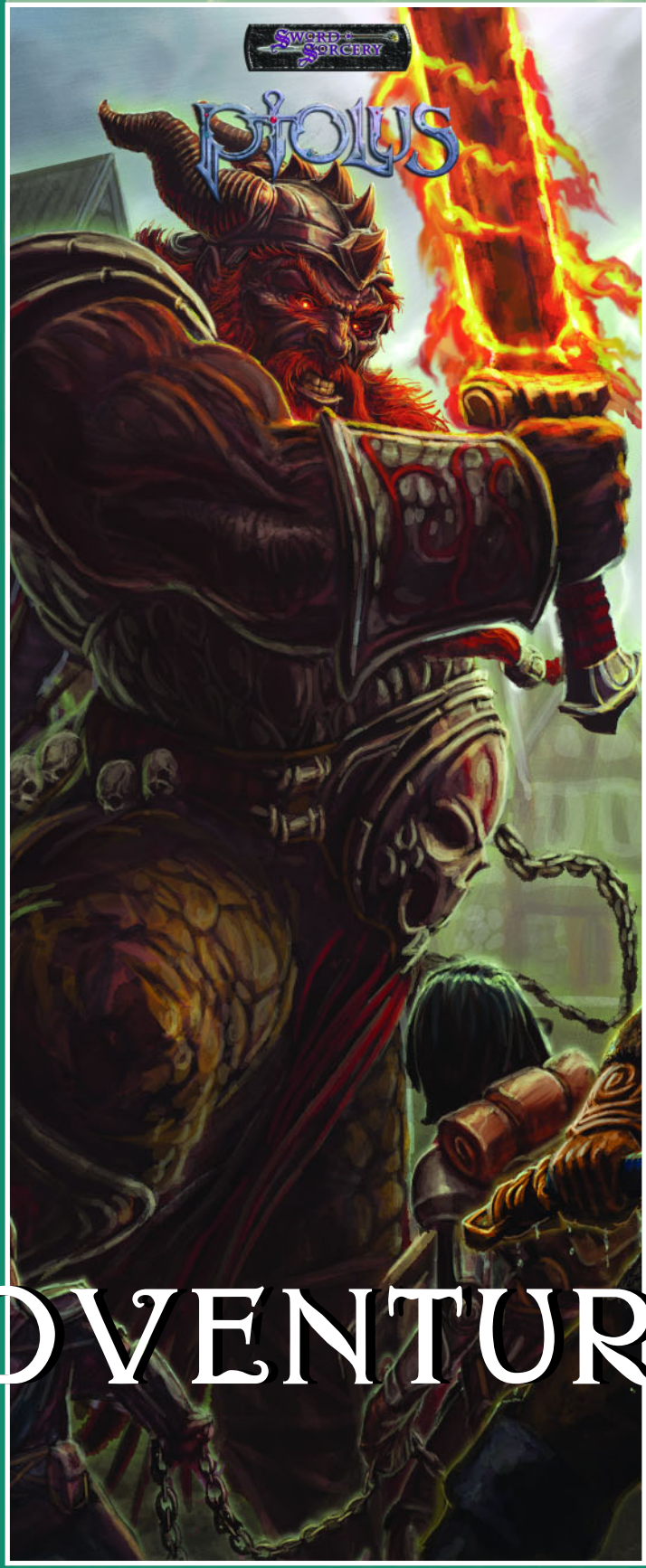


PT8

WORD & SORcery

Pious



ADVENTURES

Scenarios By
MONTE COOK
For Characters of 1st to 4th Level

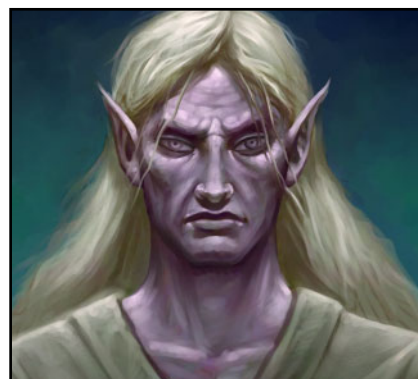
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GUIDE TO THE PTOLUS PDFS

Throughout this book you will find references in the text and in the side-panels to other books in the PT series of *Ptolus* PDF editions. For your convenience, here's a listing of all the titles in the series and their corresponding title codes:

<i>A Player's Guide to Ptolus</i>	PT1
<i>The World of Praemal</i>	PT2
<i>Organizations</i>	PT3
<i>Districts of the City, Vol. 1</i>	PT4
<i>Districts of the City, Vol. 2</i>	PT5
<i>DM's Companion</i>	PT6
<i>Beneath the Streets</i>	PT7
<i>Adventures</i>	PT8
<i>The Spire</i>	PT9

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INTRODUCTION

This book presents a series of exciting linked adventures set in the streets of Ptolus to get your campaign started.



PAGE NUMBERING

Two sets of page numbers appear at the top of the pages that come after this introduction. The main page numbers correspond to this book's table of contents. The ones in parenthesis correspond to the page numbers of the Ptolus print book. They are there so you can properly check the side-panel cross-references of important words that you'll find boldfaced throughout this book. These cross-references tell you where to find more information about a given term, character, or place. They direct you to either a page number in this book, a chapter in another book, or a page number and title code of another installment of the PT series. We reference the page numbers from the print book so that, whatever edition of Ptolus you have, you can discuss page references with friends and not risk any confusion. Look for a rundown of all PT title codes in this book's Table of Contents.

Welcome to *Adventures*, a book designed to launch your campaign with scenarios for low-level characters in the City of Ptolus. The material in this book corresponds directly to Chapter 33 in *Ptolus: Monte Cook's City by the Spire*.

This is one in a series of nine Ptolus PDF releases from Malhavoc Press. When used together, they comprise the entirety of the Ptolus print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

WHERE DO I START?

If you've purchased this book as a general sourcebook and you're not sure what *Ptolus* is, check out the sidebar on the next page for a primer on the product and the city it details. If on the other hand you're starting to plan your own Ptolus Campaign, here are a few guidelines on how to get started.

Whether you are a player or a DM, start by reading *A Player's Guide to Ptolus*. That book—free to download as a PDF at <www.ptolus.com>—provides a quick overview of everything else in the book. Of course, it doesn't go into any of the secrets of the setting—

those are for the DM to reveal as time goes on. DMs should print out a copy for each player. Let everyone have a chance to learn about the city and get a feel for the setting.

Where you go next depends on how you're going to use Ptolus. If you want it to be your campaign setting, start reading *The World of Praemal* and learn all the basics of the world.

If Ptolus is destined to become a city in your existing world, jump straight to the Districts of the City PDFs and read about the various parts of town.

If you only want to mine the setting for ideas, flip through the various PDF releases that interest you and look at whatever strikes your fancy. You'll find interesting city locales, strange and fascinating NPCs, dungeon complexes, evil fortresses, haunted ruins, complex organizations, a few new races, monsters, prestige classes, spells, and a lot more.

Ready-made adventures for characters of level 1 to 4 are available in this book. For those of you who need adventures beyond those offered here, check out the ninety-six-page *Night of Dissolution* Ptolus adventure. It provides an exciting Ptolus-based adventure for 4th- to 9th-level characters.

If you want to read every last bit of information available on the city, look for two Ptolus-related products previously released by Malhavoc Press: *The Banewarrens* and *Chaositech*.

To delve even deeper into Ptolus, check out the official comic book, published by DB Pro, available from Diamond Comics. We're also proud to offer metal miniatures from Paizo Publishing, specialty map products from cartographer Ed Bouelle's SkeletonKey Games, architectural sketchbooks from The Forge, and the *Ptolus Counter Collection* from Fiery Dragon Productions.

ADVENTURE IN THE STREETS!

This book presents a series of exciting linked adventures that take place in the streets of Ptolus to get your campaign started. These short scenarios are designed to introduce players and player characters to the ins and outs of the city.

Characters of 1st or 2nd level who start with these adventures can reasonably expect to be 3rd or even 4th level when they complete them all.

The adventures are episodic but are designed to be run together, one after another. They involve gangsters, politics, and a conniving dark elf manipulating events—and the PCs—to get what

he wants. By the end, the characters will have met some of the movers and shakers in the city and are likely to have made both allies and enemies. It also includes some short, independent “interludes” that can be inserted at almost any time.

Throughout *Adventures*, all references to spells, feats, and other rules come either from this book or from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, DMG, and MM. This book is protected content except for items specifically called out as Open Game Content on the Legal page. For full details, please turn to the Appendix. Open content is not otherwise marked in the text of this book.

Bonus source material and ideas to augment the information in the *Ptolus* PDFs appear on my website. Find the links to these free web enhancements, my campaign journal, and much more online at <www.ptolus.com>.

Thanks for trying the Ptolus Campaign! I hope you enjoy it as much as I do.




ACKNOWLEDGMENTS

These people and things played a significant part in the creation of Ptolus, even if indirectly, and thus they have my thanks:

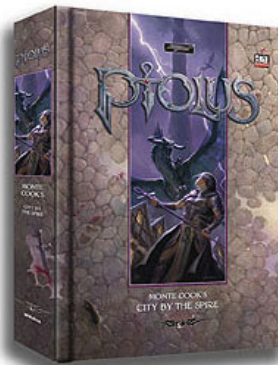
Kelley Barnes-Herrmann, Phil Boule, Ed Bouelle, Dean Burnham, Michele Carter, Mike Chaney, Andy Collins, Sue Cook, Bruce Cordell, Jesse Decker, Denmark (and new friends there), fans of *The Banewarrens*, Red Garland, Gateway Computers, Gen Con, Get Fuzzy, Brian Glass, Godspeed You Black Emperor, Gary Gyax, Conrad Hubbard, everyone working on *Lost*, H.P. Lovecraft, Marley, China Mieville, Matt Milberger, Erik Mona, Monster Energy Drink (lo-carb), Grant Morrison, Chris Perkins, Porcupine Tree, posters on our message boards, Jeff Quick, John Rateliff, Reduced Fat Wheat Thins, Sean Reynolds, Rufus, Charles Ryan, Seattle's weather, Morgan Spurlock, Sony Electronics, Source Comics and Games, Spock's Beard, Stan!, Tortoise, two different ergonomic keyboards and three (optical, not blind) mice, Aaron Voss, Steve Wieck, Stewart Wieck, Fred Yelk, and Yes.

WHAT IS PTOLUS?

If you were to imagine the most deluxe roleplaying game product ever, what would be in it? More than 600 pages of fantasy source and adventure material from one of the industry's greatest designers? Check. Glorious full-color art? Check. Double-sided poster map? Player handouts? A CD-ROM packed with bonus material? Check, check, and check.

As a book, Ptolus is many things all at once. It is . . .

- The ultimate fantasy campaign in which adventurers plumb the depths of a gigantic underground labyrinth filled with treasure, monsters, and traps—or try to make names for themselves in a city filled with intrigues, politics, and mystery.
- The very first and longest-running 3rd Edition campaign, run by one of the game's designers for industry celebs including two editors of *Dragon*® magazine, two editors of *Dungeon*®, three Wizards of the Coast roleplaying designers and three editors, and even the former D&D business manager.
- A detailed city setting crammed with characters, locations, and enough adventures to take characters from 1st to 20th level.
- A work of unsurpassed usability, featuring extensive indexing and cross-referencing throughout, designed and tested by the author of the *Dungeon Master's Guide* and the “Dungeoncraft” column in *Dungeon* to make play even easier and more fun.
- The most deluxe RPG package ever designed; the 672-page print book includes more than 130 pages of color artwork and maps, three bound-in fabric bookmarks, four tear-out card-stock bookmarks, two dozen handouts, and a CD-ROM containing 700 pages of additional bonus products, Ptolus adventures, reference documents, and source material.
- For our readers who prefer electronic (PDF) versions of roleplaying products, we've made the entire book available as a series of PDFs: the PT series (see page 3). When you buy all nine PDFs, you have the same print items available in the physical *Ptolus* book.



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ADVENTURES

This book presents a series of short adventures to introduce players and player characters to Ptolus. Characters of 1st or 2nd level can start with these adventures, and they could reasonably expect to be 3rd or even 4th level once they complete the scenarios in this book.



Lords of Castle Shard,
PT5: page 286

Balacazar family, PT3: page 100

Temple of the Rat God,
PT5: page 390

Ebon Hand Temple,
PT5: page 379

Typical ratman nest,
PT7: page 442

Lord Abbercombe, PT3: page 88

*The Night of Dissolution
adventure is meant to pick
up where the adventures
in this book leave off.*

Helmut Itlestein, PT5: page 389

The adventures presented here are episodic, but they are designed to be run together, one after another. They involve gangsters, politics, and a conniving dark elf manipulating events—and the PCs—to get what he wants. By the end, the characters will have met some of the movers and shakers in the city and are likely to have made both allies and enemies. This book also includes some short, independent “interludes” that can be inserted at almost any time.

These adventures mostly do not involve dungeon crawls. For dungeon crawl adventuring, use the **Temple of the Rat God**, the **Ebon Hand Temple** (both in the Temple District), or the **typical ratman lair** (in the sewers). Or mix in one or more of those dungeon raids with the ongoing adventures presented here, such as between “Smuggler’s Daughter” and “End of the Trail.”

THE FLOW OF THE ADVENTURES

Things start, as they often do, with action. Some thugs accost a young woman named Phon. The player characters intervene and discover that, inexplicably, someone seems to have paid for an assassination on the woman. They follow a trail of clues to an old warehouse and finally to the home of a minor criminal named Toridan Cran. But there the trail goes cold.

However, the brother of Toridan, Linech Cran, is also a criminal, as the PCs learn when they get involved with none other than the **Lords of Castle Shard**. These Ptolus notables want to know why Linech is seeking adventurers. The player characters end up looking for a sunken ship that held the coffin of Linech’s deceased daughter. The coffin holds more than just her corpse, however—it also contains a demon-possessed watch very valuable to Linech and the **Balacazar family**. When the PCs learn that the watch has caused Linech’s daughter to rise from the grave as an undead creature, returning her to her father suddenly becomes much more complicated.

Further, Linech owns a solid gold statue. Unbeknownst to him, it is actually a man named **Lord Abbercombe** held in stasis. The Lords of Castle Shard want Lord Abbercombe brought to them and restored. But the whole thing is a setup. A dark elf named Shilukar has given the statue to Linech specifically so the PCs would find it and eventually get it to Castle Shard. Then the dark elf could offer to trade the magic to restore Abbercombe for the lords’ hospitality and protection.

Next, the player characters learn that Phon has disappeared, and their only lead is the name of her secret lover, **Helmut Itlestein**. Helmut is

holding the pregnant Phon, planning to kill the baby when it is born—for he has seen a prophetic vision that the child, and others like it, hold nothing but doom for all of Ptolus.

Helmut also has an important clue in his house that will lead the PCs to Shilukar’s lair. After the adventurers rescue Phon, they have only two days to get the magical restorative from Shilukar’s lair before the Lords of Castle Shard grant him what he wishes. And while that may not seem so bad in the short term, granting the wish of a manipulative and conniving dark elf like Shilukar cannot be good in the long run. And Shilukar’s lair holds still more dark secrets involving chaostech and the powerful and evil idol of a bestial god and his progeny.

Also included in this book are two unrelated one-session interludes that DMs can insert into the flow of events at any time.

GETTING STARTED

The adventures in this book start with the assumption that the player characters are 1st level and likely entirely inexperienced. They can be new to Ptolus or natives, it doesn’t matter.

Either way, DMs should pass out to the group copies of *A Player’s Guide to Ptolus*, a 32-page primer to the city. You can find the entire guide as a free downloadable PDF file at <www.ptolus.com>. (Print versions are also available in stores.) Each player should have a copy. Let everyone have a chance to learn about the city and get a feel for the setting before you begin.

A blank Ptolus character sheet is available in the Appendix at the back of this book. You’ll also want to assemble these sheets: the city map, the players’ adventure handout (Linech’s burrow), and the DM’s adventure maps. If you have them, these other sheets might also prove useful: the random encounter matrix (from PT6) and the Ptolus at a Glance sheets (in PT4 and PT5).

Keep your PDF copy of PT6 handy (especially the “Urban Campaigns” chapter) in case you need to flip quickly to the sections on random encounters or urban player characters.

FORESHADOWING

During the course of the first adventure, use four instances of foreshadowing to presage the coming events:

1. SHILUKAR WANTED POSTER

The player characters see the wanted poster at right. Those who make a successful Gather Information check (DC 17) hear rumors that “Shilukar” (whoever that is) has broken into a number of manor homes in the Nobles’ Quarter and stolen valuables of all types. Many of these homes are owned by members of House Abanar.

LEVELS 1 TO 20!

The adventures in the *Ptolus* PDFs can take your player characters all the way from level 1 to level 20. Here’s one adventure path with an emphasis on fully-fleshed out adventure locations from this book. (It doesn’t touch on investigating the caverns, the Prison, Mahdoth’s Asylum, and interesting places such as Dreta Phantas and the Jewels of Parnaith, which require a little development work.)

Levels	Adventure	Source
1	The Murderer’s Trail/Trouble With Goblins	PT8
2	Smuggler’s Daughter	PT8
2–3	End of the Trail/The Missing Wafers	PT8
3–4*	Shilukar’s Lair	PT8
4–9**	The Night of Dissolution	Separate book
10	Longfingers Guild	PT7
10–12	Dwarvenhearth	PT7
12	Kadmiel the Shade Tower	PT5
13–14	Goth Gulgamel	PT9
15–18	Dark Reliquary†	PT4
19–20	Jabel Shammar	PT9

* Or the Ratman Nest (levels 3–4, PT7).

** Or Temples of the Rat God and the Ebon Hand (levels 4–5, PT5) with The Banewarrens (levels 6–10, separate book).

† See adventure ideas for other levels in “Dark Reliquary Scenarios,” PT4: page 277.

Most people assume that the theft victims got his name through divination spells, but that such spells haven’t revealed the thief’s location. Some even say that Shilukar has gnoll servants working with him on these break-ins. A Gather Information check (DC 20) check also reveals that some people say Shilukar uses a fence named Ammel Dar.

A Knowledge (local) check (DC 10) confirms that gnolls are extremely uncommon in this area of the world.

As you run the adventure, use the sheet of bookmarks in the Appendix to mark your place and make your sessions run smoother.

FROM MY CAMPAIGN TO YOURS

The scenarios involving Linech, Linele, and Shilukar had great impact on my Ptolus Campaign. While Linele was safely “rescued,” the watch fell into the hands of the Covenant of Blood, who coaxed even more amazing powers out of it. Shilukar went on to become one of the campaign’s most frustrating villains to deal with after he safely secured residence in Castle Shard.

You can print out a larger copy of the poster at left from the Appendix of this book.



Shilukar, page 617



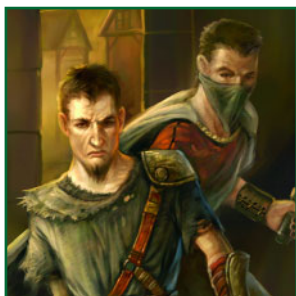
Shivvel, PT6: page 557

Republicans, PT4: page 150

Administration Building,

PT5: page 314

Helmut Itlestein, PT5: page 389



Pale Dogs, PT3: page 131

Read more on another plot by Helmut Itlestein against runebearer children in the city in the scenario described under "The Cloud Theater" in "Midtown" (PT4, page 202).

Saches, PT4: page 219

St. Gustav's Chapel,

PT4: page 219

Watcher of the Skies temple,

PT5: page 389

Runebearers, PT2: page 60

Brother Fabitor, PT4: page 220

Runebearers and doom for the city, PT5: page 389

2. SHIVVEL ADDICTS

The player characters encounter one or more beggars on the street who are obviously addicted to the drug **shivvel**. They bear the typical signs of an addict: dark rings around bloodshot eyes, dark-stained fingers, extremely bad breath, and severe shakes.

3. REPUBLICAN RALLY

While the characters walk about town they find flyers advertising a big **republican** rally to be held in front of the **Administration Building** in Oldtown. This is an opportunity for them to find out about this political movement. Even if they don't attend the rally (which **Helmut Itlestein** is organizing), they learn that republicans want Ptolus to secede from the Empire and form its own new independent government run by representatives elected by the people.

4. BLUE GNOLLS

If the adventurers go into the Guildsman District at any time, they hear a rumor that an old man saw a blue-skinned/furred gnom around the southeastern side of the district one night. Most people (understandably) think he was just drunk.

ADVENTURE 1: THE MURDERER'S TRAIL

The gist of this adventure is fairly simple. A priest named Helmut Itlestein wants his pregnant mistress murdered and has hired criminals to do the dirty deed. The player characters must not only save the woman, but follow the trail of criminals, perhaps all the way back to Helmut. This adventure requires a fair bit of investigation; Gather Information and similar skills will prove very useful.

PHON AND THE PALE DOGS

Phon Quartermain, a very young and comely human woman works as a seamstress at **Saches**. She is a frequent visitor to **St. Gustav's Chapel**, as she lives only a few blocks away, in the heart of Midtown. Her lover is Helmut Itlestein, high priest of the **Watcher of the Skies temple** in the Temple District. Due to their illicit affair, she is pregnant. Unbeknownst to her (but revealed to Helmut in a vision from his deity), her child will be a **runebearer**.

Brother Fabitor at St. Gustav's does what he can for Phon, but she will not reveal to anyone the identity of the father of her child. Brother Fabitor is her only real friend other than Helmut, who turns out to be no real friend at all: He has hired criminals to kill Phon, so that her baby will never be born. Helmut believes that the birth of runebearers spells **doom for the city**.

A Cry For Help (EL 1)

The player characters walk the streets of Midtown at dusk. A light rain falls. Suddenly, they hear a woman scream and cry for help.

If they investigate, they see two thugs attacking a young woman: Phon Quartermain. Phon is pregnant, but not obviously so. What is obvious is that she will die if someone doesn't stop these young assailants. A close look reveals that both of the attackers belong to the **Pale Dogs**. Each bears the double-finger ring of the gang as well as the trademark black-painted fingernails, which a PC can determine with a Knowledge (local) check (DC 16).

If the PCs do intervene, the thugs attempt to run away. A chase through rain-slicked streets ensues; those who take the run action must make a Balance check (DC 10) or slip and fall, ending their move and leaving them prone.

Phon Quartermain

Female human (Neutral Good)

Commoner CR 1/2

HD 1d4 **hp** 4

Init +1 **Speed** 30 feet

AC 11, touch 11, flat-footed 10

BAB/Grapple +0/+0

Attack/Full Attack +0 melee (1d3, unarmed)

Fort +0, **Ref** +1, **Will** +1

Str 11, **Dex** 12, **Con** 10, **Int** 11, **Wis** 13, **Cha** 17

Crucial Skills: Spot +2.

Other Skills: Craft (sewing) +5, Diplomacy +4, Knowledge (local) +2, Profession (seamstress) +2.

Crucial Feats: Run.

Other Feats: Skill Focus (Craft [sewing]).

Possessions: Gold necklace (10 gp), 9 sp.

Ortry Gannon, Pale Dog

Male human (Neutral Evil)

Warrior CR 1/2

HD 1d8+2 **hp** 10

Init +1 **Speed** 30 feet

AC 14, touch 11, flat-footed 13

BAB/Grapple +1/+4

Attack/Full Attack +4 melee (1d10+4, greatclub) or +2 ranged (1d10, heavy crossbow)

Fort +4, **Ref** +1, **Will** -1

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 14

Crucial Skills: Hide +3.

Other Skills: Disguise +4, Knowledge (local) +1.

Crucial Feats: Blind-Fight, Point Blank Shot.

Other Feats: N/A

Possessions: Studded leather armor, greatclub, heavy crossbow, bolts (12), *potion of cure light wounds*, brass double-finger ring worth 3 gp, 10 gp, 8 sp, note (see next page).

Derral Fank, Pale Dog

Male human (Chaotic Evil)

Rogue CR 1

HD 1d6+1 **hp** 7

Init +2 **Speed** 30 feet

AC 14, touch 12, flat-footed 12
BAB/Grapple +0/+0
Attack/Full Attack +0 melee (1d6, short sword) or +3 ranged (1d8, light crossbow)
SA Sneak attack +1d6
Fort +1, **Ref** +4, **Will** +1
Str 10, **Dex** 15, **Con** 13, **Int** 11, **Wis** 13, **Cha** 10
Crucial Skills: Disable Device +4, Escape Artist +6, Hide +6, Listen +5, Move Silently +6, Tumble +6.
Other Skills: Appraise +4, Disguise +4, Open Lock +6, Sleight of Hand +6.
Crucial Feats: Dodge.
Other Feats: Stealthy.
Possessions: Leather armor, short sword, light crossbow, masterwork bolts (10), thieves' tools, brass double-finger ring worth 3 gp, 10 gp, 15 sp.

Interrogating Captives

Ortry and Derral won't resist a harsh interrogation (an opposed Intimidate check would be appropriate), but they don't have much useful to say. They admit to being part of the **Pale Dogs** and might even claim that their leader is **Jirraith**, but they add that they've never actually seen him. Further, he didn't send them on this job. They were hired to kill Phon by a man named Doffel (a fake name given to them by Vagger—see next page). They each got 10 gp for the job and were each to receive another 40 gp if they met with their employer at a warehouse on Able Row, on Theoday, two hours after dusk.

Ortry's Note

Ortry carries a scrap of paper on which is scribbled this barely legible message:

Phon Quartermail. 3rd door western side of Crispin Street. Blak hair, yung. After: the red wairhuse on Able row, 2 hours after dusk. Theoday.

Phon doesn't have any idea who her attackers are, or why anyone would want her killed. She assumes—unless shown evidence to the contrary—that they are simply muggers.

FURTHER INVESTIGATION

The player characters have a few options for further investigation. They can ask around in the neighborhood or find out from Phon herself that the young woman works at a seamstress shop called **Saches** here in Midtown. She spends much of her time at **St. Gustav's Chapel**, as she is a devout Lothianite.

Gathering Information

A standard Gather Information or Knowledge (local) check regarding the Pale Dogs reveals the following:

- DC Information**
- 12 The Pale Dogs are a gang of young thugs in Ptolus.
 - 14 The Pale Dogs sometimes get hired for freelance jobs to do unimportant work by those not affiliated with their group.
 - 15 The Pale Dogs are based in the Warrens.
 - 16 Other, more powerful and experienced criminals may exploit the Pale Dogs.
 - 18 The Pale Dogs' leader is a mysterious man named Jirraith.
 - 20 Jirraith and the Pale Dogs ultimately work for the **Balacazars**.
 - 25 The Pale Dogs sometimes advance to become enforcers or bosses in the Balacazar organization or assassins with the **Vai**.

If the characters want to go storming into the Warrens, remind them that that part of town is so dangerous that even the **City Watch** doesn't usually enter. The streets there have no names, and the buildings bear no signs, so finding one's way around—let alone finding the Pale Dogs on their home turf—without more information should be next to impossible.

Of much greater value, however, would be a conversation with Brother Fabitor at St. Gustav's. Fabitor knows Phon fairly well and is worried about her. He strongly suspects she is pregnant as a result of a recent love affair, and that she believes the affair is over. He doesn't know who Phon's lover is, but he fears that the whole relationship is a problem. If he learns of the attack, he will implore the PCs to watch over her.

If the characters go to Saches, they learn little other than that Phon is well liked and quiet. If they succeed at a Diplomacy check (DC 15) while there, some of the other employees will say that at times it seemed as though Phon had more money than she should—not a lot more, but she never really appeared to have money problems. If the PCs confront Phon with this fact, assuming the adventurers are friendly to her, she admits to the affair, explaining that her "friend" helped her pay the bills. Under no circumstances will she say who her lover is, and she'll cry if anyone attempts to force her.

The Note

The best clue for the player characters, obviously, is Ortry's note. If they go to the warehouse mentioned at the time noted, they find those who hired the Pale Dog thugs.

THE WAREHOUSE

Located in Midtown, in the neighborhood known as Longbottom, the red warehouse is on Able Row. It is an innocuous-looking rectangular wooden building with a partial second floor. See the warehouse map on the separate sheet.

DM TIPS

If the player characters aren't interested in helping Phon any further, or if they don't follow up on the mystery of her attackers, Brother Fabitor Thisk comes to them the next day to offer them each a 80 gp spellcasting credit at St. Gustav's in exchange for looking into the matter.

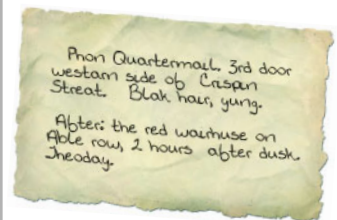
Balacazars, PT3: page 100

The Vai, PT3: page 139

City Watch, PT4: page 150

Pale Dogs, PT3: page 131

Jirraith, PT5: page 406



You can print out a copy of Ortry's note from the Appendix of this book.

Saches, PT4: page 219

St. Gustav's Chapel,

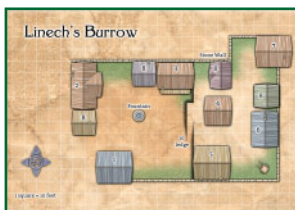
PT4: page 219

Pale Dogs, PT3: page 131

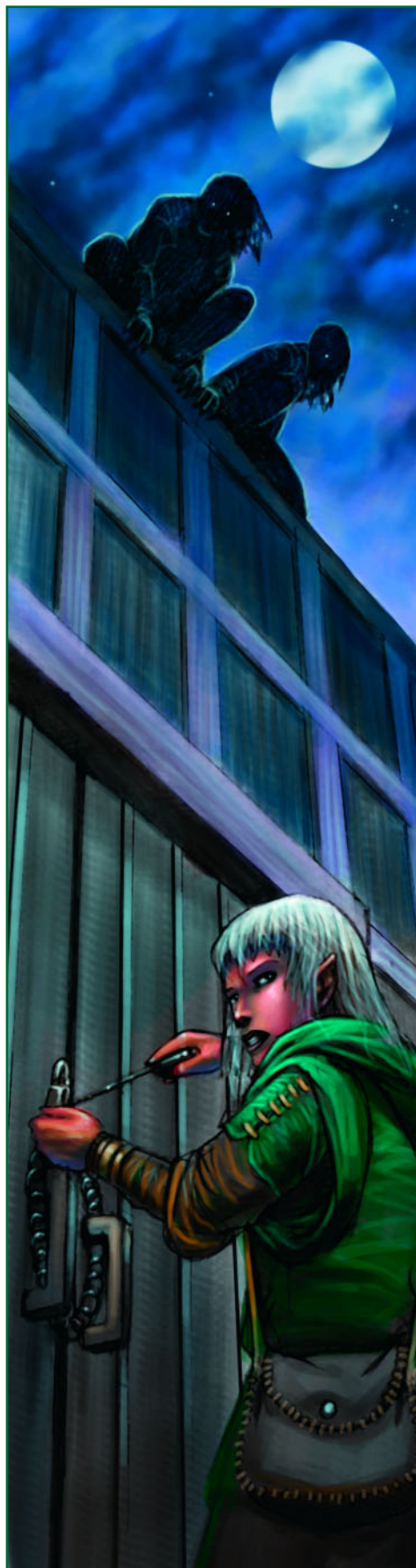
Sea Kingdoms, PT2: page 43

For more about elves in the world of Praemal, see "Races" in PT2 (page 49).

Wise player characters might try to scope out the warehouse before the appointed time. If they come more than an hour ahead of time, they're likely to catch Vagger and Laucio off guard. If they come more than two hours ahead of time, though, they'll find the warehouse workers still present; Vagger and Laucio won't be there yet.



All the maps for the adventures in this book are found in the Appendix.



If the PCs arrive at the appointed time, the warehouse is closed, dark, and locked up, except for a door on the south side that stands open. The two men in the warehouse are not members of the **Pale Dogs**. Instead, they are criminals who work for a minor crime boss named Toridan Cran.

Vagger and Laucio (EL 4)

Vagger Nulus is a small-time hood with big ambitions. Vagger has a Doberman Pinscher named Marcus. Laucio Dellinti is a Shoal elf who came to town recently from the **Sea Kingdoms** of the south. He met up with Vagger, and the two became partners working for Toridan Cran. Despite Vagger's inexperience, he is definitely the "brains" of the team, and Laucio does what the human tells him.

Vagger has no intention of paying the Pale Dogs with whom he subcontracted Phon's assassination. When they came to the warehouse, he and Laucio wait in ambush. Who's going to miss two scum like Ortry and Derral?

Tactics: Vagger is close friends with one of the men who works at the warehouse, so he has a key to the doors. An hour before the appointed time, he and Laucio got into position, with the elf going up to the second level by the foreman's office and preparing to use his bow. Vagger plans to greet his "guests" and then attack with surprise when they get close. Marcus the dog will leap into the fray right after. When the PCs enter instead of Ortry and Derral, however, the criminals inside are likely to be very surprised. Vagger might try to use Bluff to convince them to go away, but shouts "Laucio, attack!" at the first sign of trouble.

Vagger Nulus

Male human (Neutral Evil)

Rogue 1 **CR** 1
HD 1d6+1 **hp** 7
Init +7 **Speed** 30 feet

AC 16, touch 13, flat-footed 13

BAB/Grapple +0/+2

Attack/Full Attack +3 melee (1d6+2, short sword) or +3 ranged (1d6, short bow)

SA Sneak attack +1d6

Fort +1, **Ref** +5, **Will** +3

Str 15, **Dex** 17, **Con** 12, **Int** 16, **Wis** 16, **Cha** 11

Crucial Skills: Bluff +4, Climb +5, Disable

Device +7, Hide +5, Jump +3, Listen +4, Move Silently +7, Open Lock +7, Search +7, Sense Motive +6, Spot +5.

Other Skills: Appraise +7, Decipher Script +6, Forgery +7, Handle Animal +3, Knowledge (local) +2.

Crucial Feats: Run.

Other Feats: Improved Initiative.

Possessions: Masterwork studded leather armor, masterwork short sword, short bow, arrows (20), thieves' tools, gold ring worth 50 gp, 19 sp.

Marcus, Dog: hp 13; see MM (use wolf stats).

Laucio Dellinti

Male Shoal elf (Lawful Evil)

Fighter2 CR 2

HD 2d10 **hp** 14

Init +1 **Speed** 20 feet

AC 18, touch 11, flat-footed 17

BAB/Grapple +2/+3

Attack/Full Attack +5 melee (1d8+1, longsword)
or +4 ranged (1d8+1, longbow)

Fort +3, **Ref** +1, **Will** -1

Str 13, **Dex** 12, **Con** 11, **Int** 12, **Wis** 9, **Cha** 10

Crucial Skills: Climb +2, Jump +2, Spot +2.

Other Skills: Gather Information +2, Handle Animal +1, Knowledge (geography) +3, Ride +2.

Crucial Feats: Combat Reflexes, Point Blank Shot.

Other Feats: Weapon Focus (longsword).

Possessions: Masterwork chainmail armor, masterwork heavy steel shield, masterwork longsword, masterwork composite longbow (Strength +1), arrows (20), *potion of cure light wounds*, 21 gp, 15 sp, 4 cp.

Following Up

Vagger and Laucio are loyal to Toridan Cran, both through fidelity and fear. They are difficult to intimidate if captured; they gain a +4 bonus on their checks to oppose Intimidate checks. If one of them cracks, they can tell the PCs that Toridan Cran paid them 100 gp to kill Phon Quartermain, and that they were going to cheat the men they subcontracted to actually perform the murder. They know where Toridan lives.

Otherwise, a Gather Information check (DC 18) asking around some of the less-than-reputable areas of town reveals that Vagger and Laucio often work for a criminal named Toridan Cran.

The warehouse holds nothing of much value or interest (just crates of bolts of cloth, clay mugs, and similar goods). No one associated with the place has done anything wrong—other than being too friendly with Vagger.

TORIDAN CRAN'S HOUSE

Toridan Cran lives in a small one-story wooden house on Nar Street in southern Midtown. See the map on the separate sheet. The neighborhood is fairly run-down, and a number of vacant houses surround the ones that are still occupied. The house is ill-kept and filthy.

Toridan's operation is too new and too small to have been incorporated into one of the larger criminal organizations yet, which is exactly why Helmut chose it. He specifically instructed Toridan to get someone else to do the job but not tell them who was behind it, so that there would be multiple layers between him and the dire deed. Toridan's mage associate, Collus Adderwood, told him to hire Vagger and Laucio, figuring that they themselves would subcontract the job and probably kill whomever they hired. He thought this extra step

would please Helmut. In reality, Helmut intends to kill Toridan and everyone with him once the job is done, just to cover his own tracks.

Toridan is not bright enough to be much of a leader, but he has a forceful personality that makes him *seem* like one. Collus is the real “mastermind,” although he is not entirely sane. Collus believes himself to be far more powerful than he really is. Toridan's brother, **Linech**, runs a much larger operation out of the Rivergate District. Toridan used to work for his brother, but they had a falling out, and now he wants to show up his older sibling.

The Fight (EL 4)

It is likely that the player characters catch Toridan and his crew completely off guard. Unless given a reason to be alert, they have no idea that anyone could trace the attack on Phon to them—they may not even yet know that the job didn't succeed.

More likely than not, Toridan, his ne'er-do-well sidekick Guun, and his mage friend Collus are relaxing in the house. Toridan and Guun play a dice game near the back door, and Collus reads a book of arcanum in the front part of the main room.

Tactics: Toridan and Guun leap into the fray, believing that any fight is for their lives—they may assume the PCs are a rival gang. If Toridan has some time to prepare, he drinks his *potion of bear's endurance* and gains 4 hit points. Collus is paranoid and a bit delusional—at the first sign of trouble, he summons a Small fire elemental with his scroll of *summon monster III* and tells it to attack. Amid the trash-filled house, it is *extremely* likely that the fire elemental **sets the house on fire**.

Toridan Cran

Male half-orc (Lawful Evil)

Fighter2 CR 2

HD 2d10+4 **hp** 21

Init +1 **Speed** 20 feet

AC 17, touch 11, flat-footed 16

BAB/Grapple +2/+6

Attack/Full Attack +7 melee (1d12+6, masterwork greataxe), or +3 ranged (1d4+4, dagger)

SQ Darkvision 60 feet

Fort +6, **Ref** +2, **Will** +3

Str 18, **Dex** 13, **Con** 15, **Int** 8, **Wis** 14, **Cha** 15

Crucial Skills: Intimidate +7, Listen +2, Spot +2.

Other Skills: N/A

Crucial Feats: Blind-Fight, Combat Reflexes, Quick Draw.

Other Feats: N/A

Possessions: Banded mail armor, masterwork greataxe, daggers (2), *cloak of resistance* +1, *potion of bear's endurance*, 28 gp.

Guun Morigon

Male human (Neutral Evil)

Warrior1 CR 1/2

HD 1d8 **hp** 8

Init -1 **Speed** 20 feet

AC 16, touch 9, flat-footed 16



Linech, page 601

Other PC Tactics

The player characters might try other modes of investigation in this adventure. For example, they might “let” an enemy get away so they can follow him. Assuming they can make a Hide check that beats the target's Spot check, this tactic will work—the person they tail leads them right to the next step of the adventure (but no further than Toridan Cran's house).

Likewise, they might try to find out more information about the NPCs involved using Gather Information or similar methods. DMs should feel free to elaborate on their backgrounds, but the important thing is to get the PCs to the next step on the trail.

For rules on fighting fires, see “Handling Dangerous Events” in “Urban Campaigns” (PT6: page 586).

DM TIPS

Toridan is a formidable opponent for 1st-level characters. With one swing of his greataxe, he can kill an unhurt 1st-level wizard, rogue, or even a cleric.



From left: Guun, Toridan, and (in front) Collus.

Don't forget to include the four foreshadowing elements mentioned on page 589: Shilukar's wanted poster, shivvel addicts, a republican rally, and blue gnolls.

DM TIPS

Some player characters might get hung up on trying to find out who hired Toridan Cran in the first place. You may have to directly intervene (i.e., send them an NPC asking for help) in order to get them going where you want them to go after this segment of the adventure.

BAB/Grapple +1/+2
Attack/Full Attack +3 melee (1d8+1, longsword)
Fort +2, **Ref** +1, **Will** -1
Str 12, **Dex** 9, **Con** 11, **Int** 13, **Wis** 9, **Cha** 10
Crucial Skills: Climb +6, Spot +3.
Other Skills: Handle Animal +4.
Crucial Feats: N/A
Other Feats: Lightning Reflexes, Weapon Focus (longsword).
Possessions: Chainmail armor, heavy steel shield, heavy mace, climber's kit, 50 feet of silk rope, silver ring worth 25 gp, 15 gp, 22 sp.

Collus Adderwood
 Male human (Chaotic Neutral)
Wizard 2 **CR** 2
HD 2d4+2 **hp** 8
Init +6 **Speed** 30 feet
AC 12, touch 12, flat-footed 10
BAB/Grapple +1/+1
Attack/Full Attack +1 melee (1d4, dagger) or +3 ranged (1d4, dagger)
Fort +1, **Ref** +2, **Will** +5
Str 10, **Dex** 14, **Con** 13, **Int** 15, **Wis** 14, **Cha** 13
Languages: Common, Elvish, Ignan.
Crucial Skills: Concentration +7, Spot +4.
Other Skills: Knowledge (arcana) +7, Knowledge (geography) +4, Knowledge (history) +7, Spellcraft +6,
Crucial Feats: N/A
Other Feats: Extend Spell, Improved Initiative, Scribe Scroll.

Spells: 4/3; save DC 12 + spell level.
 1st—burning hands (2), shield.
 0—daze, detect magic, prestidigitation, read magic.
Possessions: Dagger, *potion of levitate*, scroll of *magic missile*, scroll of *summon monster III*, spectacles (needed for reading).

Treasure (EL 1)

Assuming the house doesn't burn down (see next page), the player characters can snag a fair bit of interesting loot. Under a loose floorboard in the kitchen (Search check, DC 20, to find), Toridan keeps a locked iron box (Open Lock, DC 20) that is also trapped with a poisoned needle that shoots out of the open lid if the box isn't opened with the key. Toridan has hidden the key on the underside of the oil lamp on the kitchen table (Search, DC 23, to find).

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Attack +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

Inside the box are two *potions of cure light wounds*, two doses of greenblood oil poison (see Chapter 8: Glossary of the DMG), a flask of anti-toxin, a flask of alchemist's fire, and a leather bag containing 150 sp and 84 gp.

There are also three interesting books in the house:

Toridan's Ledger: This handwritten book keeps track of all of Toridan's business dealings in very simple form. It shows that someone named Methul Watcher (a fake name Helmut used) paid him 200 gp to kill Phon Quartermain, specifically requesting that Toridan subcontract the job to someone else to put further distance between "Methul" and the crime.

Perhaps just as interesting, however, the ledger shows a number of other transactions and includes the names and sometimes even addresses of a few other criminals in the city. The DM could use this information to lead the PCs to other "crimebusting" or "bounty hunting" -style adventures.

Collus' Spellbook: The spellbook contains these spells: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*animate rope, burning hands, comprehend languages, detect undead, feather fall, shield*.

Collus' Arcanum Text: This rare book is worth 35 gp to anyone interested in magic.

Fire!

It is likely that the Small fire elemental Collus summons will start the house on fire. The fire begins in the front room and spreads throughout the entire house within 10 rounds. See the section "Handling Dangerous Events" in the "Urban Campaigns" chapter of PT6 (page 586) for more information on dealing with the fire.

If the house does burn, the abovementioned books are all destroyed, but the contents of the locked iron box are likely fine.

Dead End

This dangerous encounter is likely to be the ultimate one, for now. The trail goes cold, as Toridan has nothing to link the murders to anyone else. If interrogated, Guun knows nothing. The best that either of the others can do is offer up "Methul Watcher," who isn't even a real person—following up on that name results in nothing. Nothing in the last encounter leads the characters to Helmut Irlstein . . . until later. See Adventure 3: End of the Trail for the ability to follow up on this scenario.

INTERLUDE 1: THE TROUBLE WITH GOBLINS

This brief interlude is a stand-alone adventure that is likely to occupy the course of one short session of your game. Since its primary focus is to earn the player characters some experience points (and let them beat on some foes weaker than them), you could replace it with a trip down into **the sewers** to hunt ratmen or any other adventure you wish.

The old Greyson House is believed haunted. The player characters hear of recent "strange

sounds" and "eerie sights" around the house, an old two-story home in the North Market. If that's not enough to pique their interest, they see a posted notice indicating that the neighbors have jointly collected 75 gp to pay anyone who will investigate the house and rid it of "spooks."

In reality, the house has never been haunted. It does, however, have a direct link from its cellar down into an ancient section of **Ghul's Labyrinth**. This means that monsters have sometimes wandered up into the city from the house, starting various rumors. Today, the house is the lair of some goblins that have come up from below the city. They hunt at night, preying mainly upon pets, but occasionally taking down a lone citizen, whom they drag back to the house. Generally, though, they steal rather than hunt, breaking into houses and taking food, valuables, and anything they can get their little hands on.

The neighbor that seems to take the lead role is Erell Yinnick (male human commoner1). He's the one who holds the collected reward money and tells the PCs about the ghostly sounds and sights the folks around the house have noticed over the last few weeks.

THE HOUSE

The goblins in the house have their own brand of organization and strategy. During the day, most of the goblins (other than the lookout in Area 1) are asleep, hidden in the cellar (Area 4) and the back room (Area 2). The lookout and his pet hide, doing their best to scare off intruders (see below) while alerting the others. At night, about half the goblins are out hunting/foraging/stealing, but the rest are present and alert.

See the map of the house on a separate sheet.

1. Goblin Lookout (EL 1)

Watching out a window in the front room of the old house, a single goblin makes sure that no one disturbs the place. If he sees someone coming, he makes some scary noises—a few creaks of wooden boards, some scratches, and a brief, low howl. This is enough to send most of the neighbors running off.

If anyone actually comes into the house, the goblins have rigged up the crudest of traps on the front door: If opened, it tips over a covered bucket of rancid meat, feces, and turpentine, creating nauseating vapors in the front room (Fortitude save, DC 10, or be nauseated for 1d3 rounds.) This "trap" is hard to deal with from the outside (Search DC 23, Disable Device DC 20). Again, it is meant to drive people off.

If the stench doesn't get rid of intruders, the hidden goblin launches his pet stirge at the player characters, but he covers it with an old stained sheet first. The stirge flitters about, looking a bit like a ghost. A Spot check (DC 15) suggests that

Calling in the Watch

If, at any time during the course of this first adventure, the player characters try to turn in evidence to the City Watch and let them take care of things, the scenario likely comes to an end. However, most members of the Watch will encourage the PCs (who likely look more capable than the typical shopkeeper) to follow up on it themselves. "There might be a reward for taking care of the guilty party," the adventurers are told.

There is, in fact, a reward for Toridan. He has a bounty on his head of 50 gp, payable by the government (collected in the Administration Building in Oldtown; see PT5).

Ghul's Labyrinth, PT7: page 418

A firehouse is located about six blocks northeast of Toridan's house. For more information, see "Fire Brigade" in the "City by the Spire" chapter of PT4.



The sewers, PT7: page 439

Ghul's Labyrinth, PT7: page 418

Nosy Neighbors

Making this scenario more difficult, the people in the surrounding houses cannot help themselves: They want to watch the events going on in and around the house for themselves.

When the player characters go in, neighbors come out of their houses and try to peek in the windows. Some braver ones come in to “help,” likely getting in the way—particularly when they turn and run in terror after something frightening happens.

DMs should feel free to have NPC commoners get in the thick of things, attempt to grab the adventurers in fear (use the grapple rules), try to “drag them to safety,” or maybe just seek to put the PCs between them and whatever is frightening them. Either way, such actions are likely to disrupt the characters' actions and make things more difficult.



it's just a bird or similar creature under a sheet—otherwise, to surprised intruders it might actually look like a fluttering spirit of some kind. Of course, whether revealed or not, it still attacks and attempts to drain the blood of a victim—and a “ghost” latching onto a character might be fairly frightening. If the PCs realize this isn't a spirit, the goblin also attacks.

Goblin: hp 7; see MM.

Stirge: hp 5; see MM.

2. Back Room

Bones and refuse cover the floor of this old kitchen. The room has a terrible stench. A Heal or Knowledge (nature) check (DC 12) reveals that, while some of the bones here belong to rats, cats, and dogs, some are human bones. A trap door here opens up onto the cellar (Area 4).

3. Upper Floor

The upper floor is empty. Rotten furnishings and dust-covered trash are all that PCs find here. Natural house creaking sounds (Listen check, DC 10) may make the adventurers believe there's more here than there really is.

4. The Cellar (EL 1)

The ladder leading down into the cellar is rotten. Any creature heavier than a goblin attempting to climb it causes it to come crashing down (a Search check, DC 15, reveals this fact ahead of time). Anyone on the ladder falls ten feet, although a Reflex save (DC 20) allows one to catch the sides of the cellar door and prevent oneself from falling.

The cellar contains old boxes, barrels, and crates, and a pair of trunks. The containers all hold old clothing and other sundries—nothing of value, and most of it rotten.

Three goblins hide in this room (Spot check, DC 15, to see them). They have javelins that they hurl at anyone coming down the ladder, falling down the collapsing ladder, or searching the ladder to see whether it is safe. They hide behind old crates and barrels that give them cover.

Goblins (3): hp 4, 5, 6; see MM.

5. Storage (EL 1)

This dank room off the main cellar holds a number of empty wine racks and a large iron safe, which hangs open (the latch is broken).

Three more goblins relax in this room until they hear sounds of trouble, in which case they run into the cellar (Area 4) to join the goblins there.

Goblins (3): hp 5, 5, 7; see MM.

Secret Door: The secret door in the west wall shown on the map isn't actually a secret door at all, but an opening hidden behind a stack of crates (Search check, DC 15, to find). The crates are empty and easily moved.

6. Old Passage (EL 2)

From the opening behind the stack of crates in Area 5, an old passage leads west. The passage is part of *Ghul's Labyrinth*, which connects up to all sorts of places beneath the city. It's clearly much older than the cellar rooms and of a very different construction. Filled with cobwebs and dust, this area has clearly seen little use over the past decade, or even century. The goblins have half a dozen bedrolls laid out, as well as a pile of miscellaneous stuff.

Six goblins stay here most of the time. Two are on watch, one looking down the passage one way, the other down the opposite direction. The rest of them relax unless alerted to danger. Even if alerted, the goblins in this passage remain here, preparing to ambush any foe that comes within sight.

Goblins (6): hp 3, 4, 4, 5, 5, 6; see MM.

Treasure: This is where the goblins keep their “loot.” The player characters will find various stolen foodstuffs and miscellaneous items: combs, books, ink jars, empty bottles, candles, mugs, tools, and so forth. They can also find a clock (worth 50 gp), a silver hand mirror with an elaborate frame and handle (worth 35 gp), and a sack of 240 cp, 89 sp, and 10 gp.

7. Going Too Far (EL 2)

It eventually should become obvious to the PCs that they've taken care of the “haunting” of the old Greyson House once they've slain the goblins in Area 6. If the characters insist on exploring the passage leading into *Ghul's Labyrinth*, stress how the passage winds around with many branches and side passages, all appearing old and ill-used. They fairly quickly run into a group of wandering zombies; their extreme age makes them dry and brittle. Their clothing has fused with their rotten flesh, and each blow struck upon one renders a portion of it to dry dust.

The passages literally go as far as you want them to—and as far as the adventurers are willing to take them. They wind through ancient chambers empty except for more and more zombie encounters. There is no treasure to find.

Zombies, Human Commoners (4): hp 16 each; see MM.

ENDING THE ADVENTURE

Once they're done, the PCs can collect their reward from Erell Yinnick. If they explain that the house wasn't haunted but instead was goblin infested, the neighbors become embarrassed and defensive, perhaps even angry. “No, I saw a ghost in there,” one might insist. “Couldn't have been *only* goblins,” another demands. The smarter thing to do is probably to say, “All the spooks are gone,” and leave it at that. In that case, the neighbors are quite satisfied and happy.

ADVENTURE 2: SMUGGLER'S DAUGHTER

If the player characters have completed “The Murderer’s Trail” adventure and Interlude 1, they should be 2nd level and ready for the next step in this adventure series. It will be considerably more challenging than anything they have experienced previously. If they are not 2nd level yet, the DM should devise more adventures for them, perhaps using the **Temple of the Rat God**.

This is a complicated adventure involving four different parties, each with its own agenda: Lord Zavere of **Castle Shard**, the **Balacazar family**, a minor crime lord named **Linech Cran**, and a very crafty dark elf named **Shilukar**.

INTERESTED PARTIES

To start with, here is a breakdown of each group’s motivations as they concern the events described in this adventure.

Lord Zavere/Castle Shard

Lord Zavere of Castle Shard despises the drug trafficking that goes on in Ptolus. Recently, he and some of his personal agents (including many spellcasters) attacked Sallachor Isle in the Whitewind Sea, where a major **shivvel**-processing operation thrived. The operation was controlled by the Balacazar family and managed by a half-orc named **Linech**. Zavere wants to put a stop to the shivvel trade in the city.

He has no intention of telling anyone that he was the one who destroyed the operation on Sallachor Isle, particularly when he learns that a little girl—**Linech’s** daughter **Linele**—apparently died in the attack. This knowledge doesn’t make him regret his actions, but it does deeply sadden him.

Zavere is also an old friend of **Lord Abbercombe** the Golden, last lord of House Abbercombe, who disappeared some time ago. Zavere values friendship and commitment more than anything and would go to great lengths to help a true friend.

The Balacazar Family

The Balacazars make a great deal of money trafficking in illegal drugs. When their operation on Sallachor Isle was destroyed, they blamed **Linech**, who wasn’t even there at the time. They plan on assassinating **Linech** as payback. When they hear that **Linech** was able to salvage one more shipload from Sallachor to Ptolus, they attempt to intercept it and claim everything on board—in particular a **demon-possessed watch** that contains the secret to processing shivvel. To accomplish this mission, they use the **Hussar**: a warrior-cult devoted to the goddess **Unnah, Mistress of the Blade**. The cult members are beholden to **Menon Balacazar** because they believe he holds their goddess prisoner.

The **Hussar** got a little overzealous, however, and started a fire on board the ship. It went down before they could get much out of the hold. Now the Balacazars must play another of their many cards and use **sahuagin** to bring the cargo up from the sunken ship into a secret base.

The Balacazars suspect **Zavere** was behind the attack, but for now he is well out of even their reach as far as revenge goes (**Menon** also has a personal respect for **Zavere**). They know nothing of **Shilukar** and his involvement (see below).

Linech

Linech Cran ran the production and transportation of the drug shivvel for **Menon Balacazar** on Sallachor Isle. When the operation on Sallachor was destroyed, it cost the Balacazars an unbelievable amount of money; **Linech’s** life became forfeit, and his operation was suddenly penniless. He knew the Balacazars likely would send **Vai assassins** to slay him for letting this happen. While contemplating skipping town, he was approached by his half-sister **Biesta’s** lover, a dark elf named **Shilukar**. **Shilukar** loaned **Linech** a great deal of money and even gave him a huge golden statue as a gift. Suddenly feeling quite blessed, **Linech** now had enough resources to get one more ship out to Sallachor to recover any remaining shivvel and the demon-possessed watch that he just might be able to trade to the Balacazars in exchange for his life.

But then the ship caught fire in Ptolus Harbor and sank. He is now investing the last of **Shilukar’s** money in an effort to recover some of the contents of the ship’s hold.

Linele, **Linech’s** daughter, was on Sallachor Isle when it was attacked. She died in a fire started by a magic spell cast in her father’s house there. Her body was on the ship that went down on its way back from Sallachor. The watch was hidden in her coffin.

Linech believes that **Shilukar** has helped him because of **Biesta**, not because of any ulterior motives. The dark elf has quarters in **Linech’s** Burrow (see map on separate sheet), and **Linech** refers to him only as “our guest.”

Shilukar

Shilukar is a dark elf wizard with a secret lair below the Guildsman District. He originally hailed from a subterranean dark elf city far to the north. Shunned by even his own kind for systematically betraying and manipulating every noble house he was associated with, **Shilukar** came to the areas below Ptolus to experiment in **chaositech**. While looking for **ancient chaositech caches** far below the city, he came upon two important things. The first was a magical idol of **Ravvan the Beast God**. The second was a surface world explorer named **Lord Abbercombe**, who was investigating the same caverns deep underground. The dark elf put him in

DM TIPS

The four different groups involved in this scenario all have their own motivations and all know different details about what’s going on. DMs should take special care to keep track of who knows what and who is betraying or manipulating whom.

*Temple of the Rat God,
PT5: page 390*

*Castle Shard, PT5: page 285
Balacazar family, PT3: page 100
Shilukar, page 617*

Vai assassins, PT3: page 140



*Lord Zavere, PT5: page 286
Shivvel, PT6: page 557*

Lord Abbercombe, PT3: page 88

*Chaositech caches,
PT7: page 452
Ravvan, PT2: page 70*

*Demon-possessed watch,
page 608
Unnah, PT2: page 70*



Castle Shard, PT5: page 285

Kadmus, PT5: page 288

Lady Rill, PT5: page 287



*Read more about Shilukar's
lair on page 612.*

*Demon-possessed watch,
page 608*

Mand Scheben, PT5: page 378

stasis using a one-use chaositech device. Because Abbercombe inhabits an artificial body, he now appears to be simply a well-made solid gold statue.

When Shilukar learned that Abbercombe was the last of a noble line and a friend to Castle Shard, he knew he could use him for something special. His fascination has always been with reshaping life—manipulating living physical forms as though he were a god. Since he was very young, Shilukar has seen other living creatures only as tools to be used and raw material to be experimented upon. He is without empathy. He is a master manipulator, always knowing what must be done to get others to do as he wishes—usually without their knowledge. This skill at manipulation extends to his chaositech experimentation as well.

Shilukar has recently learned that he has a “counterpart” among the Shuul named Doctor Feegus, who attempts to use science and law as well as magic to create new creatures. However, these creatures (former dwarves now called the Prajdall) have been created specifically to find and destroy chaositech. Because Shilukar fears Feegus and the Prajdall, he seeks a lair that is utterly proof from invasion or attack. Only one possibility came to mind: Castle Shard.

The first step of Shilukar’s plan was to gather a great deal of money. He did so by stealing from wealthy homes in the Nobles’ Quarter with groll allies he summoned using the magical idol. Next, he started a relationship with Biesta, Linech’s half-sister. Through her, he forged a bond with Linech, and eventually gave him Lord Abbercombe, telling him that the unmoving figure was just a solid gold statue. Shilukar loaned Linech much of what he earned from his thefts. This loan has enabled Linech to finance an expedition back to Sallachor Isle—after which he will hire the player characters.

Shilukar’s goals in this particular case are twofold. He wants the **demon-possessed watch** for himself, and plans on stealing it from Linech once the criminal gets it back. Much more importantly, however, he wants the PCs, whom he knows are working for Castle Shard, to see Lord Abbercombe, so they will tell Zaverre and Rill about him. He wants the player characters to come back and make off with the statue, because he can then offer to give Zaverre and Rill the only means of lifting the curse that renders their friend permanently motionless. In return for this cure, he wants sanctuary in Castle Shard. He needs this all to seem like happenstance, though—not like the calculated plan that it is.

ENTER: MAND SCHEBEN

Not long after the events of the previous adventure(s), a tall, good-looking, fit man with brown hair and a beard approaches the PCs. He introduces himself as **Mand Scheben**, a priest at the

Temple of Asche. He tells them that it has come to his attention that they have run afoul of a criminal named Toridan Cran. He listens with interest to as much or as little of their story regarding Toridan as they wish to tell. He tells the adventurers he would like to hire them to perform a somewhat risky venture. Before he will tell them more, he asks them to meet him at Castle Shard the following afternoon. He explains, “The Lords of Castle Shard are my friends, and they have some small concern in this matter. Asche looks favorably upon them, because of their importance to Ptolus. More of them I cannot say.”

If the player characters take the time to check up on Mand, they can confirm that he is who he says he is. They also can learn more about **Castle Shard**, if they’d like.

A VISIT TO CASTLE SHARD

When the player characters arrive at Castle Shard the next day, **Kadmus** the majordomo greets them warmly. “How lovely to see you all. You warm our castle with your presence.” He is extremely polite, gracious, and kind. He attempts to put them at ease rather than reinforce the fact that they have just come to one of the most infamous places in the city.

Kadmus informs them that Mand is late, and asks them to wait in the castle’s meeting room. On their way there, they see **Lady Rill**. “I am Rill, Lady of Castle Shard,” she says. Today she floats around cross-legged on a platform held aloft by softly tweeting birds. She makes her appearance before they even get to the meeting room, then leaves.

Zaverre waits for them in the meeting room. “I am Zaverre of Castle Shard. Kadmus, see to it that every courtesy is extended to our young guests here.” Lord Zaverre is extremely confident, poised, and forceful. He shows the PCs every courtesy, but brooks no discourtesy himself. Kadmus returns shortly with tray of afternoon wines, teas, and honeyed biscuits. Mand shows up eventually, and Zaverre waits for him to begin to explain why the player characters are here. Mand obviously defers to Zaverre.

Zaverre says, “I understand that you have dealt with Toridan Cran. Toridan’s brother, Linech, is also a small-time gangster. Truthfully, a man of little consequence, but more successful than Toridan. He has, however, crossed us in the past, and now he’s up to something new. He’s hiring adventurers. He’s never done that before. At the very least, we want to know what he’s doing. We might also want put a stop to it. His actions indicate a sudden influx of resources, when we thought he was already overextended.”

Mand then explains, “Linech is a drug smuggler. He has a small operation on some island to the north where his people manufacture shivvel.

He brings it in on ships. Something bad happened on the island recently, however, and we believed he was finished. Now, it appears otherwise.”

Zavere offers them each 100 gp to go to Linech and take whatever job he’s offering, so that they can find out what it is and report back to Castle Shard. “Do well on this, and you’ll be invited to return.”

If the characters ask why they don’t just contact the City Watch, Zavere says, “First, because I would rather see Ptolus burned to ash before I trust the Commissar or any of his men. Second, because we here at Castle Shard fight our own battles and accomplish our own deeds.”

Should the PCs ask about the Shard, about Rill, or virtually anything else, Zavere answers simply, “After a few visits, you may ask a question such as that.”

LINECH’S BURROW

Linech lives in the Rivergate District and owns an entire cul-de-sac, which they call a “burrow” in that part of town. Everyone in the burrow works for Linech one way or another. See the map of the burrow on a separate sheet and give the players the unlabeled handout of the burrow while they explore.

Arrival

When the player characters arrive, anyone around the burrow can direct them to Linech’s office. When they enter this building, they encounter the half-orc’s aide, Seanus, and his half-sister, Biesta, in the first-floor reception room. If the PCs announce that they’ve heard Linech is looking for adventurers, Seanus shows them upstairs to see his boss. Biesta doesn’t say much—she’s in a narcotic stupor from taking *shivvel*. She shows many of the signs of being an addict herself.

Meeting With Linech

Linech waits for the characters in his office with his girlfriend, Oukina. Seanus stays inside and listens as well. The office is nice, although the large gold statue of a nobleman (see page 597) seems out of place. Linech has brown hair and is good looking in a rugged sort of way, for a half-orc. He smokes a smelly cigar. He doesn’t beat around the bush, but he never admits that he’s a criminal—at the same time, however, he assumes that the PCs know who he is. Linech tries to talk like a sophisticate, but he is at heart a low-class hood.

Linech says he wants his daughter’s body returned to him so he can bury her properly. She died on an island in the Whitewind Sea, and her coffin was being brought back to Ptolus on a ship called the *Arrowhead* when a fire sent the vessel to the bottom of the bay. He thinks it was no accident.



Linele, his daughter from his now-defunct marriage, was about thirteen years old when she died. (Linech’s ex-wife was human, so Linele was three-quarters human). The ship went down as it was moored in the harbor (not at the Docks). He wants the PCs to find out all they can, and then go down to get the body. It’s in a sealed glass coffin. They need to bring up the whole coffin to get the full reward.

He warns that there might be others interested in the *Arrowhead*, trying to stop them. They’re after the other contents of the hold (the drugs, he implies, but never admits), but he says he only wants his daughter back and doesn’t care about the rest.

To help them accomplish the task, Linech will provide them each with a *potion of water breathing* (each one lasts eight hours). He offers to pay them the collective sum of 1,200 gp to recover Linele’s body and belongings. They can keep whatever other salvage they find.

Further, unless the characters strongly protest and succeed at a Diplomacy check (DC 15), Linech insists that Seanus accompany them (with his own *potion of water breathing* in case he needs to dive, too). Seanus, of course, will be instructed to watch the party closely and report everything that happens back to Linech. He’s also to make sure they don’t open Linele’s coffin.

Mand does not realize it, but Shilukar has subtly maneuvered him into contacting the player characters. Posing as an elf (using a disguise self spell), he approached Mand casually in the Griffon tavern in Midtown one night, started up a friendly conversation, and asked him whether he’d heard that someone named Linech was looking for adventurers. Knowing that Zavere hated Linech, Mand took the information to his friend immediately, which is exactly what Shilukar intended. Shilukar wants the PCs working for Castle Shard to get involved with Linech and recover Lord Abbercombe.

DM TIPS

This is a good opportunity to remind the player characters about the concept of house gifts (see A Player’s Guide to Ptolus, page 29). It would be extremely appropriate for them to bring one to Castle Shard. Kadmus accepts it with sincere grace.

Shivvel, PT6: page 557

Pronunciations:

Linech (Lin-NECK)

Linele (Lin-NELL)

Seanus (SHAY-nus)

Biesta (Bee-ESS-tah)

Oukina (Wah-KEE-nah)



He won't mention her unless asked, but Linech's ex-wife is Tashari Lin, who works with the Rogue Moon Trading Company located in the South Market (see PT5: page 364).

*Shivvel, PT6: page 557
Menon Balacazar, PT3: page 101*

Biesta is well known around town, particularly in various taverns. A Gather Information check (DC 18) reveals that she's been seen meeting with Ammel Dar, the fence, lately (see PT4: page 221).

Linech's burrow is #79 on the city map and on the Rivergate district map in PT5: page 343.

Biesta is sincerely in love with Shilukar, but the dark elf was only interested in using her to get to Linech.

If the player characters wonder why he doesn't do this himself, he says, "Cause I gots the money to pay you to do it for me, see?"

Should anyone suggest that Linech may have motives beyond getting Linele back, he says, "Just 'cause I'm a businessman, I ain't a father?"

If the PCs ask any questions about who might have sabotaged or attacked the ship, he says, "That's one o' the things what I'm paying you for to find out."

Asking about the solid gold statue leads Linech to respond, "That's a gift from my guest." He won't say anything more about it or the guest, although he's obviously very attached to the statue.

If anyone insults him, interrupts him, or asks about something he doesn't want to talk about, he says, "Nobody talks here unless I wants 'em to talk, see?" or "I'm paying, so I get to ask the questions, not you."

What He's Not Saying: There is, of course, much that Linech's not telling the PCs, including the fact that inside Linele's coffin lies a watch possessed by a demon—the very demon that originally taught his people how to process **shivvel**. While Linech would indeed be happy to get his daughter's body back, what he really wants is the watch, so he can trade it to **Menon Balacazar** in exchange for his life. He no longer cares about the shivvel in the ship's hold.

He also isn't telling them that he has recently allied himself with a dark elf wizard named Shilukar, who is his half-sister Biesta's lover.

Experience Points: Successfully dealing with Linech and reporting back to Castle Shard constitutes a CR 1 challenge.

Layout of the Burrow

Although it appears to be a typical Rivergate burrow, Linech controls the entire cul-de-sac and everyone in it. It consists of a cluster of houses on two levels surrounding a decorative fountain. See the map of this burrow on a separate sheet.

1. The Coopers' House

The Cooper family, Radolf (male human commoner2), Sissy (female human commoner2), and their four children all live in a home near the entrance to the burrow. They all work for Linech, doing whatever he needs. Usually, this means handling sales and delivery of shivvel. None of them are combatants and they will surrender or run if threatened. The parents will fight if their children are in danger, however.

There is little of real value in the house except for a pair of silver goblets (worth 10 gp each) and a pouch hidden in the fireplace (Search, DC 17, to find) containing 33 gp. Due to the loss of the Sallachor Isle facility, there is no shivvel here.

2. Shemmy's House

Shemmy Thofur was an accountant who also helped Linech run his overall organization. (Shemmy was on the *Arrowhead* when it went down.) His house sits at the northwest corner of the burrow. Hidden under his bed (Search check, DC 19, to find) is a secret compartment containing a locked iron box (DC 25 to open). The box contains the 984 gp, 349 sp, and 89 cp he had embezzled from his employer to date.

3. Biesta's House

Biesta Cran is a well-known barfly and gadabout, living off her half-brother's success. She's also Shilukar's girlfriend and a shivvel addict. She lives in a simple house on the north end of the burrow. Unless she's off in a pub somewhere, she's usually either here or in her brother's office.

Biesta Cran

Female half-elf (Neutral)

Bard3 **CR 3**

HD 3d6-3 **hp** 9

Init +3 **Speed** 30 feet

AC 16, touch 13, flat-footed 13

BAB/Grapple +2/+2

Attack +6 melee (1d4, dagger) or +6 ranged (1d4, dagger)

Full Attack +4 melee (1d4, dagger) and +4 melee (1d4, dagger), or +6 ranged (1d4, dagger)

SQ Bardic knowledge, bardic music, elven traits, low-light vision

Fort +0, **Ref** +6, **Will** +1

Str 10, **Dex** 17, **Con** 9, **Int** 13, **Wis** 6, **Cha** 17

Crucial Skills: Concentration+1, Disable Device +3, Escape Artist +5, Jump+2, Move Silently +4, Search +2, Spot +3.

Other Skills: Appraise +2, Disguise +4, Knowledge (local) +6, Perform (sing) +4, Swim +3.

Crucial Feats: N/A

Other Feats: Two-Weapon Fighting, Weapon Finesse.

Spells Known: 3/2; DC 13 + spell level.

1—*cause fear, message, sleep.*

0—*daze, flare, light, mending, prestidigitation, read magic.*

Possessions: Masterwork studded leather armor, masterwork daggers (6), scroll of *charm person*, shivvel (3 doses), silver ring with an opal worth 150 gp, 98 gp.

Tactics: If in danger, Biesta is far more likely to run or surrender than fight. If she must, she'll use spells before weapons, resorting to fighting with a dagger in both hands as a very last resort.

The house is tidy, thanks to Biesta's roommate and Linech's newest employee, Seanus Illithan. Seanus is an eager beaver who wants to demonstrate his worth. He's not a bad person, really, he just hasn't thought his life's choices through very well. Mostly, he just wants to be accepted

somewhere. “I’ll do it real good, boss,” is his most common phrase. Like Biesta, if Seanus is in the burrow, he’s either here or in Linech’s office. If he’s away, he’s likely running errands for his boss.

Seanus Illithan

Male halfling (Neutral)

Rogue3 CR 3

HD 3d6+6 hp 19

Init +4 Speed 20 feet

AC 19, touch 15, flat-footed 15

BAB/Grapple +2/+0

Attack/Full Attack +6 melee (1d6+2, small heavy mace) or +8 ranged (1d6, small light crossbow)

SA Sneak attack +2d6

SQ +2 bonus to saves against fear, evasion, halfling traits, trap sense +1

Fort +4, Ref +8, Will +5

Str 15, Dex 18, Con 14, Int 16, Wis 17, Cha 14

Crucial Skills: Balance +9, Climb +8, Disable Device +6, Escape Artist +7, Hide +11, Intimidate +3, Jump +9, Listen +11, Move Silently +11, Search +7, Spot +9, Tumble +9, Use Magic Device +6.

Other Skills: Appraise +4, Bluff +3, Diplomacy +4, Open Lock +7, Sleight of Hand +5, Use Rope +10.

Crucial Feats: Dodge, Point Blank Shot.

Other Feats: N/A

Possessions: Masterwork chain shirt, masterwork small heavy mace, masterwork small dagger, small light crossbow, masterwork bolts (12), *potions of cure light wounds and enlarge* (at 5th level), climber’s kit, masterwork thieves’ tools, 42 gp.

Tactics: Although trained in the Longfingers Guild, Seanus has never actually been in a real life-or-death fight. He actually relishes the prospect, but will go into combat as though it’s a lark, not a struggle. After taking his first hit, he’s likely to back down, unless a friend of his is in danger, in which case he’ll fight on.

4. Guard House (EL 3)

Linech has a group of guards always close at hand. However, these guards are basically “muscle”—enforcers who spend their time collecting from delinquent customers. In their line of work, they use their fists or maybe their clubs. They don’t wear armor and aren’t really killers.

The guards use as their barracks the house up a short ramp from the fountain in the center of the burrow. It’s filthy and cluttered with garbage, containing nothing of value.

Linech’s Guards (4)

Male humans (Lawful Evil)

Warriors1 CR 1/2

HD 1d8+1 hp 9

Init +0 Speed 30 feet

AC 10, touch 10, flat-footed 10

BAB/Grapple +1/+3

Attack/Full Attack +5 melee (1d6+3, club) or +3 ranged (1d6+2, club)

Fort +3, Ref +0, Will +1

Str 15, Dex 10, Con 13, Int 11, Wis 12, Cha 10

Crucial Skills: Climb +4, Listen +2, Spot +2.

Other Skills: Knowledge (local) +1.

Crucial Feats: Improved Unarmed Strike.

Other Feats: Weapon Focus (club).

Possessions: Masterwork club, 15 gp.

5. Linech’s Office (EL 4)

Linech’s office is on the second floor of a building at the south end of the burrow. The first floor has a reception area where Seanus often works at a small desk, keeping his boss’ schedule. The second floor is the half-orc’s personal office, featuring a nicely carved hardwood desk covered with papers, maps, and ledgers. Of course, Lord Abbercombe is here as well, “decorating” the office. Linech is usually here, sitting at his desk.

Linech Cran

Male half-orc (Neutral Evil)

Sorcerer3 CR 3

HD 3d6+6 hp 20

Init +6 Speed 30 feet

AC 13, touch 13, flat-footed 11

BAB/Grapple +1/+4

Attack/Full Attack +5 melee (1d6+3, club) or +4 ranged (1d4+3, sling)

SQ Darkvision 60 feet

Fort +3, Ref +3, Will +1

Str 17, Dex 15, Con 15, Int 11, Wis 6, Cha 15

Crucial Skills: Concentration +4, Hide +3, Move Silently +3.

Other Skills: Open Lock +5, Spellcraft +4.

Crucial Feats: Dodge.

Other Feats: Improved Initiative.

Spells Known: 6/6; DC 12 + spell level.

1—*expeditious retreat, mage armor, magic missile.*

0—*assess creature, mage hand, open/close, read magic, resistance.*

Possessions: Masterwork club, sling, masterwork sling bullets (12), *ring of protection +1, potions of cure light wounds and invisibility, scroll of detect secret doors, scroll of floating disk and minor globe of invulnerability, scroll of mount, scroll of spider climb, alchemist’s fire* (2 flasks), masterwork thieves’ tools, 96 gp.

Tactics: It’s safe to assume that Linech has *mage armor* cast virtually at all times. In a fight, he relies on good old-fashioned *magic missiles*, although if seriously threatened he drinks his *potion of invisibility*, casts *expeditious retreat*, and runs away.

Linech is almost always accompanied by his dwarf bodyguard, Ruror Greatblade. Ruror has black hair, extremely bushy eyebrows, and a short-trimmed beard.

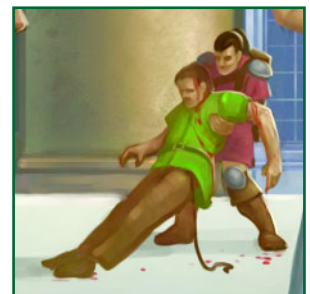
Linech and Toridan’s father was a Toruk-Rul orc, and their mother was a human woman. Before their (consensual) relationship, their mother was married to an elf and gave birth to Biesta. Thus the half-elf Biesta is the half-sister of the two half-orcs.

Linech’s ledgers contain a lot of damning evidence for illegal drug purchasers all across town. They’re worth 150 gp to the right (unscrupulous) buyer.

FROM MY CAMPAIGN TO YOURS

Some of the player characters in the original Ptolus Campaign befriended Seanus and managed to convince him to leave his criminal life and join them.

Assess creature, PT6: page 639



Linech, Oukina, and the others are designed to be too powerful for the player characters to fight when they first meet. However, later on, the PCs can come back and take them out successfully.

Imperial identification papers, PT6: page 552

Shilukar's Lair, page 612



Unfortunately, killing Linech and bringing his operation to an end does not halt the shivvel trade in Ptolus. Someone else will quickly fill the vacuum left by his departure.

Ruror Greatblade

Male Stonelost dwarf (Lawful Evil)

Fighter **CR** 1
HD 1d10+1 **hp** 11
Init +1 **Speed** 20 feet
AC 17, touch 11, flat-footed 16
BAB/Grapple +1/+2
Attack/Full Attack +4 melee (1d8+1, battleaxe)
or +3 ranged (1d10, heavy crossbow)
SQ Darkvision 60 feet, dwarf traits
Fort +3, **Ref** +1, **Will** +0
Str 13, **Dex** 13, **Con** 12, **Int** 11, **Wis** 10, **Cha** 6

Crucial Skills: N/A

Other Skills: Craft (armorsmithing) +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Craft (trapmaking) +2, Craft (weapon-smithing) +2, Handle Animal +2, Swim +5.

Crucial Feats: Point Blank Shot.

Other Feats: Weapon Focus (battleaxe).

Possessions: Banded mail armor, masterwork battleaxe, masterwork heavy crossbow, bolts (12), *potion of bull's strength*, 10 gp.

6. The Guest House

When he is here, Shilukar occupies the guest house at the east end of the burrow. During these times, two gnolls wearing heavy woolen cloaks to cover their appearance stand guard in front of the door. The dark elf is here the first time the player characters come (to talk to Linech), but not on any subsequent times—then he is in **his lair** in the Guildsman District.

If the PCs engage him at this point, he fights only to subdue (using *sleep* spells and similar tactics) unless his life is somehow in real jeopardy. He *wants* the characters to succeed in everything they're doing at this point.

Shilukar: 26 hp; see page 617.

Gnolls (2): hp 13 each; see MM.

7. Linech's House (EL 3)

Linech has a nicely furnished, well-appointed house at the northeast corner of the burrow, although the décor seems a bit garish and tacky. Throughout the house (Search, DC 12), player characters might find a silver platter (worth 30 gp), a silverware set (worth 50 gp), a pair of gold candlesticks (worth 20 gp each), a clock (worth 50 gp), three gold and crystal goblets (worth 15 gp each), and a large silver mirror (worth 100 gp). In various cabinets, there is also a masterwork forgery kit (+2 bonus to Forgery attempts), a disguise kit, a set of masterwork thieves' tools, ten tindertwigs, two vials of acid, a smokestick, a sunrod, and two tanglefoot bags.

Linech's secret vault is here as well. He does not have much cash left, having spent it to hire the PCs and buy their *water breathing* potions. The vault does hold other items of interest, however. It is hidden behind a secret door in Linech's bedroom (Search check, DC 23, to find). The secret door is just an unlocked sliding panel. The

vault door, however, is iron three inches thick (hardness 10, 90 hit points, break DC 28, Open Lock DC 25). Opening the vault door also triggers some bricks to fall on the area in front of the sliding panel.

Bricks From Ceiling Trap: CR 2; mechanical; touch trigger; repair reset; Attack +12 melee (2d6, bricks); multiple targets (all targets in two adjacent five-foot squares); Search DC 20; Disable Device DC 20.

Inside the vault is a wooden box with ivory inlay (worth 120 gp) containing 240 gp (plus another 1,200 gp if the characters have not yet been paid). The vault also holds a plain wooden box containing two *potions of water breathing* (eight hours; plus one more per PC if they have not yet received their potions from Linech), a *potion of neutralize poison*, and a *potion of lesser restoration*. A secret compartment in the back of vault (Search, DC 22) holds forty sets of forged **Imperial identification papers** (each is worth about 100 gp to someone interested in such a thing).

Oukina: Oukina is Linech's girlfriend who lives with him here. She's rough, crude, and not terribly good looking, but she's big, and that's how he likes his women. She's not always here, but unless Linech is in danger (in which case she'll be by his side), she's usually at this house when in the burrow at all.

Oukina

Female human (Chaotic Neutral)

Barbarian3 **CR** 3
HD 3d12+6 **hp** 42
Init +2 **Speed** 40 feet
AC 17, touch 12, flat-footed 17
BAB/Grapple +3/+9
Attack/Full Attack +6 melee (1d8+2, longsword) or +5 ranged (1d8+2, longbow)
SQ Rage 1/day, uncanny dodge
Fort +5, **Ref** +3, **Will** +1
Str 15, **Dex** 14, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8
Crucial Skills: Climb +5, Intimidate +1, Jump +5, Listen +4, Sense Motive +1, Spot +4.
Other Skills: Survival +2.
Crucial Feats: Combat Reflexes, Improved Grapple.
Other Feats: Alertness.
Possessions: Masterwork studded leather armor, heavy wooden shield, masterwork longsword, composite longbow (Strength +2), arrows (40), *potion of cat's grace*, 43 gp, 15 sp.

8. Storehouses

These single-story stone buildings have wide doors for moving cargo in and out. A padlock (DC 20 to open) locks these doors. Linech uses the buildings as storehouses for shivvel as well as a few other things he or his people might need. Today, however, they stand mostly empty. There is no shivvel within.

Hiding inside one of the storehouses, however, is a slave once owned by Linech and forced to perform manual labor here. Even though he escaped, he still returns to steal shivvel—he’s horribly addicted. He knows how to slip into the storehouse by moving a few loose bricks near the foundation.

If the characters find him, the slave—Nared—may try to flee or fight. Should the PCs convince him that they are Linech’s enemies, he tries to join with them in fighting against him and his people (hoping to find some shivvel to steal). Nared knows the layout of the burrow very well.

Nared Torell

Male human (Chaotic Neutral)

Commoner CR 1/2

HD 1d4 **hp** 4

Init +0 **Speed** 30 feet

AC 10, touch 10, flat-footed 10

BAB/Grapple +0/+1

Attack/Full Attack +1 melee (1d3, unarmed attack)

Fort +0, **Ref** +2, **Will** +1

Str 13, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 9

Crucial Skills: Hide +6.

Other Skills: N/A

Crucial Feats: N/A

Other Feats: Skill Focus (Hide), Lightning Reflexes.

Possessions: Shivvel pipe.

RETURNING TO CASTLE SHARD

If the player characters return to Castle Shard, they are welcomed as before. Zaveré listens to whatever they have to say while he finishes a meal (Kadmus offers to bring each of the PCs a plate as well). Assuming they tell him everything Linech said, the PCs can attempt a Sense Motive check (opposed by Zaveré’s Bluff check) to note that Zaveré seems particularly disturbed when they talk about Linele’s death. (This is the first he has heard of it, and he knows he is responsible.)

In any event, after considering things for a few moments, Zaveré asks them to undertake the mission. He doubles his original offer (to 200 gp each) if they will investigate the ship and bring anything suspicious they find back to him. He says that, if Linech really does only want his child’s body returned to him, there’s nothing wrong with that, but he thinks more is going on.

Meanwhile, if they mention the solid gold statue, Zaveré seems very interested and wants them to describe it in as much detail as possible. He calls in Lady Rill to confer. He then asks if, at some point in this venture, the PCs would be willing to “rescue” that statue from Linech. He explains that it’s not a statue at all, but a friend of theirs, long missing. He won’t say who it is at this juncture, however. He offers a further reward of 1,000 gp (total) if they bring back the “statue.” He’ll even provide a wagon when and if they need it (which is likely, since Lord Abbercombe weighs almost 1,000 lbs.).

GOING AFTER THE ARROWHEAD

With two patrons paying them to find the Arrowhead, it’s likely the player characters will agree to the task. First, however, they are supposed to find out more about how it sank.

At the Docks

Should the PCs look around the Docks for information about the ship’s sinking, a Gather Information check (DC 15) is in order. If successful, they are directed to speak to an old man, Dodun Fisk (male human commoner2), who has been telling people he saw the event. This aged fisherman is happy to tell anyone who asks that he saw some men in gold and purple robes come ashore in a dingy, leaving the burning ship.

The men in gold and purple were the Hussar (see below), but Dodun has no idea that that’s the case.

No one else seems to know much about the event. Apparently, the ship had just dropped anchor in the harbor when it caught fire and went down quickly. There were no survivors. Checking with the Dockmaster results in a somewhat disturbing encounter that provides little real information. The ship hadn’t yet officially docked in Ptolus before it sank, so he has no record of its point of origin, crew, or cargo.

Either Dodun or the Dockmaster can give a fairly precise description of where the ship was anchored when it went down.

The Hussar (EL 6 or 7)

The Hussar have a small shrine in the Temple District. It is fairly modest, consisting of a sanctuary in the front and barrackslike accommodations for all dozen members of the faith in the back. They have no leader or priest—they are all equals in their religion. The Hussar dress in long purple and gold robes that reach the floor. Hoods cover their heads. In keeping with their religion, all of them are male and sport thick handlebar mustaches. They generally eschew magic, although they enjoy setting things afire. (The Hussar holy books speak frequently and at length of burning all who oppose them in holy flames.)

Visiting this shrine likely results in a very dangerous fight, for the Hussar are quick to anger, and accusing them of any wrongdoing, even obliquely, will enrage them. At any given time, four to six of them are usually present. Unless the PCs are extremely diplomatic, taking on the Hussar is probably a mistake—plus there is no reason to do it. Only under magical compulsion would any of the Hussar reveal that they do Menon Balacazar’s bidding because he has their goddess trapped.

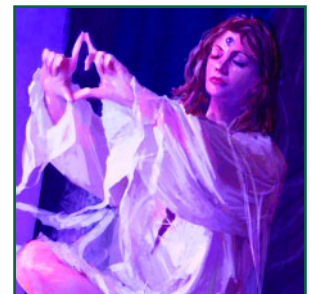
However, this is a common enough rumor. A Gather Information check (DC 15) reveals that the Hussar work for the Balacazar family under duress.



If you ever need to summon the characters to Castle Shard, just print out a copy of the invitation from the Appendix in the back of this book.

The Dockmaster (PT4: page 172) does have past records of the Arrowhead that list the captain as a human woman named Karra Bann. It was a cargo ship that usually delivered foodstuffs from the north coast. The PCs can investigate Captain Bann and the ship further, but these are all red herrings and produce nothing of value.

Lord Zaveré, PT5: page 286



Lady Rill, PT5: page 287

Menon Balacazar, PT3: page 101

Offering to free their goddess for them also angers the Hussar, because it insinuates that they are weaker than the player characters and can't do it for themselves.

Dragon pistol, PT6: page 560

*Covenant of Blood, PT3: page 101
Horn of blood, PT4: page 270*

Demon-possessed watch, page 608

Sard's Boats, PT4: page 175



DM TIPS

The currents at the floor of the bay where the ship lies are not very strong and should not present a problem to the player characters.

Typical Hussar

Male human (Chaotic Neutral)
Fighter2 CR 2
HD 2d10+6 **hp** 20
Init +4 **Speed** 20 feet
AC 15, touch 10, flat-footed 15
BAB/Grapple +2/+5
Attack/Full Attack +6 melee (1d6+3, scimitar) or +3 ranged (1d12, dragon pistol)
Fort +6, **Ref** +0, **Will** +2
Str 16, **Dex** 10, **Con** 16, **Int** 7, **Wis** 15, **Cha** 9
Crucial Skills: Spot +3.
Other Skills: Knowledge (religion) +2.
Crucial Feats: Blind-Fight, Power Attack.
Other Feats: Exotic Weapon Proficiency (firearms), Improved Initiative.
Possessions: Masterwork chainmail armor, masterwork scimitar, masterwork **dragon pistol**, ammunition (10 rounds), tindertwigs (2), alchemist fire (4 flasks), 20 gp.

The Sunken Drug Ship (EL 5)

Getting out to the *Arrowhead* requires a boat, which the party can rent from **Sard's Boats**. If Seanus accompanied the PCs as Linech wanted, a good duty for him could be to stay in the boat and make sure it doesn't drift. (Although he's happy to go underwater and help instead.)

The *Arrowhead* lies almost eighty feet below the surface; see the map of the sunken ship on a separate sheet. Characters who go down to that depth, even if they can breathe underwater, still must make a Fortitude saving throw (DC 15 +1 per previous check) or suffer 1d6 points of non-lethal cold damage each hour.

At this depth, it is too dim to operate for creatures that cannot see in the dark.

Finding the ship in the murky water is the greatest challenge, particularly since the characters have a strict time limit (the length of the *water breathing* magic). Assuming the PCs are in the right area, they must make a single Search check (DC 16) every ten minutes; it is not possible to take twenty in this instance.

If they do find the ship, a Spot check (DC 18) reveals the sahuagin and sharks swimming in and around the wreckage. Otherwise, the aquatic foes catch the characters unaware. If, after thirty minutes they do not find the ship, it is possible that the nearby sahuagin and sharks will find them and attack.

When the PCs arrive, one sahuagin is inside the wreck, pulling out a crate, while its shark keeps watch. Another sahuagin (and its shark) are outside. Neither sahuagin nor shark will want to fight in the cramped interior of the sunken ship and will move out into open water if possible. Anyone taking combat actions inside the ship must make a Swim check each round (DC 15) to avoid scraping against any of the many jagged bits of broken hull or crates within (dealing 1d4 points of damage).

Sharks, Medium (2): hp 16 and 17; see MM.
Sahuagin (2): hp 11 and 13; see MM.

Experience Points: Award +50 percent experience points for the sahuagin and sharks due to the harsh underwater environment.

What Were the Sahuagin Doing?

It's clear that the ship, not fully burned before it went down, has been broken into and ransacked. Cargo is obviously missing, and broken bits of wood float everywhere. Plus, the PCs can easily see that there is no glass coffin here.

Following the sahuagin, or their trail, is surprisingly easy. These creatures never considered that anyone might confront them here. A trail of broken pieces of crates and barrels leads to the northwest.

The Balcazars, hoping to recover the lost shivvel, have convinced a group of vampires calling themselves the **Covenant of Blood** to invoke the ancient pacts, use the *horn of blood*, and summon some sahuagin to loot the sunken ship.

The vampires agreed, but only because they sense Linele and the **demon-possessed watch** and want those things for themselves.

The Triton

Quillong is a triton scout/spy from an underwater city called Konagis far to the north in the White-wind Sea. He has followed the sahuagin here, as it is his job to keep watch over these enemies of his people. If he sees the player characters fighting the sahuagin, he considers them friendly. However, he won't get involved unless they truly need his help—he doesn't want to reveal his presence. If the PCs do encounter him, he knows about the Covenant of Blood and its connection to the sahuagin, and can communicate this information to the party.

Quillong is accompanied by a dolphin that fights at his side. If the PCs convince Quillong to help them follow the sahuagin, he sends the dolphin back to Konagis to report what they have seen.

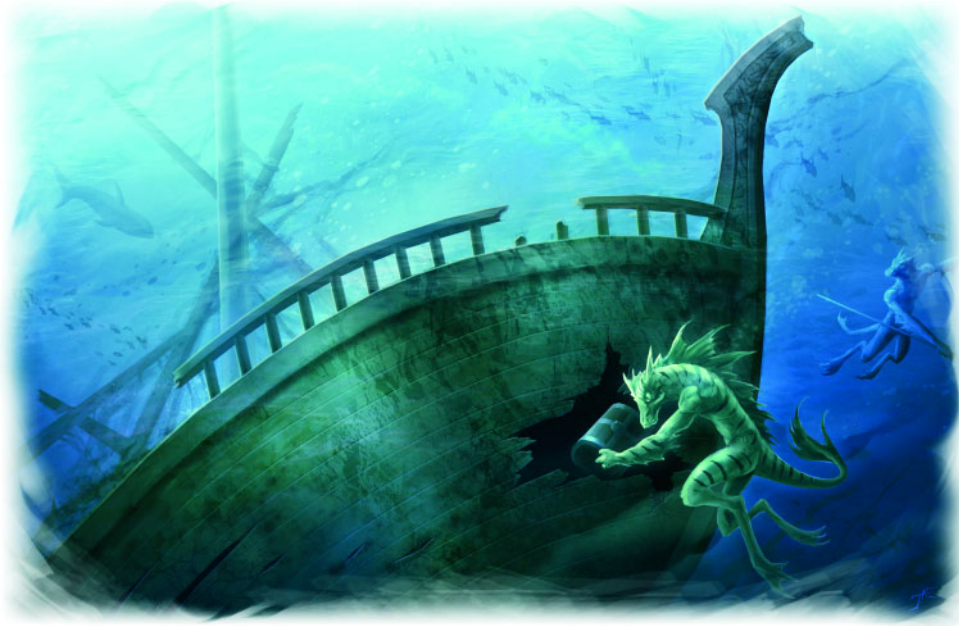
Quillong, Triton: 16 hp; see MM.

Dolphin: 11 hp; see MM (as porpoise).

THE UNDERWATER CAVES

The sahuagin have been carrying loads from the sunken wreck of the *Arrowhead* to a cave along the coast and to the north of the city about a half-mile. The cave entry is underwater, some twenty-five feet below the surface. Most of the caves are filled entirely with water. However, the central cave (Area 5, below) is open to the air, as is a passage that leads out to the sea at sea level (Area 8).

The sahuagin brought Linele's glass coffin to the central cave, where the evil presence in the pocketwatch caused the little girl to rise up as an undead creature. She terrified the guards and thugs in that cave with her unexpected appearance, then fled to Area 10. This happened just a short time before the PCs arrive, and the information has been communicated to everyone in the manor house above the caves. Those in



charge are trying to decide what to do about this unforeseen turn of events.

The following descriptions correspond to areas on the map of the caves, found on a separate sheet.

1. Entry Cave

Fish and eels swim in and out of this eight-foot wide cave mouth.

2. Giant Crab (EL 2)

A giant crab, seven feet long and ten feet across, has made its lair just south of the entry cave. Although it spends its day catching large fish and eels in its claws, it's just as happy to attack a humanoid, including a sahuagin. If dealt more than 20 points of damage, it attempts to scuttle away, fighting defensively.

Giant Crab: hp 32; see MM (as Large monstrous scorpion, but no sting or poison).

Experience Points: The giant crab is CR 2.

3. Sahuagin (EL 4)

The sahuagin by the shipwreck weren't the only sea devils the *horn of blood* summoned. Two more of them are in the cave just north of the entry cave, about to return to the *Arrowhead* after carrying a load. The player characters are not likely to surprise them unless the PCs carry no light source. The sahuagin attack immediately and fight to the death. If Quillong is with the adventurers, they attack him first.

Sahuagin (2): hp 12 and 13; see MM.

4. The Tunnel Up

Continuing west from the entry cave, the characters come to a narrow, natural chimney that winds upward for thirty feet. The tunnel leads up

to the central cave (Area 5), which lies mostly above sea level. A number of eels nest in this tunnel, but they offer no real threat to the party.

5. Central Cave

The complex's large central cave has air, as it lies above sea level. Water comes in from the deep underwater tunnel (Area 4), but also from the sea level passage (Area 8). The **Balacazar family** occasionally uses this as a smuggler's cave: They bring goods off ships via small boats through Area 8, then haul them up the staircase through the doors to the northwest, to a secluded manor house at the top of the cliffs directly above.

6. Crates and Coffin

Currently, the dry portion of the cave is filled with wet crates of shivvel. There is also a small wooden rowboat with oars here, which the characters can use to escape out Area 8. Linele's glass coffin lies on the ground here as well. It is empty, broken open from the inside. Shattered glass lies all around it.

A short time ago, after the sahuagin deposited the glass coffin here, Linele was fully "raised" as an undead creature by the power of the demon-possessed watch. She broke out of the coffin and went down the passage marked Area 9 on the map. This terrified those in the cavern, and they are still quite edgy (see Area 7, below).

7. Thugs, Guards, and Slaves (EL 4)

Four Balacazar thugs are present in the central cave, opening the crates with crowbars to see whether any of the drugs are salvageable. (Although made from seaweed, refined shivvel is a dry powder that becomes a useless paste when wet.) Two guards stand by, although they're not expecting trouble. Two slaves are on hand to carry

See Chapter 3: *Adventures in the DMG* for rules about operating underwater. Assume that any magic that allows the PCs to breathe underwater also allows them to speak. However, it's unlikely that they'll be understood by anyone not within fifteen feet.

DM TIPS

Stress the cold, the dark, and the disorienting environment of the undersea world the player characters explore.

Balacazar family, PT3: page 100

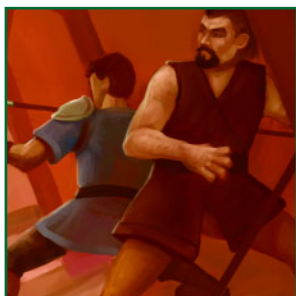
If need be, the DM can add more encounters with sahuagin, probably encountered in pairs, in any underwater location.

When it appears that all the sahuagin have been dealt with, Quillong the triton parts company with the group. He's curious to know more about the Covenant of Blood that summoned the sea devils but smart enough to know that neither he nor any of the PCs is powerful enough to confront these vampires.

Shivvel, PT6: page 557

Uraq, PT2: page 44

The Balacazars used to use this complex frequently for smuggling operations, back when the security at the city gates was far laxer than the security at the Docks. Today, they rarely use it.



Salsan knows the location of the Slave City (see page 422 of "What's Down There?" in PT7) and is acquainted with Ssethenus, the assarai former slave who seeks to take control of the place. This can be a link to further adventures involving that location. Sumar could make an interesting cohort for a player character, with his next level being that of a fighter rather than a commoner.

the crates up the many flights of stairs to the manor house. One slave is a large, muscular human from **Uraq** named Sumar, while the other is an assarai. The thugs long ago tied bells all over this lizard man and now call him "Sir Jingles."

Tactics: The people here are all on edge because they just saw the little dead girl get out of her coffin and walk away. They're watching down the passage to the west, afraid she will return. They're not watching for an attack from the water in this cave. Even if they spot someone coming up out of the water, they first assume it's the sahuagin, which gives the player characters a chance to act with surprise if they have their wits about them. As soon as they realize there are intruders, the guards either use their longbows to attack foes in the water or ready their longspear (which they have at hand) to engage in melee, attempting to use the reach of their weapons as an advantage. Note that the guards do not enjoy the AC bonus of their shields if they use their longspears.

The thugs wait until foes are on dry land to engage. They're likely to throw their clubs, then fight in melee with their crowbars (treat as clubs).

Both slaves turn on the thugs at the first opportunity and help the party. Salsan the lizard man is particularly vicious and bloodthirsty, mostly due to his ill treatment. Both slaves will stick with the PCs and do almost anything they ask if they believe they will obtain their freedom in the end. The slaves (as well as the thugs and guards) saw Linele rise up out of her coffin with a pocketwatch in her hand. They're terrified of the "devil girl."

Thugs (4)

Male humans (Neutral)
Warriors₁ **CR** 1/2
HD 1d8+3 **hp** 10
Init +0 **Speed** 30 feet
AC 10, touch 10, flat-footed 10
BAB/Grapple +1/+3
Attack/Full Attack +4 melee (1d6+2, club) or +2 ranged (1d6+2, club)
Fort +2, **Ref** +0, **Will** +1
Str 15, **Dex** 11, **Con** 11, **Int** 10, **Wis** 13, **Cha** 8
Crucial Skills: Hide +1, Intimidate +3, Listen +1, Spot +1.
Other Skills: Diplomacy +1.
Crucial Feats: N/A
Other Feats: Toughness, Weapon Focus (club).
Possessions: Clubs (2), crowbar, 8 gp, 10 sp.

Guards (2)

Male and female humans (Chaotic Evil)
Warriors₂ **CR** 1
HD 2d8+4 **hp** 16
Init +2 **Speed** 20 feet
AC 19, touch 12, flat-footed 17
BAB/Grapple +2/+4
Attack/Full Attack +5 melee (1d8+2, longspear) or +5 melee (1d8+2, longsword) or +4 ranged (1d8, longbow)
Fort +5, **Ref** +2, **Will** +3



Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10
Crucial Skills: Hide +4, Intimidate +5, Listen +3, Spot +2.
Other Skills: N/A
Crucial Feats: Combat Reflexes.
Other Feats: Iron Will.
Possessions: Breastplate, heavy steel shield, masterwork longspear, masterwork longsword, longbow, arrows (20), *potions of cure light wounds* (2), 22 gp, 8 sp.

Sumar

Male human (Chaotic Good)
Commoner **CR** 1/2
HD 1d4+2 **hp** 6
Init +2 **Speed** 30 feet
AC 12, touch 12, flat-footed 10
BAB/Grapple +0/+4
Attack/Full Attack +4 melee (1d3+4, unarmed attack)
Fort +2, **Ref** +2, **Will** +3
Str 18, **Dex** 15, **Con** 15, **Int** 11, **Wis** 16, **Cha** 10
Crucial Skills: Hide +4.
Other Skills: Craft (alchemy) +4, Handle Animal +2, Profession (hunter) +6.
Crucial Feats: N/A
Other Feats: Skill Focus (Profession [hunter]), Weapon Focus (club).
Possessions: None.

Salsan ("Sir Jingles"), Lizardfolk: hp 11; see MM. No possessions.

Experience Points: The help the slaves offer the player characters reduces the EL of the encounter somewhat. Make sure to divide the experience earned in the encounter with the NPC slaves.

8. Tunnel to the Sea

A wide tunnel leads northeast to the sea from the central cave. At high tide, the water in the tunnel is about three feet deep. At low tide, it is too shallow to use a boat, but a character could walk/wade its length with a Balance check (DC 12); failure means the character slips on a slick rock and suffers 1d3 points of damage. The tunnel is filled with crabs.

9. Angry Eel (EL 1)

The natural passage leading west from Areas 6 and 7 is relatively dry but ends in a dead end with a pool. A cave lies twenty feet below the level of the pool. One can also reach this cave via a winding passage from Area 2.

Player characters coming into this small cave disturb an eel that launches itself out of a hole in the rocks to bite the first character that comes in. After its initial attack, it is likely to retreat and hide in its hole, although if the PCs leave it alive and come back through this way, it will attack the lead character again.

Eel: hp 9; see MM (treat as a medium viper).

10. Linele (EL 4)

Linele hides in a cave northwest of the pool and the eel. She no longer needs to breathe, as she has become an unliving thing animated by the power of the **demon-possessed watch**. She greatly resembles a vampire; she now must feed on blood but has none of a vampire's traditional weaknesses (other than turning). Linele is still in shock from the

transition, however. The last thing she remembers is being on Sallachor Isle, and then a conflagration of fire that killed her. When the characters approach her, she unconsciously uses a mental power granted her in her new form to project figments into their minds. In the vision, they see themselves on a stormy, rocky shoreline (obviously not in Ptolus). They see a pretty young girl and her small black dog playing in the surf, with a compound of buildings beyond, as well as a ship. (A Spot check, DC 12, allows a character to recognize that the ship is the *Arrowhead*, which made frequent trips to transport shivvel. This should be enough to allow them to realize that it is a vision, that they haven't actually been teleported.)

Then, the vision changes. The *Arrowhead* is gone, and the structures are all in flames. Figures in black move around the compound, putting survivors to the sword, but they all are too far away to recognize or identify. Linele asks the PCs plaintively, "Why?" This time, the dog is gone, but she holds the demon-possessed watch in her hands.

At any time, suspicious characters can attempt a Will save (DC 15) to disbelieve in what they are seeing. Otherwise, the vision just keeps repeating. Linele has the ability to speak and hear telepathically (but not *detect thoughts*) at will, as well as to project realistic figments.

Linele does not attack unless she herself is attacked. A smarter tactic is to talk to her (mentally) and convince her to do what the party wants. This requires a Diplomacy (or Bluff, if appropriate) check, DC 18. Multiple attempts are allowed, although if the characters say something to anger or threaten her, Linele attacks. She has the watch with her and is loathe to give it up. Convincing her to do that requires a

Linele still has the mind of a small child. She is confused and scared and doesn't understand the undead thing that she's become. However, the demon in the pocketwatch has tainted her, making her more prone to violent outbursts than she ever was while she was still alive. She almost killed one of the thugs in Area 7 (he was taken up the stairs to the manor house).

Player characters may find that a wise strategy involves destroying the watch. This does not affect Linele physically, but it does break the demon's hold on her and ensures that no one can ever use it again.

Demon-possessed watch, page 608

THE MANOR HOUSE

The door between the cave and the stairs up to the manor from Area 7 is iron (hardness 10, 90 hit points, break DC 28) and locked (Open Lock, DC 28). A small covered peephole allows someone on the other side to look into the cave. No one on this side of the door has a key—it's opened by a thug on the other side of the door, who, upon observing combat in the cave, will make sure the door is secure and then run up to warn the rest of the manor.

Going up into the manor house above the caves may not be a viable option for player characters of this level. It's a house full of Balacazar guards and thugs, with possibly at least one Covenant of Blood vampire (with the *horn of blood*; see PT4, page 270) and maybe even a member of the Balacazar family (see PT3, page 100). A kind DM will make sure that the characters simply *can't* get through the iron door to the stairs in Area 7, no matter what, forcing them to leave the way they came in or on the boat out through the tunnel to the sea (Area 8).

If the PCs do get up into the manor house, they are likely to encounter at least a dozen more guards as presented in Area 7, four much more powerful guards (around 10th level), the vampire Medre Allaconda (PT4, page 249), and perhaps Menon Balacazar himself (PT3, page 101). At best, they can hope to get captured, interrogated (including some torture), and sold to the Ennin slavers (see PT3, page 131). Perhaps Lord Zaverre will feel compelled to offer Menon some terms for their release into his custody, which will cause him great embarrassment and put the characters in his debt for a long, long time.



Malkeen Balacazar, heir to the crime family's fortune, PT3: page 102



The pocketwatch is not a magic item but a mundane item possessed by a demon. It confers no powers upon the possessor and is only a corrupting influence.

*Brotherhood of Redemption, PT3: page 107
Pale Tower, PT5: page 329*



Technically, it is illegal to bring an undead creature into the city. See the "Crime and the Law" chapter of PT6.

THE DEMON-POSSESSED WATCH

A demonic spirit named Ylouil dwells within an otherwise mundane pocketwatch, and it has for decades. It can, if it desires, speak to anyone who touches it. Typically, it does so only rarely and on its own terms, often whispering secrets that empower the creature with which it speaks to accomplish something evil (although also seemingly profitable). For example, it imparted the secret of creating the drug shivvel to humanity years ago.

Ylouil's very presence carries a strong evil taint that can have varied effects on those exposed to it over a period of time. These effects are up to the DM, but they always involve corruption of some kind—like turning an innocent young girl into an undead creature.

Diplomacy check (DC 20); any attempt to retry after a failure angers her.

It's worth noting that Linech doesn't even know what shivvel is. She doesn't know her father is a criminal, or that her home on the island was used to process illegal and dangerous drugs. She was too young and innocent to understand any of it.

Linele: hp 17; see MM (treat as a vampire spawn).

RETURNING TO LINECH . . .

Whether they bring back Linele "living" or dead, the player characters eventually must bid Quillong farewell, leave the underwater caves, and return to where Seanus waits for them in the boat (unless he is already with them).

. . . With Linele's Corpse

If the characters return to Linech with his daughter's body (slain again by them, most likely), the glass coffin, and its contents, Linech seems extremely pleased and pays them the promised fee. He doesn't even notice the condition of Linele's body (he doesn't know exactly how she died). He is sincerely saddened by her death, but he's elated at the return of the watch, which he can use to barter for his life with Menon Balacazar.

Of course, some characters won't want to bring the demon-possessed watch back to the drug smuggler. However, if they don't, a furious Linech asks about it specifically. They can try to lie to him, but if he sees through the lie, he attempts (with the help of whatever guards he has on hand) to slay the PCs, or at least capture and interrogate them.

He won't pay them if he doesn't get the watch. Without the watch, he won't last the week, and so holding up his end of the bargain isn't a priority.

. . . With Undead-Linele

The encounter with Linech likely goes very differently if the player characters bring back Linele in undead form, having convinced her to follow them back to the city. Linech is horrified, and anyone else around is terrified and runs from the girl. Linele, blaming her father and his misdeeds for her death, attacks him regardless of what the PCs do. Thus, the adventurers have to decide whether to try to save Linech, and—whichever choice they make—what to do with Linele afterward.

If they save Linech from his undead daughter, he pays them the money he owes them and offers them anything they want to deal with her. He wants them to make sure he never sees her again and doesn't have to fear her attacking him. This, of course, would be an ideal time to ask for the gold "statue" in his office.

BACK TO CASTLE SHARD

Zavere and Rill are interested to hear everything the characters' report and gladly give them their reward, regardless of how they handled the situation.

They are, of course, horrified to learn of Linele's fate. If she is still undead and with the party (or somewhere else known to them), Rill suggests taking her to the **Brotherhood of Redemption**. If the PCs try to give them the demon-possessed watch, they refuse it, saying that it would be unwise to keep it here. Should the party seem worried about hanging onto it, Zavere might suggest taking it to the **Pale Tower** for the Malkuth to guard.

Zavere will also remind them of his offer to pay them 1,000 gp to bring back Lord Abbercombe.

GETTING LORD ABBERCOMBE

Going back to Linech's Burrow might be easy or difficult, depending on what the player characters did there before. If they've already defeated Linech and his henchmen, or if Linele has dealt with her father and chased everyone else off, getting the statue is simple. If Linech and his crew are all still fit and able, it will be difficult.

The PCs may wish to stage some kind of ruse or diversion and then race in to spirit away the statue as quickly as possible. As Linech and his people are already anxious—expecting an attack by the Balacazars at any moment—this could prove fairly easy. Alternatively, if the characters gave Linech the watch, he and most of his guards won't even be at home. Instead, they'll be off parleying with the Balacazars.

If the party succeeds in retrieving Lord Abbercombe, the Lords of Castle Shard are very grateful, and Rill begins attempting to lift the spell that keeps him in stasis. It will take her days, perhaps even weeks (whichever works best for the flow of the campaign), but eventually she realizes that she cannot free him. Only then does Shilukar send

Castle Shard a missive stating that he can restore Lord Abbercombe—but only if they grant him permanent hospitality in the castle. See “Shilukar’s Lair” on page 612 for more information.

ADVENTURE 3: END OF THE TRAIL

This short adventure works best if you leave a few months of in-game time between the end of “The Murderer’s Trail” adventure and the start of this one. Maybe the whole episode with Linech, the sunken ship, and Lord Abbercombe takes a while. The PCs might decide to take some time off for a rest after dealing with Linech. You can run Interlude 2 (page 611) before this adventure.

Things start out as **Brother Fabitor** contacts the PCs to tell them that Phon Quartermain is missing. The pregnant woman they saved from assassins some months earlier has been gone for three days: She hasn’t come to **St. Gustav’s Chapel**, and she hasn’t been to her job. In recent weeks, however, Fabitor has learned the name of her lover: a cleric named **Helmut Itlestein**. He reveals this information very reluctantly—only, he says, because he fears for her. He’s seen the two of them together, and they seemed happy, but Fabitor wonders if he knows something about her disappearance now.

Fabitor confirms that no attacks have been made on Phon’s life since the characters got involved. He thanks them for being so caring and helpful, and apologizes that he has no one else to go to for assistance in this matter.

If, after their previous involvement, the PCs put special precautions in place to protect Phon, it is quite likely that Helmut could overcome them—particularly since he has Phon’s trust. Helmut didn’t abduct Phon, he just came and got her. She went with him willingly, because she loves him.

HELMUT’S HORRID SCHEME

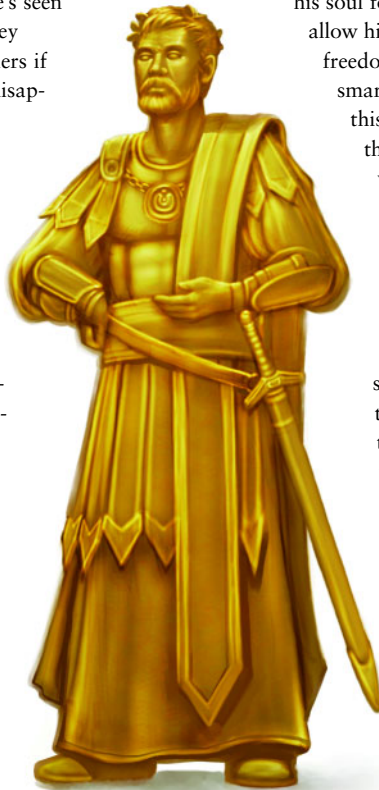
Phon is indeed with her lover, Helmut Itlestein, kept in a secret room in his house. Helmut can’t bring himself to hurt Phon, but intends to have the baby killed as soon as it is born. Phon is too blinded by her love for Helmut to believe that he truly means her or her baby harm. Even after everything that happens, she will not cooperate in getting Helmut arrested or pun-

ished for her kidnapping (and, technically, she was not kidnapped).

Helmut is not currently in the city—he is off meeting with some other republicans in the city of Kartare to the east, in **Ren Tehoth**. His organization needs money, and he’s willing to go anywhere and do anything to obtain it. It’s important to this adventure (and the PCs’ well-being) that Helmut himself not get involved. The idea is to set him up as an ongoing villain—but not a typical one. Helmut is not evil, and he truly wants only what’s best for the city. He is, however, willing to go to extraordinary lengths and commit terrible crimes against individuals in order for the city as a whole to prosper.

On his way back from Kartare, a woman approaches Helmut, claiming to know who he is. She tells him that she knows where he can obtain objects that will empower him to bring his goals to fruition. The objects are the *staves of Ghul*, which indeed possess a great deal of power. He won’t be back in Ptolus for many weeks, as he follows the woman on a quest to obtain the staves in the secret city of Shoggoth in the Dragonsbirth Mountains.

He doesn’t care that they are evil items—he does not even care if they will eventually damn his soul for using them, as long as they allow him to set the city on the path to freedom and democracy. Helmut is smart enough to know that using this power unwisely would draw the attention of those who would object to the use of such items at all (the **Keepers of the Veil**, the **Church of Lothian**, the **high priests of Gaen**, and so on). He even knows that the woman who guides him is a succubus—he slays her when they find the staves. He plans to use them eventually to kill the **Holy Emperor**. But that won’t happen for months in the campaign.



INITIAL INQUIRIES

Inquiring at the **Temple Observatory** of the **Watcher of the Skies**, the player characters learn that Helmut isn’t in the city at all. The clergy won’t say where he’s gone, and even if charmed, intimidated,

or otherwise forced to tell, it becomes clear that they don’t really know. A successful **Diplomacy** or **Bluff** check (DC 15), however, convinces the lesser priests there to tell the PCs how to find Helmut’s house. (A *charm person* spell would work on that score as well.)

Linele and the watch are of great interest to the Covenant of Blood. The vampires eventually will want to possess both, if they do not already. This may involve the PCs later on, particularly if they possess the watch or have hidden or destroyed it. If the characters give Linele to the Brotherhood of Redemption, the vampires dominate her mother and force her to convince the Brotherhood to release her, so that they can bring her into their fold (and study her, since she is a rare spontaneously generated vampire).

Ren Tehoth, PT2: page 43

Brother Fabitor, PT4: page 220
St. Gustav’s Chapel, PT4: page 219
Helmut Itlestein, PT5: page 389

Staves of Ghul, PT5: page 390

The scenario described for the Cloud Theater in PT4 (page 201) would be particularly appropriate to run a few sessions after this one, as it also deals with Helmut and his plot against runebearer children.

Keepers of the Veil, PT3: page 119
Church of Lothian, PT2: page 64
High Priests of Gaen, PT5: page 385
Holy Emperor, PT5: page 293

Temple Observatory of the Watcher of the Skies, PT5: page 389

“The End of the Trail” adventure is not meant to be the actual end of the trail. It is intended to be a setup for future direct encounters with Helmut Itlestein, when the PCs are higher in level.

Administration Building, PT5: page 314



Fate Weavers' symbol

Fate Weaving, a Wisdom-based skill, is cross-class for all classes; see the sidebar in PT3: Organizations, page 112.

Dragon pistol, PT6: page 560

Fate Weavers, PT3: page 112

*Republican movement, PT4: page 150
Runebearers, PT2: page 60*

The Ethics of the Situation
Over the course of this adventure, the player characters may find themselves on two different sides of the issue at hand. In other words, if they learn what Helmut believes, they might agree that, as distasteful as harming children is, it might be worth doing so to save the whole city. This, of course, assumes they believe his visions of doom brought about by runebearers. This adventure is more about roleplaying and character development than it is about killing things or getting treasure.

The Fate Weavers run a secret school at their headquarters in the Rivergate District to teach young people their skills. See PT5: page 349.

Otherwise, a Gather Information check (DC 17) made in the Temple District uncovers the location of his house. One can also go to the **Administration Building** in Oldtown to learn this information, but a hefty bribe (at least 50 gp) is required to get the address quickly.

HELMUT'S HOUSE

Helmut lives on Limit Street, in the very western end of the Temple District, in a residential area disproportionately inhabited by clerics and temple workers. Helmut is married, but his wife, Errathe, and he are estranged, mainly because she wanted to raise children and he won't allow it. She often spends time with her family in Oldtown.

Nevertheless, if the player characters watch the house, it takes very little time to observe activity around the place. At night, they can see light from the windows, and once or twice a day a mysterious figure or two come and go from the house.

The Fate Weavers (EL 4 if together, 3 or 2 if separate)

The figures seen around Helmut's house are two young human **Fate Weavers**. They are lithe and tall; both wear their hair long but pulled back and have the symbol of their group painted on their foreheads. Menaster Orrund, the male, is blond with blue eyes and a large nose, while Jamila Nox, the female, has auburn hair and large green eyes.

The Fate Weavers secretly work with Helmut and the **republican movement**. However, Helmut has further convinced Menaster and Jamila of his beliefs that **runebearer** children spell doom for the city, and—as horrible as it may seem—that these children must be eliminated for the good of all.

In Helmut's absence, Menaster and Jamila bring fresh, hot food for Phon each day and check on her to make sure she's in good health. Phon is still many weeks from giving birth. It's important to note that Jamila is a good-hearted young woman. She doesn't use lethal force indiscriminately unless her life, or the life of someone she cares about, is in danger. Menaster is slightly more mercenary, although both believe in Helmut's cause. However, neither of them has any reason to think that the PCs are here to help Phon. More likely, in their view, they're here to hurt her or, conversely, here to save the baby that spells doom for the city.

If the player characters follow these two away from the house, they see them go to the **Fate Weavers' headquarters** in Rivergate. However, grant both of the NPCs Spot checks to see that they are being tailed. If they notice the PCs, they try to lose them in Midtown, spending time in various establishments on Tavern Row.

The rest of the Fate Weavers know that their organization allies itself with Helmut but they know nothing of Phon, her child, or Helmut's vision regarding runebearers.

Menaster and Jamila sometimes come and go together, but usually one leaves and one stays.

Menaster Orrund

Male human (Neutral)
Sorcerer3 **CR 3**
HD 3d4+3 **hp** 15
Init +0 **Speed** 30 feet
AC 10, touch 10, flat-footed 10
BAB/Grapple +1/+0
Attack/Full Attack +1 ranged (1d12, dragon pistol)
Fort +2, **Ref** +1, **Will** +4
Str 9, **Dex** 11, **Con** 13, **Int** 12, **Wis** 13, **Cha** 14
Crucial Skills: Concentration +4, Listen +2, Spot +2, Tumble +2.
Other Skills: **Fate Weaving** +3, Knowledge (arcana) +5, Knowledge (architecture and engineering) +3, Spellcraft +4.
Crucial Feats: Point Blank Shot.
Other Feats: Alertness, Exotic Weapon Proficiency (firearms).
Spells Known: 6/6; save DC 12 + spell level.
1st—*burning hands, mage armor, silent image.*
0—*arcane mark, detect magic, ghost sound, mage hand, read magic.*
Possessions: **Dragon pistol**, ammunition (20 rounds); *potions of cure moderate wounds, false life, and cat's grace*; scroll of *see invisibility*, scroll of *jump* and *grease*, silver rings (2, worth 45 gp and 65 gp), 11 gp, 12 sp.

Jamila Nox

Female human (Neutral Good)
Fighter2 **CR 2**
HD 2d10+4 **hp** 22
Init +1 **Speed** 20 feet
AC 18, touch 11, flat-footed 17
BAB/Grapple +2/+3
Attack/Full Attack +4 melee (1d8+2, longsword) or +3 ranged (1d8+2, powered mighty longbow)
Fort +5, **Ref** +1, **Will** +1
Str 13, **Dex** 13, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10
Crucial Skills: Spot +2.
Other Skills: Craft (armorsmith) +6, Decipher Script +3, **Fate Weaving** +4, Handle Animal +4.
Crucial Feats: Combat Expertise, Dodge, Endurance, Power Attack.
Other Feats: N/A
Possessions: Masterwork chainmail armor, masterwork heavy steel shield, mighty powered composite longbow* (Strength +2), +1 longsword, *potion of barkskin* +2, key to Helmut's house, 13 sp.
* See "Technology" in PT6.

Inside the House

The front door is locked (DC 25 to open), but Jamila has a key. The house is very typical for the neighborhood (see map on separate sheet). The wealth of a high priest of a major temple is evident here, although one might have expected much more—Helmut has devoted most of his own wealth to his cause. Still, if the characters want to ransack the house, they'll likely find 2,000 gp

worth of easily removed goods (silverware, a silver tea set, jewelry, a nice painting, and so forth).

Most interesting, however, is a sheaf of papers on a desk in the first-floor office. The papers detail a number of prophecies and visions that Helmut has received from the **Watcher of the Skies**. While most seem incomprehensible, meaningless, or irrelevant, one of them catches the PCs' eyes. It says:

“Lord Abbercombe will be found by a dark elf named Shilukar. But the Idol of Ravvan brings doom. His lair lies beneath a vacant lot on Brandywine Street in the Guildsman District.”

The Secret Room: The upstairs has a large room behind a secret door (DC 22 to find) hidden within Helmut's wardrobe. Helmut keeps Phon here (see page 590 for her stats). She is visibly pregnant now, and also heavily sedated. The room's furnishings include a bed, a small table holding a lamp, washbasin, and pitcher, a couple of chairs, and a large table that contains maps of important government and Church locations (the **Administration Building**, the **Imperial University**, the **Holy Palace**, etc.), along with a few notes on infiltrating or even destroying them.

Phon spends most of her time asleep or talking quietly with Menaster and Jamila. She's well cared for and—in fact—well protected. If anyone should attempt to harm Phon or take her out of this room, the large table animates magically and attacks the offenders.

Animated Object, Large: hp 52; see MM.

Unless the player characters specifically waited until they saw both Menaster and Jamila leave, one of them might be here as well and ready to protect her.

WRAPPING UP

Since Helmut will be gone for weeks, he won't know what the player characters have done for a long time. However, Phon will, under no circumstances, believe that he meant her harm. Even if the PCs have figured out that he was the one who hired the killers that attacked her, they can find no proof of it, and Phon certainly won't believe it.

For now, however, Phon is safe. And the adventurers have the location of Shilukar's lair, which will become extremely valuable later on.

INTERLUDE 2: THE MISSING WAFERS

This interlude provides another short, one-session adventure that has nothing to do with anything that comes before or after it.

SET UP

A priestess named Delemele Sartaris (female human cleric4) sits dejected and sad in the **Ghostly Minstrel** (or replace with another tavern or restaurant that the PCs frequent). She even weeps at one

point. If the player characters approach her, she invites them to sit down. She explains that she is a priestess of **Melann, Goddess of Farming**, and that she was given the duty of transporting the blessed wafers of her deity to the fields north of the city, where they are crumbled and scattered upon the ground to ensure fertility.

When she arrived at the fields earlier today, however, the wafers were missing. She feels terrible about this, and faces severe chastisement and probably a demotion in priestly rank. Worse still, the farmers risk poor crops and even blight (at least, that's what she believes). She begs the characters for their help.

Delemele admits that on her way out of the city, she stopped for a time in a small tavern called the Gatehouse Pub. This was careless of her, but she was meeting her friend Kaela Sparkborn (female elf bard3) there for lunch.

THE THEFT

A rival cleric named Thord Questin was recently excommunicated from the service of Melann. Delemele discovered that he was stealing from church donations. Thord lost all clerical abilities and all respect from everyone he knew. Eager for revenge, he has stolen the wafers and plans to make it look as if Delemele planned on selling them. In doing so, he hopes to frame her for his own past crimes and redeem himself in everyone's eyes. He paid an elf rogue named Araevil Seversong to lift them out of her bag while she was at the pub.

Delemele knows about Thord, obviously, but she doesn't know that he's relevant in this situation.

AT THE GATEHOUSE PUB (EL 3)

The obvious place to start investigation is the Gatehouse Pub in the North Market (PT5: page 311). Delemele accompanies the characters unless they ask her not to.

The pub is located on North Gate Road very near the North Gate. It's usually quite crowded, mostly with farmers and visitors from out of town. The owner is Wilsha Rarris (female human commoner5), and she has a staff of four overworked helpers. The place serves ale as well as simple lunch fare.

Thord figured that Delemele might get someone to help her, so he hired Araevil Seversong to remain at the pub and watch for anyone poking around. If Araevil does see “investigators,” he is supposed to throw them off the trail. He can do that in one of two ways.

1. **In Disguise.** Araevil pretends to be a patron in the pub who claims to have seen the heist. He tells the PCs that two dwarves slipped the wafers out of the cleric's bag. He says he saw the thieves run off along the wall to the west, toward Rivergate. He was afraid to get involved earlier, so he didn't say anything.

INFO CHECKS

Asking around with the neighbors or using a Gather Information check among nearby residents reveals a few details about the Itlesteins:

Helmut and Errathe do not get along, and Errathe is almost never here (DC 14).

Helmut is traveling, although there still seems to be some activity around the house (DC 16).

Helmut left two days ago (DC 18).

Two young people are seen coming and going from the house every day (DC 20).

The PCs can investigate Kaela Sparkborn (Delemele's friend), but she doesn't know anything about the theft and didn't see anything.

Melann, Goddess of Farming, PT2: page 69

Watcher of the Skies, PT2: page 70

Administration Building, PT5: page 314
Imperial University, PT5: page 322
Holy Palace, PT5: page 292



Ghostly Minstrel, PT4: page 204

Araevil Seversong is a rogue for hire. He'll do anything for money. He's looking forward to a time in the near future when he can join either the Longfingers Guild or one of the larger criminal organizations.

Watchhouses, PT4: page 151



Dragon pistol, PT6: page 560

*Ghul's Labyrinth, PT7: page 418
Chaositech, PT6: page 566*

*Couriers, PT4: page 164
Castle Shard, PT5: page 285
Lord Abbercombe, PT3: page 88*

If asked, Delemele tells the PCs that the missing wafers are in a holy silver box wrapped in silk—no one would necessarily know they were wafers just by seeing them lifted out of her bag. In other words, Araevil should have said he saw them steal a box, not “wafers.” Delemele won't think of this herself, however.

2. **The Direct Approach.** The elf rogue may try to scare off the characters by ambushing them. He attacks (hopefully) with surprise, hiding in some shadowy cover, making a ranged attack. He hopes that one sneak attack shot from his pistol takes down the toughest looking of the PCs. He then threatens the rest from the shadows. “Get out of here, or you'll all end up like him.”

Araevil Seversong

Male Shoal elf (Neutral Evil)

Rogue3 **CR** 3
HD 3d6–6 **hp** 11
Init +4 **Speed** 30 feet
AC 18, touch 14, flat-footed 14
BAB/Grapple +2/+2

Attack/Full Attack +3 melee (1d6, short sword) or +6 ranged (1d12, dragon pistol)

SA Sneak attack +2d6

SQ Evasion, elven traits, low-light vision, trap sense +1

Fort –1, **Ref** +7, **Will** +4

Str 10, **Dex** 19, **Con** 7, **Int** 14, **Wis** 16, **Cha** 10

Crucial Skills: Bluff +5, Disable Device +8, Hide +10, Listen +5, Move Silently +4, Search +10, Spot +11, Use Magic Device +5.

Other Skills: Appraise +6, Disguise +8, Knowledge (local) +4, Open Lock +8, Sleight of Hand +8, Use Rope +9.

Crucial Feats: Point Blank Shot.

Other Feats: Exotic Weapon Proficiency (firearms).

Possessions: +1 studded leather armor, masterwork short sword, daggers (3), **dragon pistol**, ammunition (8 rounds), *potion of change self*, disguise kit, thieves tools, silver and opal necklace worth 500 gp, 16 gp.

FINDING THORD

If the party captures and interrogates Araevil, he might eventually crack (assuming the PCs successfully intimidate him). In such a case, he says Thord hired him to steal the wafers in the box; he gave them to him when he was done. He won't tell them where Thord went unless successfully intimidated a second time or unless they give him at least 25 gp. He knows Thord is hiding in a nearby park, in the gardener's shed.

Should the characters ask anyone in the pub about the elf, a Gather Information check (DC 15) reveals that people say they saw him give a box to someone fitting Thord's description (a tall, thin man with shaggy brown hair and a missing front tooth). Afterward, Thord ran off to the nearby Deaven Park. This flower-filled park

is just across the street—it's very small, and the only place anyone could be hiding is the old gardener's shed.

IN THE GARDENER'S SHED (EL 3)

This small wooden building contains tools, sacks of seed, and a large bucket of fertilizer. Thord hides here with the wafers. He peeks out the door quite frequently, so he may well see the PCs coming. If he sees them in time and realizes that they are obviously looking for him (if, for example, Delemele is with them), he runs. Otherwise, he tries to fight them off. He surrenders to save his life, if it comes to that.

He confesses to his crimes if forced. The proper thing to do at this point would be to take him to the nearby **Watchhouse** (the Temple of Melann also would be appropriate). Delemele wants to take the wafers to the fields north of town immediately, though. She has no money with which to pay the characters but promises that they can come to her for spellcasting if ever they need it.

Thord Questin

Male human (Lawful Evil)

Ex-Cleric4 **CR** 3
HD 4d8+4 **hp** 25
Init –1 **Speed** 20 feet
AC 16, touch 9, flat-footed 16
BAB/Grapple +3/+5

Attack/Full Attack +7 melee (1d8+3, heavy mace)

Fort +5, **Ref** +0, **Will** +6

Str 15, **Dex** 9, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13

Crucial Skills: Spot +3.

Other Skills: Craft (cooking) +4, Heal +8, Knowledge (religion) +6, Spellcraft +6.

Crucial Feats: Combat Reflexes.

Other Feats: Weapon Focus (heavy mace).

Possessions: Masterwork breastplate, masterwork heavy steel shield, +1 *heavy mace*, *potion of cure moderate wounds*, silver box worth 50 gp containing the holy wafers of Melann, 48 gp.

ADVENTURE 4: SHILUKAR'S LAIR

Deep underground, below the Guildsman District, Shilukar has claimed a section of tunnels and chambers that were once a part of **Ghul's Labyrinth**. Here, he has built his **chaositech** laboratory and keeps his weird creations.

SET UP

Shilukar has sent his “offer” to Lord Zavere and Lady Rill via **courier**. He wants an invitation to live permanently in **Castle Shard** in exchange for the key to restoring **Lord Abbercombe** from his stasis. This is really significant, because anyone with such an invitation is afforded not only a safe place to live, but the protection of Zavere and Rill. The Lords of Castle Shard summon the player characters to another meeting at the castle and explain the situation.

Zavere says Shilukar has given them only two days to decide. In that time, if someone could obtain the restorative to help Lord Abbercombe, the whole issue would be moot. Hopefully, the PCs found the location of Shilukar's lair in **Helmut Itlestein's** house. If they try to tell the Lords of Castle Shard about this, Zavere stops them. "Ah, ah," he says. "If *someone* could obtain the restorative to help Lord Abbercombe, the whole issue would be *moot*. That's all I am saying." He looks at them meaningfully and then bids them good day.

The characters should get the obvious hint that he wants them to go after Shilukar, but he doesn't want to actually know about it. He makes no offer of reward, but by this time, it should be clear to the PCs that helping the Lords of Castle Shard is always a good idea.

The characters have two days to infiltrate Shilukar's lair, get the restorative, and bring it back to **Castle Shard**. This is an extremely difficult task for them to attempt, and they may fail. However, Shilukar doesn't want them dead—he wants them to return to Rill and Zavere and convince them to accept his offer. He tells the PCs that if he goes to Castle Shard, he won't need his gnomish guards anymore and he will destroy the *idol of Ravvan* (see Area 9).

LAYOUT OF THE LAIR

Practically all of Shilukar's lair lies beneath the streets, as a part of Ghul's ancient labyrinths. Unless otherwise noted, the doors are wooden and unlocked, the ceilings are twelve feet high, and the walls, floors, and ceilings are masonry stone. The numbered areas below correspond to those on the map of the lair (see separate sheet).

1. The Scrap Lot and the Shack

The main entrance into Shilukar's Lair lies within a small shack in an open lot on Brandywine Street in the Guildsman District. The lot is filled with trash and scrap. Those trying to get to the old shack must climb over piles of discarded planks, broken furniture, unused bricks and stones, and rusty pipes and sheets of metal. Those failing a Spot check (DC 5 during the day, DC 10 at night) must make a Reflex save (DC 12) to avoid stepping on a nail or scraping against a sharp piece of scrap (1d4 points of damage). Move Silently checks suffer a -4 penalty here, although Hide checks gain a +2 bonus.

The shack measures barely ten feet by ten feet. It is made of wood and filled with more trash. A Search check (DC 20) reveals that one section of scrap and rubbish is actually a well-disguised secret door in the floor. What looks like a rusted, broken padlock is in fact a well-maintained lock (DC 25 to open) securing the door. Characters who succeed at a Search check (DC 25) find that another section of scrap has been set to fall and make a great deal of noise when the trap door opens, automatically alert-

ing the guards below, if they were not already. A Disable Device check (DC 14) disables this "trap."

Climbing down the ladder from the trap door in the old shack leads one to an empty room with another door leading out to Area 2.

2. Guards (EL 5)

The guards here wait and watch the trash-filled lot. Shilukar has rigged a periscope in this room, giving them the ability to watch for intruders. The periscope is disguised as scrap and will be found only with a Search check (DC 25). The guardroom itself has a wooden table made from an old door. It is covered with mugs, a keg, and scraps of food.

Four gnolls stand guard here. One always mans the periscope. The others typically sit around the table, telling tall tales and drinking weak beer unless alerted. They all howl like wolves if attacked, to alert the gnomish guard in Area 3.

Gnolls (4): hp 10, 12, 14, 15; see MM.

Treasure: If the PCs remove the large periscope without breaking it (Disable Device check, DC 12), it is worth 100 gp.

3. Net Trap (EL 2)

A single gnomish guard waits in an intersection of corridors, holding a rope. If he pulls the rope, a large, weighted net falls down over a ten-foot-square area in front of the north door. Characters in that area when the net falls can make a Reflex save (DC 18) to avoid being entangled in it. See Chapter 7: Equipment in the *Player's Handbook* for more details about nets. The gnomish guard howls out to his fellows once the net is dropped, then attacks anyone not trapped by it.

Gnomish guard: hp 12; see MM.

4. Gnolls Working (EL 3)

Two gnolls work here attempting to widen the room by burrowing into the eastern wall. The wall has no masonry on it any longer, and piles of broken stones and dirt fill the room.

If engaged, the gnolls fight with their picks (damage 1d6+3) without shields (AC 13). They are quick to retreat, though, attempting to reach one of the exits. They do not come to the aid of others, if they hear the sounds of battle.

Gnolls (2): hp 10 and 13; see MM.

5. Gnomish Barracks (EL 5 if prepared)

Four off-duty gnolls lounge and sleep in this large chamber in the northwest corner of the lair. Unless alerted, they are not prepared for combat at all. They require 10 full rounds to don their armor and get their weapons ready. With less time, they are not wearing any armor and have only melee weapons at hand. If they hear noise in Area 3, they immediately start donning their armor.

Gnolls (4): hp 9, 11, 15, 15; see MM.

DM TIPS

Player characters should be at least 3rd level before reaching Shilukar's lair.

Helmut Itlestein's house, page 610

Castle Shard, PT5: page 285



Neither Zavere nor Rill seems interested in ways to trick Shilukar into giving them the restorative without really getting to live in Castle Shard. Such actions, Zavere tells them, are without honor or dignity.

Anyone who thinks to look into who owns the scrap lot can find documents in the Administration Building showing that the land was recently sold to a Shoal elf named Shaelukar Darkfingers. This is an alias Shilukar uses while in disguise.

City sewers, PT7: page 439

If the PCs ask around about anything strange in the area, a Gather Information check (DC 15) reveals that gnolls have been seen in the area around Brandywine Street, skulking in the darkness. A DC 20 success on the check allows them to hear that at least one person claims not only to have seen gnolls, but a blue-skinned gnoll as well.

DM TIPS

This is a very challenging adventure, with a real chance of PCs dying. It's entirely possible and not at all inappropriate for them to retreat and admit that the challenge is too much for them. DMs shouldn't punish them for this and, in fact, might want to facilitate what might be the wiser course of action.

DM TIPS

Some basic features of Ghul's Labyrinth appear starting on page 418 in the "What's Down There?" chapter of PT7.

6. Emergency Exit (EL 3)

Two more gnolls watch the lair's secret eastern exit, which leads into the city sewers. The stone door is secret from the sewer side (Search, DC 25) and locked (Open Lock, DC 24). The gnolls on guard have the key. They stand at their positions, even if they hear sounds of combat elsewhere in the lair.

Gnolls (2): hp 9 and 11; see MM.

7. Gnoll Cleric (EL 4)

The door to this room near the center of the lair is locked (Open Lock, DC 20). The chamber holds a wooden bed covered in animal hides. The walls are covered in crude pictures and symbols drawn in blood. They look disturbing but ultimately have no meaning. Bones, teeth, claws, skulls, and bits of fur hang from the ceiling, suspended on string.

This is the lair of Nyatrah, a cleric of Ravvan and one of the favored of his progeny. Nyatrah is fiercely devoted to Ravvan—with the key word being "fierce." He does whatever the half-fiend gnolls Brugul and Angash tell him to do, and thus, whatever Shilukar wants.

Nyatrah

Male gnoll (Chaotic Evil)
Cleric3 (Ravvan) CR 4
HD 2d8+6 + 3d8+9 **hp** 42
Init +1 **Speed** 20 feet
AC 22, touch 11, flat-footed 21
BAB/Grapple +3/+7
Attack/Full Attack +7 melee (1d8+4, flail) or +5 ranged (1d6+4, sling)
SQ Darkvision 60 feet
Fort +9, **Ref** +2, **Will** +5
Str 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 14
Languages: Gnoll, Undercommon.
Crucial Skills: Concentration +7, Listen +5, Move Silently -3, Spot +5.
Other Skills: Craft +7, Heal +7, Spellcraft +2.
Crucial Feats: Combat Casting, Power Attack.
Other Feats: Brew Potion.
Domains: Evil, Strength.
Spells: 4/3+1/2+1; save DC 12 + spell level.
 2nd—*bull's strength*, *cure moderate wounds*, *hold person*.
 1st—*cure light wounds*, *divine favor*, *protection from good*, *shield of faith*.
 0—*cure minor wounds*, *detect magic* (3).
Possessions: Full plate armor, heavy wooden shield, flail, sling, masterwork sling bullets (10), wand of cure light wounds (22 charges); potions of divine favor, magic fang, bull's strength, and bear's endurance; 25 gp.

Tactics. If he hears shouts of alarm, Nyatrah casts *bull's strength*, *protection from good*, *shield of faith*, and *divine favor*, in that order, which takes 4 rounds. Once that's done, he has a +3 bonus on attacks and damage, and a total of AC 24. Then he goes to the sounds of alarm to lend his considerable might.

Note that he does not speak Common.

8. Font of Health and Strength

As an unexpected side effect of the idol of Ravvan's proximity, this ancient pool—once empty except for muck and slime—is now full of cool, clear water. Strength and vitality seethes within the water, making it constantly ripple, even though no source for such an effect is evident. Anyone who drinks from the font immediately comes under the effects of a *bull's strength* and *bear's endurance* spell, which last for twenty minutes. However, if the imbiber is already under the effects of one or both of those spells, or if he drinks from the pool more than once (ever), he must make a Will saving throw (DC 16) or be affected by a *song of discord* for 10 rounds. In any case, the effects of the pool never stack with *bull's strength* or *bear's endurance*, and no one ever benefits from drinking from the pool twice.

9. Idol of Ravvan the Beast God (EL 4)

This chamber at the south end of the lair remains mostly empty, except for a squat ceramic idol one foot tall atop a three-foot-tall simple stone pedestal. The idol is very magical and very dangerous.

Those who enter this chamber must make a Will saving throw (DC 16) or they begin to feel more bestial and savage. After 1 full round, affected characters begin seeing visions in their minds' eyes of themselves tearing apart their friends using only their nails and teeth. After 2 full rounds, the affected characters act on these visions. They are affected as if by a *song of discord* for the entire time they remain within the chamber. At any time, this effect can be dispelled with *dispel magic* or canceled by a *calm emotions* or similar magic (including *break enchantment* or *remove curse*). Henceforth, they will act similarly if they enter the chamber or come within twenty feet of the idol, if the idol is ever moved.

Half-Fiend Gnoll. Typically, Angash the half-fiend gnoll is here. He does not have wings, but he is enormous. His skin and fur are blue, and his feet are cloven. He gladly attacks any intruders—he loves combat.

Angash

Male half-fiend gnoll (Chaotic Evil)
 Large outsider (chaotic, evil, extraplanar)
Fighter2 CR 4
HD 2d8+12 + 2d10+12 **hp** 60
Init +2 **Speed** 30 feet
AC 13, touch 11, flat-footed 11
BAB/Grapple +3/+14
Attack +11 melee (2d8+10, large greataxe)
Full Attack +9 melee (2d8+10, large greataxe) and +8 melee (1d8+3, bite)
SA Spell-like abilities, smite good (+4 damage to good)
SQ Immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, SR 14, DR 5/magic.
Fort +12, **Ref** +2, **Will** -1

Str 24, **Dex** 15, **Con** 22, **Int** 13, **Wis** 9, **Cha** 11
Languages: Gnoll, Infernal.
Crucial Skills: Climb +17, Jump +17, Listen +6, Move Silently +5, Spot +6, Tumble +9.
Other Skills: Knowledge (religion) +8, Swim +17.
Crucial Feats: Cleave, Power Attack.
Other Feats: Two-Weapon Fighting, Weapon Focus (greataxe).
Spell-Like Abilities: Caster level 4th. The save DCs are Charisma based.
 3/day—darkness; 1/day—desecrate.
Possessions: Large masterwork greataxe, 25 pp, 39 gp.

Tactics: Angash doesn't use his spell-like abilities, preferring to chop things with his axe. Although he likes to bellow in battle, he won't actually cry for help unless he is reduced to half his hit points. He is a very dangerous foe.

10. Brugul (EL 4)

This chamber east of the font (Area 8) has blood and gore spattered across its stone walls and floor. Worse, it appears as if someone has attempted (crudely) to draw pictures and symbols of beasts, claws, and tooth-filled maws in the blood. Two large furred skins lie on the floor like beds.

Half-Fiend Gnoll. As with her brother, the blood of Ravvan has increased Brugul's size, but it has not granted her the typical half-fiend's wings. Her fur and skin are blue, her feet are cloven, and she has four small horns on her head. With her spellcasting and equipment, she is likely far more dangerous than her brother—and woe to the party that must confront them both at the same time.

Brugul

Female half-fiend gnoll (Chaotic Evil)
 Large outsider (chaotic, evil, extraplanar)
Cleric2 (Ravvan) CR 4
HD 2d8+8 + 2d8+8 **hp** 41
Init +2 **Speed** 30 feet
AC 20, touch 10, flat-footed 19
BAB/Grapple +2/+11
Attack/Full Attack +8 melee (2d6+5, large flail)
SA Spell-like abilities, smite good (+4 damage to good)
SQ Immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, SR 14, DR 5/magic, darkvision 60 feet
Fort +10, **Ref** +2, **Will** +5
Str 21, **Dex** 14, **Con** 19, **Int** 14, **Wis** 15, **Cha** 12
Languages: Gnoll, Infernal.
Crucial Skills: Climb +9, Jump +9, Listen +10, Sense Motive +10, Spot +6.
Other Skills: Craft (armorsmith) +10, Craft (weaponsmith) +10, Knowledge (religion) +10, Survival +8.
Crucial Feats: Cleave, Combat Casting, Power Attack.
Other Feats: N/A
Spell-Like Abilities: Caster level 4th. The save DCs are Charisma based.
 3/day—darkness; 1/day—desecrate.



Domains: Animal, Evil.
Spells: 4/3+1; save DC 12 + spell level.
 1st—divine favor, magic weapon, protection from good, shield of faith.
 ○—cure minor wounds, detect magic, read magic, resistance.
Possessions: Masterwork banded mail armor, masterwork heavy wooden shield, masterwork large flail, ring of feather falling, flask of alchemist's fire, emerald ring worth 550 gp.

Tactics: Brugul would prefer to go into battle fully prepared, with *divine favor*, *magic weapon*, and *shield of faith* cast. If she does this, she makes attack and damage rolls with a +2 bonus, and her AC becomes 27. If possible, she further casts *protection from good* on her brother, adding a +2 bonus to his Armor Class. She comes to her brother's aid if she hears him fighting in Area 9, but she takes 3 rounds to cast her spells first—unless he cries out for help, at which point she comes immediately.

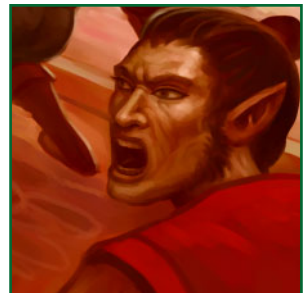
11. Alarm and Trap (EL 5)

Entering this open area just west of the font (Area 8) triggers a magical *alarm* that mentally warns Shilukar. It also sets off a magical trap that may slow or completely subdue anyone within. Those in the room 1 round after the first person enters must make a successful saving throw against the trap or be slowed for 5 rounds; those who are slowed must make another save or fall asleep.

DM TIPS

It may be worth it to mention to the players how strange it is to see gnolls in Ptolus.

Because Shilukar has lied to them, Brugul and Angash don't really understand how the world works. Having recently come here from the realms beyond, they don't even truly understand that now they can never return. Occasionally they leave Shilukar's lair, but only to hunt live prey in the city above. Shilukar keeps them from doing so too often, so as not to attract attention. Still, rumors are already circulating of strange blue gnolls. If not slain, these half-demons will escape the lair and creep about Ptolus' dark alleyways, hiding in abandoned ruins, hunting prey, and wreaking havoc.



The Idol of Ravvan

The artifact known as the idol of Ravvan maintains an open gateway leading to the extradimensional hell that the minor god/demon prince Ravvan the Beast God rules over. Millennia ago, Ravvan sent this idol to the world to create a conduit. However, because of Praemal's closed nature, the gate is only one-way. Creatures, things and energies can come here, but they cannot ever leave.

As a god of savagery and beasts, much of what Ravvan sends are foul energies that corrupt and tempt creatures toward their more bestial natures (as described in Area 9). Recently, he has also sent a number of his followers (gnolls) and two of his demonic children (Angash and Brugul) begat upon gnoll mothers.

The idol's current owner, Shilukar the dark elf, has convinced those recently arrived from Ravvan's realm that if they do as he asks, he will lead them to greater glory for their lord. So far, he has been true to his word, but he is ready to betray them in a moment if it will help him.

If the idol is destroyed, all the creatures who have passed through its gate fall into a coma for 1d4 days. Shilukar knows this.

Strong transmutation; CL 20th

Lord Abbercombe, PT3: page 88

When alerted by the *alarm*, Shilukar hastens here to take advantage of the intruders while they are slowed or asleep.

Slow (and Sleep) Trap: CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*slow*, 5th-level wizard, Will save, DC 17, negates, plus failure forces a second save to avoid going to sleep for 1d6 minutes); Search DC 28; Disable Device DC 28.

12. Chaositech Lab

The large room in the southwest corner of the lair is Shilukar's laboratory. The ceiling here is twenty feet high. The chamber stinks of foul chemicals and organic, rotting smells. Running through the middle of the room is a wooden platform reached via a ramp. The platform is ten feet off the ground and allows anyone on it to look down into the nearby glass tanks filled with chaositech-created chemicals. These vats vary in size, from eight to twelve feet in height, and from three to five feet in diameter. In most of the vats a creature gestates, suspended in the liquid and attached to a number of umbilical-like cords. These cords connect to horrid, semi-organic machines, each about two feet in diameter, that pump nutrients and chemicals into the creature.

The Growing Creatures. Each creature in the vats looks like a terrible fusion of a recognizable animal (a dog, a large bird, a snake, etc.) and a Medium spider. Some look hardly viable. None of them is ready to live on its own; if removed from its tank, any of them will die.

The chemicals in the vats are toxic. If a tank is destroyed, not only do the chemicals spill out onto the floor, but a cloud of poisonous gas ten feet across roils up and lasts for 1d4 rounds before dissipating. This poison has a Fortitude save DC of 13 and inflicts 1 point of Dexterity damage (primary and secondary effect).

The machines and tanks cannot be moved without destroying them.

The Table. The far corner of the room has a table covered in alchemical apparatus: 1,000 gp worth of jars, tubes, beakers, chemicals, powders, and specialized tools.

13. Spider Spawn (EL 4)

The door to this room adjacent to the lab is made of wood and is locked (Open Lock, DC 24).

This chamber contains the results of some of Shilukar's most successful experiments to date. Horrible fusions of spiders with Large bats and rats, these hungry creatures attack immediately.

The spider-bats look like monstrous spiders four feet across but have bat-wings with a wingspan of nearly ten feet. The spider-rats look like dire rats, but with four additional spiderlike legs coming out of each side, which allow them to walk on walls.

Spider-Bats (2): hp 10 and 12; see MM (as Medium monstrous spiders, but with a 20-foot fly speed with clumsy maneuverability).

Spider-Ratlings (3): hp 4, 6, 7; see "Monsters" in PT6 (as ratlings, but with *spider climb*).

14. Shilukar's Bedchamber

This lavish room just north of the lab (Area 12) and spider-spawn room (Area 13) is appointed in lavender, white, and black silks.

These cover the walls and the massive four-poster bed, as well as the canopy over the

bed. The room also contains a desk and chair, a round wooden table with two more chairs, a bathtub, a divan, and two wardrobes.

It is doubtful that the characters will actually encounter Shilukar here. He is more likely to come find them at some point, or to be working in his lab when they arrive.

Unless his foes seem extremely powerful, Shilukar uses *sleep* as his primary offensive tactic. He likes to take prisoners, because dead foes can't be manipulated or used.

Shilukar carries a tiny vial of liquid that, when sprinkled upon **Lord Abbercombe**, relieves the stasis affecting him.



Shilukar

Male dark elf (Neutral Evil)

Wizard 5 **CR** 6

HD 5d4+5+3 **hp** 26

Init +8 **Speed** 30 feet

AC 14, touch 14, flat-footed 10

BAB/Grapple +2/+5

Attack/Full Attack +6 melee (1d6+4, quarter-staff) or +7 ranged (1d4+3, dagger)

SQ Darkvision 120 feet, spell-like abilities, light blindness, dark elf traits, SR 16

Fort +2, **Ref** +5, **Will** +5

Str 16, **Dex** 18, **Con** 13, **Int** 19, **Wis** 13, **Cha** 12

Crucial Skills: Concentration +6, Hide +4, Listen +4, Search +6, Sense Motive +6, Spot +3.

Other Skills: Chaos Surgery* +7, Craft (chaositech)* +7, Knowledge (arcana) +11, Spellcraft +5.

Crucial Feats: N/A

Other Feats: Craft Wand, Improved Initiative, Scribe Scroll, Toughness.

Spell-Like Abilities: Caster level 5th. The save DCs are Charisma based.

1/day—*dancing lights, darkness, faerie fire.*

Spells: 4/4/3/2; DC 14 + spell level.

3rd—*fireball, fly.*

2nd—*invisibility, Mel's acid arrow, web.*

1st—*expeditious retreat, mage armor, sleep (2).*

0—*assess creature, detect magic, ghost sound (2).*

Possessions: Masterwork dagger, masterwork quarterstaff, *pearl of power* (1st-level spell), *wand of charm person* (10 charges), *potions of cat's grace* and *see invisibility*, scrolls of *fireball*, scrolls of *shield (2)*, scroll of *spectral hand*, chaositech emotion reader*, docility bomb*, infestation bomb*, vial of liquid (restorative for Lord Abbercombe), antitoxin, thunderstone, ruby ring worth 500 gp, key to his room, 27 gp.

* See "Chaositech" in PT6.

Treasure. Among the clothing, toiletries, towels, and other mundane items in the wardrobes, one can find (Search, DC 21) a bag containing 890 gp. Further, Shilukar's spellbook is in a drawer in the desk.

Shilukar's Spellbook: The spellbook contains these spells: 0—*arcane mark, dancing lights, daze, detect magic, detect chaositech, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st—*chill touch, detect undead, enlarge, expeditious retreat, hold portal, identify device, jump, mage armor, protection from chaos, protection from law, shield, sleep*; 2nd—*arcane lock, invisibility, Mel's acid arrow; whispering wind, web*; 3rd—*fireball, fly, slow.*

WRAPPING UP

If the player characters got the vial of liquid from Shilukar, Lady Rill can restore Lord Abbercombe. She and Zavere (and Lord Abbercombe) all give them their gratitude, as well as a monetary reward of 3,000 gp. Perhaps more importantly,



however, they take a huge step toward becoming figures of respect and importance. Zavere and Rill give them **gold friendship bands** with the words "Castle Shard" engraved upon them.

If the PCs failed to get the restorative, the Lords of Castle Shard invite Shilukar to live in Castle Shard. This puts him under their protection, and the characters (or anyone else) can no longer attack him without incurring the wrath of Zavere and Rill. The Lords of Castle Shard still appreciate the PCs' efforts, and while they give them no monetary reward, they do still grant them the friendship bands.

FURTHER ADVENTURES

Helmut Itlestein is still around, and still causing trouble. But what if he's right? What if the runebearer children do spell doom for the city? This is covered in some detail in the *Night of Dissolution* adventure—although perhaps not the way anyone might expect.

Shilukar, too, is likely still around, either in Castle Shard or in hiding in a new lair somewhere. Undoubtedly he has multiple contingency plans to fall back on. Perhaps he attempts to manipulate the player characters into opposing the **Shuul** and destroying the chaositech-hunting **Prajdall** he so fears (the details of which are up to the DM).

For more on the personality and motivations of Shilukar, see his section on page 597. See also "Shilukar as a Campaign Villain" in PT6: page 580.

If Angash or Brugul (or both) have the player characters on the ropes, Shilukar intervenes. He tells the party that he will let them escape alive if they return to Castle Shard and help convince the lords there to accept his offer. He tells the PCs that if he is allowed to live in Castle Shard, he won't need the gnolls anymore and that he'll destroy the idol of Ravvan. The fiend-gnolls don't speak Common, so they won't know he is selling them out.

Shilukar enjoys a dark elf vintage of red wine called voveche, a beverage that repels members of most other races.

Assess creature, PT6: page 639

Friendship bands, PT1: page 28



Detect chaositech, PT6: page 641
Identify device, PT6: page 642

The Shuul, PT3: page 131
The Prajdall, page 598

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Ptolus

NOBLES' QUARTER

THE SPIRE

OLDTOWN

SOUTH MARKET

GUILDSMAN DISTRICT

NORTH MARKET

TEMPLE DISTRICT

MIDTOWN

NECROPOLIS

THE DOCKS

THE WARRENS

BAY OF PTOLUS



DRAGON ISLAND

MAP BY
P. J. H. S.

Castle Shard



*The Esteemed Lord Lavere and the Luminous Lady
Rill request the honor of your presence on the morrow, at three
hours past noon, at Castle Shard in the Nobles' Quarter.*

*The Lords of Castle Shard await your gracious reply by
courier at your earliest convenience.*

Phon Quartermail. 3rd door
western side of Crispin
Street. Blak hair, yung.

Abter: the red wairhuse on
Able row, 2 hours abter dusk.
Theoday.



WANTED

- DEAD or ALIVE -

Shilukar

Dark Elf Thief and Mage

Extremely Dangerous

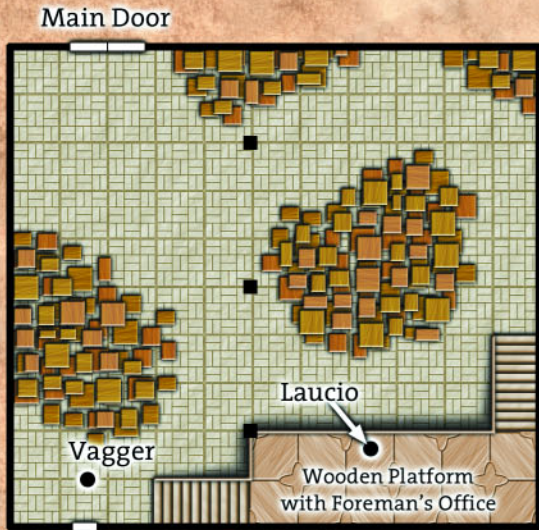
1,000 Gold Imperial Reward
from House Abanar



ADVENTURE MAPS:

THE MURDERER'S TRAIL AND THE TROUBLE WITH GOBLINS

The Red Warehouse



1 square = 5 feet



Toridan Cran's House



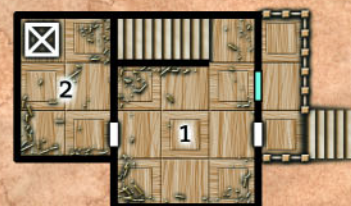
1 square = 5 feet



Goblin Infested House

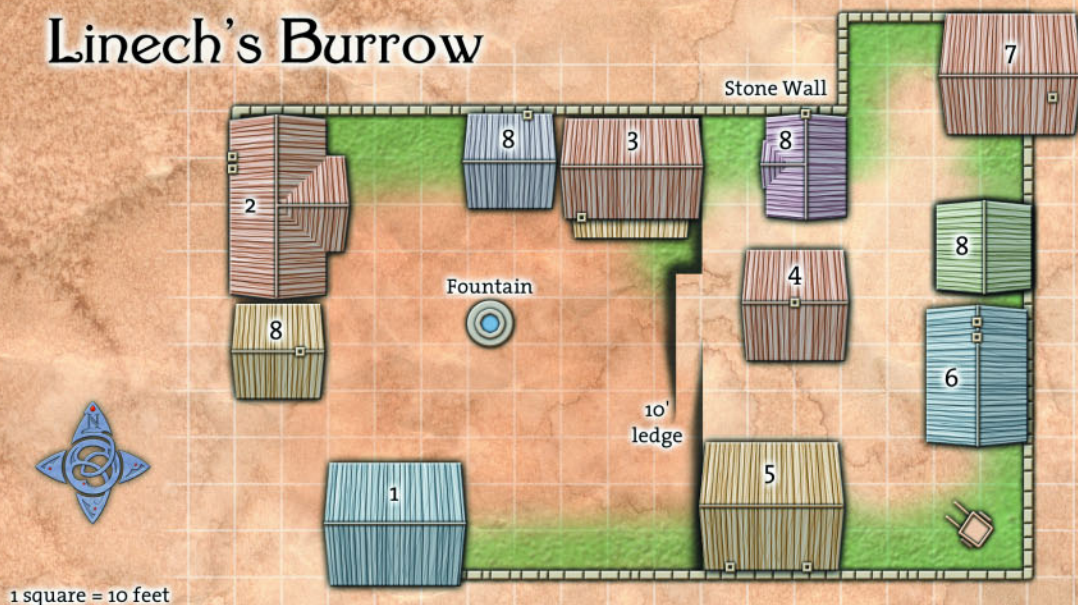


1 square = 5 feet



ADVENTURE MAPS: SMUGGLER'S DAUGHTER AND THE END OF THE TRAIL

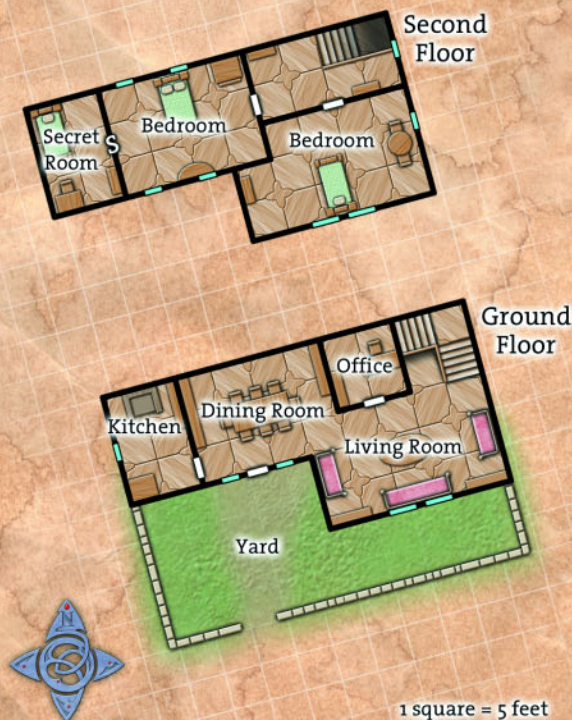
Linech's Burrow



The Arrowhead

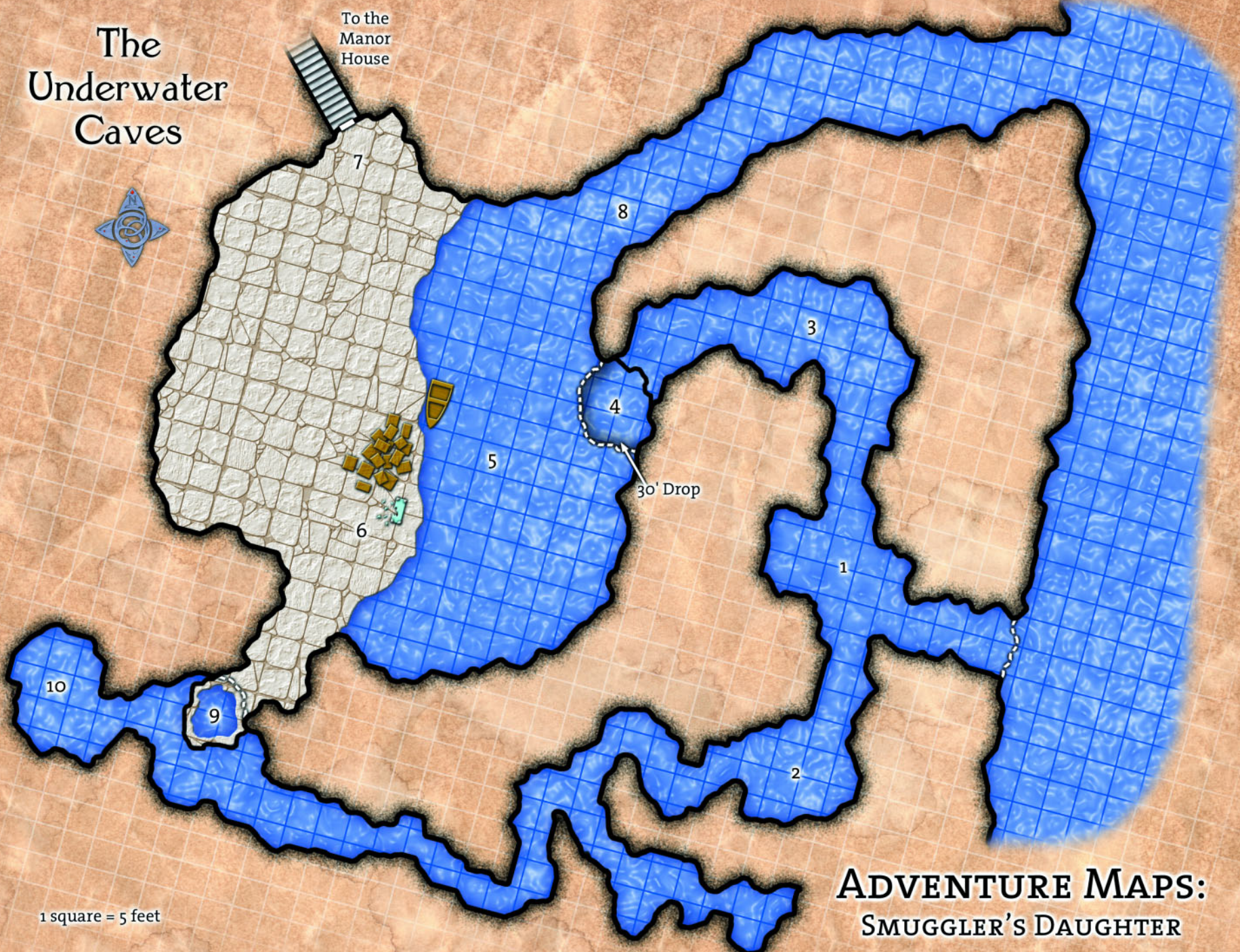


Helmut's House



The Underwater Caves

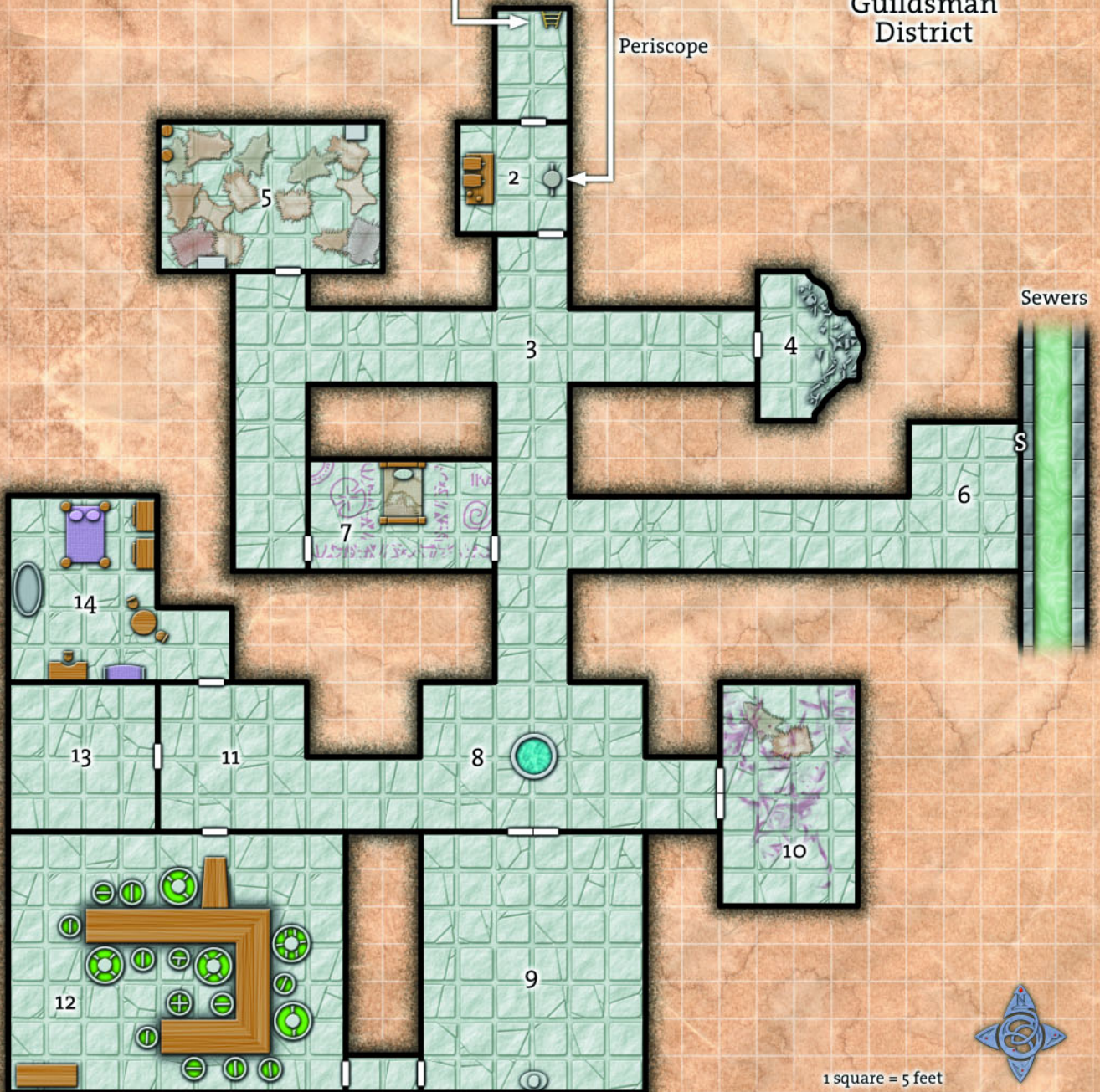
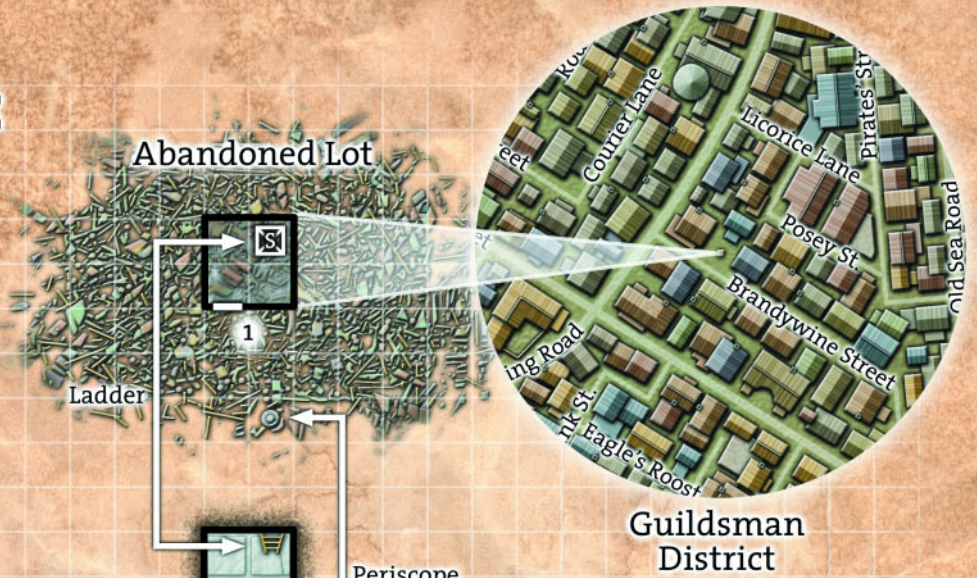
To the Manor House



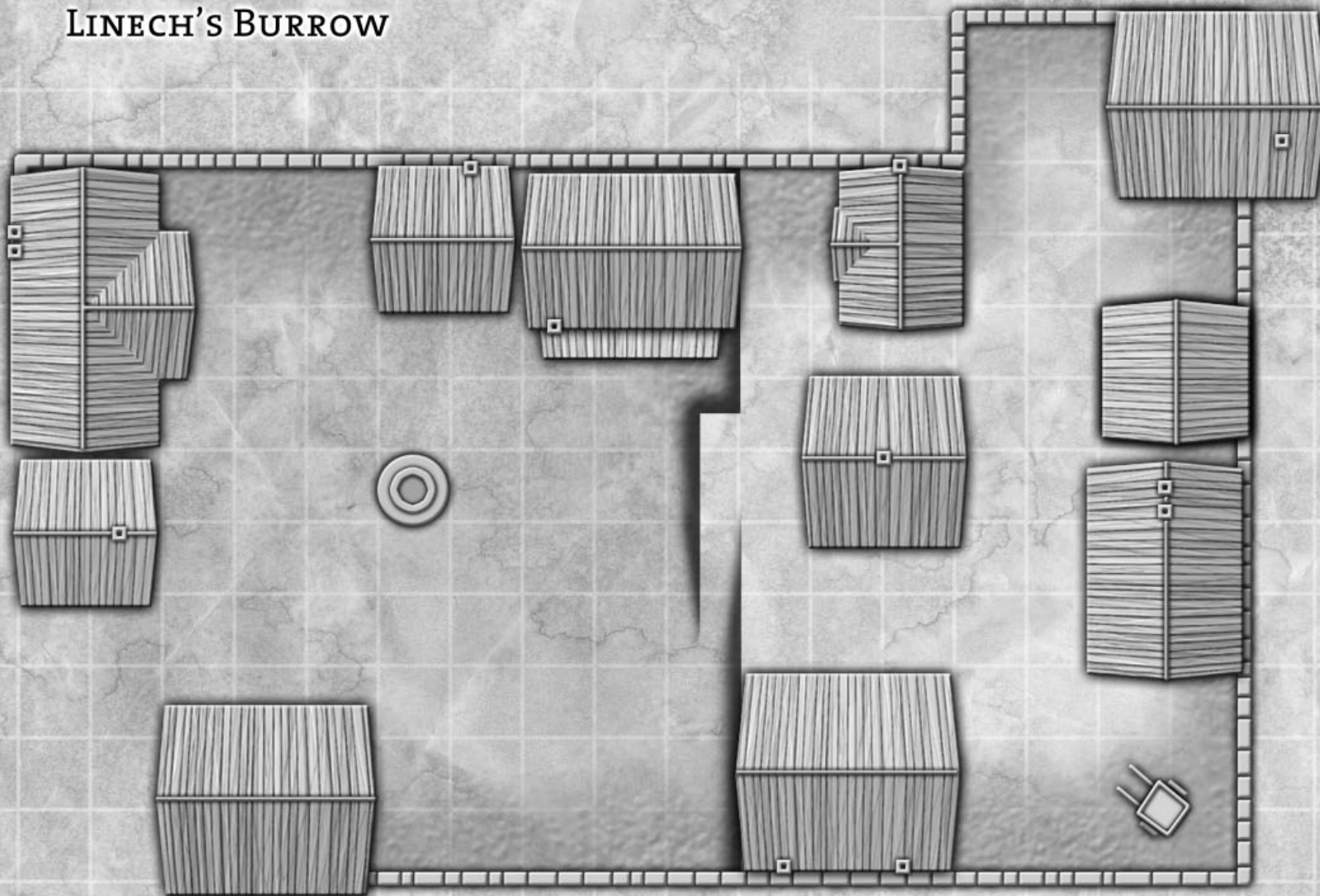
1 square = 5 feet

ADVENTURE MAPS:
SMUGGLER'S DAUGHTER

ADVENTURE MAPS: SHILUKAR'S LAIR



PLAYERS' MAP: LINECH'S BURROW



1 square = 10 feet

NPC

CITY

RULES

LOCALE

STROLLS

STROLLS

STROLLS

STROLLS

PiOLUS

Player's Notes



PTOLUS

ADVENTURES

Introductory Scenarios By
MONTE COOK

This book presents a series of exciting linked adventures that take place in the streets of Ptolus to get your campaign started. These short scenarios are designed to introduce players and player characters to the ins and outs of the city. Characters of 1st or 2nd level who start with these adventures can reasonably expect to be 3rd or even 4th level when they complete them all.

The adventures presented here are episodic, but they are designed to be run together, one after another.

They involve gangsters, politics, and a conniving dark elf manipulating events—and the PCs—to get what he wants. By the end, the characters will have met some of the movers and shakers in the city and are likely to have made both allies and enemies. The chapter also includes some short, independent “interludes” that can be inserted at almost any time.

This is one in a series of nine *Ptolus* PDF releases from Malhavoc Press. When used together, they comprise the entirety of the *Ptolus* print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

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