

VEL1-02



Under the Streets

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Peter Parker

People in Devarnish are disappearing at an alarming rate. You have been gathered together by a veteran of many battles against evil. He believes that the cause of Devarnish's current suffering will be found in the sewers and catacombs beneath Devarnish. This is a regional adventure for characters level 1-4.



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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-*Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-*Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM Guidelines

The DM should also familiarize himself with the Veluna Gazetteer, which is available on the Veluna Triad Web site (www.veluna.com). The gazetteer gives vital information on how certain classes and races are viewed in Veluna. The adventure takes place in Devarnish so a good working knowledge of that city is helpful as well.

DM Background

People in Devarnish are disappearing at an alarming rate. The Devarnish City Guard has posted a reward of 500 silver pieces to anyone who can discover the cause. The PCs start this adventure in the Broken Spear, a seedy tavern in the military district. There, the PCs will most likely will be enjoying drinks or a meal when a man named Mucready approaches the them. Mucready is looking for volunteers to accompany him in to search for the root of the disappearances in the sewers and catacombs beneath Devarnish. He believes that there is a force in the sewers that is kidnapping citizens and smuggling them into the Empire of Iuz.

If the PCs accompany Mucready they find out that there is a fairly large Rogues' organization currently operating in the tunnels. This organization calls itself the Rat Pack. A strong and centralized group, the Rat Pack is part of a national organization of thieves' guilds. They formed out of defense against the Theocracy's very effective anti-crime campaigns. The sewers and catacombs beneath Devarnish connect to every part of the city, and they serve as the perfect base for smuggling, hiding out, and stashing loot.

The Rat Pack, however, are not the cause of the disappearances, and were, in fact, were the first to be victimized. The trouble on the surface did not begin until the Pack began traveling in heavy-armed groups.

The cause of the trouble is a rather pathetic sea hag named Grizzelda, as well as her ogre guards and her undead minions. Driven out of every suitable lake in the country by more powerful creatures or the servants of Rao, she has taken up residence here out of desperation. She quickly discovered that prey is plentiful in and under Devarnish and capable of only small resistance. Now she considers herself a sewer hag, painting failure as an accomplishment.

In the sewers the PCs will first encounter a group of zombies led by an ogre, all masked by illusions so they appear human. The zombies will attack while the ogre flees. Mucready pursues the ogre, and is captured. Following Mucready and the ogre leads the party into an encounter with a Rat Pack patrol. This should result in some tense moments and possibly combat.

If the party attacks the patrol, they will wander through the catacombs until they encounter another of Grizzelda's patrols. That encounter will eventually lead them to Grizzelda's lair.

If they negotiate with the members of the Rat Pack they will

be taken blindfolded to meet one of the Pack leaders. He will arrange for assistance and guidance to the area where they believe Grizzelda has her lair. Once the PCs find the lair, combat will ensue with ogres, zombies, and Grizzelda.

Player's Introduction

Start play by giving the PCs the Player's Handout: Reward Poster. The adventure starts in the Broken Spear tavern when a man named Mucready enters and asks for volunteers to help him solve Devarnish's most recent trouble. He believes that there is a force in the sewers that is kidnapping citizens and smuggling them into the Empire of Iuz. Players should select the character most likely to respond to Mucready's appeal. They may chose their character after hearing the following text:

It is a quiet evening at the Broken Spear, a seedy tavern in the military district. Well, it was until a lean and tall unshaven man burst through the door of the establishment. Gruffly the man roars "I," as he staggers through the door, "have had," crossing to a bare spot on a nearby table for support, "enough!" He punctuates his statement with a fist slamming on the table hard enough to overturn the drinks upon it. His clothes are ragged and torn, and you see caked blood behind the rough whiskers of his face. He waves aside aid and calls to the patrons of the Broken Spear: "Servants of evil live in our sewers and are kidnapping our people, taking them in chains to the Empire of Iuz. I am not strong enough to stand against them alone. Are any of you courageous enough to come with me?"

Any players who do not eventually volunteer a character for Mucready's crusade should leave the table. The adventure is over for them. Mucready will speak to the rest.

At first glance, due to his size and unkempt appearance, he seems a wild barbarian, but his accent is learned and he speaks in a patient, almost hesitant, manner. "My name is Mucready, and I am a veteran and an adventurer. Not two hours ago I saw a pair of our citizens beaten with clubs and drug into the sewers. I have fought with our allies against Iuz and his minions for ten years, but I was unprepared for the ferocity of this counterattack when I tried to aid our brethren. I was bested and barely escaped. If you are willing to aid me—to aid the people of our city—tell me about yourself. I like to know who is at my back."

Allow the players time to introduce themselves, then continue with Mucready's briefing.

"Years ago, I worked for Duke Borin. When most of you were being born, I was defending our merchants from owlbears and goblins in the Asnath Cope. A decade ago, I went to defend the

borderlands against the Empire of Iuz. I know their tricks.”

Mucready has been searching various sewer access, looking for the kidnappers.

Mucready did not see emblems of Iuz, but declares, if asked:

“You think spies would wear the standard of their true cause?”

Mucready will take some time to acquire magical healing, as the local temple to St Cuthbert owes him a favor, and will meet the party at the sewer entrance at the corner of Cloth Way and Carter’s Boulevard in one hour.

When all the PC’s have made their intentions clear, Mucready will leave to make preparations. Tell the party to select the equipment they will be taking along, and proceed to Encounter 1.

Encounter 1: Into the Sewers

Note: In the sewer Mucready insists on scouting ahead of the PCs. He is at scouts just over 100 feet ahead, returning to the PCs every few minutes.

In this encounter the players will run into one of Grizzelda’s patrols. The entire patrol is made to appear human with a powerful illusion. The ogre leader will order the zombies to attack and then it will run. Mucready will pursue the ogre. The ogre and another patrol will capture Mucready, leaving the PCs on their own until Encounter 4.

As you arrive at the sewer entrance, you see Mucready, and the other adventurers who agreed to go along on this daring quest.

Allow the players to make preparations before entering. When they are ready, describe the sewer entrance.

The dark tunnel swallows you up, and the hot, humid stench of the place makes you feel as though you were entering the belly of some great beast. Slime drips from the stone work and the water that sloshes over your feet stinks from filth and muck. You move through the tunnels for some time, and the seeming futility of the task ahead weighs heavily upon you.

It doesn’t get any better. The smell, the darkness, the oppressive gloom, it all presses down on you relentlessly. Then you turn a corner and are faced with a group of men in dark clothes. One of them points at you.

“Kill them!” He shouts. As the remaining men shamle forward to engage you, the speaker flees into the darkness and out of sight. Mucready leaps out of a side tunnel and sprints off in pursuit of the fleeing man yelling, “I’ll get the leader! You capture these lot and follow when you can!”

This is one of Grizzelda’s patrols. They are made to appear human with powerful illusion magic (a *seeming* cast by a mercenary wiz-

ards of Grizzelda’s acquaintance; Will save to disbelieve, DC 19). The leader of the patrol is an ogre, and he *will* escape.

Tier 1 (EL 4)

Zombie (5): CR 1/2; Medium-size Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1 Slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3

Feats: Toughness

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; **Partial Actions Only (Ex)**—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tier 2 (EL 6):

Zombie (10): uses stats above.

Tactics: The Zombies will relentlessly attack the PCs. When describing the fight with the zombies, be sure to use words like “clumsy” and “stilted” as clues. The zombies will reveal their true form when they are killed (as per the *seeming* spell), but before that PCs must make a successful Will save to disbelieve the illusion.

There is a chance that players may use character knowledge (e.g., the hints that the men are shambling, the fact that during the battle the models are only making partial actions, and critical hits seem not to be as crippling as they should) to determine the creatures may be illusion-shrouded zombies. Clerics or others who have not successful disbelieved, but decide to let loose with spells that only affect undead, turning, or rebuking actions will either grant the undead a +2 circumstance bonus to saves against spells or -2 circumstance penalty to turning (or rebuking) checks.

Development: Once the zombies are destroyed, the PCs will soon find that there is not sign of either the zombies’ leader or Mucready. It is important to the plot that both of these NPCs get away.

When the PCs decide move forward read the following:

Moving into the gloom in the direction that Mucready pursued the fleeing man, you wonder where your pursuit will lead.

Encounter 2: Thieves Patrol

In this encounter the PCs will meet members of the Rat Pack, the thieves guild that operates in Devarnish. Read the following:

You move as quickly as you can through the dark and oppressive tunnels. Turning a corner, you find yourselves confronted by five men in dark leathers with blackened weapons. They eye you warily as one of them speaks.

“Who are you, and what is your purpose in the Undercity?”

The PC's have a difficult choice here. If they attack, the thieves will defend themselves. While the PCs can defeat the Rat Pack patrol, it will weaken them for the final encounter with Grizzelda and her minions, and the PCs may miss out on some important information.

If the party talks to the Rat Pack patrol, and is honest about their purpose, then the patrol's leader, Zarathos, will introduce himself to the PCs and share and share the following information:

- He is the leader of this patrol from a community of outlaws and misfits living in the catacombs.
- Something has been taking their people, and the disappearances only stopped when they started traveling in armed patrols.
- He will indicate through subtly used Innuendo (DC 10), that the “community” is really a Thieves' Guild.

The other patrol members will avoid contact with the PC's as much as possible—they don't trust other armed folk who wander the sewer, those folks tend to be those who hunt thieves. Only Zarathos will speak with the PCs, and he will be terse and reticent.

If the party will consent to be blindfolded, he will take them to meet with their leader at the Rat Pack headquarters (go to Encounter 3a: Strange Alliances). If the party refuses to be blindfolded Zarathos will allow them to be on their way and the PCs will end up in Encounter 3b: Wandering Around.

All Tiers (EL 5):

Zarathos, human male Rog3: CR 3; Medium-size Humanoid; HD 3D6; hp 15; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (+3 Dex, +4 chain shirt); Atk +5 melee (1D6+1 [crit. 18-20], rapier) or +3 melee (1d4+1 [crit. 19-20], dagger) or +5 ranged (1d4+1 [crit 19-20], dagger); SA Sneak Attack +2d6 SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2, Ref +6, Will +1

Str 13, Dex 16, Con 10, Int 14, Wis 10, Cha 10;

Skills: Balance +3, Bluff +5, Climb +2, Diplomacy +8, Escape Artist +8, Gather Information +3, Hide +5, Jump -1, Listen +2, Move Silently +5, Read Lips +7, Sense Motive +8, Spot +5; *Feats:* Combat Reflexes, Improved Initiative, Weapon Finesse (rapier).

Possessions: chain shirt, rapier, 3 daggers, thieves tools, lantern, three flasks of oil.

Male human Rog1 (2): CR 1; Medium-size Humanoid; HD 1D6+2; hp 6; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (+2 Dex, +2 leather); Atk +2 melee (1d6 [crit. 19-20], short

sword), +2 ranged (1d8 [crit 19-20], light crossbow); SQ Sneak Attack +1d6; AL CN; SV Fort +2, Ref +4, Will +0

Str 11, Dex 14, Con 15, Int 14, Wis 10, Cha 10

Skills: Balance +4, Bluff +2, Climb +3, Diplomacy +5, Escape Artist +7, Gather Information +3, Hide +4, Listen +2, Move Silently +6, Read Lips +6, Sense Motive +5, Spot +3; *Feats:* Improved Initiative, Weapon Finesse (shortsword).

Possessions: Leather armor, shortsword, light crossbow, 20 bolts, thieves' tools, lantern, two flasks of oil, 50 ft. of hemp rope.

Male human Ftr1 (2): CR 2; Medium-size Humanoid; HD 1D10+1; hp 9; Init +1 (+1 Dex); Spd 30 ft; AC 14 (+1 Dex, +3 studded leather); Atk +5 melee (1d8+3 [crit. 19-20], long sword), or +2 ranged (1d8 [crit. 19-20], light crossbow); AL CN; SV Fort +3, Ref +1, Will -1

Str 16, Dex 12, Con 13, Int 14, Wis 9, Cha 10

Skills: Balance +1, Bluff +1, Climb +4, Escape Artist +1, Hide +1, Listen +1, Move Silently +1, Spot +1 *Feats:* Cleave, Power Attack, Weapon Focus (longswords).

Possessions: Studded leather armor, longsword, light crossbow, 20 bolts, 2 torches.

Encounter 3a: Strange Alliances

Led blindfolded through many twists and turns, you soon lose all hope of knowing where you are. At last the blindfold is finally taken off and your sight is returned. You are met with a remarkable sight. In a large natural cavern, more than thirty people bustle about on various tasks. All are armed and armored similar to the patrol you are with. You're led to a slender and scruffy looking man seated behind a large but rickety desk. Zarathos whispers in his ear, and then the new man addresses you.

“Well, well, well! My name is Rumontas. I guess things must have gotten pretty bad upstairs for the Theocrat and his minions to have taken an interest in the Undercity. I'm not sure if I like that. Still, I know I don't like my people disappearing. I'll make you a proposition. Give me your word that you won't tell anyone about us, and I'll send this patrol to show you the area where we think the trouble is centered and help you eliminate it. Otherwise, we'll blindfold you again, and let you try to find it yourselves. But then you may tell people about us...oh my, maybe we should just blind fold you and lead you...elsewhere.

The party will likely have some questions for Rumontas. Sample questions and answers follow:

What are you doing down here?

We are the people who have fallen through the cracks of society. Here, in this place, we have founded our own civilization.

How many people are living in the sewers?

More than you may guess, I suspect. There are many of us in this association, but there are more packs of like-minded people all over the country.

Why haven't you taken care of it yourselves?

The threat is located in an area of the sewers from which our people have never returned, however, we have seen others come and go. Whoever, or whatever, is back there, is intelligent and prepared, and has allies above. We are not strong enough to risk a confrontation with people from the city. But, you are from above and don't have that fear.

Development: If the party agrees to Rumontas's deal, they will be led to the area of the sewers that Rumant as knows the kidnapers dwell. The PC will be lead on to Encounter 4: Nice Lady? accompanied by the patrol from the guild, but they will leave just before the PCs encounter the Sea Hag and her minions.

If the party refuses they will end up in Encounter 3b: Wandering Around.

If at any point the party attacks, all present will mob them and kill them.

Rumontas is a 9th-level rogue. He has two lieutenants who are each 7th-level rogues. Each of them has two sergeants who are each 2nd-level rogues and 4th-level fighters. Each of them has two field commanders who are each 3rd-level fighters. Further, there are fourteen members and eleven associates. The members are composed of an even number of 1st-level rogues and 1st-level fighters. The associates are all 0-level characters. Between them all, they have whatever combination of feats and skills and weaponry necessary to destroy any small group of people who attempt to kill them in their sanctum. Use the generic stats on pages 48-58 the *Dungeon Master's Guide* if it comes to a fight. Further, there are many needle traps surrounding the hideout that will harm unguided intruders.

Hail of needles: CR 1 +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

Finally, the heroes have no idea exactly where they are, or how to get out of the sewers from here.

Encounter 3b: Wandering Around

If the PCs do not accept the help of the Rat Pack they will have to wander around until they run into Grizzelda's forces. Read or paraphrase the following:

You are almost certainly lost. You are tired, wet, and completely certain that you have failed.

You turn a corner and are faced with a familiar sight. Five men in dark clothes move down the tunnel toward you. One of

them points at you.

"Kill them!" He shouts. As the remaining four shamble forward to engage you, the speaker flees into the darkness and out of sight.

This is another one of Grizzelda's patrols. They are made to appear human with powerful illusion magic (a *seeming* cast by a mercenary wizards of Grizzelda's acquaintance; Will save to disbelieve, DC 19). The leader of the patrol is an ogre, and he *will* escape.

Tier 1 (EL 4)

Zombie (5): CR 1/2; Medium-size Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1 Slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3

Feats: Toughness

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tier 2 (EL 6):

Zombie (10): uses stats above.

Tactics: The Zombies will relentlessly attack the PCs. When describing the fight with the zombies, be sure to use words like "clumsy" and "stilted" as clues. The zombies will reveal their true form when they are killed (as per the *seeming* spell), but before that PCs must make a successful Will save to disbelieve the illusion.

There is a chance that Players may use character knowledge (e.g., the hints that the men are shambling, the fact that during the battle the models are only making partial actions, and critical hits seem not to be as crippling as they should) to determine the creatures may be illusion-shrouded zombies. Clerics or others who have not successful disbelieved, but decide to let loose with spells that only affect undead, turning, or rebuking actions will suffer either grant the undead a +2 circumstance bonus to saves against spells or -2 circumstance penalty to turning (or rebuking) checks.

This time the PCs will see the direction that the leader is heading, and will be able to follow him into the darkness.

Your hopelessness has been replaced with the thrill of the chase. You know this pursuit will end at the source of the trouble. You can feel it.

Encounter 4: Nice Lady?

At any time the party may interrupt this description or conversation and act. They should be suspicious, but this encounter is still likely to throw them off guard.

You aren't sure what you expected, but this wasn't it. A warmly decorated living space is set up before you. People bustle about performing various domestic tasks. At the center of the room, a comely and well-dressed middle-aged lady stands before a table covered with papers. She looks up at your approach, drinks deeply from a small flask and smiles.

"Hello. Please come in. I have been expecting you."

She gestures to the space in front of her table and waits patiently for you to come forward.

This is Grizzelda and her minions in her lair, concealed with a *veil* spell (Will save to disbelieve, DC 20).

Grizzelda will try to get the PCs and their thief escort to stand around the front of her table and stall them with lies until her minions are in the tunnels behind them. She has already drunk a *potion of charisma* (granting a +5 enhancement bonus to her Charisma score), and will use its power to convince the PC's that her lies are truth.

"You are no doubt here seeking missing citizens of Devarnish. Well, they are gone, but not in the way you think. I have arranged for them to be smuggled out of Veluna. They all left of their own free will, for reasons varying from religious persecution to the desire to escape from criminal charges. I am a priestess of Trithereon, god of freedom and self defense."

Grizzelda will try to get the heroes to talk to her as much as possible. She will spin a tapestry of lies behind which to hide, and will send the heroes on their way if she can. Things she may tell the heroes include the following:

- The citizens were smuggled by the Rhennee to Verbobonc. (false)
- She is not now, nor has she ever, willingly worked for Iuz. (true)
- She receives support from a local merchant named Dalingerat. He gives her money and magical supplies, she imports more mundane items for him. (true)
- She assumes Dalingerat is attempting to bypass tariff in the dealings. (true, so far as she knows)
- She has not seen the citizens since they left her company. (true, in a purely literal sense)
- She assumes they are well and happy. (false)

As is often the case, the truth makes an excellent lie when presented properly. If it is clear that the party does not intend to leave, she will explain a bit about her devotion to Trithereon and

ask to pray to him for a solution to the situation. Please read the following to the players:

"As a priestess of the gods of freedom, it is my mission to help people escape any situation that interferes with their happiness. I am at a loss, however as to what to do about you. Please wait a moment while I pray for guidance."

Have all the PC's make a Sense Motive check (DC 17.) Give characters that fail Player's Handout #2: Convincing Argument. Characters that make the roll will receive Player's Handout #2: Pulling a Fast One. Allow the party to role-play the ensuing discussion. If the party ultimately buys the story, Grizzelda will politely ask them to leave her in peace. If they do, she will have them escorted to the surface and the adventure will end. If the party seems to be unconvinced, she will then begin casting several preparatory spells.

The pleasant scene and all its inhabitants disappear, replaced by looming ogres, fearsome undead and a hideous and hunched female creature whose very visage leeches your strength. In one corner of the cavern you can see Mucready bound and gagged along with several other prisoners.

At this point the heroes will have to resist Grizzelda's Horrific Appearance ability.

Tier One (EL 5):

Grizzelda, sea hag: CR 4; Medium-size Monstrous Humanoid; HD 3D8+3; hp 16; Init +1 (Dex); Spd 30 ft., swim 30 ft.; AC 14 (+1 Dex, +3 natural); Atk +6 melee (1d4+4, 2 claws); SA Horrific appearance, evil eye; SQ SR 14, Water breathing; AL CE; SV Fort +6, Ref +6, Will +8 (+1 all saves from *cloak of resistance*)

Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10 (15)

Skills: Knowledge (arcana) +4, Hide +3, Listen +9, Spot +9;
Feats: Alertness.

SA: Horrific Appearance (Su)—The sight of the sea hag is so revolting that anyone who sets eyes upon one must succeed at a Fortitude save (DC 11) or instantly be weakened, taking 2d8 points of temporary Strength damage. This cannot reduce a victim to a negative Strength score, but anyone reduced to Strength 0 is helpless. Creatures who successfully save cannot be affected again by the same hag's horrific appearance for one day. **Evil Eye (Su)**—Three times per day a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed at a Fortitude save (DC 11). Creatures who fail have a 25% chance of dying instantly from fright; even if they survive, they fall into a whimpering catatonia for three days, although remove curse or dispel evil can restore sanity sooner.

SQ: Water Breathing (Ex)—Sea hags can breathe underwater indefinitely and can freely use their abilities while submerged.

Ogre (1): CR 2; Large Giant; HD 4D8+8; hp 26; Init -1 (Dex); Spd

30 ft; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +8 melee (2d6+7, greatclub) or +1 ranged (2d6+5 [crit. x3], longspear); Face/Reach 5 ft x 5 ft/10 ft. (15-20 feet with longspear); AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2; **Feats:** Weapon Focus (greatclub)

Zombie (4): CR 1/2; Medium-Size Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1 Slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3

Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3

Feats: Toughness

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Partial Actions Only (Ex)*—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Tier Two (EL 7)

Grizzelda, female sea hag Clr2 (Incabulos): CR 6; Medium Monstrous Humanoid; HD 5D8+5; hp 26; Init +1 (Dex); Spd 30 ft., swim 30 ft.; AC 14 (+1 Dex, +3 natural); Atk +6 melee (1d4+4, 2 claws); SA Horrific appearance, evil eye; SQ SR 14, Water breathing; AL CE; SV Fort +9, Ref +8, Will +11 (+1 all saves from *cloak of resistance*)

Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10 (15)

Skills: Knowledge (arcana) +4, Hide +3, Listen +9, Spot +9; **Feats:** Alertness, Lightning Reflexes.

SA: Horrific Appearance (Su)—The sight of the sea hag is so revolting that anyone who sets eyes upon one must succeed at a Fortitude save (DC 11) or instantly be weakened, taking 2d8 points of temporary Strength damage. This cannot reduce a victim to a negative Strength score, but anyone reduced to Strength 0 is helpless. Creatures who successfully save cannot be affected again by the same hag's horrific appearance for one day. **Evil Eye (Su)**—Three times per day a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed at a Fortitude save (DC 11). Creatures who fail have a 25% chance of dying instantly from fright; even if they survive, they fall into a whimpering catatonia for three days, although remove curse or dispel evil can restore sanity sooner.

SQ: Water Breathing (Ex)—Sea hags can breathe underwater indefinitely and can freely use their abilities while submerged.

Spells Prepared (4/3+1; DC = 11 + spell level) 0-lvl—detect poison, guidance (x2), virtue; **1st-lvl**—bless, cause fear*, doom, magic weapon

* Domain spells (Death—death touch; Destruction—smite).

Ogre (2): use stats above.

Zombie (6): use stats above.

Tactics: If Mucready is freed and armed, he will enter combat with one of the ogres. The zombies will melee with the nearest targets and the ogres will attack the strongest looking heroes. Grizzelda will use her Evil Eye and spells unless forced into melee, in which case she will attack with her claws. Should Grizzelda lose more than half of her hit points, she will cast *virtue* on herself and attempt to flee. She will dive through a broken grate.

Should the party attempt to flee, allow them to get away, with Grizzelda's laughter echoing after them.

If the party gets into serious trouble and the thieves are present, the thieves can be used to bail the party out.

When Grizzelda is defeated the party finds cells in the corridors behind the room with two dozen missing people from the city above.

Treasure: *cloak of resistance* (+1)

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeating the zombie minions 50 xp

Encounter 2

Defeating the Rat Pack Patrol 50 xp

or

Getting Information from the Rat Pack 75 xp

Encounter 3a

Negotiating to have the Rat Pack escort the PCs to Grizzelda's hideout 50 xp

Encounter 3b

Defeating the zombie minions 50 xp

Encounter 4

Defeating Grizzelda and her minions 200 xp

Rescuing Mucready 25 xp

Total experience for objectives 400 xp

Discretionary roleplaying award 0-40 xp

Total possible experience 440 xp

Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 4

Cloak of resistance +1 (1,000 gp, 1lb., cloath, common).

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Appendix: Mucready

Mucready, male human Ftr2/Rog2: CR 4; Medium-Size Undead; HD 2d10+2d6+8; hp 27; Init +3 (Dex); Spd 30 ft; AC 19 (+3 Dex, +4 chain shirt, +2 large steel shield); Atk +7 melee (1d8+3 [crit 19-20], longsword), or +6 ranged (1d8 [crit. 19-20], light crossbow); SA Sneak attack +1d6; SQ Evasion; AL NG; SV Fort +4, Ref +6, Will +3

Str 16, Dex 17, Con 14, Int 15, Wis 12, Cha 14

Skills: Bluff +7, Diplomacy +7, Disable Device +5, Disguise +5, Escape Artist +8, Hide +8, Jump +5, Listen +6, Move Silently +8, Open Locks +5, Spot +8, Tumble +3; *Feats:* Blind-Fight, Dodge, Iron Will, Mobility, Weapon Focus (longsword).

Mucready is a gruff and unshaven human who stands 6 ft. 2 inches tall and weighs 185 lbs. His arms are strong and his muscles lean. His hair is bushy and long, and, at first glance, appears to be

one of the wild barbarians. However, he speaks with a learned accent and a patient almost hesitating manner.

Mucready is 32 years old, and has spent the last decade defending the allies of Veluna from the evil Empire of Iuz. Before that, he lived in Devarnish and worked for the local duke openly, and a man named Dalingerat in secret.

His purpose in this adventure is threefold. One: he desires to put a stop to the disappearances. Two: he has heard rumors of a thief's guild operating in the sewers, and wants to know more about it, but he doesn't want to confront them personally. And, three: he wants to test the mettle of the new generation of heroes.

Mucready is confident he can escape whatever situation he finds in the sewers of Devarnish. He allows himself to be captured. If he does not report to Dalingerat within two days, men will be sent into the sewers to find and extract him.

Mucready will not mention Dalingerat or anything relating to him to the heroes at this time

Player's Handout #1: Reward Poster

REWARD

500

PIECES OF SILVER

FOR INFORMATION LEADING TO THE CAPTURE OF PERSONS
OR CREATURES RESPONSIBLE FOR THE DISAPPEARANCE OF
SEVERAL DEVARNISH CITIZENS.

CONTACT CITY GUARD FOR MORE INFORMATION.

Player's Handout #2: A Convincing Argument

This good woman is making a lot of sense. Why should those unsuited to life in Veluna not have a quiet and unobtrusive way of leaving? Everyone should be free to make his or her own choices. Trithereon may not be Rao or St. Cuthbert, but he certainly isn't evil. How wonderful it is that you were prevented from making a terrible mistake. You certainly don't see any reason to waste any more of this nice lady's time. Perhaps you should be on your way and report to your superiors that this was all a misunderstanding. You must convince your fellows to allow this good lady to go on with her work in peace.

Player's Handout #3: Pulling a Fast One

You feel a strange and powerful urge to agree with this woman and to take her statements at face value. Marshalling all of your will you reassert your own opinions, even though the experience leaves you feeling disoriented and unsure. You feel certain that few if any of your comrades were lucky or strong enough to resist this urge. You had better be on your guard.