

SHADOWS UNDER SCANT

AN



PRODUCTION

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TABLE OF CONTENTS.

Introduction.	3
A note about Pronouns.	3
Recent Events.	3
For the Dungeon Master.	4
Chert's Plan.	5
A Spanner in the Works.	5
A Note About Equipment.	5
A Note about Disease.	5

CHAPTER 1.

In which the adventurers meet Narn the jeweller and discover their mission.

The Merchant's Plan.	6
Question Time.	7
NPC Capsule: Narn the Quick	7

CHAPTER 2.

In which the adventurers discover Erian's abandoned house, gain access to it, and uncover the secret entrance to the sewers in the cellar.

The Abandoned House on Dun Street.	9
Gaining Access to the House.	9
Accosted	10
The Interior.	10
The Ground Floor.	10
NPC Capsule; Randal Llayr	10
The 1 st Floor.	12
The Cellar.	13

CHAPTER 3.

The heroes bravely enter the sewers and battle with many foul dwellers of the subterranean world.

The Sewers of Scant.	14
Cisterns.	14
Flow Pipes.	15
Waterways.	15
Encounters within the Sewers.	15
Rats.	15
Start.	16
Empty and Neglected Cistern.	16
Intersection.	16
Brown Mould.	17
Intersection.	18
Ruined Cistern.	18
Lacedon Ambush.	19
Crocodile!	20
Entrance to Natural Caverns.	21
Giant Rats.	21
Sahuagin in the Sewers.	21
Sewer Map.	23

CHAPTER 4.

The heroes discover the lair of the Sahuagin.

The Sahuagin Lair.	24
Passageway One.	24
Passageway Two.	25
The Main Chamber.	25
Features of the Cavren	26
The Sahuagin Defence Plan.	26
Surprising the Sahuagin.	26
Underwater Combat.	26
Map of the Sahuagin's Lair.	28
The Sahuagin.	29
Less-do (Sahuagin Lieutenant).	29
Shoo-dra (Sahuagin Chieftain).	29
Rank and File Sahuagin.	29
Sahuagin Combat Tactics.	29
Shark.	30
SS'inek, Priestess of Sekolah.	30

CHAPTER 5.

The victorious adventurers return to the surface with proof of their exploits, and receive their reward from Narn.

Milo.	31
The Drunken Sailor.	31

INTRODUCTION.

Shadows Under Scant is a module set in the World of Greyhawk and designed for 2nd edition AD&D rules. The action takes place in (and under) the City of Scant which is the capital of Onnwal, founding member of the Iron League. It should be noticed that this adventure takes place in 576 CY, 7 years before the Greyhawk Wars during which the Scarlet Brotherhood and their Hepmonaland minions captured Onnwal.

Players will only need the 2nd ed. Player's Handbook to participate but it is recommended that the Dungeon Master (at the minimum) have access to the 2nd ed. Dungeon Master's Guide and Monstrous Compendium. In addition the Monstrous Arcana supplement "The Sea Devils" should prove beneficial.

It would also be prudent for DMs to take a few moments to review the rules for fighting in and underwater as laid out in the Dungeon Master's Guide, p109-112.

The allotted time span for this module is half an hour for set up followed by a further 3 hours of actual game time. After 3 hours play should be halted and the character sheets gathered in for scoring. *Italicised* text may be read to the players.

A NOTE ON PRONOUNS.

Throughout this adventure the pronouns "his" or "him" are used. This is purely for ease of use and the terms "his" or "him" should be considered to be interchangeable with "hers" and "him".

PLAYER CHARACTERS.

Set up should take a maximum of half an hour. Firstly hand out the background sheets and allow the players to choose which characters they want without letting them see the actual character sheets. Once the decisions have been made, hand out the sheets and allow the players to familiarise themselves with their characters. During this time you may allow players to consult the Dungeon Master's Guide to ascertain all the properties of any magic items they might have.

Characters sheets are organised into two pages. The first page details all the normal relevant information. All THAC0 are adjusted for strength, specialisation etc and all ACs are similarly adjusted. The second page contains any character specific information that the PC might have and that character's impressions of the other members of the party.

RECENT EVENTS.

Earlier this year (576 CY) Herzog Chelor massed a force of 17,000 men with the intent of cutting off Irongate and Onnwal from its allies in the east. However, a pitched battle fought above the town of Naerie, capital of Idee, stopped him short of his objective as autumn closed in. Rumours are rife that he will use the winter respite to amass an even larger force with which to smash his enemies. Onnwalish warships have however fared better, destroying several of the Herzog's vessels in Dunhead Bay.

THE DUNGEON MASTER'S COLUMN.

This column is for the use of the Dungeon Master. It is for you to make notes that will assist you in running the adventure. In addition this column will note any character specific knowledge relevant to the encounter at hand. You may divulge this information either orally or via written note. If you chose to disseminate the information via written note it is suggested that these be prepared beforehand. The employment of this second method is recommended, as it will increase the level of role-playing between the Players.

This column is also used for noting any and all monster statistics needed throughout the module. You may find that the same NPCs or monster statistics appear on more than 1 page. This is to assist you so that you do not need to flip back and forth

Chelor is the leader of the South Province and a renown warrior.

Szek Ewerd is away from his capital at Killdeer (his easternmost citadel) meeting with representatives of the other member states of the Iron League. Rumours are flying that when he returns he will order conscription.

Trouble it seems is also close at hand. In the last 2 weeks 20 corpses have been fished out of the harbour; more men are said to be missing. Clearly some malevolent agency is at work here. (The rumourmongers and gossips say that Herzog Chelor has conjured a terrible beast out of his blackest nightmares to besiege the good folk of Scant).

The Mayor of Scant Raense Telavor has called for calm and has ordered patrols of the docks by contingents of marines based on the warships in the harbour. Up until now the attacks have centred on merchantmen.

Storms have begun to beset the Sea of Gearnat again as is usual for this time of year, making travel perilous at best. Many merchantmen had elected to wait out the storms in dock, spending some gold, opening new accounts and repairing their vessels. Many now talk of leaving judging the dangers of a quick passage through the Gearnat preferable to waiting here at the mercy of whatever lurks in the harbour.

FOR THE DUNGEON MASTER.

These attacks are nothing to do with the current troubles to the east although many rumourmongers and gossips link them and spin fanciful tales of the aquatic monstrosities the Herzog has unleashed on Onnwal as punishment for the warships sunk earlier in the year.

Many sahuagin and other intelligent evil creatures dwell in the depths of the Gearnat.

A small band of Sahuagin has moved into the harbour. Originally tasked by their leader, a large and aggressive creature, to scout the harbour in preparation for a major raid on the hated land dwellers. The band has been here for over a month now and until about 2 weeks ago everything was going well. Originally the group was led by the chieftain, Ko-las, and hid in several natural caves that open into the harbour venturing out only at night to gain intelligence and to 'take' the occasional sailor for sport. Unfortunately one Herchio Longshank, a vicious, hard man who travelled the sewers in search of things accidentally discarded discovered them. He surprised and almost slew the Ko-las as he devoured an unfortunate sailor, but in the ensuing combat the sahuagin managed to overcome his assailant and crawled back to their lair where he was slain by his lieutenant, Shoo-dra, who had coveted his position for many months.

Shoo-dra had long suspected that the harbour would be an excellent source of food and convinced his brethren that they should stay, and under his leadership, prey on the inhabitants of Scant instead of returning to their baron's village. This they have done but their bloody reign of terror has brought them to the attention of the citizens of Scant. Shoo-dra is not as cunning as his predecessor and has made several mistakes, not least of which is letting several partially devoured corpses float to the surface after some seasonal, but surprisingly hard rain, swept them from the sewers.

Rakehell Chert is an extraordinarily talented thief who cares deeply for his adopted home. Few know his real face as he is constantly having to keep the other members of his guild in their place.

The thieves of Scant have also become aware of the sahuagin after several of their number disappeared while using the sewers as a means

of escaping the pursuit of the city watch. Chert himself has scoured the sewers for the source of these disappearances and has found their lair. More skilful than his brethren, he escaped detection and returned to the town above. He quickly determined that these creatures posed a threat, not just to his organisation, but to the trade that they relied on (and to the city in general). Knowing that the prowess and number of the sahuagin would be too much for his followers he has come up with another plan....

CHERT'S PLAN.

Chert has recruited the merchant Narn to assist him, although Narn is not aware Chert's true. He thinks that Chert is actually an individual named Amaelin the Swift, a thief famed for his burglaries of rich merchants and their wives.

Amaelin is one of Chert's many aliases that he uses to avoid detection
--

In brief Chert's plan is this: Narn will hire a group of special individuals with the appropriate skills necessary to clear the sewers of whatever may lurk down there. Chert has not divulged to Narn exactly what is in the sewers, instead spinning Narn a story about cannibalistic thieves from the east.

To make sure that Narn does not divulge too much and that the mission is a success Chert has dispatched Dalbar to assist and observe.

A "SPANNER" IN THE WORKS.

The Mayor of Scant Raense Telavor is aware of Narn's reputation and suspects him of links to the Wreckers, and so has sent along his own agent, Raisea, to report back on all suspicious contacts. Chert (for once) is unaware of this.

A NOTE ABOUT EQUIPMENT.

The characters have been equipped appropriately for their movement through a bustling town. This therefore precludes two handed swords, battle-axes and heavy armours. This is the equipment that they have to complete the module; do not allow them to return to their quarters and re-equip, as this will reduce the challenge of the module.

A NOTE ABOUT DISEASE.

It should be realised that even if a PC undergoes infection of a disease in the sewers, the onset time will be such that the inflicted individual will suffer no symptoms while underground and will return to the surface unaware of his condition. It is for this reason that no details of the various diseases are presented herein, irrelevant as they are to tournament play. Simply note the results of the various attacks involving disease and inform the players who was infected with what after play finishes.

CHAPTER 1.

In which the heroes meet Narn the merchant and learn of their mission to discover who (or what) is responsible for the killings in the sewers and harbour. The bulk of the action takes place in the Drunken Sailor, one of the more reputable establishments near the docks.

Once everyone is settled and have indicated that they are ready to begin note the time and read the text below to the players.

THE MERCHANT'S PLAN.

Narn the Quick is a minor jeweller in Scant and a few days ago he put it around the taverns and inns of the dock quarter that he required a select group of individuals for a difficult and dangerous task. You arrived at the Drunken Sailor, one of the quieter taverns near the docks, and, asking for Narn, were directed to a private backroom by the Innkeeper Milo.

Some of the others in the room were unknown to you and introductions were quickly made. Food has been served as well as drink (but not much of that) and you have each eaten and drunk your fill. For over an hour you have been made to wait.

Eventually a short and skinny man dressed in a faded and stained tunic enters the room and quietly shuts the door behind him. His cloak is soaked; a victim of the seasonal tropical storm lashing Scant. He carefully removes it and, turning around surveys the room. Crossing to the table he quickly pours himself a glass of wine and gulps it down. He speaks to you in a surprisingly soft voice that has you leaning over the table to hear his words...

"Greetings, I am Narn. Firstly let me thank you all for answering my call and allow me to offer my apologies for arriving late, I had some business to attend to and could not break away. Please take your ease and listen carefully to what I have to say. When I am finished you may ask questions."

Taking a sip of wine he straightens his back and continues: "Some of you may be aware that recently not all has been well in Onnwal." He looks around and several of you nod, and then continues: "Herzog Chelor seeks to bring Onnwal and Irongate back into the Imperial fold and to that end a great battle was fought east of Irongate several months ago. Although stopped he did gain some territory and the rumours are that he is marshalling an even larger host to settle the matter for good next year.

"At the same time his fleet cruises the Gearnat Sea making it difficult for honest merchantmen to make a living. To make matters worse the autumn storms are now upon us and travel on the Gearnat is now difficult at best and fatal at worst. Coupled with this a series of strange disappearances and deaths have plagued the harbour for around 2 weeks. Almost 20 people have disappeared or been found dead. Several of them have been found partially eaten!"

What Dalbar Knows: Narn has the reputation as being stingy but is rumoured to be quite wealthy .

Narn: hm, thf 3rd, Dex17, Int14. AC 7; HP 15; THAC0 19 (17 thrown) Ats 1; D1-4 (dagger); AL CN.

He has a cloak, clothes, a concealed dagger and in a small belt purse 32sp, 15gp, 3pp.

What Caelemar Knows: True. The forces of the Iron League only prevailed with the assistance of the dwarf-king Holgi Hisurite. Unfortunately a schism has developed between the dwarf-king and the leaders of the League, putting in doubt dwarvish assistance in the coming campaign season.

*He takes a quick breath, another gulp of wine, and then continues.
“This cannot be allowed to continue and this is why I have called you
all together. I would like you to investigate these strange
disappearances and to ascertain whether there is any connection
between these attacks and Herzog Chelor. Will you accept this task?”*

QUESTION TIME.

Narn will wait until each of the characters has indicated that they will help before continuing. He will then continue:

“I have managed to gain some information about the events in question, so ask me what you will and I will do my best to answer.”

- Where have these attacks taken place?
“All the attacks have taken place in or close to the harbour. All the victims were sailors or passengers”
- How long has this been going on?
“Disappearances were first noticed about 2 weeks ago.”
- Exactly how many people have disappeared?
“17 corpses have been pulled out of the harbour and another 10 men are believed missing.”
- Did anything special happen before these corpses were recovered?
“Yes, now that I think of it there was a particularly heavy tropical storm swept in off the Gearnat the night before many of them were discovered.”
- How have the corpses been recovered?
“Simply put, one morning 12 were seen floating in the harbour quite near the docks. After that a new corpse was pulled from the water every couple of days.”
- What effect are these killings having on the town?
“People are scared and one merchantman has already decided to brave the storms than stay in the harbour. The shattered hull of his ship was washed up 40 miles down the coast 2 days ago.”
- Why are you organising an expedition to discover the cause of these killings.
“I’m scared and so are a lot of other people in Scant. Apart from that I’m worried about the adverse affect that they are having on trade in the city and I am just doing my civic duty as the officials and Szek Destron are busy countering the threat from Herzog Chelor.”
- What are you going to pay us?
“I’m a poor merchant but I can pay 250gp each on your return with proof of success. Also if you keep quiet the Szek’s tax collectors will never know what you find down there and I may be able to dispose of more “unique” items for you.”
- Where do you suggest we start?
It seems to me that whatever/whoever is attacking the sailors must live in the section of sewers that connects to the harbour.”

NPC CAPSULE.

Narn the Quick (hm, CN, thf 3rd) is a fence for the Wreckers. He fled Nyronnd 20 years ago after a misunderstanding in Nyronnd almost cost him his life. Short and skinny Narn is clever (Int14) and possesses a very steady hand (Dex17).

Arriving in Scant he bought a small shop and set himself up as a merchant trading in jewellery and other curiosities. Rakehell Chert came to him and recruited him as a fence 15 years ago. Narn (of course) does not know who Chert really is, thinking him to be some minor port official dabbling in illicit contraband. Narn is an unpredictable sort but loyal to Chert and is one of the latter’s most trusted agents. He likes to portray himself as a humble, poor jeweller but is motivated purely by greed and has amassed quite a fortune.

He knows Scant well and possesses several maps of the sewers in which he has hidden much of his wealth. Narn only talks to people if he can profit by it in someway, otherwise he shuns contact with others, fearing that Nyronndese bounty hunters still hunt him.

- How can we enter the sewers?

“On Dun Street there is an old boarded up house that used to be owned by a merchant of dubious repute named Erian. In the basement he maintained a secret entrance to the sewers so that he could dodge the tax on items imported. Enter the sewers there and travel west. Eventually you will come to the harbour.”

- How do we get to Dun Street?
(directions)

- How do you know these things?

“I make it my business to know and I may not reveal my contacts to anyone.”

It should be evident to all but the most dim-witted characters that Narn is more than he appears to be and that more may be going on here than meets the eye. If pressed for more information he will reveal the following:

“A rival gang of thieves has entered the harbour and is trying to muscle in on the Wrecker’s business. Apparently they are from Dullstrand far to the east and practise cannibalism. Whoever they are they are bad for business and must be stopped. At least the Wreckers confine themselves to hijacking ships once they are out of the harbour. Scant has prided itself on its reputation of being a safe anchorage. This must not be allowed to change.”

He will terminate the interview by making his excuses saying he has more business to attend to and must therefore be gone. He will tell them to leave word with the Innkeeper, Milo, when they have uncovered the truth of the deaths. Bidding them good luck, and suggesting that they start immediately, he will take his leave.

CHAPTER 2.

In which our heroes locate Erian's house, gain entry to it and discover the secret entrance to the sewers in the cellar. Narn's directions are accurate and the PCs will find Erian's house easily. Once the PCs have finished any matters they deem important and have indicated that they are ready to leave the inn then read them the following:

Leaving the cheerful hospitality of the Drunken Sailor, driving rain soaks you to the skin almost instantly. You can see, through the rain, several ships riding at anchor, ablaze with lights in the inky darkness of the night. You notice that the bustle that would normally be present tonight (even accounting for the foul weather) is absent. Although very wet you are not cold, and, shouldering your way through the sparse crowds, you begin to follow the directions of the merchant Narn. Out of the gloom, and looking out of place, comes a patrol of 4 marines. Their leader's gaze flickers over you and then they are gone, swallowed up by the shadows as they continue their vigil.

Leaving the docks behind you the streets quickly become empty—it seems that most honest (and indeed dishonest) folk do not relish the idea of being out on a night like this. Following Narn's directions you quickly find Dun Street, only several hundred yard from the harbour. It is part of a neighbourhood that is neither prosperous nor dilapidated. The house in question stands out like a sore thumb—it is the only abandoned house on the street.

Lights spilling out from other houses provide pools of light and darkness along the street. This coupled with the rain should make concealment easy.

Once they have made any additional preparations they deem necessary read them the following:

THE ABANDONED HOUSE ON DUN STREET.

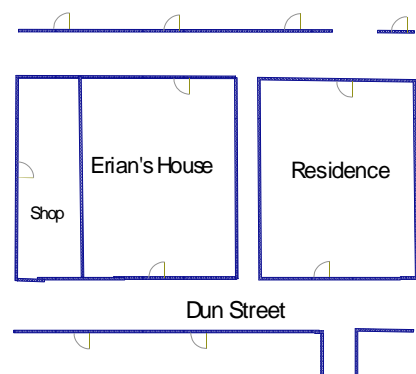
Erian's house is a two-storey dwelling, obviously abandoned and in need of repair. All the windows on the ground and 1st floor, have been secured with storm shutters and the front door is locked by a large padlock and chain. There are no lights in evidence within the property and the street is mostly empty, the few pedestrians using it give your group a wide berth as you loiter in the shadows.

To the right of the house is a small alley cloaked in shadows and reeking of garbage and other unidentifiable odours. It appears deserted.

Adventurers not actually entering the alley will only be able to ascertain that it is about 8' wide and bounded on both sides by 2 storey residences. Windows open on to it from both floors but they are all secured with sturdy storm shutters. The diagram below shows the basic layout of the area

GAINING ACCESS TO THE HOUSE.

Picking the lock on the front door will be relatively straightforward for most thieves, as it is a crude device (+20% to open lock rolls). An attempt will take d10 minutes. If this fails the door can be forced by a



Modified Lock Picking Chances:

Dalbar 95% Caellyn 55%

Open Door Chances:

Caeelyn 5 in 20 Caelemar 8 in 20
Daere 10 in 20 Dalbar 7 in 20
Darnath 9 in 20 Raisea 8 in 20

successful “open doors” check or access can be gained through a second storey window. The back door can also be used to enter the property. It is locked in identical fashion to the front door.

ACCOSTED!

If they loiter in the street for more than 4 rounds a watchman will accost them on his way home after the end of his shift. The man, Randal Llaryr, is alone and tired. Devoted to duty he will stop and enquire what the PCs are doing.

Suddenly from out of the darkness steps a shadowy figure. He approaches, one hand on his sheathed longsword, and challenges you: “Hey you lot, what do you think you’re doing?” With a start you see that it is a lone City Watchman who stands before you. A tall man he wears the emblazoned scalemail of the Watch, but no helmet. He is clean shaven, slightly balding, and has large ears that seem to have a slight elven cast to them. He speaks again: “By Pholtus I’ll know what passes here or the lot of you will end up residing at the Lord Mayor’s pleasure.”

Players should not kill Randal Llaryr and the DM should take the necessary steps to enforce appropriate alignment behaviour. Daere at the least knows the man and should be loath to slay him (although he could probably distract him for a few moments...)

The PCs must either attempt to bribe him, explain to him exactly what they are doing (for which he will arrest them – breaking and entering is still a crime) or incapacitate him. If attacked he will call for aid (although none will come). He will always strike with the flat of his blade, trying to subdue his attackers.

THE INTERIOR.

The house is indeed deserted and almost nothing of value is to be found within. PCs should waste little time exploring the first 2 floors of the house, as they are essentially irrelevant to the plot, the house simply providing access to the sewers. In reality Erian was a merchant of no small means who lived in mediocrity to escape the notice of the Wreckers and other thieves’ bent on stealing from wealthy merchants. The remaining furnishings of the house will reflect this – serviceable, but otherwise unnoteworthy. All doors (unless otherwise noted) open inwards and are unlocked. Ceilings tend to be at about 9’ in height. All windows are shuttered from the inside and can be opened easily from the interior. The shutters themselves are very sturdy.

THE GROUND FLOOR.

The diagram below shows the internal layout of the ground floor of Erian’s house.

1. The Hallway.

The hallway ahead of you extends roughly 30’. Immediately to your right a banistered staircase rises to the 1st floor while roughly 10’ distant stand doors on the west and east walls. The Hallway ends in a door at its far end. Underfoot the floor is wooden and dusty. Imprints on the wall show where once tapestries or paintings were hung. The house has an air of vacancy about it.

What Dalbar Knows: This is watchman Randal Llaryr, a man known to be unbribable and to have a reputation for honesty.

What Daere Knows: You vaguely know this man, having drunk with him after helping the Watch subdue a northern barbarian in a brawl several years ago.

NPC CAPSULE.

Randal Llaryr (hm, LN, fr 1st) is a member of the Town Watch of Scant. A tall man, he is easily distinguishable due to his large ears and balding pate. In his early thirties he is extremely sensitive about his ears and normally wears a coif or helmet. (His grandmother told him that several generations ago some elvish blood somehow found its way into the family). What remains of his hair is light brown while his eyes are of a similar colour.

Although not a fast man (Int 9) Randall possesses good common sense (Wis 14) and a natural presence (Cha 13) that allows him to normally stop trouble before it starts. A devout worshipper of Pholtus it was his desire to help preserve law and order that led him to join the Watch.

He is unbribable, a fact that several thieves have found out to their cost. In all his time in the Watch he has never had to kill or seriously injure anyone. He drinks in moderation and likes to eat in the nicer parts of Scant in company, although he is a bachelor. He is well off having made some investments with a merchant friend, the income from these enable him to live comfortably, much more so than his wages would allow. Some may infer from this that he takes bribes...

There is nothing of interest here, although observant PCs may notice scratch marks on the floor near B. (The Door to the Cellar).

A. Stairs to 1st Floor.

The stairs are bannistered for roughly 2/3rd of their length. Roughly 5' wide and shallowly rising, they are crafted of some dark, hard wood.

A. Door to Cellar.

This thickset door is nestled under the stairs opposite another on the west wall. Judging by the hinges on the right hand side the door will open inwards.

2. The Dining Room.

Panelled in dark wood this room would have been lit by the chandelier, the remains of which still hang from the exact centre of the ceiling. The chandelier is a massive, 5' wide affair, fashioned from wrought iron. Under it lie the stubs of a few candles, almost burnt away to nothing and some glass shards.

The chandelier is very loose in its fixings (indeed a part of it has already fallen) and any weight on it will cause the rest to suffer a similar fate. The floor has suffered severe scratching in the centre of the room in a roughly rectangular shape. (A legacy of the table and chairs that once stood here).

3. The Library/Study.

This room has high bookshelves on the north and west walls reaching from floor to ceiling. All are empty and extremely dusty. On the south wall is an old and extremely bulky desk. No chair is in evidence. The desk has 2 draws on its left-hand side.

All the bookshelves are empty and, as noted earlier exceptionally dusty. The north-western corner is swathed in cobwebs but only normal varieties of spiders lurk therein. The upper desk draw is empty but at the very back of the lower draw is a small red velvet pouch. Inspection of this will reveal 3 small pearls each worth 100gp.

4. The Drawing Room.

You open this door to reveal an empty, dusty chamber. On the east wall are 2 shuttered windows. There are no other exits visible here. The only noteworthy feature of this room seems to be the underside of the stairs, which cause the ceiling of the room to slant upwards in the south-west corner.

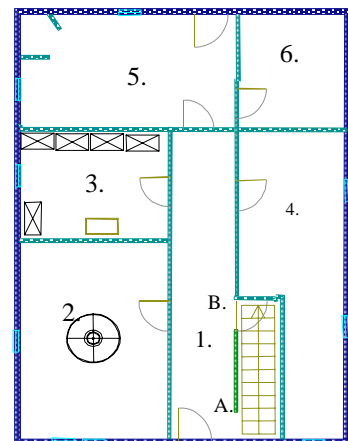
There is nothing of interest or value here.

5. The Kitchen

A large fireplace dominates this room in the north-western corner, in front of which stands a large, much scarred heavy table. Tracks in the dust reveal the presence of several rats here but they currently seem to be absent. Opposite the door you entered through is another. On the east wall is another door, smaller than the other two.

The fireplace is full of ash to a depth of 6'', which is all very cold. The floor around it is stone. The table is extremely heavy and can only

Scale 5' 10'



Dun Street

Anyone caught under it when it falls will take d12 damage from the impact and flying glass. Affected PCs may save vs. breath weapons for ½ damage.

What Dornalth Knows: The stone used here is very expensive, found only in portions of the Headlands, and is costly to acquire.

be dragged with difficult although, if used as such it could easily wedge shut a door.

6. The Pantry

A small room lined on all walls with tightly packed shelves greets you as you open the door. Tracks in the dust here reveal the presence of more rats. What appears to be an empty sack lies under the shelves on the east wall.

The only point of interest in the room is the apparently empty sack. If observed for a round it will be seen to be moving slightly. It contains 4 rats that will attempt to flee as soon as the bag is touched or picked up. Although they will not fight, their statistics are provided in case the rats are cornered.

Rats (4): AC 7; MV 15; HD ¼; HP 1 ea.; THAC0 20; #At 1; D 1; SA Disease SD nil; SZ T (1'long) ML 3; AL N

THE 1ST FLOOR.

The diagram opposite shows the internal layout of the 1st floor of Erin's house.

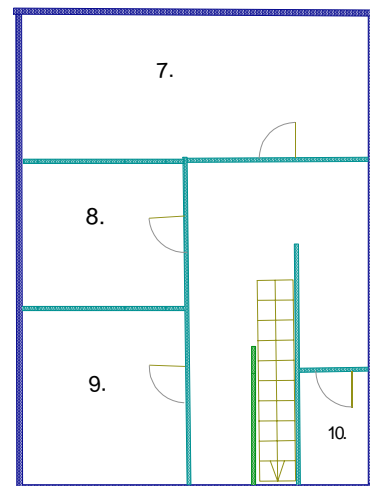
Scale 5' 10'

7. Master Bedroom

This large room, the walls of which are pierced by 3 windows (2 on the north and 1 on the east wall), was a bedroom. A large four poster bed stands along the west wall although otherwise the room is deserted the posts of which have been carved to represent tree branches. The mattress and bedclothes have been removed.

The bed was simply too big to be removed without being broken up and so was left. If the PCs decide to investigate under the bed they will discover a lot of dust, a discarded and faded cotton shirt, the original colour of which was dark red, and a small, partially rusted knife.

Close inspection of the walls will reveal that the shutters on the east facing window are unlatched and faint scuff marks are evident on the windowsill.



8. Bedroom.

A small room with no windows, its purpose is unclear. Like the rest of the house the floor is wooden, although it does not seem to have suffered the same wear and tea..

There is nothing of value here.

9. Bedroom

This room has 1 window but is otherwise unremarkable. No clues remain as to its original function.

There is nothing of value here.

10. Toilet.

An empty room, sporting only a hole in the floor to the east, which is connected to, pipes that lead down into the sewers.

There is nothing of interest here.

THE CELLAR.

11. Main Cellar.

The map opposite shows the two cellars of Erian's House. When the PCs open door B. read them the following.

You open the door to reveal a wooden staircase descending into the cellar beyond. A slight stench of damp earth assails you as you thrust your torch in to the darkness. Your light illuminates most of the chamber, revealing a set of stairs leading into a roughly 20' square cellar. The walls have been constructed of solid stone, while the floor seems to consist of tightly packed earth. The stairs descend 10', turn on a landing, and descend a further 5' to the cellar floor.

When they decide to descend the stairs read them the following.

The stench of damp earth gets stronger as you traverse the stairs (which creak beneath you). You can see no further exits here, although your torches do not banish all the darkness from the cellar; shadows pool in the corners and cluster thickly on the ceiling.

Observant PCs will notice scuff marks on the floor near the wall directly opposite the head of the stairs, in an arc starting at the wall and moving out to the left. Further investigation will reveal that one of the stones, about 4' off the floor above the scuffmarks, is loose. Pushing the stone in will operate the secret door. When the PCs discover the secret door read them the following.

With a click you push the loose brick back into the wall. You hear a slight grinding sound and as you watch, a 3' wide and 4' high section of the wall opens towards you revealing a further, smaller chamber beyond. Its ceiling is low, barely 6' high, and most of you will have to duck to get through the door. You also notice that the floor of this new room is lower than the room you stand in, perhaps by 2'.

12. The Sub-cellar and Sewer Access.

In the centre of this stone-floored chamber is a locked trapdoor made of wood and banded with iron. Two torch scones, holding half-burnt torches, hang from the walls. The room appears to be empty.

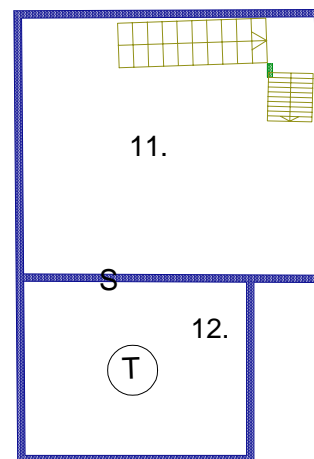
The trapdoor can be picked or broken open at normal chances. When the trap door is opened read the PCs the following.

Opening the trapdoor reveals a narrow shaft, perhaps 3' wide, dropping straight downwards. On one side of the shaft has been set an iron ladder, which appears serviceable. At the very extent of your light is what you believe to be the bottom of the ladder, although what is beyond you cannot tell. Listening carefully reveals the faint sound of running water coming from below.

The ladder is serviceable, apart from the bottom rung, which has become quite rusted and pitted and has been weakened over the years. The rung above the snapped one is quite safe and can be used to secure a rope, allowing the rest of the PCs access to the sewers.

Once everyone has descended the ladder and entered the sewers proceed to Chapter 3.

Scale 5' 10'



Secret Door Detection Chances:

Caellyn 2 in 6	Caeleamar 2 in 6
Daere 1 in 6	Dalbar 1 in 6
Dornalth 1 in 6	Raisea 1 in 6

Important Note: The PCs must find this door for the adventure to progress.

Modified Lock Picking Chances:

Dalbar 75%	Caellyn 35%
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Open Door Chances:

Caellyn 5 in 20	Caeleamar 8 in 20
Daere 10 in 20	Dalbar 7 in 20
Dornalth 9 in 20	Raisea 8 in 20

If anyone apart from Dalbar puts their weight on the bottom rung it will snap. Make the offending PC check vs. dexterity. If successful the PC manages to catch himself. If he fails he will find himself unceremoniously dropped into the sewer! The water will break much of his fall and the 15' drop will only cause d6 damage.

CHAPTER 3.

In which the heroes bravely enter the sewers and battle with many foul dwellers of the subterranean world.

A clever party who have picked up on most of the clues given in Chapter 1. will be able to avoid many of the encounters detailed herein, allowing them to reach the sahuagin's lair relatively unscathed. A more incautious party could fall prey to some of the more unwholesome inhabitants of the sewers.

THE SEWERS OF SCANT.

The Sewers of Scant have gone through several different phases of construction (and rebuilding). Sewers were first built here when the area fell under Imperial rule during the early days of the Aerdi Empire. The Imperial overlord of the area sought a place to build his castle and chose the location of present day Scant. He built his castle on the cliffs overlooking the sheltered bay that possessed the deepest and most protected anchorage on the Onnwalish Peninsula, and a town quickly sprang up at the head of the bay.

The oldest sections of the sewers are those that are closest to the waterfront. An Imperial edict decreed that no sewer outlet could open directly into the harbour itself, and so engineers had to cut many miles of tunnels through the living rock of the peninsula to allow the effluence to escape up and down the coast. Since then, however, additional works, lack of maintenance, and a few nefarious individuals have created several tunnels that link the sewers with the docks. Several other passages have also been opened up, some connecting with natural caverns and sea caves that terminate on isolated beaches up and down the coast.

Although cut out of the solid rock, the walls and ceiling of the sewers have been further strengthened by the addition of bricks, held in place by special water-resistant mortar. Many of these are crumbling and the passages leak in many places where whole sections of brick and mortar have fallen away.

The sewers, of course, stink. The smell will pervade the PCs nostrils, clothes, and equipment. After about an hour of exposure most PCs will no longer notice the stench. Wherever the adventurers go in the sewers they will constantly be able to hear the sound of running water. Often things will move in the half-light of their torches and small red eyes will glare back at them out of the darkness. Walkways under foot will be slippery and treacherous, and the menace of disease will be ever present.

Several distinct kinds of cisterns and passages make up the sewers of Onnwal and these are detailed below for background and descriptive purposes.

CISTERNs.

The flow of water is controlled by a cunning system of cisterns that collect water from all parts of the city. Most were constructed in Imperial times. None have been adequately maintained and all are in

need of repair. Some leak severely. The cisterns have been built at a higher level than the waterways and a series of gates and offshoot pipes feed the waterways that have been dug beneath them. The pipes that feed the waterways are uniformly steep and almost impossible to climb when water is flowing down them. Cisterns are typically 40' deep and 30' wide. Some are shallower than this due to the centuries long accumulation of debris and waste. All have access to the city above through a locked, trapdoor constructed of hard granite.

FLOW-PIPES.

Flow-Pipes originate from all over the city and flow into both waterways and Cisterns. Never more than 2' in diameter they are impassable to all but particularly brave halflings and small gnomes. All are steep and uniformly wet. They enter Waterways through the walls or ceilings and those who stand under one long enough are guaranteed an unpleasant surprise!

WATERWAYS.

“Waterways” is the term given to the pipes roughly 20' in diameter that flow gradually “down hill” towards the sea (never the harbour). Most of these were constructed in Imperial times and all are old and in need of repair. Waterways are characterised by 2 walkways each about 3-5' wide between which a channel has been cut that carries water away. These walkways are normally slippery and covered in slime, detritus and other obstructions. Rats are common here. The water running between the walkways is never more than 3' deep and normally around 1 ½' deep.

ENCOUNTERS WITHIN THE SEWERS.

The sewers are a living-breathing environment and to reflect this many encounters will actually occur in the waterways of the place to simulate the movement of the inhabitants of the sewers as they search for food and valuables. A few creatures have claimed and held small areas and have actually managed to prosper – the Otyugh being a notable example of this.

No random encounter tables are given as this is a tournament module – all encounters should be handled as the text indicates although the DM is free to throw in inconsequential encounters with rats, bats, mysterious sounds etc.

RATS.

Several times during their exploits the PCs will encounter rats. Most of these will be with small groups of normal rats that will scatter at the approach of any party more than 3 strong. These encounters can be omitted if the party is running short on time, or HPs.

Rats will not pester the PCs in anyway, simply serving as an annoyance and distraction unless they are cornered in which case they will fight. The DM should take great delight in describing the sounds of their movement beyond the extent of the parties' light and describe the many little eyes that glare out of the darkness at the PCs and then disappear.

Rats: AC 7; MV 15; HD ¼; HP 4; THAC0 20; #At 1; D 4; SA Disease SD nil; SZ T (1'long) ML 3; AL N

1. Start.

Your light banishes the darkness from around you revealing to your eyes what your nostrils have known for some time: - you now stand in the Sewers of Scant. You stand clustered on a walkway 3' wide, next to which, but 2' below, has been cut a channel for water, possibly 5' wide. Beyond that lies a similarly sized ledge to the one you stand on. The walls and the ceiling (about 15' above) are covered with rough, mouldy bricks, which in some places have fallen away revealing bare rock. Under foot the going is slippery and wet. Small piles of detritus are heaped by the walls, making progress difficult. The roof above you is curved, reaching its highest point above the watercourse. The water flows in what you might assume, is the direction of the harbour.

The water does flow in the general direction of the harbour and is roughly 1 1/2' deep. It is not fast flowing however and could be waded through, although the experience would not be a pleasant one. The PCs must travel single file along the ledges. Before long they will all be wet and covered in refuse picked up from their contact with the walls.

2. Empty and Neglected Cistern.

This encounter is designed to prohibit the movement of the PCs away from the harbour. If the adventurers travel in this direction they will find their progress halted by a cave-in.

Ahead of you the passageway is apparently blocked by a cave-in of some sort. The watercourse is completely blocked, although a sluggish stream of water snakes out from the base of the fall. A steady stream of water also cascades down the face of the slide from the darkness above. The air is heavy here and laden with the stench of the sewers. Your light reveals a large hole in the ceiling directly above the cave-in. It is about a man's length wide.

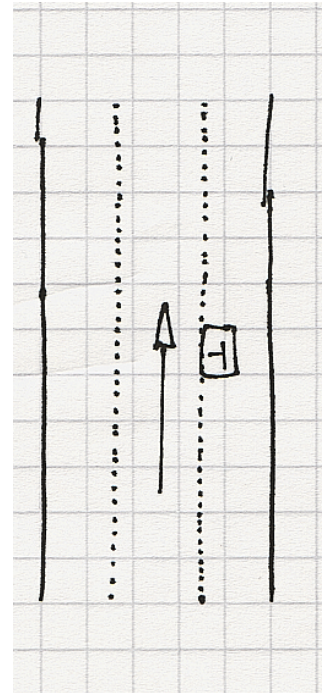
Further investigation will reveal that the cave-in leads up into a cistern that is uninhabited by any creatures but which is still in use as a part of the sewers. The Watch is unaware of the blockage caused by the fall, which obviously took place some time ago, as small clumps of moss and lichen have somehow managed to grow on portions of the rockslide. If the PCs investigate further read the following:

Clambering cautiously up the rockslide you come out into a larger chamber. By the sounds of dripping water all around you, you suspect that the ceiling here is quite high. Roughly 30' square, this chamber's floor is covered in sewage and detritus of all kinds. The footing here looks particularly treacherous and after tentative prodding you estimate that in some places the filth must be almost a foot deep!

If the PCs wish to investigate further they will discover nothing of interest here, although climbing here is perilous. Any falls will incur d6 damage.

3. Intersection.

Ahead the passageway that you have been following seems to be joined by one more on the left-hand side. To investigate this you will have to cross over 5' of flowing sewage. The area is, however, occupied by many rats that infest the intersection and swim in the water.



Legend.

- Each Square = 2'
- The Arrow indicates the flow of water.
- The dotted lines indicate the extent of the walkways.
- "T" Indicates the location of the trapdoor from the abandoned house in chapter 2.

Modified Climb Walls %

Caelyn 65%
Caelemar 20%
Daere 20%
Dalbar 45%
Dornalth 20%
Raisea 20%

The rats will avoid large groups and will scatter when torches are brought close to them. To avoid falling in the water when jumping across gaps have each PC make a dexterity check. Beyond this point the water in the main channels increases to 3' in depth.

Tactics: Treat the rats as a swarm 5' by 5' in size that will attack any who corner it. Made up of many individuals the swarm attacks once per round and can only be dispersed by fire based area of affect spells. Once the swarm has sustained 4HP of damage it is considered dispersed. A bite from a rat has a 5% chance of giving a debilitating disease. Require a bitten PC to make a saving throw vs. poison to resist the onset of the disease and make a note of the results on the scoring sheet provided.

Treasure: None.

4. Brown Mould.

Note: The PCs possess no items that will allow them to prevail against this creature, as it is intended to block their further progress down this tunnel. If they do suffer damage from the creature, ensure that this does not kill them for the first few instances, fudging dice rolls if necessary. However if they continue to attempt to slay the creature, then they must accept the consequences.

Ahead of you the tunnel that you have been following seems to make a sharp turn to the right. On the corner seems to be a huge patch of brown mould growing. It covers the left hand walkway and reaches all the way over the roof to the top of the right hand side wall. Lying sprawled on the right hand side walkway can be seen a scaly humanoid, slightly larger than a man. Its scales seem to be blackish green on its back, its feet and hands seem to be webbed, although you cannot make out any more detail from your present vantage point.

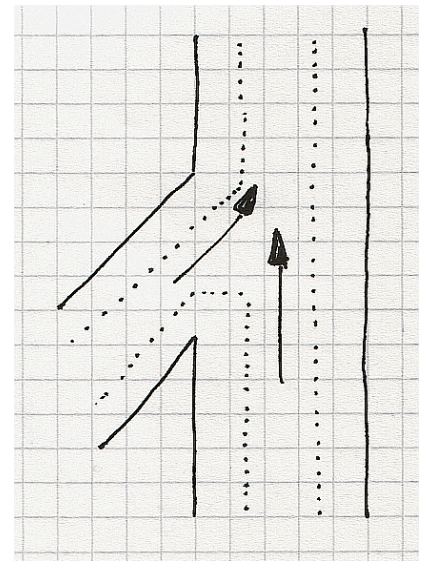
Is it your imagination or is it cooler here?

The brown coloured mould is indeed a large Brown Mould specimen. The humanoid figure is a sahuagin warrior who tried to pass it and was killed by the moulds cold attack. (Previous victims have been washed away with the rainwater that has been inundating the city recently).

The temperature gets colder as the PCs get closer to the mould, until at a distance of 5' it is almost freezing. If they are cunning the PCs can retrieve the body by lassoing it with a rope and dragging it back to their position. If they do that read the following:

On closer inspection the body seems to be covered in blackish green scales and it wears some kind of weapon harness around its waist. Whatever it was, it was male. Its feet and hands are indeed webbed and possess longish claws. Its mouth is filled with sharp fangs that look capable of chewing through bone. Its large black eyes stare up lifelessly at you.

PCs who actually touch the body will discover that it is practically frozen. The face of the creature is frozen in a pose of surprised pain.



Legend.

- Each Square = 2'
- The Arrow indicates the flow of water.
- The dotted lines indicates the extent of the walkways.

What Daere Knows: Brown Mould is extremely dangerous and very difficult to kill. He once saw one such creature kill a whole group of mercenaries.

What Raisea Knows: Only cold based attacks have any affect on this kind of creatures. Fire based attacks feed the creature.

Tactics: When any warm-blooded creatures come within 5' of the mould it will drain them of heat, inflicting 4d8 points of damage (This is what killed the sahuagin). Brown mould grows instantly if exposed to fire; a torch used in the area doubles its size, flaming oil will quadruple its size.

Brown Mould: AC 9; MV 0; HD n/a; HP n/a; THACO n/a; #At 0; D 0; SA freezing SD absorb heat; MR nil; SZ L ML n/a; AL N

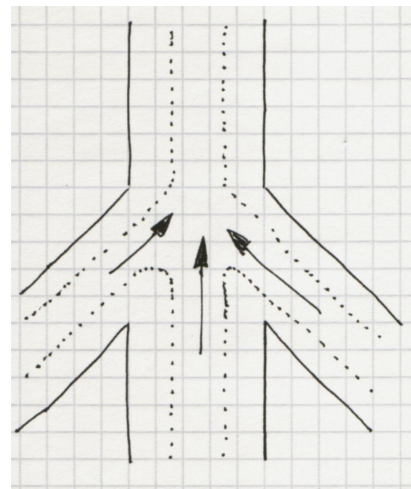
Treasure: Neither the sahuagin nor the mould possess any treasure although the sahuagin does wear an empty weapons harness.

As the PCs will fail to get around the corner, the full extent of the tunnel that it dwells in is not detailed here.

5. Intersection.

Ahead, the passageway that you have been following seems to be joined by two more, one to the left and one to the right. You will have to jump the gaps in the walkway formed by the joining of these three passages. Luckily these gaps seem to be only about 3' in width.

To avoid falling in the water when jumping across the gap have each PC make a dexterity check.



6. Ruined Cistern.

Here the wall of one of the cisterns has collapsed, forming a rockslide and emptying the cistern of water. Unknown to those on the surface who still deposit waste in the cistern, an Otyugh has taken up residence in the shattered chamber and lives off the waste from above. The rockslide is constantly slippery, a legacy of the sewage and water that still falls from above.

When the Adventurers first see the rockslide, read the following:

Ahead of you a rockslide seems to block the watercourse and your way. A faint trickle of water and effluence trickles down it joining the flow of water that oozes out from the base of the slide. The collapse has opened up a hole in the roof of the passageway that disappears upward beyond the light of your torches.

Legend.

- Each Square = 2'
- The Arrow indicates the flow of water.
- The dotted lines indicate the extent of the walkways.

Here and there a few patches of mould and fungi cling to these rocks, nourished by the falling waters. Apart from the ever-present sound of water flowing and the laboured breathing of your companions, you can discern nothing more.

If the adventurers investigate further, read the following:

Further investigation confirms your earlier suspicions that the rockslide completely blocks your progress. However the rockslide does seem gentle enough to climb (if with a little difficulty). Your light reveals to you that the blockage is perhaps 20' high. You suspect that another chamber may lie beyond, at the very extent of your light.

Modified Climb Walls %

Caellyn	105%
Caelemar	65%
Daere	65%
Dalbar	85%
Dornalth	65%
Raisea	65%

Although wet the rockslide offers many hand and foot holds and can be negotiated with a bonus of 25% to any climb wall checks. If the adventurers traverse the cave-in, reveal the following to them:

The chamber that you have discovered seems to be roughly 30' square with a pile of sewage, detritus and other waste along the far wall. The

ceiling of this chamber is hidden in darkness. Everywhere you look water and other unmentionable things cascade from the ceiling and down the walls. The floor is slimy and under a few inches of sluggish water. Several small metallic objects, on and around the rubbish pile, reflect the light shed from your torches. They could be coins, but you will have to get closer to see clearly.

Unbeknownst to the PCs an Otyugh (pronounced Aw-tee-ug) dwells in the chamber and is currently concealed in the garbage pile at the other end of the room. If anyone gets within 5' of the pile read the following:

The pile of rubbish shifts ominously in the light of your torches as you stoop to examine it. It shifts again and clumps of muck and filth are dislodged as a 6' diameter brownish grey creature emerges from hiding. The beast has a huge mouth lined with many sharp and large teeth that eerily reflect the light of your torches. 2 tentacles, almost 10' in length wave ominously above it as does a smaller, thinner stalk with what appears to have 3 eyes at its tip. A feeling of fear and hopelessness sweeps through your breast as the creature moves to attack.

Tactics: The Otyugh will lurk under the rubbish pile observing the intruders with its eyestalks that are the only uncovered portion of the creature until anyone either examines or comes within 5' of the pile. It will attack without warning, concentrating on a single PC, attempting to grapple him. Once grappled, an opponent will suffer 2-4 points of damage and will be dragged closer to the beast's jaws for further damage. (The bite attack is at a +2 when against a grappled victim). Trapped individuals must make an open doors check after a full round of struggling, during which they cannot attack, to free themselves.

Otyugh: AC 3; MV 6 ; HD 6; HP 41; THAC0 15; #At 3; D 1-8/1-8 (tentacles)/2-5 (bite); SA grab, disease SD never surprised; MR nil; SZ M-L 6'-7' diameter; (8') ML 14; AL N

The bite of an Otyugh is 90% likely to cause disease, 80% of which are debilitating and 20% of which are fatal.

If reduced to ¼ HP the beast will telepathically communicate its surrender, offering all its treasure in exchange for its life. The Otyugh can only communicate feelings through its telepathy and it is possible that the PCs never realise it is trying to surrender.

Treasure: Much of what the Otyugh considers treasure is simply rubbish, but it has collected together a few shiny objects that have been placed about its lair including 32sp, 13gp, 1pp and a jewelled dagger, its hilt studded with 3 small identically cut pieces of jade. The hilt is worked with a fine silver wire, the whole being worth 120gp.

What Dornalth Knows: The dagger was definitely made in Irongate and may be of dwarven manufacture.

7. Lacedon Ambush.

2 Lacedons alerted by the lights of the party lurk underwater ahead, ready to spring a deadly ambush. Once the PCs have traversed the gentle bend in this corridor, read them the following:

Your light probes the darkness ahead and behind, casting shadows that dance crazily on the curved roof and walls of this watercourse. The ever-present stench is here, pervading everything. Up ahead of you the passageway appears to end in a steep chute up, out of which much water is pouring. The last 20' of the passageways walls are

What Dalbar Knows: The dagger is definitely of dwarven fashioning and is easily worth 200gp not the 120gp guessed at by the others

studded with many small flow-pipes that similarly belch rain water in to the sewers from the streets above.

Tactics: The lacedons will lurk underwater until the party has passed them by. They will then rise and follow the group, striking at the rearmost member of the party at an opportune moment (either when the PCs are busy with the crocodile, are investigating the cistern at the end of the corridor or when some members of the party have climbed the rock slide to the Otyugh's lair). Note: If the PCs are keeping an alert rearguard they will see the lacedons as they rise out of the water.

If they paralyse a PC, they will attempt to pull that individual into the water and then move on to their next victim. Although they hate the living, they do not seek to "die" and if reduced to ¼ HPs they will retreat.

Treasure: The first lacedon wears a small golden earring that it wears. Teardropped shaped and engraved with the design of a caravel it is worth 25gp. The second lacedon has a belt that has been warped and ruined by almost continual immersion in the fetid waters of the sewers. The buckle however is pure silver and worth 50gp.

8. Crocodile!

Very observant or cautious PCs may spot a disturbance in the water before the creature strikes, negating the -2 modifier to the initial surprise check.

Ahead the passageway seems to split in two. With almost no warning, a long, heavily muscled, scaled form bursts out of the water to the side of you. Before you can react it leaps at you, deluging you in rank sewage and water. This is the least of your worries however as its huge jaws descend towards you...with shock you realise it is a crocodile at least 10' long!

Tactics: The crocodile will attack the smallest creature it can see, attempting to pull the unfortunate off the walkway unless anyone is incautious enough to be actually wading in the "water".

Treasure: None, the crocodile's lair is elsewhere and not detailed in this adventure.

A decade ago a wizard named Falrint reasoned that the Find Familiar spell could be altered so that the caster could summon more potent types of animal companions. Being a verbose man, keen to prove his superiority over his fellow spell casters, he researched a new spell and set adventurers to capture an infant crocodile from the Vast Swamp. When he cast his spell in the presence of his supposed pet, however, he failed (and received a bat for his trouble). In his rage he threw the infant into the sewers via a handy flow-pipe. The crocodile survived the descent and started to prey on the other inhabitants of the sewers, gradually growing in size. The adventurers encounter the crocodile as it hunts for new prey.

The actions of the sahuagin have reduced the traffic in the sewers to a minimum and so the reptile is hungry. In addition the crocodile has

Lacedons (2): AC 6; MV Sw9; HD 2; HP 10,13; THAC0 19; #At 3; D 1-3/1-3/1-6; SA touch causes paralyzation (except in elves) for 3-8 rounds; SD immune to sleep and charm spells; SZ M (5-6'tall) ML 12; AL CE

Raise a Chance to Turn the Lacedons:

4+ on a d20

Crocodile: AC 5; MV 6 Sw12; HD 3; HP 19; THAC0 17; #At 2; D 2-8 (jaws) 1-12 (tail lash); SA surprise (-2 to opponents surprise roll) SD nil; MR nil; SZ L; (8') ML special; AL N

never known defeat and will fight to the death or until it has a victim (in which case it will attempt to flee with the corpse).

9. Entrance to Natural Caverns.

Ahead, you see on the left hand walkway what seems to be a hole in the wall. Roughly 5' wide it appears to have been caused by a small rock slide, the proceeds of which lie scattered on the walkway and in the water. A patch of something seems to glisten in the light of your torches at floor level at the lip of the cave.

The glistening substance in the light is almost-dried blood smeared here when a sahuagin dragged its prey in here. If the PCs investigate more closely, read them the following:

The substance you saw glistening in the light is definitely blood, almost dry, and of a quantity to indicate a fatal wound for any human. Further smears splatter the floor further into the cave.

If the PCs elect to investigate this find further, proceed to Chapter 4.

If they elect to follow the sewer passage, describe it travelling in roughly a straight line for an interminable time (about a mile) before they begin to hear the sound of crashing waves from ahead. If they continue they will discover a series of large sea caves that are currently submerged because it is almost high tide. Their passage blocked by the sea, the PCs should return to the blood stained cave entrance. The only encounter they will have in this portion of the sewers is the following:

10. Giant Rats.

Ahead of you on the walkway seems to be an undulating mass of brown/black fur, about 6' in length. As you observe it for a second you realise that it is not just 1 creature, but many! Giants rats, at least 10 of them, are gnawing and tearing at something lying on the walkway, half in, and half out, of the water. Here you see a chewed hand; there a shock of blond hair, and finally a flash of bone as whatever is beneath them is swiftly devoured.

Tactics: The rats will simply swarm the enemies, tearing and clawing at any exposed flesh. A bite from a giant rat has a 5% chance of giving a debilitating disease. Require a bitten PC to make a saving throw vs. poison to resist the onset of the disease and make a note of the results on the scoring sheet provided. Fire will drive them away, as will over 50% casualties. Once repulsed they will not return.

Treasure: None. The corpse has been fed on by rats for several days and so it is in very bad condition. The eyes have gone, as have most of the fingers and toes. It appears to have once been a thief. On the stump of 1 finger is a silver band with a small ruby set in it (actually this is a ring of free action and radiates alteration magic), in his pouch are a set of thieves tools and at his belt is an ordinary, but serviceable short sword. The rest of his equipment is scattered around his body and should be detailed by the DM as required.

Giants Rats: AC 7; MV 12 Sw6; HD ½; HP 2; THAC0 20; #At 1; D 1-3; SA Disease SD nil; SZ T (2'long) ML 6; AL N(e)

11. Sahuagin in the Sewers.

This passageway eventually leads out to the coast, about a mile below Scant. 100' down it on the right hand side erosion has forced an opening between the sewer and the natural caverns beyond. When they discover the cave mouth they will also come across 2 sahuagin warriors returning from, dumping a corpse in the sea at the end of the sewer. Seeing the parties lights, they will lurk in the cave mouth. When the party see the entrance, read the following:

Ahead you see what appears to be a natural cave opening that intersects the sewers about 15' distant. About 4' wide, it meets the sewer 1' above the walkway, so a step up will be needed to enter the caverns beyond.

Tactics: One sahuagin lurks in a niche to the side of the entrance, invisible in the shadows, while the other conceals itself further back in the cave. As the first PC attempts to step up in to the cavern, the lead creature will attempt to push him backward into the sewer. The other will wait a round and then flee back into the tunnels to alert its fellows. If the first PC is hit, have him make a save vs. Breath Weapons to avoid being pushed back into the sewer as well as taking normal damage from the attack. Anyone standing directly behind the lead PC also has to make a Saving Throw vs. Breath Weapons to avoid falling into the sewer.

Bear in mind what information the sahuagin will be able to relate to its leaders about the PCs, and have them formulate a strategy based only on that information. When the PCs elect to follow, proceed to Chapter 4.

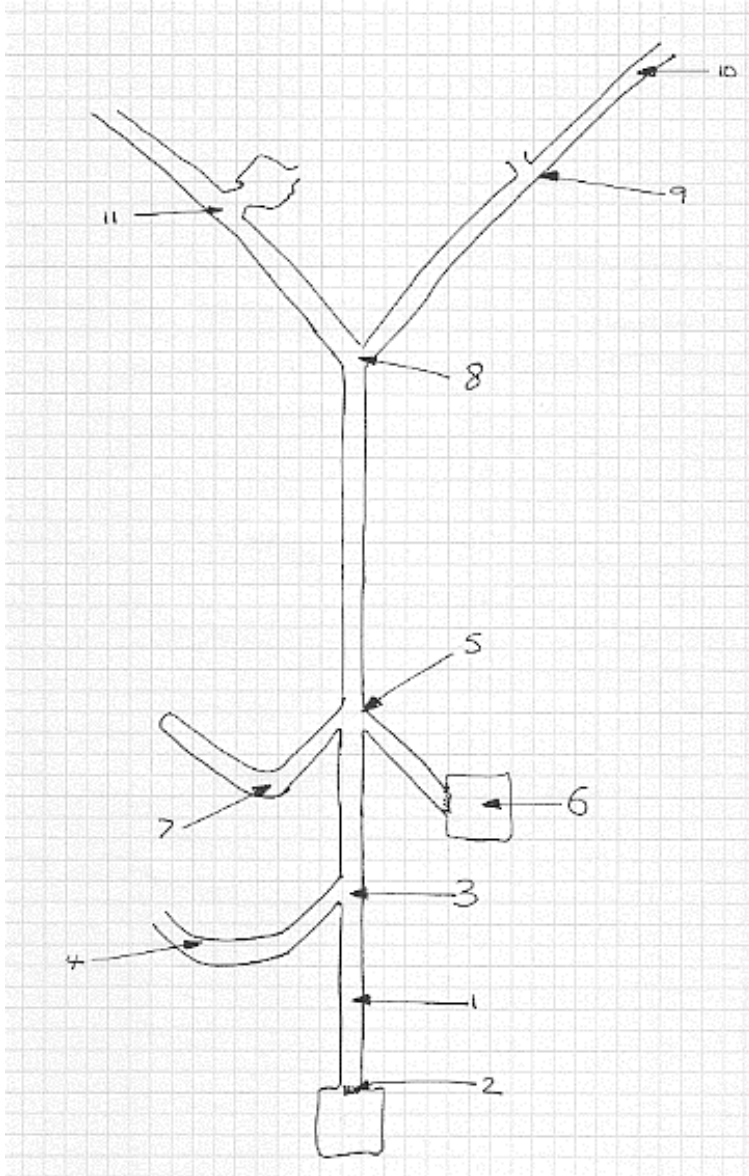
Treasure: Both creatures are weaponless and carry no treasure.

If the PCs elect to follow the sewer describe to them how it continues for around a mile, before ending in a single large sea cave. The cavern is over 100' wide at the back where the sewers enter it, and the water is full of flotsam and jetsam. 50' away the cavern narrows to 20' where the sea pours in.

<p>Sahuagin (2): AC5; HD2+2; HP 13, 15.; Mv 12 (Sw24); THAC0 18; Ats. 3-5 (natural weaponry); Dmg 2-7 (trident) or 1-2/1-2/1-4/1-4/1-4; SA none; SD save vs. fire based spells @-2 and receive +1 hp damage per die from fire based attacks; Sz M (6'4'');AI Lawful Evil</p>

SEWER MAP.

It is suggested that this map is detached from the module prior to play for easy reference.



SCALE.

Each Square = 10'

NOTE.

See side maps for more detail of certain areas.

1. Start.
2. Empty and Neglected Cistern.
3. Intersection.
4. Brown Mould.
5. Intersection.
6. Ruined Cistern.
7. Lacedon Ambush.
8. Crocodile!
9. Entrance to Natural Caverns.
10. Giant Rats.
11. Sahuagin in the Sewer

CHAPTER 4.

In which the heroes discover the lair of the accursed Sahuagin and (hopefully) end the threat to Scant.

THE SAHUAGIN'S LAIR.

On their entry into the harbour the sahuagin discovered a small cave under the docks that is hidden from the view of all which use the harbour. Investigating it they discovered that the entranceway was unnatural. (In fact smugglers keen to link it with the natural caverns beyond constructed it and discovered another entranceway to the sewers). Exploring further they discovered the large sea cavern and a smugglers cache of illicit items, including weapons from Irongate and silks from Sunndi.

Their first few victims were those self-same smugglers (minor members of the Wreckers) who had returned for their booty. Surprised, and quickly overwhelmed, by the Sahuagin none escaped and since then the sahuagin have not been troubled in their lair. This, coupled with the change of leadership, has made them lax in their vigilance and it should be easy for the heroes to get quite close to the main cavern without alerting the bulk of the sahuagin, if they are clever. The sahuagin have adapted to hunting at night in order to remain hidden from the dwellers above.

The actions of the Sahuagin will depend on whether their sentries or trip-trap has alerted them to the presence of the PCs. Excessive noise or use of light will also alert them to the threat of intruders.

1. Passageway One.

This passageway is of natural construct. It broke into the sewers during a particularly large storm several years ago that forced a huge amount of water into the main cavern from the harbour. This is the passageway that the thieves used to enter the cavern. PCs looking down it should be read the following:

The passageway ahead of you is roughly 5' wide and appears to wind off in the direction of the harbour. Between 6' and 9' high the rock floor shows signs of much traffic over the years. Here and there you can see smears of blood on the floor and lower portions of the walls. They appear to lead down the corridor. About 20' distant, the corridor takes a sharp turn to the left.

Just around the corner is a tripwire set at ankle height. Constructed of a thin, strong rope, painted to match the colour of the surrounding rock, this trap was originally set up by the smugglers who used the cavern. Discovered and adopted by the sahuagin it has been reset to give them warning of intruders. The left-hand end of the rope has been tied around a rusted breastplate that has been concealed in a raised alcove. If the trip wire is not discovered, there is a 30% chance that each PC traversing the area will set the trap off. Each PC that successfully traverses the trap has a 40% of noticing the alcove and breastplate.

If the trap is set off, the breastplate will fall to the ground with a loud clatter, alerting the sahuagin. If this happens read the following:

From your left comes a sudden crash of metal bouncing off stone. Jumping away from the sound, you notice that your foot is snagged on some kind of rope that has been laid across the corridor. To your left now lies a rusted breastplate that has apparently fallen out of a heretofore undiscovered alcove.

A sahuagin warrior will investigate the noise within 2 rounds. If he does not return to the main chamber within 3 rounds the sahuagin will put their defence plan into action. Investigation of the breastplate will reveal that it is in extremely bad repair and is at least 3 years old. If they continue, read the following:

Once round the corner the smell of saltwater assails your nostrils. Straining your ears, you can also make out the sound of water gently lapping against rock. What was that? You heard something, sounded like something scrapping on stone. The sound is now gone and is not repeated.

The sound the PCs hear is the sahuagin's claws on the rock as they scatter to their hiding places.

2. Passageway Two.

This is the second entrance to the lair of the sahuagin. If the PCs proceed read the following:

After the brief fight with the strangely green and black scaled creature at the entrance, you discover that the passageway opens out into a larger irregularly shaped chamber. Across the cavern is another entranceway, burrowing further into the rock.

This cavern is empty. The only features of interest here are several bloodstains on the floor that have dried; evidence of the sahuagin's waste disposal. When the PCs continue read the following:

The passage that you are following quickly narrows again to a width of roughly 5' and continues onward.

When the cave is discovered read the correct description below based on the sahuagin's state of readiness.

3. The Main Chamber.

This large sea cave is the centre of the sahuagin's activities. Originally a smugglers cave, many clues still remain to its former purpose. It is here that the PCs will face their foes. If the PCs have alerted the sahuagin to their presence read the following:

Ahead of you the passage that you have been following seems to suddenly widen, opening into a much larger space beyond. Your light reflects off a huge expansion of water that dominates the centre of the area. Ahead of you the grey half-light of the false dawn seeps into the cavern, dimly illuminating everything. To your left you can make out some old sea chests drawn up against the cavern wall, while far to your left you can see what appears to be a few bodies sprawled on the stone floor about 20' distant. Beyond the bodies seems to be an area of kelp strands, forming a carpet perhaps 40' square. The area seems

<p>Sahuagin: AC5; HD2+2; HP13.; Mv 12 (Sw24); THAC0 18; Ats. 3-5 (natural weaponry); Dmg 1-2/1-2/1-4/1-4/1-4; SA none; SD save vs. fire based spells @-2 and receive +1 hp damage per die from fire based attacks; Sz M (6'4''); Al Lawful Evil</p>
--

to be dimly lit by some kind of transparent sack filled with a luminescent substance.

THE SAHUAGIN DEFENCE PLAN.

Once alerted to intruders the sahuagin will spring into action: Less-do will lead 3 sahuagin through the tunnel not known to contain invaders, attempting to encircle the invaders and cut off their line of retreat. Meanwhile the remaining sahuagin will slip into the water and natural recesses of the cavern and wait for the party to emerge from the tunnel into the main chamber. When the party are investigating the chamber they will spring from hiding and attack.

If the PCs seem reluctant to leave the passageway, Less-do's group is to force them out. Otherwise they are not to attack until the 2nd round of combat. The sahuagin will fight fiercely to kill the intruders. Aware that their continued survival relies on their presence remaining a secret from the city dwellers, they will not allow any PCs to flee. If both Less-do and Shoo-dra are killed, the surviving sahuagin will attempt to flee into the harbour.

SURPRISING THE SAHUAGIN.

If the PCs manage to reach the main chamber without alerting the sahuagin to their presence they will be able to observe the creatures at rest. If this occurs read them the following:

Looking into the chamber beyond you can see several humanoid shapes moving around in the grey half-light of the false dawn. The chamber is dominated by a 20' gap in the far wall through which the sea surges in. To your left you can make out some old sea chests drawn up against a the cavern wall while far to your left you can see what appears to be a few bodies sprawled on the stone floor about 60' distant. Three of the humanoids hunch over here and seem to be ripping and tearing at the bodies. Beyond the bodies seems to be an area of kelp strands forming a carpet perhaps 40' square wherein several of the creatures appear to be resting. The area seems to be dimly lit by some kind of transparent sack filled with a luminescent substance.

Less-do is resting in another smaller kelp patch out of sight from the PCs, while Shoo-Dra is eating in the area of the corpses. The only NPC not taken unawares by the PC's stealthy approach will be SS'inek, who will be swimming with her pet. Once the PCs attack the Sahuagin Less-do will attempt to lead 3 followers around behind the PCs, while the rest attempt to distract the intruders.

FEATURES OF THE CAVERN.

The kelp strands are where the sahuagin sleep and are roughly a foot deep. Although creatures of the deep, they dislike sleeping in the filthy water of the harbour and so sleep on the rock shelf. The area is lit by some kind of bladder filled with a translucent gel.

An additional kelp patch is located just out of sight from both entranceways. It is here that Less-do, Shoo-dra and SS'inek sleep. All the groups treasure is also found here consisting of 3 small bags containing 39gp, 149sp and 239cp. In addition there are 2 gold

UNDERWATER COMBAT.

The following notes are a condensed version of the rules for underwater combat presented in "Of Ships and the Sea". When underwater, surface dwellers (the PCs) will have the following modifiers:

- +4 to initiative
- -4 "to hit" (weapon specialisation has no effect underwater)
- no missile combat is possible
- no spell casting is possible unless the spellcaster is wearing a ring of free action
- PCs can hear simple speech from up to 5' distant. To simulate this, require that PCs underwater only speak in sentences of 2 or 3 words
- PCs can spot movement at a distance of 40'; can make out what is moving at 20' and can recognise specific individuals at 10'

SWIMMING.

- Surface dwellers can move at ½ their base move *5 yds per round.
- Surfacing can be done at full swimming move. If unconscious, bodies rise at the rate of 10'.
- Sinking is at a rate of 10'/round or at 40' if the individual is wearing more than 30lbs

HOLDING ONE'S BREATH

PCs can hold their breath for 1/3 their constitution score in rounds. For each subsequent round a constitution check must be made at a -2 cumulative penalty. If failed the PC begins to drown.

earrings worth 50gp each and a silver necklace worth 45gp. Initially out of sight are 3 sea-chests containing an assortment of weapons and silks.

The bodies are those of several unfortunates killed by the sahuagin. Partially eaten by the creatures, they are left here until all the meat is stripped from their bones and then they are disposed off. Mixed in with the bloody carcasses some treasure can be found; a simple gold banded ring that radiates slight alteration magic (a ring of protection +1), 39sp, 120cp, 12gp, a small white pearl worth 80gp and a steel dagger +1 in a plain (and water damaged) sheath.

CONCLUSION.

Once the sahuagin have been defeated proceed to Chapter 5.

MAP OF THE SAHUAGIN'S LAIR.

It is suggested that this map be detached prior to play and kept handy for easy reference.



SCALE.

1 Square = 10'

NOTES.

1. Passageway One.
2. Passageway Two.
3. The Main Chamber

THE SAHUAGIN.

It is suggested that this page be detached prior to the commencement of play because of the free ranging and fluid nature of this last combat. The sahuagin's actions will depend on whether they have been alerted or not.

NPC Capsules.

LESS-DO (SAHUAGIN LIEUTENANT).

As loyal as can be expected, Less-do nevertheless is enjoying the relatively easy pickings afforded by the merchantmen and sewer dwellers of Scant. As long as the pickings stay plentiful he will remain loyal to Shoo-Dra.

SHOO-DRA (SAHUAGIN CHIEFTAIN).

Shoo-Dra stands almost 6'8'' tall and his scales are a dark greenish-black colour. He clasps a large trident in his left hand and wears a weapons harness that holds at least 3 daggers. Otherwise he is naked and moves with a fluid grace. His shoulders are scarred with old wounds and his left leg is similarly scarred above the knee. He wields a trident in battle until he has lost 20 (or more) HP. He then casts it at the nearest available target and melees using his natural attack forms until slain or victorious. A particularly vicious sahuagin, he delights in causing pain and suffering to others and has been known to eat captives alive, delighting in their screams.

RANK AND FILE SAHUAGIN (11).

The rank and file sahuagin are all unarmed, instead preferring to rely on their natural attack routines. They will obey commands from any of the named NPCs.

AC5; HD3+3; HP24; Mv 12 (Sw24); THAC0 17; Ats. 1 (trident) or 3-5 (natural weaponry); Dmg 2-7 (trident) or 1-2/1-2/1-4/1-4/1-4; SA none; SD save vs. fire based spells @-2 and receive +1 hp damage per die from fire based attacks; Sz M (6'4''); Al Lawful Evil

AC5; HD4+4; HP31; Mv 12 (Sw24); THAC0 16; Ats. 1 (trident) or 3-5 (natural weaponry); Dmg 2-7 (trident) or 1-2/1-2/1-4/1-4/1-4; SA none; SD save vs. fire based spells @-2 and receive +1 hp damage per die from fire based attacks; Sz M (6'8''); Al Lawful Evil

AC5; HD2+2; HP11 ea.; Mv 12 (Sw24); THAC0 18; Ats. 3-5 (natural weaponry); Dmg 1-2/1-2/1-4/1-4/1-4; SA none; SD save vs. fire based spells @-2 and receive +1 hp damage per die from fire based attacks; Sz M (6'4''); Al Lawful Evil

SAHUAGIN COMBAT TACTICS.

Natural Attacks: Throughout this module a sahuagin's natural attacks are reported as 3 or 5. Sahuagin can only employ 5 attacks when they are underwater. To perform this manoeuvre they flip over and rake the PCs with their feet as they tumble.

Sahuagin Tridents: Sahuagin can use their tridents to hold opponents at bay once a successful hit has been scored. Subsequent damage is d6 points per round. Pinned PCs cannot cast spells, attack the wielder of the trident, use magic items or perform any task involving concentration, apart from trying to break free. A pinned opponent must win an opposed dexterity check to break free. (Assume all sahuagin have a dexterity of 10. Add the defenders AC to the sahuagin's dexterity. To break free the PCs must roll under his dexterity score and above the sahuagin's successful roll).

Blood Frenzy: In this module a Blood Frenzy will occur if 4 or more sahuagin are slain underwater. Sahuagin, in a blood frenzy, never retreat and when attacking they lose their normal cunning and attack mindlessly. They may even attack each other when all visible foes are slain. Every time they slay 1 of their own, the lead sahuagin can attempt to throw off the effects of the frenzy by making a successful save vs. spells.

SHARK.

The shark will attack any non-sahuagin that enters the water in the main cavern. Particularly loyal to SS'inek, who has performed "charm shark" upon him, he will protect her above all others

AC6; HD5; HP 25; Mv Sw24;
THAC0 15; Ats. 1 (bite); Dmg 2-8;
SA can move, bite, move; SD
none; Sz L (10'); AI Lawful Evil

SS'INEK PRIESTESS OF SEKOLAH.

SS'inek is a particularly clever and whily sahuagin who was sent on this patrol to ascertain the weak spots of the city, in preparation for a large-scale raid by her fellows. Even more evil than Shoo-dra, she delights in watching foes being torn apart by her "pet", a great white shark that has accompanied her. She is armed with a trident and a net, which she will use to entangle her foes and can speak broken common, the only one of the group able to do so.

AC5; HD4+4; HP 23; Mv 12
(Sw24); THAC0 18; Ats. 1
(trident) or 3-5 (natural weaponry);
Dmg 2-7 (trident) or 1-2/1-2/1-4/1-
4/1-4; SA none; SD save vs. fire
based spells @-2 and receive +1 hp
damage per die from fire based
attacks; Sz M (6'5'); AI Lawful
Evil

In combat she will prefer to stay away from the party, casting her spells in support of her brethren. She is more likely, however, to assist Less-do, in combat as she views Shoo-Dra as a traitor.

She has memorised the following
spells: 1st (5) – bless, protection
from good, sanctuary, magical
stone, endure heat; 2nd (4) – charm
person*2, spiritual hammer, resist
fire

Spell Notes

- Charm Person: She will suggest to her new "friend" that he should go for a swim and that this would make her very happy.
- Spiritual Hammer: This brings into being a dart shaped weapon, instead of the traditional hammer. In all other ways it functions in the same way as the normal version of the spell.
- Sanctuary: She will save this for when both of the other leaders are dead and all seems lost. Casting this, she will attempt to flee out into the harbour, from whence she will return to her village and report on events.

CHAPTER 5.

Wherein the PCs return to the surface with proof of their deeds and claim their reward from Narn.

Note: If the PCs are running short on time, this entire chapter can be paraphrased or ignored completely. Rule that the adventure finished when the last sahuagin is killed or forced to flee.

Once the PCs have defeated the Sahuagin, either by slaying them all or by driving them away, they must collect evidence of their deeds or Narn will not pay them, claiming that they have done nothing and are seeking to cheat an honest merchant. He will require physical evidence of the monster slain so that he can show it to Amaelin the Swift.

He will accept a variety of proofs, including the ears, right hands or heads of the creatures slain. Item of obviously alien manufacture will also go a long way to convincing him that the PCs have been successful. Obviously these cannot just be carried through the streets and so they will have to be concealed by the party in bags and packs.

By the time you climb out of the sewers and exit the abandoned house, which you broke into seemingly days ago the sun is just beginning to rise in the east, spreading its pale tendrils of light over Scant. The body of Randal Llaryr is nowhere to be found. The city is stirring about you, its residents oblivious to the life and death struggle that you have fought beneath their feet.

Wearily you make your way back towards the docks and the Drunken Sailor where you were ordered to report back to Milo. As you get closer to the docks, the familiar sounds of sailors shouting to one another and the creaking of carts carrying goods to and from the ships lying at anchor assail you. It is busier here and you pick up pace not wanting to let anyone get a good look at the grisly evidence you are carrying. Keeping to the fast dwindling shadows, you finally reach the Drunken Sailor and stumble inside.

Inside, the common room is all but deserted. 2 drunken sailors lie comatose over a table near the door, snoring heavily. Elsewhere a serving wench sits with her feet up on the table and a cup of something in her hand. Milo, a stocky, balding red nosed fellow, is standing behind the bar and when he sees you he lets out a strangled screech and grabs a cloth "By Xerbo, look at the state of you! You are getting my clean floor dirty!" With that he throws you the towel and calls loudly for water and more towels.

Milo is a fastidious man who hates dirt and mess. It is likely that he will practically have a fit when the PCs arrive at his door, covered in the slime of the sewers.

THE DRUNKEN SAILOR.

Once the survivors arrive back at the Drunken Sailor, he will show them to the same private room that they occupied while waiting for Narn. Narn has paid him handsomely to stay open longer than he normally would, but he is keen to get to his bed.

NPC CAPSULE.

Milo (hm, N, Ftr 4th) is the proprietor of The Drunken Sailor in the dock district of Scant. A secretive man, who talks much but says little. Patrons of the Sailor whisper that he is a pirate, hiding from his enemies, or that he is a retired mercenary. Whatever the truth he arrived in Scant in early 578 CY on the first ship to brave the spring storms, and quickly brought the tavern with a fistful of gems. A stocky, balding man, Milo is still strong (Str15) and quick (dex16). He has a commanding presence and possesses a voice that can cut through any brawl. He professes disinterest in all his customers, as long as they do not murder or thieve while in his establishment.

He hears much from around the city and is normally very well informed of recent happenings, and for that reason he is suspected of having connections to the Wreckers. He is fastidious in keeping his establishment clean, and has been known to throw sailors bodily through the doors if they so much as spill a goblet of wine on his floor!

Milo always carries a sheath dagger in the small of his back and he is never far from the large club he keeps behind the bar to break up fights. He has a large, red nose that gives him a slightly comical appearance, and he is able to drink three times the normal quantity of ale before showing any ill affects.

Milo will send a messenger to find Narn as quickly as possible, while offering the party refreshments, clean water, towels and washing facilities. (This scene can be played up for laughs, see the NPC capsule for further details of Milo). Narn will arrive within the hour, looking tired and dishevelled, his clothes rumpled. He will demand a full accounting of events below ground and, only when he has seen and collected the evidence will he pay the surviving PCs. He has brought the agreed payment with him in the form of a black silken bag containing 6 large pearls each worth 250gp. If there are more pearls than surviving PCs, he will pocket the excess. In addition he will purchase any unique items from the PCs for 50% of their listed price.

He will take his leave of the PCs as quickly as possible, once his business is completed, telling Dornalth and Daere (if present) that the rest of the day is their own. Undoubtedly, some of the other PCs will want to report back to their masters, or to make contact with the Wreckers, but those actions are beyond the scope of this module.

**THIS CONCLUDES THE ADVENTURE,
SHADOWS UNDER SCANT.**

CAELEMAR AMAAVAROR.

Half elven 5th level chaotic good ranger.

Strength	14	Saves:	
Dexterity	16	Poison	11
Constitution	13	Rod	13
Intelligence	10	Petrify	12
Wisdom	14	Breath	11
Charisma	13	Spell	14
Hit Points	32		
Armour Class	4	Rear AC	6
Base THACO	16		

Weapon Proficiencies¹:

Weapon	ats	Sp	THACO	D	R
Broad sword	1	5	16	2-8/2-7	
Long bow	2	8	14	1-8/1-8	50/100/170
Dagger	1	2	16	1-4/1-3	
Dagger, thrown	2	2	14	1-4/1-3	10/20/30

Racial Abilities: 30% resist sleep and charm, 60' infravision, notice concealed door 1in6, spot secret door 2in6, spot concealed door 3in6.

Ranger Abilities²: fight with 2 weapons with no penalty, enemy species (ghouls - +4 "to hit"), animal empathy³ (saving throw @-1 for wild or attack trained animals to resist otherwise automatic success), hide in shadows (11%), move silently (20%)

Non-Weapon Proficiencies: swimming (14), tracking (15), running (7), fire building (13), direction sense (15)

Languages: common, elvish, gnomish, dwarf.

Magical Items: studded leather armour +1, broad sword +1, ring of swimming.

Equipment Carried: belt, 1 large pouch, 2 small pouches, flint and steel, sword belt, scabbard, water flask, 2 daggers, long bow in oil-skinned case, quiver, 14 sheath arrows, high hard boots, 4 torches, 13sp.

Appearance: Tall, lean and rugged Caelemar appears as the archetypal hillman. His dark brown hair is worn shoulder length and tied back in a ponytail. His eyes similarly brown seem

older than his apparent age. Clad in old, but perfectly maintained, studded leather armour his callused and scarred hands are never far from his sword hilt. Over his left shoulder hangs his long bow wrapped in oilskins. His visage is weather beaten, leathery and lined from many days under the bright sun of the Onnwal Peninsula.

History: Born and brought up in a small village on the cusp of the Headlands by his mother who travelled there in search of his wandering Sellsword father Caelemar grew up with a strong appreciation for the rolling beauty of the Headlands.

When he was old enough he joined the Hillstalkers – the legendary rangers of Onnwal, also known as “dwarf-friends” for their work in keeping the roving trolls of the region under control. Reporting to councillors of the Szek over the strange tracks he discovered in the high-hills along the Cliffway Caelemar has heard of the merchant Narn’s pleas for aid in overcoming the menace in the sewers that holds the city in a fist of fear.

Personality: Uncomfortable (and indeed unaccustomed) to life in the city Caelemar realised that he could serve his countrymen as well here as up in the hills and so presented himself at the Drunken Sailor at the appointed hour. While here he has resolved to discover all he can about the Wreckers, the thieves guild of the area who are active along the cliffs bordering

¹ THACO is adjusted for strength and dexterity (where applicable) but does not take into account any magical weapons bonuses.

² Thieving abilities are adjusted for armour worn and should be halved in unnatural surroundings.

³ Caelemar must be in front of any companions and approach the creature fearlessly.

the Cliffway luring ships to their doom on the rocks below. Quiet and introspective he is happier when on his own and not accustomed to acting in groups. He reveres Trithereon, god of revenge, liberty and self-determination an unpopular deity in Onnwal but one that fits his personality perfectly.

What Caelemar knows: Throughout the module the DM will have special knowledge that Caelemar will be privy to which he will make you aware of at the appropriate time.

Your Compatriots: Caelemar knows some of the others gathered together by Narn. Specific knowledge of them is detailed below.

Caelynn Brighteye: Caelemar believes that why this half elf is trying to masquerade as a human is not his concern as long as it is for no nefarious reasons. Apparently a mage, he has a quick tongue and puts you in mind of some thieves you have captured along the Cliffway. Caelemar will keep an eye on this one. He also appears to have once been wealthy and perhaps could be the son of a noble fallen from grace.

Dalbar Cloakshadow: Caelemar has dealt with gnomes before in the Headlands and has always found them to be friendly and courteous. Doughty fighters they are welcome allies in the struggle against the South Province and can be relied on in dangerous situations. If Caelynn talks alot this gnome has verbal diarrhoea – if he manages to shut up in the sewers it will be a miracle.

Daere Strongarm: A well-respected warrior this caravan-guard had a long and distinguished career in the marines. Several of your companions have met him and have indicated that he is a man to be respected, even if his vision is sometimes restricted by the chain of command. He can be counted on to do his part in a crisis. Although middle-aged this warrior has a lot of tactical knowledge that may prove useful in the close quarter fighting ahead.

Dornalth of Irongate: This warrior Caelemar does not know although he has seen his type

before. Young, impressionable and a liability in combat he must be directed by another if he is to survive the coming trials. He seems a pleasant another person however and it would be a shame if he were to perish.

Raisea of Pholtus: A powerful priest of Pholtus she is extremely rigid in her beliefs but she does have some very useful abilities. Caelemar will try and avoid conflict with her of a religious nature and hope that she will do the same. However she does aid the common people of the country so she cannot be all-bad!

CAELLYN BRIGHT EYE

Half elven 4th/4th mage/thief, neutral

Strength	9	Saves:	
Dexterity	17	Poison	13
Constitution	8	Rod	11
Intelligence	15	Petrify	13
Wisdom	12	Breath	15
Charisma	14	Spell	12
Hit Points	13		
Armour Class	3	Rear AC	6
Base THACO	19		

Weapon Proficiencies:

Weapon	ats	Sp	THACO	D	R
Dagger	1	2	19	1-4/1-3	
Dagger, thrown	2	2	17	1-4/1-3	10/20/30
Dart	3	2	17	1-3/1-2	10/20/30

Racial Abilities: 30% resist sleep and charm, 60' infravision, notice concealed door 1in6, spot secret door 2in6, spot concealed door 3in6.

Thieving Abilities⁴: back stab at +4 "to hit" damage multiplier *2

Pick Pockets	50% (55%)	Open Locks	35%
Find/Remove Traps	15%	Move Silently	30% (40%)
Hide in Shadows	30% (35%)	Hear Noise	40%
Climb Walls	70%	Read Langs.	40%

Non-Weapon Proficiencies: swimming (12), disguise (13), read/write common (16), ancient history (16), spellcraft (13), navigation (13)

Languages: common, thieves cant, elvish, gnomish, halfling.

Magical Items: bracers of defence AC6, ring of the ram (7chs).

Spells Memorised: (3/2) 1st-magic missile, grease, unseen servant; 2nd-mirror image, flaming sphere.

Equipment Carried: wide belt, 1 large pouch, 2 small pouches, flint and steel, thieves' picks, water flask (full), 4 torches, 2 daggers, 9 darts, fine low soft boots, normal clothes, back pack, steel mirror, 4gp, 12sp.

Appearance: Slim and unassuming Caellyn has the appearance of one who has known luxury but who is now down on his luck. Although wealthy in appearance, his clothes are faded and worn, only his boots retain a hint of his previous wealth.

His blue eyes, bright and shining with naked intelligence, constantly probe the surroundings – missing nothing. His hair is dark brown and cut short. Pale of countenance several days worth of beard growth sprouts from his chin.

Personality: A secretive and moderately self-centred man Caellyn has learnt that it is a bad idea to steal from one's companions.

Using his disguise ability Caellyn is currently masquerading as a minor human mage from Almor hiring himself out to merchantmen in need of arcane protection. Paranoid that the 3 brothers still pursue he will not reveal anything of his past or of his illicit abilities. He is uneasy when there are less than 2 exits apparent. He is keen to make contact with the Wreckers and perhaps gain a modicum of protection within their ranks.

History: A native of the country of Nyron to the north early on in life he fell in with the wrong sort and became a thief. Working on the south coast Caellyn assisted the local thieves in wrecking unfortunate merchantmen. While looting 1 such ship he came across and stole a spellbook of a minor

⁴ Bracketed scores indicate scores used when Caellyn is not wearing armour.

mage. Teaching himself to read he studied the book exhaustively until he gained the ability to cast minor spells (which he kept secret from your compatriots).

After a violent argument involving the whereabouts of a certain necklace and the slaying of the other claimant Caellyn was forced to flee the country, just 1 step ahead of his victims 3 brothers.

6 months on the money from the sale of the necklace is dangerously depleted and he is in great need of another source of income. He has attempted to contact the Wreckers, so far without success. It is for this reason that he has decided to hear the merchant Narn's offer.

What Caellyn knows: Throughout the module the DM will have special knowledge that Caellyn will be privy to which he will make you aware of at the appropriate time.

Your Compatriots: Caellyn knows some of the others gathered together by Narn. Specific knowledge of them is detailed below.

Dalbar Cloakshadow: A renown and skilled boxman (that is one skilled in picking locks) Dalbar must almost certainly be a member of the Wreckers. Although you have seen the gnome in some of the seedier establishments he has rebuffed your attempt at friendship. Perhaps this expedition will allow you to get closer to the gnome and discover more about the Wreckers.

Caelemar Amaavaror: He has been regarding Caellyn with ill-concealed curiosity for the last hour or so that has him edgy. Luckily no one else seems to have noticed. Could he know Caellyn's secret? Best to be cautious around this one.

Dornalth of Irongate: A typical warrior with no intellect, although he seems nice enough and could make a useful ally. Definitely a relative new comer to adventuring although he seems to be handy enough with his sword.

Raisea of Pholtus: As the only other member of the party with a command of magic she is a

powerful addition to the team. The others should protect Caellyn and her and he has resolved to talk to her on this issue. Care is called for, as she is a priestess of a lawful deity.

Daere Strongarm: An ageing warrior probably along on his last expedition this middle aged man will just slow the group down; anyway what can be know?

DAERE STRONGARM

Human, male 5th level lawful neutral fighter.

Strength	17	Saves:	
Dexterity	12	Poison	11
Constitution	15	Rod	13
Intelligence	12	Petrify	12
Wisdom	13	Breath	13
Charisma	9	Spell	14
Hit Points	37		
Armour Class	5	Rear AC	5
Base THACO	16		

Weapon Proficiencies⁵:

Weapon	ats	Sp	THACO	D	Damage Modifier
Broad sword	3/2	5	14	2-8/2-7	+3
Dagger	1	2	16	1-4/1-3	+1
Dagger ,thrown	2	2	14	1-4/1-3	+1

Thrown Dagger range = 10/20/30

Racial Abilities: none

Fighter Abilities: specialised with broad sword, proficient in dagger, spear, light crossbow

Non-Weapon Proficiencies: swimming (17), endurance (n/a), blind fighting (n/a)

Languages: common

Magical Items: studded leather armour +2, broad sword +1, ring of free action

Equipment Carried: belt, 1 large pouches, flint and steel, sword belt, scabbard, water flask (full), 2 daggers, high hard boots, 2 torches, back pack, 1 oil flask, 3gp, 15sp, 23cp.

Appearance: 5'10'' tall fit, muscular and broad Daere makes an imposing sight. Middle-aged (34), he has tanned skinned and the steely grey eyes common to most Onnwalanders. Clad in well preserved studded leather armour his hand is never far from his sword. He has the air about him of one who is perpetually ready to spring into violent action.

His body is criss-crossed with scars, legacies of many desperate actions and he walks with a slight limp in his left leg, which aches when a storm comes in from the Gearnat.

Personality: When Daere gives his word on something he is irrevocably bound by it. An honourable man who has served in his countries armed forces, he cares for Onnwal and would not see it crushed beneath the boot of imperial rule. Loud and aggressive in speech he considers himself something of a leader although he is clever enough to listen to other's opinions. He is a devotee of Pholtus

He is used to the rough and tumble of military life and is a professional military man – he has seen a lot and survived longer than most by being thoroughly prepared.

A chauvinist he will do his utmost to protect women from harm, believing that adventuring and soldiering is “man’s work.” He is unfailingly polite to women.

Most of his marine friends are dead now, killed in action and so he finds it difficult to make new friends. He has seen so many young men die that he can be quite callous about it.

Background: A native of Onnwal, Daere grew up in the town of Longbridge and joined the marines as soon as he was old enough. He spent 5 years cruising the sea of Gearnat fighting pirates and the vessels of the South Province before retiring and signing on as a caravan guard for Narn who he has served for the last 3 years. Although he does not like Narn too much the merchant has

⁵ THACO is adjusted for strength and dexterity (where applicable) but does not take into account any magical weapons bonuses.

always dealt honourably with Daere.

Daere's Purpose: Narn has asked him to go along on this mission to ensure that it is correctly carried out. He has offered Daere a 150gp bonus if the mission is a success.

What Daere knows: Throughout the module the DM will have special knowledge that Daere will be privy to which he will make you aware of at the appropriate time.

Compatriots: Daere knows some of the others gathered together by Narn. Specific knowledge of them is detailed below.

Caelemar Amaavaror: A Hillstalker (another name for the rangers of Onnwal) Caelemar will be a good man in a tight spot. Although Daere has not met him previous to this night he has met some rangers in the past and found them to have useful skills. As devoted to Onnwal as you are you will be able to reply on him! Hillstalkers are said to be able to run for days without rest and to be efficient killers when needed.

Dalbar Cloakshadow: This gnome is not to be trusted. His eyes are a bit too shifty and he is too eager to make friends. Although gnomes can make doughty fighters this gnome is definitely not of this ilk. He does not know what Dalbar's talents may be but would not be surprised if he turned out to be a thief! If he stays out of Daere's way then the two will get along fine.

Dornalth of Irongate: He has also worked for Narn before but for a shorter period of time than Daere. A young, keen warrior he has constantly tried to make friends with Daere but has been rebuffed. A competent enough fighter he should be quite useful.

Raisea of Pholtus: Daere has trouble remembering that Raise is a full fledged priestess of Pholtus and as such does not need his protection. She is an extremely disciplined individual, devote in the service of her god. She probably has powerful magic at her disposal and will be a useful addition to the party.

Dornalth of Irongate: Dornalth is a young, enthusiastic warrior who dreams of glory but who will be lucky to keep his head on his shoulders on the coming expedition. Daere views him as juvenile, irresponsible and a bit of a liability to the mission. He will try to keep him out of the way as much as possible.

DALBAR CLOAKSHADOW.

5th level, neutral good, gnomish thief

Strength	12	Saves: ⁶	
Dexterity	17	Poison	11
Constitution	14	Rod	7
Intelligence	13	Petrify	10
Wisdom	8	Breath	11
Charisma	9	Spell	8
Hit Points	16		
Armour Class	4	Rear AC	7
Base THACO	18		

Weapon Proficiencies⁷:

Weapon	ats	Sp	THACO	D	R
Dagger	1	2	18	1-4/1-3	
Dagger ,thrown	2	2	16	1-4/1-3	10/20/30
Short sword	1	3	18	1-6/1-8	
Sling	1	6	16	2-5/2-7	50/100/200

Racial Abilities: 60' Infravision; +1 "to hit" against kobolds or goblins; -4 to AC when fighting gnolls, bugbears, ogres, trolls, ogre magi, giants or tritons. Detect the following when within 10'; grade or slope (5 in 6); unsafe walls, ceiling or floors (7 in 10); approximate depth (4 in 6); underground direction (5 in 6). 20% chance of magical item failure every use apart from weapons, armour and thieving items.

Thieving Abilities: back stab at +4 "to hit" damage multiplier *3

Pick Pockets	20%	Open Locks	75%
Find/Remove Traps	65%	Move Silently	50%
Hide in Shadows	40%	Hear Noise	45%
Climb Walls	60%	Read Languages	0%

Non-Weapon Proficiencies: swimming (12), rope use (17), ventriloquism (13), gaming (9).

Languages: common, thieves cant, gnomish, dwarf, halfling.

Magical Items: dagger+1, potion of healing (1 dose), ring of protection +1.

Equipment Carried: leather armour, wide belt, large pouch, 2 small pouches, flint and steel, thieves' tools, water flask, oil flask, 50' silk rope, 2 daggers, short sword, sling, 12 bullets, 1pp, 3gp, 14sp.

⁶ Saving Throws have been modified for racial abilities, dexterity and the ring of protection

⁷ THAC0s have been modified for dexterity but not for individual magical weapons.

Appearance: Standing 3' in height Dalbar is surprisingly thin for a gnome. Moving with whip like speed his actions are sure and made with confidence. His skin is the colour of dark oak, his eyes are sky blue and his hair is light brown. His nose is typically large for a gnome and he wears his beard neatly trimmed. His leather armour is a deep brown in colour and he normally wears a cloak of the same hue.

Personality: Dalbar is supremely confident in his abilities to pick any lock and to discover any trap! A skilled thief he has used his skills to penetrate impenetrable residences. Fiercely loyal to Randal, he will not reveal his affiliation to the guild under any circumstances.

Dalbar is still young, barely pasted his 130th birthday. There is only 1 thing that he covets more than wealth and that is knowledge. He likes to act mysteriously at times but can also be quite melancholy when events are not passing as planned.

History: Dalbar is a member of the Wreckers. Originally from the gnomish settlements in the Headlands he travelled to Scant in search of excitement in 572CY.

Here he used his natural abilities to good advantage, picking supposedly unopenable locks and making a reputation for himself. On 1 job he met Randal Delrath, a highly skilled

thief who saved him from an overlooked poison needle trap. Randal “adopted” Dalbar using him as his spy among the rank and file of the guild.

Dalbar’s Purpose: Randal has become aware recently of rumours regarding a rival band of thieves attempting to establish themselves in Scant. The rumourmongers and street dwellers whisper amongst themselves that the interlopers are cannibals from Dullstrand far to the east. Penetrate the sewers of Scant and ascertain if this is true, as the sewers have become extremely dangerous for “honest” thieves to use.

It is of utmost importance for the Wreckers that you succeed in your mission. You must discover the nature of the menace in the sewers and report your findings back to Randal.

What Dalbar knows: Throughout the module the DM will have special knowledge that Dalbar will be privy to which he will make you aware of at the appropriate time.

Your Compatriots: You know some of the others gathered together by Narn. Specific knowledge of them is detailed below.

Caelyn Brighteye: A mageling ostensibly new in town, he has been sniffing around some of the outlying guild operations. Word has come down from above that if encountered he must be observed but under no circumstances be given any information about the guild. It is unknown who he works for; it could be the Lord Mayor or the group of newcomers allegedly causing so much trouble. He has approached Dalbar on 1 occasion and tried to engage him in conversation but has been rebutted him so far.

Daere Strongarm: Honest and a skilled warrior, this man is not to be trifled with. His personal prowess is beyond question and he is known to deal harshly with lawbreakers. If there is trouble Dalbar will try and get as close to him as possible.

Dornalth of Irongate: A good warrior, although not as knowledgeable as Daere, he is a bit gullible and unpredictable.

Raisea of Pholtus: A grim and humourless woman who is obviously devoted to her god. She is not a target for Dalbar’s scams as he fears the magic at her disposal. Her god stands for the perpetuation of law and so Dalbar will keep his distance.

Caelemar Amaavaror: Dalbar has never met a Hillstalker before (the rangers of Onnwal) and does not know what to expect, still if he is new to town he may be able to wheedle some cash from him. Caelemar does look quite competent with his weapons however so Dalbar will be careful not to cross him.

DORNALTH OF IRONGATE

Human, male 5th level neutral good fighter.

Strength	15	Saves:	
Dexterity	17	Poison	11
Constitution	14	Rod	13
Intelligence	9	Petrify	12
Wisdom	8	Breath	10
Charisma	13	Spell	14
Hit Points	32		
Armour Class	3	Rear AC	6
Base THACO	16		

Weapon Proficiencies⁸:

Weapon	ats	Sp	THACO	D	Range
Long Sword	3/2	5	15	1-8+2 /1-12+2	
Dagger	1	2	16	1-4/1-3	
Dagger, thrown	2	2	14	1-4/1-3	10/20/30
Spear	1	6	16	1-6/1-8	
Spear, thrown	1	6	14	1-6/1-8	10/20/30

Racial Abilities: none

Fighter Abilities: specialised with long sword, proficient in, dagger, spear and longbow

Non-Weapon Proficiencies: swimming (15), endurance (n/a), blind fighting (n/a)

Languages: common

Magical Items: longsword+1, potion of water breathing, scroll of protection from magic

Equipment Carried: scale mail, heavy cloak, belt, 1 large pouch, flint and steel, sword belt, scabbard, water flask (full), 2 daggers, high hard boots, 2 torches, back pack, spear, 4sp, 5gp.

Appearance: Slim and rakish Dornalth's physique is more suited to that of a thief than a warrior. His slenderness does hide the underlying strength of his 6'1'' frame however. His eyes are grey in hue and always merry and light. His long blond hair is worn tied back in a ponytail. Clad in scale mail he conceals this while in Scant through the use of a heavy cloak.

Personality: A happy, merry fellow Dornalth believes that the strong should protect the weak but feels that sometimes laws can get in the way

of this noble pursuit. He will do what he feels is right: not what he is told is right.

He is aware however that he is relatively inexperienced and so will seek the wisdom of those older and wiser than himself

Aware that appearance matters little Dornalth finds the good in everybody and is a natural mediator, always trying to find the middle ground between arguing comrades.

Background: A native of Longbridge Dornalth has always craved the life of an adventurer. His father was a successful warrior rising to the rank of sergeant in the armed forces of Onnwal until crippled in a skirmish between the Szek's forces and those of the South Province. He hates the Imperials with all his heart for what they did to his father and will be merciless in his pursuit of them.

Dornalth's Purpose: You desire to prove yourself a brave and skilled warrior like your father. To that end you have agreed to participate in this mission.

What Dornalth knows: Throughout the module the DM will have special knowledge that Dornalth will be privy to which he will make you aware of at the appropriate time.

Compatriots: Dornalth knows some of the others gathered together by Narn. Specific knowledge of them is detailed below.

⁸ THACO is adjusted for strength and dexterity (where applicable) but does not take into account any magical weapons bonuses.

Caelemar Amaavaror: This half elf is an experienced warrior who has spent much time in the Headlands. Dornalth could learn much from an individual such as this. He has never met an elf before and is curious for information on the subject so will probably ask Caelemar about it. Caelemar seems to enjoy his own company more than others and says little, its up to Dornalth to get him involved in the group.

Daere Strongarm: Here is a warrior whose exploits Dornalth has heard whispered between other warriors in tones of awe. He has survived where many others have fallen and should be respected for his knowledge, instincts and tactical cunning. Perhaps he will teach Dornalth some of his tricks of the trade?

Dalbar Cloakshadow: This cheery, happy gnome is Dornalth's kind of person, almost always upbeat he can be relied upon to lift sagging spirits. He has haunted the dock area for as long as he can remember and they have foisted ale together on occasion. Dornalth is not sure what he does but it obviously pays well so he must be a clever fellow. Gnomes can also be tenacious fighters and you expect no different from Dalbar.

Caelynn Brighteye: Dornalth has never met Caelynn before tonight although he suspects that other members of the group have had dealings with him before: Caelemar and Caelynn have been exchanging glances ever since came face to face. There does not seem to be any animosity in the glances but still Dornalth wonders... Caelynn also seems to be (or have been) quite well off. Perhaps he s the son of a noble or rich merchant who would have need of the service of a swords such as Dornalth wields.

Raisea of Pholtus: The only woman in the group Raisea has been the target of much of Dornalth's early attempts at banter. She seems quite distant and controlled though but Dornalth is confident that he can make her open up to him. Her aloofness and demeanour fascinate him. A powerful priestess her presence will no doubt increase the chances of success this night.

RAISEA OF PHOLTUS.

Human, female 5th level lawful neutral priest of Pholtus.

Strength	11	Saves:	
Dexterity	12	Poison	9
Constitution	14	Rod	13
Intelligence	13	Petrify	12
Wisdom	17	Breath	15
Charisma	15	Spell	14
			(11) ⁹
Hit Points	22		
Armour Class	6	Rear AC	6
Base THACO	18		

Weapon Proficiencies¹⁰:

Weapon	ats	Sp	THACO	D	Range
Footman's mace	1	7	18	2-7/1-6	
Sling	1	6	18	2-5/2-7	50/100/ 200
Staff	1	4	18	1-6/1-6	

Racial Abilities: none

Priestly Abilities: Turn Undead (DM more information),

dispel darkness (CT1; AoE 30'R; R20yds; This spell dispels all magical darkness in the area of effect and prevents the additional formation of such effects for an additional 8 turns),

glow (CT5;AoE 1 creature; R30yds; Dur5rds; If cast on oneself it causes the casters eyes to project beams of light up to 45' distant. He also gains a +2 bonus to his charisma dor the duration of the spell. If cast o another it causes the target to shed light as pe the spell light in a 100'R . Unwilling targets are allowed a savig throw to avoid the affects).

Non-Weapon Proficiencies: swimming (11), religion (17), local history (15), healing (17)

Languages: common, read/write common

Magical Items: bracers of defence AC6,

Spells Memorised: (5/5/2) 1st:- cure light wounds, detect magic, protection from evil, magical stone, light 2nd:- spiritual hammer, silence 15'R, hold person, aid, chant 3rd:- blindness, dispel magic

Equipment Carried: white robes edged with silver lining, belt, 3 large pouch, flint and steel, belt, water flask, high hard boots, torch, staff, footman's mace, sling, 9 bullets, 7sp.

Appearance: The first thing noticed about Raisea is the blinding brilliance of her white robes that proudly proclaim her allegiance to Pholtus. The second thing that people notice about her is her beauty – she is curvaceous and tall with long blond hair and light grey eyes. Her skin is pale, a legacy of much time spent in devotion to her god.

Personality: Raisea came into her faith early and it is what has sustained her through a difficult life. She is very restrained and controlled - a legacy of her religious training and she will seek to convert any appropriate candidates to the worship of her god.

Secretly quite lonely because of her position in society she yearns to meet someone who will make her happy and give her strong children to be brought up in the service of Pholtus. Such a man would have to be a believer of course. Her faith is what makes her strong and she will attempt to illuminate the others in the ways of "Pholtus of the Blinding Light."

Background: Raisea was a street orphan. Her mother was a prostitute who died after the attentions of a particular brutal client. Her 6 year old daughter was left homeless and alone. Vowing to herself that she

⁹ Bracketed score indicates the chance to resist mind-affect spells.

¹⁰ THACO is adjusted for strength and dexterity (where applicable) but does not take into account any magical weapons bonuses.

would never do what her mother had to do to survive she scratched out a precarious existence for the next few years. While still young (10 or 11) she felt drawn to the service of Pholtus after a particularly moving ceremony by Laversham Blackbrow. Blackbrow (so named for his single eyebrow) tested her and found her sincere enough to take her back to the church where over time became an acolyte. She is now 26.

Raisea's Purpose: Raisea is simply here to protect the people of Scant from this menace and to demonstrate to them the triumph of law over chaos. The Mayor of Scant Oraldas Longshanks has also asked you to report back to him any evidence of the Wreckers in the sewers that you uncover.

What Raisea knows: Throughout the module the DM will have special knowledge that Raisea will be privy to which he will make you aware of at the appropriate time.

Compatriots: Raisea knows some of the others gathered together by Narn. Specific knowledge of them is detailed below.

Caelemar Amaavaror: This half elf is an experienced warrior who has spent much time in the Headlands, although you have not met him before you recognise him as a Hillstalker. A quiet taciturn man she respects his need for privacy but knows that he will be dependable during the trials to come.

Daere Strongarm: An experienced warrior and follower of Pholtus this man had a distinguished career as a marine before became a caravan guard. Although older than Raisea she feels drawn to his strength and undoubted competence. She will look to Daere to lead the group and if others she will argue voraciously in his defence.

Dalbar Cloakshadow: This gnome is far too irreverent and tactless for her tastes. Raisea is sure that he must possess useful skills so she will tolerate him as long as he does not annoy her too much. She will keep him at arms length.

Caellyn Brighteye: A noble or other foppish dandy, this individual professes to be a mage and so he has been included in the group. He seems to overly friendly to Raisea and she suspects his motives.

Dornalth of Irongate: This young fighter has constantly pestered her since she arrived at the Drunken Sailor. Although his intentions are plain he does seem genuinely interested in Raisea and so she has entertained his advances. She is unsure though if he reveres Pholtus and so has held back from volunteering too much information about herself. She can sense that he is a good man and will look out for him through the trials ahead.