

Luck, Law, and Life

A One-Round D&D Living City Adventure

by Gail Reese

Sirrus Melandor's body, and the amulet that stores his soul, are both within reach. Adventurers are needed quickly to bring this legend of the city back to life. This is the third and final *adventure* in the "Luck of Tyr" series, and is recommended for characters levels 1-17.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

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

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Encounter Levels and PCs

Living City adventures are written for characters of varying levels. You choose encounter difficulty according to the PCs at your table when you run the game. Put simply, you determine Effective Party Level (EPL), and match that to the closest Encounter Level (EL) given in the scenario.

To determine Effective Party Level, follow these steps:

1. Add up the character levels of all player characters in the adventuring group and any cohorts or henchmen accompanying the PCs that have class levels. Remember that monster PCs have "monster" class levels equal to their HD in the *Monster Manual*, so an ogre Bbn5 is a 9th level character.
2. Divide the total from 1 by the number of creatures whose level you added. Round to the nearest whole number, either up or down as appropriate. This produces the Average Party Level (APL).
3. Add zero (0) to the APL if there are four or five creatures used in step one. Add one (1) to the APL if there are six or seven creatures used in step one. Add two (2) to the APL if there are eight or more creatures used in step one.
4. Add one (1) to the APL because character groups in tournament play can rest between each combat encounter and heal.
5. The total of steps 2-4 produces the Effective Party Level (EPL).

Encounter Level (EL) is a measure of the toughness of the foes in a combat, or the deadliness of a trap. This adventure is written for at least five consecutive odd Encounter Levels. Match the EPL to the closest Encounter Level provided in the adventure, and run the adventure at that Encounter Level throughout. In cases when the EPL is between two ELs, consider the amount of magical equipment brought by the PCs. If they bring a lot, use the higher EL, and if they bring an average or small amount, use the lower EL.

For example, consider a party of seven PCs: 1 2nd level, 1 4th level, 2 6th level, 2 8th level, and 1 13th level. They bring no animals or henchmen. Their APL is 6.71, or 7. We add 3 to this for the conditions in steps 4-7 above, and get EL 10. They could face either EL 9 or EL 11 foes. Looking at the group, we see that they are rich with magic, and so EL 11 is appropriate for this group.

You may find that you have an EPL two or more higher than the highest EL given in the scenario. In this case, run the statistics for the highest EL; these PCs should not be on this adventure necessarily, as it is too easy. The PCs can be played, but they get less

experience for doing something that does not challenge them.

Some of the specific encounters direct you to add or subtract to the EPL for determining the stats to use. These encounter-specific instructions apply only to the one encounter where they are found. Return to the normal EPL for the next encounter.

You may adjust the EL that the group faces upward or downward as necessary if the encounters are either too challenging, or not challenging enough, at the EL that the EPL indicates you should be using. In the example above, if our EPL 10 group cleaned up the EL 11 encounter in one or two rounds, you might want to try the EL 13 encounter for the next combat (if there is one).

Note: This adventure has two paths, called Low Level and High Level. Characters whose EPL is in the range 1-11 should play the Low Level adventure. Characters whose ELs are 12+ should play the High Level adventure.

DM's Background

This is the third, and final adventure in the "Laws of Luck" series.

It's Your Lucky Day was the first adventure in the series. In that event, the Deputy Mayor, Charles O'Kane, charges the PCs with the task of investigating why some adventuring groups were hurt in the training dungeon at the Star Dust Inn. This establishment is owned and operated by Lord Banner.

The PCs found that the Star Dust's training dungeon suffered a break in by way of a secret door that lead to an unused section of the city sewers. The old tunnels lead to the Shrine of the Triad, once ground sanctified by the three gods of justice: Tyr, Torm and Illmater, and now guarded by an undead creature, the remains of Judge Rupert T. Hangman. Upon releasing the judge's soul to Tyr, the PCs learned the following:

- The shrine has been claimed by another power, but the judge did not know what power now claims the place.
- SIRRUS MELANDOR'S soul still lived in his *amulet of life protection* that had been altered by the *great machine*. In the event, *A Very Serious Matter* (by Paul Pedderson), SIRRUS MELANDOR'S amulet had been stolen by an extra-planar creature and taken to a fortress in the Abyss. While there, the amulet had been placed into an artifact known as the *great machine*. Through various High Level Planar and other regular events, the PCs have probably learned

that things are altered when put into the *great machine*.

Laws of Luck was the second adventure in this series. The PCs were asked to recover the *amulet of life protection* that holds the SIRRUS MELANDOR'S essence. The amulet was stolen from Lady DeVillars home. During the course of the adventure, the PCs found out that followers of Beshaba were the ones who desecrated and rededicated the Shrine of the Triad. In addition, there were worshipers of Bane that were attempting to retrieve the *heart of Bane*, a powerful artifact that the Banites believed would help to raise their dead god. Those worshipers of Bane were the ones who stole the amulet from the DeVillars estate. However, the PCs were unable to retrieve it.

In the end, the majority of the Beshaban worshipers were taken into custody with the aid of the PCs. However, the main priestess and her bodyguard escaped. The Banites also escaped before things got going in the last battle in the shrine.

In addition, the PCs found out that the Beshabans were looking for the body of SIRRUS MELANDOR to turn over to the Banites in exchange for the amulet. The Beshabans are planning on destroying the amulet as a sacrifice to their goddess. The Banites wanted the body of SIRRUS MELANDOR for unknown reasons.

Low Level Option:

In this part of the adventure the PCs will be locate the *amulet of life protection* that holds the soul of SIRRUS MELANDOR, which is now in the position of Beshabans. They will also find out that SIRRUS' body is being held in the ruins of Zhentil Keep.

High Level Option:

In this part of the adventure, the PCs will be locating the body of SIRRUS MELANDOR. It is in the ruins of Zhentil Keep. They will be sent there to locate and retrieve it. The PCs will face the Banites that escaped in the *Laws of Luck*.

LOW LEVEL OPTION

Encounter 1: Welcome to the Party

It is mid afternoon. Wherever the PCs are, they will be summoned to the Silver Halls, the Temple of Tyr. The message they receive reads:

“We are in need of assistance that is vital to several, influential people in Ravens Bluff. Please come to the Silver Halls, the Temple of Tyr. Ask for Thresh Balancer. Be there at 2 bells past high sun.” Signed, Charles O’Kane.

The PCs should show up. After all, it isn’t everyday people are summoned by “Charles O’Kane” as opposed to “Mayor O’Kane.” Also, Thresh Balancer hardly ever meets with those outside of the city government. He is one of the leading judges of the city.

The PCs are not necessarily together at this point. They certainly don’t have to be. They will meet up at the temple in a little while.

The PCs have about two hours their meeting if they want to try to figure out what is going on, gather gear or finish with what they were doing. If they decide to investigate, the following are some of the things they can find out:

City Watch:

Seems a runner showed up in town from Mossbridges with news. The boy went straight to the offices of the mayor. That happened about 1 hour before high sun. Rumor has it a couple of high-ranking officers in the Watch have been summoned to the Temple of Tyr.

Civic Temples:

Chauntea, Gond, Helm, Lathander, Mystra, Selune, Tempus, Tymora, Tyr, Waukeen

If they visit any of the above temples, the PCs will learn that the Clerical Circle is currently in a meeting. Something about devising a strategy to divine the location of Beshabans. They stole the *Amulet of Life Protection* that holds Sirrus Melandor’s soul several months ago.

Civic Knighthoods:

Something big is going on. Right about high sun, all the Knight Commanders were summoned to the Silver Halls. No questions were asked; they got a few things together and went to the Temple of Tyr. Rumor has it the summons was from the mayor and Thresh Balancer.

Underworld, Thieves Guild:

The following information can be acquired by way of a successful Gather Information check (DC 20) and have some sort of logical connection: Even the underworld figures don’t like having a cult to an evil goddess who spreads bad fortune messing in their territory. So, when one of their informants showed up in the city and told them that the Beshabans who were in the city several months ago showed up in Mossbridges, they thought it best to let the “bosses” know. Not long after, someone from the mayor’s office dropped a “line” to the guild. As a result, they have agreed to feed whatever knowledge they can acquire back to the mayor’s office... in return for a few “favors,” that is.

Bards and Wizards:

It is a known fact that Bards are information people. That is very true. However, this information is too new, they would not have heard rumors except from the above sources, at this point.

The Wizards Guild has not been contacted for consultation yet; the government is keeping this internal and going through the Ministry of Art. No PCs are members of the Ministry.

Encounter 2: We Are Gathered Here Today...

Find out when the PCs plan on showing up to the Temple of Tyr. Use this to base when the PCs meet each other. This is a good time for introductions. If there is a PC that is earlier or later than the rest, that PC will meet the others inside.

Once inside the temple, the PCs are supposed to ask Thresh Balancer. The Paladin is waiting for the meeting. The acolyte will take the PCs’ names and ask them to wait for the others that have been asked here.

As you enter the Silver Halls of Tyr, you see why the temple has been called the Silver Halls. During the war, the temple was razed. It took a year to rebuild after the war. Now, it stands as the symbol of justice in the city. The outside and the inside of the temple are washed in silver. Many of the accoutrements of the temple are silver. The other color that makes up this place is the navy blue. Both are the colors of the deity it stands for.

An acolyte moves toward you. She is dressed in the livery of the Temple of Tyr. The girl is maybe, 12 years of age. “Greetings, I am Trina Mountain. How may I be of service to you this fine day?”

Trina is a young girl from the *Laws of Luck*. She was found in Tent Town. She gave them information and told the PCs that her father was with the “bad men” in the city. Her father was a war hero that lost his leg in the war and was unable to find employment. Her mother died during the war. After everything was said and done, Trina’s father is now working for several adventurers in the city in various capacities. Trina, decided to enter the church of Tyr and learn the ways of justice. She may recognize some (or all) of the PCs.

If Trina recognizes the PCs, she will greet them and tell her how wonderful her life is with the Temple of Tyr. She will also thank them for their role in helping her father get back on track.

Once the PCs ask for Thresh Balancer and tell Trina of their meeting with them, she will escort them to a large gathering area off of the main sanctuary.

“I will inform Lord Balancer and Mayor O’Kane of your arrival. They have designated this as the meeting chamber.” Trina leaves the room and closes the door behind her.

This room is rather large, possibly a meeting room or a private meditation of sorts. Not much is actually here. On the wall behind the far end of the table, there is a shelf with a few books dealing with laws of the following cities in the Realms: Procampur, Tantras, Tethyr, and Calimport. If the PCs can make a *Knowledge (local, Vast, or nobility)* check at a DC 10, they will realize that all of these cities have embassies in Ravens Bluff. A large table dominates the room. It easily seats 20.

When facing the wall with the books, the other three walls in clockwise order, have the following tapestries: a depiction of Torm in a battle to protect people of various races and stations in life, a depiction of Tyr judging the same type of people, and a depiction of Ilmater taking on the pain and torment of the people. In the center of the table is a large pitcher and several mugs. The pitcher is filled with wine. Finally, there are two doors, the one the PCs came in, on the same wall with the tapestry of Tyr and one on the wall with the shelf.

If the PCs have not done introductions all around, this is a good time.

After several minutes, maybe 10 or so, the door next to the shelf of books opens up. Trina steps into the room, “My friends, Lord Balancer and Lord Mayor O’Kane.” Trina steps to the near corner of the room. In step a very tall, stern, handsome man dressed in the livery of the Ravens Bluff courts and a not-quite as tall and a bit older man dressed in tasteful and fashionable clothing.

Thresh Balancer is the taller, younger of the two men. The PCs should know these two men unless they just got to Ravens Bluff. Depending on how familiar the PCs are with the Mayor, they may realize that he doesn’t show his age much at all. There are rumors he uses magic to keep from growing old. There are also rumors that he and Lady DeVillars have had a discrete relationship for years. Neither of these have been confirmed.

Trina slips out the door quietly and closes it behind her. The Mayor takes the seat to the right of the head, and Lord Balancer takes the head of the table.

If any of the PCs were in these seats, they should get the hint to move without making a scene. If the PCs make a *Diplomacy* or an *Etiquette* check at a DC 10, they realize they should stand as the men come into the room and sit after them. Mayor O’Kane will chuckle if the PCs blunder the “propriety” of the situation.

Once all of you are seated, the Mayor and Lord Balancer look you over. Both become very serious, not like Lord Balancer has ever been seen in any other way. Mayor O’Kane begins, “Please, allow me to speak. I have much to cover and little time to do it. Some months ago, a valuable amulet was stolen from Lady DeVillars’ estate. She asked several adventurers in the city to try to find it and retrieve it. During the course of the investigation, those searching for that amulet found that a couple of Beshaba worshipers had taken up residence in a place called the Shrine of the Triad. It seems they were responsible for the kidnapping of three priests a little more than a year ago. Along with the Beshabans, it seems that there were worshipers of Bane connected with the adventure surrounding the Shrine of the Triad as well. It was revealed that those foul Banites were after the Heart of Bane and Sirrus Melandor’s body.

Shortly after that, the Heart of Bane was destroyed, along with the Orb of Protection. Late this morning, a messenger from Mossbridges came to my office. The boy rode through the night to bring word that a group of Beshabans has been seen in their town. The Lord, Lorien Keltree Darkarrow, the majority of his men at arms, and several adventurers from Mossbridges are currently on the Sword Coast. They chose to go and aid the cause of an ally of Ravens Bluff, the Island of Orlumbor, in their fight against pirates. This has left the town lacking in defenses. In addition, I can only assume that the Beshabans have located the body of Sirrus Melandor and are waiting to exchange it for the amulet, which I believe the Banites now hold.”

The mayor pauses and looks to Lord Balancer. The judge speaks, "Sirrus Melandor was my mentor and the Chief Prelate before the war. During the war, Sirrus was killed by demons and his body was taken. Before his body disappeared, his amulet and ring were retrieved from the body.

"As we speak, the Clerical Circle is meeting and trying to divine the truth of the messenger's tale. However, it seems that there is magic blocking their divine sight. They have not been successful. That is why we have called you here. We want you to travel to Mossbridges and retrieve the body and/or the amulet, whichever you find there. The Beshabans and the Banites must be stopped. Whatever evil they are planning cannot be allowed to happen. It is rumored that the Beshabans will be trading for Sirrus' amulet. If you can retrieve it—we may be well on our way to thwarting them."

At this point, both men look at each other. Lord Balancer nods to the Mayor. "Under the council of the Ministry of Art and the Clerical Circle, it has been decided that an attempt to bring Sirrus' soul out of his amulet will be made."

This is the time for the PCs to ask questions.

Do you have a description of the people we are looking for?

Yes, here is a small portrait that was drawn after they were encounter a few months ago.

What authority do we have where the apprehension of the Beshabans and/or Banites are concerned?

We would prefer you bring them in alive to stand trial for any crimes that have been committed. However, if the situation requires lethal force, use it. As for your role as officials of Ravens Bluff, consider yourself a deputy of the city. Lord Balancer will give the PCs a writ to this effect.

Do the Beshabans have the amulet or the body of Sirrus Melandor?

We do not know which is the case at this point. We know they were going after the body a few months ago to exchange for the amulet.

Is this a personal or a city mission?

Both, these men were very close to Sirrus Melandor and Sirrus was very important to the city he served. (Note that they are not committing either way, which may make knights wonder if they can get paid for this one.)

Can we speak to the messenger?

The boy is sleeping. He didn't have too much to say, just what we have told you.

Can we have gear and horses?

The PCs should have their own stuff.

Are we getting paid?

If the PCs insist on getting paid, they will be offered 100 gold pieces each. If the PCs happen to come across any items or money, it is theirs to keep, except for *Sirrus' amulet*.

Once the PCs are done with their questions, Mayor O'Kane will conclude the meeting.

"Mossbridges is approximately a half day's journey to the Northeast. We do not know who of the usual residents are in Mossbridges at this time. You need to be on your guard. You may wish to use Lord Darkarrow's keep as your base. The writ will allow that. There is an inn called the Shining Moon, that might be another place to try."

Both men rise and look you over one more time. O'Kane meets each of your eyes as he says, "Remember how important this is to us and the city. Be careful and may the gods lead you. Good luck." Lord Balancer and Mayor O'Kane leave by the same door they came in.

Encounter 3: On the Road Again

Once the PCs have finished speaking with Balancer and O'Kane, they should not dally in the temple. Have Trina show them out if they do. They should gather their gear and get moving. Because it is mid afternoon, the PCs will arrive at night if they go now. Or, they can sleep over and leave tomorrow, but city officials won't think much of them if they are seen in town tonight. If they stay, find ways to make them uncomfortable. If they try to gain information before leaving the city, use what is given previously. No other information can be gained.

If the PCs show up at night, use **Encounter 3A**. If they chose to leave Ravens Bluff in the morning, they will arrive around high-sun. Use **Encounter 3B**.

Encounter 3A: What time is it?

Leaving through the North Gate, you are on the road again. There is a well-traveled trade road that leads to Mossbridges. Four hours later, you approach the town

and see there are few lights and no one is about. It is well after dark.

The lights on in the town are at the inn, the Keep, and a few lanterns. There is a guard walking the main street. He wears the livery of Lord Darkarrow. The man's name is Norton; he is pulling the overnight guard duty. There are two other guards patrolling tonight. They are Preston and Pace. The other two guards are on other streets. If Norton calls for help, they will come at the beginning of the next round. Hopefully, the PCs won't attack the guards. They are armed with longswords and crossbows. These men are not that well trained. They are 3rd level fighters.

After the PCs get into the town, they should go to the inn or the keep. If they go to the inn, they will find the owner, Stavros. He is a jovial man and really enjoys being in Mossbridges. He has 2 rooms left and they go for 3 sp per night, per room. The price includes meals; drinks are extra. The rooms are not lavish but they are nice and comfortable. There is a closet, a foot locker, comfy bed(s), a wash stand, a desk, and a large window with nice curtains.

If the PCs want to start investigating, they can. It is still early enough to find a few people in the inn's common room, plus Stavros. Go to Encounter Four.

If the PCs go directly to the keep, they will be granted entrance by one of the menservants if they show the writ. His name is Calgar. Rooms will be available. The rooms will be very, very nice. Each PC will be given their own room. The rooms are large, with a comfy bed, a good sized closet, a wash table, a dressing table, a desk with a cushy chair, a fireplace, all the amenities. If the PCs would like an attendant, one will be provided.

Encounter 3B: This Must Be the Place

Leaving through the North Gate, you are on the road again. There is a well-traveled trade road that leads to Mossbridges. You reach the town by high-sun and find it bustling with activity. People are going about their daily business. You pass a few farms on your way to the town proper.

As you get closer to the town, you notice people stop and take notice.

The people are looking for any number of reasons. They could be recognizing holy symbols, heraldic devices, the fact that these are adventurers from Ravens Bluff, or the fact that these are visitors. It is not purely because of the Beshabans. As a matter of fact, the town is not all that worried about the Beshabans as they know Ravens Bluff will send help.

If the PCs ask where the Shining Moon Inn or Lord Darkarrow's keep is, they will be met with a smile and given directions. There is a stable in town as well, the cost is 2 silver per day to board an animal, an additional 5 silver is charged if they would like a horse re-shoed or armor cared for.

The PCs should head to either the Inn or the keep. If they go to the inn, they will meet the owner, Stavros, at the desk. The cost of a room with meals is 3 gold per day. If they go to the keep, they will meet Calgar. As long as they show Calgar the writ, they will be provided rooms.

Encounter 4: Where are they?

Once the PCs get settled in, they should start the search. Of course, they will need to talk to people. Mossbridges is made up of farmers, retired adventurers, and a few business owners. Below are answers to questions the PCs may ask.

Has anyone new shown up in town recently?

Yes, there are about 20 people in town right now. They got here 3 days ago.

Is Lord Darkarrow in town?

No, he is away with most of his men-at-arms. He went to Orlumbor. No one knows when he will be back. He has been going there, off and on, for 3 years.

Have you seen anyone wearing anything that would identify them as a worshiper of Beshaba?

The person answering, as long as it is a native of the town, will say "Yes." That is why a messenger was sent to the city. All the people running around Mossbridges that are armed and not in the livery of Lord Blackarrow, are with the Beshabans. (Note: this is mostly true, there is a group of mercenaries that the Priestess hired.)

Have you seen anyone that you identified as a worshiper of Bane?

No. If we had, anyone who could swing a sword would be going after them.

Have you seen the Beshabans hanging out anywhere in particular?

Yes, the Shining Moon Inn seems to be where they are staying. However, we don't see the girl much. They also seem to go around the mill. Old Bart doesn't like it, but they go there anyway.

Are all of the strangers Beshabans?

They are not sure. However, there is a group that came in with the Beshabans and goes South on the trade road (towards Ravens Bluff) each day and return in the mid afternoon. They are a bit more heavily armed than the rest.

Are there any priests of good deities in town?

Martha, Calgar's wife, is a priestess of Selune. She is none too pleased that the Beshabans are in Mossbridges. It was her idea to send word to Ravens Bluff.

Is there a particular routine the Beshabans seem to follow?

Well, they are usually at the Shining Moon. In the late afternoon, they go to the mill, when Old Bart closes for the day.

Is Old Bart with the Beshabans?

No, he complains about them being at the mill every night. But, they paid him quite well to use the place so he puts up with it.

Why hasn't the town tried to get rid of the Beshabans?

Not many people in town are capable like adventurers. They haven't been unruly or hurt anyone. Even Old Bert is making money on them using the mill in the evening. They are aware that we don't like them being here. We are good people. It has been made clear to them that if Lord Darkarrow returns, he will probably kill them if they don't leave the area and that includes Ravens Bluff.

If this group isn't "so bad," then why did you send a messenger to Ravens Bluff?

That was Martha's idea. But, we all agreed with her, best let the city know that some unwelcome people are near, just in case. We are surprised that you folks showed up so quickly.

If the PCs ask about Sirrus' body or amulet...

No one has seen anything like that.

Where can Martha be found?

At the Darkarrow estate. She helps her husband run the household. Martha also keeps the small temple of Selune on the grounds of the keep. Lord Darkarrow is a worshiper of Selune.

Where can we find Old Bart?

At the mill by the river during the day, at the Shining Moon for dinner time, and at his house, next to the Shining Moon in the evening.

After talking to people in Mossbridges, the PCs could do a number of things. They may go to see Martha or Old Bart or possibly go to the mill to check it out.

Talking to Martha:

The PCs can find Martha at the Darkarrow keep. The grounds are quite large, like an estate, and extremely well kept. If the PCs have not been here yet, they will be directed to the main house and Calgar. Martha is Calgar's wife. There will be no problems as long as the PCs are upfront with Calgar. His job is to oversee every part of the running of the Darkarrow household. Martha assists him with these tasks. In addition, she is a priestess of Selune. The stats for these NPCs have not been listed as they do not come into play.

When the PCs get to the Darkarrow Keep, they will see the wealth of the Lord, without a doubt. The place is decorated with expensive stuff, however, it is extremely tasteful.

There is a small chapel that faces the west near the main house. It is surrounded by a lovely garden. Services are held every evening for the faithful of Selune. Once the PCs catch up with Martha, she will take them to the chapel.

Martha is a younger woman, maybe late 20's. She is medium build with tan skin and long, dark brown hair. The Priestess is very pleasant and usually smiling. When talking about the Beshabans, she will be very serious.

Aside from the fact that they worship an evil deity, why are you worried about the Beshabans?

Martha was in Ravens Bluff several months ago when all the trouble with Beshabans happened. When it was all over, she ended up seeing them. The Beshaban Priestess that was in Ravens Bluff is the same one that is now in Mossbridges. She is afraid of what they might be up to.

Has she seen anything to give her an indication of what the Beshabans are up to?

No, she has tried communing with Selune, but has not received any answers as of now. She feels there is evil magic blocking the answers.

Has Lord Darkarrow been contacted and updated on the goings on in Mossbridges?

That is one of the things the messenger is to be seeing to in Ravens Bluff. He was instructed to go to the Ministry of Art and have them get a message out. Lord Darkarrow is a very talented fighter and an adept sorcerer. Once he finds out what is going on, I'm sure he will return, if he is able to.

Has anyone in the town been threatened by the Beshabans?

Not as of yet. However, their presence is really stirring things up. The townsfolk are very uncomfortable, even if they won't admit to it. In addition, there is a group of mercenaries working for the Beshabans. She sensed their motives were not like the others. They are in it for money and are much more neutral.

Martha will not reveal much about the Darkarrow household. She will have nothing but good things to say about the lord. He cares well for his employees and the townsfolk. That is just his way. He throws a party for the entire region in the fall when the wine is released. It is quite a festive time the whole town looks forward to.

Talking with Old Bart:

At some point the PCs may talk to Old Bart. After all, it is his mill they are using. If it is during the sunshine hours of the day, he can be found at the mill. If the PCs look for him at dinnertime (dusk), he is at the Shining Moon Inn in the common room. If it is in the evening, he is at his home, the house next to the Shining Moon.

Old Bart is a good, hard-working man. He is in his late forties or early fifties. He is obviously a working man. Old Bart is on the taller side, just over six feet tall, and very muscular. If he was trained, and he may have been at one time, he would be the kind of fighter that would be good to have on your side.

Each evening, without fail, he goes to the Shining Moon Inn for dinner. He likes to relax after a hard day's work. The food at the inn is filling and quite tasty. He chats with other town's folk and enjoys an ale or two.

Once the PCs find Old Bart, he will be more than happy to talk with them.

Do you stay at the mill until the Beshabans arrive?

He stays until the first arrives. After that, he goes to the Shining Moon and then home.

Why are you allowing them to use your mill? Doesn't concern you what they might be doing?

They needed a larger place, the mill is a good size. The Beshabans offered him 500 gold pieces for a week's use in the evenings. Old Bart doesn't make that in a year. He has obligations. As for what they do, it bothers him, yes, and he understands that they are evil people. But, they promised him they would be gone at the end of the week.

Aren't you worried what Lord Darkarrow might say or do when he finds out?

Not really, the Lord has always been fair. They aren't bothering people, not directly, anyway. Besides, Lord Darkarrow used to work for a living, he would understand.

If the PCs ask about Sirrus' body or amulet have been brought in...

He hasn't seen them, but will surely keep an eye out.

Could the PCs go to the mill during the day and see what part the Beshabans are using?

Sure, there was no stipulation of that sort.

Encounter 5: Sleeping with the Enemy.

There is every possibility that the PCs will try to get information out of the Beshabans or the mercenaries at the inn. The mercenaries will not be real open, they won't be aggressive (unless the PCs attack first), or they could be bought off.

Talking to these people will take a lot of finesse. Once the PCs get the mercenaries into a comfortable place, there are some answers below. If the PCs want to buy them off to clear out, it will take at least 1500 gold pieces. They are getting paid 200 gold each for this job.

Who are you working for?

This chick. She seems to think that some people are going to rip her off.

Does she have something valuable?

That depends on your opinion. She did have this body of some dead guy. But, she gave it to someone else for an amulet.

Are you just working for them or are you with them?

We are just working for the lady.

How many are there?

That depends on how many of them are out watching for people coming from Ravens Bluff.

How long have you been working for them?

About 5 days. We are leaving for Ravens Bluff tomorrow. After that, we have to stay with them for a couple more days then it's time to move on.

Do you have any idea what they are planning to do in Ravens Bluff?

No, sure don't.

If the PCs end up getting into a brawl, use the mercenaries' stats below.

EL 3

Gunnar, half-orc male Bbn1: CR 1; Medium humanoid; HD 1d12+2; hp 13; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +5 melee (2d4+4, spiked chain); SA Bbn Rage 1/day; SQ Fast Movement; AL CN; SV Fort +4, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +4, Listen +4, Climb +4. *Feats:* Exotic Weapon Proficiency (spiked chain).

Possessions: as above + 2 gp, 5 sp

Miranda, human female Rog1: CR 1; Medium humanoid; HD 1d6+1; hp 6; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +4 melee (1d6+2, [crit 18-20], rapier), +3 ranged (1d8+2, [crit 19-20], light crossbow); SA Sneak Attack +1d6; AL LN; SV Fort +1, Ref +5, Will +0

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Tumbling +8, Bluff +4, Sense Motive +4, Move Silently +7, Hide +7, Pick Pocket +7, Spot +4, Listen +4. *Feats:* Weapon Finesse (Rapier), Weapon Focus (Rapier), Dodge

Possessions: as above + 6 gp, 3 sp

EL 5

Gunnar: half-orc male Bbn2: CR 2; Medium humanoid; HD 2d12+4; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +5 melee (2d4+4, spiked chain); SA Bbn Rage 1/day; SQ Uncanny Dodge (Dex bonus to AC), Fast Movement; AL CN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +5. *Feats:* Exotic Weapon Proficiency (spiked chain).

Possessions: as above + 2 gp, 5 sp

Miranda, human female Ftr1/Rog1: CR 2; Medium humanoid; HD 1d10+1d6+2; hp 16; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +5 melee (1d6+2, [crit 18-20], rapier), +4 ranged (1d8+2, [crit 19-20], light crossbow); SA Sneak Attack +1d6; AL LN; SV Fort +3, Ref +5, Will +0

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Tumbling +8, Bluff +4, Sense Motive +4, Move Silently +7, Hide +7, Pick Pocket +7, Spot +4,

Listen +4. *Feats:* Weapon Finesse (Rapier), Weapon Focus (Rapier), Dodge

Possessions: as above + 6 gp, 3 sp

Dorlin, human male Rgr1/Ftr1: CR 2; Medium humanoid; HD 2d10+6; hp 18; Init +1; Spd 30 ft.; AC 17 (3 Dex, +4 chain shirt); Atk +2/+2 melee (1d8+2, [crit 19-20], longsword, and 1d6+1 [crit 19-20], short sword); SA Favored enemy +1 magical beasts; AL LN; SV Fort +5, Ref +3, Will +0.

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

Skills: Wilderness Lore +6, Search +4, Spot +4. *Feats:* Ambidexterity, Two-weapon Fighting, Dodge, Combat Reflexes, Blind-fight, Track.

Possessions: as above + 6 gp, 7 sp

EL 7

Gunnar, half-orc male Bbn2: CR 2; Medium humanoid; HD 2d12+4; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +5 melee (2d4+4, spiked chain); SA Bbn Rage 1/day; SQ Uncanny Dodge (Dex bonus to AC), Fast Movement; AL LN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +5. *Feats:* Exotic Weapon Proficiency (spiked chain).

Possessions: as above + 2 gp, 5 sp

Miranda, human female Ftr1/Rog1: CR 2; Medium humanoid; HD 1d10+1d6+2; hp 16; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +5 melee (1d6+2, [crit 18-20], rapier), +4 ranged (1d8+2, [crit 19-20], light crossbow); SA Sneak Attack +1d6; AL LN; SV Fort +3, Ref +5, Will +0

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Tumbling +8, Bluff +4, Sense Motive +4, Move Silently +7, Hide +7, Pick Pocket +7, Spot +4, Listen +4. *Feats:* Weapon Finesse (Rapier), Weapon Focus (Rapier), Dodge

Possessions: as above + 6 gp, 3 sp

Dorlin, human male Rgr1/Ftr1: CR 2; Medium humanoid; HD 2d10+2; hp 18; Init +3 (Dex); Spd 30 ft.; AC 17 (3 Dex, +4 chain shirt); Atk +2/+2 melee (1d8+2, [crit 19-20], longsword, and 1d6+1 [crit 19-20], short sword); SA Favored enemy +1 magical beasts; AL LN; SV Fort +5, Ref +3, Will +0.

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

Skills: Wilderness Lore +6, Search +4, Spot +4. *Feats:* Ambidexterity, Two-weapon Fighting, Dodge, Combat Reflexes, Blind-fight, Track.

Possessions: as above + 6 gp, 7 sp

Felothé, half-orc female Bbn2: CR 2; Medium humanoid; HD 2d12+4; hp 25; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +6 melee (1d12 [crit x3], greataxe); SA Bbn Rage 1/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +5. *Feats:* Weapon Focus (greataxe).

Possessions: as above + 2 gp, 5 sp

Oga, dwarf female Wiz2: CR 2; Medium humanoid; HD 2d4+4; hp 13; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d4+1 [crit 19-20], dagger); SA spells; AL LN; SV Fort +2, Ref +0, Will +3.

Str 12, Dex 10, Con 14, Int 14, Wis 10, Cha 8

Skills: Concentration +7, Spellcraft +7. *Feats:* Spell Focus (Transmutation).

Spells Prepared (4/2; save DC = 12 + spell level): 0—*ray of frost, daze* x2, *read magic*; 1st lvl—*mage armor, magic missile*

Possessions: as above + 5 gp, 1 sp

Yuri, human male Clr2 of Helm: CR 2; Medium humanoid; HD 2d8+4; hp 18; Init +0; Spd 30 ft.; AC 19 (+7 half plate, +2 large steel shield); Atk +2 melee (1d8+1, morningstar) SA spells; SQ Law and Protection domains; AL LN; Fort +5, Ref +0, Will +5.

Str 12, Dex 10, Con 14, Int 10, Wis 14, Cha 12

Skills: Concentration +7, Spellcraft +7. *Feats:* Blind-fight, Spell Focus (enchantment).

SQ: *Law domain*—cast law spells at +1 caster level. *Protection domain*—protective ward 1/day grants +2 resistance bonus on next save.

Spells Prepared (4/2+1; save DC = 12 + spell level): 0—*guidance, resistance, cure minor wounds* x2; 1—*obscuring mist, command, protection from chaos*.

Possessions: as above + 3 gp, 5 sp

EL 9

Gunnar, half-orc male Bbn4: CR 4; Medium humanoid; HD 4d12+8; hp 52; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +8 melee (2d4+4, spiked chain); SA Bbn Rage 2/day; SQ Uncanny Dodge (Dex bonus to AC), Fast Movement; AL LN; SV Fort +6, Ref +3, Will +0.

Str 17, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +7, Listen +4, Climb +5. *Feats:* Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: as above + 2 gp, 5 sp

Miranda, human female Ftr1/Rog3: CR 4; Medium humanoid; HD 1d10+3d6+4; hp 26; Init +3 (Dex); Spd

30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +7 melee (1d6+2, [crit 18-20], rapier), +6 ranged (1d8+2, [crit 19-20], light crossbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL LN; SV Fort +4, Ref +6, Will +1

Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8

Skills: Tumbling +10, Bluff +6, Sense Motive +6, Move Silent +9, Hide +9, Pick Pocket +9, Spot +6, Listen +6. *Feats:* Weapon Finesse (Rapier), Weapon Focus (Rapier), Dodge, Mobility.

Possessions: as above + 6 gp, 3 sp

Dorlin, human male Rgr1/Ftr3: CR 4; Medium humanoid; HD 4d10+4; hp 36; Init +3 (Dex); Spd 30 ft.; AC 17 (3 Dex, +4 chain shirt); Atk +5/+4 melee (1d8+4, [crit 19-20], longsword, and 1d6+1 [crit 19-20], short sword); SA Favored enemy +1 magical beasts; AL LN; SV Fort +6, Ref +4, Will +1.

Str 15, Dex 16, Con 12, Int 14, Wis 10, Cha 14

Skills: Wilderness Lore +7, Search +6, Spot +6. *Feats:* Ambidexterity, Two-weapon Fighting, Dodge, Combat Reflexes, Blind-fight, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: as above + 6 gp, 7 sp

Felothé, half-orc female Bbn4: CR 4; Medium humanoid; HD 4d12+8; hp 50; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +8 melee (1d12 [crit x3], greataxe); SA Bbn Rage 2/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +6, Ref +3, Will +0.

Str 17, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +7, Listen +4, Climb +5. *Feats:* Weapon Focus (greataxe), Combat Reflexes.

Possessions: as above + 2 gp, 5 sp

Oga, dwarf female Wiz4: CR 4; Medium humanoid; HD 4d4+8; hp 26; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d4+1 [crit 19-20], dagger); SA spells; AL LN; SV Fort +3, Ref +1, Will +4.

Str 12, Dex 10, Con 14, Int 15, Wis 10, Cha 8

Skills: Concentration +9, Spellcraft +9. *Feats:* Combat Casting, Spell Focus (Transmutation).

Spells Prepared (4/3/2; save DC = 12 + spell level): 0—*ray of frost, daze* x2, *read magic*; 1st lvl—*mage armor, shield, magic missile*; 2nd lvl—*Melf's acid arrow, bull's strength*

Possessions: as above + 5 gp, 1 sp

Yuri, human male Clr4 of Helm: CR 4; Medium humanoid; HD 4d8+8; hp 36; Init +0; Spd 30 ft.; AC 19 (+7 half plate, +2 large steel shield); Atk +4 melee (1d8+1, morningstar) SA spells; SQ Law and Protection domains; AL LN; Fort +6, Ref +3, Will +6.

Str 12, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Skills: Concentration +9, Spellcraft +9. *Feats:* Blind-fight, Lightning Reflexes, Spell Focus (enchantment).

SQ: *Law domain*—cast law spells at +1 caster level. *Protection domain*—protective ward 1/day grants +4 resistance bonus on next save.

Spells Prepared (5/3+1/2+1; save DC = 12 + spell level): 0—*light, guidance, resistance, cure minor wounds* x2; 1—*obscuring mist, cure light wounds, command, protection from chaos*; 2nd lvl—*bull's strength, resist elements-cold, calm emotions*.

Possessions: as above + 3 gp, 5 sp

EL 11

Gunnar, half-orc male Bbn6: CR 6; Medium humanoid; HD 6d12+12; hp 78; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +10/+5 melee (2d4+4, spiked chain); SA Bbn Rage 2/day; SQ Uncanny Dodge (Dex bonus to AC, can't be flanked), Fast Movement; AL LN; SV Fort +7, Ref +4, Will +1.

Str 17, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +9 Listen +6, Climb +5. *Feats:* Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain), Cleave.

Possessions: as above + 2 gp, 5 sp

Feloth, half-orc female Bbn6: CR 6; Medium humanoid; HD 6d12+12; hp 75; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +10/+5 melee (1d12 [crit x3], greataxe); SA Bbn Rage 2/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +7, Ref +4, Will +1.

Str 17, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +9, Listen +6, Climb +5. *Feats:* Weapon Focus (greataxe), Combat Reflexes, Cleave.

Possessions: as above + 2 gp, 5 sp

Miranda, human female Ftr3/Rog3: CR 6; Medium humanoid; HD 3d10+3d6+6; hp 42; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atk +9 melee (1d6+2, [crit 18-20], rapier), +8 ranged (1d8+2, [crit 19-20], light crossbow); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL LN; SV Fort +5, Ref +7, Will +2.

Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8

Skills: Tumbling +10, Bluff +6, Sense Motive +6, Move Silent +9, Hide +9, Pick Pocket +9, Spot +6, Listen +6. *Feats:* Weapon Finesse (Rapier), Weapon Focus (Rapier), Dodge, Mobility, Blind-fight, Spring Attack.

Possessions: as above + 6 gp, 3 sp

Oga, dwarf female Wiz6: CR 6; Medium humanoid; HD 6d4+12; hp 39; Init +0; Spd 30 ft.; AC 10; Atk +4

melee (1d4+1 [crit 19-20], dagger); SA spells; AL LN; SV Fort +3, Ref +3, Will +4.

Str 12, Dex 10, Con 14, Int 15, Wis 10, Cha 8

Skills: Concentration +11, Spellcraft +11. *Feats:* Combat Casting, Empower Spell, Lightning Reflexes, Spell Focus (Transmutation).

Spells Prepared (4/3/3/2; save DC = 12 + spell level): 0—*ray of frost, daze* x2, *read magic*; 1st lvl—*mage armor, shield, magic missile*; 2nd lvl—*Melf's acid arrow, bull's strength, web*; 3rd lvl—*dispel magic, stinking cloud*.

Possessions: as above + 5 gp, 1 sp

Yuri, human male Clr6 of Helm: CR 6; Medium humanoid; HD 6d8+12; hp 54; Init +0; Spd 30 ft.; AC 19 (+7 half plate, +2 large steel shield); Atk +5 melee (1d8+1, morningstar) SA spells; SQ Law and Protection domains; AL LN; Fort +7, Ref +4, Will +7.

Str 12, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Skills: Concentration +11, Spellcraft +11. *Feats:* Blind-fight, Combat Casting, Lightning Reflexes, Spell Focus (enchantment).

SQ: *Law domain*—cast law spells at +1 caster level. *Protection domain*—protective ward 1/day grants +4 resistance bonus on next save.

Spells Prepared (5/3+1/3+1/2+1; save DC = 12 + spell level): 0—*light, guidance, resistance, cure minor wounds* x2; 1—*obscuring mist, cure light wounds, command, protection from chaos*; 2nd lvl—*bull's strength, hold person, resist elements-cold, calm emotions*; 3rd lvl—*magic vestment, searing light, protection from elements*.

Possessions: as above + 3 gp, 5 sp

Dorlin, human male Rgr1/Ftr5: CR 6; Medium humanoid; HD 6d10+6; hp 54; Init +3 (Dex); Spd 30 ft.; AC 17 (3 Dex, +4 chain shirt); Atk +7/+7 melee (1d8+4, [crit 19-20], longsword, and 1d6+1 [crit 19-20], short sword); SA Favored enemy +1 magical beasts; AL LN; SV Fort +6, Ref +4, Will +1.

Str 15, Dex 16, Con 12, Int 14, Wis 10, Cha 14

Skills: Wilderness Lore +7, Search +7, Spot +8. *Feats:* Ambidexterity, Two-weapon Fighting, Dodge, Combat Reflexes, Blind-fight, Track, Weapon Focus (longsword), Weapon Specialization (longsword), Weapon Focus (short sword), Power Attack.

Possessions: as above + 6 gp, 7 sp

Encounter 6: Confrontations are Overrated.

By this time, the PCs should have decided what they are going to do about bringing in the “bad guys.” Below,

are the probable places they might decide to have the show-down.

The Beshabans no longer have the body of Sirrus Melandor. They have already made the exchange for the *amulet of life protection*. Garth has the amulet.

At the Mill:

The Beshabans have been using an area under the mill for the meeting area. **(DM Map #2)**. In addition, there is a map of the mill proper **(DM Map #3)**.

The antechamber has a couple of things around that are being used by the Beshabans. There is a small table with a bowl on it. The bowl has markings that are unreadable unless a *read magic* spell is being used. If the spell is used, the markings translate to a prayer to Beshaba. There is a small barrel of liquid under the table. Alongside the bowl is a purple colored silk cloth.

Inside the Shrine, there is an altar. On the altar is another bowl, a large dagger, a scroll, and another piece of purple cloth. There are chairs throughout the room. If the PCs look at the scroll, they will see nothing. It means nothing. But it looks good.

The time of day the PCs show up will determine whether or not the Beshabans are there. The PCs could set up an ambush. That would be a good idea, especially since the mercenaries won't be around if they confront the Beshabans in their shrine.

At the Shining Moon Inn:

There is the distinct possibility that the PCs may try to confront the bad guys at the inn. The problem with that would be the destruction of the place, Stavros would not be pleased. However, if they do, use the same stats for the Beshabans but add in the mercenaries (from Encounter Five). There is a map in the appendix detailing the room areas of the Shining Moon Inn **(DM Map #4)**.

In the Streets of Mossbridges:

Finally, the PCs may choose to take the fight to the streets. Again, not the best course of action; Lord Darkarrow doesn't tolerate open warfare in the streets. However, just in case, there is a general map in the appendix **(DM Map #5)**.

Wherever they decide to confront them, have at. Note that these guys really are not competent, but they try hard. So do your best.

EL 3

At this EL, most of the Beshabans have left town, and only these two remain to be captured.

Strybyorn, male human Clr1 of Beshaba: CR 1; Medium humanoid; HD 1d8+2; hp 8; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +3 melee (1d6+2, masterwork light mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +4, Ref +1, Will +5.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +5, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light*; 1st lvl—*bane, doom, protection from law*.

Possessions: Scale mail, *bracers of armor +1* not worn, masterwork light mace, pouch with 13 gp.

Ingunn, female human Clr1/Ftr1 of Beshaba: CR 2; Medium humanoid; HD 1d8+1d10-4; hp 12; Init -3 (Dex); Spd 30 ft.; AC 16 (-3 Dex, +6 banded mail, +2 large steel shield); Atks +5 melee (1d8+3 [crit 19-20], longsword); SA spells; SQ Chaos and Trickery domains, rebuke undead; AL CE; SV Fort +4, Ref -3, Will +4.

Str 16, Dex 4, Con 7, Int 11, Wis 14, Cha 12.

Skills: Craft +5, Heal +7, Hide -3, Listen +2, Move Silently -3, Profession +4, Scry +4, Spot +2. *Feats:* Great Fortitude, Exotic Weapon Proficiency (bastard sword), Power Attack.

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 12 + spell level); 0 lvl—*cure minor wounds, resistance, light*; 1st lvl—*command, magic weapon, protection from law*.

Possessions: Banded mail, large steel shield, masterwork longsword, pouch with 3 gold and 5 silver.

EL 5

At this EL, most of the Beshabans have left town, and only these three remain to be captured.

Strybyorn, male human Clr1 of Beshaba: CR 1; Medium humanoid; HD 1d8+2; hp 8; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +3 melee (1d6+3, +1 *light mace*); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +4, Ref +1, Will +5.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +5, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light*; 1st lvl—*bane, doom, protection from law*.

Possessions: Scale mail, +1 *light mace*, pouch with 13 gp.

Ingunn, female human Clr1/Ftr1 of Beshaba: CR 2; Medium humanoid; HD 1d8+1d10-4; hp 12; Init -3 (Dex); Spd 30 ft.; AC 16 (-3 Dex, +6 banded mail, +2 large steel shield); Atks +4 melee (1d8+3 [crit 19-20], masterwork longsword); SA spells; SQ Chaos and Trickery domains, rebuke undead; AL CE; SV Fort +4, Ref -3, Will +4.

Str 16, Dex 4, Con 7, Int 11, Wis 14, Cha 12.

Skills: Craft +5, Heal +7, Hide -3, Listen +2, Move Silently -3, Profession +4, Scry +4, Spot +2. *Feats:* Great Fortitude, Exotic Weapon Proficiency (bastard sword), Power Attack.

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 12 + spell level); 0 lvl—*cure minor wounds, resistance, light*; 1st lvl—*command, magic weapon, protection from law*.

Possessions: Banded mail, large steel shield, masterwork longsword, pouch with 3 gold and 5 silver.

Aethelweard, male human Rog1/Clr1 of Beshaba: CR 2; Medium humanoid; HD 1d6+1d8+2; hp 12; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Atks -2 melee (1d4-2 [crit 19-20], dagger), or +1 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6; SQ rebuke undead, Chaos and Trickery domains; AL CE; SV Fort +3, Ref +3, Will +3.

Str 7, Dex 12, Con 12, Int 11, Wis 12, Cha 9.

Skills: Bluff +4, Diplomacy +3, Disable Device +2, Disguise +5, Hide +1, Intuit Direction +5, Listen +1, Move Silently +5, Pick Pocket +3, Profession +5, Spot +5.5, Use Magic Device +4. *Feats:* Point-blank Shot, Skill Focus (disguise).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 11 + spell level); 0 lvl—*cure minor wounds, detect magic, resistance*; 1st lvl—*random action, divine favor, protection from law*.

Possessions: Leather armor, *bracers of armor* +1 not worn, dagger, light crossbow, 10 bolts, pouch containing 10 gold and 8 silver.

EL 7

Shelisa, female human Clr5 of Beshaba: CR 5; Medium humanoid; HD 5d8+5; hp 35; Init +4; Spd 30 ft.; AC 15 (+4 Dex, *bracers of armor* +1); Atks +4 melee (1d6+3, +1 *light mace*); SA spells; SQ rebuke undead, Chaos and Luck domains; AL CE; SV Fort +3, Ref +5, Will +6.

Str 14, Dex 18, Con 12, Int 14, Wis 15, Cha 12.

Skills: Concentration +10, Spellcraft +9, Knowledge (religion) +9, Speak Goblin. *Feats:* Combat Casting, Combat Reflexes, Spell Focus (Enchantment).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Luck domain*—reroll one failed roll 1/day.

Spells (5/4+1/3+1/1+1; save DC = 12 + spell level (+2 for *doom* and *hold person*)): 0 lvl—*cure minor wounds* x2, *resistance, inflict minor wounds, detect magic*; 1st lvl—*bles, cure light wounds, doom, entropic shield*; 2nd lvl—*cure moderate wounds, hold person, darkness, shatter*; 3rd lvl—*bestow curse, magic circle against law*.

Possessions: *bracers of armor* +1, +1 *light mace*, pouch with 50 gold in gems (10 gp each, onyx).

Garth, male human Ftr4: CR 4; Medium humanoid; HD 4d10+4; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+1 Dex, +8 full plate w/ symbol of Beshaba, +2 large steel shield w/ symbol of Beshaba); Atks +5/+4 melee (1d8+5 [crit 19-20], +1 *longsword* (primary hand), and 1d6+2 [crit 19-20], masterwork short sword (offhand)), +5 ranged (1d8+1 [crit 19-20] light crossbow, masterwork bolts); AL CE; SV Fort +5, Ref +2, Will +1.

Str 18, Dex 12, Con 13, Int 12, Wis 11, Cha 9.

Skills: Hide +2, Listen +2, Move Silently +3, Spot +6, Speak Dwarf. *Feats:* Cleave, Power Attack, Ambidexterity, Improved Initiative, Blind-fight, Two-weapon Fighting.

Possessions: Full plate w/ symbol of Beshaba, Large steel shield w/ symbol of Beshaba, +1 *longsword*, masterwork short sword, 20 masterwork bolts, light crossbow, pouch containing 24 gold and 8 silver.

Aethelweard, male human Rog2/Clr1 of Beshaba: CR 3; Medium humanoid; HD 2d6+1d8+3; hp 17; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Atks +0 melee (1d4-2 [crit 19-20], dagger), or +2 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +1d6; SQ rebuke undead, Chaos and Trickery

domains, Evasion; AL CE; SV Fort +3, Ref +4, Will +3.

Str 7, Dex 12, Con 12, Int 11, Wis 12, Cha 9.

Skills: Bluff +5, Diplomacy +3, Disable Device +3, Disguise +5, Hide +3, Intuit Direction +5, Listen +3, Move Silently +6, Pick Pocket +4, Profession +5, Spot +5.5, Use magic device +4. *Feats:* Point-blank Shot, Skill Focus (disguise), Weapon Focus (dagger).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 11 + spell level); 0 lvl—*cure minor wounds, detect magic, resistance*; 1st lvl—*random action, divine favor, protection from law*.

Possessions: Leather armor, dagger, light crossbow, 10 bolts, pouch containing 10 gold and 8 silver.

EL 9

Shelisa, female human Clr5 of Beshaba: CR 5; Medium humanoid; HD 5d8+5; hp 35; Init +3; Spd 30 ft.; AC 15 (+3 Dex, *bracers of armor* +2); Atks +4 melee (1d6+3, +1 *light mace*); SA spells; SQ rebuke undead, Chaos and Luck domains; AL CE; SV Fort +3, Ref +4, Will +6.

Str 14, Dex 10, Con 12, Int 14, Wis 15, Cha 12.

Skills: Concentration +10, Spellcraft +9, Knowledge (religion) +9, Speak Goblin. *Feats:* Combat Casting, Combat Reflexes, Spell Focus (Enchantment).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Luck domain*—reroll one failed roll 1/day.

Spells (5/4+1/3+1/1+1; save DC = 12 + spell level (+2 for *doom* and *hold person*)): 0 lvl—*cure minor wounds* x2, *resistance, inflict minor wounds, detect magic*; 1st lvl—*bles*s, *cure light wounds, doom, entropic shield*; 2nd lvl—*cure moderate wounds, hold person, darkness, shatter*; 3rd lvl—*bestow curse, magic circle against law*.

Possessions: *bracers of armor* +2, +1 *light mace*, pouch with 50 gold in gems (10 gp each, onyx).

Garth, male human Ftr5: CR 5; Medium humanoid; HD 5d10+5; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+1 Dex, +8 full plate w/ symbol of Beshaba, +2 large steel shield w/ symbol of Beshaba); Atks +6/+5 melee (1d8+5 [crit 19-20], +1 *longsword* (primary hand), and 1d6+2 [crit 19-20], masterwork short sword (offhand)), +6 ranged (1d8+1 [crit 19-20] light crossbow, masterwork bolts); AL CE; SV Fort +5, Ref +2, Will +1.

Str 18, Dex 12, Con 13, Int 12, Wis 11, Cha 9.

Skills: Hide +3, Listen +2, Move Silently +3, Spot +6, Speak Dwarf. *Feats:* Cleave, Power Attack, Ambidexterity, Improved Initiative, Blind-fight, Two-weapon Fighting.

Possessions: Full plate w/ symbol of Beshaba, Large steel shield w/ symbol of Beshaba, +1 *longsword*, masterwork short sword, 20 masterwork bolts, light crossbow, pouch containing 24 gold and 8 silver.

Aethelweard, male human Rog4/Clr3 of Beshaba: CR 7; Medium humanoid; HD 4d6+3d8+7; hp 41; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Atks +5/+0 melee (1d4-2 [crit 19-20], dagger), or +7 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +2d6; SQ rebuke undead, Chaos and Trickery domains, Evasion, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +6, Will +5.

Str 7, Dex 12, Con 12, Int 11, Wis 12, Cha 9.

Skills: Bluff +7, Diplomacy +7, Disable Device +5, Disguise +5, Hide +5, Intuit Direction +5, Listen +7, Move Silently +8, Pick Pocket +4, Profession +5, Spot +7, Use Magic Device +6. *Feats:* Point-blank Shot, Skill Focus (disguise), Weapon Focus (dagger).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (4/3+1/1+1; save DC = 11 + spell level); 0 lvl—*cure minor wounds, detect magic, resistance, virtue*; 1st lvl—*random action, command, divine favor, protection from law*; 2nd lvl—*hold person, invisibility*.

Possessions: Leather armor, dagger, light crossbow, 10 bolts, pouch containing 10 gold and 8 silver.

Strybyorn, male human Clr1 of Beshaba: CR 1; Medium humanoid; HD 1d8+2; hp 8; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +2 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +4, Ref +1, Will +5.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +5, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light*; 1st lvl—*bane, doom, protection from law*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Ingunn, female human Clr1/Ftr1 of Beshaba: CR 2; Medium humanoid; HD 1d8+1d10-4; hp 12; Init -3 (Dex); Spd 30 ft.; AC 16 (-3 Dex, +6 banded mail, +2 large steel shield); Atks +4 melee (1d10+3 [crit 19-20], bastard sword); SA spells; SQ Chaos and Trickery

domains, rebuke undead; AL CE; SV Fort +4, Ref -3, Will +4.

Str 16, Dex 4, Con 7, Int 11, Wis 14, Cha 12.

Skills: Craft +5, Heal +7, Hide -3, Listen +2, Move Silently -3, Profession +4, Scry +4, Spot +2. *Feats:* Great Fortitude, Exotic Weapon Proficiency (bastard sword), Power Attack.

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 12 + spell level); 0 lvl—*cure minor wounds, resistance, light*; 1st lvl—*command, magic weapon, protection from law*.

Possessions: Banded mail, large steel shield, bastard sword, pouch with 3 gold and 5 silver.

EL 11

Shelisa, female human Clr8 of Beshaba: CR 8; Medium humanoid; HD 8d8+8; hp 64; Init +2; Spd 30 ft.; AC 15 (+2 Dex, *bracers of armor* +3); Atks +8/+3 melee (1d6+4, +2 *light mace*); SA spells; SQ rebuke undead, Chaos and Luck domains; AL CE; SV Fort +7, Ref +6, Will +9.

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

Skills: Concentration +12, Spellcraft +12, Knowledge (religion) +12, Heal +7, Speak Goblin. *Feats:* Combat Casting, Combat Reflexes, Lightning Reflexes, Spell Focus (Enchantment).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Luck domain*—reroll one failed roll 1/day.

Spells (6/5+1/4+1/4+1/2+1; save DC = 13 + spell level (+2 for *doom* and *hold person*)): 0 lvl—*cure minor wounds* x2, *resistance, inflict minor wounds* x2, *detect magic*; 1st lvl—*bless, cure light wounds, doom* x2, *command, entropic shield*; 2nd lvl—*cure moderate wounds, hold person* x2, *darkness, shatter*; 3rd lvl—*bestow curse, animate dead, searing light, summon monster III, magic circle against law*; 4th lvl—*divine power, freedom of movement, confusion*.

Possessions: *bracers of armor* +3, +2 *light mace*, pouch with 50 gold in gems (10 gp each, onyx).

Garth, male human Ftr8: CR 8; Medium humanoid; HD 8d10+8; hp 72; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+1 Dex, +8 full plate w/ symbol of Beshaba, +2 large steel shield w/ symbol of Beshaba); Atks +10/+9 melee (1d8+7 [crit 19-20], +1 *longsword* (primary hand), and 1d6+2 [crit 19-20], masterwork short sword (offhand)), +8 ranged (1d8+1 [crit 19-20] light crossbow, masterwork bolts); AL CE; SV Fort +7, Ref +3, Will +3.

Str 18, Dex 12, Con 13, Int 12, Wis 11, Cha 9.

Skills: Hide +4, Listen +4, Move Silently +4, Spot +6.5, Speak Dwarf. *Feats:* Cleave, Power Attack,

Ambidexterity, Improved Initiative, Blind-fight, Two-weapon Fighting, Weapon Focus (*longsword*), Weapon Focus (short sword), Weapon Specialization (*longsword*).

Possessions: Full plate w/ symbol of Beshaba, Large steel shield w/ symbol of Beshaba, +2 *longsword*, masterwork short sword, 20 masterwork bolts, light crossbow, pouch containing 24 gold and 8 silver.

Aethelweard, male human Rog4/Clr4 of Beshaba: CR 7; Medium humanoid; HD 4d6+4d8+8; hp 48; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Atks +6/+1 melee (1d4-2 [crit 19-20], dagger), or +8 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +2d6; SQ rebuke undead, Chaos and Trickery domains, Evasion, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +6, Will +6.

Str 7, Dex 12, Con 12, Int 11, Wis 12, Cha 9.

Skills: Bluff +8, Diplomacy +8, Disable Device +5, Disguise +5, Hide +5, Intuit Direction +5, Listen +7, Move Silently +8, Pick Pocket +4, Profession +5, Spot +7, Use Magic Device +6. *Feats:* Point-blank Shot, Skill Focus (disguise), Weapon Focus (dagger).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (5/4+1/2+1; save DC = 11 + spell level); 0 lvl—*cure minor wounds, detect magic, resistance* x2, *virtue*; 1st lvl—*random action* x2, *command, divine favor, protection from law*; 2nd lvl—*hold person* x2, *invisibility*.

Possessions: Leather armor, dagger, light crossbow, 10 bolts, pouch containing 10 gold and 8 silver.

Strybyorn, male human Clr1 of Beshaba: CR 1; Medium humanoid; HD 1d8+2; hp 8; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +2 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +4, Ref +1, Will +5.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +5, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light*; 1st lvl—*bane, doom, protection from law*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Ingunn, female human Clr1/Ftr1 of Beshaba: CR 2; Medium humanoid; HD 1d8+1d10-4; hp 12; Init -3 (Dex); Spd 30 ft.; AC 16 (-3 Dex, +6 banded mail, +2 large steel shield); Atks +4 melee (1d10+3 [crit 19-20], bastard sword); SA spells; SQ Chaos and Trickery domains, rebuke undead; AL CE; SV Fort +4, Ref -3, Will +4.

Str 16, Dex 4, Con 7, Int 11, Wis 14, Cha 12.

Skills: Craft +5, Heal +7, Hide -3, Listen +2, Move Silently -3, Profession +4, Scry +4, Spot +2. *Feats:* Great Fortitude, Exotic Weapon Proficiency (bastard sword), Power Attack.

SQ: Chaos domain—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 12 + spell level); 0 lvl—*cure minor wounds, resistance, light*; 1st lvl—*command, magic weapon, protection from law*.

Possessions: Banded mail, large steel shield, bastard sword, pouch with 3 gold and 5 silver.

Encounter 7: Time to go home

Once the Beshabans have been overcome, the PCs will need to get them back to Ravens Bluff. This shouldn't be too hard. They could ask at Lord Darkarrow's keep for a wagon and shackles. Calgar will be more than happy to supply what the PCs need. In addition, he will offer 4 guards from the keep to go back to Ravens Bluff with the PCs.

When the PCs reach Ravens Bluff, they will have to go through the North Gate. The guards will question the PCs. If the PCs are smart, they will show them the writ and explain what is going on. With that being the case, the PCs will have an armed escort to the nearest Watch barracks where the PCs should turn the Beshabans over.

After this is complete, the PCs need to report back to the Mayor and Lord Balancer. They could have the men summoned to the Watch barracks or they could go to the Mayor's office or, they could go to the Temple of Tyr. Any of these will work.

The two men will be extremely happy and express their thanks.

“This is wonderful news. I see that the boasts that Ravens Bluff makes about its adventurers have proven true once again. We can't thank you enough. The interrogation will begin immediately. Were you able to recover the body?”

This would be the point where the PCs should tell their story and get paid if they asked for money. But, it's not over yet.

Finale: He's Back

This portion of the event takes place at the end of both the Low Level and the High Level, so a few days after the previous events. It is the culmination of the series. The Clerical Circle has been researching bringing SIRRUS Melandor back to life, as his essence was enhanced and preserved by the Great Machine. The High Level group was sent to retrieve the body of the former Chief Prelate from the ruins of Zhentil Keep. Now, with the body and the amulet, the priest will be raised.

A few days have gone by since you brought the Beshabans back to Ravens Bluff from Mossbridges. As you begin to make your way out and about for the evening, you see the young girl, Trina Mountain, headed your way. “There you are, I thought I would never find you. The priests at the Temple of Tyr sent me to find you. They were looking for some help tonight. Come with me to the Temple, they are expecting you.” The girl looks at you.

Hopefully, the PCs will follow her. If they ask questions, Trina will be vague. She will tell them that something is going on and the priests wanted the PCs found. Something about keeping a watch out, but she doesn't know any more than that.

Moving out to the street, Trina says, “I have to gather a few other people.” Eventually, your entire group is back together and heading towards the Silver Halls of Tyr. Trina heads up the stairs and through the front doors.

The PCs should follow Trina.

Moving inside the hall, you are confronted by three priests. One steps forward, “Finally, we have to make haste to the Temple of Selune. Tonight, we are reuniting SIRRUS Melandor's soul with his body. We need you to stand as lookouts. You have all seen the Beshabans, if any more show up, we need to make sure they do not disturb the ritual.” The priests head out the front door.

If the PCs don't follow, one of the priests will turn back.

“My friends, the Beshabans you captured could not have been all of them. We believe they will make an

appearance tonight. Regardless of how stupid that would be, we have the feeling that it will occur. Because of the extent of the upcoming ritual, the most powerful priests and wizards have been busy preparing and unable to take time to divine their location. That is why we need you. Are you coming?" The priests hesitate for just a moment before moving out into the night.

Hopefully, this has gotten the PCs' attention and they will join the priests and Trina. If not, the event is over for them, summarize what they will hear the next day.

The Temple of Selune is not far from the Silver Halls. As you approach, it is buzzing with activity. There are several City Watch members, Knights, members of the Ministry of Art, members from the Wizards Guild and adventurers you recognize from the city. Seems everyone is turning out for this event.

Moving into the temple, you are lead to the back of the entrance chamber and out into a large courtyard. There are members of all the temples in the city milling about. The temple building forms the wall of the courtyard. In the center, on what you assume is the altar, is a covered body. Several torches and sconces are set around the scene. You see that the moon is at a quarter tonight.

After looking around for a few moments, you are finally approached by the woman you know as Ashwind. "It is good that you have come. You have been asked here to keep a watch out."

Under no circumstances can the ritual be interrupted.

The PCs will be spread out around the courtyard and asked to take up their places. Remember this is the dramatic finale; make it that way.

The area in the back of the Temple of Selune is 195 ft. wide and 300 ft. long, like the shape of a football field. There are a number of people gathered for the ritual, use your imagination.

Taking your place along the perimeter of the courtyard, you settle in to make sure no one disrupts the raising of SIRRUS MELANDOR. Ashwind says one last thing before she heads off to another group of adventurers that has arrived. "If something happens, please take care in what you do. Particularly loud noises or miscasting of spells could also disrupt the ritual." She looks at each one of you again, then takes her leave.

Things get very quiet around the courtyard. Out of the corner of your eye, you see that the High Priests of all the civic temples have gathered around the body lying on the alter. Several other priests, of all different temples, form another ring around the first group.

Finally, you see a mix of wizards and other guards take up positions in the outer ring of the ritual area.

Take a moment and see what the PCs are doing, they need to be keeping an eye on the courtyard, not the ritual. If they are looking at the ritual, they may miss the Beshabans coming in. Also, keep in mind that particularly damaging spells could disrupt the ritual.

Keeping your eyes off of the ritual and concentrating on the area outside the circles, is not the easiest thing you have ever done. It's not everyday a legend of the city is resurrected.

Have the PCs each make a Spot check at a DC 15 to notice something happening on the roof in the back area of the temple. The Beshabans and Banites are teleporting in. Both will be fully armed and ready to attack. The PCs need to react right away to avoid having the ritual interrupted. They need to make the situation known to the Watch and guards immediately.

There are a lot of these people teleporting in; the ones listed below are those the PCs have to fight. Go up 2 ELs (so 3 becomes 5, etc). This is a dramatic conclusion, so it's more deadly.

EL 5

Male human Clr1 of Beshaba (2): CR 1; Medium humanoid; HD 1d8+2; hp 8; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +2 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +4, Ref +3, Will +5.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +5, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: Chaos domain—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (3/2+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light*; 1st lvl—*bane, doom, protection from law*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Male half-orc Bbn1: CR 1; Medium humanoid; HD 1d12+2; hp 13; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atks +5 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 1/day; SQ Fast Movement; AL CN; SV Fort +4, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +4, Listen +4, Climb +4. *Feats:* Weapon Focus (greataxe).

Possessions: as above + 2 gp, 5 sp

Female human Sor1: CR 1; Medium humanoid; HD 1d4+2; hp 5; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +0 melee (1d6, quarterstaff); SA spells; AL NE; SV For +2, Ref +4, Will +2.

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

Skills: Concentration +6, Spellcraft +4. *Feats:* Lightning Reflexes, Combat Casting.

Spells (5/2 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand*; 1st lvl—*mage armor, shield, magic missile*.

EL 7

Male human Clr2 of Beshaba (2): CR 2; Medium humanoid; HD 2d8+4; hp 16; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +3 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +5, Ref +3, Will +6.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +6, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (4/3+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light, resistance*; 1st lvl—*bane, doom, entropic shield, protection from law*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Male half-orc Bbn2 (2): CR 2; Medium humanoid; HD 2d12+4; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atks +6 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 1/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +4. *Feats:* Weapon Focus (greataxe).

Possessions: as above + 2 gp, 5 sp

Female human Sor2 (2): CR 2; Medium humanoid; HD 2d4+4; hp 10; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +1 melee (1d6, quarterstaff); SA spells; AL NE; SV For +2, Ref +4, Will +3.

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

Skills: Concentration +7, Spellcraft +5. *Feats:* Lightning Reflexes, Combat Casting.

Spells (6/3 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic*; 1st lvl—*mage armor, shield, magic missile*.

EL 9

Male human Clr4 of Beshaba (2): CR 4; Medium humanoid; HD 4d8+8; hp 32; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +6 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +6, Ref +4, Will +7.

Str 15, Dex 13, Con 14, Int 10, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +7, Listen +3, Move Silently +3, Spot +3. *Feats:* Lightning Reflexes, Weapon Focus (heavy mace), Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (5/4+1/3+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light, resistance* x2; 1st lvl—*bane, doom* x2, *entropic shield, protection from law*; 2nd lvl—*hold person, sound burst, summon monster II, shatter*.

Possessions: Scale mail, heavy mace, pouch with 13 gp.

Male half-orc Bbn4 (2): CR 4; Medium humanoid; HD 4d12+8; hp 52; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atks +8 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 2/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +6, Ref +3, Will +2.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +5, Climb +5. *Feats:* Weapon Focus (greataxe), Iron Will.

Possessions: as above + 2 gp, 5 sp

Female human Sor4 (2): CR 4; Medium humanoid; HD 4d4+8; hp 20; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +2 melee (1d6, quarterstaff); SA spells; AL NE; SV For +5, Ref +5, Will +4.

Str 11, Dex 15, Con 14, Int 11, Wis 10, Cha 16

Skills: Concentration +9, Spellcraft +7. *Feats:* Lightning Reflexes, Combat Casting, Great Fortitude.

Spells (6/5/4 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic, ghost sound*; 1st lvl—*mage armor, shield, magic missile, summon monster I*; 2nd lvl—*blindness/deafness, summon monster II*.

EL 11

Male human Clr6 of Beshaba (2): CR 6; Medium humanoid; HD 6d8+12; hp 48; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 scale, +2 *magic vestment* on armor); Atks +7 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +9, Ref +5, Will +8.

Str 15, Dex 13, Con 14, Int 10, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +3, Knowledge (religion) +7, Listen +3, Move Silently +3, Spot +3. *Feats:* Lightning Reflexes, Great Fortitude, Weapon Focus (heavy mace), Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (5/4+1/4+1/3+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light, resistance* x2; 1st lvl—*bane, doom* x2, *entropic shield, protection from law*; 2nd lvl—*hold person* x2, *sound burst, summon monster II, shatter*; 3rd lvl—*magic vestment, searing light, summon monster III, magic circle against law*.

Possessions: Scale mail, heavy mace, pouch with 13 gp.

Male half-orc Bbn6 (2): CR 6; Medium humanoid; HD 6d12+12; hp 72; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atks +10/+5 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 2/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +7, Ref +4, Will +3.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +6, Listen +6, Climb +5. *Feats:* Weapon Focus (greataxe), Iron Will, Combat Reflexes.

Possessions: as above + 2 gp, 5 sp

Female human Sor6 (2): CR 6; Medium humanoid; HD 6d4+12; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (60 ft.); AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +3 melee (1d6, quarterstaff); SA spells; SQ active *expeditious retreat* and *haste* spells; AL NE; SV For +6, Ref +6, Will +5.

Str 11, Dex 15, Con 14, Int 11, Wis 10, Cha 16

Skills: Concentration +11, Spellcraft +9. *Feats:* Lightning Reflexes, Combat Casting, Great Fortitude, Improved Initiative.

Spells (6/4/6/3 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic, ghost sound*; 1st lvl—*mage armor, shield, expeditious retreat, magic missile, summon monster I*; 2nd lvl—*blindness/deafness, Melf's acid arrow, summon monster II*; 3rd lvl—*lightning bolt, haste*.

Male human Clr2 of Beshaba (2): CR 2; Medium humanoid; HD 2d8+4; hp 16; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +3 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +5, Ref +3, Will +6.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +6, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (4/3+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light, resistance*; 1st lvl—*bane, doom, entropic shield, protection from law*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Male half-orc Bbn2 (2): CR 2; Medium humanoid; HD 2d12+4; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +6 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 1/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +4. *Feats:* Weapon Focus (greataxe).

Possessions: as above + 2 gp, 5 sp

Female human Sor2 (2): CR 2; Medium humanoid; HD 2d4+4; hp 10; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +1 melee (1d6, quarterstaff); SA spells; AL NE; SV For +2, Ref +4, Will +3.

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

Skills: Concentration +7, Spellcraft +5. *Feats:* Lightning Reflexes, Combat Casting.

Spells (6/3 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic*; 1st lvl—*mage armor, shield, magic missile*.

EL 13

Male human Clr8 of Beshaba (2): CR 8; Medium humanoid; HD 8d8+16; hp 64; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 scale, +2 *magic vestment* on armor); Atks +10/+5 melee (1d8+3, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +10, Ref +6, Will +9.

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

Skills: Diplomacy +8, Hide +3, Knowledge (religion) +9, Listen +3, Move Silently +3, Spot +3. *Feats:* Lightning Reflexes, Great Fortitude, Weapon

Focus (heavy mace), Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (6/5+1/4+1/4+1/2+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light, resistance* x3; 1st lvl—*bane, command, doom* x2, *entropic shield, protection from law*; 2nd lvl—*hold person* x2, *sound burst, summon monster II, shatter*; 3rd lvl—~~*magic vestment*~~, *searing light* x2, *summon monster III, magic circle against law*; 4th lvl—*poison, summon monster IV, confusion*.

Possessions: Scale mail, heavy mace, pouch with 13 gp.

Male half-orc Bbn8 (2): CR 8; Medium humanoid; HD 8d12+16; hp 112; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atks +12/+7 melee (1d12+4 [crit 19-20/x3], greataxe); SA Bbn Rage 3/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +8, Ref +4, Will +3.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +7, Listen +7, Climb +5. *Feats:* Weapon Focus (greataxe), Iron Will, Combat Reflexes.

Possessions: as above + 2 gp, 5 sp

Note: *keen edge* was cast on their weapons by the sorcerers just before teleporting in.

Female human Sor8 (2): CR 8; Medium humanoid; HD 8d4+16; hp 40; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (60 ft.); AC 24 (+3 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +4 melee (1d6, quarterstaff); SA spells; SQ active *expeditious retreat* and *haste* and *protection from arrows* spells; AL NE; SV For +6, Ref +7, Will +6.

Str 11, Dex 16, Con 14, Int 11, Wis 10, Cha 16

Skills: Concentration +13, Spellcraft +11. *Feats:* Lightning Reflexes, Combat Casting, Great Fortitude, Improved Initiative.

Spells (6/4/6/3/3 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic, ghost sound, daze, flare*; 1st lvl—*mage armor, shield, expeditious retreat, magic missile, ray of enfeeblement, summon monster I*; 2nd lvl—*blindness/deafness, Melf's acid arrow, protection from arrows, summon monster II*; 3rd lvl—*lightning bolt, haste, keen edge*; 4th lvl—*polymorph other*.

Male human Clr2 of Beshaba (2): CR 2; Medium humanoid; HD 2d8+4; hp 16; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +3 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +5, Ref +3, Will +6.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +6, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Chaos domain*—cast chaos spells at +1 caster level. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (4/3+1; save DC = 13 + spell level); 0 lvl—*create water, detect magic, light, resistance*; 1st lvl—*bane, doom, entropic shield, protection from law*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Male half-orc Bbn2 (2): CR 2; Medium humanoid; HD 2d12+4; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +6 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 1/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +4. *Feats:* Weapon Focus (greataxe).

Possessions: as above + 2 gp, 5 sp

Female human Sor2 (2): CR 2; Medium humanoid; HD 2d4+4; hp 10; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +1 melee (1d6, quarterstaff); SA spells; AL NE; SV For +2, Ref +4, Will +3.

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

Skills: Concentration +7, Spellcraft +5. *Feats:* Lightning Reflexes, Combat Casting.

Spells (6/3 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic*; 1st lvl—*mage armor, shield, magic missile*.

After the groups have been “dealt with,” conclude the event.

With the intrusion coming under control, you turn back to the ritual. You see that the priests and the wizards in their circles have held the concentration. Finally, you see Lady DeVillars step from the circle with the amulet in hand. She carefully pulls the sheet back from the body. It's as if he weren't even dead. Lady DeVillars places the Amulet around the neck of Sirrus Melandor. A stream of light focuses on the body. The Lady returns to her place in the circle. As the chanting becomes more intense, you see two ghostly figures appear next to the body. One is the spitting image of the body on the altar. The other is that of Judge Rupert T. Hangman. The two men

embrace for a moment. The image of Sirrus Melandor then lies down "into" the body on the altar.

As the chanting comes to a fevered pitch, a flash of pure, white light flashes from the Amulet around the neck on the body. You hear a woman scream somewhere from the circle.

As the spots clear from your eyes, you see that Sirrus Melandor is sitting up on the altar, smiling and comforting Lady DeVillars, who is crying. Guards immediately surround the altar.

Thresh Balancer approaches your group. "This has been a most emotional few years for our temple and the friends of Sirrus Melandor. I want to thank you, personally, for aiding our cause. May the blessings of the gods be upon you, and know that you are a friend of the Temple of Tyr." He pauses and looks towards the assemblage that is being led out of the courtyard. "I must be going. There is much to be done. Again, thank you." For a paladin and knight, you see that this man is trying to keep his emotions in check.

THE END

HIGH LEVEL OPTION:

Only one encounter in this adventure is tiered. The rest are set either to EL 13, or to EL 19 (the final fight for the body). Please note that the creatures in Encounter Four, Areas 14-17 are fixed in amount. Use them all if you have to, but don't add more.

Encounter One: Summoned, Again

The PCs are being called to the Council offices of the Clerical Circle. They are being asked to go to the ruins of Zhentil Keep to recover the body of Sirrus Melandor, former Chief Prelate of Ravens Bluff.

Starting your day as usual, it doesn't surprise you that someone comes knocking on your door. Funny, what a coincidence. Opening the door, you see a messenger holding a scroll tube. "For you," is all he says while holding the tube out to you.

Once the PC takes the scroll tube, the messenger will tip his cap and leave, not waiting for a tip.

With a successful Knowledge (Local or Vast) check at a DC 10, the PC can determine that the seal on the scroll tube is that of the government office of the Clerical Circle. **Player Handout #1.**

Obviously, if the PCs do not go to see the Clerical Circle, the game is over. Once the PCs decide to go to the Chambers of the Clerical Circle. Once there, they will be met and ushered into the meeting room of the circle.

Arriving at the Chamber of the Clerical Circle, you are met at the door by the same messenger who delivered the summons to you. "Follow me, the Circle members are already here and waiting for you." The young man leads you down the hall to the last door on the left. Inside, you see several comfortable chairs and couches around the room. There are also small tables and shelves upon shelves of books lining the walls. Also on the walls, there are paintings depicting each of the deities represented on the Clerical Circle. The Chief Prelate motions you to sit. "We have others arriving as well, sit. All will be made clear shortly."

As each of the PCs arrives, have them describe themselves. This is not the time for chitchat; the Clerical Circle has important business. That can be done when they are excused to collect their things.

Once everyone seems to be here, the messenger is excused. All of the Circle members look at the assembled adventurers. Finally, the Chief Prelate begins. "As a result of the man hunt last night, we have a confirmed location of the body of Sirrus Melandor. It was given to Banites in exchange for the amulet. They have taken it to Zhentil Keep and are preparing to sacrifice the body to their god. We have called you here to go and retrieve the body. Wizards from the Ministry of Art are standing by to teleport you just outside of the keep when you are ready to go. I can't stress how important this is to us. Will you go?" Dayspring and the other members of the Clerical Circle look to you expectantly. The one member, in particular, who looks at you intently, is Lady DeVillars from the Temple of Waukeen.

Again, if the PCs decide not to go, game over. However, if they do decide to go, they have 2 hours to prepare. Current information regarding Zhentil Keep is below. No one on the Clerical Circle will admit to knowing where the information came from.

1. There are still creatures inhabiting the North part of the former Keep.
2. The politics of Zhentil Keep are sketchy, at best. No one knows what is going on as of late. Our agents have not been able to get much information out as of late.
3. We have a contact inside the Keep. Her name is Korina. She is a waitress at the Defiant Gesture, an Inn on the eastern side of the Keep. Korina will be easy to find she is the only ½ elf employed there. She looks human but has very dark skin and a dark greenish tint to her hair.
4. When we got word that the body might be there, we sent word to Korina, she has confirmed that the body was brought into the Keep but she has not been able to locate it.
5. All attempts to divine or scry its location on our part have failed. All we know is that it was brought into Zhentil Keep. She suspects that it might be under the Keep. You will have to contact her when you get there.
6. Be careful entering the Keep, outsiders are not particularly welcome there. It is still known to be the center of Cyric's followers. There are no temples to "good" gods and only shrines to Tymora and Tempus.
7. You will be teleported to an area to the west of the Keep in a small, wooded area. You will need to be very careful, as there are still monsters all over the area and inhabiting the ruins of the northern Keep.
8. Remember that this is a city unlike any you have been in before. It is certainly not Ravens Bluff.

You are not there to change their ways, overthrow their government, clear the monsters from the North Keep, or rescue people from their lives. You are there to find the body of Sirrus Melandor and bring it back to Ravens Bluff as quickly as possible.

9. If you are unable to teleport yourselves back here (which should be highly unlikely as they are in higher tiers); the Clerical Circle has been provided 2 tokens that will teleport the PCs back to the Clerical Circle Chamber.
10. The best way of getting into Zhentil Keep is to pose as traders. Those are the only people that are really not hassled getting into the Keep.
11. We have a map of Zhentil Keep that should help, however, we have not been guaranteed of its accuracy.
12. The Defiant Gesture is still run cleanly, however, they aren't picky about who comes in as long as the gold is good.

Once their questions have been answered, the PCs will be given 2 hours to get their things together and get back. Because this has all happened so fast, there is no further information available from other sources. If the PC is a Harper or Harper Friend, goes to the temple of Denier or Mystra, the Underworld, or the Silent Network; they can find out the following:

- Zhentil Keep has been all but immune to scrying for over 200 years. This is even truer about the areas under the city.
- It is rumored that there is an underground city where the forces of Cyric have been battling the forces of Bane since the Time of Troubles. However, this can't be confirmed as no one has ever returned from that area.
- Treasure hunters, adventurers, and even Harpers have gone down into the sewers of Zhentil Keep and never come back. It is quite likely that, if Banites have the body of Sirrus Melandor, this is where they would keep it.

Encounter Two: Out of the Frying Pan

When the PCs come back to the Clerical Circle Chambers, they will be ushered into a different room. This on is the main meeting chamber. This is the launch point for the mission.

Returning to the Clerical Circle Chambers, you are escorted into a different room. It is the main meeting area of the Clerical Circle. All the priests are present

and there are two wizards from the Ministry of Art. The Chief Prelate addresses you again. "It is time to go. We have consulted with the Ministry of Art and are ready to teleport you to an area west of Zhentil Keep. There will be no possibility of error. Please be careful."

If the PCs need the teleportation tokens, they will be given to them now.

The wizards begin the spell, suddenly; you begin to experience the familiar feeling of magical transportation. A few moments later, you find yourself standing on a plush, grassy area amidst a wooded area. You don't see a soul in sight. It's a bit on the cool side, this is the north and summer isn't quite here yet. The day is cloudy and overcast.

The Tesh Trail is about 20 yards to the north. A few minutes of looking will reveal this. There is no one on the road currently. The PCs need to be very careful approaching Zhentil Keep. As they were told, outsiders are not welcome. The only people that really come and go are traders. If the PCs come in with their "shiny armor" or "good guy" symbols blazing, that could be very bad. They will need to be disguised somehow.

Another problem, detecting evil could be a blinding experience in some places. Most people in the Keep are Neutral at best. However, the government is definitely evil. The oppressive state shows as soon as you get to the outskirts of the Keep.

Last problem, coin of the realm. The PCs probably don't have coins from the Zhentarim. However, as long as the PCs pretend to be traders coming into the Keep, they won't have a problem getting in. If they try other things, keep in mind that the guards are not stupid and they serve an evil ruler. They are suspicious by occupation and relations.

Searching the area, you spot a road just to out of the woods. You were told that you were being teleported just west of the Keep. Looking off in the distance to the right, you spot buildings and a wall. It has to be Zhentil Keep.

The Tesh Trail is quiet this morning. There isn't much travel going on as it is mid week. The PCs are going to run into a group of former Zhentilar soldiers leaving the Keep. As long as the PCs don't attack them, they should be able to get some good information.

Rounding a corner in the road, you see riders just off to the side of the road. They are dressed in neglected chain armor and wear the tattered colors you have seen on the Zhent Ambassador in Ravens Bluff. They

are looking around the debris of an overturned wagon.

These people are the former Zhent soldiers. They are now wandering the countryside trying to make it the only way they know how, by scavenging. The PCs would do well to talk to these people. If they do, use the following for answers.

1. They are not active Zhentilar any longer. They have left the “gods-forsaken” place to go it alone. They want nothing to do with the place.
2. They are checking out a crashed wagon. Looks like the horse fell lame and the driver died in the crash. (They are obviously scavenging the site.) There are some furs, spices, and regular traveling gear. Must have been a trader heading for Zhentil Keep. (If the PCs get the chance to look closely, they will note the combined worth of the furs is about 500 gold and the spices 300. The driver had about 20 gold on him.)
3. Stay out of the northern section, there are all kinds of monsters fighting it out for control; giants, ogres, trolls even rumored to be a dragon.
4. Don’t mess with the guards at the gate. If you are going in to trade, just pay the fee and be on your way. Sneaking in isn’t an option either; they make sure to reveal anything or anyone that is invisible as you cross into the Keep. Trying anything on the gate guards is a sure-fire way to end up in “The Crypts” and then with the executioner, or worse. (The Crypts is the constabulary and jail.)
5. The Defiant Gesture is an ok place to go, if you have to be in that stinking city. A bit expensive, but still one of the nicer places. They have good food, good locks on the room doors, and just about anyone is welcome, so long as the gold is good.
6. Mind your manners and watch your step in that hell hole, the Black Network is everywhere. The power of the Zhentarim is strong and far-reaching, best not make an enemy of them.
7. The sewers and underground, that’s where they sent people to patrol that they didn’t want coming back. You shouldn’t go there unless you have no where else to go and you are at piece with your god.
8. They have a map of the southern section of Zhentil Keep if the PCs want to buy it. They will trade for 200 gold or a magic weapon. They will take gold from Ravens Bluff. However, this could jeopardize the PCs. Gems are also acceptable. The map is
Player Handout 3 (there is no Player Handout 2).

Amundi, male human Ftr12: CR 12; Medium humanoid; HD 12d10+12; hp 87; Init +4; Spd 30 ft.; AC 15 (+5 chainmail); Atks +17/+12/+7 melee (1d4+4

masterwork spiked gauntlets, or 1d8+5 [crit 19-20], longsword +2), or +13/+8/+3 ranged (1d8 [crit 19-20], +1 light crossbow and masterwork bolts); AL LN; SV Fort +9, Ref +4, Will +3

Str 16, Dex 11, Con 13, Int 10, Wis 9, Cha 9.

Skills: Handle Animal +14, Hide +0, Jump +11, Listen +1, Move Silently +0, Ride +10, Spot +1, Swim +12. *Feats:* Alertness, Blind-fight, Cleave, Combat Reflexes, Endurance, Improved Initiative, Mounted Combat, Point Blank Shot, Power Attack, Quick Draw, Ride-By Attack, Toughness, Weapon Focus (gauntlet).

Possessions: as above +10 gold and 5 silver.

Nasir, male human Ftr9: CR 9; Medium humanoid; HD 9d10+18; hp 77; Init +2; Spd 30 ft.; AC 17 (+2 Dex & +5 chainmail); Atks +15/+10 melee (1d8+4 [crit 19-20], longsword) and +17 melee (1d8+5, +3 halfspear), or +12 ranged (1d8 [crit 19-20], light crossbow & masterwork bolts); AL LN; SV Fort +8, Ref +5, Will +2.

Str 18, Dex 14, Con 14, Int 12, Wis 8, Cha 9.

Skills: Bluff +5, Climb +10, Craft +14, Escape Artist +6, Forgery +4, Handle Animal +9, Hide +2, Listen -1, Move Silently +2, Spot -1. *Feats:* Blind-Fight, Ambidexterity, Improved Critical (Short Spear), Improved Critical (Crossbow, Light), Leadership, Quick Draw, Skill Focus (Craft), Two-Weapon Fighting, Weapon Focus (Halfspear), Weapon Focus (Longsword).

Possessions: as above + 5 gold pieces & 8 silver pieces.

Teressa, female human Ftr9: CR 9; Medium humanoid; HD 9d10; hp 47; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +5 chain mail); Atks +14/+9 melee (1d6+8 [crit 18-20], +3 rapier) and +10 melee (1d4+5 [crit 19-20], +3 dagger), or +10 ranged (1d8 [crit 19-20], light crossbow & masterwork bolts); AL LN; SV Fort +8, Ref +6, Will +2.

Str 20, Dex 12, Con 10, Int 11, Wis 9, Cha 9.

Skills: Climb +13, Handle Animal +8, Hide +1, Jump +13, Listen +1, Move Silently +1, Spot +1, Swim +15. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (Dagger), Lightning Reflexes, Power Attack, Two-weapon Fighting, Weapon Focus (Rapier).

Possessions: as above +8 gold pieces & 7 silver pieces.

Thorgunna, female human Ftr9: CR 9; Medium humanoid; HD 9d10; hp 54; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, +5 chainmail); Atk +12/+7 melee (1d8+3 [crit 17-20], longsword), or +12 ranged (1d6 [crit 19-20/x3],

shortbow & masterwork arrows); AL LN; SV Fort +6, Ref +5, Will +1.

Str 16, Dex 14, Con 11, Int 15, Wis 6, Cha 11.

Skills: Climb +12, Craft +13, Hide +4, Jump +15, Knowledge (nature) +3, Listen -2, Move Silently +2, Ride +13, Spot -2, Swim +14. *Feats:* Blind-fight, Cleave, Great Cleave, Improved Critical (longsword), Improved Critical (shortbow), Improved Initiative, Mounted Combat, Power Attack, Toughness, Two-weapon Fighting.

Possessions: as above +10 gold pieces & 4 silver pieces.

Lars, male human Ftr9: CR 9; Medium humanoid; HD 9d10+27; hp 77; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 chainmail); Atks +16/+11 melee (2d6+5 [crit 19-20], masterwork greatsword), or +11 ranged; (1d8 [crit 19-20], light crossbow & masterwork bolts); AL LN; SV Fort +9, Ref +5, Will +4.

Str 20, Dex 14, Con 16, Int 13, Wis 13, Cha 10.

Skills: Climb +9, Craft +12, Handle Animal +9, Hide +3, Intimidate +3, Jump +12, Knowledge (nature) +1.5, Listen +1, Move Silently +2, Ride +4, Spot +1, Swim +13. *Feats:* Blind-fight, Cleave, Dodge, Great Cleave, Weapon Focus (greatsword), Mounted Combat, Power Attack, Toughness, Weapon Focus (longspear).

Possessions: as above +7 gold pieces & 6 silver pieces.

Encounter Three: To Town We Go

After the PCs conclude their business with the former Zhentilar soldiers, they need to get into the Keep. They are on the road that leads to the River Trail Gate. The guards are dressed like the ones the PCs met on the road except for the quality of their armor and tabards. Their equipment, armor, and garb in very good condition. They will not barter for entrance.

After traveling another fifteen minutes or so, the gate comes into view. There is a very short line waiting to gain entrance. There are a couple of traders and maybe a farmer seeking entrance.

If the PCs don't try to sneak in and go in posing as traders, there should not be a problem. Any other way or hassling the guards will gain them a one way ticket to the dungeon. Please make this incredibly clear to the PCs.

After only a few minutes, it is your turn to pass through the gate. The guards stop you. "State your business in Zhentil Keep."

As long as the PCs don't try anything funny, they are let in after paying the entrance fee of 20 gold. The gold should be in a coin of Zhentil Keep, however, if it is not, the guards will recommend they go and see the moneychanger at the Dancing Coin. For purposes of this event, it is not necessary.

"The trading starts at sunrise down by the docks. Everything shuts down at the beginning of sunset. Best to be to your bed well before dark." With that, the guards motion you through.

Once inside, it is quite obvious that this is a place that was once great but has fallen into disrepair. Of course, the razing of the Keep by Cyric after the Time of Troubles may have something to do with that. There are signs of rebuilding all around, however, it also seems slow going. Not many people wear smiles, most keep their heads down and move with a purpose.

The PCs should be able to locate the Defiant Gesture easily from their map. It is located just off the southern wall. The PCs should go there, make their contact and try to figure out a plan. Wandering the Keep isn't the best idea. It only leads to trouble. Besides, anybody with information in this place shows up at the Defiant Gesture.

Walking through the streets of Zhentil Keep, something most of you never thought you would be doing, you realize that the war in Ravens Bluff was nothing compared to what the people of Zhentil Keep must have been through during and since the razing. The buildings are in various states of rebuilding. It doesn't look like much money has been put into the effort. Another thing, you see only humans. Finally, you come to the Defiant Gesture. This building looks sturdy, as do most. It also appears to be one of the thriving businesses of Zhentil Keep.

The Defiant Gesture is a three-story building with a signboard out front. The sign shows a human hand, palm upward, with its thumb and pinky tips touching.

Stepping through the door, you see that the inn has quite a bit of activity this afternoon. The smells from the food are as good as you have smelled in some of the finer taverns in Ravens Bluff. There are only a couple of tables open. Off to the left is a counter area with a middle-aged woman behind it. There are several people sitting at the bar as well. Behind the bar is a huge man that looks a bit out of place drawing mugs of ale. The man has several scars and the build of a warrior. Moving about the room are

three woman, one blonde, one with dark hair, and one with a dark greenish/brown hair.

Helga is the woman behind the desk. She is the desk clerk and takes care of renting rooms. If the PCs want to secure a room or two for the night, they need to talk to her. Helga is about 45 years old, graying hair, but brightness in her eyes that you haven't seen in the Keep until now.

With a smile and open arms, "My friends, are you in need of a room with a comfortable bed to lay your weary bones?" Helga greets you all.

Rooms go for 1 gold piece a night and that includes dinner and breakfast. Lunch goes for 5 silver. Ale is 1 silver piece a mug. They do have a few wine selections; however, they are a bit expensive, as it is rare to find in Zhentil Keep. However, the ale is quite good, as is the food.

The rooms are rather large for an inn. The beds are well stuffed and comfortable, there are basins and pitchers to wash up in. There is a writing desk and a comfortable chair, a 6 ft. wide closet with a sliding door, and a double shuttered window. The door and the shutters are iron banded and have very well constructed locks.

After the PCs get a room (or not) and settle in, they will have some time to get lunch. This is when they will meet up with their contact, Korina.

Korina is the only half-elf in all of Zhentil Keep. The elves of the Border Forest have not been seen since the Time of Troubles. They never come to the city and they do not tolerate humans being in their woods. They are wood elves. This is rather evident in the dark color of Korina's skin and the dark green and brown color of her hair. She is quite attractive, in an exotic sort of way. Korina definitely stands out in the crowd. If observed from a distance, she always has a smile and is very courteous to the customers.

If a PC states they are looking for something in particular, like pick pocketing or slight of hand, have them make a spot check at a DC 30 to notice her picking up a note along with her tip as she cleans a table. Korina is the information specialist in Zhentil Keep, and she is a Harper agent. She will not actively reveal this to the PCs unless the PC(s) reveal himself or herself as a Harper first.

At some point, the PCs should ask about Korina or notice her moving throughout the large common room. When the PCs make contact with Korina, she will tell Trevis Uhl, the owner and bartender, that she is going to take a break. He will nod and go back to work. Korina will take the PCs to a table in the back. If the PCs come

in for lunch before the crowd breaks a bit, she will find a table in the back, close to the fireplace, for them to sit.

A woman with deeply tanned skin and dark green/brown hair leads you to a table in the back, near the fireplace. "Can I bring you some lunch and ale?" The woman smiles broadly. She is slight of build and moves with the grace of a feline.

Korina will go and get the PCs order and bring it back to the table. After serving them is when she will take her break.

After serving your food, the woman with the exotic coloring, for this area, takes her tray to the bar and sets it down. "Hey Trevis, I'm going to take my break." With that said, the woman goes and pours herself ale and walks over the PCs table. "You aren't from around here. My name is Korina, mind if I join you?"

What Korina knows:

- I hear lots of things around here; people talk, I listen.
- I make allies where I need to. Have to watch my back, but I get along.
- Since the razing of Zhentil Keep, things have gone hot and cold around here. Where the Zhentarim is concerned, they have eyes and ears everywhere.
- The Banites went underground, and most stay that way. But, I heard, through the grapevine, that since Bane has come back to life, they are trying to make a play for Zhentil Keep. Something about a sacrifice to prove loyalty to their "resurrected" god.
- There was a man in Ravens Bluff that has caused the Banites some problems over the years, Sirus Melandor. During a war on his city, some creatures from the Abyss or something killed him. Well, his body was taken and never destroyed. The Banites have it. That's what I've heard. Made some deal with some Beshabans or something.
- If the Banites were going to try to take control of Zhentil Keep, it would be from underground. Even the Black Network stays on the surface world.
- Going into the sewers and underground is a bad thing, she has never heard of anyone returning. Except for one guy, comes in here every two weeks, but only for a night. Then he heads back down. His name is Malakar. He was in town last week. Don't expect him to be back till next week.
- I've agreed to help because this is my home. If the fighting between the Banites and Cyrist's comes to the streets, Zhentil Keep will be destroyed. I don't want to see that happen.

- She knows that people who try to scry into the sewers and people that may be missing in the underground areas, it has never been successful. There is a rumor that the areas under the Keep are immune to divination and scrying. Even the priests of Cyric have been frustrated by their inability to see what is happening down there. They have had agents go missing when they are sent below.
- At night, there have been several sightings of undead creatures in Zhentil Keep.
- People who end up in “The Crypts” never get released or escape. No one really knows what happens to them once they end up in the jail cells. Trials do not happen in Zhentil Keep.
- For the first time in centuries, the Zhents are whispering about the “Night Plague.” It was a time, hundreds of years ago, when people would come up missing in the middle of the night. The same thing has started happening again. This time, Zhentilar troops were sent into the sewers to investigate, they never returned.
- If any of the PCs reveal themselves to be Harpers or Harper Friends, she will reveal herself only to those people or that person.

Once she has told the PCs what little she knows, she will tell them where the nearest entrance to the sewers is. If you want to leave anything here, I will make sure it is safe.

After chatting for a while, Korina will get up, “Well, I need to get back to work. The dinner rush will be coming soon. Oh, be careful wandering around this town after dark. It can be very dangerous.” Korina smiles. “Enjoy your stay and business in Zhentil Keep.”

Korina, female half-elf (wild) Ftr6/Rog10: Medium humanoid; HD 6d10+ 10d6+16; hp 75; Init +5 (Dex); Spd 30 ft.; AC 15 (+5 Dex); Atks +16/+11/+6 melee or +18/+13/+8 ranged; AL CG; SV Fort +9, Ref +16, Will +7.

Str 16, Dex 21, Con 13, Int 8, Wis 14, Cha 15.

Skills: Balance +13, Craft +9, Decipher Script +7, Disable Device +10, Disguise +6, Gather Information +10, Hide +5, Listen +11, Move Silently +5, Pick Pocket +18, Read Lips +11, Search +1, Spot +4. *Feats:* Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (crossbow, hand), Improved Critical (sword, short), Lightning Reflexes, Power Attack, Sunder, Weapon Finesse (pick, light), Weapon Focus (sword, short).

Possessions: as above and her tips behind the bar.

Trevis Uhl, male human Ftr12/Rog6: Medium humanoid; HD 12d10+6d6+18; hp 105; Init +2; Spd 30 ft.; AC 12 (+2 Dex); Atks +20/+15/+10/+5 melee or +18/+13/+8/+3 ranged; AL LN; SV Fort +11, Ref +13, Will +6.

Str 20, Dex 14, Con 13, Int 9, Wis 10, Cha 12.

Skills: Appraise +4, Climb +13, Craft +8, Decipher Script +5, Hide +2, Jump +15, Listen +0, Move Silently +2, Open Lock +11, Perform +8, Spot +9, Swim +9. *Feats:* Combat Reflexes, Dodge, Endurance, Far Shot, Improved Critical (Scimitar), Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Possessions: inconsequential.

Helga Uhl, female human Exp4 (tavernkeeper): Helga is Trevis’ mother. He watches out for her.

Into the evening, the PCs should try to formulate a plan of attack. There isn’t going to be any more information for the PCs to learn. Korina is their best source in Zhentil Keep. Some of the more minor things that Korina told the PCs can be confirmed in the tavern this evening.

If the PCs decide to go out and investigate the Keep, that is their option. However, the night belongs to Cyric and his minions in Zhentil Keep. That is the way it works here.

The PCs may decide to go into the sewers the same day. If they do, the events will be the same.

Story Identification Break: DM Info

When the PCs decide it is time to go to the sewers and get on with their business, use the following encounters for their journey. They will only experience a small part of the Underground World of Zhentil Keep. In reality, there is a Banelich that controls part of this underground world. His name is Stallac Benadi. During his life, before the time of troubles, he was a very powerful wizard of Bane. He was instructed, by Bane himself, to start making an army to bring the world before Bane. For many years, 150 or so, Stallac extended his life by using potions of longevity. However, they were not enough to sustain him. In the end, he made a plea to Bane to be able to continue his work. Bane heard his loyal and powerful follower’s plea. With the god’s own touch, Stallac became a lich, imbued with Bane’s own powers. He is able to cast any clerical magic without divine intervention. Stallac is the most powerful Banelich in existence. He has been

gathering an undead army below Zhentil Keep ever since. The man that Korina mentioned that comes from the sewers every other week or so, works for Stallac.

After the Time of Troubles, when Bane was “killed” and Cyric took over Zhentil Keep, Stallac refused to bow before Cyric. This left the Mad God rather “put out.” As a result, Cyric took another follower of Bane and made him an offer he couldn’t refuse, follow me and you will live. Chrinson took Cyric up on the offer. As a result, Cyric turned Chrinson into one of his undead minions, a burning skeleton that burns with flames like the sun. Chrinson was blessed by the touch of Cyric and became able to cast clerical magic.

To this day, the minions of Chrinson and Stallac have been battling in the underground complex. Neither side has won. However, with the return of Bane, Stallac should be able to force the battle to his side and come out victorious.

In this event, the PCs will not encounter Stallac or Chrinson. However, it needs to be made clear that the PCs will be in Stallac’s area of power. This is particularly important for clerics trying to turn undead. Once the PC cleric(s) attempt to turn the undead minions of Stallac, he will know and be able to wrest control back and send the minions back at the PCs.

Because of the return of Bane, the dead god’s followers are starting to come out from hiding. There are very few left. Two men that made a deal with the Beshabans in Ravens Bluff are worshipers of Bane. They wanted the body of Sirrus Melandor to sacrifice to Bane in the underground temple beneath Zhentil Keep.

Encounter Four: Into the Fire

Please note the following constraints in the underground area of Zhentil Keep. Because it is under the direct protection of Cyric and Bane, the following spells will not function.

Divine: *augury, divination, summon monster (all), divine favor, consecrate, locate object, commune, hallow (good or neutral), forbiddance, planar ally, discern location, greater planar ally, miracle, dispel evil, holy word.*

Arcane: *locate object, arcane eye, locate creature, identify, scrying, contact other plane, prying eyes, legend lore, greater scrying, vision, control undead, discern location, dominate monster.*

In addition, it is impossible to *teleport* (all types) or *plane shift* (all types) into this area. Once you leave by

either of these types of spells, you are out of the event unless you come back from the surface in Zhentil Keep.

The spells listed will not work if cast from a magic item either. It is the nature of the place.

There is the possibility that the PCs, if they are smart and don’t make a lot of noise, will go through the majority of this dungeon without fighting.

The PCs will be entering the sewer through a grate not far from the Defiant Gesture along the South Wall. The PCs will find tracks down here, recent ones at that. On a Tracking check (Wilderness Lore DC 15), the PCs will find muddy footprints leading west. There is one set of leather boot tracks and one set of metal armor boots. About 200’ along the way, the tracks head north, into a dead end wall. Use **DM Map #6**.

Area 1:

Traveling through the sewer, following the tracks you found, you see that they turn to the north and end in a wall.

Of course, there is a secret door here. A ghost protects the entrance. When the PCs approach, the apparition will appear and speak.

Approaching the door, an apparition appears before your very eyes. A ghost wearing battered armor. “Speak the name of the only master of the master and pass. Speak not and die.”

Of course, the answer is “Bane” or “the true god of strife,” or something along those lines. If the PCs do this correctly, the ghost will “go away” and the secret door will open. If the PCs do not do this correctly, the ghost will attack. Use the information below. The lever that activates the secret door can be found on a successful search check at a DC 20 or by appropriate racial abilities of elves and dwarves.

EL 13

Ghost of human male Ftr11: CR 13; Medium Undead, (Incorporeal); HD 11d12, hp 110; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft; AC 16 (+3 Dex, +3 deflection); Atk +14/+9/+4 melee touch (corrupting touch 1d4, incorporeal touch) 1d4; SA Malevolence, Corrupting Gaze, Corrupting Touch; SQ Undead, incorporeal, turn resistance +8 (doubled because it is in it’s creators domain), rejuvenation; Fort +9, Ref +8, Will +6.

Str —, Dex 16, Con —, Int. 10, Wis 12, Cha 16

Skills: Climb +11, Handle Animal +6, Jump +11.

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved

Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack.

SA: *Corrupting Gaze*—range 30 ft, does 2d10 points of damage and 1d4 permanent Charisma drain. For save DC 18. *Malevolence*—merge with body as magic jar cast by 11th level sorcerer. Will save DC 18 to resist.

SQ: *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. *Incorporeal*: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

EL 15

Ghost of human male Ftr13: CR 15; Medium Undead, (Incorporeal); HD 13d12, hp 130; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft; AC 16 (+3 Dex, +3 deflection); Atk +16/+11/+6 melee touch (corrupting touch 1d4, incorporeal touch) 1d4; SA Malevolence, Corrupting Gaze, Corrupting Touch; SQ Undead, incorporeal, turn resistance +8 (doubled because it is in it's creators domain), rejuvenation; Fort +10, Ref +9, Will +7.

Str —, Dex 16, Con —, Int. 10, Wis 12, Cha 16

Skills: Climb +13, Handle Animal +6, Jump +13.

Feats: Alertness, Blind-fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack.

SA: *Corrupting Gaze*—range 30 ft, does 2d10 points of damage and 1d4 permanent Charisma drain. For save DC 19. *Malevolence*—merge with body as magic jar cast by 11th level sorcerer. Will save DC 19 to resist.

SQ: *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. *Incorporeal*: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

EL 17

Ghost of human male Ftr15: CR 17; Medium Undead, (Incorporeal); HD 15d12, hp 150; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft; AC 16 (+3 Dex, +3 deflection); Atk +18/+13/+8 melee touch (corrupting touch 1d4, incorporeal touch) 1d4; SA Malevolence,

Corrupting Gaze, Corrupting Touch; SQ Undead, incorporeal, turn resistance +8 (doubled because it is in it's creators domain), rejuvenation; Fort +11, Ref +10, Will +8.

Str —, Dex 16, Con —, Int. 10, Wis 12, Cha 16

Skills: Climb +15, Handle Animal +6, Jump +15.

Feats: Alertness, Blind-fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack.

SA: *Corrupting Gaze*—range 30 ft, does 2d10 points of damage and 1d4 permanent Charisma drain. For save DC 20. *Malevolence*—merge with body as magic jar cast by 11th level sorcerer. Will save DC 20 to resist.

SQ: *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. *Incorporeal*: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

EL 19

Ghost of human male Ftr17: CR 19; Medium Undead, (Incorporeal); HD 17d12, hp 170; Init +7 (+3 Dex, +4 Improved Initiative); Spd fly 30 ft; AC 16 (+3 Dex, +3 deflection); Atk +20/+15/+10/+5 melee touch (corrupting touch 1d4, incorporeal touch) 1d4; SA Malevolence, Corrupting Gaze, Corrupting Touch; SQ Undead, incorporeal, turn resistance +8 (doubled because it is in it's creators domain), rejuvenation; Fort +12, Ref +10, Will +8.

Str —, Dex 16, Con —, Int. 10, Wis 12, Cha 16

Skills: Climb +17, Handle Animal +6, Jump +17.

Feats: Alertness, Blind-fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack.

SA: *Corrupting Gaze*—range 30 ft, does 2d10 points of damage and 1d4 permanent Charisma drain. For save DC 21. *Malevolence*—merge with body as magic jar cast by 11th level sorcerer. Will save DC 21 to resist.

SQ: *Undead*: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. *Incorporeal*: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through

solid objects at will, and own attacks pass through armor. Always moves silently.

Once inside the door, the passage moves forward 20 ft and opens into Area 2.

Area 2: Guard Post:

Passing through the secret door, the absolute stench of death permeates the air. It is almost overwhelming. There is no light at all.

This stench will be persistent throughout the rest of the Underground area. In addition, the PCs will have to come up with a light source. This place is filled with undead that don't need the light.

This room is a backward "L." In this room are eight Tyrantfog Zombies (pg. 85 *Monsters of Faerun*).

The zombies do exude the grotesque smell of zombies; however, they are not active at this point. Stallac has ordered them not to attack unless the PCs attack first. The Banelich knows that they PCs are there. However, he wants to study them and try to figure out what brings them to his domain.

A pile of rotting corpses is in the center of this room. They seem to glow with a dull, emerald color where you can see the bones.

They will not attack unless the PCs attack or disturb them.

EL 9

Tyrantfog Zombie (8): See Appendix for stats.

These are cunning zombies and will show a primitive tactic in a fight. The fight relentlessly with no motive for self-preservation. They should also lose pretty quickly, but they should wear down the PCs a little.

Area 3: Garbage

Peering into this room, you see a pile of parts and pieces of bodies. They are strewn about the room about 2 feet deep.

This room is filled with just that, garbage. However, this garbage is more parts and pieces of destroyed undead or other victims of this place. There is one body that is still intact, sort of. It seems a bit out of place. If a Heal check is made at DC 15, the PC can tell that this person died of old age. The body's full plate is intact and well constructed. Of course, there is the symbol of Cyric embedded in the breastplate. There is also a holy symbol of Cyric.

Eventually, the parts and pieces will be disposed of in Area 9.

Area 4: Battleground

Entering into a large chamber, you see it is empty.

Normally, this is one of the battle areas between the forces of Stallac and Chrinson. However, there is not battle occurring. The north door has been collapsed by a recent battle. The room has been cleaned. The undead that can no longer be animated are in Area 3.

Area 5: The "Life" of Bane

Large murals decorate the walls of this hallway. One depicts a host of celestials, each bearing the symbol of a different god, ascending towards the sky on an invisible staircase. At the top of the procession is a being wearing the symbol of Bane. Off to the side, the scene shows a sea of people wearing the symbol of Bane, gathered about another figure with the symbol of Bane with skeletal features, who floats above them.

The next mural shows the same celestial being wearing the symbol of Bane surrounded by the sea of Banite followers. In the background, a shadowed figure with the symbol of Cyric approaches a bloody dagger in its grasp.

A third depiction shows the "assassin" from the second mural, killed by the Banite figure. Around them, the sea of Banites is tearing a group of humans wearing the symbol of Cyric. The sky above glows brightly.

The last panel is whitewashed.

Area 6: Lone Zombie

In the corner of this room, stands a lone, zombie. It has that noxious gas coming from its nose and mouth. Where the bones are exposed, they glow with an emerald color.

Again, this Tyrantfog zombie will not attack unless the PCs attack first. If they do, use the stats in Area 2.

In actuality, Stallac is viewing the PCs through its eyes. If the PCs try to talk to the zombie, Stallac may reply. Use the following as to possible replies.

- He will tell them of his battle with the minions of Chrinson.
- He will tell the PCs that the body of Sirus Melandor is here. It is of no consequence to him, unless he decides to dominate it as an undead when his soul is destroyed. It would be a fitting gift for Bane.

- The body of a high priest of Tyr is always a wonderful gift to the god of strife.
- There is no one living in his domain. The PCs should quit looking for the body before they get hurt and wind up serving as his minions as well. Unless, of course, they want to serve as one of his minions.

Area 7: Entrance to the CellBlock

In this hall, you see “guards” on duty.

There are wights and ghosts guarding the cell area. This is to protect against intruders; especially the priests of Cyric that try to retrieve captured comrades awaiting punishment by Stallac.

EL 13

Wight (8): See Appendix for Stats

Ghast (8): See Appendix for Stats

Area 8: Cell Block

This hallway has 9 doors, 4 on each side and one at the end. Each door resembles those commonly found in a prison.

There is no noise that can be heard. However, there are 2 priests of Cyric in here currently. They have been stripped of everything except their pants. They will beg and plead to be taken out of here, and that they just wandered down to the sewers and were captured by “hideous creatures” and thrown in here.

Since these men are without components, weapons, and holy symbols, they are virtually powerless. Except for their ability to lie, granted by the god of lies and deceit.

If the PCs let them out, they will ask for the “safe way” out. The PCs could offer to take them along, however, these men just want to get back to Chrinson’s domain.

The PCs may see through the bluff and decide to kill these men. That will amuse Stallac.

Priests of Cyric, human male Clr8 of Cyric (2): CR 8; Medium humanoid; HD 8d8+8; hp 49; Init +0; Spd 30 ft.; AC 10; Atks +9/+4 melee; SA spells; SQ Destruction and Trickery domains, Rebuke undead; AL LN; SV Fort +7, Ref +4, Will +9.

Str 16, Dex 10, Con 13, Int 11, Wis 16, Cha 13.

Skills: Bluff +12, Concentration +9, Knowledge (religion) +5. **Feats:** Combat Casting, Lightning Reflexes, Heighten Spell, Skill Focus (Bluff).

SQ: *Destruction domain*—Smite 1/day. Single melee attack with +4 bonus and +8 damage. *Trickery domain*—Bluff, Disguise, and Hide are class skills.

Spells (6/5+1/4+1/4+1/2+1): None right now, as they have not passed the time of day to get new spells.

Area 9: Garbage Dump

This is the first rough-cut chamber you have come to. On the far side is a pit. At the bottom, not so far away, you see nothing but flames. You feel no heat coming from the pit.

This room is where Stallac opened a one-way gate to the Elemental Plane of Fire. Someone or something that is dropped through the gate cannot be brought back except by the command of Stallac.

Unless a PC has some way to survive on the Elemental Plane of Fire, going through the gate means death. Anything partially inserted into the pit is incinerated.

Area 10: Not a Way Out

This hallway has been completely collapsed.

The reason for the collapse, this used to be a major battleground of the minion war. Nothing is here.

Area 11: This Bed is too Hard

The iron is closed and locked, very well. This is Malakar’s room. However, he is not here at this time. He is out planning the next attack on the minions of Chrinson.

If a rogue with the Open Lock skill may be able to get the door open (DC 30). If the PCs are quiet, there will be no impending doom, and the PCs may take 20 if they wish.

Once the door is open, the light of the PCs will reveal the room.

If the PCs are not being quiet, minions will attack to try to drive the PCs off.

This room has a comfortable looking bed, a table and two chairs, and a couple of nice rugs.

There are no papers on the table; Malakar has them with him.

There is a locked, ironbound chest under the bed. It contains Malakar’s total life savings and possessions. The lock is also well constructed and can be opened with an Open Lock skill check with a DC of 30. Once again, as long as the PCs are being quiet, they can take 20.

Inside the chest is the following: 50 platinum, 200 gold, 4 opals (each worth 50 gold), two *potions of cure serious wounds*, and one divine scroll with *restoration* written at 8th level. Stallac gave the potions and the scroll to Malakar, in case he was injured by one of Chrinson's minions.

Minions (come from other rooms, some through the walls)

EL 13

Wight (7): See Appendix for stats

Ghast (6): See Appendix for stats

Wraith (3): See Appendix for stats

Area 12: Excavation Anyone

This room contains picks, shovels, ore carts, and other excavation type tools. They are covered with dust and cobwebs.

There is a secret door at the far side of this room. A Search check DC 20, will find it. Dwarves and elves also have their racial chance at finding the door.

Area 13: Digging is for the Weak

The door to this room is protected by a blast *glyph of warding*. The glyph will be set off if anyone or creature not of Bane opens the door. If the glyph is set off, a blast of sonic damage floods the hall. It will deal 5d8 points of damage to all those in the area. Those affected can make a Reflex save at a DC 15 for ½ damage.

As you might imagine, setting off this *glyph of warding* will alert the minions that someone is breaking into a place that Stallac doesn't want broken into. If the PCs take anything from this room or attempt to destroy the items, minions from Areas 14-17 will come after them to retrieve the items or kill those responsible for destroying them. In addition, "The Masked Man" and Kees will also join the fun. If the PCs don't take anything out of the room, Stallac's minions will not hunt them.

Inside this room are two guardians, a wight and a wraith.

These won't last long. Their stats are in the Appendix.

After the guardians have been dealt with, the PCs will find the magical excavation tools that Stallac does not want to lose. They took a long time to craft and he has no time to re-craft them with the war against Chrinson waging on.

There is a *maul of the titans*, a *belt of giant strength* +4 (so the zombies and other minions can

wield the maul), and a *staff of earth and stone* (4 charges left). Do not tell the PCs what the items are, they will have to attempt to identify the items. In addition, the items have symbols of Bane on them. Don't forget that all the minions from Areas 14-17 will come if the PCs try to take these items.

Area 14 – 17: Minions of Stallac

If the PCs have been quiet, sneaky, and have not taken any of the magical excavation tools, these undead will be standing in a trancelike state. They are awaiting orders from Stallac. If the PCs took any of the magical excavation tools, they should be dead and not reach this encounter.

Area 14: Lesser Evil:

There is nothing but undead and two constructs in this room.

EL 13

Tyrantfog Zombie (12): See Appendix.

Helmed Horror (2): See Appendix for stats

Area 15: A Bit More Evil

There is nothing but undead and two constructs in this room.

EL 13

Helmed Horror (2): See Appendix for stats CR 10

Ghast (7): See Appendix for stats CR 5

Wight (5): See Appendix for stats CR 5

Area 16: Medium Evil

There is nothing but undead and two constructs in this room.

EL 13

Ghast (8): See Appendix for stats CR 5

Wight (2): See Appendix for stats CR 5

Wraith (2): See Appendix for stats CR 5

Helmed Horror (2): See Appendix for stats CR 10

Area 17: Greater Evil

There is nothing but undead and two constructs in this room.

EL 13

Helmed Horror (2): See Appendix for stats CR 10

Wight (1): See Appendix for stats CR 5

Wraith (1): See Appendix for stats CR 5

Spectre (2): See Appendix for stats CR 7

Area 18: Temple of Bane

If the PCs make it this far, Stallac will order his minions from Area 17 (use one EL 13 crew from Areas 14-17) to attack the PCs and prevent them from trying to interrupt the sacrifice of SIRRUS Melandor's body. In addition, there are 2 men conducting the sacrifice, the "Masked Man" and his "Paladin" from *Laws of Luck*. They have been informed of the PCs' presence. The PCs will have to be very careful casting spells towards the altar; the Masked Man is there (and will remain there), within 5 ft. of SIRRUS Melandor's body.

The great room that you enter glows a deep purple, almost black light. It fills the entire chamber and extinguishes your light as soon as the two meet. Strange shadows seem to dance on the walls.

A solid, circular piece of obsidian serves as the altar in this room. On the simple altar are golden chalices and a prone body. A man dressed in the robes of Bane stands at the back of the altar. Another figure stands to the left side of the altar. Before you have a chance to move forward, the man standing at the altar speaks, "Come no closer unbelievers. It is time for the first sacrifice to the returned god, Bane."

The body on the altar is that of SIRRUS Melandor. Ideally, the PCs should get to the body and then teleport, using the tokens from the Ministry, back to the Clerical Circle Chambers in Ravens Bluff. Killing the bad guys is not necessary to defeat this encounter. Getting out with the entire party and SIRRUS' body is the objective.

EL 19

Note that adding an EL 13 set of undead and helmed horrors does not change the EL of this encounter. In fact, you have to add four sets of EL 13 undead/constructs to move this to EL 20. EL 19 plus undead and constructs will be scary enough.

Kees Chembryl, male human Ftr16: See Appendix for stats.

Masked Man, male human Ftr5/Wiz10/Clr3 of Bane: See Appendix for stats.

Area 19: Cleric's Chamber

This room is the private chamber of a cleric of Bane that is off with Malakar. He has no possessions here. They are in his home (wherever that is) in the Realms.

Wrapping Up

If the PCs do destroy everything in the Temple, they will be flooded with more and more undead. Stallac will not tolerate them being in his domain. Just keep repeating the encounters from Areas 14-17, adding one every round. Eventually the priests will run out of attempts to turn undead, and the PCs will flee.

Encounter Five: There's No Place Like Home

If the PCs have the body

As soon as the PCs escape from the Temple of Bane, most likely by using the tokens from the Ministry of Art or their own magical transportation, they will arrive in Ravens Bluff. The PCs need to get the body of SIRRUS Melandor back to the Clerical Circle Chambers as soon as possible. It is a well know fact that the Clerical Circle Chambers cannot be scryed, the body should be safe there.

Reaching the Clerical Circle Chambers, you are greeted by the priests that serve the represented temples. The Chief Prelate motions for 3 boys to take the body you are carrying. "Boys, take the body to the back chamber. It will be fine there." Relarn Dayspring turns to you, "Friends, join me in the Council Chamber, I want to hear what happened, as I do the other priests on the council, I'm sure."

Making your way into the main chamber, you see the other representatives already gathered. Most look tired and stressed.

It is time for the PCs to recall their tale to the gathered priests. When/if the Banelich is mentioned, the gathered responses will vary from shock to horror to forming a battle plan. Once the PCs are done with their story, they are free to go, but are asked to come to the Temple of Selune tonight for the ritual and resurrection of SIRRUS Melandor.

If the PCs are upset at what may happen when the soul of SIRRUS is brought out of the amulet, the gathered clerics will reassure the PCs that every precaution is being taken. Many of the city's priests and arcane casters of note will be in attendance. If anything should happen, it should be well taken care of. Even if it means killing the former Prelate.

If the PCs don't have the body

Making your way to the Clerical Circle Chambers, you feel a weight upon your shoulders. A minor priest

of the Temple of Tyr greets you at the door; he ushers you into the main, meeting hall. The gathering of the Clerical Circle representatives you now stand before looks to your group expectantly. The Chief Prelate stands and addresses your group. "Ah, you have returned, you must have found the body. Please tell us what has happened."

It is time for the PCs to recall their tale to the gathered priests. When/if the Banelich is mentioned, the gathered responses will vary from shock to horror to forming a battle plan. Once the PCs are done with their story, they are free to go. The Clerical Circle will be sending in another strike team. After all, powerful adventurers are a dime a dozen.

Unfortunately, the second team comes back with only parts of the body (it was unhallowed and sacrificed to Bane). The priests of Tyr perform extra purification rituals on it for a whole day to ready it for the resurrection ritual. They also regenerate the parts that are missing.

In another day or two, the PCs will have a messenger sent to their home with a message for the PCs to show up at the Temple of Selune for the ritual to bring SIRRUS back. They are to stand guard.

Finale

As you approach the Temple of Selune, it is buzzing with activity. There are several City Watch members, Knights, members of the Ministry of Art, members from the Wizards Guild and adventurers you recognize from the city. Seems everyone is turning out for this event.

Moving into the temple, you are lead to the back of the entrance chamber and out into a large courtyard. There are members of all the temples in the city milling about. The temple building forms the wall of the courtyard. In the center, on what you assume is the altar, is a covered body. Several torches and sconces are set around the scene. You see that the moon is at a quarter tonight.

After looking around for a few moments, you are finally approached by the Chief Prelate, Relarn Dayspring. "It is good that you have come. You have been asked here to keep a watch out for the Banites. The last thing we need is them showing up here. You have seen them, we need you to be on the lookout in case they do show up." Relarn pauses and looks around the courtyard. "If you have any questions, now is the time to ask."

Of course, the PCs should ask a few questions. Everyone is worried that Beshaban followers will try to

disrupt the ritual. If the two Banites were not killed, then some people are worried that they will make an appearance too. The PCs are to alert the City Watch if the Banites show up. Under no circumstances can the ritual be interrupted.

Once the PCs' questions have been answered, they will be spread out around the courtyard and asked to take up their places. Remember this is the dramatic finale; make it that way.

The area in the back of the Temple of Selune is 195 ft. wide and 300 ft. long like the shape of a football field. There are a number of people gathered for the ritual, use your imagination.

Taking your place along the perimeter of the courtyard, you settle in to make sure the Banites don't disrupt the raising of SIRRUS Melandor. The Chief Prelate says one last thing before he heads off to the others taking their places around the altar. "If something happens, please take care in what you do. Particularly loud noises or miscasting of spells could also disrupt the ritual." He looks at each one of you again, then takes his leave.

Things get very quiet around the courtyard. Out of the corner of your eye, you see that the High Priests of all the civic temples have gathered around the body lying on the altar. Several other priests, of all different temples, form another ring around the first group. Finally, you see a mix of wizards and other guards take up positions in the outer ring of the ritual area.

Take a moment and see what the PCs are doing, they need to be keeping an eye on the courtyard, not the ritual. If they are looking at the ritual, they may miss the Banites coming in. Also, keep in mind that particularly damaging spells could disrupt the ritual.

Keeping your eyes off of the ritual and concentrating on the area outside the circles, is not the easiest thing you have ever done. It's not everyday a legend of the city is resurrected.

Have the PCs each make a Spot check at a DC 15 to notice something happening on the roof in the back area of the temple. The Beshabans (and possibly the Banites) are teleporting in. The PCs need to react right away to avoid having the ritual interrupted. They need to make the situation known to the Watch and guards immediately.

There are a lot of these people teleporting in; the ones listed below are those the PCs have to fight. This is a dramatic conclusion, so it's more deadly.

There is only the Banite "Masked Man" and his guard for them to deal with. The PCs may have killed

him, but *true resurrection* is a great spell. If somehow he was captured, Stellac arranged for his release.

EL 19

Kees Chembryl, male human Ftr16: See Appendix for stats.

Masked Man, male human Ftr5/Wiz10/Clr3 of Bane: See Appendix for stats.

Male human Clr8 of Bane (2): CR 8; Medium humanoid; HD 8d8+16; hp 64; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 scale, +2 *magic vestment* on armor); Atks +10/+5 melee (1d8+3, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +10, Ref +6, Will +9.

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

Skills: Diplomacy +8, Hide +3, Knowledge (religion) +9, Listen +3, Move Silently +3, Spot +3. *Feats:* Lightning Reflexes, Great Fortitude, Weapon Focus (heavy mace), Skill Focus (knowledge (religion)).

SQ: *Law domain*—cast law spells at +1 caster level. *Destruction domain*—Smite 1/day, +4 to hit and +8 damage on single melee attack.

Spells (6/5+1/4+1/4+1/2+1; save DC = 13 + spell level); 0 lvl—*create water*, *detect magic*, *light*, *resistance* x3; 1st lvl—*bane*, *command*, *doom* x2, *entropic shield*, *protection from chaos*; 2nd lvl—*hold person* x2, *sound burst*, *summon monster II*, *shatter*; 3rd lvl—*magic vestment*, *searing light* x2, *summon monster III*, *magic circle against chaos*; 4th lvl—*poison*, *summon monster IV*, *inflict critical wounds*.

Possessions: Scale mail, heavy mace, pouch with 13 gp.

Male half-orc Bbn8 (2): CR 8; Medium humanoid; HD 8d12+16; hp 112; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atks +12/+7 melee (1d12+4 [crit 19-20/x3], greataxe); SA Bbn Rage 3/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +8, Ref +4, Will +3.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +7, Listen +7, Climb +5. *Feats:* Weapon Focus (greataxe), Iron Will, Combat Reflexes.

Possessions: as above + 2 gp, 5 sp

Note: *keen edge* was cast on their weapons by the sorcerers just before teleporting in.

Male human Sor8 (2): CR 8; Medium humanoid; HD 8d4+16; hp 40; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (60 ft.); AC 24 (+3 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +4 melee (1d6, quarterstaff); SA spells; SQ active *expeditious retreat*

and *haste* and *protection from arrows* spells; AL NE; SV For +6, Ref +7, Will +6.

Str 11, Dex 16, Con 14, Int 11, Wis 10, Cha 16

Skills: Concentration +13, Spellcraft +11. *Feats:* Lightning Reflexes, Combat Casting, Great Fortitude, Improved Initiative.

Spells (6/4/6/3/3 remaining): 0 lvl—*ray of frost*, *resistance*, *detect magic*, *mage hand*, *detect magic*, *ghost sound*, *daze*, *flare*; 1st lvl—*mage armor*, *shield*, *expeditious retreat*, *magic missile*, *ray of enfeeblement*, *summon monster I*; 2nd lvl—*blindness/deafness*, *Melf's acid arrow*, *protection from arrows*, *summon monster II*; 3rd lvl—*lightning bolt*, *haste*, *keen edge*; 4th lvl—*polymorph other*.

Male human Clr2 of Bane (2): CR 2; Medium humanoid; HD 2d8+4; hp 16; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 scale); Atks +3 melee (1d8+2, heavy mace); SA spells; SQ rebuke undead, Evil and Trickery domains; AL CE; SV Fort +5, Ref +3, Will +6.

Str 15, Dex 13, Con 14, Int 9, Wis 16, Cha 14.

Skills: Diplomacy +6, Hide +1, Knowledge (religion) +6, Listen +3, Move Silently +1, Spot +3. *Feats:* Lightning Reflexes, Skill Focus (knowledge (religion)).

SQ: *Law domain*—cast law spells at +1 caster level. *Destruction domain*—Smite 1/day, +4 to hit and +8 damage on single melee attack.

Spells (4/3+1; save DC = 13 + spell level); 0 lvl—*create water*, *detect magic*, *light*, *resistance*; 1st lvl—*bane*, *doom*, *entropic shield*, *protection from chaos*.

Possessions: Scale mail, heavy mace, pouch with 13gp.

Male half-orc Bbn2 (2): CR 2; Medium humanoid; HD 2d12+4; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17 (+2 Dex, +5 chain); Atk +6 melee (1d12+4 [crit x3], greataxe); SA Bbn Rage 1/day; SQ Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +2, Will -1.

Str 16, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills: Intimidate +5, Listen +4, Climb +4. *Feats:* Weapon Focus (greataxe).

Possessions: as above + 2 gp, 5 sp

Female human Sor2 (2): CR 2; Medium humanoid; HD 2d4+4; hp 10; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +4 *mage armor* spell, +7 *shield* spell); Atks +1 melee (1d6, quarterstaff); SA spells; AL NE; SV For +2, Ref +4, Will +3.

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

Skills: Concentration +7, Spellcraft +5. *Feats:* Lightning Reflexes, Combat Casting.

Spells (6/3 remaining): 0 lvl—*ray of frost, resistance, detect magic, mage hand, detect magic*; 1st lvl—*mage armor, shield, magic missile*.

As the PCs get the Banites under control a couple of City Watch come up and place manacles, engraved with ruins. These are obviously preventing magic from working. After the groups have been “dealt with,” conclude the event.

With the intrusion coming under control, you turn back to the ritual. You see that the priests and the wizards in their circles have held the concentration. Finally, you see Lady DeVillars step from the circle with the Amulet in hand. She carefully pulls the sheet back from the body. It’s as if he weren’t even dead. Lady DeVillars places the Amulet around the neck of SIRRUS MELANDOR. A stream of light focuses on the body. The Lady returns to her place in the circle. As the chanting becomes more intense, you see two ghostly figures appear next to the body. One is the spitting image of the body on the altar. The other is that of Judge Rupert T. Hangman. The two men embrace for a moment. The image of SIRRUS MELANDOR then lies down “into” the body on the altar.

As the chanting comes to a fevered pitch, a flash of pure, white light flashes from the Amulet around the neck on the body. You hear a woman scream somewhere from the circle.

As the spots clear from your eyes, you see that SIRRUS MELANDOR is sitting up on the altar, smiling and comforting Lady DeVillars, who is crying. Guards immediately surround the altar.

After things calm down slightly, the Chief Prelate breaks away from the main assemblage. He approaches your group. “I want to thank you, personally, for aiding our cause. May the blessings of the gods be upon you, and know that you have helped make history.” He pauses and looks towards the group that is being led out of the courtyard. “I must be going. There is much to be done. Again, thank you.” For a ranking official of this city, you see that this man is trying to keep his emotions in check. And not doing it well.

Now is the time for the PCs to have the unholy items from “The Masked Man” and Kees destroyed.

The End

LIVING CITY Experience Point Summary

To calculate experience awards for the player characters, follow these steps:

A. Calculate Base Award Values

Total the following values according to what the characters accomplished. To determine the MEPL (Modified Effective Party Level) to use in the comparisons below, use the EPL calculated at the beginning of the adventure and then account for extra animals as follows:

- Figure out the combined Encounter Level of all animals accompanying the PCs, using the Challenge Ratings for them in the *Monster Manual*. Do not add paladin bonded mounts, familiars, or druid animal companions that fall within the druid’s limit by level. These creatures are part of the class powers, and accounted for in the character levels of the PCs. Also, do not count the PCs’ own mounts. Animals and henchmen left at home do not count.

If the Encounter Level of all animals is at least $\frac{1}{2}$ the EPL, add one (1) to the EPL. If it is equal to the EPL, add two (2) to the EPL. This is the MEPL.

Low Level Adventure

Encounter 5

Defeat the mercenaries

If the MEPL is 2 or more greater than the EL 25 xp

If the MEPL within 1 of the EL 37.5 xp

OR

Buy off the mercenaries 10 xp

Encounter 6

Defeat the Beshabans

If the MEPL is 2 or more greater than the EL 25 xp

If the MEPL within 1 of the EL 37.5 xp

Finale

Defeat the Beshabans

If the MEPL is 2 or more greater than the EL 25 xp

If the MEPL within 1 of the EL 37.5 xp

If the MEPL is 2 or more less than the EL 50 xp

High Level Adventure

Encounter 4 Area A1

Defeat the ghost

If the MEPL is 2 or more greater than the EL 25 xp

If the MEPL within 1 of the EL 37.5 xp

Encounter 4 Area A2

Defeat the zombies 25 xp

Encounter 4 Area A7, A11, A14, A15, A16, A17

Award xp for each area where the monsters were defeated.

Defeat the undead/constructs
If the MEPL 13 or 14 37.5 xp
If the MEPL is 15 or greater 25 xp

Encounter 4 Area A18

Defeat the Banites
If the MEPL 18 or greater 37.5 xp
If the MEPL is 13 to 17 50 xp

OR

Grab the body and run without defeating the Banites 10 xp

Finale

Defeat the Banites
If the MEPL 18 or greater 37.5 xp
If the MEPL is 13 to 17 50 xp

Discretionary Roleplaying Award 0-37.5 xp

The roleplaying award should reflect consistent character portrayal, contribution to the fun of the game, and useful or appropriate social interaction. You can award different roleplaying amounts to different characters. It also accounts for all clue-gathering activities in the scenario that are not dangerous (that don't have ELs associated with them).

B. Multiply by EPL

Multiply the total from Part A by the EPL you calculated at the beginning of the scenario (not the MEPL). Award this value to each PC and each cohort or henchman who has a character class.

The maximum experience per EPL is 162.5 for the Low Level adventure, and 237.5 for the High Level adventure.

Treasure Summary

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

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

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Low Level Adventure

Conclusion

100 gp each in payment if they asked for it

Encounter Six

- *Bracers of armor +X* (Value see desc): The armor bonus provided by these bracers depends on the EL at which Encounter Six was fought. Check the appropriate line.

EL	Bonus	Value
___ 3, 5, 7	+1	1,000 gp
___ 9	+2	4,000 gp
___ 11	+3	9,000 gp

- *+X light mace* (Value see desc): The bonus of this mace depends on the EL at which Encounter Six was fought. Check the appropriate line.

EL	Bonus	Value
___ 3	Masterwork	305 gp
___ 5, 7, 9	+1	2,305 gp
___ 11	+2	8,305 gp

- *+X longsword* (Value see desc): The bonus of this longsword depends on the EL at which Encounter Six was fought. Check the appropriate line.

EL	Bonus	Value
___ 3, 5	Masterwork	315 gp
___ 7, 9, 11	+1	2,315

High Level Adventure

Encounter Four Area 11

- 50 platinum
- 200 gold
- 4 opals (each worth 50 gold)
- Two *potions of cure serious wounds* (Value 750 gp)
- Divine scroll (Value 800 gp) with *restoration* written at 8th level.

Encounter Four Area 13

These items all have the symbol of Bane on them. The symbol is part of the item. The items can be kept and used, but the user suffers the expected reaction problems for wearing or wielding something marked by Bane.

- *Maul of the titans* (Value 25,000 gp)
- *Belt of giant strength +4* (Value 16,000 gp)
- *Staff of earth and stone* (4 charges, Value 1,700 gp per charge)

Encounter Four Area 18 or Finale (not from both)

- Two *cloaks of resistance +3* (Value 9,000 gp)

Note: Keeping the Bane items carried by Kees and the Masked Man is really a bad idea. They won't work for the PCs anyway, and will bring down a lot of Banite assassins to get them back. Tell such PCs they barely escape an assassination attempt with their lives, and the items are taken. Keeping the items from Area 13 (with the symbol of Bane on them) does not provoke an attack by Banites to get them back.

Appendix: Stats for Creatures in the High Level Adventure

Tyrantfog Zombie: CR 3; Medium Undead; HD 4d12+3; hp 29; Init +0; Spd 30 ft.; AC 15 (+5 deflection); Atk +3 melee (1d6+1 plus disease, 2 claws); SA Sickening Cloud, infective touch; SQ damage reduction 15/+1, undead, turn resistance +4 because of location; AL LE; SV Fort +1, Ref +1, Will +5.

Str 13, Dex 10, Con Nil, Int 6, Wis 12, Cha 13.

SA: *Sickening Cloud*—is the fog that surrounds the Tyrantfog zombie. A PC that comes within 5 ft of a Tyrantfog zombie must make a Fort save at DC 13 or take 1 pt of temporary Con. damage. A single PC only needs to make one save per encounter with these creatures. *Infective Touch*—is carried on the claws. A PC being wounded by a Tyrantfog zombie's claws must make a Fort save at a DC 13 at the end of the battle. If this is failed, the PC sickens during the incubation period of 1d4 days, taking 1 pt of temp Str. dmg at the end of that time. Each day thereafter, the PC must get the disease cured or make another Fort save DC 13 or lose 1d2 pts of Con and 1d4 pts of Str and then another save of the same or lose 1 pt each of Str and Con permanently.

SQ: *Undead:* Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Wight: CR 5; Medium Undead; HD 8d12; hp 52; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atks +6 melee (1d4+1 and energy drain, slam); SA Energy drain, Create spawn; SQ Undead, Turn Resistance +4 because of location; AL LE; SV Fort +2, Ref +3, Will +7.

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Skills: Climb +7, Hide +0, Listen +10, Move Silently +16, Search +7, Spot +10. *Feats:* Blind-fight, Weapon Focus (slam).

SA: *Energy Drain*—Living creatures hit by a wight suffer one negative level. For save DC 16 to remove it. *Create Spawn*—see Monster Manual page 183.

SQ: *Undead:* Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Ghast: CR 5; Medium Undead; HD 8d12; hp 52; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atks +7 melee (1d8+1 and paralysis, bite), +3 melee (1d4 and paralysis, 2 claws); SA Stench, Paralysis, Create

spawn; SQ Undead, Turn Resistance +6 because of location; AL CE; SV Fort +1, Ref +3, Will +6.

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16

Skills: Climb +7, Escape Artist +9, Hide +9, Intuit Direction +5, Jump +7, Listen +9, Move Silently +7, Search +6, Spot +9. *Feats:* Multiattack, Weapon Finesse (bite), Weapon Focus (bite).

SA: *Paralysis*—Fort save DC 17 or be paralyzed for 1d6+4 minutes. *Stench*—Those within 10 ft. must succeed at Fort save DC 17 or suffer –2 circumstance penalty to all attacks, saves, and skill checks. Lasts 1d6+4 minutes. *Create Spawn*—see Monster Manual page 183.

SQ: *Undead:* Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Wraith: CR 5; Medium Undead (incorporeal); HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +5 melee touch (1d4 and 1d6 permanent Con drain, incorporeal touch); SA Constitution Drain, Create spawn; SQ Undead, Incorporeal, Unnatural Aura, Daylight Powerlessness, Turn Resistance +6 because of location; AL LE; SV Fort +1, Ref +4, Will +6.

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12. *Feats:* Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

SA: *Constitution Drain*—Living creatures hit by wraith must succeed at Fort save DC 14 or suffer 1d6 permanent Constitution drain. *Create Spawn*—see Monster Manual page 185.

SQ: *Undead:* Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. *Incorporeal:* Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Spectre: CR 7; Medium Undead (incorporeal); HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +6 melee touch (1d8 and energy drain, incorporeal touch); SA Energy Drain, Create spawn; SQ

Undead, Incorporeal, Unnatural Aura, Daylight Powerlessness, Turn Resistance +6 because of location Unnatural Aura, Sunlight Powerlessness; AL LE; SV Fort +2, Ref +5, Will +7.

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13. *Feats:* Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

SA: *Energy Drain*—Living creatures hit by spectre receive two negative levels. For save DC 15 to remove them. *Create Spawn*—see Monster Manual page 170.

SQ: *Undead:* Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. *Incorporeal:* Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Helmed Horror: CR 10; Medium Construct; HD 16d10; hp 102; Init +1; Sp 30 ft., air walk 30 ft.; AC 19 (+1 Dex, +8 full plate); Atks +16/+11 melee (2d6+4 [crit 19-20], +1 *wounding greatsword*) or +13 ranged (1d10 [crit 19-20], heavy crossbow); SQ Spell Immunity, Spell Quality, Construct; AL N; SV Fort +4, Ref +5, Will +7.

Str 16, Dex 13, Con —, Int —, Wis 16; Cha 12

SQ: *Spell Immunities*—magic missile, lightning bolt, cone of cold. *Spell Qualities*—*air walk* per the spell, useable only by the Helmed Horror; *feather fall* per the spell, useable only by the Helmed Horror. *Construct*—immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Helmed Horrors see invisible objects or beings naturally, as if they always benefited from the *see invisibility* spell.

These animated suits of armor have the symbols of Bane engraved all throughout the armor and weapons. They are constructs of Stallac.

Kees Chembryl, male human Ftr16: CR 16; Medium humanoid; HD 16d10+32; hp 160; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, +8 full plate); Atks +24/+19/+14/+9 melee (2d6+10 [crit 17-20], +5 *Bane's revenge greatsword*) and +22/+17 melee (1d4+5 [crit 19-20], +3 *shocking burst spiked gauntlet*), or +17 ranged (1d10+5 heavy crossbow); SQ active *stoneskin* spell (damage resistance 10/+5, absorb 100 points of damage); AL LE; SV Fort +15, Ref +12, Will +8 (*cloak of resistance* +3).

Str 20, Dex 16, Con 14, Int 10, Wis 11, Cha 7.

Skills: Sense Motive +10, Bluff +12. *Feats:* Blind-fight, Cleave, Improved Critical (greatsword), Improved Critical (gauntlet, spiked), Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Two-weapon Fighting, Improved Two-weapon Fighting, Ambidexterity, Weapon Focus (gauntlet, spiked), Weapon Focus (greatsword).

Possessions: *cloak of resistance* +3, plus:

+5 *Bane's revenge greatsword*—Unholy weapon, and Bane against paladins. If anyone of good or neutral alignment picks it up without it being sheathed or wields the weapon, it will bestow one negative level (no saving throw), if a paladin attempts to pick up the weapon, it will bestow an additional negative level on said paladin. The sword has the power to dispel good once per day and makes the wielder immune to electrical attacks while it is drawn. Provided the wielder is a Knight of Bane, the sword dispels magic at the wielder's level and provides a 5 ft. radius, SR 21 around the wielder. There are runes of Bane engraved on the length of the blade and the hilt is in the shape of a black gauntlet.

+3 *shocking grasp spiked gauntlet of Bane*—is a gauntlet useable only by Knights of Bane. It is finely crafted.

Masked Man, male human Ftr5/Wiz10/Clr3 of Bane: CR 18; Medium Humanoid (6 ft. 2 in. tall); HD 5d10+10d4+3d8; hp 85; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 24 (+2 Dex, *bracers of armor* +6, *ring of protection* +3, unholy *amulet of natural armor* +3 with symbol of Bane, +7 from *shield* spell); Atks +15/+10/+5 melee (1d4+6 [crit 19-20], +3 *dagger*) or +14/+9/+4 ranged; SA spells; SQ Tyranny and Hatred domains, active *shield* spell (negates *magic missile* spells cast at him), active *displacement* spell (50% miss chance), active *stoneskin* spell (damage resistance 10/+5, absorb 100 points of damage), active *endure elements* (cold and lightning) spells (absorb 5 points o damage from each attack of these types); AL LE; SV Fort +13, Ref +12, Will +17 (*cloak of resistance* +3).

Str 16, Dex 15, Con 11, Int 19, Wis 17, Cha 5.

Skills: Alchemy +12, Bluff +12, Concentration +12, Diplomacy +11, Spellcraft +17, Heal +8, Speak language +4. *Feats:* Blind-fight, Dodge, Improved Initiative, Lightning Reflexes.

SQ: *Tyranny domain*—. *Hatred domain*—.

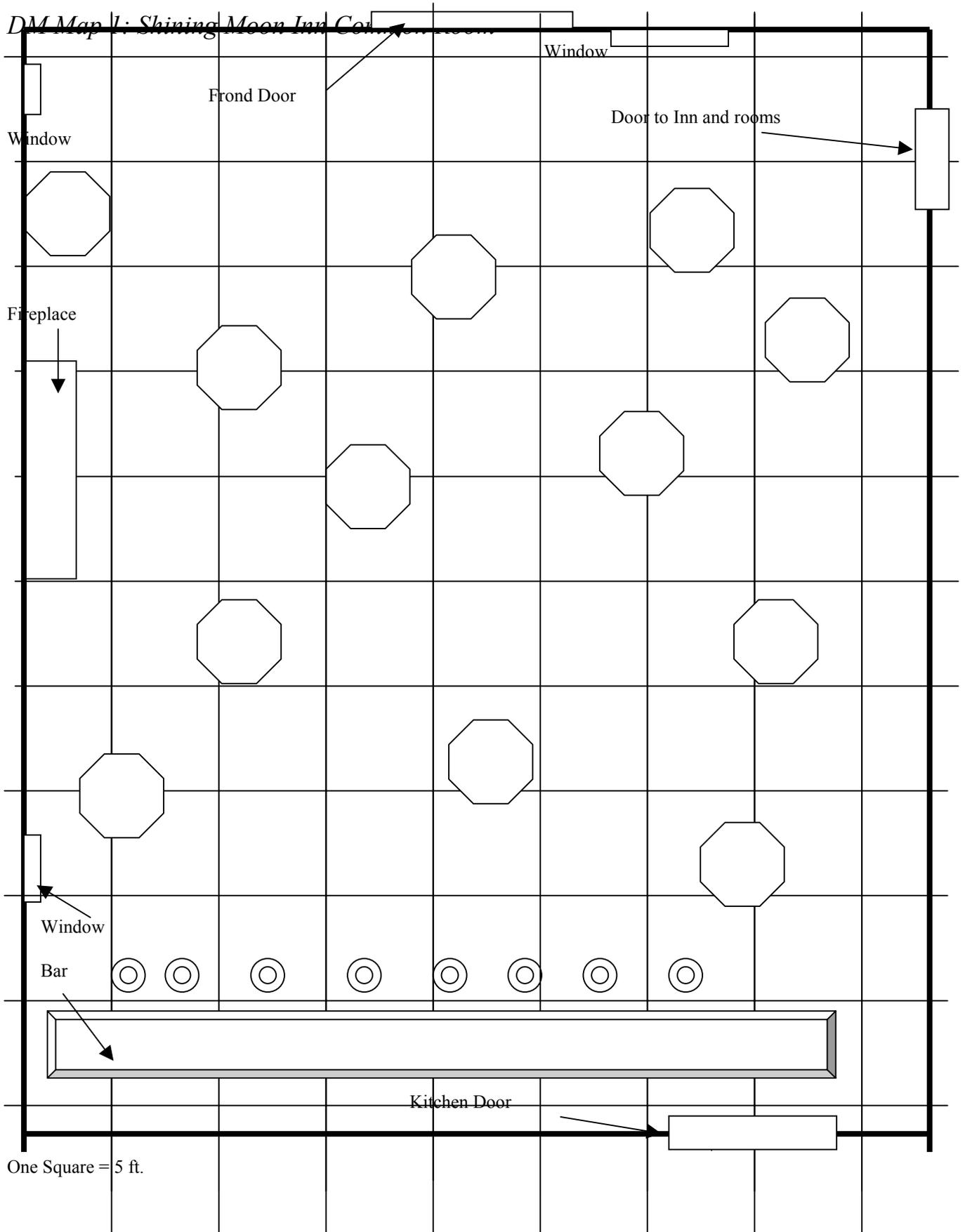
Wizard Spells (4/5/5/4/4/2; save DC = 14 + spell level): 0 lvl—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost x2*, *read magic*, *resistance*; 1st lvl—*charm person*, *chill touch*, *feather fall*, *magic missile x2*, *obscuring mist*,

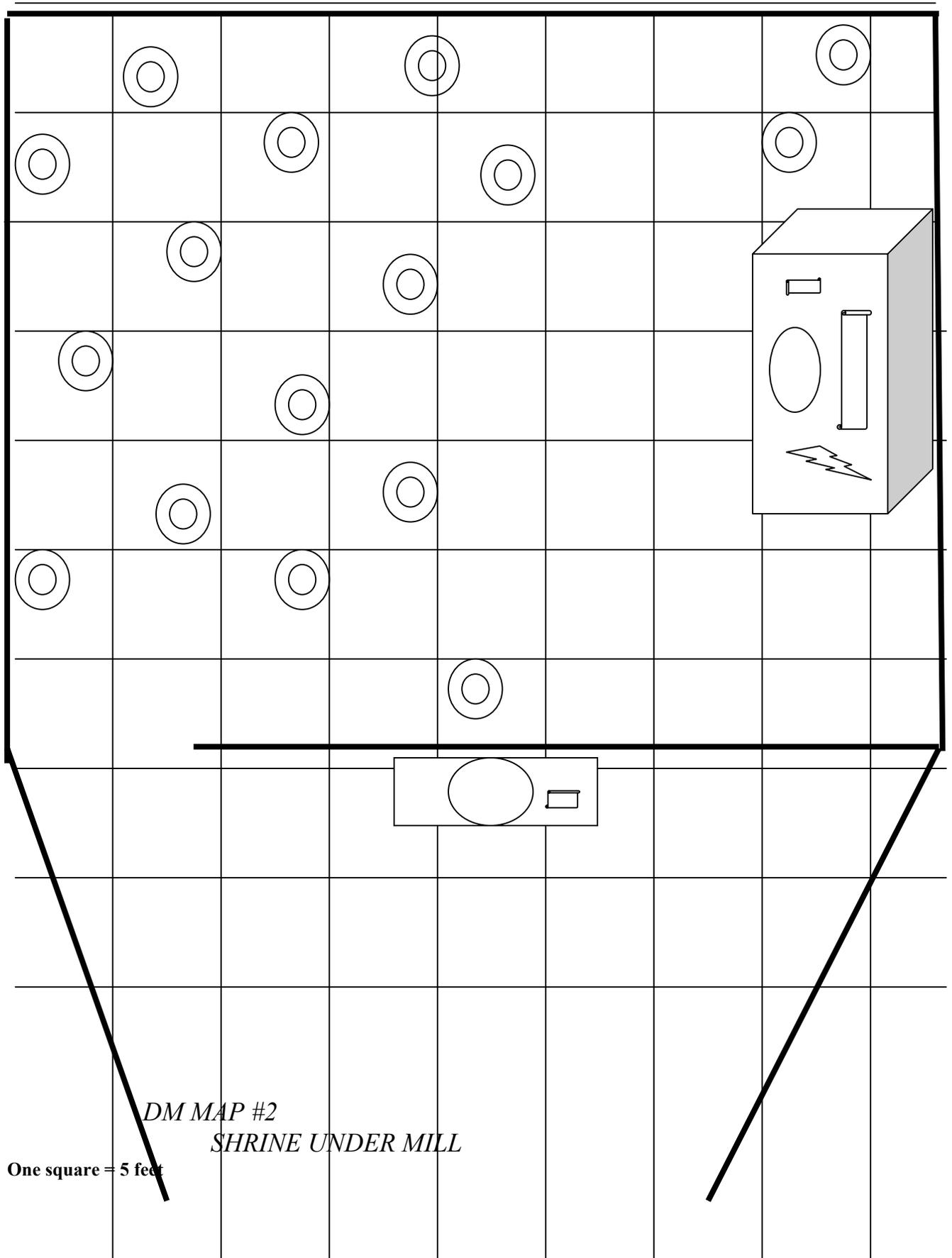
~~shield~~, spider climb; 2nd lvl—*invisibility*, knock, levitate, Melf's acid arrow, see invisibility, whispering wind; 3rd lvl—*blink*, dispel magic x2, fireball, hold person, lightning bolt, magic circle against good, slow, ~~displacement~~, vampiric touch, haste; 4th lvl—*bestow curse*, ~~stoneskin~~ x2; 5th lvl—*cone of cold*, mind fog, hold monster, wall of iron

Cleric Spells (4/2+1/1+1, save DC = 13 + spell level); 0 lvl—*cure minor wounds* x2, *inflict minor wounds* x2; 1st lvl—~~doom~~, ~~endure elements (lightning)~~, ~~endure elements (cold)~~; 2nd lvl—*enthrall*, sound burst.

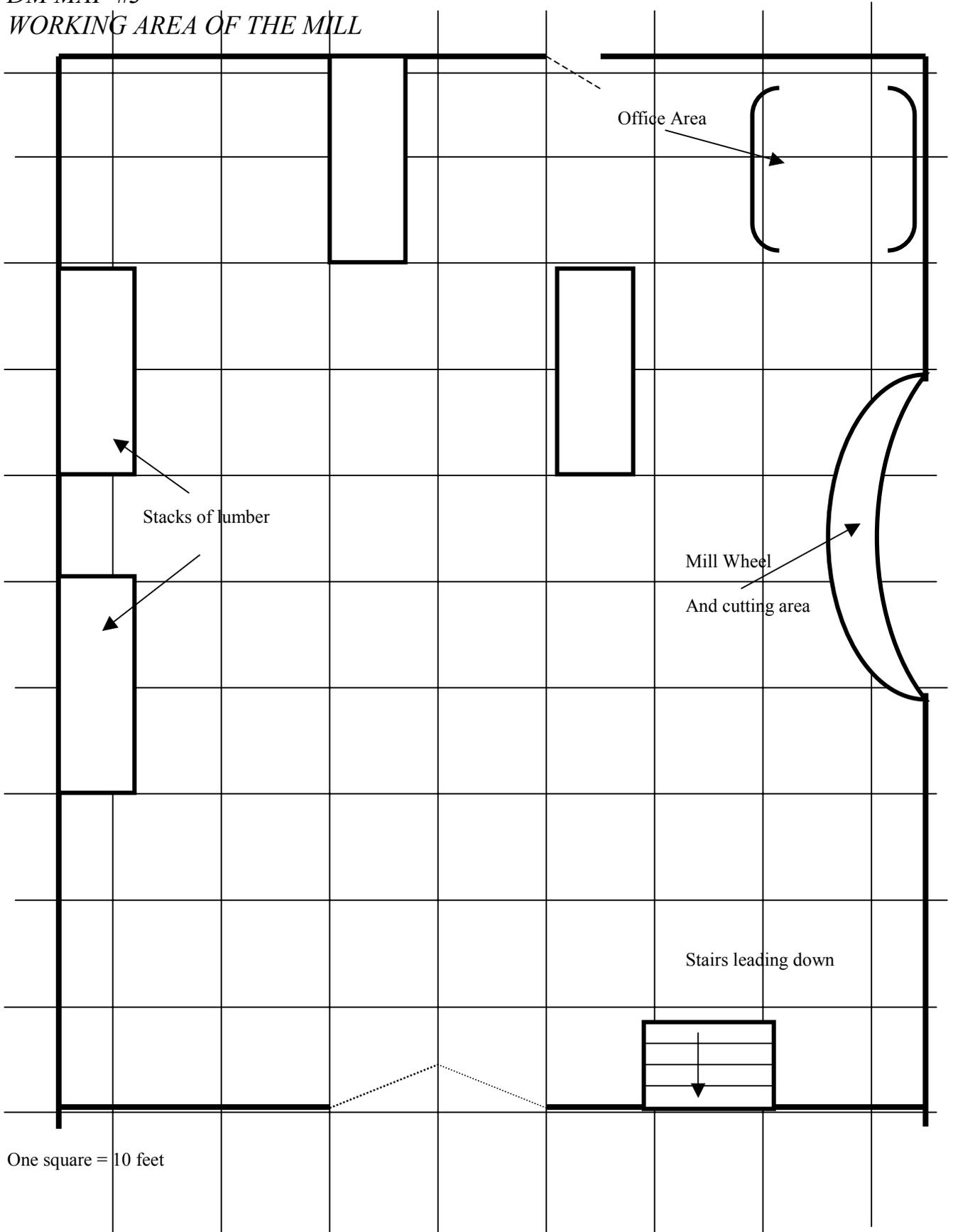
Possessions: *cloak of resistance* +3, *Bane's mask of the skull* (useable only by a priest of Bane): see DMG page 222. Even under the mask, this man's face looks like glittering sparkles. It hides his true appearance, even if he is killed.

DM Map 1: Shining Moon Inn Corridor



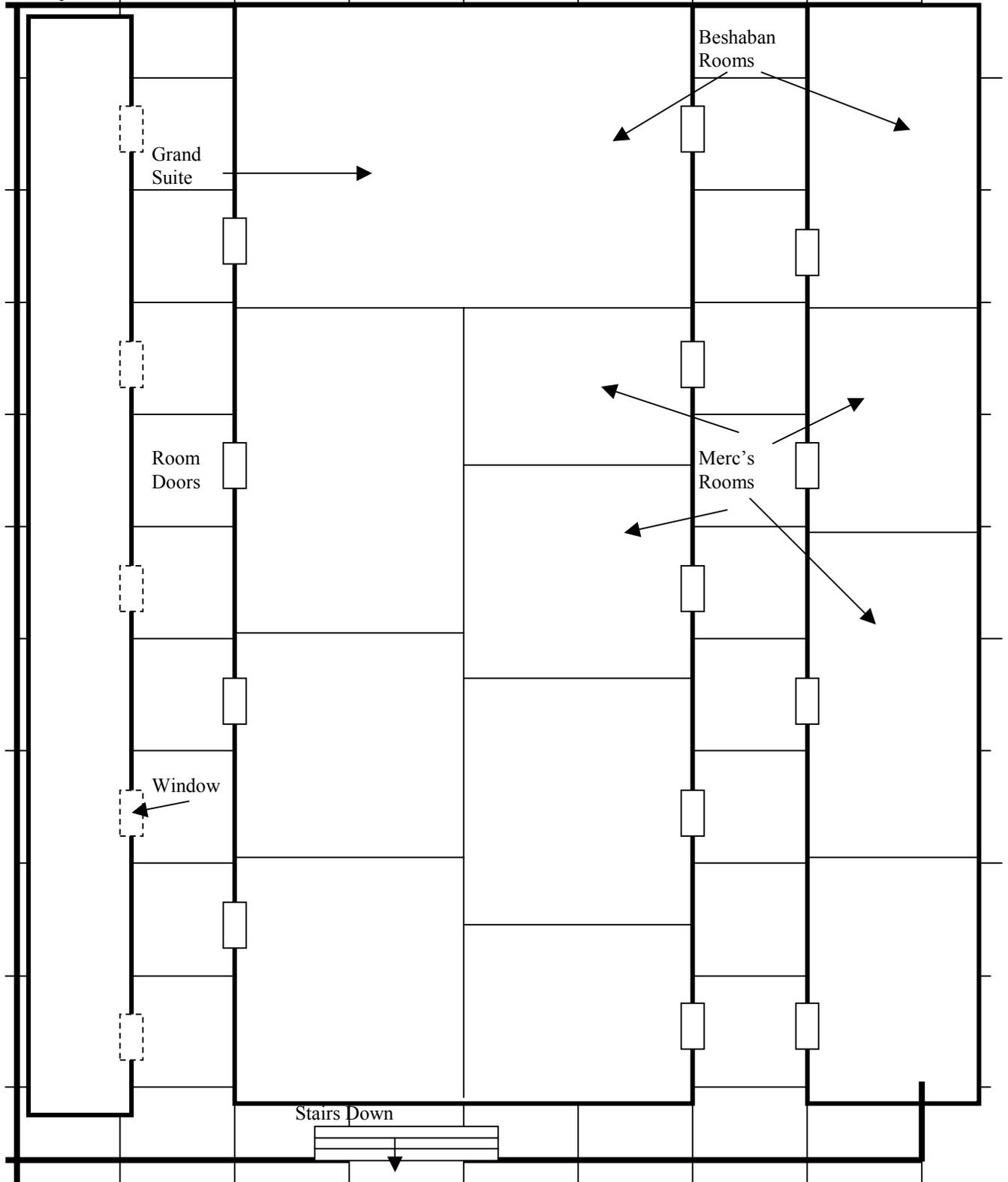


DM MAP #3
WORKING AREA OF THE MILL

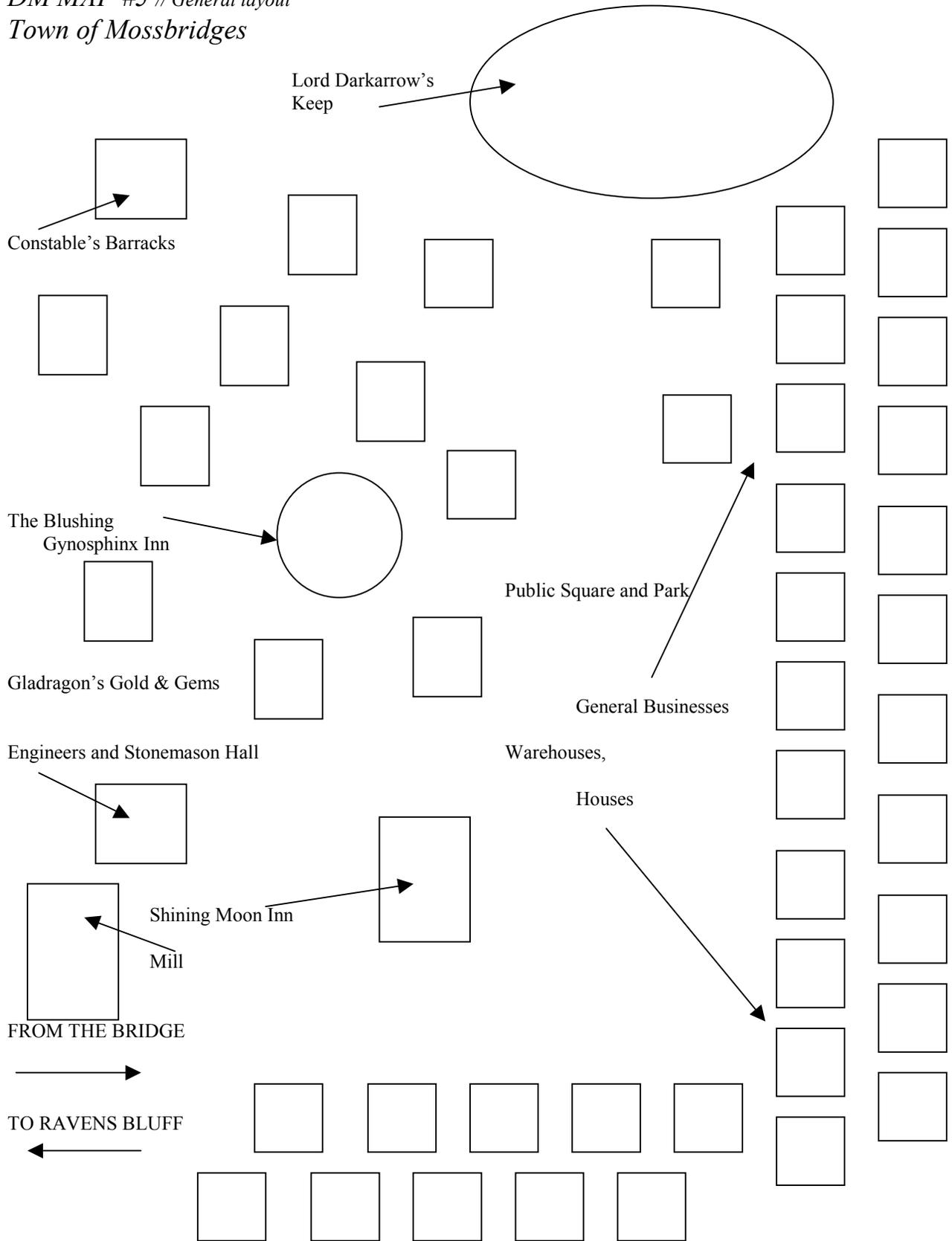


DM MAP #4
Rooms at the Shining Moon Inn

One square = 10 feet



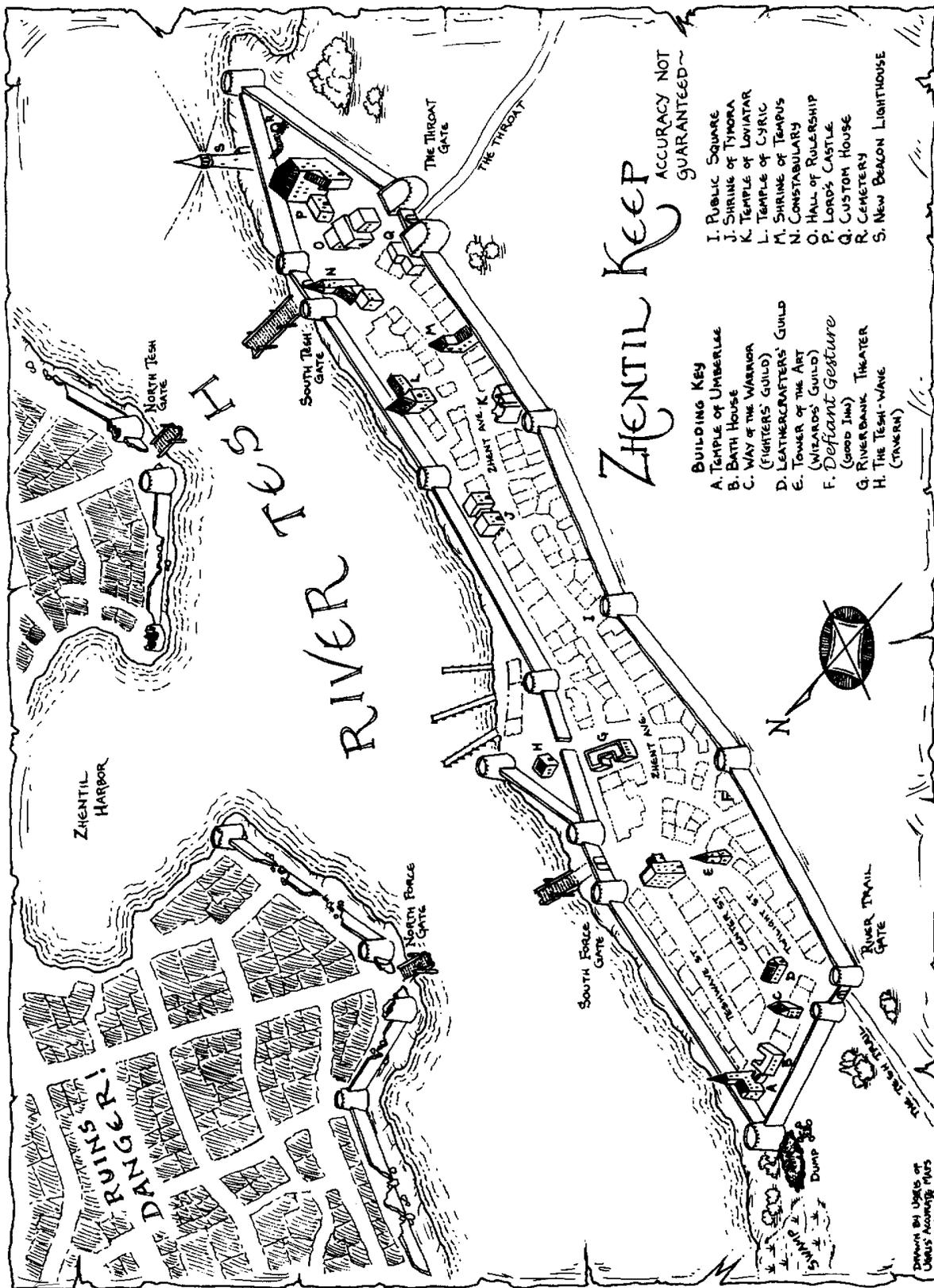
*DM MAP #5 // General layout
Town of Mossbridges*



PLAYER HANDOUT #1

We need you to report to the Council Chamber of the Clerical Circle immediately.
We know where the body of SIRRUS MELANDOR is and need you to go retrieve it.

Relarn Dayspring, Chief Prelate



Zhentil Keep

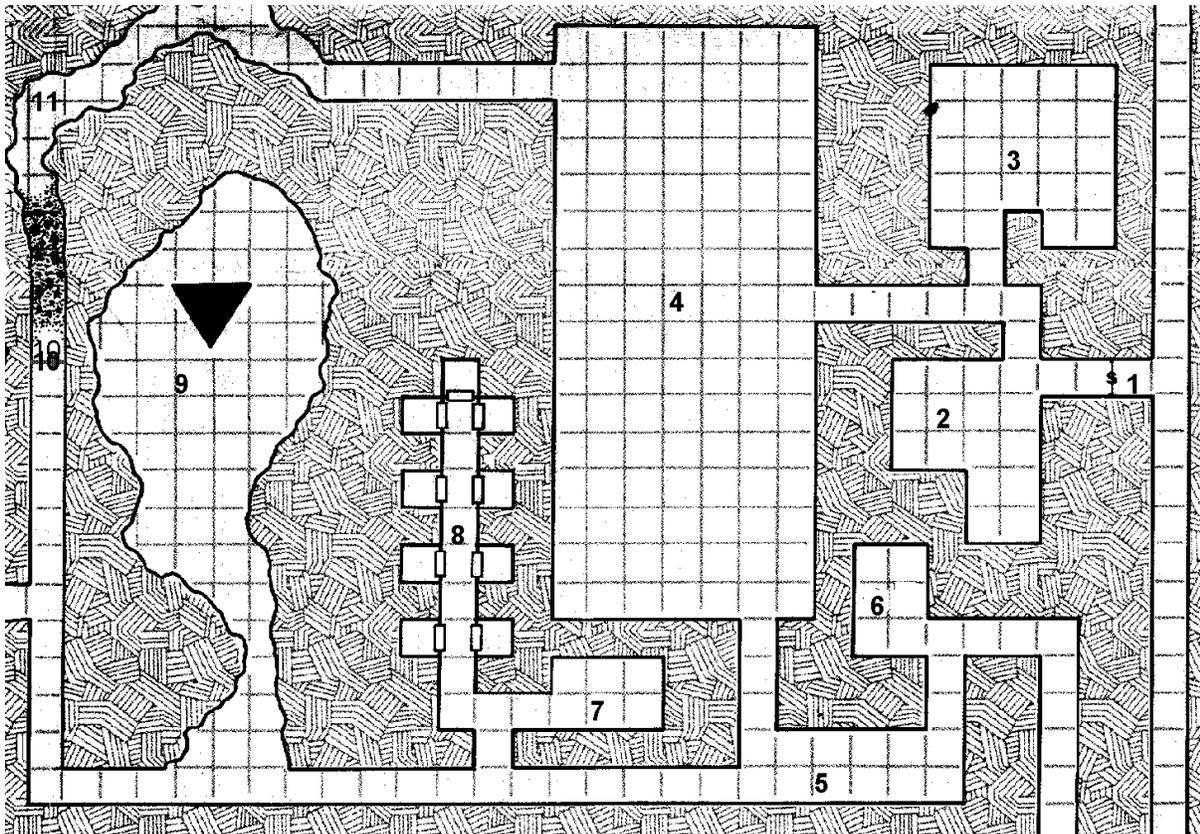
ACCURACY NOT GUARANTEED~

BUILDING KEY

- A. Temple of Umberlee
- B. Bath House
- C. Way of the Warrior (Fighters' Guild)
- D. Leathercrafters' Guild
- E. Tower of the Art (Wizards' Guild)
- F. Defiant Gesture (Good Jim)
- G. Riverbank Theater
- H. The Tesh-Wine (Tavern)
- I. Public Square
- J. Shrine of Tymora
- K. Temple of Loviatar
- L. Temple of Cyric
- M. Shrine of Tempus
- N. Constabulary
- O. Hall of Rulership
- P. Lord's Castle
- Q. Custom House
- R. Cemetery
- S. New Beacon Lighthouse

Player Handout #3

Drawn by Uggles of Umberlee Academy Maps



DM's Map #6

← North

1 Square = 10 Feet

