying of large weapons. This is both a social matter as well as a legal issue.

Any large weapon with an edge or spike (in game terms: over the size of Small) cannot be openly carried without a permit. The Legionaries manning the gates will ask anybody carrying a weapon of this classification to put it away and not carry it openly. With a permit, they will allow it to be carried with a peace bond. Peace bonding simply is a cord wrapped around the weapon in a manner which will make it slow to draw (a full round action, rather than a move-equivalent, or a move-equivalent if the character has the Quick-draw Feat). Characters in the military are allowed to carry their weapons without peace bonding. Characters that carry a weapon, permit or no, will be approached by the city watch more frequently.

In addition, because of the social factors of carrying large weapons, for each weapon worn there is a -2 modifier to Diplomacy and Gather Information, and a +2 modifier to Intimidation.

Provide Player Handout #1: Rel Mord to the players and give them an opportunity to review the information.

The following can be used to introduce the players to the scenario. Feel free to adjust to suit the party, this introduction is designed on the likelihood that most of the characters do not know each other.

For whatever the reason you are in Rel Mord seeking work, when you found a posting from a merchant and developer who needs some able handed adventurers to deal with the haunted block of Rel Mord. Some questions to the locals revealed that a crowded section of the commoner's residences were destroyed by fire 85 years ago. More than 500 people died as the smoke and flames raged out of control. After the fire, clean-up crews complained of strange occurrences and hauntings. Most areas were recovered, but the original block where the fire started has been plagued with mishaps, recurring fires and tales of hauntings. In the end, this block was never completely rebuilt. Over the years many different people have investigated the odd occurrences, but nobody has been able to conclusively resolve the problems, and the block has remained a mystery--abandoned, in disrepair and vacant.

This merchant, a certain Cerone Visillia, has acquired an option from the crown to develop the haunted block, if its problems can be resolved. You have inquired at her estate and apparently passed an initial interview as you were asked to return today, at the third bell from dawn. You were escorted by her steward to a parlor, and await with others her arrival.

ENCOUNTER 1: A NEW JOB

Merchant and Developer Cerone Visillia is a mature self-made woman who has a small estate on the southern bench of the city. She has recently acquired a lucrative option to develop the land, and is eager to resolve the haunted issue. She pays each character a reward if they can conclusively prove the problem is resolved. Pass out Player Handout #2: Contract. This contract requires that the payment is given two weeks after the issue has been resolved.

If the haunting recurs during that period (such as would be the case if the characters destroy Taladre and he simply regenerates), she will not pay, and the characters have the option to use an extra TU and try again. Even if the characters do not opt to use the TU and try again, Cerone will contact them and ask them to continue with their contract. She will be quite irritating and pervasive in trying to make the characters complete their end of the bargain.

The contract offers an up-front payment of 50 nobles (gold pieces) and a resolution payment of 350 nobles. She provides them with the following information, which she learned before acquiring the option on the property:

- 1) There have been numerous sightings of a ghost on the site The College of Autgarius at the Royal University of Rel Mord conducted a study on the site thirty years before, but no findings were ever published.
- 2) The Ninth legion had some sightings seven years ago, while clearing out some sympathizers to Sewardt who had hidden in the area, following his failed coup attempt.
- 3) Various temples and priests have tried to find the ghost and bring it to rest, but most people have been unable to actually find it.

Along with the contract, she provides the characters with a permit to enter the property.

ENCOUNTER 2: INVESTIGATION

This encounter details all of the different possibilities for investigating the background of the Haunted Section.

THE ROYAL UNIVERSITY OF REL MORD

The Metaphysical studies department of the Autgarius College of Rel Mord University conducted a study thirty years ago. It is probably a good idea to see *Appendix 3: the Royal University of Rel Mord* and brush up on the structure of the University.

The original academics who conducted the study are no longer around, but their research can be found with some work.

When entering the college the characters are directed to an administrative center, which has several studious scholars at work. The characters will likely have a cold reception. Throughout the encounter at the Autgarius some modifiers are in effect for the characters. Anybody with Rich upkeep gets an inflated +5 bonus to social skills. Luxury upkeep will require no rolling and the character is treated most properly. Otherwise, careful questioning by the characters will provide them direction to Professor Salinster. A failed Diplomacy check DC 10 will instead lead them to his rival Professor Valintus, who is hostile, disdainful towards Salinster (if the conversation makes it that far) and annoyed that he is being bothered. The same diplomacy check with him will eventually direct the characters to Professor Salinster, otherwise they will have to return to the administrative office and try again. Any time directions are provided to a location at the university, it should be a weaving path such as: *go south to the Northgate Tower, turn left where the hallway branches and go up the short flight of stairs. Down that hallway you will find a crossing, turn right. This leads to a flight of stairs; head down again and then go through the small hallway on the right side until you reach a spiral staircase. Take this staircase up three flights. Professor Salinster is the third door on the right.*

Professor Edward Salinster the Fourth is head of Metaphysical studies, and will ultimately be the one who can dig up the original files for the characters. He is stodgy and upset at being interrupted, but will converse at length about his theories of the behavior of magic. He has some minor magical skill (is an Expert (7) scholar and a second level adept), but is fairly clueless when it comes to real magic, and will sound odious to anybody with any sort of Spellcraft ranks.

Eventually he can be encouraged to find the research (listening to his long winded discussions on his theories of magical wind will help). The research is now mostly a bunch of notes which have various pontifications about the Metaphysical Aura Measuring Device (mark I) being tested. The reason the research was called off can be found at the end of the work log. The original academics also took a priest of Pholtus with them by the name of Gibaton. When they encountered Taladre, the priest immediately made a turning attempt. The ghost became enraged and nearly killed Gibaton, with the rest of the academics being lucky to have fled so quickly. The study was aborted and nobody returned to try again. Provide the players with Player Handout #3: work log.

The Metaphysical Aura Measuring Device (Mark I) was a forked piece of wood with a web of strings containing bells and lodestones. It has long since been found and removed from the site.

THE NINTH LEGION

The Legionaries provides some role-play, in working through the bureaucracy to find somebody who was involved in the original foray. Eventually Captain Boan Wolflynge can be found. He was a Tribune during the time they cleared the area. He will explain that they came upon the seditionists burning evidence in a fireplace. While a foray was in progress an apparition appeared in the fire and fled from the room before anybody could respond. This clue is that the ghost appears when fires are lit.

Getting in contact with the Captain is a different matter entirely. Throughout the encounter characters who are obviously in the Army are treated best, the Navy second best. Members of the Ninth Legion are treated with equal respect. Other military units are treated the same as any other civilian.

Over the entrance to the fortress is a large banner of a brazen eagle on a crimson background (the Ninth Legion's emblem). Two Legionaries are posted outside of the gate at all times, and will accost the characters when they arrive. The gate guards will do their best to turn the characters away.

Eventually, the characters are directed to a visitors post inside the gate where Corporal Reganon will hear out their needs. No weapons are allowed inside the base, regardless of permits, unless the character is a member of the Military.

Corporal Reganon will not know anything of the situation, nor even who was around at the time. A Diplomacy check should be made to determine how interested in the matter she becomes. Low Diplomacy results will mean it takes more time to isolate who must be spoken with. Military service provides bonuses to the Diplomacy. Poor diplomacy checks mean it will take over a day to locate Captain Wolflynge.

For reference, the Ninth Legion is commanded by Consul and General Magnus Lor Zamdronha. The ranks of the Legion are:

- General
- Praetor
- Major
- Captain
- Tribune
- Major Serjeant
- Serjeant
- Corporal
- Legionnaire

PHOLTAN TEMPLE

The work log refers to a Pholtan priest. This encounter can be disregarded, if there is not enough time (in this case, anybody inquiring at the temple is told they have no recollection of this priest). If there is enough time and the characters are diplomatic enough, an older

priest may be found who could recall him being brought to the temple by some infidels and on the verge of death, rambling about an evil ghost. The brothers of the temple investigated the location the next evening, but found nothing.

OTHER TEMPLES

Other temples have all investigated the area, but not found anything of note.

THE ROYAL ANNALS

If the Royal Annals are researched, miscellaneous reports of hauntings throughout the years are found (at least six different events were recorded). In each of these cases, no definitive clues can be provided and the dates do not correlate to any special astronomical events.

THE COMMON PEOPLE

Asking the local residents around the Haunted Block will uncover many rumors, including every vile beast and dark monsters known to the common man. Any child or pet that is found missing is blamed on the ghost of the Haunted section. However, nothing conclusive can be discerned. Feel free to expand on these rumors if time allows.

ENCOUNTER 3: MEET LIGO

Eventually, the characters will have to enter the haunted block. It can be entered from any side, and it is fairly irrelevant which side they enter from. Immediately upon entering they will find a vagrant (Ligo) hiding in a corner. Ligo is a bitter old vagrant who is a little addled with age. He first verbally hassles and abuses the characters for entering his house, but as they explain their intention he will mention within his babblings that "if people just are nice *he* wont get mad" (in this case he is Taladre), and that "*they* don't like it when you go into the center of the block" (they being the four spiders).

After the players make their intention clear, Ligo will pickup his few belongings and bid the characters goodbye... he does not want to stay in the area while they continue on this task.

ENCOUNTER 4: THE SPIDERS

A group of spiders has taken residence in the attics and upper floors of some of the buildings. They will descend and attack the characters, expecting a quick treat. Allow the characters a Spot roll. The spiders climb down the wall to drop web nets onto individual characters. Succeeding the spot roll means the character is not surprised, and can act in the same round as the spiders are dropping the web.

APL2 (EL 2)

Small Monstrous Spiders (4): hp 8, 5, 4, 3; see *Monster Manual* pg 210.

ENCOUNTER 5: TALADRE IS SUMMONED

After dispatching the spiders the characters will venture deeper into the block. At some point they should figure out the way to summon Taladre (by lighting a fire). If they do not figure this out soon, they will come upon Ligo who has somehow found his way ahead of them and is lighting a fire in one of the functional fireplaces while rambling on in a singsong manner. This will summon Taladre.

When Taladre appears he is manifested, and will act as a mindless ghost, just replaying the events that led to his death. To do this he seems to be holding something (the amulet) and is fleeing an unknown foe (always away from the characters, and ultimately towards the outside of the block and the temple of Heironeous). If the characters do not interrupt him, he will disappear towards the edge of the block.

If the players interrupt him, offensively, he immediately fights back and will fight to the death unless the characters succeed a diplomacy roll (DC 10). If he is destroyed, the characters have to wait for him to regenerate before they can learn more (he will regenerate the next day, do not roll per a normal Ghost). When successful in talking with him, he will explain the situation and ultimately will show the characters where the amulet can be found.

APL2 (EL 5)

Taladre: male human Ghost Rogue1, Sorcerer2: See *Appendix 1: NPCs*.

ENCOUNTER 6: RETRIEVE THE AMULET

A group of rats has hoarded the amulet, and are found in a large cellar (30 x 30). Retrieving the amulet is not as easy as it would at first seem. It has been hoarded by some common rats, which the characters encounter first. However, while dispatching them, the amulet is triggered (in the second round of combat for whatever reason; either as a rat grabs at the amulet, or by using magic near the amulet). At this point the amulet summons the Ash Rats. This also poses additional fire hazards. Although the Amulet has rules for what is summoned, the following predefined numbers are used instead, for this encounter.

APL2 (EL 5)

Rats (7): hp 2; see *Monster Manual pg 201*.

Ash Rats(5): hp 10, 8, 7, 5, 4; see *Appendix 2: New Rules*.

After the amulet is recovered, Taladre will encourage the characters to return it to the Temple. He will not leave the haunted block, but will watch the characters leave. After they return the amulet, he will appear no longer. It is possible for one player to keep the amulet, however it is cursed. Keeping the amulet will also break the bonds which are holding Taladre to the block, so they will receive payment.

FIRE AMULET

This amulet is fairly impressive, housing a large star fire ruby which sits in a finely crafted gold base. It provides its wearer with resistance to fire (DR 15/fire). It is also cursed, and randomly summons fire based creatures. For every TU spent, the judge rolls a d20 on the following chart to determine what is summoned:

1-5	1d8 Normal Salamanders and 1d12 Ash Rats
6-10	1d4 Normal Salamanders and 1d6 Ash Rats
11-18	1d12 Ash Rats
19-20	Nothing is summoned

The judge can decide when these creatures are summoned. They will remain summoned for 1d8 rounds.

ENCOUNTER 7: RETURN TO HEIRONEOUS

This encounter does not need to be role-played, if time is of the essence. The characters will return the Amulet to the Temple of Heironeous, and will receive an influence point with the Temple of Heironeous.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 4

Defeat the Spiders
APL 2 60 XP

Encounter 5

Encounter Taladre
APL 2 120 XP

Encounter 6

Fight the Rats and Summoned Creatures
APL 2 180 XP

Discretionary Role Play Experience

APL 2 90 XP

Total Possible Experience

APL 2 450 XP

TREASURE SUMMARY

Encounter 1

Complete Mission:
APL 2 400 nobles
-Or- Fail Mission:
APL 2 50 nobles

ADVENTURE RECORD NOTES

Favor of the Church of Heironeous. Clerics of the Church of Heironeous owe you a favor. This favor can be redeemed by any NPC cleric of Heironeous, in return for:

- The casting of any one(1) spell of 3rd level or lower, on the character's behalf.

-Or-

- Grant influence towards the character's benefit, on a one-time basis.

Favor of Cerone Visillia. Cerone Visillia of Rel Mord will speak on your behalf for a purchase. This will grant you 10% off a single purchase of any set of items in the PHB. The purchase must be made all at the same time.

APPENDIX 1: NPCS

APL 2

Taladre, male human Rogue1 Sorcerer2: CR 5; Medium-sized Humanoid Undead; HD 2d12; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd Fly 30 ft; AC 18 (ethereal 14, flatfooted 18, touch 18); Atks +0 melee (1d6 [vs ethereal], Rapier) or +2 ranged (1d8 [vs ethereal], Light Crossbow); SA: Rejuvenation, Sneak Attack +1d6, Corrupting Touch, Corrupting Gaze, Malevolence, Manifestation, Darkvision (60 ft); SQ: Rejuvenation 2d4 days, Turn Resistance +4; AL: N; SV: Fort +0, Ref +4, Will +1; Str 10, Dex 14, Con -, Int 10, Wis 8, Cha 20

Skills and Feats: Appraise +1, Balance +3, Bluff +6, Climb +2, Concentration +1, Disable Device +1, Disguise +6, Escape Artist +3, Gather Information +6, Handle Animal +6, Hide +15, Innuendo +1, Knowledge (Arcana) +1, Listen +9, Move Silently +7, Open Lock +4, Pick Pocket +4, Search +9, Sense Motive +0, Spellcraft +1, Spot +9, Tumble +3, Use Magic Device +7; Dodge, Improved Initiative.

Spells Known (5/5; base DC = 15 + spell level): 0-- *Detect Magic, Light, Mage Hand, Prestidigitation*; 1st- *Color Spray, Shield*.

Possessions: Leather Armor, Rapier, Light Crossbow, 20 Crossbow Bolts.

APPENDIX 2: NEW RULES

ASH RATS (MM2)

Small Magical Beast (Fire)

Hit Dice: 1d10 (5 hp)

Initiative: +8

Speed: 40 ft., climb 20 ft.

AC: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12

Attacks: Bite +0 melee, or flame spit +6 ranged touch

Damage: Bite 1d4-2, flame spit 1d4 fire

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Flame spit, heat

Special Qualities: Darkvision 60 ft., fire heal, fire subtype, low-light vision, smoky hide

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 6, Dex 18, Con 11, Int 2, Wis 13, Cha 3

Skills: Climb +14, Hide +9*, Move Silently +5

Feats: Improved Initiative

Climate/Terrain: Any warm land

Organization: Solitary, nest (10-40) or horde (41-60)

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic neutral

Advancement: 2-3 HD (Small)

Spreading fires throughout towns, fields and forests, ash rats constitute a deadly menace to any civilized society. These little nomadic horrors are naturally drawn to large sources of flame; in fact, they get their nourishment from heat in a way that not even the sages understand. These creatures are so hot that they ignite any combustibles they touch.

An ash rat is a 2-foot-long rodent with orange eyes. It has the general shape of a rat, and its fur is black, gray or brown. Its oversized front teeth are a dull yellow color. An ash rat's exact appearance is difficult for most onlookers to discern because it exudes a perpetual cloud of sooty smoke that hides it from view.

COMBAT

An ash rat normally flees from combat if possible. When cornered, it fights defensively, spitting fire at those who threaten it. Its heated body is painful to the touch, which prevents prudent foes from closing.

Flame Spit (Su): Once per round, an ash rat can spit flames at one target up to 10 feet away. This attack deals 1d4 points of fire damage.

Heat (Ex): An ash rat's body heat deals 1d2 points of fire damage to each creature (except another ash rat) that touches it. Any flammable item in contact with an ash rat must make a successful Reflex save (DC 10) or catch fire (see *Catching on Fire* in Chapter 3 of the *DUNGEON MASTER'S Guide*). When an ash rat dies, its body burns away completely in 1 round.

Fire Heal (Ex): Fire and heat heal an ash rat's wounds. For every round that the creature is exposed to flame or heat intense enough to deal at least 1 point of damage, the creature instead gains the benefit of a *cure minor wounds* spell (1 hit point healed). Two or more ash rats touching each other provide enough heat for fire healing.

Smoky Hide (Ex): An ash rat continually sheds smoke from its body. This smoky haze is so thick that it grants the creature one-half concealment (20% miss chance) and makes hiding easier (see Skills, below). Though it is difficult to see the ash rat because of the smoke rising from its body, the smoke itself is visible, provided that the area has sufficient light by which to see it.

Skills: An ash rat uses its Dexterity modifier instead of its Strength modifier for Climb checks. * In smoky or foggy areas, an ash rat gains a +8 bonus on Hide checks.

APPENDIX 3: THE ROYAL UNIVERSITY OF REL MORD

Rel Mord University is a federation of a few different colleges working under a unified charter set aside by royal decree in 268CY. Some of the colleges existed before hand, some have been added afterward. The charter establishes a Council of eighteen members including three representatives from each College, two members from the more recently created Endebar hall, three members appointed by the crown and finally the Chancellor, who is elected every five years.

The university used to be individual groupings of buildings which were close to each other. Over the years these buildings were expanded and eventually merged into a larger eclectic structure which stretches across many city blocks, with a large open area in its center. To the south of the University is the Royal Annals, which is only loosely affiliated with the university.

Wandering through the university can be a confusing task, and one easily will get lost in its maze of century old winding and weaving passages and stairs.

Each college is fairly independent from each other, and there is much redundancy in curriculum's and areas of study. However, despite this there is still a decidedly unique flavor to each college.

HAWKWOOD COLLEGE

This college is a founding member of the university, and was originally established in 117CY. It continues to have a strong militaristic attitude in its structure, and while it is not a war college, it is best known for its military studies. Students at Hawkwood maintain a strict sense of martial order, and can be seen drilling each morning on the open grounds of the university. These students come from well-to-do merchants and noble families.

THE WADROLL SCHOOL

The Wadroll School is a founding member of the University, and was originally established in 68CY by the Wizards Guild of Rel Mord. Its primary focus is arcane studies.

HILDEBARD PARK

Hildebard Park is a founding member of the University, and was established in 210 CY as a school for well to do merchants. Their main focus is educating their students on how to behave in civilized society, teaching history, letters as well as the science of business.

THE COLLEGE OF AUTGARIUS

The College of Autgarius is a founding member of the University, and is the oldest college of Rel Mord, tracing its roots to -43CY. It was started as a tutoring center for the children of the nobility. It still maintains an elite attitude, and very few students are accepted who do not have a certifiable pedigree of some sort. The College of Autgarius is best known for its History, Arts and Theology curriculums, but it also has a School of Metaphysical studies. This school has been the center of much debate against the Wadroll students, who consider it to be baseless and unfounded. Its primary focus is to try to scientifically analyze and reproduce the arts of the Arcane and even Divine.

ENDEBAR HALL

Endebar Hall was established by the crown in 523CY as an institute to focus on civil sciences, such as architecture, engineering, agricultural science and road building. Students of Endebar Hall often believe they are the only ones who truly know any form of practical science.

PLAYER HANDOUT #1:

REL MORD

The capitol city of the kingdom of Nyronnd is spread across the eastern and western banks of the Duntide, with the majority of the city on the eastern side. The eastern city spreads across a separate river valley which used to empty into the Duntide (it has since been piped and added to the water system of Rel Mord). In the center of the river valley is a hill, which is home to the Royal Palace. The leading edge of this hill leads down into the valley, and is capped with the road Via Regus. The lowest income housing can be found in the valley sections of the city, starting in the southwestern and northwestern corners. The quality of building increases as they go up the hills, with the highest grade sitting on the benches to the north and south of the city. Around the docks are be mostly merchants buildings and warehouses (although most warehouses are in the western city).

Because of recurring flooding, the dockside of the eastern city has been back-filled and rose an additional ten feet (this was a slow process which took place over many centuries). The docks raise and lower with water level, and there is generally a steeply sloped ramp to reach them. Many mercantile houses on the dockside are split level, with a warehouse in the bottom level which opens directly onto their docks, and the upper level meeting the regular city street where they conduct business.

Because the Ninth Legion has such a strong presence in the city, and mans all of the city fortlets, the city Watch has been relegated to an internal role only; and does not make a strong military show (instead they carry clubs).

Included are the descriptions of a few of the city locations.

ROYAL PALACE (2)

It is believed the imposing Royal Palace was built by the original viceroy of Nyronnd, during the height of the Great Kingdom.

GATE FORTLETS (3)

Each fortlet is manned by the Ninth Legion, and houses a contingent of Ballistae and Catapults as well as archers and light cavalry.

TEMPLE OF HEIRONEOUS (5)

The Temple of Heironeous is in the finishing stages of renovation, after it was partially destroyed during the combat with Sewarndt's troops. This is the ranking temple to Heironeous, and also has shrines and sanctuaries to sympathetic lesser deities on the Temple grounds.

HAUNTED SECTION (27)

A crowded section of commoners' residences was destroyed by fire in 508CY. More than 500 persons died in the smoke and flames. After the fire, clean-up crews complained of hauntings and strange occurrences, and the area was abandoned.

CITY BATHS (12)

The City Baths are well received as they are heated during the chill of winter and pleasantly refreshing and cool during the heat of summer.

OERTH THEATRE AND OPERA HOUSE (18)

For a spot of fun, one can attend the new Oerth Theater and Opera House, which often has plays featuring unflattering impersonations of the King and other senior officials. The King doesn't seem to mind as the expected retaliation has failed to occur, though the King himself has never frequented the theater.

THE ASSEMBLY OF LORDS (19)

The Assembly of Lords is a large gothic building where the various lords meet in advisement of the King. It has been temporarily closed since Lynwerd was crowned.

VIA REGUS (22) AND THE KING'S GARDENS

Lush water gardens lead down each side of Via Regus. The gardens are driven by Rel Mord's renowned water system, which uses underground aqueducts with their source in reservoirs to the East of Rel Mord. Placed within the gardens is the Assembly of Lords, the Hall of Judges and various monuments to the glories and victories of Nyronnd. Via Regus is traditionally where victorious armies would march to present their trophies to the King.

AAAA GUILDHOUSE (23)

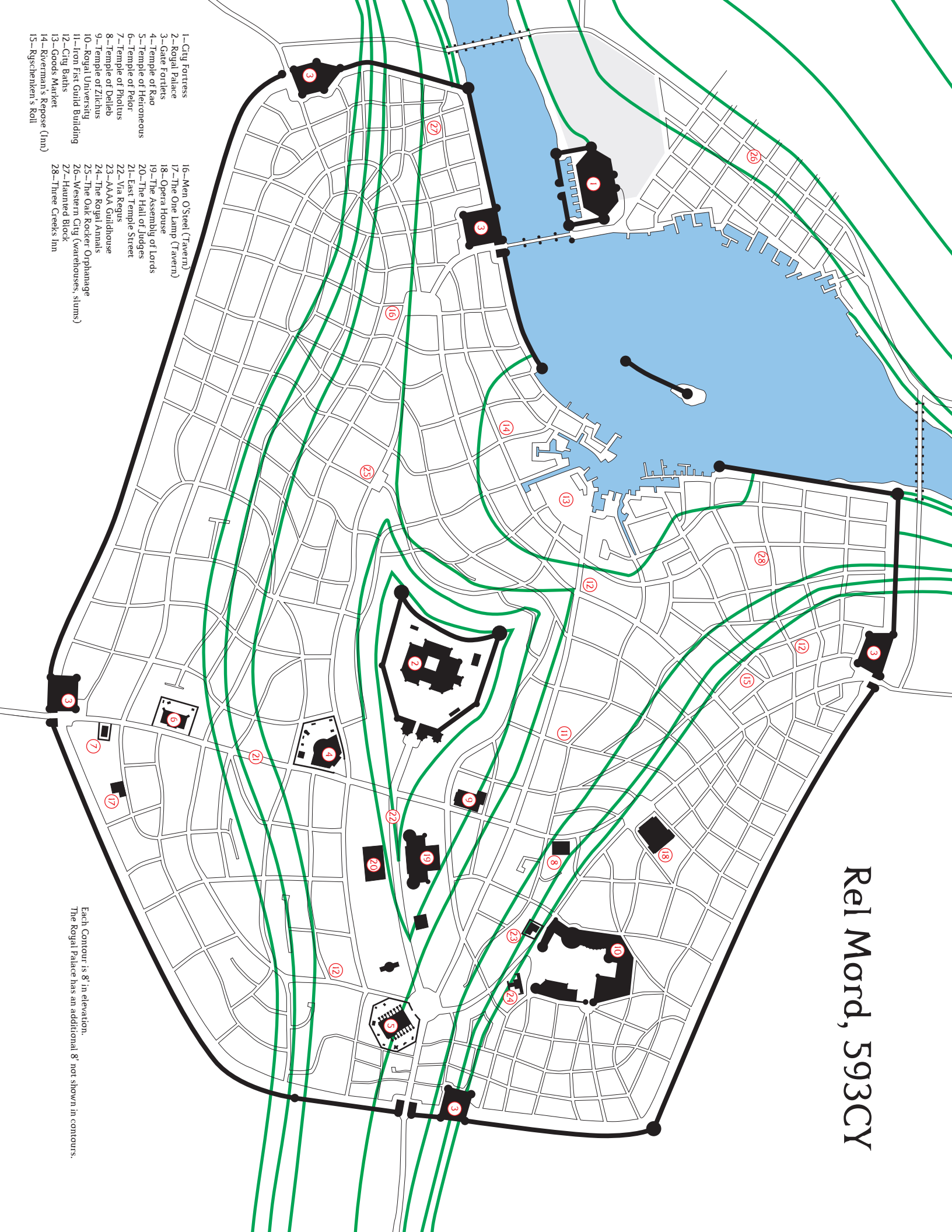
The AAAA Guildhouse is surrounded by a high wall, which is designed to keep explosions from disturbing nearby buildings.

THE ROYAL ANNALS (24)

One of the largest book repositories in the Flanaess, it is independent from the University of Rel Mord, but is directly associated and even managed by the various Colleges of Rel Mord (primarily the Wadroll School). It is divided into three wings, and has shrines to various deities in the furthest ends of each wing including: Boccob, Delleb, Lydia, Zuoken and even Labelas Enoreth.

Rel Mord, 593CY

- 1- City Fortress
- 2- Royal Palace
- 3- Gate Fortlets
- 4- Temple of Kao
- 5- Temple of Heronous
- 6- Temple of Pelor
- 7- Temple of Pholus
- 8- Temple of Deleib
- 9- Temple of Zilehus
- 10- Royal University
- 11- Iron Fist Guild Building
- 12- City Baths
- 13- Goods Market
- 14- Riverman's Repose (Inn)
- 15- Ryschenken's Roll
- 16- Men O'Steel (Tavern)
- 17- The One Lamp (Tavern)
- 18- Opera House
- 19- The Assembly of Lords
- 20- The Hall of Judges
- 21- East Temple Street
- 22- Via Regus
- 23- AAAA Guildhouse
- 24- The Royal Annals
- 25- The Oak Rocker Orphanage
- 26- Western City (Warehouses, slums)
- 27- Haunted Block
- 28- Three Creeks Inn



Each Contour is 8' in elevation.
 The Royal Palace has an additional 8' not shown in contours.

PLAYER HANDOUT #2: CONTRACT

Be it known that the undersigned have accepted employment to remove a haunting and all symptoms thereof from properties being managed by Cerone Visillia, located on the corner of South Hill and Corinth Street. They are therefore legally entitled to enter the above mentioned premises. Payment for these services shall be 50 gold nobles per person, paid immediately upon acceptance of the task, and 350 gold nobles per person, paid upon verification that there has been no reoccurrence of haunting or symptoms thereof in the two weeks following the date at which the undersigned claim to have ended the haunting. Verification will be carried out by Bertrani and Sons, Consulting.

Should the haunting (or symptoms thereof) reoccur within the two week period following the claimed removal of haunting, Bertrani and Sons, Consulting will be asked to determine whether the undersigned have made a good faith effort to remove the haunting. If it is found that a good faith effort has not been made, the undersigned shall forfeit the initial payment. If it is found that a good faith effort has been made, the undersigned retain all rights to continue their efforts to remove the haunting and shall retain the rights to the full payment upon completion of the task. The undersigned agree to all of the above terms and conditions.

In contract with Cerone Visillia:

PLAYER HANDOUT #3: WORK LOG

We entered research area without much issue, although we had to show the city watch our permit, yet again. Professor Retnni was most insulted at this persistence that he could be a vagabond. Such an affront! He took dutiful notes of the names of each of the city watch men, in order to make a better report to their superiors. We all agreed at the insult, but felt it was better to continue with our research. After having our man remove the boards around one of the doors, we entered what used to be a shop of some sort for the common peasants. This area obviously has been occupied by vagrants, as various odious forms of human or other refuse could be seen. Clearly the city watch has been lax, wasting time harassing their betters.

Most excellent results! We have been getting good readings from Professor Retnni's Metaphysical Aura Measuring Device Mark I, and have followed strong measurements throughout the block. So far it has led us throughout many of the main levels, and up to the second floor. We believe we have found the ghost which is the cause of this haunting, and it has been leading us around. Our men are lighting a lantern so we can see well as darkness draws near. Perhaps we didn't need to bring the Pholtan after all.

Horrible calamities! A ghost appeared and the priest Gibaton immediately tried to turn it with his divine abilities. We had told him to let us take care of this issue, but he was insistent that the dead must rest. The ghost was awful to be hold, and turned towards Gibaton and smote him mightilly. I had one of my men retrieve Gibaton and we retreated but the ghost persisted! We nearly perished due to that fool's inability to listen to men of learning. Woe on us! In our haste, we left Retnni's Metaphysical device on the site, and likely we will not be back to retrieve it. A great loss.

ENLISTING THE ICONIC

Tordek, male dwarf Ftr1: CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

Mialee, female elf Wiz1: CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6 quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC=12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster 1*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

Lidda, female halfling Rog1: CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools, hooded lantern, 3 pints of lantern oil.

Jozan, male human Clr1: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1, Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil*, shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.