Beneath the Crossroads

(Part One of the Under' Plot, Lordmaker 12)

A One Round D&D LIVING GREYHAWK®

County of Urnst Regional Adventure

for APL's 2 & 4

Version 1.0

by David Morgan

Radigast City is under siege by the Lord of the East by day, while hordes of evil fiends roam the streets by night. Actually knowing a way out of the city is a comfort you don't possess, but at least lots of opportunities for death and dismemberm… err, for glorious adventure abound! Look on the bright side. It will all be over before the night is done.

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 four 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, ant 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.

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 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.

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

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.

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. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

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

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their 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.

Mundane Animals Effect on APL		# of Animals		
	1	2	3	4
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

The left axis of the data rows is labelled "CR of Animal".

Time Units and Upkeep

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

Author's Notes to the DMs

Concerning boxed text: In many modules there has been information in the DM's background information and summary concerning the reasons why things have happened. Unfortunately, over the last two years, this information seldom, if ever, has made it to the players. Therefore, one of the main goals I had in writing all four of the concluding modules of the Lordmaker series was to put that information out to the players. It is in the "boxed text".

If you, as the DM, choose to paraphrase, that is a reflection of your game mastering style and I will not fault you. However, by glossing over the information you give to the players, you will probably be depriving them of some of the details that might help them connect a fifteen module storyline together.

Acknowledgements

Adventure Summary

Encounter One: The party is on the streets of Radigast City at sunset and finds themselves attacked by devils. This module takes place in the lower part of Southtown, near the Slum Quarter, just south of the Bampton Highway.

Encounter Two: The party finds sanctuary in a safehouse of the Underley Network. Here they are given information on the current state of the County.

Encounter Three: The party is offered a mission of importance to the County.

Encounter Four: The party makes their way to the Temple of Ralishaz, passing an entrance to the sewers along the way.

Encounter Five: After having spoke with the head cleric, the party accepts a new mission. They escape just as the temple is coming under infernal attack.

Encounter Six: The party finds the way above ground blocked. They are forced to travel instead through the city sewers to reach their destination.

Encounters Seven, Eight, and Nine: The party fights the denizens of the sewers; a crazy man and his pets, while traveling beneath the devil-ridden streets of the city.

Encounter Ten: The party is chased by devils from where they exit the sewers to the entrance to where Lord Underley is staying. Lord Underley tries to get the party to acknowledge a debt (having just saved them from the devils). They are offered a job for the following day to repay the debt.

Conclusion: lead in to the second half of the Under' Plot; The Making of a Lord.

DM's Background

The players begin the adventure in Radigast City, a city under siege by human armies by day and by devils at night.

Eight months ago, the rulers of the County unwittingly opened up portals into the Hells releasing hordes of infernal creatures into the County. Since then, the Lord of the East, Terarde Duncombe, who rules the eastern half of the County, has raised an army and invaded the western half. He claims it is to re-unite the County and deal with the devil infestation, but in truth his actions show that conquest is closer to his true goal.

Other political happenings have been going on which are chronicled in the modules preceding this one. A rough synopsis of the current situation can be found in Encounter Two of this module. This module takes place in the lower part of Southtown, near the Slum Quarter, just south of the Bampton Highway.

Concerning Winds of Change

In Lordmaker 11: *The Winds of Change*, characters are asked to choose sides in the civil war between Countess Belissica and Lord Terarde Duncombe, the Lord of the East. Based on these choices they either received a tattoo of a Swan, showing them loyal to the Countess or of a Bull declaring them loyal to the Lord Duncombe.

This module can be played without any reference to the tattoos, but this module is written from the standpoint of forces loyal to the Countess and it is possible that at least some of the players will have the wrong tattoos (Bulls).

Before *Beneath the Crossroads* premiers, there will be a teaser posted on the County of Urnst websites graphically illustrating that the Lord of the East's forces are directly allied with the infernal invasion. After its posting on the Internet, this teaser will need to be added as an Appendix D, Adventurers' Handout 2 to be given to any character with a Bull tattoo. It will also make known an optional method of removing the tattoos, but this procedure will not be available until after the module, *The Making of a Lord* is completed.

The roleplaying effects of the tattoos in this module are as follows:

While moving through the nighttime streets of Radigast City, any character with a Bull tattoo receives a positive +8 circumstance bonus to Charisma based skills if they try to interact with the devils in the city. However, even the most successful results will result in the devils allowing the party to return from where they came from and not butchering them out of hand. The group will not be allowed to pass through

an area controlled by the devils no matter how glib they are.

The tattoos radiate magically and are easily detected as such. Tattoos may be covered up, but since they are an identifying mark being used by the armies on both sides, they are difficult to hide, Disguise DC 15.

If the Disguise check is failed, the DM should make a note of it, but not tell the player that they didn't succeed.

Introduction

You've been in Radigast City for the last few weeks now. Glancing around the deserted streets of the city, it's much later than you thought. Ever since the foolish rulers of this land opened the Tovag, a huge circle of magical stones encompassing the entire County of Urnst, devils and other evil creatures have roamed freely throughout its borders. The surrounding countryside in general and Radigast City in particular are bad places to be after sunset.

There are rooms at a comfortable inn, already reserved and paid for, waiting for you on the other side of the city. But as the sun begins to dip down below the walls of the city, sinking blood red below the western horizon into the depths of the Nyr Dyv, the howls and screams of the damned begin to rise. Floating to your ears are the sounds of doors and windows being slammed and bolted to lock out the night and the things that roam the streets.

Encounter One: It's Sort of Like a Race (EL 0)

(Optionally EL 3 or 5)

At this point, the characters should begin to think seriously about getting in doors. The adventurers may try running for their inn or they may try to gain entry into a nearby building. Unfortunately, any knocking or banging on windows or doors will fall on deaf ears. After a couple of minutes of this read the following.

From 20 ft. above your heads comes the sound of hideous giggling. Peering over the roof's edge of a gemcutter's workshop is a pair of green glowing eyes. Above the eyes are cruelly curved horns and bat-like wings which spread to catch the night breeze. But as the thing crouches to launch itself

into the air, from down the street you hear the sound of a door slamming open and a shout, "RUN FOR IT!"

At this point the characters are at the **x** in the bottom right corner of the street map. It is 190 ft to the safety of the doorway. 1 or 2 Half-Fiend Wolves will launch into the air the round after the party starts to run. If the players ask, the wolves should be described as *"large and wolf-like, with huge fangs and bat wings, but their black skin looks like it's covered in pus-filled boils and their howls sound like high-pitched whistling."*

APL2

⚔ **Half-Fiend Wolf (1):** hp 18 – See Appendix

APL4

⚔ **Half-Fiend Wolves (2):** hp 16, 14 – See Appendix

Tactics: If the party runs the wolves will toy with them using their *Continual Darkness* ability to obscure their path and closing in and doing single fly-by attacks.

If the party stands and fights, the wolves will surround them in darkness, then use fly-by attacks to soften them up before closing with them.

Note: this is an optional fight that the party can flee from without taking a loss to their overall experience. If the party should choose to make a stand, they may be able to win, but even then, the sound of the fight will have drawn other infernal denizens of the night, and they should start to hear the sounds of more creatures being drawn to the sounds of the fighting. They should accept the shelter offered. There is no experience for this encounter, therefore it doesn't cost an additional TU.

Encounter Two: In the House of the Sun (EL 0)

Once the party reaches the sanctuary of the doorway, the man who stands just inside the doorway gestures them quickly inside and raises a softly glowing symbol of Pelor, the sun god. Any pursuing devils will shriek and fly off. Then the man closes and bars the door quickly and turns and asks the characters a question.

"When the Swan flies to the East, where does the errant feather land?"

The correct response is "In the House of Underley. We clean up after swans."

But of course the party will have no way of knowing this. The cleric is **Valeraan**, a low ranking member of the church, but the keeper of a safehouse for the Underley Network, a secret network of spies within the County. He is expecting couriers with documents critical to the future of the County, but it will quickly become evident that the players are not the ones he seeks.

⚜ **Valeraan:** Clr4 of Pelor, 27 hp.

After some initial confusion, he will offer them food and drink and then will sit and talk with them, offering to answer any questions they might have. If the party asks about the devils outside, read or paraphrase the following. If the party asks about the odd question Veleraan asked them, he will leave that answer till the end.

There is an evil man named Lucius Grakkon who was once a servant of the Old One. But one day he learned of an ancient relic, which incorporated a mystical gem, which would allow him to seize power here in the County. So he broke away from the Old One's service and began plotting. Fortunately for us, his initial plans were foiled by a group of adventurers who attacked him in his home and he was captured and imprisoned safely in the dungeons below Ventnor Castle. But the legends of the relic he was trying to find began to be told amongst those in higher circles.

One half of the relic, in the form of an amulet, was retrieved from the Hells themselves and wound up in the keeping of forces loyal to Countess Belissica. The other half was taken from an old half-orc and somehow fell into the hands of the Lord of the East. Grakkon, acting through an agent, put in motion a plan to bring the two halves of the relic together, and this was also accomplished by the Countess and the Lord of the East themselves. Belissica and Terarde Duncombe have always been at odds concerning the proper direction the leadership of the County should take, but the decision was finally made jointly to attempt the item's reconstruction. If only they had left things as they were.

Before this, elsewhere in the County, huge stone monoliths had recently been unearthed which seemed to have strange powers. Today it's understood that these stones are actually gateways to the lower planes, but when they were first discovered they were a source of great interest and concern. There were scattered incidents of devils appearing near the stones but no one was able to make the connection between the two until it was too late.

The relic our rulers brought forth was said to join with a sword to become an item of great power, "to command forces granting rulership and dominion." It turns out that the forces the legends referred to were the forces of the Nine Hells. Once the amulet was joined with the stone of power and placed in a magical sword hilt, the gates within the monoliths opened wide and the devils poured forth . . .

That was eight months ago. The County is now split by civil war between forces loyal to the Countess and those loyal to the Lord of the East. The devils, who for a while darkened the skies across the land now seem to be focused on controlling certain key areas, such as here in Radigast City. Lucius Grakkon escaped when the devils razed Ventnor and, if the stories are true, seems to be maneuvering behind the scenes once more. The Countess fled the country and has gone into hiding. And a few weeks ago, the armies of the Lord of the East laid siege to our fair city.

It's beginning to feel like the end...

Encounter Three: Mission Impossible (EL 0)

While he is answering their questions, Veleraan will keep looking anxiously towards the barred door. If they ask him what's wrong, he'll reply

"To tell the truth, I was expecting someone else this evening, a very important messenger from the Temple of Ralishaz, Lord of Chance. The message he was supposed to be bringing was of critical importance to the entire city and I needed to get it tonight." He looks at you, *"I don't suppose..."*

Valeraan will ask the party to go and retrieve a message from the Temple of Ralishaz and return it to him. **Give the players Adventurer's Handout One.** It is critically important that Valeraan get this message and he will do his best to emphasize this to the party. But even though the temple is less than 300 feet away, it won't be an easy stroll. All manner of infernal creatures have been seen roaming the streets of the city in recent nights, and the characters will need to be exceedingly careful, lest they be discovered and killed. But while dangerous, the mission Veleraan is offering is not impossible. An observant character examining the map will notice that the Temple of Ralishaz can be accessed by sticking to the alleyways the entire way.

Because of the danger level, Valeraan will offer them gold upfront as well as some support spells and minor items that he has access to in the following amounts;

APL2

50gp each and 4 potions of *Cure Light Wounds* (curing d8+5) and 1 potion of *Cure Moderate Wounds* (curing 2d8+5)

APL4

100gp each, 5 potions of *Cure Light Wounds* (curing d8+5), and 2 potions of *Cure Moderate Wounds* (curing 2d8+5).

He will also offer them some spells free of charge.

Valeraan has a *Resist Energy* spell he has memorized that will last for forty minutes (although none of the encounters they will face will be using energy attacks) as well as a total of 3 1st level spells and 2 2nd level spells he can use for curing if they were wounded in the opening encounter.

Encounter Four: It's A Partying Town (various EL's)

Radigast City has been under siege both from without and within for several weeks now. As the characters move through the back alleyways, they should be given constant reminders of the war-torn destruction all around them and a strong sense of despair pervading the entire city. This module takes place in the lower part of Southtown, near the Slum Quarter, just south of the Bampton Highway. The streets and shops are mostly deserted and many buildings have been destroyed from the ravages of the devils. Scavengers and looters, both human and animal roam the streets unchecked by day, but they mostly leave the streets at night to the devils that roam freely.

As the party moves around, they should be cautiously checking around each corner (using lots of Listen checks) rather than just go charging in. Otherwise they may end up in a very bad situation very quickly.

Unless instructed by the party otherwise, Valeraan will check the front entrance first. There he'll note several more of the winged wolf-devils circling the street and decide it will be better to let the party out the back way instead.

The party should quickly learn that the main streets are bad and that they should stick to the alleyways. By doing this, they should be able to get to the back of the temple without getting dismembered.

The site encounters the party should hit to reach the Temple of Ralishaz are; **a**, **s1**, **b**, and **c**. After leaving the temple, they should then hit **d** and then **C** before being forced to rethink their route.

But players enjoy not following the script. Therefore the map lists fourteen encounter sites, labeled **A-D** for major encounters, **a-g** for minor encounters, and **s1**, **s2**, and **s3**, which are entrances to the sewers beneath the city. Each of these locations describes where different things are happening. s1 and s2 are written in the module as the party encounters them. But as a convenience to the DM, the remaining encounters are listed in **Appendix 1** rather than scattering them all over the module.

(a) First Steps

Entering the back alleyway behind the safehouse, the screams of the damned echo from across the rooftops. The full moon above the cloudless night provides some light, while starlight and distant flames in other parts of the city reflect down, casting shadows at odd angles. As your eyes adjust to the dimness, everything seems quiet back here. Your eyes are still drawn fearfully to the shadows, the corners of the buildings, the edges of the rooftops limned against the clear night sky...

s1 Sewer 1 - The First Corner (EL 0)

After (**a**), this should be the first encounter of the party upon leaving Valeraan's safehouse. It is an important encounter in that without it, the party will have almost no chance of successfully completing their mission.

Before you even reach the first corner, you hear the sound of boxes or crates falling and something moving up ahead.

Up ahead there is a huge rat that has been keeping an eye on this particular stretch of alleyway. As the party approaches, it will leap off the box it was hiding behind and scurry towards the open sewer grate just around the corner. There it will pause until it sees the party come around the corner (and they see it). Then it will leap down beneath the grate and escape.

🐀 **Bigger than average Rat (1):** 2 hp.; Hide +18, Listen +1, Spot +1

The grate partially covers an entrance to the sewer system that runs beneath the streets of Radigast City. The smell coming up from the grate is pretty bad, but

not so bad as to cause a problem to anyone venturing inside.

This encounter should be used to make the characters aware of existence of the sewers (underground tunnels) as well as to encourage them to try to be a bit stealthier. Who knows what else might be watching?

(b) see Appendix 1

(d) Good Doggy (EL 3 or 5)

Presuming the characters travel through the alleyways, they meet this encounter somewhere randomly. Otherwise, give the characters Spot checks DC 12+APL to see suspicious movement in an alleyway near them. This is the only intentional combat encounter in the alleyways. The courier was late in arriving and tried to get home before night fell. He was caught and killed by a pit fiend and both he and his horse have been stashed here until they can be eaten at the devil's leisure.   But in the meantime, his body has been discovered by other scavengers.

The alleyway opens up revealing what appears to be a horse and rider lying dead on the ground. Both the rider and mount appear to have been viciously mauled, but for some reason the body of the horse still seems to rhythmically move for some strange reason. The rider's cloak has an interesting pattern on it, what little can be seen of it. At the rider's side, halfway under the horse seems to be a satchel of some sort.

A Bardic Knowledge, Knowledge Religion, or Knowledge Nobility (DC 12) reveals that the pattern on the cloak is a type often worn by clerics of Ralishaz.

If the characters attempt a Listen check (DC 16), they can hear the sounds of something eating the horse, just out of sight. By making Move Silently checks (DC 14), the party can pass this intersection unnoticed. (They can even move up to try and take the satchel with a successful Sleight of Hand check, DC 14). But if they move up to investigate what's eating the horse, the feral dogs will react and attack, defending their "meal" from any who try to approach.

Tactics: The dogs will make a Trip attack on a successful hit. Characters attempting to stand draw attacks of opportunity (and additional trip attempts).

APL2:

🐾 **Feral Dogs (3):** hp 20, 13, 10

APL4:

🐾 **Feral Dogs (6):** hp 20, 13, 13, 10, 10, 10

If the party can find a way to resolve this encounter without killing the dogs, the pack leader, Tiny: a huge mastiff, can be acquired as a guard dog (see the AR). Possible ways of doing this include (but are not limited to) using *Wild Empathy, Calm Animals, Calm Emotions, Charm Animal, Charm Monster, Create Food and Water, Hypnotism, Sleep, Speak with Animals*, or some other creative response. If they slay the animals or avoid the encounter, they lose this option.

The pouch contains the courier's cash payment.

- APL 2: 30 gp per character
- APL 4: 60 gp per character

Encounter Five: Someone's at the Door (EL 0)

(c) The back wall of what you hope is the temple of Ralishaz shines with the light of silvery runes inscribed there. But here and there, the runes seem to flicker as if slowly being drained of whatever protective magics they represent. Set into the wall of the corner closest to you appears to be a small door.

Knocking at the door will quickly bring **Febritz**, the head cleric here to investigate. If the party mentions Valeraan's name, he will open the door and let them enter.

🐾 **Febritz:** Clr7 of Ralishaz, 38 hp.

Once inside, Febritz ushers the characters into a comfortable sitting room within the temple and immediately asks

Are you my couriers? It's critical that this information reach Lord Underley before dawn!

Febritz has no interest in relaying the packet of information to Valeraan. Instead he will ask the characters to take it to another safehouse just across the Bampton Highway (labeled S2 on the DM's map).

The party may argue that the deal they had was with Valeraan or may come up some other argument. Whether they do or not, Febritz will offer them 6 additional Cure Light Wound potions (standard which cure d8+1) immediately and double the amount Valeraan offered (100gp/200gp additionally each) upon

delivery. But he will stress that the packet MUST be delivered before dawn or else it will have no value.

Febritz will offer the party additional healing if they are in need of it, but at standard rates (spell level x 70gp.).

Every few minutes, a distant sound of thunder can be heard. If asked, Febritz will tell the party that it is nothing important, merely the fiends outside trying to pierce the wards around the temple. But after a few minutes, read

With a thunderous crash, the entire foundation of the temple seems to shake. Febritz screams "The wards are down! Get out the back way, while I delay them! Take the package to Lord Underley or the city will be lost! GO!" and he hurries down the corridor towards the sounds of a fierce battle.

If they move quickly, the party will be able to escape unnoticed back the way they entered.

If they delay, a single amnizu (a devil from MM II) will come down the corridor and attack for a single round (touch attack +10, doing 2d4 damage plus Feeblemind: Will save DC 14 to resist). Then one of Febritz' acolytes will run up behind it and attack the amnizu (temporarily distracting it for a few rounds and giving the party the opportunity to escape).

Hopefully the party will run away at this point. If they stand and fight, their characters will almost certainly die.

Encounter Six: A Bad Situation (EL 0)

Having escaped out the back way, the party now needs to get to the other safehouse with their package, about 350 feet away. Whether they stick to the alleyways or try to find an alternate route above ground, eventually they will find **Encounter C** on the Bampton Highway and be forced to seek another route. Since flying over is not an option and the ban on teleportation spells is still in effect, the party will need to travel beneath the streets in order to reach their objective.

Once they figure this out, it should be fairly easy for them to sneak back to **s1** and gain entrance to the sewers there. Depending on if they explored a bit they may also find a similar entrance at **s3**. Either one will eventually lead them to Encounter Seven.

There is information on the origins of the Radigast City sewer system in Appendix 3. The party may choose not to move directly as indicated on the sewer

map (it is, after all, an open map). But they should still run into the following encounters, no matter what route they take.

The sewer map directly overlays the map of the city and the tunnels follow the same orientation as the streets.

Due to a lack of maintenance crews stemming from the current situation in the city above, the sewers beneath the city smell. A lot. Water flows sluggishly down the tunnels and the characters should be constantly reminded of the nasty materials and filth that surround them as they travel around down here. Creeping tendrils of odd plants and scummy muck float on the water and the stench is beyond description. In fact, if possible the DM should watch for opportunities to give at least one character the dubious pleasure of going swimming in the nasty water down here before they leave. Fortunately, despite the characters going overboard in taking preventative measures to try to remain as clean as they can, and some of them being unsuccessful, none of them will catch any nasty diseases from coming in contact with the environment.

At least not tonight.

While traveling in the sewers, characters with the skill may make Survival checks (DC 13) to get a general feel for where they are in relationship to the streets above.

Encounter Seven: Of Men and Mice (EL 3&3 or 4&4)

As the party approaches the first main intersection, they hear a scratchy high-pitched male voice come echoing down the sewer tunnel towards them from the direction they're marching.

"Noooo! These tunnels are mine! Stay back lest ye face my power! The hordes that exist at my command will spell your doom! GO AWAY!"

The unknown speaker is 200 ft ahead of them and if pursued, will flee rapidly at their approach (40 ft/round base speed). He is a crazy old man who has befriended some of the creatures who live down here and who sees the party as invaders to be driven out. Therefore he is calling to his "pets" and trying to maneuver the party into an ambush (of sorts).

Crazy Old Man: **15 hp. (Full stats for the hermit are given in "The Making of a Lord" – the party is not to fight him here.)**

There is no indication where the voice is coming from, other than somewhere up ahead. When the party reaches the intersection, rats drop down on them from above and attack. Give the party a DC 24+ APL Spot check and begin combat with a surprise round. The rats will gain a +10 circumstance modifier to their initiative and automatically make their spot checks, giving them a surprise attack, with up to 4 rats attacking each character.

APL2:

🐀 **Rats (24):** 1 hp ea.

APL4:

🐀 **Rats (32):** 1 hp ea.

Tactics: Rats dropping down get a +1 to hit, striking from above. Up to 4 rats can occupy a 5x5 square (instead of miniatures, the dots on 9 to 12 d6's can be used to represent the rats). Rats must move into a character's square to attack and doing so provokes attacks of opportunity. Rats have a reach of 0, so they can't reach adjacent squares and don't get attacks of opportunity against characters moving past them. They also cannot flank opponents.

Since the rats are being guided by a higher intelligence, if they are having difficulties hitting a character with a high armor class (19 or higher), three of them will strike to assist the final rat attacking a character, each successful assist granting a +2 bonus to hit (up to +6).

Unfortunately, even with all of their coordination and their superior numbers, the rats will likely lose the encounter due to their low hit points (1 each) and low damage output (1 point of damage per hit, even on a critical hit). Don't bother checking for disease after these encounters. For some reason, these rats as well as their larger cousins are disease free.

After defeating the first wave of rats, don't drop the party out of initiative mode. The party will have exactly 5 rounds to do whatever they wish (cast cure spells, continue down the corridor, etcetera.) Then a second wave of rats comes charging at them from all directions. Anyone making a Listen check (DC 18) will give the party a warning in the final 5th round that more creatures are approaching down the tunnels at high speed.

APL2:

🐀 **Dire Rats (9):** 5 hp ea.

APL4:

🐀 **Dire Rats (12):** 5 hp ea.

Encounter Eight: In the House of the Hermit (EL 0)

After the party defeats his minions, the hermit will head to one of the collection pool chambers up ahead and then head down to the second level of the sewers. If the party follows him, they will run into the next encounter as written. However, they may choose to try to find an alternate route, in which case the hermit will move around them and set up another ambush before the party is able to escape the sewers. In either situation, the hermit will approach close enough to the party to be seen before the fight, but he will not fight them and will successfully flee before they can catch him. (This is a requirement for the next module.)

Up ahead is a collection pool chamber (labeled **a** on the map) that is designed to catch overflows from the system. The pools are 8 ft deep and are filled with really nasty smelling but harmless water. Beyond the chamber to the north, the sewer tunnel has caved in and is completely impassible. But leading down from the pool chamber is a slick sloped tunnel leading to lower pool chamber. Without using rope to get down, characters will need to make a Balance check DC 17 or Reflex check DC 20. If they fail, they will slip and fall into the lower room taking 2d4 subdual damage. Using a rope drops the Reflex check to a DC 8 or the Balance check to a DC 5 and allows the characters to make use of the Climb skill at DC 5 or DC 0 for a knotted rope.

This lower pool chamber connects to an older set of sewers that run beneath the main set. Characters making a Knowledge, Architecture & Engineering or a Knowledge, Dungeoneering check, DC 14 will recognize these chambers and lower tunnels to be centuries older and of much stronger construction than the tunnels above.

The pools in the lower chambers are only 3 ft deep, but the sewer tunnels here are round (8 ft in diameter) and are filled with water, also 3 ft. deep. Therefore the party will have to wade through the filthy water down here to make any progress.

Encounter Nine: What is this? A Swamp? (EL 4 or 6)

This encounter should take place in the lower level. But it may occur in another part of the upper level if the party has chosen to wander off the map instead of following the old hermit down into the lower areas.

Crouching at the intersection with another sewer tunnel, is the figure of a robed and hooded man. He looks up at you and beneath his hood is the face of an older human man with gray hair mixed with white. He cackles "Fools! You shall all perish for intruding where you're not wanted!" And then he begins to quickly back away from you down the tunnel. As he scurries away, you see something drop into the water behind him...

To either side of the intersection are several alligators lying in wait.

APL2

🐊 **Alligators (1):** hp 22

APL4:

🐊 **Alligators (3):** hp 25, 23, 22

Tactics: This setup should scream TRAP! to a cautious party. But the alligators are well hidden in the muck filled water (Spot DC 25 to notice them before they attack). Characters may not know what's ahead of them, but if they state that they are approaching the intersection defensively, they will not be caught flatfooted.

Unless the characters have some method of moving freely, they will be at half movement rate wading in the 3 ft deep water. If the fight occurs in the lower tunnels, only two characters can fight abreast in the 8 ft wide tunnels. Naturally, the alligators will attempt to flank if they can and this should be a very ugly little fight.

At the end of the fight, there is no sign of the old man. He has vanished into the tunnels. However, he has left behind a *Pipe of the Sewers*, which requires a DC 15 Search check to find. Parties may take 20 on this check.

Encounter Ten: A Breath of Fresh Air? (EL 0)

Eventually, the party should reach the access tunnel leading to the sewer grate near the safehouse. Upon leaving the sewers, the noise from the devils at play (**Encounter C**) is still going strong. The group's destination is just around a corner, down an alleyway and a short dash away. They may send a rogue to scout ahead or they may proceed as a group. But as soon as the last party member enters the alleyway heading towards S2, read

Behind you, you suddenly hear the horrific cry of an alleycat being tossed through a Blade Barrier spell. Glancing back over your shoulder, the horrifying face of some hellish creature looks back at you. It turns and warbles an alarm that you don't understand but which sounds disturbingly like "FRESH MEAT!" The roars of several other hellish creatures respond to the thing's cries from out on the Bampton Highway and the chase is on!

The party will be able to dash up to the safehouse, pound on the door and immediately gain entry if they run as fast as they can. Once inside, one of the guards will laconically ask them,

"Rough night?"

The characters should be able to explain that they have information to deliver and they will be conveyed to a room upstairs. Inside is a well-dressed man who appears to be in his late forties or early fifties with black hair streaked with gray and white at the temples.

Good evening. I am Jacobis Underley. I understand you have something for me?

Let the characters respond.

Excellent! If you haven't been paid for your service, I will make sure that you are compensated. But I also understand that we were able to offer you some respite from the night creatures outside. Is this also correct?

Again let the characters respond.

Well, I'm pleased to hear that you survived the experience. You have no idea how many couriers have never arrived at their destinations over the last few weeks. But, like you all seem to be, I am a man who acknowledges his debts and faces them forthrightly. Don't you agree?

This section needs to be roleplayed out. Let the characters respond.

If they agree then Lord Underley will clap his hands because the party just acknowledged that he has just saved their lives. Therefore they owe him a favor or two.

If they disagree, then Underley will try to slide away from their payment but will gradually let them convince him that he should pay them for the job and then twist their own arguments against them that they now owe him their lives. Again they will owe him a favor.

Note: Lord Jacobis Underley is a ruthless player in the game of high politics. The party should have no chance to worm their way out from their obligation to

him unless they want to forgo all the gold they were promised for the job.

But once they acknowledge the debt go to the Conclusion.

If they adamantly refuse to honor the debt of having had their lives saved, they will still be paid and shown rooms to stay in for the duration of the night.

Conclusion

"Excellent yet again! I have a few minor tasks that need to be taken care of tomorrow in the city after sunrise and I think your little band will be just the resourceful types I'll need to get the jobs done. Come let me show you to your rooms. Of course, you will have to join me for breakfast. I set a wonderful table. We will have so many things to discuss..."

And with that he rises and leads you to your quarters for the rest of the night.

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 4

Defeating or pacifying the feral dogs.

APL2 120 xp; APL4 150 xp;

Encounter Five

Getting to the temple of Ralishaz

APL2 30 xp; APL4 45 xp;

Encounter Seven

The first set of rats
APL2 90 xp; APL4 120 xp;

The Dire Rats
APL2 90 xp; APL4 120 xp;

Encounter Nine

APL2 60 xp; APL4 150 xp;

Story Award

Getting the packet to Underley before dawn.

APL2 30 xp; APL4 45 xp;

Discretionary roleplaying award

APL2 30 xp; APL4 45 xp;

Total possible experience:

APL2 450 xp; APL4 675 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.

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

Encounter Three: Mission Impossible

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

    APL 2: L: 0 gp; C: 50 gp; M: 100 gp

    APL 4: L: 0 gp; C:100 gp; M: 150 gp

Encounter Four d: Good Doggy

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

    APL 2: L: 0 gp; C: 30 gp; M: 0 gp

    APL 4: L: 0 gp; C: 30 gp; M: 0 gp

Encounter Five: Someone's at the Door

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

    APL 2: L: 0 gp; C: 0 gp; M: 25 gp

    APL 4: L: 0 gp; C: 0 gp; M: 25 gp

Encounter Nine: What is this? A swamp?

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

    APL 2: L: 0 gp; C: 0 gp; M: 95 gp

    APL 4: L: 0 gp; C: 0 gp; M: 95 gp

Encounter Ten: A Breath of Fresh Air?

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

    APL 2: L: 0 gp; C: 100 gp; M: 0 gp

    APL 4: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

Special

On the Adventure Record

Tiny: If the characters find some way to befriend the feral dogs feeding on the dead horse instead of just killing them out of hand, the leader of the pack, a large black mastiff, will become friendly to the party. For 75 gp, each character can take this animal (or one of it's siblings just like it) and train it as a guard dog or riding dog. Tiny's stats are:

Tiny the Mastiff: CR 1; Medium Animal; HD 2d8+4; hp 20; Init +2 (Dex); Spd 40 ft (8 squares); AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Grapple +3; Atk Bite +3 melee (1d6+3); Full Atk Bite +3 melee (1d6+3); SA Trip; SQ Low-light Vision, Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 115, Int 2, Wis 12, Cha 6;

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*; *Feats:* Alertness, Track.

SA Trip (Ex): A dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Circle one of these and cross out the other.

Trapped by Lord Underley: If the characters accepted the debt to Lord Jacobis Underley for saving their lives, they are obligated to play the second half of the Under' Plot without receiving any promise of a financial reward.

Refusal: If the characters refused their debt of honor to Lord Jacobis Underley for saving their lives, they may not play the second half of the Under' Plot, "The Making of a Lord".

Item Availability:

APL2: Valeraan's Potions of Cure Light Wounds (4th level), cures 1d8+5. Cost 200 gp. Regional.

APL4: Valeraan's Potions of Cure Moderate Wounds (4th level) cures 2d8+5. Cost 400 gp. Regional

I

The upper case encounters are set pieces in case the party tries to venture into the main streets and are there to try and guide the players down the right path (sticking to the alleyways instead of using the main roads). It should be obvious that any party that tries to fight one of these encounters will quite likely die (very quickly), therefore EL's and stat blocks are not given.

A. The Assault on Ralishaz

It seems Temple Row is occupied tonight. Holding flaming great axes and standing in massed ranks near the entrance to one of the temples are over twenty green humanoids with bat wings, oversized elongated heads, pig-like eyes, and lots of sharp teeth. Standing in front of them is a dark robed figure who makes a hurling motion at the temple doors. Whatever spell it cast makes a thunderclap but seems to have no other effect. It pulls out a book and starts muttering (in Infernal) while the troops patiently look on.

There are twenty-Four Amnizu from MMII and a Hamatula wearing robes who is obviously in charge.

B. Destroying a Building

Peering from around the corner, a tremendous crash resounds nearby. A huge black skinned giant wielding an enormous club seems to be intently bashing its way through the brick wall of one of the nearby buildings. But each time it strikes the wall, it flinches away from sparkles of silvery light emerging from the dark hole within. Judging from its slow rate of progress, it's probably going to be working this wall for several more hours before it will finally be able to get inside.

This is a fiendish fire giant.

C. Fun for the Whole Family

As you approach the Bampton Highway the road, being an important route for caravans entering or leaving the city, is lit by Everburning Torches mounted high, out of reach, down most of its length. Ahead, you hear a clack-rattle-clack-rattle sound followed by a clattering of things falling. As you peer out from the relative safety of the darkened alleyway, an enormous fat scaly thing waddles over to a pile of what appear to be human legs. The devil pulls a leg from the stack and slurps the decaying meat off of it. Then it moves over to a pile of bones thirty feet down the street that lie scattered about and starts standing them on end in a triangular pattern. After standing them up, in a booming voice, it calls towards you to another one of its kind, down the street, that picks up a severed head and rolls it vigorously down the street until the skull knocks down several of the standing leg bones. Several brutish cheers erupt from the rooftops all around giving clear proof that these two devils are not alone in their evil entertainment.

There are two Cornugons bowling while being watched by six barbazu on the rooftops. They are too occupied with their game to notice the adventurers at this time.

If the party investigates further,

Beyond the devils in either direction can be seen other fiends capering about or engaged in numerous evil acts for as much of the street as can be seen. Trying to cross the road here or at some other point along its length will probably be a brutally painful experience.

D. Words Can't Describe

Dozens of flailing tentacles seem to emerge from a pit in the center of the street here. They swirl around until they latch onto a piece of building or a scrap of street refuse. Then they lift the item up above the pit and drop it in, accompanied by noisy crunching noises. The tentacles are easily able to reach over 40 feet out of the pit, blocking this street to any who might dare approach.

This is a fiendish giant squid that has fallen into a hole and is playing with anything it can get its tentacles on.

II

The lower case alley encounters are for atmosphere or to frighten the characters on their journey across a few city blocks. This is a lower APL module, so the DM should try to instill in the party an appropriate level of apprehension as they move from one location to the next.

a. First Steps

Entering the back alleyway behind the safehouse, the screams of the damned echo from across the rooftops. The full moon above the cloudless night provides some light, while starlight and distant flames in other parts of the city reflect down, casting shadows at odd angles. As your eyes adjust to the dimness everything seems quiet back here, but your eyes are still drawn fearfully to the shadows, the corners of the buildings, the edges of the rooftops limned against the night sky…

b. The Larder

As the party approaches this area, have them make Listen checks. They will hear (automatic success) several voices speaking in a harsh language (Infernal). Then after about 10 minutes the voices seem to move away. This area has been chosen by a squad of osyluths as a temporary storage point for tonight's kills and the ground is slick with blood and gore oozing down the alleyway.

The four osyluths are arguing amongst themselves and will not notice the party. After ten minutes the squad leaves, heading the other direction towards Damillius Road. If the party moves past or into this cul-de-sac, have them make Balance checks (DC 14). Anyone failing the check will slip and fall in the gore (making some noise, but not a lot). The cul-de-sac has about thirty freshly killed corpses in a large pile. They have already been thoroughly stripped by the devils and there is nothing of value here.

c. Success

The back wall of what you hope is the temple of Ralishaz shines with the light of silvery runes inscribed there. But here and there, the runes seem to flicker as if slowly being drained of whatever protective magics they represent. Set into the wall of the corner closest to you appears to be a small door.

Knocking at the door will quickly bring Febritz, the cleric here to investigate. If the party mentions Valeraan's name, he will open the door and let them enter.

e. A Hot Time in the Old Town

Across the street, one of the larger buildings seems to have caught fire and is well on the way to burning to the ground. Fortunately the other buildings surrounding it seem to be made of stone,

so the blaze is unlikely to spread too far. But from within the building can be heard what sounds like a group of children all laughing hysterically. Given the strange things you've already seen tonight, it's doubtful if there are actually children trapped in the blazing inferno.

If a *Detect Evil* spell is cast, there are multiple evil creatures inside the burning building. From here the party is also probably close enough to hear the crashing from **Encounter B** (above).

f. and g.   A Dead Calm

For whatever strange reason, Verdant Way and Barrows Road are completely deserted. A party wandering this way will see the glow of the fire several blocks away (**e**), but other than that, there is an unnatural silence on both of these streets. The silence should be remarked upon several times if the party tries to go this way and the DM should use every effort to make the party as paranoid as possible, walking out in the open for any length of time.

Unfortunately, this route will still be blocked by the devils' games (**Encounter C** above), so they will still need to find an alternate route.

Stat blocks for all creature encounters the party can reasonably be expected to defeat are listed here.

Encounter One

Half-Fiend Wolves (1 or 2): CR 3; Medium Outsider (Infernal); HD 2d8+6; hp 18 (APL2) or 16, 14 (APL4); Init +4 (Dex); Spd 50 ft (10 squares), fly 50 ft (average); AC 17 (+4 Dex, +3 natural) touch 14, flat-footed 13; Grapple +4; Atk Claw +4 melee (1d4+3); Full Atk 2 claws +0 melee (1d4+1) and bite +5 melee (1d6+3); SA Smite Good, Trip; Spell-Like Abilities: Darkness 3/day; SQ Damage Reduction 5/magic, Darkvision 60 ft, Elemental Resistances, Immunity to Poison, Scent, SR 12; AL LE; SV Fort +5, Ref +5, Will +1; Str 17, Dex 19, Con 17, Int 6, Wis 12, Cha 8;

Skills: Hide +10, Jump +7, Listen +6, Move Silently +10, Spot +7, Survival +4*; *Feats:* Track, Weapon Focus (bite).

SA Smite Good (Su): Once per day the half-fiend can make a normal melee attack to deal +2 extra damage to a good foe.

SA Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

SQ Elemental Resistances (Su): The half-fiend has resistance to Acid 10, Cold 10, Electricity 10 and Fire 10.

SQ Scent (Ex): *Wolves gain a +4 racial bonus when tracking by scent.

Encounter Seven

Rats: CR 1/8; Tiny Animals; HD ¼; hp 1 each; Init +2 (Dex); Spd 15 ft (3 squares), Climb 15 ft, Swim 15 ft; AC 14 (+2 Size, +2 Dex), touch 14, flat-footed 12; Grapple –12; Atk Bite +4 melee (1d3-4); Full Atk Bite +4 melee (1d3-4); SQ Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2;

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

Encounter Nine

Dire Rats: CR 1/3; Small Animals; HD 1d8+1; hp 5 each; Init +3 (Dex); Spd 40 ft (8 squares), Climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Grapple –4; Atk Bite +4 melee (1d4); Full Atk Bite +4 melee (1d4); SQ Low-light Vision, Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4;

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

Encounter Nine

Alligators (1 or 3): CR 2; Medium Animal; HD 3d8+9; hp 22 (APL2) or 25, 23, 22, (APL4); Init +1 (Dex); Spd 20 ft (4 squares), Swim 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Grapple +6; Atk Bite +6 melee (1d8+6) or Tail Slap +6 melee (1d12+6); Full Atk Bite +6 melee (1d8+6) or Tail Slap +6 melee (1d12+6); SA Improved Grab; SQ Hold Breath, Low-light Vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2;

Skills: Hide +7*, Listen +4, Spot +4, Swim +12; *Feats:* Alertness, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, an alligator must hit with its bite attack. It can then start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the alligator establishes a hold on the opponent with its mouth and drags it into the water, attempting to pin it to the bottom.

Hold Breath (Ex): An alligator can hold its breath for 68 rounds before it risks drowning.

Encounter d

Feral Dogs (3 or 6): CR 1; Medium Animals; HD 2d8+4; Init +2 (Dex); Spd 40 ft (8 squares); AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Grapple +3; Atk Bite +3 melee (1d6+3); Full Atk Bite +3 melee (1d6+3); SA Trip; SQ Low-light Vision, Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6;

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*; *Feats:* Alertness, Track.

SA Trip (Ex): A dog that hits with a bite attack can attempt to trip the opponent (+1 check

modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

APPENDIX 3: Some Thoughts on the Construction and History of the Radigast City Sewer System

From the Oerth Journal:

> **Radigast City sports an extensive network of sewer tunnels that run beneath it. As drainage is good, these sewers are prone to flooding and fast currents during and after rainstorms. The Government employs the Guild of Sewer Scrapers to keep the drainage free and easy within the sewers, and these folk may be found within them shortly after heavy rains or at least once per week.**

The sewer system beneath Radigast City in the County of Urnst is deeper than many think and has never been completely explored. There are actually four distinct levels which have been identified by their construction styles and relative ages.

The First Level

This is the most complete level. It runs beneath all of the different parts of the city and it can be accessed throughout the entire city. The tunnels run 30 ft below street level. They are constructed out of stone and are 10 ft. high. They are of a uniform shape, with a five foot wide path to either side of channel through which the water flows. The main tunnels run East to West to the Lake and are 20 ft wide. These tunnels are connected by crossing side tunnels which are 15 ft wide, again with five foot paths on either side. These side tunnels are used for cross-drainage in case there is some blockage or other trouble which might cause the overall system to backup or clog.
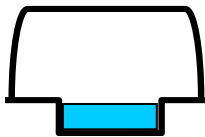

At irregular intervals, every 50 ft or so, are stone slab planks which are intended to be used as bridges to aid in traveling through the system.

The water which flows through the system uses a small spring-fed pond to the North-East of the city as its head waters. The water is forced into the system and then regulated by a gnomish-built pumping system which has been in place since the creation of this level of the sewers 138 years ago. The architect of this level was Leopold, a young noble of the House of Gellor, who used the decomissioned stone from Castle Radigast to build the system and a later became the ruling count following the assasination of his uncle and aunt during an diplomatic expedition. Leopold was also responsible for a lot of the other construction that was done at that time and is one of the key figures responsible for Radigast City becaming a city in truth, and not merely a major fortification. See The History of Radigast City (pub. Yr.572) for more details.

The Second Level

The level beneath the main tunnel system is several centuries older. It is of brick construction and has collapsed in many places over the years. Generally, this set of sewers runs approximately 15 ft below the primary sewers.
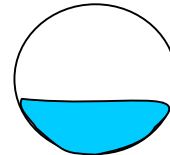
The second level tunnels are circular and are uniformly 8 ft in diameter. They connect backfilled rooms and pools in a bewildering maze, but there are still many access points which have been built to connect to the upper level, so these tunnels are still occasionally used by the Guild of Sewer Scrapers as needed. Depending on recent rainfall, the water level in these tunnels can vary from as little as one foot depth up to 5 feet depth.
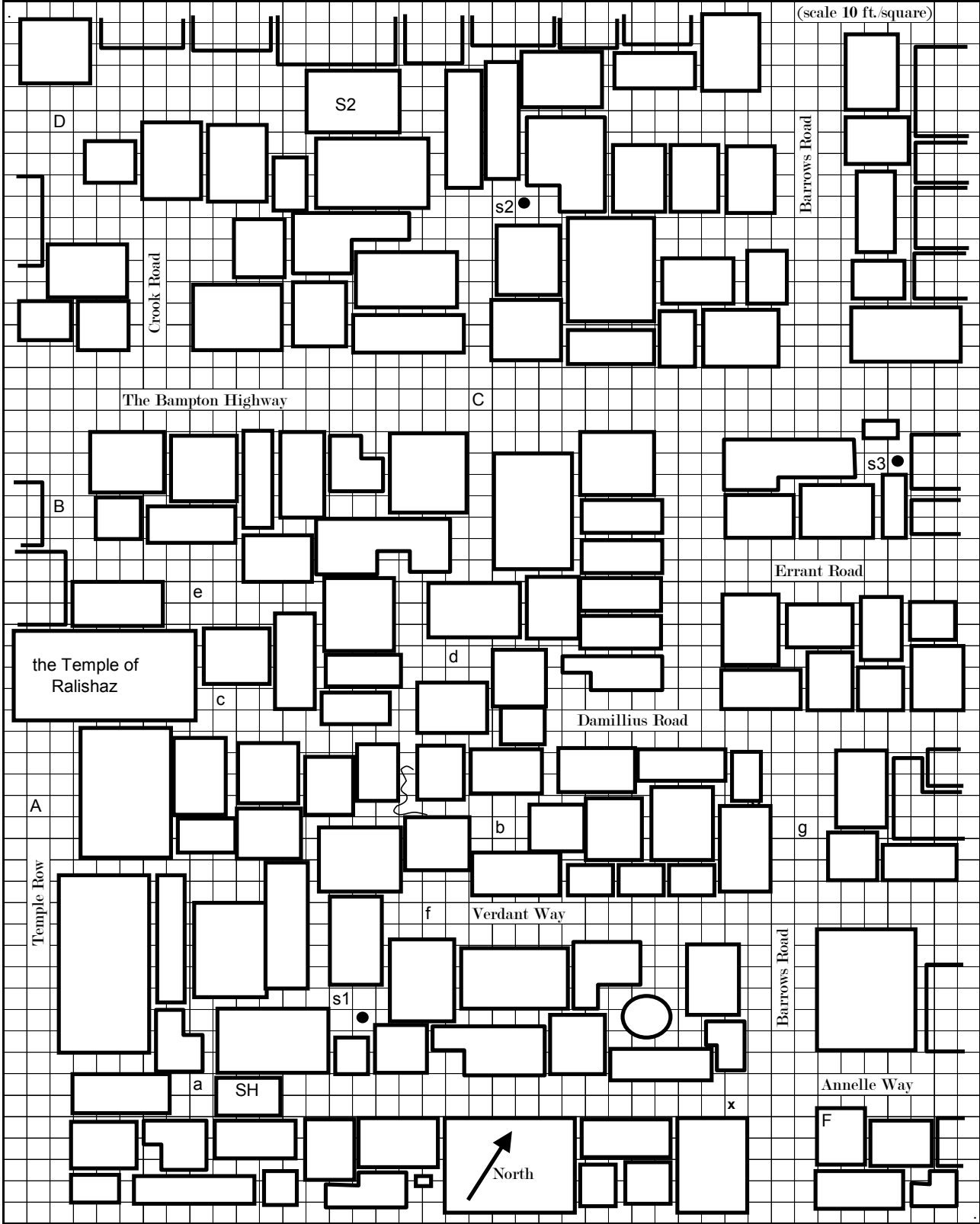
The Third and Fourth Levels

These tunnels pre-date the Sueloise invasion and the construction of Radigast City. They are a combination of (possibly dwarf-mined) tunnels 60-70 ft below the surface and of low, natural caves 90-120' ft below the surface. The water trapped in these areas is below sea-level, but it still drains somewhere; perhaps into some deeper cave system.
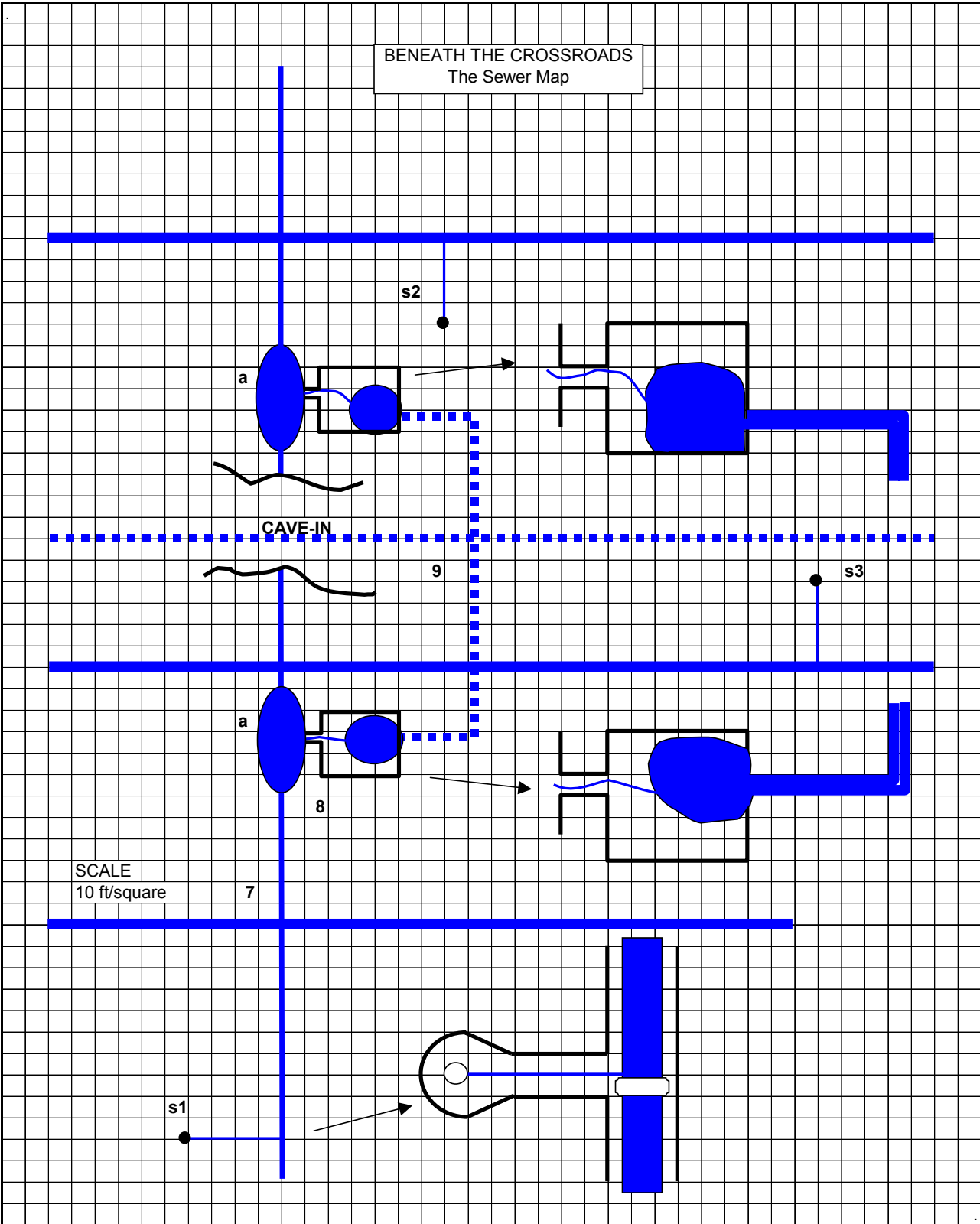
While unexplored, there is still one comforting thought. One thing that has been firmly established is that the caverns beneath Radigast City DO NOT lead into that below ground area frequently referred to as "Underdark". Were this not the case, the Sewers of

Radigast City would have dozens of stories of foul creatures (other than Spawn of Kyuss) emerging from them into the light. Since this has never happened in recorded history and reports of occasional sewer creatures have always been "normal", it is most probable that the caverns below are a closed system.

(scale 10 ft./square)

BENEATH THE CROSSROADS
The Sewer Map

s2

a

CAVE-IN

9

s3

a

8

SCALE
10 ft/square   7

s1

ADVENTURERS' HANDOUT ONE

(scale **10 ft./square**)

Barrows Road

Crook Road

The Bampton Highway

Errant Road

the Temple of
Ralishaz

Damillius Road

Temple Row

Verdant Way

Barrows Road

Annelle Way

North