

DYV3-08

A Cure for What Ails Ye

A 1-Round D&D LIVING GREYHAWK[®]

Dyvers Regional Adventure

by James Poppe

Triad Edit: Matt Maddy & Phil Thompson

Circle Edit: Dave Christ

A request for aid comes from a strange source, one that doesn't know why he's asking for aid. Will you help him out?
Part 1 of the Hidden Treasures Saga. An adventure for APLs 2-12

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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 and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

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

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create on. 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 Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type,

and animals with different CRs are added separately

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL.

Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

The Current Effect of the Dock Fire on the Populace of the Free and Independent City of Dyvers

At this point in time, the Free and Independent City of Dyvers is continues to from the massive fire in the dock district. Although the Magister and Gentry have tried their best to aid the displaced and shore up the economy, prices have risen over time. (Any item purchased in this scenario is 30% above normal value. The poor are present almost everywhere except the Gentry District, and will possibly ask the PCs for aid. Use this to add flavor during the adventure, but don't let it bog down the event. PCs paying Rich and Luxury lifestyles receive reverse the normal charisma modifiers from both the poor and the gentry, unless they have aided the poor (Donated at least 3 GP per APL each) in Dyvers hour of need.

The newly created homeless are unruly and angry about their situation, and are belligerent with anyone refusing to aid the homeless. They are also desperate enough to mob anyone who seems to be extravagant in their donation.

Using Divination Spells in This Module

Due to the priesthood receiving numerous requests for aid from the victims of the Dock District fire, they are unable and unwilling to waste spell slots for divination spells, since more readily useful ones can be cast. This is because they feel the homeless are more worthy of their efforts, and are to some extent afraid of the negative publicity coming from helping the Gentry over the common soul.

Using Judge's Maps

Judge's Map 1 is an aerial view of the Free and Independent City of Dyvers. The map is divided and has a grid overlaid on it. Along the west edge are letters and along the south are numbers. At the top of each of the other Judge's Maps are the coordinates of where they fit on Judge's Map #1.

Adventure Summary and Background

This event begins the Hidden Treasures story arc so some information will not be provided as to keep the intrigue of the story arc for future events. Motivations, rationale

and machinations of the NPCs and villains within will be revealed as the story arc unfolds.

'The Jackyll', an enterprising agent of evil unknown, has begun to make his presence known in Dyvers. Instructed to take whatever steps are necessary to keep the authorities from interfering in his employers' plans, the Jackyll kidnapped the head of the Dyvers Constabulary's sole surviving relative, his 17-year-old niece. Directing the distraught Constable to keep his silence or lose his last heir, the Jackyll has begun to make his subtle touch upon the city. This event covers the first part of his exposed framework of deceit, destruction and malfeasance.

Utilizing the abilities and resources of his employers, the Jackyll recruited Zjas, a rogue priest of Incabulos to aid him in setting this first cog in motion. Proceeding with the skills of the god of plagues and diseases, the Jackyll has introduced a plague to local Rhennee encampments. Hoping to infect the City of Sails, Zjas has managed to mutate the disease to become highly infectious. Recognizing the abilities of those who follow a divine path, Zjas and the Jackyll made sure through diligence and sacrifice to the Black Rider that this contagion was the result of a continuing plague who's effects added to the effort to reach the desired goal, death of any who were infected and could not procure the needed divine curing. Aiding in their venture, Gavfel, an agent of Iuz who seeks to replenish part of his lord's resources that was lost in the failed attempt to properly punish the Free and Independent City of Dyvers with the dock fire.

Recognizing the peril her people were in, one of the Veths of the Rhennee used her prophetic abilities and dispatched her children to report this plague to the Dyvers officials, hoping that while her magics could not heal all of her children, the vaunted Temple Circle and its priests could. Unfortunately for her, the Jackyll had been unobtrusively watching the Rhennee just to make sure something like this never came to fruition. After all, it would ruin over 6 months of work.

While the Rhennee attempted to get someone to listen to their catastrophe, the Jackyll went to visit his old friend, COL Tohmas Dolorrak of the Constabulary. Issuing a simplistic directive of "***Crush this investigation or I will bring you pieces of your niece***", 'the Jackyll' ensured the lack of response from the City of Sails or so he thought.

A fresh deputy from the Academy, Riley Tlaferty, listened to the plight of Rhennee and began a detailed investigation. Sensing something was out of place,

Deputy Tlaferty began to investigate the illness. Nearly contracting the disease himself, the deputy had managed to start piecing together some of the puzzle. This was more than just a simple infection, this was a deliberate attempt at mass extermination and whoever was doing it, and they were re-introducing the disease to the Rhennee.

Beginning to write his report, Col. Dolorrak became aware of his enterprising deputy's work. Fearing for his niece's safety, he shut down the investigation and ordered Deputy Riley Tlaferty to hand over all of his notes and never reveal his knowledge to anyone. He told the deputy he would be handling the investigation and did not want to bring alarm to the general populace. Being the good loyal constable, Deputy Tlaferty handed over his case file, destroyed his personal notes and was immediately transferred to Wall Walker duty. The deputy knows something is wrong, but is unwilling to accuse his superior of what Tlaferty fears most, that Dolorrak is behind this.

When the deputy didn't return a week later, the Veth recognized that someone or something has stopped the investigation by the young Constable. The affliction had finally begun to strike at her and the other Veths in the enclave. Pulling together some of the last bits of her strength, she divines the PCs names as agents who may be able to save the Rhennee from this plague before she succumbs to it. Sending forth her personal Darkhagard bodyguards, she instructs them to return with the PCs at the table and not to take no as any answer.

Please make yourself familiar with Appendix 2. It covers the Jackyll's activities during this entire event.

Introduction: (Landing some Whales): The Darkhagard, realizing that their prophesized heroes of the City of Sails may not appreciate being abducted rather forcibly, decide to utilize some guile in gathering the selected PCs at the table. The PCs may receive different introductory handouts depending on which meta-orgs they belong to.

Encounter One (Don't Lose Your Head): The PCs meet up just outside the city walls only to see a tragedy in the making. A young Rhennee child is about to be accosted by a group of disgruntled former dockworkers and their families. Fortunately for the potential victim, the Constabulary outpost spotted the trouble as well and heading over to stop the bloodshed before it escalates into a riot. Unfortunately, the two Darkhagards saw the mob and are more concerned about stopping the mob

with extreme prejudice versus patience and understanding.

Encounter Two (A Vision): Taking the PCs to meet the Veth, the Darkhagard maintain their vigilance of silence, saving thanks for those who stop the mob brawl and spare the child from death. After a brief attempt at telling the PCs what she knows and checking the PCs for potential she answers questions and ask them to hurry.

Encounter Three (Gathering Information): The PCs get chances to encounter Deputy Riley Tlaferty, Colonel Tohmas Dolorrak, a messenger boy, Makkxs, and members of the Dyvers Temple Circle. Each has information useful to the PCs, if they recognize the wealth of information each person possesses.

Encounter Four (Unlucky Survivor): A sea olven female, Yevysse, is being treated for a similar illness. When it is revealed that the PCs are trying to save the Rhennee from their death sentence, the effects of the Jackyll's insidious scheming becomes more and more apparent... He's harvesting the dead bodies of the Rhennee. The sea elf makes the offer to lead the PCs to an unusual barge if she's given a true cure versus the delaying "antidotes" from the cloaked human (the Jackyll).

Encounter Five (Charon's Little Brother): After finding the point where the sea elves have been instructed to deposit the corpses, the PCs can investigate the barge the corpses have been delivered to. It is only upon approaching boarding the barge that the PCs discover the residents of the barge.

Encounter Six (Just a Small Thing): The teams that actually remove the corpses from the barge are waiting for the next delivery. The barking from the kobold guards becomes more excited if the PCs get too close without enough stealth.

Encounter Seven (The Hammer Falls): Zjas and Gavfel, alerted to the PCs meddling by the Jackyll, who has been following the PCs since they left the Veth, begin to move out and stop the adventurers before things get out of hand.

Encounter Eight (Excellent Penmanship): After defeating Zjas and Gavfel, the PC discover the lair that currently houses their efforts. Rhennee corpses, stacked like cords of firewood, line the exterior of the shelter. Inside the PCs find a handwritten note telling them to come back to town, someone else needs their help.

Encounter Nine: (A Proper Cliffhanger):

Returning to town, the PCs go to the indicated location from the handwritten, addressed notes for each of them, only to find someone else is waiting for them there. The PCs trigger a trap and discover why the Constabulary was kept from making a full investigation.

Conclusion: How well the PCs do dictates which ending they receive.

- **Conclusion A:** Success-If the PC defeat the menace
- **Conclusion B:** Partial Success-The PCs learn enough to determine what caused the plague so the priesthood of the Free and Independent City of Dyvers can aid the Rhennee and sea elves but do not save the day themselves.
- **Conclusion C: The Quest Failed**-The PCs do not save the day and do not find out what is causing the plague
- **Conclusion D: You're in Iuz's Army Now**-If all the PCs die.

Epilogue: If the PCs save the day they are invited back to the Rhennee encampment.

Critical Events Summary: PC actions affect the campaign. Please take the time to fill this out and either give it to the event coordinator or email it to stroth69@hotmail.com with the subject being "A Cure for What Ails Ye".

Introduction: Landing Some Whales

When the players sit down to the table ask them to write down any Dyvers metaorgs their PCs belong to and three spot checks (for use in Encounter 3A) on a piece of paper and hand it to you. Also ask if anyone has played DYV2-5: *The King of Box Town*. Look at the Adventure Cert/Record for this event and take note of any PCs that have the "Easy Mark" notated on the AC/AR. Use this information for Encounter 4A.

Use Introductions A-E for PCs that are a member of the following Dyvers metaorgs.

- Any Temple (Use introduction A)
- The Constabulary (Use introduction B)
- The Dweomercrafters Guild (Use introduction C)
- The Pit Fighters Guild (Use introduction D)

- The Alliance (Use Introduction E)

Use Introduction F: Gathering the School for all other PCs at the table

After the players have read their respective introductions go to Encounter One. The PCs should be just entering Tent Town outside the western most gates of the Free and Independent City of Dyvers.

Encounter One: Don't Lose Your Head

Judges Note: It may be very likely that the PCs may inadvertently or purposely break some of the city's laws. Please refer to Appendix #3 before running this encounter.

Once the players are ready read the following.

Arriving outside the city gates, your guide bids you safe journeys and returns to the sanctity of the city proper. Whoever those two gentlemen were, they definitely spooked that fellow. Looking around you see more adventurers showing up, each with looks upon their faces ranging from bewilderment to concern that they face the unknown.

This is the time for PC introductions, if they don't know each other already. Allow them ample time to talk and discuss their summoning to this area. As the conversation begins to wear down, have everyone roll Spot checks [DC is 5 + APL] to notice the following scene.

As you ponder your current situation you see a potential tragedy in the making. A group of denizens from Tent Town are beginning to gather. It appears something, or rather someone, has attracted their attention. In their midst is a small Rhennee child (a boy by the name of Mirthkan) attempting to purchase foodstuffs. The waif appears to be completely unaware of the gathering closing in around him...

Immediately, go around the table and ask each player to write down what they are doing upon description of this scene. If any players stop to discuss tactics and do not give you an immediate answer they spend the first round talking.

Those who look around the area may make a Spot check [DC 12 + APL] to notice the squad of Constables who are beginning to move to intercept the crowd. The only

problem is that they might end up reaching the child a few seconds after the crowd does. It appears that they are drawing non-lethal weapons to be used for crowd control if needed.

The crowd is made up of twenty 1st level commoners. Ten of them are carrying clubs while the others are carrying makeshift weapons. They immediately go prone after the first subdual attack on them. Should any of the crowd be struck with a real damage attack, they riot and turn on everyone present.

This encounter should end up going one of three ways.

- The PCs attack the mob in force
- The PCs manage to calm the mob down
- The PCs ignore the problem

All APLs

◆ **The Crowd of Homeless People**, Com1 (20): hp each; See Appendix One

◆ **Constables (2)**, Rog3/F2: See Appendix One

◆ **Rhennee Child**, Com1: See Appendix One

• **Attacking the mob**

This action creates a few problems for the PCs. One, they are almost assured to kill at least one of the commoners unless caution is used. There is a squad of six constables attempting to reach the situation and keep it from escalating into a full-blown riot. Should someone pull out a sharp sword and begin hacking at displaced denizens of Dyvers, the Constabulary immediately responds and attempts to place the "criminal" under arrest. Should a PC break Dyvers law and escape the constabulary mark the appropriate section of the Adventure Record.

• **Attempting to calm the crowd**

Attempting to calm the crowd requires a Diplomacy check (DC 10 + APL). A successful result to get the crowd to pause, if the result is [DC 14 + APL] disperses the crowd. Should the PCs fail, they may have to deal with a very angry crowd of commoners. Should the PCs be unable to make the dispersal DC check, the Constabulary takes control of the situation.

• **Ignoring the problem**

IF Any PC decides to ignore the mob scene, mark the "Enmity of the Darkhagards" on that PCs Adventure Record. Cowardice is not a positive trait to the Rhennee. Refusing to aid also eliminates any chance of that player unlocking access to the

Prestige classes of Darkhagard and Veth for their character.

Regardless of the actions the PCs take as the Constabulary move into position to take control of the situation after a few seconds.

Once the PCs have chosen a course of action paraphrase the text below to meet the situation and read it aloud.

A battle cry can be heard from further deeper in Tent Town. Two swarthy individuals brandishing strange double pronged spears approach the conflict. We do not tolerate you attacking our children...." Each of the two men begins brandishing his weapon with fervor and malice.

One of the Constables wearing a blue tabard with gold trim looks your direction and speaks, "We've got the crowd under control... get those two troublemakers out of here before Tent Town explodes like the docks did. Take the child with you, I think they'll leave if they see the kid is safe."

ALL APLS (EL 16)

◆ **Darkhagard (2)**: hp 117, 117, See Appendix One

If the PCs agree to take the child away from the mob read the following...

Smiling up at you, the Rhennee child blabbers something in a strange tongue (Rhopan, the Rhenne language) to you and raises his arms in your direction.

Mirthkan offers a quick thank you (for those who speak Rhopan) and wants to be carried. As long as the PCs don't openly attack the Darkhagards, the event can continue.

Read the following...

Leading the three Rhennee away from the near riot, the two men are pleased to see that some of the land dwellers care enough about their children not to be uncivil about them. One of the men clears his throat, "Why are you here? Most of your people were unwilling to help us before..."

Quickly his companion interrupts. "Silence, that is not our place. We are supposed to find the ones the Revered Mother asked for... she gave us the names of those her visions told would help up. Perhaps you

know of the Chosen...could help us find (as he lists each of your names)?' the other male asks.

If the PCs confirm that they match the names listed read the following...

"Amazing? The Lady Deep has blessed us even this far from her reach... please hurry, follow us, there isn't much time." the second continues. Both men appear to have a weight lifted from their shoulders. When questioned about what do they mean, each man will answer, "It is not our place to explain this, the Revered Mother, she will explain what has happened, what is happening and what will happen should the Lady grant it to her. Please there isn't much time."

Go to Encounter Two: Bring Out Your Dead

Encounter Two: Bring out Your Dead

Gathering the small child (or if the PCs failed to help save the child the trampled remains of the Rhennee child), your guides lead you to small skiff to take you to their encampment outside the City of Sails. The men appear to relax considerably once they board the skiff and indicate for you to do the same. How the skiff manages to stay afloat with the group of you is a bit worrisome, but the Rhennee appear to be undaunted. The journey is quick to the encampment and surprisingly safe. They know these waters like a mother knows the face of her child.

Upon reaching the banks of the encampment, you immediately can surmise at least part of the reason why you were summoned. Rows of cots, hammocks and even crates have sickly Rhennee draped over them. The few Rhennee who move to tend to the ill show signs of being affected as well. The smell almost overwhelms you before your escorts turn to ask you to follow them. Their stoic visage is broken by sight of them fighting back the tears welling in their hardened eyes. "The Revered Mother... she has little time, please hurry and follow us, Chosens."

Any PC who wishes to make a Heal check can do so. The result determines how much the PC in question can glean from the situation.

[DC 10]- The Rhennee are sick

[DC 15] - The illness is a disease of some sort, very similar to some of the plagues

[DC 20] - The illness appears to be highly contagious

[DC 22] - The illness shows signs of potentially being fatal once the victim is infected

[DC 25] - There are signs of re-infection of the Rhennee

[DC 35] - Somehow the illness is being re-introduced to the Rhennee, each time its slightly different

The majority of the Rhennee the players pass are unable to speak, or are highly feverish and delusional. Allow the PCs to examine the Rhennee if they wish, but it is obvious there is little they can do for all of them. Plus the PCs probably would rather save the Veth/Revered Mother versus the simple deckhand in hopes of getting to the bottom of the situation. After the curiosity has been cleansed from the PCs, the Darkhagards lead the PCs to the Veth.

Your guides take you deeper into the enclave. Rhennee are laying everywhere and it seems that there isn't enough space for all of them. The few nursemaids are completely overwhelmed. Occasionally, you see another man, with a very similar weapon as your guides, cover up a still Rhennee and heaves the body over his shoulder. The sorrow in his task is apparent as he moves away with his heavy cargo.

The men stop outside an ornate tent. "Please hurry, she hasn't much time... the illness is moving to claim her." Carefully they pull open the curtained entrance. A withered woman lies upon a dais of cushions in the center. Feeling the brush of air upon her cheeks, a groan escapes her lips as her eyes flutter open.

"Good, you came with the darkhagards. The Lady Deep said that you would be here before it was my time," the woman says as she struggles to sit up. "The illness that ravages my body is winning, but my faith holds it back for now. I must ask each of you to look into my bowl before I begin. Please tell me what you see..." An earthen bowl, filled nearly to brim, sits to the left of the woman. "Please, look and see..."

Each PC has a chance to look into the bowl and see whatever they want to see. The Veth needs to find a replacement and hopes that a Rhennee female arrives and see something in the bowl. This is simply a roleplaying creativity section. Use your judgement and time management skills.

Reactions from the Veth

- **For PCs that see nothing**

She sighs, and pats them on the cheek. As she speaks there is a chance (25%) that she accidentally coughs right in the PC's face. A Reflex save [DC10] allows them to see this coming and avoid it.

- **For PCs that try to be creative**

She tries to encourage PCs that seem to see something in the bowl as long as they speak in metaphors and do not try and bluff. She has a +10 to her Sense Motive check for PCs that try to bluff. When the PC appears to be done she sighs, and pats them on the cheek. As she speaks there is a chance (25%) that she accidentally coughs right in the PC's face. A Reflex save [DC10] allows them to see this coming and avoid it.

- **For Female Rhennee PCs**

Female Rhennee PCs receive a great deal of attention from the Veth and she talks with them about their goals and outlook on life. The Veth hopes the PC will become a Veth themselves.

When all the PCs have had the opportunity to look in the bowl read the following...

Wiping her mouth of the spittle, the woman speaks, "Sorry about that test.... the Lady needs a new servant and my children need a new guide. You've seen how my people have been ravaged by the malady that affects us? Once could hardly not notice. I need you to find a way of stopping it before it kills us all. We've asked the city (the Free and Independent City of Dyvers) for help, but our efforts have been rebuked so far. Hopefully you can present a better image than we Rhennee do to the leaders. We starting falling ill about six months ago. At first we were able to keep the sickness contained. Only a few fell victim to it. As time passed, more of us became victims of the sickness. We were unable to keep it from spreading to the entire enclave. The city was asked for aid... they were not willing to help save us. More time passed and my children started dying and others fell ill to the sickness. Only the Darkhagards have been relatively free of the sickness and now even they are starting to feel its affects. We need your help... save us before we all pass on to Lady Deep."

"Time is growing short for both my people and the city. If you cannot help us or solve the sickness by the second dawn from today, I will not be able to keep my children from entering the city and spreading the

sickness among its residents. My children are desperate enough to try anything to be saved."

PCs can ask questions, please remember the time intervals in this encounter. What the Veth knows...

- Deputy Constable Riley Tlaferty was the one the only one from the city who cared to come to their 'aid'
- The deputy had been doing a great deal of investigating
- The deputy hasn't been seen for a couple of moons
- We have maybe three days before enough of us die that the enclave is effectively cleared out

Judge's Note: The Veth the PCs are brought before in this encounter is extremely ill and passes out from the strain of fighting the sickness after 45 minutes of real time. PCs who cure her of the sickness (it takes a *Cure Disease* at the minimum) further gain her trust but she gives no further information. The Veth, in her weakened state, becomes re-infected almost immediately following the PCs leaving.

All APLs

◆**The diseased Veth:** female human (Rhennee) Sor5/Veth7; hp 53

Catching the Disease

After spending five minutes of real-time existence in this encounter and at every ten minute intervals after that, have all PCs make a Fort save DC 13 + APL. Failure means the PCs have been infected with the same illness as the Rhennee. The only symptom the PCs experience during this event is a slight tickle in the back of their throats'. Please remember to mark that was infected on the ARs and whether or not they were cured by the end of the event.

Go to Encounter Three: Keeping Your Wits

Encounter Three: Keeping Your Wits

Judge's Note: From this point on the module is time sensitive as the second morning following the PCs talk with the Veth the Rhennee that can sail will bring the disease to the Free and Independent City of Dyvers.

About Encounters 3A-E

These are general information gathering encounters. The PCs automatically activate Encounter 3A, but the others are dependent upon their actions and ability to make substantive leaps in logic.

Encounter 3A: Excuse me?

Affected by the sights of the stricken Rhennee, you make your way back into Dyvers. The huddled masses of Tent Town will probably be the next affected by the contagion that, if not stopped, for the most part may well wipe out the local Rhennee population in a few short days. Passing through the city gate, it takes a moment to get reacclimated to the hustle and bustle of the city. Vendors hawking their wares, neighbors talking about the latest gossip and children playing in the street.

*Attempting to make your way through the crowd, you hear a small voice from your side as someone or something is tugging on your garment, "Pardon me.."
Looking down, you see a young, dirty-faced child peering up at you. "He told me to give this to you..."
The child smiles fearfully as he hands you a sealed envelope.*

Give Player Handout 1 to the players

Preferably the 'boy' offers the letter to a player who has a negative influence point with the Alliance (DYV2-05 King of Box Town) for being a mark. Failing to have a 'mark' at the table, he selects the person who has the least amount of influence with the Alliance and under no circumstances does he choose a PC with the money belt and attached cert from the module DYV1-4: *Fair Play*. Recognizing the 'perfect opportunity' to pad his pocket and not worry about an unapproved action, the boy... who serves as the Guildmaster of Pickpockets when he's not in disguise... attempts to steal from the recipient of the letter. Allow the PC to make an opposed Spot check vs. the Guildmaster's Pickpocket (Sleight of Hand) check. Use the below modifiers depending on the APL of the table. The Guildmaster steals twice the difference between the Pickpocket (Sleight of Hand) check and the Spot check (needs to get a minimum check of 20 to get anything).

APL 2: Pickpocket +10

APL 4: Pickpocket +14
APL 6: Pickpocket +18
APL 8: Pickpocket +22
APL 10: Pickpocket +26
APL 12: Pickpocket +28

If the PC(s) catch the attempt the 'boy' starts to wail and cry. A constabulary officer comes over to see what is the matter and takes the 'boy' into custody. Yes the officer is on the take also and owes the 'lad' a favor.

After making his attempt, the messenger smiles up at his victim and waits for the obligatory tipping. When offered a tip, he'll reply with a devilish smile and a smirk saying the following, **"No tanks, all ready got paid."** The boy dashes back into the crowd away from the grasp of the PCs and quickly out of sight. Once he gets into the crowd the PCs do not have a chance to catch the him as he disappears from view.

Encounter 3B: Deputy Constable Riley Tlaferty

Judge's Note: A Gather Information check [DC 3] allows the PCs to find the nearest Constabulary station.

Asking at any Constabulary station gets some response to queries on where to find deputy Riley Tlaferty. The deputy was re-assigned about 45 days ago. A bribe of 5*APL gets the information immediately as does the expenditure of a Constabulary influence point. The deputy Constable Tlaferty has been reassigned to Wall Walking duty by the South Gate.

If the PCs go to the south gate to talk with deputy Constable Tlaferty read the following...

Finding the deputy has been a trying affair. After speaking (and/or paying) the right Constable, you've discovered the young Riley Tlaferty had been given the amazing position of Wall Walker along the South Gate. Arriving at the South Gate, the shift sergeant indicates which Wall Walker is Tlaferty and says make it quick as he isn't getting paid to talk. As you move towards the Constable who is diligently performing his duties, he spots you and gives you a quick wave before continuing his job.

Riley Tlaferty is still trying to impress his superiors and recover some of the prestige he lost when his investigation was crushed. If someone yells, up to him... he'll jump down and talk to the PCs. Riley isn't willing to implicate or accuse Colonel Tohmas Dolarrak of

anything, but he does realize that most likely it was the Colonel's order that ended his investigation. Riley does know the following...

- He put two good weeks into investigating the 'sickness'
- He received orders to cease his investigation and destroy all of his personal records of it
- He really doesn't want to talk about the investigation, but feels guilty that he was unable to complete his investigation
- Once he discovers that PCs are trying to finish his work, he'll gladly share information that isn't going to be counterproductive to his career as a Constable.
- Within 48 hours, he was reassigned
- He graduated top recruit in the first Academy class
- Multiple people are behind the sickness
- He couldn't find any Rhennee corpses, graves or cairns. No missing boats either

Encounter 3C: Power Divided

Should the PCs go to question Colonel Dolarrak about his involvement in the sickness, they find it is difficult to get in to see him. PCs, without using some creative means, are going to be waiting for two hours to see the Colonel. Each influence point spent with either the Constabulary or Gentry reduces this time in half to a minimum of 15 minutes. No weapons, holy symbols or spell component pouches are allowed within his office.

Dolarrak is curious to hear why the PCs are coming to him, usually its the other way around. Once the Rhennee illness and the re-assignment of the Deputy from the investigation are mentioned, he should be treated as a hostile NPC as he appears to take offense to those that try to tell him how to do his job. The Colonel does not attack the PCs, he has no need to, but it should be made very clear to everyone that this probably isn't the man to upset within the city.

During the investigation, allow the PCs to make a Sense Motive check at [DC 15 + APL] if they ask. Those that succeed catch on to the physical clues that something serious is bothering Dolarrak. Asking the Colonel about his discomfort only increases his tension. Dolarrak could reveal some of the following, during their talk. Each statement has a true or false after it.

- **I don't know who is behind the plagues** - True and False, he doesn't know, he has an idea, but doesn't have any proof.
- **The Deputy was not authorized to begin an investigation without his superiors' approval** - False, the constables can begin investigations, and Deputy Tlaferty just chose the wrong one to begin his career with.
- **I have no personal interest in the case** - False, he does, and his niece's safety depends on his stopping Dyvers from getting too involved.
- **Nothing is wrong with me** - True, it's his niece who's in trouble.

The Colonel abruptly ends the interview whenever the judge feels the PCs are starting to get frustrated with the complete lack of answers from Dolarrak. Dolarrak makes a comment about why isn't the Temple helping out the Rhennee, at least they have the divine resources to spare. Should any Constable PC push the Colonel with their questions, please send an email to the Dyvers Triad Point of Contact at stroth69@hotmail.com. In the email state your RPGA#, the character's name, the player's RPGA # and question asked. The Colonel takes a special interest in their career as a Constable. It doesn't pay to question your boss or accuse him of doing evil things.

Encounter 3D: Religion

PCs who decide to ask the houses of worship in the city for assistance with this Rhennee plague are immediately discounted as being delusional. "If there was something that terrible going on we would know something about it." seems to be the most popular response. At this point the Temples also prove to be a dead end. Unless of course they are visited last or the PCs visit the temple of Rao, then take the PCs straight to Encounter 5.

Encounter 3E: Secrets Untold

After reading your message from Makkxs of the Spice Guild, you make your way to his place of business. The fragrance from places spread across Oerth is as pungent as ever. The Spice Guild appears to have a bit more security right now... rather large and impressive security. Strange, who would want to steal a little oregano?

Getting the once over by the large guards at the door, you find the cramped interior of the entry room more stifling than before. The attendants, while

recognizing your entrance, keep their attention focused on the other patrons in the queue before you.

Once the PCs make reference to their note (Player Handout 1), a clerk pulls a short rope that summons Makkxs from his private office. Quickly the Alliance information contact comes from his back office to greet the PCs.

"Greetings... I have your order in our back stockroom. If you will follow me...." Makkxs says warmly. Leading you back through the twisting tunnels of Spice Guild Headquarters, you pass smaller offices, each filled with clerks shuffling papers and weighing various spices. After traveling what feels like forever, Makkxs parts a small nondescript curtain and offers entrance into an ornate sitting room.

"Welcome to my home away from home... I like to work in comfort. The tables are reversed today, my friends, as I need information from you. Associates of mine spotted you leaving the city with those Rhennee men, I believe they are call Darkhagards.... yes, that is correct. I need to know why. I can pay you the standard fee for the information, but I'd like to see if you could confirm a few of the rumors I've heard recently. If you can, He offers to pay five Wheatsheafs (gp) per APL but will go as high as 10 if the PCs make a successful Diplomacy check (DC12 + APL).

If a PC was robbed in encounter 3A read the following..

Oh you... (he points to the PC who the sneak thief stole from), I believe this was yours. At least it was before that child took it from you. My apologies, he wasn't supposed to do that," Makkxs offers.

Makkxs tosses a money pouch (or whatever item was stolen from the PC) to the PC. The money pouch contains all of the money that was stolen, minus 12 Wheatsheaves (gp). The PC should learn a valuable lesson about making sure you've got a hand on your money purse in Dyvers.

Once the haggling for information is done successfully read the following...

"From what I know, time is of the essence to you. Please tell me what you know and lets see what falls into place."

Makkxs falls silent, offering positive nonverbal feedback to any PC that steps forward and begins to explain. PCs who are reluctant to divulge information are given a positive pep talk and confirmation that Makkxs really

needs to know, he has a few friends out there who might be in trouble. Once Makkxs has gathered most of the information, he slumps into one of the remaining chairs....

"I was afraid of that... I haven't heard from my friends for over a month. I was hoping they were in a occupied and had forgotten about me. But it appears they, too, have fallen victim to that scourge. Would you be willing to try and find out what happened to them? My hands are tied into another project right now, one that requires my complete attention." Makkxs asks.

Almost on cue, a voice can be heard from the hall... "Boss, Boss... something is happening at the Temple of Rao. They found a really sick sea olven female and she's babbling about a cure."

Turning to your group, Makkxs says, "My friends, will you look into the situation at the temple of Rao for me? I would be eternally grateful for any assistance you could give me. Frankly, I just don't have the time to go tracking down this lead." With that, Makkxs turns to curtain and pulls it aside quickly and speaks to the messenger. "Take these people to the temple of Rao. Twice your usual rate..." A greedy little grin is revealed as the boy indicates for you to follow him.

Go to Encounter 4

Encounter Four: The Unlucky Survivor

Following your guide through the streets of Dyvers, the child appears to be quite adept and negotiating the alleyways. Due to the messenger's short cuts you make good time. A quick dash through a small brewery and you've managed to avoid traveling around an entire block. Upon reaching the Temple of Rao, the boy bows and gestures with one arm towards the door of the Temple. Of course, he's removed his cap with the other hand and shakes the cap slightly in front of him.

Give the PCs time to properly thank the messenger, and read the following...

Upon entering the temple, you are greeted by a young acolyte. "Peace be with you, neighbors. Welcome to the temple of Rao, what can we do for you today?" asks the acolyte. Assuming the PCs mention the olven female "Ah yes, she is under our

most diligent care. Would you like to see her? Please leave your weapons and items of war behind, there will be no use for here." The acolyte waits for you to divest yourself of your gear that could offend the pacifists housed here.

Traveling down a hallway, the acolyte takes your group down a flight of stairs heading to the basement of the Temple. "We're trying to keep her as cool as possible until some of the priests know what is causing this affliction. Have you seen it? It is like nothing we've seen before. Her body is ravaging itself and the disease isn't responding to our efforts." the acolyte mentions as you travel. "Here we are... I warn you, please do not interfere with our efforts. We are starting to make progress."

Entering the small 20' by 20' room, you can see a bed that has obviously been raised and team of four priests each examining, pushing and prodding the mass underneath some blankets.

As one the priest moves, you see a wretched form of a sea olven female. Suddenly as she starts gasping for air... one the priest quickly casts as water fills a tub. The priests lower her into the tub, giving her a place to recover. "Let us pull back and see what we can figure out at this point," the lead priest suggests. Heading towards the door, the priests for the first time acknowledge your presence. "Please step outside with us... we're curious as to why you have come here."

The priests are very interested in hearing what the PCs know about what has been happening to the Rhennee. It seems to be very familiar to what the sea elf is fighting off. Once the PCs and priests realize the connection between the two, go to the following.

Startling you from your discussion, a crash from the room beckons you. The olven woman is reaching into a pouch muttering something in a strange tongue (elvish). After finally getting what she's looking for pain wracks her body and she drops a vial to the floor. Crying out as the substance inside splash out as the vial breaks on the stone floor, the woman begins to lap up the remaining fluid, ignoring the damage done by the shards of glass.

The woman is saying "cure, cure" in elvish. The damage done by the broken vial is insignificant when compared to the damage done by the disease. Checking the contents of the vial, the pungent smell is surprising for a 'cure'. Anyone who makes either a Heal Check (DC 25)

or Alchemy (DC 17) recognizes the fluid as being a derivative of a poison.

Two rounds after the vial breaks one of the priests makes the healing check DC and speaks.

'A POISON? Quick brothers let us call upon the power of Rao's grace. The eldest priest exclaims once the discovery of the substance's origins has been made. Quickly going to work, the priests once again immerse her into the tub of water. Quickly calling upon the power of Rao, the priests try to aid the bedeviled creature but she begins to violent thrash about within the tub. Amazingly the she begins to exhibit the same symptoms as the Rhennee whose time had almost come. The elder priest steps in and finishes his prayer to Rao in order to save this woman so they might know who did this to her. As the power flows from him, the thrashing stops and the woman's troubles are immediately lifted. Her skin tone starts shifting back to where its natural colors and her sunken face begins to fill out slightly.

"Praise Rao... she is saved..." the priest begins his prayer of thanks until he is engulfed by the olven woman who embraces him.

Judge's Note: The olven woman speaks elven and broken common. The text below is the elven translation. She speaks this first and then uses broken common as the priests do not understand elven.

"Thank you for saving me. The blessings of the deep for the surface dwellers. Now you will save the rest of my tribe?" She says quickly.

Yevesse, the sea olven female, was sent to try and find a better cure than the "cure" she was using. Getting extremely lucky, she managed to run into a kindly old sailor who summoned a passing priest to help him with his new charge. The priest, recognizing the trouble Yevesse was in, immediately sent for aid from the temple of Rao and here we are.

Yevesse is desperate to help her people out. She will reveal many things if asked. Remember to use broken common since the priests do no understand common.

- She received the 'cure' from a surface dweller cloaked like a manta.
- He told us to take the bodies from the island to a strange barge in order to get the cure.
- The cure tastes bad but it stops the pain.

- The pain started shortly before the Manta swam in.
- I will show you the barge if you promise to help my tribe.

After she tells what she knows the elder priest speaks.

"This is a rather disturbing situation," intones the elder priest. "I shall do my best to rally my fellow priests to save these people. I take it the Rhennee are similarly afflicted? It shall be a busy day for the priests in the City of the Sails." Upon hearing that her people will be helped Yevesse hugs the elder priest.

The elder priest of Rao looks at the PCs and speaks. *"I cannot order you to do this, but will you go with Yevesse to the barge she had told us about? I believe we might be able to determine who is responsible for this." the priest asks. "I shall do my best to rally the priesthood to aid the Rhennee in the morning... I believe we have enough political power within this city to convince the other Temples to assist us."*

If the PCs agree to follow Yevesse go to Encounter 5. Refusing to do so ends the event. Asking for payment leads to a stern lecture of responsibility from the High Priest of Rao and most likely, a negative influence point from the Temple Circle.

Encounter Five: Charon's Little Brother

Yevesse leads you along the shoreline of the Velderdyva east of the city. After pausing she speaks. "Not much farther, it is hard to tell from surface, nothing looks right." She informs you that she must enter the Nyr Dyv to be sure and then leaps into the water. As the sun begins to set, you wonder exactly where has Yevesse gone, until she pops up 100' ahead. "See, do you see barge from here?" She points behind her to a small shape floating on the water.

You can see what looks like the floating remains of a beached Rhennee barge. The low riding barge appears to sit dangerously low in the water. "The barge... I must go back to my tribe, remember your promise?" She plaintively asks from the water's edge and then sinks below the surface. There appears to be piles of refuse strewn about the decking. What looks to be a heavy rope leads from the barge and disappears once it leaves the front rail only to reappear on the shore leading into a dried river bed.

If the PCs decide to investigate the barge, continue with the following. Otherwise, the PCs will most likely head into the dried riverbed. Proceed to Encounter 6 for those who investigate the dried riverbed.

The barge is attached to a rope and may be pulled to the shore. The rope attached to the front of the barge allows the PCs to move the barge into shore. It takes a Strength check [DC 15] to move the barge 5' in and for every point about 15, the barge moves a foot closer. The barge starts out 45' away.

If the PCs move out to the barge or pull it towards them read the following when they get within 20 feet of it.

As you near the barge, the refuse shapes begin to take forms. It isn't until you are about 20' away that you can start to pick out (and smell) the remains of humanoid bodies. The 15' by 20' barge must have at least 50+ corpses. The Rhennee have been hit hard by this plague.

If the PCs decide to board the barge read the following.

When you start to investigate the barge, a loud crash erupts from the tattered remains of the cabin. You're no longer alone on the barge as the sound of barking erupts from the shore....

Barge Description:

The barge is 15' by 40' with a ruined cabin located in the back port side square (the remains of the cabin only cover a 5' by 5' section). There is a small 5' wide path running from aft to stern (front to back) everywhere else is covered in Rhennee bodies. Anyone in combat in one of those sections must make a Balance check [DC 15] or go prone. Please remember the corpses are still infected with the same illness as the rest of the Rhennee and they need to make a Fort save [DC 13 + APL] after spending five minutes of real-time on the barge. Failure means the PCs have been infected with the same illness as the Rhennee. They need to make an additional save for every ten minutes or real-time exposure they spend on the barge. The only symptom the PCs experience during this event is a slight tickle in the back of their throats. Mark the Adventure Record for PCs that are infected and whether or not they were cured by the end of the event.

The guardians of the barge attack on the round after the PCs set foot on the barge unless they utter the words "Black Rider" in Draconic. The constructs are charged with protecting the bodies.

The treasure for this encounter are the loose sheaves of wheat (gp) found by searching the dead bodies on the barge.

Tactical Notes for the Judge:

- The animated object/golem(s)/Nimblewright(s) are concealed under the piles of bodies.
- None of these creatures can swim. The golem and the Nimblewrights sink to the bottom if they fall into water deep enough to submerge them and the Wooden statue bobs on the surface.

APL 2: EL 4

👉 **Animated Objects, Wooden Humanoid Statues, medium-sized (2):** hp 11, 11; see *Monster Manual*

APL 4: EL 6

👉 **Flesh Golem:** hp 32; see *Monster Manual*

APL 6: EL 8

👉 **Flesh Golem (2):** hp 77, 32; see *Monster Manual*

APL 8: EL 10

👉 **Flesh Golem (2):** hp 77, 77; see *Monster Manual*

👉 **Nimblewright:** hp 55; see Appendix One

APL 10: EL 12

👉 **Flesh Golem (2):** hp 77, 77; see *Monster Manual*

👉 **Nimblewright (4):** hp 55, 55, 55, 55; see Appendix One

APL 12: EL 12

👉 **Flesh Golem (2):** hp 77, 77; see *Monster Manual*

👉 **Nimblewright (4):** hp 55, 55, 55, 55; see Appendix One

Treasure:

APL2: L: 0 gp; C: 0 gp; M: 0 gp.

APL4: L: 0 gp; C: 0 gp; M: 0 gp.

APL6: L: 0 gp; C: 0 gp; M: 0 gp.

APL8: L: 0 gp; C: 350 gp; M: 0 gp.

APL10: L: 0 gp; C: 550 gp; M: 0 gp.

APL12: L: 0 gp; C: 350 gp; M: 0 gp.

Keep track of how long the PCs stay on the barge. The sound of combat alerts the kobold guards and gives Zjas and Gavfel's them time to retreat and prepare. They move two rounds into the tunnel opposite the one the PCs enter in order to cast preparatory spells.

If the PCs investigate the dried riverbed go to Encounter 6.

Encounter Six: Just a Small Thing

Your entrance into the dried riverbed is interrupted by the sounds of barking from your left. Looking in that direction you see a cave.

If the PCs decide to explore the cave read the following.

As your eyes adjust to the darkness of the cave you can make out the presence of a capstan that has been planted in the middle of the canyon floor a mere twenty feet ahead. It appears the rope from the barge leads to this capstan, especially since there is several rows of rope already wrapped around it. You'd swear that there is a depression around the capstan and what appears to be two wheel tracks behind it.

The capstan was the center point for an *Unhallow* spell. As living creatures pass by it, an *invisibility purge* is triggered. The cave opening leads to a tunnel that goes down about 20' and then opens into another cave. The cave is 40' in diameter and the ceiling is 30' high. At the far end of the cave is a tunnel that leads to the surface 200' east of the cave on the shoreline. Depending on the APL, the denizens within the canyon will make differing actions. At APLs 8, 10 and 12, the entire cave is subject to a *desecrate* as well.

Tactics

APLs 2 & 4

The kobolds are racing to get Zjas and Gavfel and aid them in their battle with the PCs. The kobolds start off 25 feet from the PCs, just beyond the capstan.

APLs 6 & 8

The kobolds are being mauled by shadows. Zjas and Gavfel both ordered the shadows in APL 6 and wraiths in APL 8 to create allies for their upcoming fight.

APLs 10 & 12

The kobolds are mauled by spectres to create allies for their upcoming fight. Two of the spectres are hiding in the capstan waiting to attack the PCs as they rush past it. The wraiths target the frailer members of the party, allowing the beefy ones to sneak by.

APLs 2 & 4: EL 4

👉 **Kobolds (2):** hp 2, 2; see *Monster Manual*

👉 **Olargh the Kobold Taskmaster Ftr3:** hp 20; See Appendix One

APL 6: EL 6

- ☛ Kobolds (2): hp 2, 2; see *Monster Manual*
- ☛ Olargh the Kobald Taskmaster Ftr4: hp 26; See Appendix One
- ☛ Shadows: hp 19; see *Monster Manual*

APL 8: EL 9

- ☛ Kobolds (2): hp 2, 2; see *Monster Manual*
- ☛ Olargh the Kobald Taskmaster Ftr4: hp 26; See Appendix One
- ☛ Wraiths (3): hp 32,32,32; see *Monster Manual*

APL10: EL 11

- ☛ Kobolds (4): hp 2, 2, 2, 2; see *Monster Manual*
- ☛ Olargh the Kobald Taskmaster Ftr6: hp 32; See Appendix One
- ☛ Spectres (3): hp 45, 45, 45; see *Monster Manual*

APL12: EL 12

- ☛ Kobolds (4): hp 2, 2, 2, 2; see *Monster Manual*
- ☛ Olargh the Kobald Taskmaster Ftr6: hp 32; See Appendix One
- ☛ Spectres (4): hp 45, 45, 45, 45; see *Monster Manual*

Treasure

APL2: L: 0 gp (the kobold items in this APL are very shoddy but were functional at the start of the combat. They have no resale value because of this); C: 0 gp; M: 0 gp.

APL4: L: 31 gp; C: 0 gp; M: 0 gp.

APL6: L: 31 gp; C: 0 gp; M: 0 gp.

APL8: L: 31 gp; C: 0 gp; M: 0 gp.

APL10: L: 31 gp; C: 0 gp; M: 0 gp.

APL12: L: 31 gp; C: 0 gp; M: 0 gp.

Encounter Seven: The Hammer Falls

As combat closes in encounter six the PCs find Zjas and Gavful waiting for them at the other end of the cave after the villains have prepared for them. When the battle in encounter six is finished read the following as Zjas speaks.

"We've been expecting you. Time for you to join our Rhennee friends... wait, it looks like some of you are already blessed. Excellent... my lord shall be most pleased." Looking towards the sound of their voice you see two robed figures become visible. "You shall not interrupt our work..." the other one intones, with

a voice dripping in malice. Both figures begin casting.

Zjas and Gavful are here to destroy the intruders. There is zero discussion nor a chance to negotiate... they know the PCs are here to stop them, thanks to the Jackyl telling them.

APL 2: EL 4

- ☛ Zjas: male human Clr3: hp 24; see Appendix One.
- ☛ Gavfel: male human Wiz1(Necro): hp 5; see Appendix One.
- ☛ Femur: animal, familiar: hp 2; see Appendix One.

APL 4: EL 6

- ☛ Zjas: male human Clr3: hp 24; see Appendix One.
- ☛ Gavfel: male human Wiz5(Necro): hp 21; see Appendix One.
- ☛ Femur: animal, familiar: hp 10; see Appendix One.

APL 6: EL 8

- ☛ Zjas: male human Clr7: hp 51; see Appendix One.
- ☛ Gavfel: male human Wiz5(Necro): hp 21; see Appendix One.
- ☛ Femur: animal, familiar: hp 10; see Appendix One.

APL 8: EL 10

- ☛ Zjas: male human Clr9: hp 65; see Appendix One.
- ☛ Gavfel: male human Wiz7(Necro): hp 29; see Appendix One.
- ☛ Quan: quasit, familiar: hp 14; see Appendix One.

APL10: EL 12

- ☛ Zjas: male human Clr11: hp 79; see Appendix One.
- ☛ Gavfel: male human Wiz9(Necro): hp 37; see Appendix One.
- ☛ Quan: quasit, familiar: hp 18; see Appendix One.

APL12: EL 14

- ☛ Zjas: male human Clr13: hp 93; see Appendix One.
- ☛ Gavfel: male human Wiz11(Necro): hp 45; see Appendix One.
- ☛ Quan: quasit, familiar: hp 22; see Appendix One.

Treasure

APL2: L: 66 gp; C: 0 gp; M: 0 gp.

APL4: L: 66 gp; C: 0 gp; M: 0 gp.

APL6: L: 66 gp; C: 0 gp; M: +1 vest of resistance (83)

APL8: L: 66 gp; C: 0 gp; M: +2 vest of resistance (333 gp), +1 vest of resistance (83.5 gp).

APL10: L: 66 gp; C: 0 gp; M: +2 vest of resistance (333 gp), +2 vest of resistance (333 gp).

APL12: L: 66 gp; C: 0 gp; M: +3 vest of resistance (750 gp), +3 vest of resistance (750 gp).

Should the PCs defeat Zjas and Gavfel, they discover a wagon path that leads down the tunnel to a small shack about quarter of a mile down the shoreline. No Search check is needed, the wheels have created any easily found path. Go to Encounter 8.

Encounter Eight: Excellent Penmanship

Following the wagon tracks find a fairly well traveled path. After roughly half an hour passes, you arrive at the its end... a worn shack with more corpses stacked like firewood. The mangled door appears to be left open as if someone left rapidly.

The shack contains nothing in means of traps, hidden compartments, or treasure. The single table that lines the room has a bin filled with parchment ashes and neatly folded and sealed envelopes with the PCs names on the front of them, one for each PC. Give Player Handout 2 to the players.

For those PCs who want to explore the surrounding area, there are numerous humanoid shambling tracks leading to the southwest, but are lost after about day's travel as the tracks cross well traveled roads. The Rhennee remains are still infected, but have not been converted into undead yet. Thankfully, the PCs stopped Zjas and Gavfel before more could be created. Looking around the inside of the shack carefully, (PCs indicating they are searching) leads the PCs to discover that there was something else here, but it has been recently removed. The Jackyl, after alerting Zjas and Gavfel about the PCs and their abilities, left the notes for the PCs and cleaned out all of the resources remaining from the efforts of the two spellcasters... the various scrolls and material components for the creation of undead and Gavfel's spellbooks.

Ideally the PCs will return to the Spice Guild offices to say 'hi' to Makkxs...The Jackyl's note has some menacing undertones that should be obvious to all but the most dense. Go to encounter 9.

Encounter Nine: A Proper Cliffhanger

Your trip back to town is quick, sensing the tone of the letter. Before reaching the city gates, you see a contingency of divine aid being led by some of the local St. Cuthbert's warriors. "Ho travelers... be you the ones the Raoists sent with the olven girl?" the leader bellows as you approach

The Priests in the Free and Independent city of Dyvers have agreed to send relief to the Rhennee. These divine casters are merely the first wave in attempting to solve the crisis. The relief teams aid will occur in time to save the Veth and vast majority of her children.

If the PCs were successful in destroying Zjas and Gavfel, three members of the relief force step forward and offer to remove the contamination afflicted by the worshipper of the Black Rider, i.e. cure the PCs of the disease.

If the PCs go to the Spice Guild read the following. Otherwise the module is over.

Traveling through the quiet city it appears that the quick mobilization of the divine practitioners within Dyvers has caused some of its citizens to retire to the relative safety of their homes. Approaching the Spice Guild, you see the Constabulary presence is becoming more and more apparent. Reaching the entrance to the offices, you are greeted by a familiar sight... Colonel Dolorrak is here and he has a very similar envelope to yours in his hands.

"What brings you here?" the Colonel asks somewhat hesitantly as a few of Constables move closer, unsure of your motives.

The PCs have a chance to interact with an unnerved Dolorrak before things could go bad. Those who decide to parlay are rewarded with some more information.

- **I found this envelope on my desk after coming back from dinner with one of the Gentry families.** Dolorrak offers a very similar looking envelope... his address reads "Tommy"
- **The note indicated that 'the Jackyl' was upset with something and that I should come here and wait for a group of people to show up bearing similar envelopes. Does your notes provide more information than that?** If given a copy of the PCs note or if its read to him, the Colonel will become noticeably shaken, but

manage to quickly reclaim his marginal composure.

- **Nothing is wrong... I wonder why 'the Jackyl' wanted us here... oh dear lord...** Dolorrak immediately heads into the empty offices of the Spice Guild

The PCs should follow Dolorrak into the Spice Guild. If the PCs don't, Dolorrak comes back out and ask if they are coming. Dolorrak leads the PCs back towards Makkxs office. Any PC who that observes the Colonel sees apprehension fill his face for a moment then he recovers his composure.

Once inside Makkxs' office, Dolorrak rushes into the room, frantically searching for something. As the PCs look into the room they see the remains of a male human in his mid forties splattered across the desk. Upon seeing the body, Dolorrak makes an examination of the remains and announce that this cannot be Makkxs, the corpse is missing a few important marks. An envelope appears out of nothingness with a comment of "*My master sends his tidings... you should have known better, Dolorrak*". 'The Jackyl's' shadow companion will flee the area after leaving the note. Give Players Handout 3 to the players.

After the players a chance to read the handout read the following.

"No... it wasn't supposed.... Makkxs is better than... why, why me? I'm sorry Genni, by the gods, I am sorry. I failed you." the Colonel emotes as the news begins to sink in. Wiping the tears from his eyes, Dolorrak continues, "its probably too late for her, but I need your help."

"The Jackyl kidnapped my niece, my last relative, about six months ago. I was told that if I wanted to ever see her again, I had to do exactly what he said and I couldn't enlist the aid of the city's resources to find her. . Makkxs had told me recently, he thought he was close to figuring out what was going on. He said it had something do with some shipments coming in from the Kron Hills.... that was this morning. Whatever he had, its gone and if 'the Jackyl' could get in here and do that to Makkxs body double, it means Makkxs has gone into hiding. I've got to find Genni... and I don't have anyone else to turn to. Whoever drug you into this mess, they didn't know how far this went. You're my last resort... if you find out anything about Genni or those shipments from the Kron Hills, will you please tell me?"

Dolorrak does not offer any more information. An Intimidate check [DC 16 + APL] reveals the first item listed below. For each point above the DC reveal an additional piece of information.

- *Genni means everything to me... she was going to become my apprentice*
- *'The Jackyl' left me a present, Genni's left ear... I did what I was told...*
- *I ignored shipments into the city*
- *I ordered shift changes to cover up smuggling operations until this Rhennee plague started a few weeks later.*
- *It was either crush the young Deputy's investigation or he'd deliver a bigger hunk with him next time.... like an arm.*
- *I transferred the deputy... and destroyed the evidence.*

Go to the conclusion

Conclusion

Once the PCs offer their answer give them time to wrap up loose ends and then go to the conclusion that applies

- If the PCs defeated the menace go to Conclusion A: Success
- If the PCs learned enough to help the priesthood defeat the plague but did not defeat Zjas and Gavfel go to Conclusion B: Partial Success.
- If the PCs did not find out what was causing the sickness go to Conclusion C: The Quest Failed

Conclusion A: Success

Your trip out of the Spice Guild is filled with some confusion regarding the days event. Someone has the last relative of the head of the Constables held captive and, apparently, can cause the information broker of Dyvers to go into hiding. At least, you saved any enclave from extermination and found some new friends in the water. Your sense of pride swells until you enter the shadow of a building... that's when you swear you heard a maniacal laughter and a voice on the wind whispering 'you're next'. It had to be your imagination... right?

The reports from the Temples Circle is rather frightening. It took most of the effort from the affiliated churches to keep the Rhennee alive. Not all

could be saved, but enough were that given time, they will recover to full strength. Many priests show signs of the celebration that the Rhennee are in as they begin to return to Dyvers in small groups. Word has spread among the poor that while they were suffering, they tried to keep the plague from Dyvers so that they might be spared from the Rhennee's near fate. Its strange to see Tent Town residents treating the Rhennee with pride and understanding, wasn't it a few days ago when those same residents tried to kill a small child?

A few days later, a knock is heard at your front door. The Revered Mother has entered Dyvers and found your home. "I don't have much time to stay and chat as my children still are recovering from the sickness. I wanted to thank you for your efforts. I wouldn't be alive without your help. Because of your skill, I wish to give you something the Lady Deep washed ashore one day when I was much younger. A mage once called "Stone Salve" when I showed it to him. I will not let my people forget what you did for us."

With that, the Veth leaves you standing in your doorway. Amazing that a woman who was that far gone is able to move around the city that well. As she leaves she speaks. "When you have the time come and speak with the Darkhagard as they wish to hear of your efforts first hand. You are always welcome among my people."

For APLs 4, & 6 only: *Shutting your door, you find a pouch of gold sitting on your table. Your efforts have not been forgotten by the Darkhagard either.*

TREASURE:

APL 2: L: 0gp; C: 0 gp, M: 1 ounce of Stone Salve (333) gp

APL 4: L: 0 gp; C: 240 gp, M: 1 ounce of Stone Salve (333) gp

APL 6: L: 0 gp; C: 130gp, M: 1 ounce of Stone Salve (333) gp

APL 8: L: 0 gp; C: 0 gp, M: 3 ounces of Stone Salve (666) gp

APL 10: L: 0 gp; C: 0 gp, M: 3 ounces of Stone Salve (666) gp

APL 12: L: 0 gp, C: 0 gp, M: 1 ounce of Stone Salve (333) gp

If the PCs wish to speak with the Darkhagard go to the Epilogue. Otherwise the module is over.

Conclusion B: Partial Success

This occurs if the PCs were able to determine what caused the plague and help direct the Temples to go to the aid of the Rhennee and the sea elves. Unfortunately, it was those same PCs who couldn't stop Zjas and Gavfel.

Your return to home, battered and beaten, is painful. These minions of evil were ready for you and quite honestly, did all they could do to kill everyone of you. Realizing that you're lucky to be alive were so many others were not, you come across a small group you remembered seeing from the initial team being sent to the Rhennee enclave.

"What news do you have of the source of the plague? Were not there more of you before you left on your expedition?" The leader asks, a warrior of St. Cuthbert.

Give the PCs have a chance to explain what happened.

The news of your defeat at the hands of the evil ones horrifies the St. Cuthbertian, until a gleam of religious zeal crosses his face. "We shall destroy them. We'll bring them to justice with it be at the end of my cudgel or the noose of the hangman's rope. These two shall pay for their crimes. Come men, and be wary... those two sound to be tricky fellows."

Reports from the Temples Circle are rather frightening. It took most of the effort from the affiliated churches to keep the Rhennee alive. Not all could be saved, but enough were that given time, they shall recover to full strength. Many priests show signs of the celebration that the Rhennee are in as they begin to return to Dyvers in small groups. Word has spread among the poor that while they were suffering, they tried to keep the plague from Dyvers so that they might be spared from the Rhennee's near fate. Its strange to see the Tent Town residents treating the Rhennee with pride and understanding, wasn't it a few days ago when those same residents tried to kill a small child?

A few days later, a knock is heard at your front door. The Revered Mother has entered Dyvers and found your home. "I don't have much time to stay and chat as my children still are recovering from the sickness. I wanted to thank you for your efforts. I wouldn't be alive without your help. Because of your skill, I wish to give you something the Lady Deep washed ashore one day when I was much younger. A mage once

called "Stone Salve" when I showed it to him. I will not let my people forget what you did for us."

With that, the Veth leaves you standing in your doorway. Amazing that a woman who was that far gone is able to move around the city that well. As she leaves she speaks. "When you have the time come and speak with the Darkhagard as they wish to hear of your efforts first hand. You are always welcome among my people.

TREASURE:

For APLs 4 & 6 only: *Shutting your door, you find a pouch of gold sitting on your table. Your efforts have not been forgotten by the Darkhagard either.*

APL 2: L: 0 gp; C: 0 gp; M: 1 ounce of Stone Salve (333 gp per character)

APL 4: L: 240 gp; C: 0 gp; M: 1 ounce of Stone Salve (333 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: 1 ounce of Stone Salve (333 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: 2 ounces of Stone Salve (666 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 2 ounces of Stone Salve (666 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 2 ounce of Stone Salve (666 gp per character)

If the PCs wish to speak with the Darkhagard go to the Epilogue. Otherwise the module is over.

Conclusion C: The Quest Failed

If the PCs failed to discover what was causing the sickness.

You're thoughts turn inward as you think about what happened. Your brooding is soon interrupted as the Rhennee make good on the Veth's prediction as they try to enter the city and begin spreading their sickness. The priests are overwhelmed, but manage to fight off the plague... it only takes them the better part of month and wounds an already grieving city.

Epilogue: Returning to the Rhennee

If the PCs wish to return to the Rhennee encampment they see the once stricken people are beginning to rise

above their misfortune and the noble spirit of humanity in triumph over evil is apparent. Robaja and Dukaran quickly find the PCs and ask them to tell their tale. The two Darkhagards personally thank the PCs and would be honored to craft a Darkha for any Rhennee PCs that would take the time to learn how to use it properly (they have a feat open to learn how to use the exotic weapon). Any female Rhennee PCs who showed promise when speaking with the Veth in Encounter: 3 have the chance to become a Veth themselves

The End

Experience Point Summary

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

Encounter 2: Don't Lose Your Head

For successfully saving the Rhennee child

APL 2: 25 xp

APL 4: 35 xp

APL 6: 45 xp

APL 8: 55 xp

APL 10: 70 xp

APL 12: 80 xp

Encounter 3: Vision

For actively participating in the Veth's quest to find a replacement

APL 2: 20 xp

APL 4: 35 xp

APL 6: 45 xp

APL 8: 55 xp

APL 10: 70 xp

APL 12: 80 xp

Encounter 6: Charon's Little Brother

For defeating the constructs

APL 2: 120 xp

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 360 xp

Encounter 7: Just a Small Thing

For defeating the kobolds and/or undead

APL 2: 120 xp

APL 4: 120 xp

APL 6: 180 xp

APL 8: 270 xp

APL 10:	330 xp
APL 12:	360 xp

Encounter 8: The Hammer Falls

For defeating Zjas and Gavfel

APL 2:	120 xp
APL 4:	180 xp
APL 6:	240 xp
APL 8:	300 xp
APL 10:	360 xp
APL 12:	420 xp

Encounter 10: A Proper Cliffhanger

APL 2:	20 xp
APL 4:	30 xp
APL 6:	45 xp
APL 8:	55 xp
APL 10:	65 xp
APL 12:	80 xp

Roleplaying XP

APL 2:	0-25 xp
APL 4:	0-30 xp
APL 6:	0-45 xp
APL 8:	0-60 xp
APL 10:	0-65 xp
APL 12:	0-75 xp

Total Possible Experience:

APL 2:	450 xp
APL 4:	610 xp
APL 6:	840 xp
APL 8:	1,095 xp
APL 10:	1,320 xp
APL 12:	1,455 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for

the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key:

L = Looted gear from the enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 6 : Charon's Little Brother

APL 2:	L: 0 gp; C: 0 gp; M: 0 gp
APL 4:	L: 0 gp; C: 0 gp; M: 0 gp
APL 6:	L: 0 gp; C: 0 gp; M: 0 gp
APL 8:	L: 0 gp; C: 350 gp; M: 0 gp
APL 10:	L: 0 gp; C: 550 gp; M: 0 gp
APL 12:	L: 0 gp; C: 350 gp; M: 0 gp

Encounter 7: Just a Small Thing

APL 2:	L: 0 gp; C: 0 gp; M: 0 gp
APL 4:	L: 31 gp; C: 0 gp; M: 0 gp
APL 6:	L: 31 gp; C: 0 gp; M: 0 gp
APL 8:	L: 31 gp; C: 0 gp; M: 0 gp
APL 10:	L: 31 gp; C: 0 gp; M: 0 gp
APL 12:	L: 31 gp; C: 0 gp; M: 0 gp

Encounter 8: The Hammer Falls

APL 2:	L: 66 gp; C: 0 gp; M: 0 gp
APL 4:	L: 66 gp; C: 0 gp; M: 0 gp
APL 6:	L: 66 gp; C: 0 gp; M: +1 vest of resistance (83 gp per character)

APL 8: L: 66 gp; C: 0 gp; M: +2 *vest of resistance* (333 gp per character)

APL 10: L: 66 gp; C: 0 gp; M: +2 *vest of resistance* (333 gp per character)

APL 12: L: 66 gp; C: 0 gp; M: +3 *vest of resistance* (750 gp per character)

Conclusions A or B

APL 2: L: 0 gp; C: 0 gp; M: 1 *ounce of Stone Salve* (333 gp per character)

APL 4: L: 240 gp; C: 0 gp; M: 1 *ounce of Stone Salve* (333 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: 1 *ounce of Stone Salve* (333 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: 2 *ounces of Stone Salve* (666 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: 2 *ounces of Stone Salve* (666 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: 2 *ounce of Stone Salve* (666 gp per character)

Adventure Totals:

APL 2:	399 gp
APL 4:	600 gp
APL 6:	645 gp
APL 8:	1,115 gp
APL 10:	1,315 gp
APL 12:	1,865 gp

Marking the Adventure Cert

- Circle “Unlocking the Veth” for Female Rhennee PCs that finish with Conclusions A or B and go to the Epilogue that wish to become Veth
- If the PCs do not assist the Rhennee child and leave him to the mob circle the “Enmity of the Darkhagards
- Circle “Enmity of ‘the Jackyll’ for PCs that use Conclusion A
- Circle Enmity of Colonel Tohmas Dolorrack if any of the PCs are members of the constabulary and accuse their superior of committing a crime
- Circle ‘Darkha’ for the PCs that finish with conclusion A or B, go to the Epilogue, have the opportunity to learn an exotic weapon feat and wish to buy a Darkha from the Rhennee
- Circle the ‘Easy Mark’ if a PC got successfully pick pocketed. If the PC also has the ‘Easy Mark’ area circled on the Adventure Cert/Record for *DYV2-5: The King of Tent Town* they receive a –2 circumstance penalty vs.

Charisma based skills when dealing with members of the Alliance

Adventure Cert Information

Unlocking of Veth: Your answer shows wisdom beyond your age and the Lady Deep has blessed you with insight. The Revered Mother will train you as her replacement, so long as you meet the other requirements of this prestige class. Frequency: Regional

Enmity of the Darkhagards: For failing to aid the Darkhagards in their attempt of saving the child, the above named PC has earned the eternal contempt of the Rhennee. Your exploits will be spread by word of mouth through the Rhennee across Oerth. All Rhennee are immediately be considered *hostile* when dealing with this PC.'

Enmity of ‘the Jackyl’: You'll pay for ruining this venture.

Enmity of Colonel Tohmas Dolorrack: You shouldn't have accused your superior of committing a crime. Now you're going to get all the nasty, bottom of the ladder jobs in the Constabulary.

Darkha - The Rhennee have made this weapon to fit your hands and given you the chance to purchase it. Use it well. The darkha is a large, exotic melee weapon with the following statistics: Restriction: This is only available to PCs that have a feat slot available and take Exotic Weapon Proficiency; Darkha. Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs.; Type Piercing. Frequency: Adventure

Easy Mark: *Some people seem to have all the bad luck. If this PC also has the ‘Easy Mark’ area of the Adventure Cert/Record from the module DYV2-5 The King of Tent Town they receive a –2 circumstance penalty vs. Charisma based skills when dealing with Alliance members.*

Appendix One: NPCs and Creatures

Encounter One: Don't Lose Your Head

☛ **Robaja and Dukaran:** male Rhennee humans Ftr 3/Rog 3/ Darkhagard 8; CR 14; medium humanoid; HD 11d10+3d6+42; hp 117; Init +4 (+4 Dex); Spd 30ft.; AC 22 (+4 Dex, +2 deflection, +1 natural), touch 16, flat-footed 22; Atk +20/+15/+10 melee (1d8+8, +2 *darkha*, x3 critical); SA Sneak +2d6, Prone Fighting, Increased darkha range (36 ft), Superior Weapon Focus, Darkha Mastery 1 and 2; SQ Evasion, Uncanny Swim, Instant Stand, Uncanny Dodge (Dex bonus to AC); AL-CG; Saves Fort.+14, Ref. +7, Will +4; Str 16, Dex 16 (18), Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Innuendo +7, Move Silently +15, Pick Locks +20, Profession (boater) +10, Sense Motive +10, Spot +10, Tumble +15; Combat Reflexes, Exotic Weapon Proficiency (darkha), Weapon Focus (darkha), Dodge, Mobility, Expert Tactician, Improved Trip, Knock-down.

Equipment: +2 *darkha*, +2 *studded leather*, +2 *vest of resistance*, +2 *ring of protection*, +2 *gloves of dexterity*, +1 *amulet of natural armor*, masterwork thieves' tools.

Tactics: (if the PCs are dumb enough to fight them): The Rhennee immediately move into flanking positions on a single PC and strike at him hoping to trigger their *Knock-down* feat. Once they get the PC on the ground, they'll both waylay the grounded PC. Considering their 10' reach with the darkha (25' reach for possible trip attempts), they aren't concerned about PCs attempting to move away or enter combat. However their goal is to get the PCs to help them and not to start a fight with the PCs.

☛ **Rhennee Child:** male Rhennee human Com 1; CR 1/2; small humanoid; HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 11 (touch 11, flat-footed 11); Atk +0 melee (1d3 subdual, open hand slap); SA *none*; SQ *none*; AL- N; Saves Fort. +0, Ref. +0, Will +0; Str 11, Dex 11, Con 11, Int 8, Wis 8, Cha 12.

Skills and Feats: Run.

Possessions: small pouch, ratty clothing, 3 sp.

☛ **Angry Mob:** mixed Dyvers residents Com 1; CR 1/2; medium humanoid; HD 1d4+2; hp 6; Init +2 (+2 Dex); Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4+1, makeshift weapons); SA *none*; SQ *none*; AL - varies; Saves Fort. +2, Ref. +2, Will +1; Str 13, Dex 14, Con 13, Int 9, Wis 12, Cha 10.

Skills and Feats: Alertness.

Equipment: bad attitude, hostility towards the Rhennee, makeshift weapons and tattered clothing.

☛ **Constables (recruits) (6):** mixed Dyvers officials Rog 3/Ftr2; CR 5; medium humanoids; HD 3d6+2d10+5; hp 31; Init +7 (+3 Dex, +4 Improved Initiative); AC 19 (touch 14, flat-footed 19); Atks +6 melee (1d6+2, +1 *rapier*, 18-20); SA Sneak +3d6; SQ Evasion, Uncanny Dodge (Cannot be flanked); AL- LN; Saves: Fort.+3, Ref +7, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +10, Disable Device +12, Hide +11, Listen +8, Move Silent +11, Open Locks +13, Search +10, Spot +8, Tumble +11, Use Magic Device +7; Improved Initiative, Shield Proficiency, Alertness, Dodge, Mobility

Equipment: Recruit Constabulary tabard, +1 *buckler*, +1 *studded leather*, +1 *rapier*, masterwork manacles, whistles.

Tactics: The Recruits attempt to delay vastly superior forces and take lessers into custody. They'll use swarm tactics and Close Quarter Battle techniques (don't over expose yourself, be careful, etc.) when dealing with the PCs regardless. These Recruits are suffering under the reigns of the new Academy... their careers are effectively over, so they don't have much to lose. They can be bribed, at roughly 150% of the fines that would be enforced.

Encounter Five: Charon's Little Brother

APL 8: EL 10

☛ **Nimblewright:** medium-sized Construct; CR 7; HD 10d10; hp 55; Init +7; Spd 40; AC 24, touch 17, flat-footed 17; Base Atk +7; Grapple +11; Atk +11 melee (2d6+4 [12-20], rapier-hands); Full Atk +11/+11 melee (2d6+4 [12-20], rapier-hands); Space/Reach 5ft./5 ft.; SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19

Skills and Feats: Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack

Spell-like Abilities: At will - *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th, save DC 14+spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust (see above).

Construct Traits: A nimblewright is immune to mind-affecting effect, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect *slows* a nimblewright for 3 rounds, and a fire effect stuns it for a round.

APL 10 & 12: EL 12

🔪**Nimblewright:** medium-sized Construct; CR 7; HD 10d10; hp 55; Init +7; Spd 40; AC 24, touch 17, flat-footed 17; Base Atk +7; Grapple +11; Atk +11 melee (2d6+4 [12-20], rapier-hands); Full Atk +11/+11 melee (2d6+4 [12-20], rapier-hands); Space/Reach 5ft./5 ft.; SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19

Skills and Feats: Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack

Spell-like Abilities: At will - *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th, save DC 14+spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust (see above).

Construct Traits: A nimblewright is immune to mind-affecting effect, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect *slows* a nimblewright for 3 rounds, and a fire effect stuns it for a round.

Encounter Six: Just a Small Thing

APL 2 & 4: EL 4

🔪**Olargh the Kobald Taskmaster:** Male Kobold Ftr3; Small Humanoid (Reptilian); HD 3d10; hp 20; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (Flatfooted: 14, Touch: 14); Atk +3 melee (1d8-2 Shortspear), +7 ranged (1d8 Light Crossbow); SQ: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +3, Ref +4, Will +1; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skill and Feats: Climb +2, Craft (Trapmaking) +0, Hide +7, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2, Use Rope +6, Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Focus: Halfspear.

Equipment: Halfspear; Bolts, crossbow (5); Bolts, crossbow (5); Crossbow, light, Leather Armor

Background: Olargh led his outcast band of Kobalds here following a vision that he believes Incabulos sent him. They are fanatical and will lend their lives to their god's cause. Olargh's band was chased away from kobald society for their worship of Incabulos.

APLs 6: EL 6

🔪**Olargh the Kobald Taskmaster:** Male Kobold Ftr4; Small Humanoid (Reptilian); HD 4d10; hp 26; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (Flatfooted: 14, Touch: 14); Atk +4 melee (1d8-2 Shortspear), +8 ranged (1d8 Light Crossbow); Q: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +4, Ref +4, Will +1; Str 7, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skill and Feats: Climb +3, Craft (Trapmaking) +0, Hide +7, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2, Use Rope +6, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus: Halfspear.

Equipment: Halfspear; Bolts, crossbow (5); Bolts, crossbow (5); Crossbow, light, Leather Armor

Background: Olargh led his outcast band of Kobalds here following a vision that he believes Incabulos sent him. They are fanatical and will lend their lives to their god's cause. Olargh's band was chased away from kobald society for their worship of Incabulos.

APL 8: EL 9

🔪**Olargh the Kobald Taskmaster:** Male Kobold Ftr4; Small Humanoid (Reptilian); HD 4d10; hp 26; Init +7

(Dex, Improved Initiative); Spd 30; AC 17 (Flatfooted: 14, Touch: 14); Atk +4 melee (1d8-2 Shortspear), +8 ranged (1d8 Light Crossbow); Q: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +4, Ref +4, Will +1; Str 7, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skill and Feats: Climb +3, Craft (Trapmaking) +0, Hide +7, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2, Use Rope +6, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus: Halfspear.

Equipment: Halfspear; Bolts, crossbow (5); Bolts, crossbow (5); Crossbow, light, Leather Armor

Background: Olargh led his outcast band of Kobalds here following a vision that he believes Incabulos sent him. They are fanatical and will lend their lives to their god's cause. Olargh's band was chased away from kobald society for their worship of Incabulos.

APLs 10: EL 11

Olargh the Kobald Taskmaster: Male Kobold Ftr6: Small Humanoid (Reptilian); HD 6d10; hp 32; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (Flatfooted: 14, Touch: 14); Atk +5 melee (1d8-2, Shortspear), +8 ranged (1d8, Light Crossbow); Q: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +5, Ref +5, Will +2; Str 7, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skill and Feats: Climb +3, Craft (Trapmaking) +0, Hide +7, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2, Use Rope +6, Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus: Halfspear.

Equipment: Halfspear; Bolts, crossbow (5); Bolts, crossbow (5); Crossbow, light, Leather Armor

Background: Olargh led his outcast band of Kobalds here following a vision that he believes Incabulos sent him. They are fanatical and will lend their lives to their god's cause. Olargh's band was chased away from kobald society for their worship of Incabulos.

APL 12: EL 12

Olargh the Kobald Taskmaster: Male Kobold Ftr6: Small Humanoid (Reptilian); HD 6d10; hp 32; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (Flatfooted: 14, Touch: 14); Atk +5 melee (1d8-2, Shortspear), +8 ranged (1d8, Light Crossbow); Q: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +5, Ref +5, Will +2; Str 7, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skill and Feats: Climb +3, Craft (Trapmaking) +0, Hide +7, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2, Use Rope +6,

Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus: Halfspear.

Equipment: Halfspear; Bolts, crossbow (5); Bolts, crossbow (5); Crossbow, light, Leather Armor

Background: Olargh led his outcast band of Kobalds here following a vision that he believes Incabulos sent him. They are fanatical and will lend their lives to their god's cause. Olargh's band was chased away from kobald society for their worship of Incabulos.

Encounter 8 - The Hammer Falls

APL 2: EL 4

Zjas: male human Clr3 (Incabulos); CR 3; Medium-sized Humanoid (human); HD 3d8+6; hp 24; Init +0; Spd 20; AC 17 (Chainmail, Large Wooden Shield) (Flatfooted: 17, Touch: 10); Atk +4 melee (1d6+2, quarterstaff); +2 ranged (1d8 Light Crossbow); AL NE; SV Fort +5, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10

Skills and Feats: Concentration +7, Heal +6, Knowledge (nature) +3, Spellcraft +4, Scribe Scroll, Spell Focus: Necromancy, Reach Spell

Spells Prepared (Clr 4/3/2; Base DC 13 + spell level, Necromancy 15 + spell level); 0-Detect Magic x2, Resistance, Inflict Minor Wounds*; 1st - Doom*, Entropic Shield, Magic Weapon, Inflict Light Wounds*; 2nd - Darkness, Sound Burst, Death Knell*

**Domain Spell.*

Domains: Death and, Destruction

Equipment: Chainmail, Large Wooden Shield, Light Crossbow, Case w 5 bolts, Masterwork Quarterstaff, Silver Holy Symbol.

Gavfel: Male Human Nec1: Medium Humanoid; HD 1d4+1 (Wizard); hp 5; Init +1; Spd 30; AC 11 (Dex) (Flatfooted: 10, Touch: 11); Atk +1 melee (1d4-1, dagger, 19-20), +1 ranged (1d4-1, dagger, 19-20); AL CE; SV Fort +1, Ref +1, Will +3; STR 8, DEX 12, CON 12, INT 18, WIS 12, CHA 9.

Skill and Feats: Alchemy +8, Concentration +5, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +4, Scry +8, Spellcraft +8, Spot +4, Scribe Scroll, Spell Focus: Enchantment, Spell Focus: Necromancy.

Spells Prepared (3/2; Base DC 14 + spell level, Necromancy and Enchantment DC 16 + spell level); 0 - Daze (2), Read Magic; 1st - Cause Fear, Mage Armor, Magic Missile

Equipment: Robes, spell component pouch, empty scroll case.

☛ **Femur**: Bat, Animal Familiar: CR 0.1; Diminutive Animal; HD 1/4d8 (Animal); hp 2; Init + 2; Spd 5, Fly, Good 40; AC 17; Atk -1 base melee, + 6 base ranged; SQ: Blindsight (Ex); AL N; SV Fort + 2, Ref + 4, Will + 2; STR 1, DEX 15, CON 10, INT 1, WIS 14, CHA 10.

Skills: Hide + 14, Listen + 9, Move Silently + 5, Spot + 9.

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spells stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a Touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out of a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans. This is a supernatural ability. Because of the empathic link between the familiar and the master, the master has the same connection to an item or a place that the familiar does. For example, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

APL 4: EL 6

☛ **Zjas**: male human Clr3 (Incabulos); CR 3; Medium-sized Humanoid (human); HD 3d8+6; hp 24; Init +0; Spd 20; AC 17 (Chainmail, Large Wooden Shield) (Flatfooted: 17, Touch: 10); Atk +4 melee (1d6+2, quarterstaff); +2 ranged (1d8 Light Crossbow); AL NE; SV Fort +5, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10

Skills and Feats: Concentration + 7, Heal + 6, Knowledge (nature) + 3, Spellcraft + 4, Scribe Scroll, Spell Focus: Necromancy, Reach Spell

Spells Prepared (Clr 4/3/2; Base DC 13 + spell level, Necromancy 15 + spell level); 0-Detect Magic x2, Resistance, Inflict Minor Wounds*; 1st - Doom*, Entropic Shield, Magic Weapon, Inflict Light Wounds*; 2nd - Darkness, Sound Burst, Death Knell*

* **Domain Spell**

Domains: Death and, Destruction

Equipment: Chainmail, Large Wooden Shield, Light Crossbow, Case w 5 bolts, Masterwork Quarterstaff, Silver Holy Symbol.

☛ **Gavfel**: Male Human Wiz5: Medium Humanoid; HD 5d4+5 (Wizard); hp 21; Init + 1 (Dex); Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +1 melee (1d4-1, dagger), +3 ranged (1d4-1, dagger); AL CE; SV Fort + 2, Ref + 2, Will + 5; Str 8, Dex 12, Con 12, Int 18, Wis 12, Cha 8

Skill and Feats: Alchemy + 12, Concentration + 9, Knowledge (arcana) + 12, Knowledge (religion) + 12, Knowledge (The Planes) + 12, Scry + 12, Spellcraft + 12, Greater Spell Focus: Necromancy, Scribe Scroll, Spell Focus: Enchantment, Spell Focus: Necromancy, Empower Spell.

Spells Prepared (4/5/4/3; Base DC 14 + spell level, Enchantment DC 16 + spell level, Necromancy 18 + spell level); 0 - Daze (2), Read Magic, Resistance; 1st - Cause Fear, Mage Armor, Magic Missile, Shield, Sleep; 2nd - Flaming Sphere, Protection from Arrows, Scare, Tasha's Hideous Laughter; 3rd - Hold Person, Slow, Vampiric Touch.

Equipment: Robes, spell component pouch, empty scroll case.

Precast Spells: Gavfel is under the effects of Zjas' *endurance*. He has precast *mage armor* on himself and Femur when his familiar was close enough to benefit from it.

☛ **Femur**, Bat, Animal Familiar: CR 1/10; Diminutive Animal; HD 1/4d8 (Animal); hp 10; Init + 2; Spd 5, Fly, Good 40; AC 16 (+4 size, +2 Dex); Atk + 1 base melee, + 8 base ranged; SQ: Blindsight (Ex); AL N; SV Fort + 2, Ref + 4, Will + 2; STR 1, DEX 15, CON 10, INT 1, WIS 14, CHA 10.

Skills: Listen + 9, Move Silently + 5, Spot + 9.

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spells stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a Touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out of a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans. This is a supernatural ability. Because of the empathic link between the familiar and the master, the master has the same connection to an item or a place that the familiar does. For example, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "touchier." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Master: The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication with out magical help.

APL 6: EL 8

Zjas: male human Clr 7 (Incubulos); CR 7; Medium-sized Humanoid (human); HD 7d8+14; hp 51; Init +0; Spd 20; AC 17 (Chainmail, Large Wooden Shield) (Touch 10, Flat-footed 17); Atk +7 melee (1d6+4, +2 quarterstaff); +5 ranged (1d8 Light Crossbow), AL NE; SV Fort +8, Ref +3, Will +9; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10

Skill and Feats: Concentration +7, Heal +11, Knowledge (nature) +3, Spellcraft +9, Extra Smiting, Reach Spell, Scribe Scroll, Spell Focus: Necromancy

Spells Prepared (6/5+1/4+1/3+1/1+1; Base DC 13 + spell level, Necromancy 15 + spell level); 0 - Detect Magic (2), Guidance (2), Inflict Minor Wounds (2); 1st

- Cure Light Wounds, Deathwatch, Doom (2), Entropic Shield, Inflict Light Wounds*; 2nd - Calm Emotions, Endurance, Hold Person; Sound Burst, Death Knell*; 3rd - Bestow Curse, Invisibility Purge, Protection from Elements, Contagion*; 4th - Greater Magic Weapon, Reach Death Knell*

***Domain Spell**

Domains: Death and Destruction

Precast Spells: On Zjas: Invisibility Purge (35 ft. radius), Greater Magic Weapon, Protection from Elements (fire).

On Gavfel - Endurance

Equipment: Chainmail, Large Wooden Shield, Light Crossbow, Case w/5 bolts, Masterwork Quarterstaff, Silver Holy Symbol.

Gavfel: Male Human Wiz5: Medium Humanoid ; HD 5d4+5 (Wizard) ; hp 21; Init + 1 (Dex); Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +1 melee (1d4-1, dagger), +3 ranged (1d4-1, dagger); AL CE; SV Fort + 2, Ref + 2, Will + 5; Str 8, Dex 12, Con 12, Int 18, Wis 12, Cha 8

Skill and Feats: Alchemy + 12, Concentration + 9, Knowledge (arcana) + 12, Knowledge (religion) + 12, Knowledge (The Planes) + 12, Scry + 12, Spellcraft + 12, Greater Spell Focus: Necromancy, Scribe Scroll, Spell Focus: Enchantment, Spell Focus: Necromancy, Empower Spell.

Spells Prepared: (4/5/4/3; Base DC 14 + spell level, Enchantment DC 16 + spell level, Necromancy 18 + spell level); 0 - Daze (2), Read Magic, Resistance; 1st - Cause Fear, Mage Armor, Magic Missile, Shield, Sleep; 2nd - Flaming Sphere, Protection from Arrows, Scare, Tasha's Hideous Laughter; 3rd - Hold Person, Slow, Vampiric Touch.

Equipment: Robes, spell component pouch, empty scroll case.

Precast Spells: Gavfel is under the effects of Zjas' endurance. He has precast mage armor on himself and Femur when his familiar was close enough to benefit from it.

Femur, Bat, Animal Familiar: CR 1/10; Diminutive Animal ; HD 1/4d8 (Animal) ; hp 10; Init + 2; Spd 5, Fly, Good 40; AC 16 (+4 size, +2 Dex); Atk + 1 base melee, + 8 base ranged; SQ: Blindsight (Ex); AL N; SV Fort + 2, Ref + 4, Will + 2; STR 1, DEX 15, CON 10, INT 1, WIS 14, CHA 10.

Skills: Listen + 9, Move Silently + 5, Spot + 9.

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the bat

to rely on its weak vision, which has a maximum range of 10 feet.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spells stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a Touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out of a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans. This is a supernatural ability. Because of the empathic link between the familiar and the master, the master has the same connection to an item or a place that the familiar does. For example, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "touchier." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Master: The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication with out magical help.

APL 8: EL 10

☛Zjas: male human Clr 9 (Incubulos); CR 9; 9d8+18(+36); hp 65; Init +0; Spd 20; AC 17 (Chainmail, Large Wooden Shield) (Touch 10, Flat-footed 17); Atk +8/+3 melee (1d6+11, +2 *spikes* quarterstaff); +6/+1 ranged (1d8 Light Crossbow); AL NE; SV Fort +9, Ref +4, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10

Skills and Feats: Concentration + 12, Heal + 11, Knowledge (nature) + 3.5, Spellcraft + 11.

Feats: Combat Casting, Extra Smiting, Greater Spell Focus: Necromancy, Reach Spell, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared:(6/5+1/5+1/4+1/3+1/1+1; Base DC 14 + spell level, Necromancy 18 + spell level); 0 - Detect Magic (2), Guidance (2), Inflict Minor Wounds (2); 1st - Cure Light Wounds, Deathwatch, Doom (2), Entropic Shield, Inflict Light Wounds*; 2nd - Calm Emotions, ~~Endurance~~ (2), Hold Person; Sound Burst, Death Knell*; 3rd - Bestow Curse, ~~Invisibility Purge~~, ~~Protection from Elements~~, ~~Spikes~~, Contagion*; 4th - Divine Power, Poison, Recitation, Reach Death Knell*; 5th - ~~Spell Resistance~~, Slay Living*.

****Domain Spell***

Domains: Death and Destruction **Equipment:** Chainmail, Large Wooden Shield, Light Crossbow, Case w/5 bolts, +1 *Vest of Resistance*, Masterwork Quarterstaff, Silver Holy Symbol.

Precast spells: On Zjas: *endurance*, *invisibility purge* (covers 45 foot radius), *protection from elements* (fire), *spikes*, *spell resistance*.

On Gavfel: *endurance*.

From scroll *magic vestment* (8th level caster) on Full plate

☛Gavfel: Male Human Nec7: Medium Humanoid ; HD 7d4+7 (Wizard) ; hp 29; Init + 1; Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +2 melee (1d4-1, dagger); +4 ranged (1d4-1, dagger); AL CE; SV Fort + 3, Ref + 3, Will + 6; Str 8, Dex 12, Con 12, Int 19, Wis 12, Cha 8.

Skills and Feats: Alchemy + 14, Concentration + 11, Knowledge (arcana) + 14, Knowledge (religion) + 14, Knowledge (The Planes) + 14, Scry + 14, Spellcraft + 14, Empower Spell, Greater Spell Focus: Necromancy, Improved Familiar, Scribe Scroll, Spell Focus: Enchantment, Spell Focus: Necromancy.

Spells Known: 4/6/5/4/3; Base DC 16 + spell level, *Enchantment* DC 18 + spell level, Necromancy 20 + spell level); 0 - *Daze* (2), Read Magic, Resistance; 1st - Cause Fear, ~~Mage Armor~~, Magic Missile (3), ~~Shield~~; 2nd - Flaming Sphere, ~~Fox's Cunning~~, Protection from Arrows, Scare, Tasha's Hideous Laughter; 3rd - Haste, Hold Person, Slow, Vampiric Touch; 4th - *Confusion*, Enervation, Fear.

Equipment: +1 *vest of resistance*, Robes, spell component pouch, empty scroll case.

Precast spells: Gavfel is under the effects of Zjas' *endurance*. He has precast *Mage Armor*, *Shield* and *Fox's Cunning* on himself and when Quan his familiar was close enough to benefit from it.

☛ **Quan:** quasit familiar; CR 2; Small outsider; HD 3d8; hp 14; Init +3 (Dex); Spd 20 (50 fly-perfect); AC 18 (+2 size, +4 natural, +3 Dex), (Touch 14, Flat-footed 16); Atks +8 melee (1d3-1 + poison, 2 claws) +3 melee (1d4-1, bite); SA Spell-like abilities, Poison; SQ Damage Reduction 5/Silver, SR 5, Poison Immunities, Fire Resistance 20, Alternate Form, Regeneration 2, Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master, Speak with Animals of its Type; AL CE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 10, Con 10, Int 9, Wis 11, Cha 11.

Skills and Feats: none

Spell-like Abilities: At will - *detect good, detect magic and invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level). Once per week a quasit can use *commune* to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, roach, and wolf. *Quan's forms are bat and toad.*

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spells stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a Touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out of a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently

from humans. This is a supernatural ability. Because of the empathic link between the familiar and the master, the master has the same connection to an item or a place that the familiar does. For example, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "touchier." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Master: The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of its Type: The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

APL 10: EL 12

☛ **Zjas:** male human Clr 11 (Incubulos); CR 11; 11d8+22 (+44); hp 79; Init +0; AC 17 (Chainmail, Large Wooden Shield) (Touch 10, Flat-footed 17); Atk +10/+6 melee (1d6+12, +2 *spikes* quarterstaff); +7/+2 ranged (1d8 Light crossbow); AL NE; SV Fort +10, Ref +4, Will +12; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Heal +13, Knowledge (nature) +4, Spellcraft +13, Combat Casting, Extra Smiting, Greater Spell Focus: Necromancy, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared: (6/6+1/5+1/5+1/4+1/2+ 1/1+1; Base DC 14 + spell level, Necromancy 18 + spell level); 0 - Detect Magic (2), Guidance (2), Inflict Minor Wounds (2); 1st - Cure Light Wounds (2), Deathwatch, Doom (2), Entropic Shield, Inflict Light Wounds*; 2nd - Calm Emotions, ~~Endurance~~ (2), Hold Person; Sound Burst, Death Knell*; 3rd - Bestow Curse, ~~Invisibility Purge~~, ~~Protection from Elements~~ (2), Spikes, Contagion*; 4th - Divine Power, Poison, Recitation, ~~Spell Immunity~~, Reach Death Knell*; 5th - ~~Spell Resistance~~ (2), Slay Living*; 6th - Harm (2)*.

*** Domain Spell**

Domains: Death and Destruction

Equipment: Chainmail, Large Wooden Shield, Light Crossbow, Case w/5 bolts, +2 *Vest of Resistance*, Masterwork Quarterstaff, Silver Holy Symbol.

Precast spells: On Zjas: *Endurance*, *Invisibility*, *Purge*, *Protection from Elements (fire)*, *Protection from Elements (electrical)*, *Spikes* (on quarterstaff), *Spell Resistance*, *Spell Immunity* (Judge's choice at the start of the encounter)

On Gavfel: *Endurance*, *Spell Resistance*.

From scroll: *Magic Vestments* on Zjas' Chainmail (8th lvl caster)

Gavfel: Male Human Nec9; Medium Humanoid; HD 9d4+9 (Wizard) ; hp 37; Init + 1; Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +3 melee (1d4-1, dagger), +5 ranged (1d4-1, dagger); AL CE; SV Fort + 6, Ref + 6, Will + 9; Str 8, Dex 12, Con 12, Int 20, Wis 12, Cha 8.

Skills and Feats: Alchemy +16, Concentration +13, Knowledge (arcana) +16, Knowledge (religion) + 16, Knowledge (The Planes) + 16, Scry + 16, Spellcraft + 16, Empower Spell, Greater Spell Focus: Enchantment, Greater Spell Focus: Necromancy, Improved Familiar, Scribe Scroll, Spell Focus: Enchantment, Spell Focus: Necromancy.

Spells Known: (4/7/6/5/4/3; Base DC 17 + spell level, Necromancy and Enchantment DC 21 + spell level); 0 - *Daze* (3), Read Magic; 1st - Cause Fear, Mage Armor, Magic Missile (4), Shield; 2nd - Flaming Sphere, False Life, Fox's Cunning, Protection from Arrows, Scare, *Tasha's Hideous Laughter*; 3rd - Haste (2), Hold Person, Slow, Vampiric Touch; 4th - Confusion (2), Enervation, Fear; 5th - Magic Jar, Mind Fog, Empowered Vampiric Touch.

Equipment: Robes, spell component pouch, empty scroll case.

Precast Spells: Gavfel is under the effects of Zjas' *endurance*. He has precast *Mage Armor*, *Shield False Life* and *Fox's Cunning* on himself and when Quan his familiar was close enough to benefit from it.

Quan: quasit familiar; CR 3; Small outsider; HD 3d8; hp 18; Init +3 (Dex); Spd 20 (50 fly-perfect); AC 18 (+2 size, +5 natural, +3 Dex), (Touch 14, Flat-footed 16); Atks +8 melee (1d3-1 + poison, 2 claws) +3 melee (1d4-1, bite); SA Spell-like abilities, Poison; SQ Damage Reduction 5/Silver, SR 5, Poison Immunities, Fire Resistance 20, Alternate Form, Regeneration 2, Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master, Speak with Animals of its Type, AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 11.

Spell-like Abilities: At will - *detect good*, *detect magic* and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit. These abilities are as the spells cast by a 6th-

level sorcerer (save DC 10 + spell level). Once per week a quasit can use *commune* to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12-th level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, roach, and wolf. *Quan's forms are bat and toad.*

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spells stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a Touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out of a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans. This is a supernatural ability. Because of the empathic link between the familiar and the master, the master has the same connection to an item or a place that the familiar does. For example, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "touchier." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Master: The familiar and master can communicate verbally as if they were using a common

language. Other creatures do not understand the communication without magical help.

Speak with Animals of its Type: The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

APL 12: EL 14

Zjas: male human Clr 13 (Incubulos); CR 13; 13d8+26; hp 93; Init +0; AC 17 (Chainmail, Large Wooden Shield) (Touch 10, Flat-footed 17); Atk +11/+6 melee (1d6+12, +2 *spikes* quarterstaff); +9/+4 ranged (1d8 Light Crossbow); AL NE; SV Fort +13, Ref +9, Will +15; Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration + 15, Heal + 15, Knowledge (nature) + 4, Spellcraft + 15; Lightning Reflexes, Scribe Scroll, Spell Focus: Necromancy, Reach Spell, Extra Smiting, Greater Spell Focus: Necromancy.

Spells Prepared: (6/6+1/6+1/5+1/4+1/3+1/2+1/1+1; Base DC 16 + spell level, Necromancy 20 + spell level); 0 - Detect Magic (2), Guidance (2), Inflct Minor Wounds (2); 1st - Cure Light Wounds (2), Deathwatch, Doom (2), Entropic Shield, Inflct Light Wounds*; 2nd - Calm Emotions, Endurance (2), Hold Person; Owl's Wisdom, Sound Burst, Death Knell*; 3rd - Bestow Curse, Invisibility Purge, Protection from Elements (2), Spikes, Contagion*; 4th - Divine Power, Poison, Recitation, Spell Immunity, Reach Death Knell*; 5th - Spell Resistance (2), Slay Living (2)*; 6th - Antilife Shell, Harm (2)*; 7th - Blasphemy, Disintegration*.

***Domain Spell**

Domains: *Death*: Death and Destruction

Equipment: Chainmail, Large Wooden Shield, Light Crossbow, Case w/5 bolts, +3 *Vest of Resistance*, Masterwork Quarterstaff, Silver Holy Symbol.

Precast spells: On Zjas: *Endurance*, *Owl's Wisdom*, *Invisibility Purge*, *Protection from Elements (fire)*, *Protection from Elements (electrical)*, *Spikes* (on quarterstaff), *Spell Resistance*, *Spell Immunity* (three of your choice at the start of the encounter)

On Gavfel: *Endurance*, *Spell Resistance*.

From scroll: *Magic Vestments* on Chainmail (6th lvl caster)

Gavfel: Male Human Nec11: Medium Humanoid ; HD 11d4+11 (Wizard); hp 45; Init + 1 (Dex); Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +4 base melee, +6 base ranged; AL CE; SV Fort + 6, Ref + 6, Will + 10; Str 8, Dex 12, Con 12, Int 18, Wis 12, Cha 8.

Skills and Feats: Skills: Alchemy + 18, Concentration + 15, Knowledge (arcana) + 18, Knowledge (religion) + 18, Knowledge (The Planes) + 18, Scry + 18, Spellcraft + 18, Craft Wondrous Items, Empower Spell, Greater Spell Focus: Enchantment, Greater Spell Focus: Necromancy, Improved Familiar, Scribe Scroll, Spell Focus: Enchantment, Spell Focus: Necromancy.

Spells Prepared: (4/7/6/6/5/4/2; Base DC 17 + spell level, Necromancy and Enchantment DC 21 + spell level); 0 - *Daze* (3), Read Magic; 1st - Cause Fear, Mage Armor, Magic Missile (4), Shield; 2nd - Flaming Sphere, False Life, Fox's Cunning, Protection from Arrows, Scare, *Tasha's Hideous Laughter*; 3rd - Haste (2), *Hold Person*, Empowered Magic Missile, Slow, Vampiric Touch; 4th - Confusion (2), Enervation (2), Fear; 5th - Magic Jar, *Mind Fog*, Teleport, Empowered Vampiric Touch; 6th - Circle of Death, Geas.

Equipment: Robes, spell component pouch, empty scroll case.

Precast Spells: Gavfel is under the effects of Zjas' *endurance*. He has precast *Mage Armor*, *Shield False Life* and *Fox's Cunning* on himself and when Quan his familiar was close enough to benefit from it.

Quan: quasit familiar; CR2; Small outsider; HD 3d8; hp 22; Init +3; Spd 20 (50 fly-perfect); AC 18 (+2 size, +6 natural, +3 Dex) (Touch 14, Flat-footed 16); Atks +8 melee (1d3-1 + poison, 2 claws) +3 melee (1d4-1, bite); SA Spell-like abilities, Poison; SQ Damage Reduction 5/Silver, SR 16, Poison Immunities, Fire Resistance 20, Alternate Form, Regeneration 2, Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master, Speak with Animals of its Type, AL CE; SV Fort +3, Ref +3, Will +7; Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11.

Spell-like Abilities: At will - *detect good*, *detect magic* and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level). Once per week a quasit can use *commune* to ask six questions (this is otherwise as the spell cast by a 12th-level cleric).

Poison (Ex): Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that any individual quasit can assume only one or two forms no larger than Medium-size. Common forms include bat, monstrous centipede, roach, and wolf. *Quan's forms are bat and toad.*

Regeneration (Ex): Quasits take normal damage from acid, and from holy and blessed weapons.

Alertness: The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spells stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on his familiar (as a Touch range spell) instead of on himself. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The master has an empathic link with the familiar out of a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. Note that the low intelligence of a low-level master's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans. This is a supernatural ability. Because of the empathic link between the familiar and the master, the master has the same connection to an item or a place that the familiar does. For example, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

Touch: If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "touchier." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

Speak with Master: The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication with out magical help.

Speak with Animals of its Type: The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

Appendix Two: The Jackyl's Actions during the event

Encounters 1-2:

The Jackyl is watching the Rhennee enclave, making sure that no one is attempting to stop his nefarious plan. 'The Jackyl' remains here until the PCs arrive.

Encounter 3:

Upon witnessing the PCs enter the enclave, the Jackyl moves into position to eavesdrop on the various conversations. Listening to the pitch from the Veth, the Jackyl will move to follow the PCs from this point on.... making sure to stay out of the range of most detection based spells. His shadow companion takes a more direct approach of following the PCs staying just out of reach and not making himself a threat.

Encounter 4:

The Jackyl influences the head of Pickpockets Guild to take his action and manages to tag along as they visit each opportunity for information. He makes it a point to appear very briefly when only the Colonel's eyes can see, just to remind him of what the consequences are if the Colonel chooses to ignore his instructions. The Jackyl penetrates the inner sanctum of Makkxs and listen in on the exchange of information. As the PCs follow the young messenger, the Jackyl has his shadow companion trail the PCs as he turns his efforts to gathering intelligence on the PCs and their tactics.

Encounter 5:

The Jackyl is busy using his influence to determine what he can about the PCs.

Encounter 6-7-8:

The Jackyl beats the PCs to the shack, alert Zjas and Gavfel about the incoming PCs and provides them with a very basics of a profile of each PC. At higher APLs, Zjas and Gavfel utilize their spells to keep the PCs at a disadvantage. After Zjas and Gavfel leave to confront the PCs, the Jackyl gathers up all the material resources that could be of use to the PCs besides the special notes he leaves for everyone. The shadow companion leaves the note for the Colonel slightly after this last encounter.

Encounter 9:

The Jackyl' enters Maxxks' sanctum, meets Maxxks and kills his body double. Maxxks, who flees the Jackyl, doesn't have time to gather his notes on the disappearance of Genni, goes into hiding. Looking for the information about himself, the Jackyl finds it, disposes of it and leaves his trademark card for the Colonel.

Encounter 10:

Watching the PCs and the Colonel stumble over the remains, the Jackyl leaves the scene... knowing that he has new people to watch and stop, all of which makes the game that much more enjoyable for him.

Appendix Three: Crime and Punishment-Dyvers Law

How Fines and Punishment Work- *If found guilty of a crime, a PC pays the fine listed by the offense and the fine and the penalties (if any) are recorded on the adventure cert. The penalties listed are doubled for repeat offenders.*

If a PC's gold has been depleted, but they are still unable to pay the fine, the PC's items are sold off. If there is a choice on what to sell the player makes it.

If a PC is guilty of a crime, send the player's name, RPGA#, PC name and offense to jcts@iland.net

Lawyers-For non-murder cases that do not involve a Guildmaster, a noble, or a member of the Gentry, a lawyer may be obtained to absolve the PC of guilt. The cost for such assistance is 150% of the fine and 1 TU for in region PCs. The cost of out of region PCs is 200% of the fine and 2 TUs.

Frivolous Lawsuits- Most NPCs Have better things to do with their time, and don't bother pursuing frivolous lawsuits. PCs that are found to be the instigator of a frivolous lawsuit face the same penalty as Unlawful Imprisonment.

Imprisonment-If your PC is imprisoned, they gain no coin or other benefit until released.

Assault- The fine is 5 GP. Also, if weapons were used, the weapons are confiscated.

Bards- While it's not illegal to be a Bard, performing inside of a building without a license is. The fine is 10 GP.

Breaking and Entering- If the offender is part of the Footpads Guild, then a 100 GP fine and 1 TU in Jail. If they are not part of the Footpads Guild, then a 250 GP fine and 2 TU in jail.

Destruction of Private Property- The fine is 150% of the cost of the property. Optionally, the PC may spend one TU in jail per 50 GP of the fine.

Destruction of Public Property- The fine is 200% of the cost of the property. Optionally, the PC may spend one TU in jail per 50 GP of the fine.

Drawing Weapons- Not a lot of people know this, but drawing a weapon in the city is against the law. The fine is 2 GP, plus One (1) TU doing Civic Duties. If you can prove that it was self-defense then the fine is 1 GP.

Drunk and Disorderly- The fine is two TU in jail and 1 GP.

Endangering Innocents- The fine is 4 GP per innocent endangered.

Endangering the Public or Property by Spell Casting- If the caster is a member of one of the Guilds, then the fine is 100 GP per spell level. If the caster is not a member of one of the Guilds, then it is 250 GP per spell level. Please note that this is the charge used against PC's who are caught casting banned spells. (To find out what spells are banned, check the feats and spells section.)

Manslaughter (Accidental Death)- Adjudicated by the triad acting as an in character "court". Outcomes could lead to as many as 208 TUs in prison.

Murder (Intentional Death)- This is an evil act. The character should be taken into custody by the judge, and then turned over to the triad. The character is removed from play. This is not to be used in matters of self-defense.

Operating a Business Without a Permit- This is a 500 GP fine, plus the confiscation of the Business. It will be turned over to the Merchants Guild for their disposal.

Poaching-This fine is 100 GP and One (1) TU in jail

Theft-Petty- (Up to 100 GP of value) If the accused is a member of the Alliance, then the fine is 10% of the value. If the accused is NOT a member of the Alliance, then the watch gets to have fun, and the fine is 200% of the value, as well as one (1) TU doing civic duties.

Theft-Grand- (Over 100 GP of Value) The Fine is 200% the cost of the item, and One (1) TU per 100 GP value in jail.

Unlawful Imprisonment-The fine is two TU in jail and 300 GP.

Unlawful Killing of a Gelatinous Cube in the Sewers- The fine is 500 GP, plus the PC must spend an additional 4 TU to capture a new one.

Appendix Four: New Material

Feats

Extra Slot: You can cast an extra spell.

Prerequisite: Spellcaster level 4th+.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Extra Smiting: You can make more smite attacks.

Prerequisites: Class level 4+, smite ability.

Benefit: When you take this feat, you gain one additional attempt to smite per day. Use whatever smite ability you have (for example, that of a paladin, a holy liberator, or a cleric with the Destruction domain). You can take this feat multiple times

Reach Spell: You can cast touch spells without touching the recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Spells

Recitation

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Times: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft radius burst center on you

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. This spell affects all allies and foes within the spell's area of effect at the moment you cast it. you allies gain

a +2 luck bonus on all attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Spikes

Transmutation

Level: Clr 3, Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Wooden Weapon touched

Duration: 1 hour / level

Saving Throw: None

Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enchantment bonus on its attacks, and its threat range is doubled.

Brambles

Transmutation

Level: Clr 2, Drd 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Wooden Weapon touched

Duration: 1 round / level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, great club, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point damage per caster level (Maximum +10). This spell works only on melee weapons with a wooden striking surface. For instance, it does not work on a bow, an arrow or a metal mace.

Material component: A small thorn.

Prestige Classes

Rhennee Prestige Classes [From the *Living Greyhawk Journal*]

DARKHAGARD:

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

Hit Die: d10

REQUIREMENTS

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria:

Race and Sex: Rhennee male

Base Attack Bonus: +5

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha)

Profession (Boater): 4 ranks

Sneak Attack: +1d6

Special: Must have been blooded in a battle with a hostile lake creatures (dragon turtle, giant lamprey, etc.)

CLASS SKILLS

The Darkhagard's class skills (and the key ability for each skill) are Balance (Dex), Intuit Direction (Wis), Knowledge (navigation) (Int), Profession (Boater) (Int), Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A Darkhagard is proficient in all simple and martial weapons, with all types of armor and shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attack using a darkha while prone. Further, opponents fighting a prone

Darkhagard enjoy no melee attack bonuses due to his prone status.

Bonus Languages: In their travels, the Darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the Darkhagard an edge in dealing with trading partners and potential enemies.

Each time the Darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING Greyhawk Gazetteer*. The Darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the darkhagard has had some contact.

Darkha Specialization (Ex): The Darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired, a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim one-half of his speed as a move equivalent action or his full speed as a full-round action (failure indicating no progress). Furthermore, members of the Darkhagard suffer a Swim penalty of only -1 per 10 pounds of gear they carry.

Superior Weapon Focus (Ex): Stacking on top of any existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a to hit penalty of only -2.

Darkha Mastery 2 (Ex): The darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20 ft. If tripped during his own trip attempt, the Darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned how to control his respiration, a Darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.

Water Tracking (Su): The most difficult skill for a Darkhagard to master, the ability to creatures on water

poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the Darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the Darkhagard consults the water itself, reading signs and

portents from waves and ripples. In this manner, the Darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

Darkhagard:

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Prone Fighting
2	+2	+3	+0	+0	Bonus Language, Darkha Specialization
3	+3	+3	+1	+1	Increased Range (33 ft.)
4	+4	+4	+1	+1	Uncanny Swim, Improved Weapon Focus
5	+5	+4	+1	+1	Instant Stand
6	+6	+5	+2	+2	Bonus Language, Darkha Mastery 1
7	+7	+5	+2	+2	Increased Range (36 ft.)
8	+8	+6	+2	+2	Bonus Language, Darkha Mastery 2
9	+9	+6	+3	+3	Hold Breath
10	+10	+7	+3	+3	Water Tracking

VETH:

As the only trusted spellcaster among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally obtuse.

Hit Die: d4

REQUIREMENTS:

To qualify to become a veth, a character must fulfill the following criteria.

Race, Sex, and Age: Rhennee female, aged 35 of older.

Feat: Craft Wondrous Item.

Heal: 4 ranks

Scry: 8 ranks

Special: The ability to cast arcane spells without the need of memorization or spellbooks.

Class Skills

The veth's class skills (and the key ability for each skill) are Innuendo (Wis), Knowledge (Nyr Dyv) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level 4+ Int modifier.

Class Features

Weapon and Armor Proficiency: A veth is proficient with all simple weapons, though she is not proficient with any type of armor or shield, as such things tend to interfere with spellcasting.

Spells: Beginning at 1st level, a veth gains the ability to cast a small number of arcane spells. To cast a spell, the veth must have a Charisma score of at least 10 + the spell's level, so a veth with a Charisma of 10 or lower cannot cast these spells. Veth bonus spells are based on Charisma and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the veth gets "o" spells of a given

level, such as 0 1st-level spells at 1st level, the veth gets only bonus spells. A veth without a bonus spell for that level cannot yet cast a spell of that level. The veth spell list appears below. The number of spells of a given level that a veth might know from the list is given in the “Veth Spells Known” sidebar below. A veth casts spells just as a sorcerer does.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spellcasting classes (in the case of multiple spellcasting classes, she adds her veth levels to whichever level is highest).

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. If a successful Scry check (DC 25) is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the LIVING GREYHAWK campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the Scry check is failed, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Hex Mastery: All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds to her effective caster level when casting the following spells: *bestow curse, cause fear, charm person, charm monster, confusion, contagion, hypnotism* and *scare*.

Bonus Languages: In their travels, the vetha comes into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the vetha achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The veth can read and write in this language as if she had acquired it in the usual method. The language must be one with which the veth has had some contact.

Master Healer: As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

Greater Eyebite: Upon reaching 10th level, a veth may use a gaze attack, as per the spell *eyebite*, two times per day. This is a spell-like ability. The caster level for the spell is the caster's class level in Veth.

Veth:

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per day			
						1st	2nd	3rd	4th
1	+0	+0	+0	+2	Reading the Lake, Improved Caster Level	3	-	-	-
2	+1	+0	+0	+3	Hex Mastery +1	4	-	-	-
3	+1	+1	+1	+3	Bonus Language	5	-	-	-
4	+2	+1	+1	+4	Hex Mastery +2	6	3	-	-
5	+2	+1	+1	+4	Master Healer	6	4	-	-
6	+3	+2	+2	+5	Hex Mastery +3	6	5	3	-
7	+3	+2	+2	+5	Bonus Language	6	6	4	-
8	+4	+2	+2	+6	Hex Mastery +4	6	6	5	3
9	+4	+3	+3	+6	Bonus Language	6	6	6	4
10	+5	+3	+3	+7	Greater Eyebite	6	6	6	5

Spells per Day: These are arcane spells. (see the *Player's Handbook*, Chapter 12) that are prepared and cast just as a sorcerer casts her spells. If the entry is “.” for a given level of spells, the character cannot cast any spells of that level regardless of bonus spells. If a character has “o” spells of a given level, the character can cast bonus spells of that level. If the entry is a number, the character can cast that many spells plus any bonus spells. Bonus spells for vetha are based on Charisma, and a veth must have a Charisma of at least 10+ a spell's level to cast that spell.

VETH's SPELLS KNOWN

Level	1st	2nd	3rd	4th
1	2*	-	-	-
2	3	-	-	-
3	3	2*	-	-
4	4	3	-	-
5	4	3	-	-
6	4	4	2*	-
7	4	4	3	-
8	4	4	3	-
9	4	4	4	2*
10	4	4	4	3

*Provided the Veth has sufficient Charisma to have a bonus spell at this level.

VETH SPELL LIST:

1st-level: *alarm, animate rope, cause fear, change self, chill touch, color spray, comprehend languages, endure elements, hypnotism, identify, mage armor, magic weapon, message, Nystul's magical aura, Nystul's undetectable aura, obscuring mist, and protection from chaos.*

2nd-level: *alter self, arcane lock, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, detect thoughts, endurance, fog cloud, invisibility, knock, locate object, minor image, misdirection, obscure object and protection from arrows.*

3rd-level: *clairaudience/clairvoyance, dispel magic, greater magic weapon, gust of wind, hold person, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, major image, nondetection, protection*

from elements, sleet storm, slow, stinking cloud, suggestion and tongues.

4th-level: *arcane eye, bestow curse, charm monster, confusion, contagion, detect scrying, dream, emotion, enervation, Evard's black tentacles, fear, improved invisibility, lesser geas, locate creature, mind fog, minor creation, phantasmal killer and remove curse.*

Appendix Five: Nimblewrights

from the *Monster Manual 2*

NIMBLEWRIGHT

Medium-size Construct

Hit Dice: 10d10 (55 hp)

Initiative: +7

Speed: 40 ft.

AC: 24 (+7 Dex, +7 natural), touch 17, flat-footed 17

Attacks: 2 rapier-hands +11 melee

Damage: Rapier-hands 2d6+4/12-20

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

Special Attacks: Spell-like abilities, tripping thrust

Special Qualities: Augmented critical, construct traits, SR 27, vulnerabilities

Saves: Fort +3, Ref +10, Will +6

Abilities: Str 19, Dex 24, Con –, Int 10, Wis 17, Cha 19

Feats: Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always Chaotic

Advancement: 11-15 HD (Medium-size), 16-30 HD (Large)

Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. They often serve as hired bodyguards, but many are employed to infiltrate organizations and secret societies or spy on individuals. Unlike most constructs, a nimblewright is created with intelligence and a distinct personality that allows for intuitive thinking and responsiveness. Like a golem, a nimblewright is a powerful creation that combines awesome magic with elemental forces. Its animating force is a spirit from the Elemental Plane of Water. The process of creation a nimblewright binds the unwilling spirit to the artificial body and subjects it to the will of the creator.

An undisguised nimblewright appears as a steel-colored mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Nimblewrights speak Common, Elven, and Dwarven.

COMBAT

A nimblewright is an extremely dexterous combatant. In battle, it brings to bear all of its special fighting skills to deprive opponents of their weapons prior to

running them through. If a nimblewright has ample warning of a fight, it enhances its combat skills with *cat's grace* and *haste* before joining melee.

The monster fights with two rapiers that are actually part of its body. These rapiers are treated as natural weapons. When not in use, the weapons fold into its forearms. A nimblewright can fully deploy both rapiers as a free action.

Spell-like Abilities: At will - *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th, save DC 14+spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust (see above).

Construct Traits: A nimblewright is immune to mind-affecting effect, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

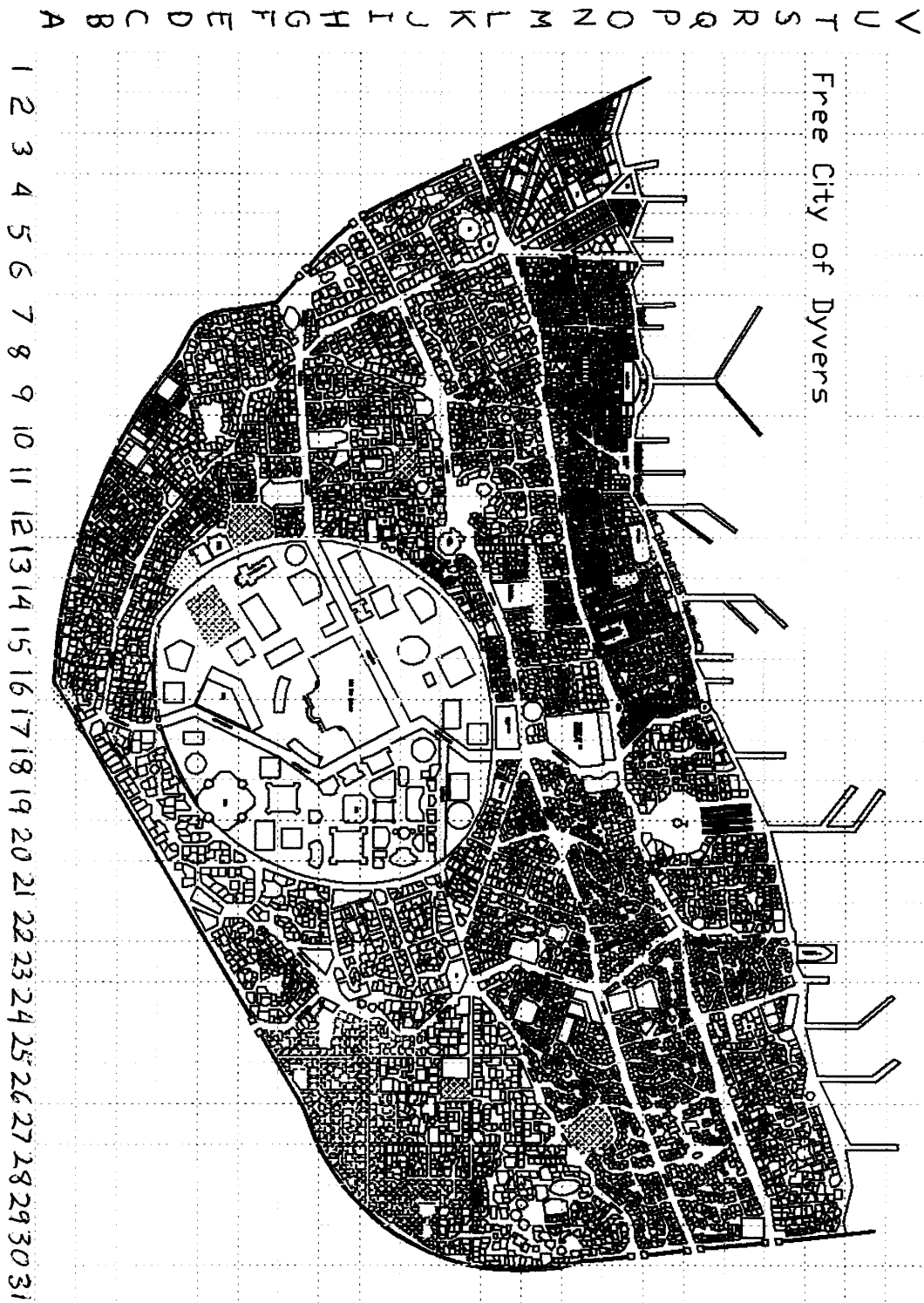
Vulnerabilities: A cold effect *slows* a nimblewright for 3 rounds, and a fire effect stuns it for a round.

CONSTRUCTION

A nimblewright's body is a hollow humanoid shell made of flexible precious metal alloys weighing 500 pounds. It costs 35,000 gp to create, which includes 15,000 gp for the body. Assembling the body requires a successful Craft (sculpting) or Profession (mason) check (DC 16). the creator must be 18th level and able to cast arcane spells. Completing the ritual drains 1600 xp from the creator and requires the *geas/quest*, *haste*, *limited wish*, and *polymorph any object* spells.

Judge's Map #1

Note: each square is 200 feet by 200 feet.



Player Introduction A: A Desperate Plea

A gentle touch on your shoulder interrupts your preparations for your daily tidings with your divine guide. "I'm sorry, gentle priest, but there is an individual at the gates who asked for your presence," a young acolyte offers as an apology. "I tried to tell them that you might be at prayers, but they would not listen. They made it pretty clear they wanted you and wanted you right now. Should I tell them you'll be with them shortly?"

Assuming you've given the acolyte a positive answer, the acolyte leaves quickly to complete his mission before he misses his daily prayers. While the prayers are important, someone is rather insistent that you speak with them first. Heading toward the front vestibule of the church, you see a man pacing the waiting area, rather impatiently. "Ahh.... you've agreed to meet with me. I've been asked to offer to you a desperate plea for aid. Two gentlemen asked for me to find you and deliver you to Tent Town within 2 hours.... lets go."

"What? Why should you follow me? I don't know, honestly. The two men were very determined to get you out there. They said something about *needing the wisdom of the old catfish as he avoids the lines and nets of the fisherman*. Then they mentioned your name, specifically."

"To be honest, I have no idea why they want you. They choose not to reveal that to me. I know that they made it very clear to me that they needed someone of divine aid to help them. When I started to question them more, one became angry and the other pleaded with me, just get the priest... you do not want to be involved more than you already are."

"Yeah, I took them at face value. That last line was said with enough emotion that I knew I wanted to complete the task and get myself out of whatever mess you have to be in."

"Oh yeah, that was their word for it... '*a desperate plea*'. I didn't want to know anymore, so come on. We are wasting time, go round up your gear, finish your prayers and lets get to Tent Town before I get dragged in anymore."

"Did I recognize anything about these two individuals? Yeah, they were BIG and didn't seem real comfortable in Tent Town. Almost like they wanted to hide from someone."

Player Introduction B: Follow Your Orders

A gruff voice bellows from somewhere just behind your right eye, "Get yer butt out of the rack. Someone has a complaint to file and asked fer ya. Wake up, ya useless maggot." Opening the left eye, you see the shining mug of morning watch Sergeant. "Morning, sunshine... get up and take the man's complaint. Yer on duty, maggot."

Rolling out of your bed, you manage to quickly dress into your gear and tabard. You wished you wouldn't have agreed to taken that extra night shift duty, nothing ever happens in Dyvers after the sun sets... at least nothing you could find. Bleary eyed from the lack of sleep, you enter the holding room containing the citizen with a grievance. "Good, Good... you're here. Can we go so I can *ahem* show you the crime scene? Trust me, I can explain better from there." the man offers.

Before you can voice any potential objections, your friendly neighborhood Sergeant provides his advice, "Sounds like a good idea... consider it an order."

Your informant leads you away from the Constabulary station and begins to tell you his story. "I'm sorry about that... really, I was just asked to fetch you to Tent Town. Two really big men asked that I find you and bring you back to them. Really weird guys too, I couldn't get a good look at their faces, but one had a very faint Rhopan accent. Almost like he was trying to conceal it but wasn't very good job at."

"Uh-huh, yep... I remember them saying something like find you and then they went into some story about needing the *determination of the trout at spawning season*. Whatever that means... really weird people." your guide explains as travel towards Tent Town.

"I don't think those two were up to no good... when I started to get a bit hesitant about coming to find you, one of the two looked like he was ready to cry... almost as if you were something special. I wonder why they wanted you... oh well, its not my concern. I'm just supposed to get you to Tent Town and they said they'd explain everything to you. Did you really expect me to drag you into some ambush? Especially since I was JUST in a Constabulary station... I may be a bit of a shady character, but I'm not a stupid fellow."

Player Introduction C: Knowledge is Power

"Excuse me, sir... but there is a man at the front desk who has a need of your skills." a young apprentice whispers, interrupting your studies into the ancient tomes. Curious, usually those who aren't members are not given such treatment.

"Before you ask, he said he needed your specialized areas of expertise. Since he asked specifically for you, I didn't want to be the one who turned away a potential patron. I hope that's ok." The novice wizard offers on the way down to the front desk.

With your eyes adjusting to the morning sun, you reach the front desk and find a nondescript man waiting very patiently for someone arrival. Hearing your footfalls on the steps, the man rises and begins to speak. "I know I'm probably interrupting something very important with your studies, but I need you to come walk with me as I explain my proposition. Do you have everything you need? Its not very safe in the streets this early in the morning."

After gathering your gear, your newfound benefactor leads you away from the Dweomercrafters Guild towers and toward Tent Town. "I should probably be honest with you now. I was asked to come gather you, so that you can meet the two men who asked me to find you. They said, I think, we need *the knowledge and power of the rivers of time*. I have no idea what that meant, do you?"

"Anyway they were real eager for me to fetch whatever that was, so I asked what they wanted again... and they said your name. Bring you to Tent Town and they would take care of the rest. So I am and then I'm going to have a drink... My brain hurts just thinking about what they were trying to say."

"I asked why you... and they both looked like I was breaking the neck of their puppy. Really sad fellows... its as if you're their last chance for something. I hope you were studying the right books... good luck."

Player Introduction D: Boot to the Head

THUMP The sounds of boots kicking at your sleeping arrangement aren't exactly the way the priest suggested you heal after the bout last night, but can you expect more from one of your trainers? "Someone's here to look at ya for a future match... be sharp and comb your hair to cover that bruise. We can't having you look like someone beat up on ya," your trainer laughs. You remember how "easy" last night's bout was supposed to be right when the great club nearly broke your neck. He'll pay for those remarks...

Wincing as you stand up, you swear that if you ever listen to that washed fighter tell you how to dodge another padded weapon, you show him how effective the duck and weave tactic is against a sharp blade. "Perfect... I want to go introduce him to his next opponent," a voice sounds from inside. "Can you have him dressed in his gear within 15 minutes? I put down a deposit to insure against injury from my fighter... no need, good.. I want to see if either of these two can intimidate the other, it's going to be quite the match."

Gathering up your gear, you can't imagine being shown another fighter just to see if you were scared of him... its unbecoming a fighter of your status, its not like your fighting your next door neighbor in a pasture like some of those farm boys have to be doing. Your soon to be opponents trainer begins to lead you out of town towards Tent Town. "Listen, that's a complete line I told your trainer. I don't have any fighters, nor do I want to use you as an intimidation tool. Two very big men asked me to come find the *strength of tides*, Apparently, they meant you... because your name was mentioned when I asked them what exactly that tides thing was."

"Yep... since these men were kind of spooky and spoke with a funny accent, I decided I'd better do what they asked. All I had to was bring you to Tent Town and they would take care of the rest. So here we are and I wish you luck."

Player Introduction E: Secret, secret, I've got a secret

Your sleep is disturbed by a gentle shake of your shoulder. Opening your eyes, you find a small bottle laying atop your packed adventuring gear. Strange, you didn't pack everything last night. Examining the bottle, you find a small "A" inscribed into the stopper. Looks like someone has work for you to do.

Inside the bottle is a small note. "Two operatives have gone missing in the Rhennee enclave. Find out what happened to them. You'll meet a team heading out to the enclave most likely in Box Town early this morning. Be warned, the residents of Tent Town are in a foul mood regarding the Rhennee. Be safe, and come back with information."

Seems pretty straight forward...for Dyvers. Somehow, you doubt how straight forward anything could be regarding this organization. More likely, you're just the next available person to figure out what's going on with the Rhennee and why the Alliance has lost two members.

Stepping outside your door, you hear a whispered "good luck, I think you'll need it".

Player Introduction F: Gathering the School

"Good morning, mind if I join you this morning?" a voice asks as you begin to start your breakfast. Looking over your shoulder, you see a very polite, well-dressed traveler who smiles as you give them once over. Not waiting for answer, the gentleman slides into the seat across from you. "Great, I'll make this quick. I've been asked to find, and I want to get this right..."

Your new tablemate begins rifling through his pockets until he finds a scrap of parchment. "Ah, here it is. I was asked to find *those who stand before the waves like reeds*. I know, more divination mumbo-jumbo, but when I started to laugh at that suggestion, the two individuals named you, specifically. I know, it was kind of freaky, but since these guys seemed to be rather insistent that I find you and bring you to Tent Town, I wasn't about to argue with them. Especially since they really didn't find my laughing at their prophetic phrase funny. I think one of them wanted to throttle me and since I like looking this pretty, I decided I better do what they asked."

"What do they want? I have absolutely no idea. I think they wanted me to find you because they are afraid of the City of Sails. It kind of looked like crowds scared them. Not my concern, I've found you and since I need you to come with me to Tent Town, I'm paying for breakfast. Please, can we go now? The sooner we get there, the sooner I can forget about reeds and waves and travel somewhere safe, like Veluna."

"If I thought this was going to be an ambush or something, don't you think I would warn you ahead of time? Leading competent people into ambushes is dumb thing, someone always manages to survive, so I've been told and they always want payback for losing friends. If I see something fishy, I'll let you know... so long as you agree to do the same. Ok? So can we go?"

Player's Handout #1

Greetings, your order of Gypsy flower has finally arrived. Please stop by and pick it up at your earliest convenience.

Makkxs of the Spice Guild

PLAYER HANDOUT 2

You're really starting to get under my skin. Why don't you go say hi to Makkxs? Make sure you say hi for me too. After all, he taught me everything I know. Another thing, stop meddling in affairs that don't concern you... I don't want to show up in your home to explain it to you. You're such smart people... you'll understand, just like Dolorrak does.

THE JACKYLL

PLAYER HANDOUT 3

Tommy (and his new friends),

Tommy, I told you not to get others involved... look what happened to poor Makkxs. I had to make him dead. I really don't like to make people dead... so it's your fault I did this. Tell your new friends I going to be watching them too. The same deal applies to you, applies to them. If they try to find Genni, she'll have to be made dead too. Smile Tommy, I left a memento for you...

THE JACKYLL

(enclosed in the letter is a severed ear)

Player Handout 4

This is provided in case the PCs refuse to assist Dolorrak in the final encounter

Tommy... Tommy,

What am I going to do with you? I told don't let anyone else get involved... and you go and drag Makkxs into this. Shame, shame... I guess I'll have to go make him pay for your crimes. Too bad, I really liked him.

THE JACKYLL

