

VERInt4-03

Sewer Rats

A One-Round D&D LIVING GREYHAWK[®] Verbobonc Introductory Regional Adventure

Version 1

by John Patrick

Soldragon Academy Material: Developed by Ron Lundeen

Verbobonc City seems like great place for you to earn some much-needed coin, but you have been having no luck finding worthwhile employment. As such, you take what little jobs you get, even if that includes catering. A Verbobonc Regional Introductory Scenario for 1st-level characters only.

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

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

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

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

Reporting

As an Introductory scenario, this scenario is not reported to the RPGA or to the Verbobonc Triad.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the characters participating in the adventure. Since this is an Introductory Adventure, all must play 1st-level characters.

If you have fewer than six players, advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dogs

to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence document:

- Viscount Langard
- Noble Houses (all)
- Council of Abbots (all churches)
- Gentlemen of the Watch

Adventure Background

Verbobonc City is the capital and largest city in the Viscounty of Verbobonc. As such, there are several institutions of learning centered there, including the Soldragon Academy of Martial Training where the children of the noble and other affluent families learn not only combat and tactics, but art, grammar, science, and literature. The school is one of the highlights of the capital city. Unfortunately, Verbobonc City is also the home of evil people who are out to destroy the peace in Verbobonc.

For several months, the necromancer Kestrel Bloodstream, a follower of Vecna, has been preparing a special chamber in the sewers of Verbobonc City to help further his goals of locating the Hand and Eye of Vecna. The position of the chamber is key to his ceremonies, or so he thinks. In this chamber he has been performing odd ceremonies and rituals, and the room has a thick stench of rotting flesh.

Kestrel is highly unstable mentally, and this led to his dismissal from a small, organized group of Vecna followers. His delusions of grandeur—his

belief that he alone has the power to locate the Hand and Eye of Vecna even given the fact that many more powerful wizards and clerics have failed—is visible to others when they look at him. His appearance greatly reflects the insanity inside: black robes with silver-colored ribbons draped over his shoulder, a large skull worn as a hat with candles mounted to it like antlers (lit during a ceremony), and a skeletal left hand strapped to his own. In order to emulate Vecna, Kestrel wears a patch over his left eye.

Two weeks previous to the arrival of the characters, a 10-year old boy named Kalish, a student of the Academy had gone missing. He was last seen leaving the school to go to a local shop. Several days after his disappearance, his favorite hat, which he never was without, was found by Rhennee bargemen in the Volverdyva River. The Rhenee turned it over to the Gentlemen of the Watch, who identified it as belonging to Kalish. At that point, his family believed him to be lost, most likely drowned in the river.

What really happened was Kestrel abducted the boy nearby the school. Kestrel had used the sewers to travel around the city and came through a sewer grate to capture the boy with a *sleep* spell. Kestrel then took him to his secret chamber and performed a ceremony to locate the Hand and Eye of Vecna. Unfortunately for Kestrel, the ceremony yielded no clues as to the location of the Hand and Eye. Kestrel buried himself in studies to determine what went wrong with the ritual. Kestrel decided to keep the boy in case he was needed for a future ceremony.

When Kestrel's underlings carried Kalish's sleeping body to his chamber, Kalish's hat fell off unnoticed. Verbobonc City has a unique method of cleaning out its sewer system. By opening a sewer entrance to the main Volverdyva River tributary and a sewer exit to the river itself, and with the help of a little magic, it can take advantage of the river's water to flush refuse out of the sewer and into the river. Closing the entrance before closing the exit allows the sewers to drain to an almost empty state (with the help of a little magic). One can journey through the sewers easily, and Family members often do. It is by way of this sewer purge that the boy's hat was found in the river.

The disappearance of the boy and later finding of the hat has caused great grief at the Academy among the students and faculty, let alone the students' families. As the school believes that

Kalish was not victim to foul play, the school stayed open. In order to heighten the spirits of the students, it was decided to celebrate the founding of the school with a larger celebration than normal.

The school's kitchen, being sized to provide a small meal to the students, was not able to supply the large amounts of pies, cakes, meats, and goodies desired by the staff and faculty. As such, the schoolmaster turned to Holidar Settel, a good friend of his whom happened to own the Electrum Eel, a well-known inn with a sizable kitchen, to supply the feast. Holidar Settel is a good-hearted innkeeper, and accepted the invitation and did not ask for payment for the feast.

Kestrel Bloodstream, however, had come to the conclusion that he had made an error during the ceremony, and that the ritual needed to be performed again with another child, this time a girl. To Kestrel, the Soldragon Academy yielded several possible candidates.

Adventure Summary

The characters start the adventure in the Electrum Eel in Verbobonc City. The characters are apologetically asked by the innkeeper, Holidar Settel, to deliver the feast meal to the Soldragon Academy of Martial Training, as he and his staff are too busy to do it themselves. He offers them a free meal and room for the night if they are willing to do the delivery, which is ready after an hour. The bard in the common room is able to answer some questions the characters may have before they leave.

As the characters approach the school, two large dogs are interested in the food, and become aggressive to the characters. If they can get hold of enough food, they take it and run. If the characters toss a little bit of food, the dogs become more aggressive and attack

Upon arrival at the school, the schoolmaster, Mertius Soldragon, asks them questions to make sure they're safe to allow into the school. He's been very suspicious of visitors, ever since the disappearance. Once the characters answer his questions, he lets them enter the school and takes them to the dining hall. After dropping the food off at the dining hall, the schoolmaster escorts them back to the entrance.

On the way back to the entrance, a young girl excitedly comes up to the schoolmaster (and incidentally, the characters) and tells him that she saw another student get abducted (by Kestrel). She saw the girl, Emerau, get dragged into the

sewer through the grate in the training yard. The schoolmaster asks the characters if they can go after the abductor and student while he goes to summon the Gentlemen of the Watch.

Kestrel Bloodstream has two advance guards outside the chamber. While Kestrel would prefer that his advance guards be quiet, these two have been quite bored and are talking loudly enough for the characters to get the advantage. While these advance guards are not too bright, they are loyal and cannot be reasoned with or bribed.

As the characters enter the ceremonial room, they see Kestrel after he had just started the ritual on the young girl, who is tied down to the altar. Also in the room is a single guard similar to the previous encounter. None of the bad guys can be reasoned with or bribed. The guard and Kestrel Bloodstream attack the characters, leaving the girl tied to the altar to bleed. After defeating Kestrel Bloodstream and his henchman (or freeing the girl and retreating), the characters take the child back to the school, where the schoolmaster and authorities are waiting.

Introduction

If the characters are starting this adventure together ask them to do a quick in-character introduction. If they are starting out separately or in several groups have them do this when either the innkeeper (Holidar Settel) or the server (his daughter, Larisa Settel) seats them. Once the players are settled, read or paraphrase the following:

It is a pleasant spring afternoon in Verbobonc City. Winter is newly over, and the smells of nature returning to life warm the heart. The skies are just beginning to dim as you enter the Electrum Eel, known to all in the area as one of the best places for adventurers to rest, eat, and catch up on the news of the region. You hope that you'll finally be able to find some worthwhile and paying employment here.

The Eel is already crowded, and you are seated at the last empty table near the center of the common room.

The Eel is a good-sized square building with three floors. The common room and a substantial kitchen take up the first floor, while the top two floors are rented rooms of various sizes.

If the characters have not already introduced themselves, allow them to do this at this time. Once complete, proceed to Encounter One.

Encounter One: Negotiations at the Inn

This encounter follows directly from the Introduction. The characters meet the innkeeper, Holidar Settel, and are asked to carry some food to the Soldragon Academy of Martial Training. Read or paraphrase the following:

The servers are busy as they come from the backroom carrying trays of ale, mead, bread, and other foods to the customers. The room is full of patrons, mostly Oeridian, although there are several Flan and Suel, and a small table full of gnomes. A well-dressed bard stands near the fireplace singing an uplifting song about the triumph over the Second Rising of the Horde of the Temple of Elemental Evil. Many near him are listening intently to his song and several heads are nodding gently to the rhythm.

As you look about the room taking in the sights, the server comes up to your table and smiles.

“Hi, I’m Larisa,” says the young Oeridian woman, her long auburn hair pulled back behind her ears. “Guessing from your dress, you bunch must be adventurers. Well, you’ve stopped by the right place that’s for sure. What’ll you be eating and drinking today?”

Larisa takes their orders without taking payment at this time and proceeds to the bar where she talks with her father. If any character is watching her, they’ll see her give the order to the innkeeper and then point toward the party, while discussing something else. If no character is watching her, a DC 15 Spot check allows them to see what happened through the crowded room. If a character makes a DC 20 Spot check, they can read her lips and notice that she’s telling the innkeeper that they are a group of adventurers.

After several minutes, the bard’s song comes to conclusion and several in the common room are applauding. A few patrons at the next table stand to get more drinks. During this, the innkeeper comes up to your table carrying your order.

“Greetings, and welcome to my inn!” he says in Common as he serves your orders to

you. He grabs a vacant chair from the next table, pulls it up and sits down. “My name is Holidar Settel, and I run this fine establishment. My daughter, Larisa, tells me you bunch are adventurers, is this true?”

Holidar waits for confirmation that the characters are adventurers and asks for their names.

“If there’s one thing I know about adventurers, it is that you’re always looking for a way to make some coin, isn’t that right? Well, I have a problem, and perhaps you might be able to help me. I couldn’t offer much in coin, but I can offer a meal and a room for tonight. That’ll save you some coin, which is almost as good as earning it! Of course, it’s not really a task for adventurers, but I can’t handle it myself, not with the place as packed as it is, and I can’t send Larisa out or I won’t be able to serve anyone.” Holidar sighs, and continues “Well, enough rambling. The Soldragon Academy of Martial Training is having a little celebration at dinner today, and me and my crew in the kitchen have been busy baking and cooking the food for their feast. Could you deliver the food and goodies there for me?”

If the characters attempt to negotiate for a better offer, the innkeeper comments that he’s donating the food to the school, is already losing money on this and the most he could offer would be two nights stay and food. This offer of two nights of room and board allows the characters to have free standard upkeep for this module. After the characters accept the offer, Holidar continues:

“Good! This will really help me out, and of course the children will have a wonderful celebration feast! I hope that this feast gets their minds off of that terrible thing that happened the other week....” Holidar lowers his head in thought for a moment before shaking it off and looking up at you. “Your food and drink are on me, today, so put your coins away. Now, if you’ll excuse me, I need to get in the kitchen and finish getting ready. I should be done packing it all up in the next hour or so, plenty of time for you to get it to the Academy in time for their dinner. I’ll come get you when it’s ready.” Holidar pushes himself up from his acquired chair, bids farewell, and goes through the door behind the bar.

Holidar is too busy getting ready to answer any questions. Let the characters talk a bit and

perhaps plan. Before any of them get up from the table, continue:

The bard that was performing earlier steps up to your table. "Greetings!" he says with a flourished bow, sweeping his bright-green, single-feathered hat off his head. "My name is Giltaneous Greenfeather, master of stories, teller of tales, musician extraordinaire, and Artiste of the famed Riverwalk Society of Rhynehurst. I hope you enjoyed my performance," he says while holding his hat out somewhat expectantly. He looks you over with interest. "Ah-ha! Adventurers, albeit green ones if my eyes do not deceive me." He puts his hat back on his head and takes the seat vacated by the innkeeper. "You wouldn't happen to have any knowledge of recent events from afar, would you?"

Allow the characters to role-play telling Giltaneous any information they wish to tell him. He continues:

"Well, is there anything I can help you with? I keep my ears open to comings and goings, and might be able to share some of my knowledge with you for a small price, say an early dinner? If you would, I'd answer most any question you ask."

If the characters buy him some food, Giltaneous answers any questions. If the characters refuse, Giltaneous starts out Indifferent to the characters and requires a DC 15 Diplomacy check (change to Friendly) before answering any questions. If a question isn't listed here, Giltaneous still expounds greatly about anything he might (or might not) know about, so feel free to improvise. For questions about the Viscounty of Verbobonc, see the *Living Greyhawk Gazetteer* or *The Wanderer*.

- What do you know about Holidar Settel or the Electrum Eel?

"Holidar runs the Electrum Eel like a captain runs a tight ship, yet he is a good-hearted man. And although he is a kind soul, one is best to pay his bill when the time comes."

- What do you know about Larisa Settel?

"Larisa is Holidar's only child, and helps run the Electrum Eel. She has her father's kind heart and has been known to feed the poor street children when they come inside."

- What do you know about Soldragon Academy of Martial Training?

"It's a good school where young children can learn not only martial combat, but art, grammar, science, and culture. There is a great history with the Soldragon Academy, although the recent tragedy has the students and their parents scared. I did hear that they're celebrating the Academy's Founder's Day there to try to get the students' thoughts off of what happened."

- What was the tragedy at the school?

"Two weeks ago, a student went missing. The school and the Gentlemen of the Watch searched and couldn't find anything. And then two days later some Rhenee found his hat in the river, some miles downstream. They're not quite sure what happened, but apparently they think that he left the grounds and either jumped into the water himself or was the victim of foul play at the river's edge."

- Was there anything special about the hat?

"I managed to talk to the Rhenee that found the hat, as well as the Gentlemen who investigated. It was the boy's hat, no doubt, but it didn't yield any clues. The Gentlemen told me that even magic didn't show what happened to the boy. They've decided that he's lost."

If the characters attempt to find any Rhenee to corroborate Giltaneous' story, they may find one that has heard of those that found the hat but doesn't know anything else, and the Rhenee who found it have traveled further down the Volverdyva River. After the characters have had enough time to gather any information on what has happened at the school, the innkeeper returns with the food.

Holidar comes up to your table carrying a large cloth bundle with both hands. Even from a couple of feet away, you can feel the warmth and smell the fruits of the fresh-baked pies. "Here's the first bundle, there are several more in the kitchen. I probably outdid myself; we baked more than was asked, but I feel the children need to celebrate Soldragon's founding to help forget what happened. I appreciate your help with this. Let me tell you how to get to the Soldragon Academy." He tells you a simple route on how to get to the school. "Now, let's get the last of the bundles. Make sure you carry them with both hands, or else you'll tip them over. If you leave now, you should be able to make it in time. Any last questions?"

Each bundle (there is one for each of them) contains a large basket full of pies (fruit and mincemeat), breads, cookies, meats (chicken and beef), and other foods. Allow the characters to divvy up the bundles; each bundle requires both hands to keep from tipping it and weighs about 20 pounds. The characters cannot wield weapons or fight while holding the bundles of food.

At this time, Holidar is able to answer any questions the characters may have that weren't answered by Giltaneous.

All APLs

Larisa Settel: NG Female human (Oeridian) Com1, Profession (innkeeper) +2, hp 3.

Holidar Settel: NG Male human (Oeridian) Com5, Profession (innkeeper) +10, hp 15.

Giltaneous Greenfeather: human (Oeridian) male Brd6, Perform (Sing) +12; hp 32.

About Larisa Settel: Larisa is a young woman of 19 and Holidar's only daughter, and a server at the Electrum Eel. She is a fairly attractive woman with long auburn hair and green eyes. She's friendly and chatty with all of her customers, and has learned that being nice to them often gets her larger tips and brings business to the Eel. She is very experienced in fending off attempts of romance from the patrons, but will let them falsely believe that they are having an affect on her.

About Holidar Settel: Holidar is the proprietor and innkeeper of the Electrum Eel. He is over 40 years old and looks it. His appearance is one of a gruff grandfather and old sailor combined. This rough appearance is only a mask for a good heart. His biggest cares are his family and his business, and although he has a kind heart, he is stringent about getting paid. He has no connections with the Family other than the occasional small protection payment, and stays above the law otherwise. He is married, but his wife is at home and does not visit the Eel.

About Giltaneous Greenfeather: Giltaneous is a boisterous bard who can't get enough of a good story (and can't help give one back in return). He is about 28 years old and still has the good looks of his youth. He is well liked by the patrons of the Eel and treated well by Holidar. He is a great source of knowledge and represents a good role-play opportunity for characters that have time.

Encounter Two: Dog Day Afternoon

This encounter follows directly after Encounter One. Shortly before they get to Soldragon Academy, the characters are confronted with two large dogs, who seem intent on eating whatever the characters are carrying. The dogs are aggressive and try to bite the food out of the characters' hands. Read or paraphrase the following:

You are walking down the road when you make your final turn down a smaller side street leading to the school. The buildings on either side shade the street from the sun and make it much dimmer than on the main thoroughfare that you just left. Your burdens are getting heavier when a dog steps out from behind a large crate set against the building on your left. It lifts its head and takes several sniffs, then looks at you, baring its teeth in a low feral growl. Judging by its appearance, it hasn't eaten in several days, and is searching for a meal.

Have the characters make a Listen check (DC 15) to hear the second dog behind them or a Spot check (DC 15) to see the dog hiding. Both dogs are the feral equivalent of riding dogs. If none of the party makes the check, the dog behind them makes a surprise attack to attempt to trip one of the characters in the rear of the party and dig into the food. At this time, combat starts.

If at least one character makes the check, read or paraphrase the following:

You notice a second dog coming behind the party. Both dogs are baring their teeth menacingly while closing in slowly, and seem intent on relieving you of your bundles of food.

If combat has not already started, the dogs become aggressive. If not handled (see Tactics), combat begins.

All APLs

Dog, Riding (2): hp 13; see the *Monster Manual* page 272.

Tactics: The dogs are intent on getting the food and cannot be scared away. If a successful Handle Animal check (DC 20) is made for each dog, the dogs can be made to leave the characters alone while they proceed to the school. If the characters try to placate the dogs with food, for every two pounds of food per dog, there is a +2

circumstance bonus on the Handle Animal check for that dog. Every time the characters throw food at the dogs, they get another Handle Animal attempt, using only the bonus based on the amount of food thrown to the dogs that round.

If a dog succeeds in knocking down an opponent and get into the food, the dog eats while attempting to defend it. While eating the food, consider the dog to be in the Total Defense posture. If a character attempts to get the food while the dog is eating, the dog gets a single bite attack as an attack of opportunity. If a character attacks a dog, the dog attacks as long as it is being attacked, after which it returns to the food.

As a reminder, characters can use Handle Animal untrained on domestic animals, for which these dogs qualify.

Characters qualify for the XP award for either defeating the dogs in combat or handling them (with or without bribing with food) and getting to the Academy without a fight.

After the characters handle the dogs, proceed to Encounter Three.

Encounter Three: Back to School

This encounter follows directly after Encounter Two. The characters arrive at Soldragon Academy and knock on the door, where the schoolmaster, Mertius Soldragon, meets them. After a short period of questioning, Mertius leads them to a set of tables where they can set down their bundles. After inspecting the food, Mertius chats for a short period before escorting them back to the entrance. On the way back, a student who saw Kestrel Bloodstream kidnap another student interrupts them. From there, the characters head to the sewer entrance. Read or paraphrase the following:

Your bundles are getting heavier as you finally make it to the front gate of the Soldragon Academy of Martial Training. The Academy consists of three connected buildings, which surround a courtyard. A high stone wall forms the east side of the square where a large wrought-iron gate is located. Above the gate reads the inscription "Soldragon Academy of Martial Training." Through the gate you can see a large training yard with a fountain and garden.

Appendix Two is a map of the ground floor of Soldragon Academy. The gate is closed and locked (Open Locks DC 35, Break DC 28) from dusk until dawn. The south wing of the Academy is a single-story classroom wing. The north wing is the two-story dormitory. The west side of the Academy is the main building, a four-story structure that houses the Headmaster and the faculty, as well as the dining hall on the first floor.

After the characters knock or otherwise make themselves known, continue:

After a few seconds, you hear a male voice speak in Common: "Who's there? If you're not invited, it would be best that you leave." A nicely dressed gentleman appears behind the gate and looks you over. "Well, who are you and what business have you here?"

Ever since the first abduction, the staff of the Academy has been overly cautious as to whom they let inside the school. The characters must be able to answer the questions asked by Mertius before he'll let them inside. The characters need to answer that they're from the Electrum Eel, that Holidar Settel sent them, and that they have the food for the feast. After the characters have convinced him, he lets them inside.

No animals are allowed in the Academy. If the characters have any visible animals, Mertius tells them that they must stay outside. This is an old standing rule at the Academy. There are no exceptions to this rule. If the characters wish, some members can stay outside with the animals while the others deliver the food. If this happens, there is a chance of the characters that stayed behind witnessing the abduction of Emerau.

"My name is Mertius Soldragon, and I'm the schoolmaster here at Soldragon Academy. Please, follow me to the dining hall where the students will be eating." As you walk through the gate, you can see that the buildings and the front wall seclude the school from the rest of the city. The courtyard is empty except for a young girl sitting on the edge of the fountain, reading a book. As you walk by, the girl raises her head for the book and says with a short bow, "Good afternoon, Headmaster Soldragon." Mertius Soldragon smiles and replies, "Good afternoon to you as well, Miss Emerau. Make sure you're not late for your next class." The girl gives a gentle bow and returns to her book.

The schoolmaster leads you to a set of double doors on the building to your left and down a couple of hallways. After a couple of turns, he escorts you into a large room with three long tables and a shorter table at the near end. “Just set the food down here,” he says, gesturing to the shorter table.

If the characters dropped the food or either gave food to the dogs or had food stolen by the dogs, the schoolmaster makes a couple of remarks about the condition, but he accepts it anyway.

Behind the scenes, Kestrel is poised under the sewer awaiting his opportunity. Provided that all characters are carrying food into the hall, Kestrel waits several moments after the characters have entered the building to cast *sleep* through the grate at the unsuspecting Emerau, who fails the save and falls unconscious. After he pulls her into the sewers, his underlings carry her to the chamber while he closes the grate that he cast *arcane lock* on a few hours previously. If any characters stayed behind outside the gate, a Spot check (DC 25 due to cover of the fountain) will allow them to witness the abduction. In this case, Kestrel will pull Emerau into the sewers, close the grate (with the *arcane lock* on it) and have his two guards stay behind and guard the grate while his henchman carries Emerau to the chamber for the ceremony.

After the schoolmaster is done inspecting the food, read or paraphrase the following:

After the schoolmaster finishes inspecting the food, he thanks you and asks you to follow him back to the main gate. As he leads you back into the hallway, a young girl turns the corner running and almost runs into the schoolmaster.

“Schoolmaster! Schoolmaster! Someone grabbed Emerau!” shouts the girl, shaking visibly.

Grabbing the girl firmly with both hands on her shoulders, Mertius exclaims, “Emerau was taken? How and where was she taken?”

“In the training yard! I saw something and it looked like it pulled her into the ground!” She starts down the hallway and Mertius follows.

The young girl is about 11 years old, and a student at the Academy. After the characters follow Mertius and the girl into the courtyard, the girl takes Mertius (and the characters if closely

following) to the fountain where the book Emerau was reading lays on the ground. If the characters search the ground, they’ll notice a sewer grate near the fountain. If the characters do not search, Mertius will point it out to them.

As Mertius turns to you, you notice that his face has gone grey with fear. “Dragged into the sewers.... I assumed that the students would be safe from whatever happened to Kalish as long as they stayed in the school. It seems I was wrong.” He looks among you and pleads, “Please, could you go and bring Emerau back for us? I must stay behind with the other teachers and make sure the other students are all accounted for and safe. The last thing we need is for another student to go missing.” He looks to you, and awaits your answer.

After the characters agree to rescue Emerau, continue:

Mertius thanks you greatly. “Please return Emerau to us. And if you can find out what happened to Kalish, I would be most grateful, and so would his family. Now, I must go talk to the other instructors and send someone to fetch the Watchmen.” Mertius heads back into the school building.

The sewer grate has been shut, latched, and sealed with the *arcane lock* spell. To force the grate open, it will require a DC 25 Strength check to open. If the characters are unable to open the grate, they can Search (DC 15) to find another grate in the alleyway where they were attacked by the dogs (where Kalish was abducted).

If the characters wish to bring any animals into the sewers, they will have to use the other grate, as Mertius will not allow them to bring the animals in, or wait until after Mertius has left.

After the characters enter the sewers, proceed to Encounter Four.

All APLs

Emerau: NG Female human (Oeridian) child, Ari1, hp 2

Encounter Four: At the Door

This encounter follows directly after Encounter Three, provided that the characters did not witness the abduction of Emerau. If the characters did witness the abduction, they fight the two guards by the grate instead of this encounter.

If the characters did not witness the abduction, they follow Kestrel Bloodstream back to his chamber in the hopes of rescuing Emerau. Outside Kestrel's chamber, there are two advance guards that must be dealt with before entering the ritual chamber. Read or paraphrase the following:

As you enter the sewers, the first thing you notice is that it is cleaner and there are fewer odors than expected. You have descended into what must be one of the main sewer lines running north and south under Verbobonc City. It is 10 feet wide with a round cross-section. Small amounts of water and waste flow gently toward the north.

Appendix Three contains the map for this encounter as well as Encounter Five. If the characters make a DC 15 Search check, they notice several sets of footprints going to the north. Kestrel and his guards, who were carrying the body, made these footprints. They are hurrying to the chamber to perform the ritual before Emerau wakes up, and since the characters had to deal with the arcane locked grate, are sufficiently ahead that the characters cannot catch up. After the characters start to track the footprints, continue:

As you follow the footprints north, you see several smaller tunnels of various sizes connecting to this tunnel from the left, right, and above. These are obviously minor sewers coming from other areas and buildings. Shortly after following the tracks, you see the footprints heading down a tunnel to the left. This tunnel appears to have been made recently, and is constructed with a square cross-section and made of different material.

It is easy for the characters to track the footprints left behind by Kestrel and his guards. At this point, a DC 10 Listen check will allow the characters to hear the two advance guards at the end of this tunnel guarding the entrance to Kestrel's chamber. The fighter is leaning against angled wall and is not paying much attention, while the rogue is standing near the corner and peering down the corridor every so often. The fighter is bored and talking loudly. After the characters look down the hallway to see what they're hearing, continue:

This tunnel has been newly made and unlike the rest of the sewers. The tunnel runs for about 40 feet where it turns to the left. Two humans are standing at the bend, talking to each other in Common. The one in a chain

shirt with a bastard sword in his hands speaks to the one in studded leather holding a light crossbow and says, "So, what do you think he'll do with her? Think his magic will work this time?"

The fighter-guard is not too bright and will continue to ask the rogue-guard stupid questions, giving things away to the characters if need be (feel free to enjoy role-playing the fighter's comments to the rogue!). The rogue-guard will mostly ask the fighter-guard to be quiet while occasionally looking down the tunnel. The guards will attack the characters as soon as they see them (see Tactics below). As the fighter is distracting the rogue, the rogue suffers a -4 penalty on any Spot checks (where the fighter suffers a -8 penalty on his Spot checks). If the rogue does see a character, he will attack with his light crossbow and get the fighter-guard involved.

Note that the potions on the guards can be looted by the characters (and it is in their best interest to do so) prior to entering Kestrel's chamber. Make sure the characters are aware of the potions. There is enough extra loot in the chamber such that if the characters use the potions, there is still enough to get full money for this module.

After defeating the guards, the characters can enter the chamber. If they listen to the door before hand, they will hear chanting and nonsensical words. Kestrel is inside the chamber with Emerau lying on an altar, and he will soon finish the ceremony.

All APLs

Guard One: human (Suel) male Ftr1; hp 16; see Appendix One.

Guard Two: human (Oeridian) male Rog2; hp 14; see Appendix One.

Tactics: The guards are there to help Kestrel and prevent people from interrupting his ceremony, and as such cannot be reasoned with or bribed. They are aggressive and will fight to the death. Both guards carry two potions of *cure light wounds*, and will use them if need be.

The guards have been instructed to deal with any problems without disturbing Kestrel, so they will not enter the chamber even if the characters attack.

Encounter Five: The Chamber

This encounter follows directly after Encounter Four. After defeating the advance guards, the characters enter the ceremony room and interrupt Kestrel Bloodstream as he's starting the ritual. The characters must fight Kestrel and one other guard in the room in order to rescue Emerau. Read or paraphrase the following:

Beyond the door is a large octagonal room, decorated in black and silver. Several large braziers are located in the room and burn an eerie fire. In the center of the room is a large altar where a girl is lying, seemingly unconscious. A man dressed in black and silver robes stands on the other side, chanting. He wears a large skull on his head, with lit candles mounted upon it like antlers. He wears a bejeweled eye patch on his left eye. In the far corner, a small boy is restrained against the wall, and a man stands to the boy's side, light crossbow in hand. He raises the crossbow.

Combat begins as soon as the characters enter. Kestrel has cast *locate object* as the final part of the ritual right before the characters start combat with his guards. When Kestrel hears the characters in their combat with his guards, he also casts *false life* to prepare for their entrance (giving him an additional 9 hp). Kestrel continues the ceremony until threatened or the characters attempt to rescue Emerau, who will sleep throughout the combat unless woken from the *sleep* spell. The henchmen will attack the characters and ignore Kalish's bound body.

The room is full of valuable objects (gold braziers, silver candlesticks) to maximize the characters gold award.

All APLs

Henchman: human (Suel) male Ftr1; hp 16; see Appendix One.

Kestrel Bloodstream: human (Oeridian) male Nec3; hp 16 (25); see Appendix One.

Tactics: Kestrel and the guard will fight to the death. The guard has two potions of *cure light wounds*, and will use them if need be.

Conclusion

Provided the characters rescue Emerau, read or paraphrase the following:

As you bring Emerau and Kalish back to the sewer entrance that you descended, you see several Gentlemen of the Watch standing in the sewers as Mertius lowers himself from above. Mertius sees the children and is very relieved. As he takes them above to see the healers, the Watchmen tend to your wounds and ask you to show them where you found the students. After inspecting the chamber and collecting some evidence, they decide that you may keep some of the valuables as payment for returning both of the children safely.

Returning to the Electrum Eel, news spreads quickly about your deeds. Holidar seems delighted to have chosen you for the task, and Giltaneous promptly starts singing of your heroic actions.

The End

Experience Point Summary

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

Encounter One

Learn about the first abduction 30 XP

Encounter Two

Defeat the dogs 60 XP

Encounter Four

Defeat the guards 90 XP

Encounter Five

Defeat Kestrel and henchman 120 XP

Story Award

Rescue Emerau and Kalish 90 XP

Discretionary roleplaying award

Good roleplaying and teamwork 60 XP

Total possible experience: 450 XP

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

L: 80 gp; C: 20 gp; M: 40 gp

Encounter Five:

L: 60 gp; C: 300 gp; M: 420 gp

Total Possible Treasure: 450 gp

As an Introductory Adventure, this module has no Item Access.

Note: The characters have free standard upkeep given to them by Holidar Settel.

Appendix One: Non-Player Characters

Encounter 4: At the Door

Guard One, male human (Suel) Ftr1: CR1: Medium Humanoid (5 ft. 7 in. tall); HD 1d10+6; hp 16; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15, touch 11, flatfooted 14; Base Atk +1; Grp +3; Full Atk +4 Two-handed (1d10+3/19-20, Masterwork bastard sword (martial)), +3 Two-handed (1d8/19-20, Masterwork light crossbow); AL NE; SV Fort +5, Ref +1, Will -2; Str 15, Dex 13, Con 16, Int 10, Wis 7, Cha 11.

Skills & Feats: Climb +5, Handle Animal +2, Jump +5, Swim +2; Improved Initiative, Power Attack, Toughness.

Possessions: masterwork chain shirt, masterwork bastard sword, masterwork light crossbow, 8 bolts, 2 potions of *Cure Light Wounds*, 35 gp.

Guard Two, male human (Oeridian) Rog2: CR2: Medium Humanoid (5 ft. 4 in. tall); HD 2d6 + 4; hp 14; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk +1; Grp +2; Full Atk +3 (1d6+1/18-20, Masterwork rapier), +4 Two-handed (1d8/19-20, Masterwork light crossbow); SA evasion (Ex), Sneak Attack (1d6), Trapfinding; AL NE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 15, Int 14, Wis 10, Cha 8

Skills & Feats: Bluff +1, Climb +3, Disable Device +7, Escape Artist +7, Gather Information +0, Hide +7, Jump +3, Listen +4, Move Silently +7, Open Lock +7, Search +6, Sense Motive +3, Sleight of Hand +6, Spot +3, Tumble +6, Use Rope +3; Dodge, Improved Initiative.

Possessions: Masterwork studded leather armor, masterwork rapier, masterwork light crossbow, 8 bolts, 2 potions of *Cure Light Wounds*, 65 gp.

Encounter 5: The Chamber

Henchman: Same as Guard One.

Kestrel Bloodstream, male human (Oeridian) Nec3: CR3: Medium humanoid (5 ft. 8 in. tall); HD 3d4+6; hp 16; Init +2 (Dex); Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +1; Grp +0; Full Atk +1 Two-handed (1d6-1/20, Quarterstaff); +4 Two-handed (1d8/19-20, Masterwork light crossbow); AL CE SV Fort +3, Ref +3, Will +4; Str 8, Dex 13(15), Con 14, Int 17, Wis 8, Cha 12.

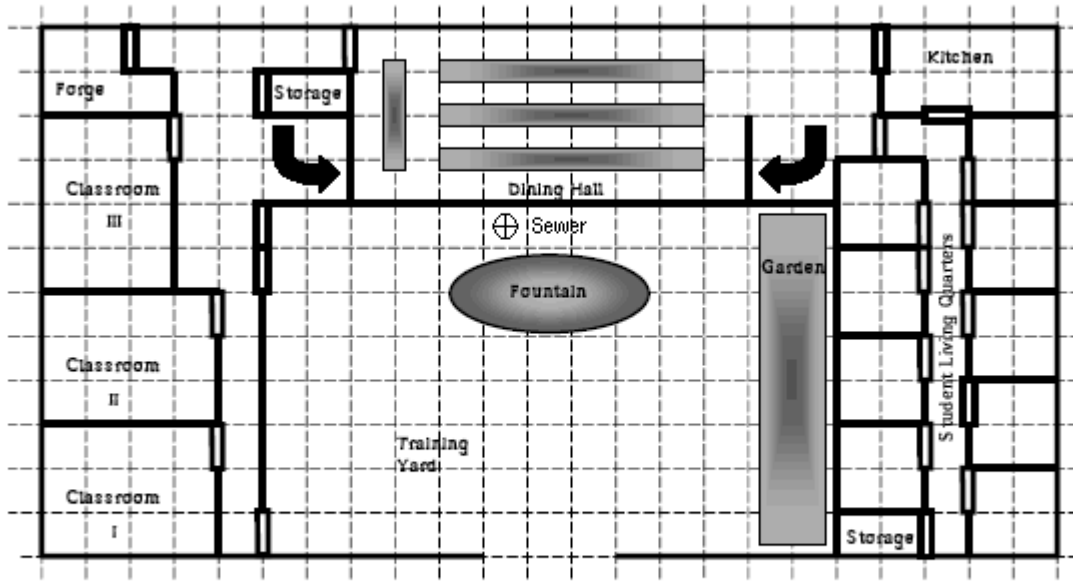
Skills & Feats: Concentration +8, Decipher Script +9, Knowledge (Arcana) +9, Knowledge (Arch & Engr) +9, Knowledge (The Planes) +9, Spellcraft +11; Combat Casting, Iron Will, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Nec 5/4/3, base DC = 13 + spell level): 0—Acid Splash, Daze, ~~Read Magic~~, Resistance, Touch of Fatigue (s); 1st—Magic Missile, Ray of Enfeeblement (s), Protection from Good, ~~Sleep~~; 2nd—~~Arcane Lock~~, ~~False Life~~ (s), ~~Locate Object~~.

Spellbook: No character access.

Possessions: Robes, quarterstaff, masterwork light crossbow, 8 bolts, spell component pouch, gloves of dexterity (+2), potion of *Fox's Cunning*, necklace (worth 150 gp), jeweled eyepatch (worth 120 gp), 90 gp.

Appendix Two: Ground Floor of Soldragon Academy



Soldragon Academy of Martial Training, Ground Floor

Appendix Three: The Sewers from Soldragon Academy to Kestrel Bloodstream's Chamber

