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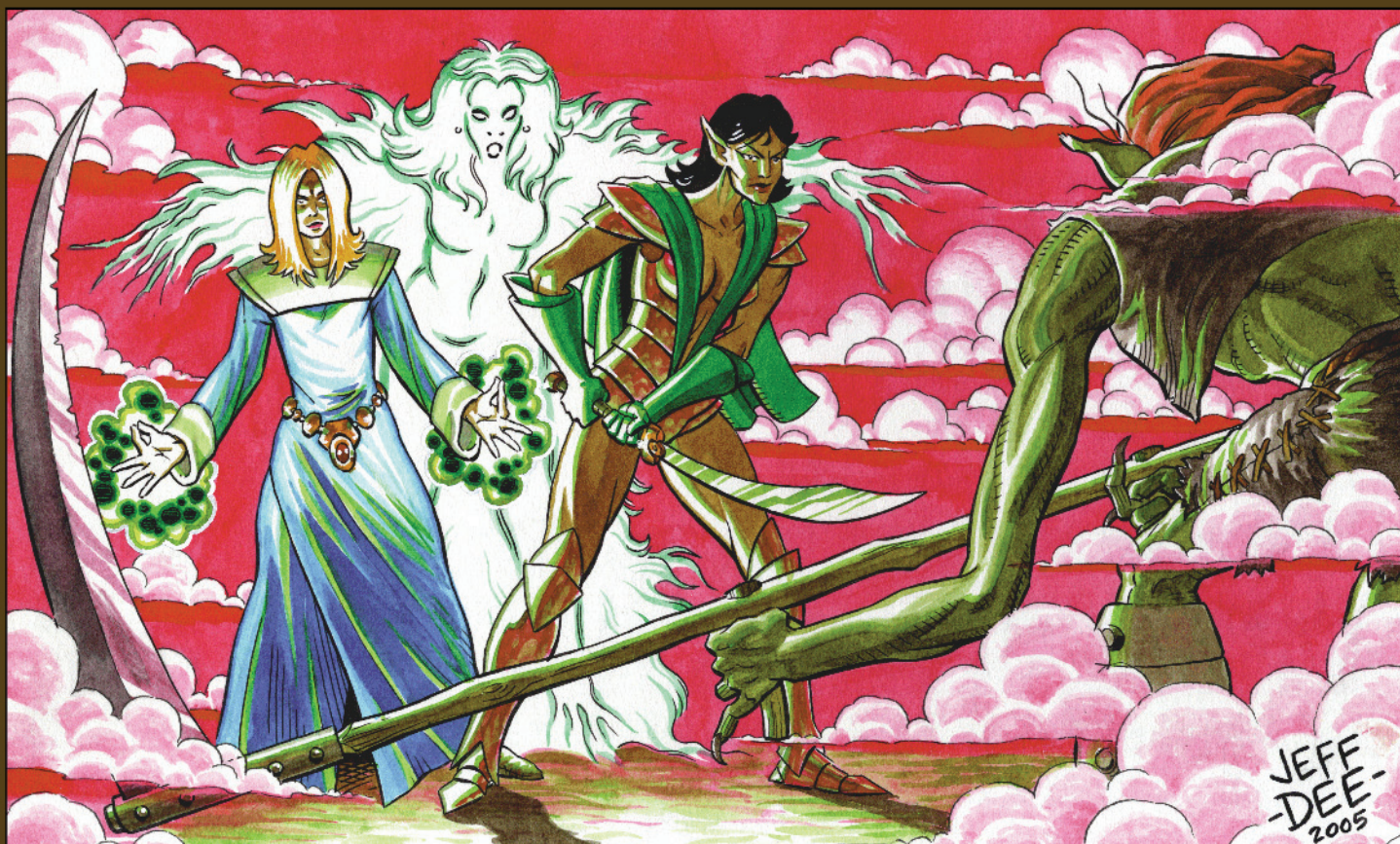


Dungeon Crawl Classics #24

Legend of the Ripper

by Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The city is gripped in fear! The Ripper has returned after a 125-year absence and is once again carving a trail of blood through the slums of Millers Court. Also returned is the ghost of Mari Kell, his last victim from more than a century ago, and she haunts the streets where she was killed. The city watch is at a loss to solve this supernatural mystery, much less apprehend the Ripper himself. All the clues point back to the hovel where Mari Kell was slain long ago. If the heroes are brave enough to enter, will they find the Ripper himself there?

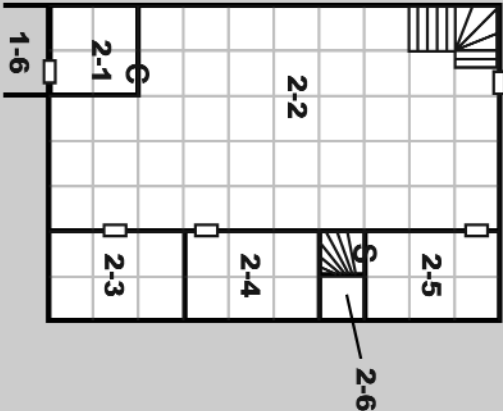
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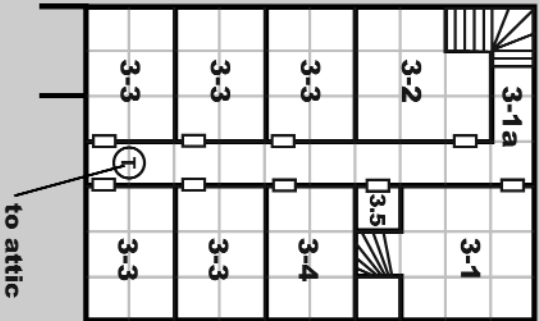
Millers Court and The Ten Bells

Levels 1-3

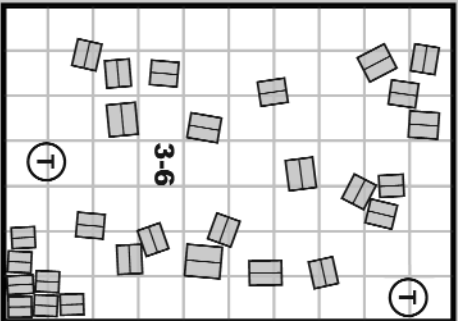
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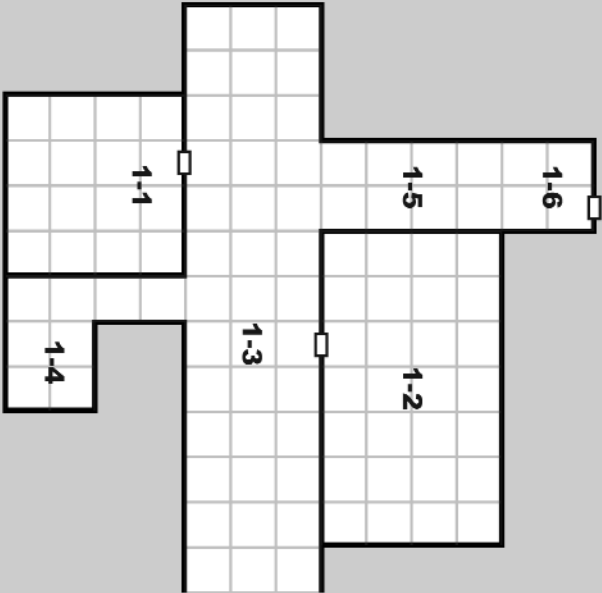
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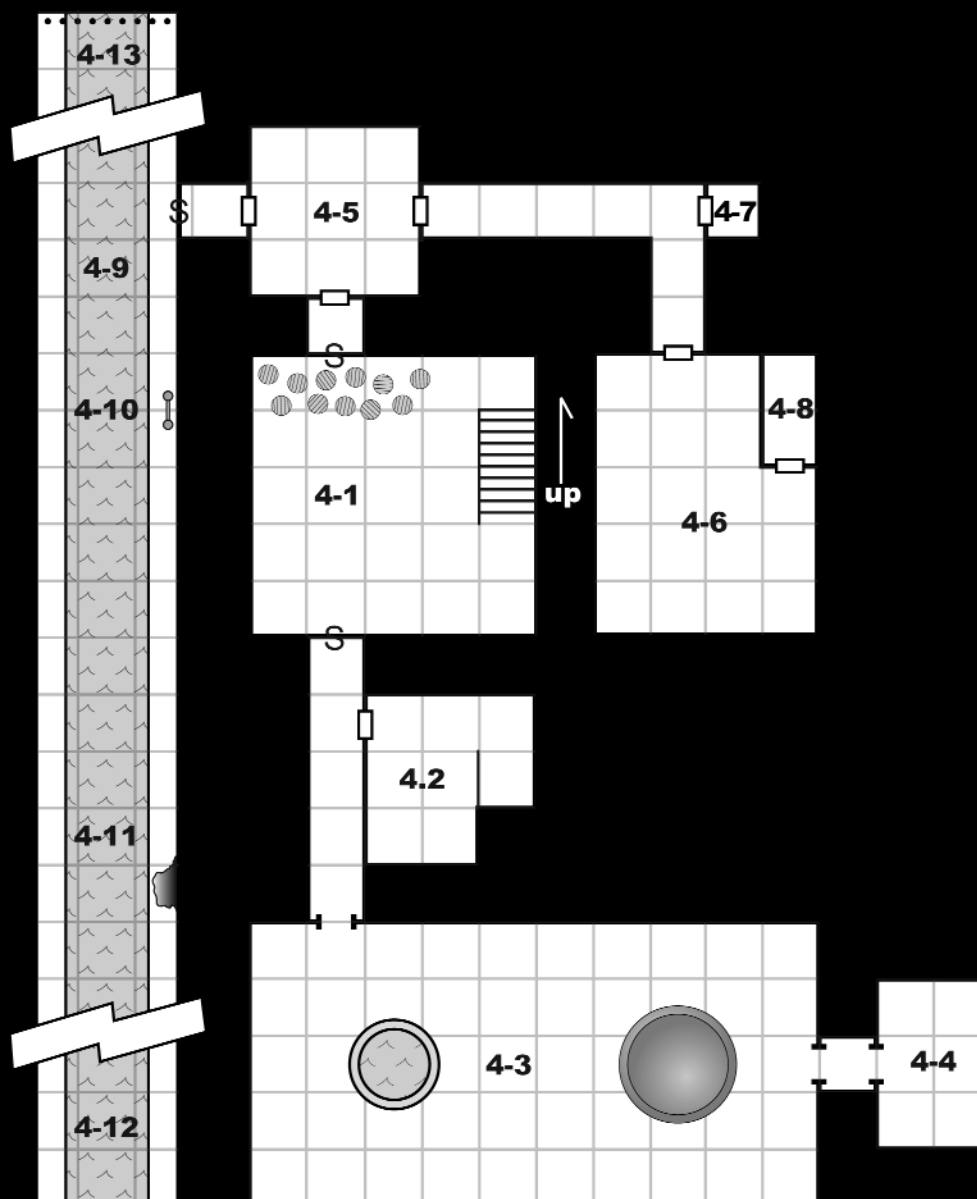


Level 1
Street level - Miller's Court



Basement and Sewers Beneath The Ten Bells

Level 4



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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Legend of the Ripper is designed for four to six player characters of 1st through 3rd level. While the composition of the player character group is not dictated by the adventure, a bard's knowledge, the services of a cunning rogue, and the prayers of a good-aligned cleric may prove useful. But ultimately, as always, a healthy blend of classes is ideal. Refer to the Scaling Information section for suggestions on ways to tailor the adventure to your party's particular strengths, interests, and styles of play. The setting is appropriate to any large city and can effortlessly be dropped into an existing campaign.

Adventure Summary

The city is gripped in fear. The Ripper has apparently returned after 125 years and is once again carving a trail of blood through the slums of Millers Court. At the same time, the ghost of Mari Kell, the last and most savaged victim in the Ripper's earlier spree, has returned as well and is seen walking through the streets and into the hovel where she was originally found slain. As it were a century prior, the watch is at a loss to apprehend the killer and is compelled to accept the assistance of freelance investigators: the PCs.

All is not as it seems, however. While Mari Kell has indeed returned and is not at all happy with the eternal torment of her ghostly existence, the Ripper, in fact, has not. Instead, a redcap, a murderous vampire-like fiend attracted to sites of ancient murder and violence, has established a lair below the bricked-up tenement that was once Mari's home, and has taken to stalking the streets. His passing is marked by a trail of brutalized corpses.

But as the PCs act to put an end to one evil, they may unwillingly unleash another, one even more powerful. For below Mari's tenement is the ancient prison of an evil entity that threatens to sink the city of Porthmeor into the sea should she ever find her freedom. Awakening after a long hibernation, she grows more powerful with each passing day, and more anxious for release.

With bodies stacking up around the city – and a resurgent enemy eager to drown Porthmeor in her vengeance – the stakes have become life and death for the PCs.

Adapting the Plot

This adventure does not concern itself with the nature of the Ripper investigation. This aspect has been intentionally left vague, both to make it easier to adapt this adventure to any city in your campaign world, and to create flexibility in how a GM might employ it. Suffice it to say, one way or another the PCs have tracked the killer down to Mari Kell's former home. It's up to you to decide how the PCs got to this point.

It might be as simple as this: the watch uncovered the lair of the killer and refusing to enter out of fear of the curse hanging over the building, passing the information along to the heroes. Perhaps you might want to make it a bit more complex, without resorting to a full-length adventure. This can be accomplished with a few scenes as the characters snoop around the slums of Millers Court before happening upon a frightened eye witness who saw "the Ripper" enter the accursed building. Or maybe the PCs stumble upon the redcap as he performs his bloody deed and, after a thrilling chase down darkened alleys and over rooftops, trail him to his lair. The possibilities are limited only by the amount of effort you're willing to put into it.

On a related note, Porthmeor, while intended to be a shadowy and fantasized reflection of Victorian London, is really just a stand-in for the city of choice in your own campaign world. References to the city at large are purposefully kept vague for this very reason. About the only requirement is that the city be a prominent port town.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter, listed by area number. **Pg** – The module page number on which the encounter can be found. **Type** – this indicates if the encounter is a trap (T), combat (C), or puzzle (P). **Encounter** – the key monsters or traps that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	7	C	Ruffians (4)	2
1-3	8	C	Klina, half-orc Rog1	1
1-5	9	C	Ghoul, carrion maggots (10)	2
1-6	10	T	Frightful visage, imagined horror	–
2-1	11	T	Aura of evil	–
2-2	11	C, T	Dire rat, flying table (Mari using telekinesis)	1/2
2-3	12	C	Flying daggers (Mari using telekinesis)	1/2
2-4	12	C, T	Small monstrous wasp spider, web trap	1
2-6	13	C, T	Collapsing stair trap, bone jelly	2
3-2	14	C	Bat swarm	2
3-4	15	C	<i>Mari Kell</i> , ghost Ari1/Com1	3
3-5	16	C	Animated linen sheet (animated object)	1
3-6	16	C	<i>Ewan Treborne</i> , Rog1	1
4-2	17	C, T	Magic pentagram, skeleton	1/3
4-3	18	T, T	Fusillade of darts, poison fountain	1
4-4	19	C	<i>Carrick</i> , redcap	3
4-5	21	C	<i>Thurlo</i> , War2; <i>Vik</i> and <i>Sharktooth</i> , Rog1	3
4-9	21	T	Alarm trap	–
4-10	21	C	Muckfish (octopus)	2

Loc	Pg	Type	Encounter	EL
4-11	22	T	Collapsing pit trap	1
4-12	22	C	Centipedes (20)	5
5-2	24	T, C	<i>Fireball</i> trap; iron construct (animated object)	6
5-3	24	T	Electrified door trap	3
5-4	25	C	Giant dune beetle, swarm of young dune beetles	3
5-5	25	T, C	Dehydrating ray trap, zombie	3
5-6	26	T	Poisoned fountain	–
5-8	27	C	Water elemental	3
5-9	28	T	Collapsing ceiling trap	3
5-11	29	C	Sewer rats (8)	3
5-12	29	C	<i>Iasmini</i> the Undine, aquatic elf Ari3/Rog1	4

Scaling Information

Legend of the Ripper is intended for four to six characters of levels 1st to 3rd level, but it can be modified for parties of different sizes or levels. The adventure is more suitable when scaled up than down, since lower level parties are unlikely to possess the requisite abilities to defeat the varied creatures found herein. Consider adapting the adventure as follows:

Weaker Parties (three or fewer PCs): Where multiple enemies are present, reduce their number by half. Reduce the level of all named NPCs by one or two. In area 1-5, change the ghoul to a small rabid dog. In area 2-4, change the monstrous spider's poison back to its usual potency. In area 2-6, change the bone jelly to a stirge. In area 3-5, change the animated linen sheet (Small) to an animated towel (Tiny). In area 4-4, have Carrick injured from a recent run-in with the city watch (hp 16). In area 4-5, make Vik and Sharktooth commoners rather than rogues. In area 5-4, remove the young beetles. In area 5-5, remove the zombie. In area 5-8, change the Medium water elemental to a Small water elemental. Reduce all trap DCs by 2 (e.g. DC 18 becomes DC 16) and reduce their damage by one die (e.g., 3d6 becomes 2d6).

Stronger Parties (level 4 or higher, or seven or more PCs): Where multiple enemies are present, double their number. Add two character levels to all named NPCs. In area 1-5, change the ghoul to a ghast. In area 2-4, add a second monstrous spider. In area 2-6, improve the bone jelly to a 3 HD monster. In area 3-5, make the animated linen sheet Medium rather than Small. In area 4-4, make

Carrik Rng2, with humanoid (human) as a favored enemy and two-weapon fighting as his combat style, and arm him with two masterwork sickles. In area 4-5, improve Thurlto to War4, but leave Vik and Sharktooth as Rog1. In area 5-4, increase the giant dune beetle to 6 HD (CR 4). In area 5-8, change the Medium water elemental to a Large water elemental. Finally, in area 5-12, have lasmini at full strength, give her one rank of sorcerer (with the spells *mage armor* and *shield*), and have her prepare *summon nature's ally* (constrictor snake) just before the PCs enter the room so that this critter can sneak up on and disable any spell-casters or archers in the group. Increase all trap DCs by 2 and increase damage by one die (e.g., 3d6 becomes 4d6).

Remember that changing the encounter levels should increase or decrease the amount of treasure in the adventure. Consult the relevant pages in the DMG to determine the treasure appropriate to the new encounters.

Character Death

One of a GM's greatest fears is that a player character will perish during the course of an adventure. Character death can be the cause of significant concern. Can a favorite character be saved? If not, how does one keep the player in the game? Is there a means of introducing replacement characters while in the depths of a dungeon? What follows are some suggestions to guide the GM through some of these difficult questions.

If the party is knocked unconscious (or if a character is knocked below 0 hit points and the rest of the party flees) on levels 1-4, they are captured by the redcap and unceremoniously dumped in a cell (area 4-2) to await their fate. As GM, you can decide that the redcap, having recently fed, is sated and will not feel the urge to kill the characters for a day or so. This provides a window in which they can affect a rescue or escape (as the case may be). However, in the unfortunate event that the entire party is knocked unconscious, such a face-saving move may reek of pandering. You may want to have the redcap take the character with the lowest hit points and brutally torture and murder him within earshot of his barely conscious companions. This would certainly be in keeping with the tone of the adventure and the redcap's nature. In addition, it will seem less arbitrary on your part, and will create an incentive for the PCs to redouble their efforts to escape. The best part is they'll loathe the redcap, and a personal grudge is great fodder for role-playing.

If the PCs can rescue their comrade's corpse, they can take it to the Temple of Sublime Ascension to be resurrected. Unless the PCs pay a donation (450 gp), they may find themselves in serious debt to this organization. Failure to show gratitude for this act of charity makes it very unlikely that the Temple will help them again in the future...

In the event that characters are rendered incapacitated (either unconscious or below 0 hit points) and for some reason left by the remainder of the party, lasmini may capture them for use as a bargaining chip, essentially holding them hostage against her freedom. In the end, characters may have to choose between saving the lives of their comrades or saving the city from the depredations of evil.

Fear and Nausea

Legend of the Ripper is an old-fashioned dungeon romp, true enough. But it is also a horror story. The half-seen shapes stalking the fog-shrouded streets, the scenes of grisly murder, the sense of something awful lurking just out of sight – these elements contribute to a tone of suspense and revulsion. The read-aloud text attempts to instill this mood onto players. The following gameplay mechanisms are intended to simulate this with respect to the *characters*.

When a character encounters something frightening, the player must attempt a Will save. The specific DC depends on the encounter. If he fails, the character becomes shaken. If the character is already shaken, he becomes frightened; if already frightened, he becomes panicked; if panicked, then cowering. The effects of being shaken last 10 minutes (60 rounds); frightened and panicked, one minute (10 rounds); cowering, one round. The effects of fear are described in the core rulebook. Fear effects can be countered by a bard's ability to inspire courage, a *remove fear* spell, or a paladin's aura of courage.

When a character encounters something sickening (whether sight or smell), the player must attempt a Fortitude save. Again, the specific DC depends on the encounter. A failed save results in the character becoming sickened. A fail by 5 or more results in the character becoming nauseated. The effect lasts so long as the character remains within 15 feet (3 squares). Once a character leaves the region and recovers from the nausea, future saves against the same source of revulsion are at +2 bonus. The effects of being sickened can be countered by a *bless* spell or a paladin's laying on of hands. The effects of nausea can only be countered by the spells *delay poison* or *neutralize poison*. A paladin's divine health and a monk's purity of body make them immune to non-magical nausea.

Fear is a time-based mechanism; it affects the PCs for a given duration, even as they move from encounter to encounter. As a result, fear effects can stack. On the other hand, nausea is an area-of-effect mechanism with degrees of impact; it affects PCs differently depending on the results of their saving throw and remains in effect so long as they remain within a specific range. Nausea affects cannot stack.

Background Story

The Ancient Evil

In ancient times, the city-state of Porthmeor fought a brutal war against a race of aquatic elves. Humanity was abusing and over-exploiting the bounty of the seas, as they are wont to do, and to save the environment they loved so dearly, the elves fought back. After a decade of inconclusive conflict, the elves offered the hand of lasmini, their princess, to Porthmeor's Lord Mayor as a peace offering. He accepted. A few months after the wedding had taken place, lasmini killed her husband and most of the court, throwing the city into chaos. Whether she did so of her own accord or as part of a plan conceived by the elven nation has never been proven, but the war was resumed and would last another generation, only ending with the annihilation of the elves.

Princess lasmini was captured in the final battle. She was both hated and feared, and her bile-filled proclamations that she would rise from the grave should she be killed only frightened the humans more. To forestall her curse, they instead built a tomb under the city and placed her in hibernation within. Only water could re-awaken her from her sleep, and the engineers ensured the tomb was water-tight.

That was more than a millennia ago. The tomb was forgotten, and as sewers were constructed below Porthmeor, the crypt walls were undermined and weakened. Water has begun to flow into the tomb, and lasmini has awakened. Though drowsy from her imposed sleep and only slowly regaining her previous powers, the threat she represents to the city should she escape is dire indeed.

Millers Court

Millers Court represents the dark underbelly of Porthmeor, and indeed of all the Empire. It is a slum of unimaginable poverty and vice, a dark and bleak labyrinth of narrow alleys and fog-shrouded cobblestone roads. The mere mention of the name conjures up images of squalor and depravation, a place where the harsh existence of life breeds a healthy cynicism and a disregard for the niceties of law and order. Its streets are choked with the huddled masses of the poor and the dispossessed; malnutrition, disease, and parasites are their constant companions, and the only relief they find is in the cheap liquor sold in the seedy taverns that border the narrow roads. It's the type of environment that breeds desperation, and subsequently many women turn to the oldest occupation to stave off starvation: prostitution. It was these poor souls, women who couldn't afford to be discriminating, who were targeted

125 years ago by the infamous murderer known to history as the Ripper.

The Ripper's Reign of Terror

It was known as the Autumn of Terror. For two months, the Ripper terrorized the Millers Court district of Porthmeor as he went about butchering and mutilating five women, all prostitutes. It wasn't the identity of the victims that horrified the citizens of Millers Court, for indeed they had long been jaded by violence and death, but rather it was the brutal manner in which the killings were conducted. Not merely murdered, the women had been mutilated in a way so terrible that many felt it was impossible for a man to have perpetrated them.

The reign of terror began on the evening of August 31, when a watchman happened upon a woman stretched out on the cobblestones. Even in the feeble light of the lantern, the Ripper's grisly handiwork was plainly obvious.

As horrible as the scene was, it was just the first of many that would present themselves to the watch over the ensuing weeks, each one progressively worse than the one before. The Ripper found his prey easy targets, like apples ripe for the picking. They called out to him, and were all too eager to venture into the dark alleys where they both worked their trade. Investigators, meanwhile, found themselves unable to stop the murderous spree, nor to hold back the rising reservoir of panic that was building up within the populace. Worse, the Ripper was taunting his pursuers, leaving tantalizing clues that only befuddled red-faced investigators while he laughed at them from behind his dark shroud of anonymity.

The Death and Undeath of Mari Kell

No one could have known that the first four murders in the Ripper's rampage of terror had been little more than the overture to a most grotesque finale. Mari Kell would be the fifth and final victim, and in her the Ripper seemed to craft his deadly masterpiece. There is nothing Mari Kell could have done in her brief life that was so terrible as to merit such a death.

Witnesses reported seeing Kell escorting a male patron into her room at a hostelry called the Ten Bells sometime in the early hours after midnight. There, away from the traffic and bustle of the city, the Ripper could afford to work slowly; he took his time with Kell. When at last he had finished his work, her corpse had been mutilated beyond recognition. The defilement of Kell's body was so complete, so savage, that it could only have been the work of a man borne of the depths of the Nine Hells.

After this slaying, the Ripper disappeared into the Porthmeor mists forever. However, Mari Kell, or more properly her tormented spirit, could not so easily slip away. The mists of the afterlife would not completely enshroud her, and she remained at Millers Court, tied to the scene of her brutal and gruesome death. In the 125 years since her murder, countless individuals have reported seeing Mari Kell, clad in black, returning to her home. People gasped as she walked through the front door and then appeared at the window, wearing a mournful gaze. The look in her eyes filled witnesses with the same dread she must have felt in her final moments, driving even the most stoic watchman to flee in terror. Consequently, the building in which she lived and died was soon abandoned and avoided as cursed.

It remains so today.

A New Ripper

A few weeks past, a new murderer began to stalk the fog-shrouded alleys of Millers Court like some rabid animal, savagely and brutally defiling its victims in a manner eerily reminiscent of the Ripper. Indeed, many believe the Ripper has returned from his self-imposed exile. Five victims have been killed thus far, but in a departure from the past, among the dead are two men – a watchman and a coal porter. This departure from his past norm has only fueled hysteria within the city. As horrid as the murders had been a century ago, the fact that they were confined to streetwalkers meant the average citizen felt somewhat detached from the menace. Today, however, everyone seems fair game.

But fears aside, the Ripper, whoever or whatever he was, hasn't actually booked a return engagement in Porthmeor. Instead, the slayings are the bloody handiwork of two individuals whose tales are entwined but separate.

Attracted by the aura of violence and death that remains infused in the Ten Bells (the hostelry where Mari Kell was killed), an evil vampire-like fey named Carrick has recently made the old hostelry his lair. It wasn't long before Carrick, a redcap, hungered for blood, and in a

twisted moment of inspiration, decided to feast by recreating the murders of the Ripper. Three of the victims, streetwalkers all, are Carrick's doing.

When the redcap took up residence in the Ten Bells and took up the Ripper's vacant mantle, the ghost of Mari Kell was overcome by anguish. Carrick delighted in torturing her, and when she proved unable to either affect him or escape the painful memories, her thin grasp on reality snapped. In that moment, she was transformed from victim to villain. Enraged that other "unfortunates" are suffering her fate, she has taken to stalking the streets in vengeance against those she believes are responsible for the victimization of women in Millers Court, namely men. In a perverse role-reversal, she lures men into secluded locations with promises of passion, and then slits their throats and mutilates their bodies with a dagger not unlike the one which ended her own existence.

Mari Kell

Though she has been dead for more than a century, her ghost appears just as she did the night of her untimely and gruesome death. She appears about 25 years old, stands about 5'7", and despite being of stout build is possessed of considerable personal attractions, with blonde hair, blue eyes, and a flawless pale complexion. She wears a black dress, the only dash of color being a red shawl pulled over her shoulders to ward off the biting cold.

Mari was an unfortunate even before her death. She was born of a well-to-do family, received an enviable education, and was expected to marry well. However, she fell in love with a collier and, despite her family's strenuous objections, she wed her beloved. The union was a happy one, and it seemed worth the estrangement with her family that it had engendered. Mari's idyllic life came to a jarring halt when her husband was killed in a mining accident after only three years of marriage. Penniless, unable to turn to her family for support and without prospect of gainful employment, Mari was forced into prostitution.

The Ripper? Sounds Familiar

In this adventure, there are lots of vague references to a fiendish serial killer that stalked the streets of Porthmeor some 125 years prior, brutally mutilating streetwalkers, taunting the watch, and ultimately fading away into the proverbial night. Most players will instantly recognize the allusion to the infamous Jack the Ripper, which can be useful. The dark, fog-encrusted streets of Whitechapel will instantly jump to mind, helping to add the appropriate gothic horror-style atmosphere to the proceedings.

At the same time, some players may be familiar with the tale upon which this adventure is based – the one that says Jack's last victim, Mari Kell, continued to roam the streets of Whitechapel for many decades. In fact, dozens of witnesses claim to have seen Mari fading into the hovel in which she resided, or to catch a glimpse of her peering mournfully out from her window. Players that recognize the inspiration behind the plot may feel a deeper appreciation for the adventure, but will not incur any advantage from it.

Her life was tragic and unjust. Her death was equally so. It's no wonder then that her spirit should be mournful, embittered both by the inequalities of the world and the vagaries of fate.

While PCs may "kill" Mari during the course of the adventure, her ghost always reforms within the confines of the Ten Bells just days later. The only way to permanently lay her tortured soul to rest is to uncover the identity of the Ripper and expose him or bring him to justice

if he still lives (many believe the killer to be an infernal of some sort), a not entirely trivial task considering the murders took place over a century ago. This is clearly beyond the scope of the adventure. However, the means to curb Mari's newly adopted murderous ways is within reach. If the characters can kill or otherwise eliminate the threat posed by the redcap, Carrick, Mari will revert back to the haunted but largely harmless soul she has been for the past century and a quarter.

Player Beginning

It is on a cold, fretful night that you find yourselves in the heart of foul Millers Court: a district of crumbling tenements and narrow streets, of rat-haunted alleys and seedy taverns, a place that reeks of death and decay and hopelessness.

Of all the grim corners in Millers Court, none could possibly be grimmer than the one you find yourself standing on tonight. You're surrounded by rows of warren-like homes and shops, each one filthier and more oppressive than the next. All sane people avoid the area, for the melancholy spirit of Mari Kell is said to haunt the corner in death much as she did in life as a "lady of the night." She was the last victim of the Ripper's

horrific spree of a century before, and hasn't found any solace since. Mari's hovel stands at the end of the alley before you.

In a manner, your business tonight is tied to Mari's fate. The Ripper is back, and with a vengeance. His tally is up to five, men this time as well as streetwalkers. Your investigations have tracked The Ripper here, to the alley before you and Mari's hovel.

With a bitter, drizzle-soaked wind cutting into your cloaks, you find it sadly appropriate that the story should begin anew where it ended off a century ago...

Level 1: Millers Court

The first part of the adventure takes place in the narrow streets and run-down buildings surrounding Ten Bells, the haunting place of the ghost of Mari Kell and the redcap Carrick. Although these encounters are above-ground, treat the streets and buildings as the corridors and rooms of any dungeon. The PCs' objective is to hone in on Ten Bells; the GM's objective is to build suspense and start creeping out the players.

Areas of the Map

Area 1-1 – Blackburn's Bakery: Run by an old and frightfully thin man with the unlikely name of Blackburn, the bakery stands directly opposite the alley leading to Mari Kell's abode. A small shop occupies the front of the building, but most of the ground floor is occupied by the vast kitchen where the bread is prepared. Blackburn is hardly a friendly fellow, and rumor says that the low quality of his bread is a result of unorthodox ingredients he uses in his wares (sawdust or even bonemeal instead of flour). The joke is that Blackburn is sickly from having eaten too much of what he bakes.

In truth, much of Blackburn's hostility is a result of

the innuendo that assails him (entirely unfounded it so happens). If approached in a respectful manner, he will be guarded but courteous. He can also be quite informative, as he wakes in the wee hours in order to bake bread for the morning sales.

Gather Information (DC 13; or DC 11 if he's treated with special respect): *"Sure I seen 'er, with me own eyes, I 'ave. She surely is a lovely lass, looking right handsome for better on one hundred years, I wager. But lemme tell you, Mari ain't the only one to live in that accursed building. There's a 'orrible looking feller, dressed in a jacket as black as pitch but with eyes that glow like red-hot embers. That gent goes in before the rise o' the sun, and don't come out again until the moon reaches well into the sky."*

The dark-garbed individual to which old Blackburn refers is the murderous redcap, Carrick.

Area 1-2 – The Cam Inn (EL 2): At one time this tavern had the infinitely more grandiose name of The Black Teal Inn, but the years have not been kind to its reputation or its appearance. It has long since begun to lean unsteadily on its weakened foundations, giving rise to its modern moniker ("cam"

meaning crooked in nautical slang). The building is on such an angle now that merely walking straight requires a conscious effort; drunken patrons find it an almost impossible task.

The inn's frowning facade gazes out across the fog-shrouded street. Inside there is a veritable time capsule of ancient paneling and time-worn beams of hand-hewn timber, most of which was reputedly salvaged from wood of a wrecked Porthmeor vessel dating back to the wars with the aquatic elves. The great winding staircase that leads to the building's second floor and the guest rooms is undoubtedly the inns most commanding feature. Several inebriated patrons have fallen to their deaths from the awkwardly sloped stairs.

The Cam Inn is frequented by a coterie of rowdy and brutish types. The uninitiated take their lives into their hands when they enter, for the street savvy patrons unerringly pick out those who are out of their depths and quickly prey upon them. This includes taking coin for false information, intimidating non-humans (especially elves and half elves), even waylaying drunken revelers as they leave the bar. In combat, these ruffians are proficient in a range of dirty tricks (Bluff, "feinting in combat").

Ruffians (4), human Com1: CR 1/2; Medium Humanoid (Human); HD 1d4; hp 4; Init +0; Spd. 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d3+1, unarmed strike); AL N; SV Fort +1, Ref +0, Will -1; Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Bluff +3, Intimidate +3; Endurance, Persuasive.

Treasure: Each of the thugs has 2d10 cp. One of them wears a silver ring with a ram skull signet (10 gp).

Area 1-3 – The Deranged Streetwalker (EL 1): Read or paraphrase the following:

A lone woman huddles against the buildings at the side of the street, evidently seeking some shelter from the dampness that chills the air and the misty rain that creeps through your clothing. She's a large, rawboned woman dressed in ragged garments, strong and yet not without her attractions. The woman lights a sturdy cigar, smokes half of it leisurely, and suddenly drops it to the floor, scrubbing it out with the toe of her tattered shoe as her narrowed eyes stare across the street at you. With apparent effort, she pushes herself away from the wall and walks towards you.

This female half-orc is Klina, hereabouts known as Crazy Klina. While she might easily be mistaken for

just another desperate streetwalker plying her immoral trade in Millers Court, Crazy Klina, as her name suggests, is eccentric at best but more likely quite insane.

Klina will initially proposition characters, offering to show them her wares in secluded alleyway (area 1-4). She rarely makes good on her offer, however; once alone, she generally bushwhacks her unwary clients and makes off with their valuables. If the characters seem more interested in dead bodies than *her* body, Klina will indulge them by offering to lead them to the Ripper's latest victim (area 1-4).

Crazy Klina, Female Half-orc Rog1: CR 1; Medium Humanoid (Half-orc); HD 1d6; hp 9; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +2; Atk/Full Atk +2 melee (1d6+1 nonlethal, sap); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +3, Will -2; Str 14, Dex 12, Con 14, Int 10, Wis 6, Cha 14.

Skills and Feats: Appraise +4, Bluff +6, Diplomacy +6, Gather Information +6, Knowledge (local) +4, Listen +2, Profession (prostitute) +2, Search +4; Toughness, Martial Weapon Proficiency (sap).

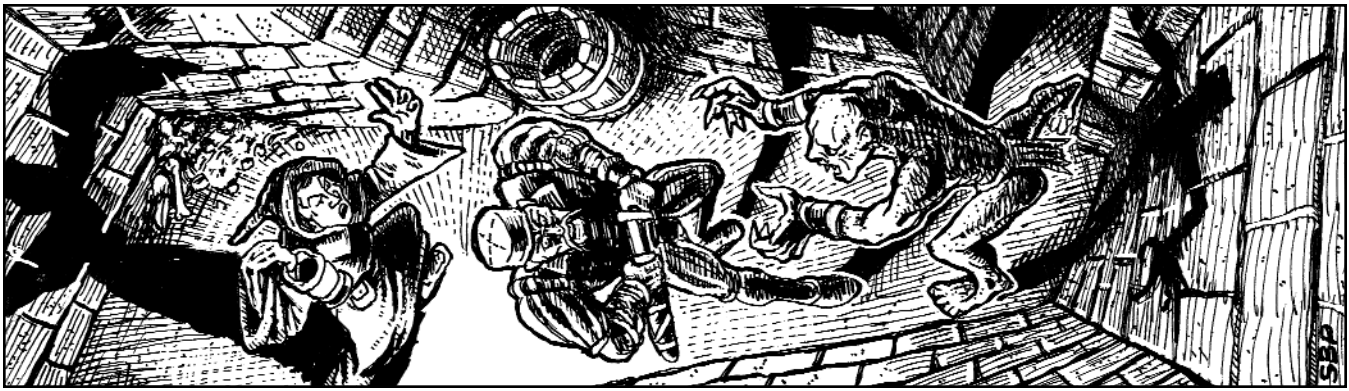
Treasure: Klina carries about the bare minimum, knowing all too well that cutpurses and footpads lurk these streets. At any given time, she has 1d6 gp, 1d10 sp, 1d10 cp, three fine cigars (5 sp each), a tindertwig (1 gp), a small steel mirror and cheap cosmetics (no value).

Area 1-4 – The Latest Victim: Read or paraphrase the following:

A narrow alley leads to a little courtyard. The few doorways and windows facing this area have been boarded up. Sprawled on the cobblestones, amid weeds and trash, is a corpse. Or what is left of a corpse. The body has been almost completely dissected. Organs have been lined up neatly next to the corpse. Bits of flesh hang from an old clothesline. Two eyeballs watch you with interest from the window ledge. If only their companion, a thick red tongue, could tell you who did this filthy deed...

The corpse is obviously extremely fresh, probably within a few hours. Despite the puddle of blood across the entry to the courtyard, there are no signs of tracks into or out of this area.

Though unrecognizable, the corpse was that of Halbrand, a watchman who patrolled Millers Court and was known for mixing business with pleasure. He was killed by the ghost of Mari Kell, using her *ghost touch dagger*. The hallmarks of Mari's handiwork are: the victim was a man; the killing was precise and elaborate, like her own murder; she left no



footprints, due to her incorporeal nature.

Treasure: Piled in one dark corner (Search DC 12) are the following items: a chain shirt, bloodstained clothing with the eye-and-lantern sigil of the city watch, an ironbound club, a purse containing 2d10 sp.

Area 1-5 – Alley (EL 2): Read or paraphrase the following:

The high, windowless brick walls of the buildings flanking the narrow alleyway rise up prison-like on either side, causing your footwalls to echo distantly as you probe your way into the shroud of darkness. Huge rats stalk through the rubbish that lies scattered about, glaring at you with hungry yellow eyes. A strange smell clings to the air here, but not the festering stench of rotting refuse. It is something altogether different.

Within the alley, a ghoul prepares to indulge in its next meal: the corpse of a peddler who fell victim to a band of cutthroats. Believing, correctly as it were, that fear of Mari Kell's spectre would keep people away, the hoodlums decided the alley was the perfect place to stash the body. Now, the decomposing corpse is to be the feast for a ravenous ghoul.

Allow the ghoul a Listen check to hear the approaching characters, with a +2 circumstance bonus due to the echoing of the alley. If it succeeds, the ghoul retreats into the furthest reaches of the alley to hide and wait for the PCs to leave. It attacks if cornered or if its meal is about to be dragged away. Should the ghoul fail to hide, it is found hunched over the corpse as described below:

Your light finds a bundle stretched out across the cobblestone. At first, you take it for a pile of rags, but soon your eyes adjust to the dim light and you realize the mass before you is actually the twisted shape of a human male, his throat torn open, eyes wide and staring. A hunch-backed, emaciated figure covered with oozing sores and festering ulcers lurks over the

corpse, like a wolf guarding its hard-earned prey. With a speed that belies its diseased appearance, the creature springs towards you.

Tactics: The ghoul is hungry and feels trapped, so it fights desperately. If the creature feels defeat is imminent, it seeks escape by scaling the walls.

The Corpse: Characters examining the body may be disturbed by the sight of thick, white maggots crawling through rotting flesh and the stench that hovers over the body like a cloud of ravenous flies (DC 12 Will save or become sickened for 1d4 minutes). The corpse is that of a man dressed in lower-class clothing; he is missing his purse, and a band of pale flesh on one finger reveals that he's no longer wearing a ring. Close examination (Heal DC 14) reveals that he was killed by a thick, not particularly sharp blade being thrust through the back of his neck. This, and the fact the body has not been mutilated, should be enough to suggest to the PCs that he was not a victim of the Ripper.

Anyone touching the corpse (to search for valuables or examine the wounds, for example) is attacked by the carrion maggots.

Development: A thorough examination of the area (Search or Track/Survival DC 17) reveals a bloodstained heel print near the body. Someone with the Track feat can automatically follow this faint trail to an ironwood trapdoor leading to the sewers (see area 4-9). Ultimately, this could lead the PCs to the culprits (area 4-4).

Ghoul: CR 1; Medium Undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0/+0 melee (1d3 plus paralysis, claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7, Multiattack

Carion Maggots (10): CR 1/8; Fine Aberration; HD 1/8 d8; hp 1 each; Init -2; Spd 1 ft., climb 1/2 ft.; AC 16, touch 16, flat-footed 16; Base Atk +0; Grp -21; Atk/Full Atk +3 melee (0 plus paralysis and infest, touch); SA Paralysis, infest; AL N; SV Fort -2, Ref -2, Will +1; Str 1, Dex 6, Con 6, Int 1, Wis 8, Cha 1.

Skills and Feats: Hide +6; –

Area 1-6 – Outside Mari's Hovel: Read or paraphrase the following:

The crypt-like alley ends in a weary wooden door hiding amidst the shadows. Faded, cryptic red graffiti, etched in either ink or blood, is scrawled across the door. It's probably just a warning to trespassers that the aged building is unsafe, but it's hard to tell. Beside the door is a small, grime covered window. The glass in the lower portion is broken outwards as if something desperately sought escape through the meager opening, but the jagged hole has since been filled in with old garments.

Characters who look through the window find their vision of the room beyond obscured by grime and the tattered remains of an overcoat that has been hung to serve as a curtain. Making out anything therefore requires a DC 15 Spot check. The window frame is only sixteen inches square, so only one person can see in at a time. The first time a char-

acter does so, lightning suddenly flashes and briefly disorients the character. When his eyes readjust, he finds himself staring into the face of a mutilated woman. Just as suddenly, lightning flashes again, temporarily blinding the character once more, and when his vision clears the face at the window is gone. Anyone witnessing the horrible visage should make a Will save (DC 14) or become shaken for 10 minutes.

The door to Mari's hovel was locked and reinforced immediately after her murder to prevent gawkers and trophy seekers from converging upon it. However, the window is within arms-length of the door, so characters can simply reach in and open the door. If a PC elects to do so, his grasping hand finds something wet and squishy – a rat, fungi, a bloodied corpse? – instead of the doorknob. The character must make a Will save (DC 12) to prevent himself from recoiling reflexively, in which case he finds that his hand is cut and bleeding profusely (1d2 points of damage). No doubt the PCs will believe something insidious lurks within, waiting to finish ripping them apart. In fact, the damage was caused by broken glass when the character reflexively withdrew his arm.

Reinforced Door: 2 inch thick; Hardness 5; hp 15; AC 5; Break DC 25.

Level 2: Mari's Hovel and Main Floor of the Ten Bells

The residence of Mari Kell abutted the back of the old Ten Bells tavern. The following features are true of the entire structure unless otherwise noted in a specific area description.

Doors: All doors are average quality and made of wood.

Wooden Doors: 1 in. thick; Hardness 5; hp 10; Break DC 18.

Light: All rooms, with the exception of those facing the streets and which therefore have windows, are lightless unless otherwise noted in the room's description. Even those rooms that have windows, however, are only dimly lit at best – all windows are streaked with grime, and many have been secured with shutters. These rooms should be considered to have one-half concealment.

Windows: With the exception of the window in the bar, which overlooks the street and runs almost the length and height of the room, all others are very small, being no more than one and a half feet wide. Though it has

obvious negative repercussions in terms of lighting and ventilation, this was a practical design feature in light of Millers Court's lawless nature. Humans and elves find it extremely difficult to squeeze through one of these windows (Escape Artist DC 15), while stout characters such as dwarves and half-orcs find it almost impossible to do so (Escape Artist DC 25). Halfling and gnomes, on the other hand, can pass through the windows without difficulty.

Encounters with Mari Kell

Because of the central role she plays in the adventure, and in staying true to the conventions of the horror genre, Mari is treated differently than are other monsters. She moves around constantly, terrorizing the PCs and attacking them during moments of opportunity. The GM should always keep in mind her motives, state of mind, and modus operandi:

- As a ghost, Mari has access to several powerful abilities, but she only uses them in a manner consistent with her preoccupation with the Ripper and

his work. For example, she has an obsession with knives, so she may use *telekinesis* to throw bladed weapons at the characters.

- Mari is driven by shades of the Ripper and her tragic death. This has many direct influences upon her character. She won't attack a female, except in the event she stands between Mari and her intended male target. She'll seek to isolate a victim, kill him, and take her time mutilating the bodies, even if by doing so she passes up opportunities to attack the other characters.
- If Mari is somehow wounded by a magical blade, she'll be overcome by fear and flee; henceforth, she'll treat the offending character with extreme caution.
- Mari knows when to withdraw. If she is in over her head, she'll leave as expeditiously as possible. She's tortured and unstable, but isn't stupid and has no intention of "dying" a second time.

Mari's full statistics are provided in area 3-4, where she is most likely to make a stand.

Areas of the Map

Area 2-1 – Interior, Mari's Hovel: Read or paraphrase the following:

As the door swings open, an overwhelming aura of evil fills the air, so vile in its intensity that you are overcome by it and your stomach threatens revolt.

Characters should make Will saves (DC 15). Those who fail retch involuntarily and become shaken. Continue to read:

Once you have managed to steel yourself against the malice that pervades this place, you take in your surroundings. The room is small and only sparsely furnished. A simple cot, devoid of blankets or sheets, stands against one wall, its mattress savaged by deep cuts and stained rust-brown with long-dried blood. A small table is pressed against the wall beside the window, and a fireplace stands cold and lifeless. A cheap print, faded with age, hangs over the fireplace and beside it is a small cupboard. The floors and walls are stained with a combination of blood and other unidentifiable filth. A sound of scampering feet can be heard as numerous rodents scatter for cover, but the only look you get of the shadowy creatures is a quick flash of movement out of the corners of your eyes.

There's nothing of value in the room, as one might

expect. The print, entitled *The Knight's Widow*, was cheap in its day, but would now fetch the tidy sum of 300 gp to a collector due to its rarity (Appraise DC15). The cupboard contains only cheap cutlery, a few empty bottles of spirits, and a hearth-broom.

Characters may search the room for the rodents or their warrens, but uncover no evidence of their existence. This may put the players on edge and cause them to grow paranoid. However, in the process of their search they may uncover a door on the north wall that has been plastered over (Search DC 15).

Plastered-Over Door: 2 inch thick; Hardness 7; hp 20; Break DC 28.

Area 2-2 – Main Bar (EL 1/2): Read or paraphrase the following:

Stepping into the darkened interior of the Ten Bells' main bar, you enter a room in which hundreds of ale-soaked dramas would have played out over the years before it was boarded up and abandoned. At one time, it may have been a comfortable if decidedly lower-class tavern. The original brick and flint walls, ancient floors, old beams, and aged furnishings and tables are reminiscent of an earlier age, a time when patrons by the dozens would have drunken themselves into rowdy stupors within. Now the room is eerily silent, and the only patron is a frighteningly large rat that scurries into the fireplace in response to your intrusion.

When the characters enter, the ghost of Mari Kell makes her presence known for the very first time. She resents the intrusion and seeks to frighten the PCs into leaving. Tables and chairs begin to rock violently, at first one or two at a time but soon building to a maddening crescendo in which every furnishing in the room is shaking. Finally, a table flies through the air and towards the PCs with blinding speed, accompanied by a disembodied female voice that screams, "Get out!"

The table is considered a standard grenade-like attack for Mari, affecting everyone within a five-foot square and causing 1d6 points of damage. Characters can make Reflex saves (DC 10) for half damage.

The stairs here lead up to 3-1A and down to 4-1.

Monster: A dire rat makes the fireplace her nest. She cowers within its depths and won't bother with PCs unless disturbed or her babies are threatened. When riled, she haunches her back and bristles, making her appear much larger. She hisses one final warning before attacking. If reduced to 2 hp or less, the rat retreats up the chimney, leaving her little ones to their fate.



Dire Rat: CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk +3 melee (1d4, bite plus disease); SA Disease; SQ low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11 (includes +8 racial bonus), Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11 (includes +8 racial bonus); Alertness, Weapon Finesse.

Area 2-3 – Kitchen (EL 1/2): Read or paraphrase the following:

This filthy room is still and silent; the hearth along the wall is cold and sooty. Several jagged, rusty knives are plunged into a foully-stained table. The room is filled with the nauseating stench of rot.

Mari once again takes the opportunity to assail the PCs via *telekinesis*, flinging the rusty knives one at a time. She remains invisible throughout the attack. There are a total of five knives, all large and jagged enough to be considered daggers. After using them all, Mari retreats by floating up through the ceiling.

Try as they might, characters cannot find the source of the stomach-churning rotting smell.

Thrown Daggers (5): Ranged attack bonus +1, damage 1d4/19-20.

Area 2-4 – Stores (EL 1): Read or paraphrase the following:

The floor of this small room is covered in dust, the air is stale, and dense cobwebs hang from the rafters like a funeral shroud. A few old crates and barrels lie scattered about the room, one of which is covered in a dark, quivering blanket that seems to shy from the light.

Once a storeroom, all that remains is empty containers that the proprietor couldn't be bothered moving in his hurried flight many decades before. The "dark, quivering blanket" is nothing more than a mass of spider hatchlings that has recently emerged from a nest located within the barrel. Although nearly invisible (Spot DC 20), the fine silk strands of a spider's web covers the lower half of the doorway. Characters who fail the Spot check and attempt to enter the room stumble into the web and become ensnared.

Web: Escape Artist DC 18; Break DC 14; hp 4.

Monster: Of course, where there's a web there's an adult spider, and where there are hatchlings, a protective mother is generally not too far away. The arachnid in question is a small monstrous wasp spider. This web-spinning spider is distinguished by its yellow, black, and white-striped abdomen, and noted for its potent poison.

Small Monstrous Wasp Spider: CR 1; Small Vermin; HD 1d8; hp 4; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -6; Atk/Full Atk +4 melee (1d4-2 plus poison, bite); SA Potent poison (DC 11, initial 1d3 Str, secondary 1d3 Str), web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11, Jump -2, Spot +4; Weapon Finesse.

Area 2-5 – Private Room: Read or paraphrase the following:

This room seems to have been the private office of the tavern proprietor, furnished with a desk and chair against the wall to your right, a flimsy bookshelf lined with mildewed papers and record books, and an overstuffed couch. A heavy blanket of dust and shrouds of cobwebs lie over everything, giving the room a ghostly, ominous appearance.

The former proprietor of the Ten Bells, Henry Crofter, conducted his business here and much of the paperwork refers to mundane affairs. However, Crofter was also heavily involved in organized crime, and some of the records indicate this. More

than a century out of date, they have little value, though a thorough review (Search DC 13) produces a map of the sewers that clearly marks a secret door leading into them from the Ten-Bell's basement (see areas 4-1 and 4-8). This map is represented by players handout A.

Area 2-6 – Secret Staircase (EL 2): Read or paraphrase the following:

You've discovered a secret doorway leading to a frail-looking staircase that descends into darkness. Cool air with a scent of raw earth rises from below and brushes past you like an inmate eager to flee his cell. The odor is unpleasant and unnerving, like that of a freshly dug grave.

This staircase leads up to 3-1. Characters using the stairs cause the protesting timbers to moan and creak ominously. They give way under the weight of individuals of Medium size or larger. A character falling through the stairs can make a DC 15 Reflex save to catch himself. If he fails, the character crashes down one story, suffering 1d6 points of damage. If the save is made, only the characters' lower torso falls through the rotting boards (during which he suffers 1 point of damage); he is left clinging desperately to the stairs, his legs kicking desperately in the dark emptiness below.

Monster: Any character falling through the stairs, even only partially, is attacked by a bone jelly that has made the staircase its lair. Remember that if the PC is clinging to the staircase, neither he nor his companions can see the creature savaging his legs from below, nor can they directly attack it (the bone jelly enjoys full cover, courtesy of the stairs). In the darkness, their vision perhaps obscured, all the PCs should initially see is the skeleton embedded in the bone jelly as it rises up to attack. At first glance and in the dark, it should look like the skeleton is

advancing towards the PCs, leading them to believe the assailant is a lone undead. As the jelly's form undulates with movement, it moves the skeleton's jaw, making it appear as if it is screaming a silent curse at mortal foes.

Treasure: Besides feeding on rats, the bone jelly had an opportunity to partake of a curious aquatic elf adventurer a few years back. The woman had uncovered the location of the undine's tomb and, with delusions of grandeur clouding her judgment, decided to risk the curse of the building to free her ancestral hero. Best intentions are a poor substitute for experience, and the woman died early in her quest. Her gear lies under the stairwell between the first and second floors, and consists of 50 gp in coins, an ornate masterwork bloodcoral dagger engraved with images of dolphins (critical 17-20/x2, 350 gp), a rotted coil of hemp rope, an arcane scroll of *knock* written in water-proof ink on sealskin vellum, and a pouch containing three translucent wax balls, each with an amber core. A successful Knowledge (arcana) check at DC 15 identifies these as the sort of potion containers used by aquatic humanoids, where one chews the wax to release the potion; they are in fact potions of *cure light wounds*.

Collapsing Stairs Trap: CR 1; mechanical; location trigger; no reset; DC 16 Reflex save avoids; 10 ft. deep (1d6, fall); Disable Device DC 18 (shoring up stairs). Market Price: –.

Bone Jelly: CR 2; Medium Ooze; HD 2d10+4; hp 12; Init -5; Spd 10 ft. climb 10 ft.; AC 5, touch 5, flat-footed 5; Atk/Full Atk +1 melee (1d4+1, slam); SA Improved grab, constrict (1d4+1), marrow drain (grappled victims, 1 point of Strength), bone shards (Reflex save DC 10+1 per HD or suffer 1d4 damage; automatic damage if grappled); SQ Blindsight 90 ft., ooze, camouflage, cold and fire immunity; AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Bloodcoral

Bloodcoral is a rare breed of coral found in the deep rifts of the oceans. Aquatic humanoids use its calcified remains to create extremely hard and sharp blades for daggers, tridents and spears, effectively keen. The process is a difficult one, requiring a master craftsman, so the results are always masterwork weapons.

Horror and the Bone Jelly

The bone jelly can be used to create a sense of horror in an adventure. Characters that it kills are slowly digested by the creature. If the bone jelly were to escape and be encountered at a later date PCs might be unsettled by the sight of their fallen comrade with flesh and muscle partially consumed. Or imagine a scene where PCs witness a group of skeletons racing towards them in headlong flight, desperately fleeing from something ahead. As undead, they're not supposed to fear, right? So what unimaginable horror could cause them to flee in terror? See page 33 for full stats on the bone jelly.

Level 3: Second Floor of the Ten Bells

The second floor has the same features as the first floor.

Areas of the Map

Area 3-1 – Proprietor’s Room: Read or paraphrase the following:

This room is comfortably furnished, with bed, closet, wash stand with basin, and a desk. There’s an uneasy aura clinging to the air hereabouts, an unnatural chill that hints at evil. Whatever fouls this room seems to inject you with a feeling of horrible dread.

Characters remaining in this room must a Will save (DC 11) or become shaken for 1d4 rounds. The aura is partly the residue left by the former owner’s morbid curiosity with pulling back the veil of death, partly the result of the continued presence of a book of dark magic (see below).

If the desk is pulled away from the wall, a secret panel may be found (Search DC 12). It is secured by a rather ingenious latch (Disable Device DC 13). Alternatively, it can simply be kicked in (Strength DC 10). Behind this panel, the former owner hid his journal and an old tome, both of which are musty but still legible.

Reading the journal completely takes four hours. Most of the contents are rather mundane, but towards the end several entries talk about the hauntings that have bedeviled the building since Kell’s death, and more particularly about the increasingly unhinged mind of the Ten Bells’ proprietor, Henry Crofter, who found himself falling in love with the beautiful apparition (see players handout B for excerpts of this journal).

The other book is titled *From Potters Field*, and was written almost three hundred years ago. The prose is antiquated and flowery, so comprehending it requires an Intelligence check (DC 12) and eight hours. The book is primarily a rather flimsy treatise on ghosts and supposed binding/summoning rituals. Characters making a Spellcraft check (DC 12) recognize the hokum for what it is. However, there are several arcane spells within that are accurately transcribed and quite real, and one entry seems pertinent to the situation (see players handout C). The book also includes transcriptions of these spells: 0-level – *disrupt undead*; 1st-level – *cause fear*; 3rd-level – *gentle repose*, *halt undead*.

Area 3-1A – Hallway: Read or paraphrase the following:

Aging floorboards, worn thin in the middle over decades of passage, creak eerily underfoot as if protesting your passage. Dust covers the floor, the cheap paintings adorning the walls, and the hooded lanterns hanging from the ceiling – a funeral shroud for an old building at rest.

A trap door in the ceiling leads to the attic. It’s not concealed by design, but soot from the lanterns and the shadows inherent to the building make it difficult to spot.

Trap Door: Search DC 12.

Area 3-2 – Common Room (EL 2): Read or paraphrase the following:

The only items in this room are thin, moldy mattresses thrown upon the cold wooden floor. The room itself is musty and dark, illuminated only by a single claw-like beam of moonlight that reaches through a crack in the boarded-up window. There is a bitter scent in the humid air, and a black tar-like substance litters the floor. A cacophony of high-pitched squeaks that cut through you like a knife cause you to look up in search of the source. You see a mass of vicious-looking bats forming a black tarp that stretches across the entire ceiling. These morbid creatures eye you with unusual interest, their heads swiveling as one to watch your every movement.

The tar-like substance is bat guano. Although somewhat tacky to the touch, it is also extremely slippery. Characters in the room must make a Reflex save (DC 10) every round when moving or fighting to avoid slipping and falling.

Monsters: The bats are large, but not unusually so, and they generally will not attack unless disturbed. However, Mari may manifest amongst the bats to agitate them into attacking.

Tactics: The bats are more frightened than menacing. They won’t follow PCs out of the room, and in fact will flee through the hole in the boarded-up window over the course of four rounds. The bat swarm occupies the entire room, attacking all creatures within its mass.

Bat Swarm: CR 2; Diminutive Animal (Swarm); HD 3d8; hp 13; Init +2; Spd 5 ft., fly 40 ft (good); AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +0; Atk/Full Atk +2 melee (1d6, swarm); SA Distraction,

wounding; SQ Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning reflexes

Area 3-3 – Guest Rooms: Read or paraphrase the following:

The door swings open noisily on weary hinges, splitting the unearthly silence as sharply as a knife cuts through flesh. Musty air drains out of the room, washing over you like stagnant water. Once your eyes adjust to the darkness, you notice a simple wooden frame bed flanked by small tables atop which stand tallow candles that are stooped with age.

There is nothing of interest in any of these guest rooms, which vary from one another only in the depth of the dust that covers the furnishings and the ominous aura that clings to them all.

Area 3-4 – “Honeymoon Suite” (EL 3): Read or paraphrase the following:

The door opens to reveal a bedroom that looks as though it was occupied by blissful newlyweds during its last night of use. A large double bed is draped with white fabric that has yellowed with age, while the dust-shrouded nightstand beside it supports a glass vase filled with dried roses and a slender silver ring sitting atop a silk pillow. Across the room stands a wardrobe, its doors open to reveal a collection of women’s clothing, all simple but not unattractive. Unfortunately, it looks as though the wedding night may not have ended happily. The

bride, still dressed in her finery, the fabric clinging to a skeletal frame, reclines lifelessly upon the bed.

The skeletal bride is in fact Mari Kell. A few years after her death, Crofter dug her corpse up from the graveyard and brought her here so that he might be nearer his beloved. There are several hints to the corpse’s identity that observant PCs may clue in on. Anyone who examines the bride (Search DC 12) will notice dirt on her bones and fragments of rotted fabric, indicating she decomposed in the ground and was only then dug up. As well, characters may notice (Spot DC 12) several bones sporting severe cut-marks that indicate she suffered numerous, violent wounds.

Treasure: All of the items in the room, from the ring to the vase to the clothes, are cheap but serviceable, designed for lower class customers. None are of particular value or interest, save perhaps the ring (worth 10 gp). This ring was Mari’s, a gift from her deceased husband. Characters examining the ring who have already encountered Mari may recognize it as being identical to the one worn by the ghost (Appraise or Spot DC 13).

Monster: Mari attacks while the PCs are in this room, probably just as a character touches her ring. She manifests over the inert skeleton of her physical body. The skeleton moans frightfully and her bones shake ominously before her wavering spectral form suddenly appears over it. Mari quickly rises from the bed and attacks. Characters must make a Will save (DC 14) or be shaken for the duration of this encounter.

Tactics: The ghost focuses attacks on anyone in possession of her ring. As detailed previously, Mari

Laying Mari Kell to Rest

Mari’s ghost can be “slain” in combat – a difficult feat for novices. Such an accomplishment would give the city a brief respite from her hauntings. However, only 2d4 days pass before the ghost re-appears and resumes where her tragic existence left off. There are only two ways for the PCs to permanently lay Mari’s ghost to rest.

The first option is to kill Carrick. With his tormenting presence gone from the Ten Bells and his taunting recreation of the Ripper murders at an end, Mari reverts back to her original, spectral form. She remains a sad figure that engenders pity and despair in all those who see her fleeting form, but is no longer fuelled by rage and so her vengeance-driven murder spree comes to a sudden halt.

This satisfies the letter of the PCs’ contract to put an end to the Ripper’s deprivations, but it may not entirely satisfy compassionate players and good-aligned characters. Some may not rest until Mari’s spirit can rest.

Unfortunately, this is an exceedingly difficult task to accomplish. The only way for the ghost to move on to the other side is to bring the Ripper, the real Ripper of a century past, to justice. If the Ripper was mortal, he’s likely long-dead and so it may be enough to expose the killer’s identity. However, there is the possibility that he (or she) was an infernal or other long-lived being and that he lives to this day, safely anonymous. If so, the Ripper would have to be brought to trial or exposed and slain.

typically retreats if she is in danger of being destroyed. However, the ring is the one tangible link that remains from the one blissful period in her tragic life, and so she fights desperately to ensure it is not removed from the room. She'll fight to the "death" if necessary to prevent this from happening.

Mari Kell, female ghost Ari1/Com1: CR 3; Medium Undead; HD 2d12+3; hp 16; Init +0; Spd fly 30 ft (perfect); AC 10, touch 10, flat-footed 10 (ethereal) or 12, touch 12, flat-footed 12 (manifested); Atk/Full Atk +1 melee (1d4+1/19-20, +1 ghost touch dagger); SA Manifestation, horrific appearance, telekinesis; SQ Undead, rejuvenation; turn resistance +4; AL LE; SV Fort +0, Ref +0, Will +2; Str 10, Dex 11, Con –, Int 2, Wis 10, Cha 14.

Skills and Feats: Bluff +2, Gather Information +2, Hide +8, Knowledge (History) +1, Knowledge (Geography) +1, Knowledge (Local) +4, Listen +11*, Perform (Sing) +4, Ride +1, Search +4*, Sense Motive +3, Spot +11*; Alertness, Skill Focus (Sense Motive). *Includes +8 racial bonus.

Possessions: +1 ghost touch dagger.

Area 3-5 – Supply Closet (EL 1): Read or paraphrase the following:

At first, the door resists your efforts to open it, having swollen like a water-bound corpse. When at last it relents, you find yourself looking at the mundane contents of a walk-in supply closet. Stacks of yellowed and moldy linens, boxes of rat-chewed candles, and moth-eaten pillows line the shelves. A dark discoloration in the ceiling suggests water, or perhaps some other liquid, has fouled the closet.

There's little of interest here, though characters may recover 2d20 usable candles if they take 10 and search through the various boxes.

Monster: Among the supplies is a linen sheet stained with the evil infusing the Ten Bells.

Tactics: As soon as a character enters the closet, the door suddenly slams shut behind him and the animated sheet attacks. The door remains barred as if held by Strength 15; characters attempting to force entry or exit must succeed at an opposed Strength check, or break the door down.

Animated Linen Sheet (animated object): CR 1; Small Construct; HD 1d10+10; hp 15; Init +1; Spd 30 ft., fly 15 (clumsy); AC 14, touch 12, flat-footed 13; Base Atk +0; Grp –4; Atk/Full Atk +1 melee (1d4, slam); SA Constrict, blind; SQ Construct traits, darkvision 60 ft., low-light vision, fire vulnerability, half damage from blunt weapons; AL N; SV Fort +0, Ref +1, Will –5; Str 10, Dex 12, Con –, Int –, Wis 1, Cha 1.

Area 3-6 – Attic (EL 1): Read or paraphrase the following:

You lift the trapdoor and immediately feel a hard cool breeze upon your face. It's dark, but your eyes can make out a low-ceilinged attic filled with numerous boxes. You hear a rustling sound coming from the shadowy recesses, and you imagine it to be the creeping of a blood-thirsty monster ready to pounce. Inching yourself up and into the dark, you prepare for the worst.

The attic was formerly used by associates of Henry Crofter as a warehouse for stolen goods while they secured a fence. The trapdoor in the roof, which currently stands open to the elements, allowed thieves to deposit goods quietly and without drawing unwanted attention from the city watch or common citizens. Most of the items are entirely mundane in nature, or so old and ruined as to be worthless. Characters could literally spend hours searching through the boxes without finding anything of interest.

Just below the trapdoor leading to the roof is the crumpled and mutilated corpse of a woman, Carrick's latest victim. She lies in a pool of caked blood, her body savaged by numerous deep cuts. Her right arm is slightly detached from the body, nearly severed by a single stroke. A similar wound to the neck almost decapitated the head from the torso. The abdominal cavity is empty, its contents heaped in a pile nearby. Her face is hacked beyond recognition of the features. It's clear to even the most casual observer that whoever – or whatever – did this was fuelled by unnatural rage and was extremely powerful.

Carrick thought it would be delightful fun to abduct a woman whom he felt bore an uncanny resemblance to Mari and then recreate her death and subsequent mutilation. The goal was to drive Mari deeper into madness. Although his recreation is crude – Carrick lacks the patience and does not have complete knowledge of the original murders – it has served its purpose. Mari's attacks of late have grown in both frequency and violence, and Carrick revels in each and every one of them.

The key clues to identifying the culprit of this murder are: the victim was a woman; the attacker was strong and lacked finesse; and there was an eyewitness (see below).

Monster: The shuffling noise coming from the darkness is not some monster ready to pounce. Instead, it's a frightened and wounded man, cowering against the wall joists and trying to will himself invis-

ible. His name is Ewan Treborne, a bunko artist and the betrothed of the woman whose defiled corpse lies in the middle of the attic. When he happened to witness his lovers' abduction, Treborne gave chase as best he could. By the time he finally caught up, Carrick had already done his bloody business and the woman was beyond help. Treborne arrived to find Mari grieving over the mutilated corpse. The sight of her tortured visage and the sound of her plaintive wailing proved too much for the poor fellow to bear, rendering Treborne helplessly blind.

The stats below are for a healthy, sighted Treborne. Blinded as he currently is, he suffers a 50% chance to miss in any attempt at combat, loses Dexterity bonus to AC, moves at half speed, and suffers -4 penalty on Strength- and Dexterity-based skills. Creatures attacking him enjoy a +2 bonus to attack rolls.

Development: Fright has rendered Treborne well and truly blinded; he looks upon the world with eyes that are smooth and blank and hauntingly white. He is deathly afraid and requires some coaxing and soft words (Diplomacy DC 15) simply to calm him down enough to get coherent answers. Failing that,

he sobs uncontrollably and crawls feebly away from the PCs. If characters can get through to him, Treborne provides a good account of Carrick's physical description and pinpoints him as the murderer. He'll also note that Mari grieved for the victim, and showed no outward sign of hostility.

Experience Points: Rescuing Treborne should be worth a 100 XP point story reward. Restoring his sight (e.g., a donation of 150 gp to the Temple of Sublime Ascension in exchange for a *restore blindness* miracle), would be worth a further 300 experience points.

Ewan Treborne, male human Rog1: CR 1; Medium Humanoid (Human), HD 1d6; hp 6; Init +4; Spd 30 ft; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d4-1, 19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); SA Sneak attack +1d6; AL CG; SV Fort +0, Ref +8, Will +1; Str 9, Dex 18, Con 10, Int 12, Wis 12, Cha 16

Skills and Feats: Bluff +8, Climb +2, Disable Device +3, Hide +3, Knowledge (Local) +6, Move Silently +5, Open Lock +5, Perform (Oratory) +4, Search +8, Sense Motive +8, Sleight of Hand +8, Spot +6; Dodge, Lightning Reflexes.

Level 4: Cellar and Sewers

The cellar is damp and smells of mold. The walls are of undressed stone (Climb DC 20).

The sewers consist of a central channel, five feet wide and five feet deep, flanked on either side by three-foot-wide walkways. The sewage usually fills the channel to a depth of about three feet, although there are exceptions (noted in the text). The walkways feature uneven black, slick with moisture, and care must be taken to avoid slipping and falling (Balance DC 12). The walls are rough brick and stone, crudely mortared together and covered in slimy moss (Climb DC 25).

Light: These areas are underground and have no access to natural light. Unless noted in the text, the rooms are pitch black. PCs need to provide their own illumination.

Areas of the Map

Area 4-1 – Cellar: Read or paraphrase the following:

The creaking stairs lead down into a cellar buried under the weight of the tavern above. The air is cool and damp, and the smell of wet earth rushes up to greet you. Barrels are stacked against one wall, while another is occupied by a wine-rack sagging under the weight of

age. Heavy footprints, each one much larger than that of a human, can be seen in the wet earthen floor leading away from the staircase. The footprints are obviously that of someone, or something, that has been this way before... and quite recently, by the looks of it.

If the PCs entered via the sewer, they hear (Listen DC 10) creepy sounds from the building above – creaking, skittering, perhaps even what sounds like faint voices. This is actually incidental sounds, or even the characters' imagination – it is intended to draw the PCs upstairs to draw out the tension before they face Carrick.

There are two secret doors (Search DC 15) in the cellar, one leading to a thieves guild hole-in-the-wall, the other to Crofter's secret laboratory and Carrick's lair.

Area 4-2 – Laboratory (EL 1/3): Read or paraphrase the following:

The door opens to reveal a rectangular room with a recessed antechamber to the side. Etched into the stone floor is a crude pentagram surrounded by various sinister-looking arcane symbols. Tall candelabras line the outer

portion of the room, but their tallow candles are cold and unlit.

Characters studying the arcane symbols may make a Spellcraft check (DC 12) to determine that most are completely fabricated and useless, and those that might have some application are poorly crafted and nonfunctional in their current state. The intended purpose should be clear, however: the circle was designed to attempt to restore life to the unliving. It was here that Henry Crofter attempted to give life back to the ghost of his beloved Mary.

When the party gets further into the room and is able to see into the antechamber, read the following:

The antechamber was obviously a laboratory and study. On a bench lie various jars, rolled parchments, a human skull, a ritualistic dagger, and bottles filled with discolored liquids. Lying slumped in a chair behind the bench, arms thrown over its face in terror and body twisted in obvious agony, is a skeletal figure. It's clear he died in a horrible fashion, probably many decades ago.

The figure in the chair is that of Henry Crofter. He was struck dead when the ritual to restore life to Mary went horrible awry – thanks to his rudimentary knowledge of magic – and instead took his own life's essence.

Trap: There is still a spark of infernal magic remaining in the pentagram. Characters that violate its sanctity feel the cold touch of death, and suffer 1d8 points of damage unless a Will save (DC 12) is made. In addition, disturbing the magic causes Henry Crofter's skeleton to jerk "alive" and stumble forward to attack intruders.

Monster: The skeleton of Henry Crofter animates only if the pentagram is disturbed. In all other instances, it remains nothing more than a lifeless pile of bones. Note that the evil magic of the circle causes all checks to turn the skeleton to suffer a -4 profane penalty.

Treasure: Most of the items on the bench have no value, except for their symbolic use in ritualistic magic. The jars contain useless items that Crofter thought were spell components – ground bone of bat, flakes of dried blood, etc. Only one parchment holds any arcane knowledge of true worth, containing the first level arcane spells *chill touch* and *detect undead*. The skull is that of a human, and interestingly it has only one eye socket, but is otherwise unremarkable. Though the dagger appears to be a +1 dagger of wounding, it's actually a cursed blade. Instead of causing the wounds of its victims to bleed

for 1 point of damage per round, the dagger actually inflicts that effect upon its wielder the next time he is wounded. One of the bottles, containing a rose-water scented liquid, is actually a *potion of love*. Another bottle, with a murky brown substance, is a *potion of haste*.

Skeleton: CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 13; Atk +0 melee (1d4, claw); Full Atk +0/+0 melee (1d4, 2 claws); SQ Undead, immunities (cold), half damage from piercing and slashing weapons; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con –, Int –, Wis 10, Cha 11.

Feats: Improved Initiative

Area 4-3 – Red Death (EL 1): Read or paraphrase the following:

A dark crimson mist fills the room before you. The mist glows ominously, and seems to swallow up all light that comes in contact with it. You can't make out anything more than a few feet in front of you, but the stomach-churning stench of blood hangs heavily in the damp air.

There are two features of interest here: a fountain that produces the red mist (a trap); and the entrance to the lower level, the tomb of Iasmini the Undine (level 5).

The mist works to dampen the strength of light sources. Normal lanterns and torches are completely ineffectual, while magical light sources are reduced in effectiveness to a mere five-foot range. The mist also has a darker, more sinister property. Acting as a sort of poison (Fortitude save DC 15, inhale), it serves to make the victim's blood thin and watery. Any time an affected individual takes damage from a slashing or piercing weapon thereafter, he suffers the effect of a wounding weapon, losing an additional 1 hp per round. The effect lasts for so long as the PCs remain within the mist, plus six rounds afterwards.

Trap: The mist pours forth from a skeletal dragon-shaped fountain that stands in the midst of pool located in the center of the room. The pool is full of blood, with bits of viscera floating lazily in it. The lone horn adorning the dragon's skull rotates like a safe-dial and controls the flow of mist. There is an inscription written in Elvish along the fountain's base that reads:

The mist that surrounds you shrouds the vision. Prove now that your perception is true, and all will become clear. As the sun rises and falls so too must the dragon's horn be turned, a number of times equal to the characters in the alphabet.

To turn off the fountain, the unicorn's horn must be turned left (east to west) a total of 11 times (equal to the number of letters in the Elvish spelling of the word "alphabet"; in English this would be 8, of course; any elf can make a DC 10 Intelligence check to realize this). If successfully accomplished, the mist dissipates in 10 rounds. If the PCs fail in either of the two steps, 1d4+1 darts shoot out of the dragon fountain. They target anyone within a ten-foot square of the dragon's head. These arrows, while not particularly deadly on their own, become the means by which the blood thinning mist works its potent magic. The trap automatically reloads, and there are enough arrows for up to three uses.

Development: Opposite the fountain is the inconspicuous entrance to lasmini the Undine's tomb (level 5):

A ten-foot diameter circle is inscribed in the floor. Unfamiliar characters dance along the inner and outer edge of this circle. As you examine it, a female voice whispers in your ear: "Find me, free me..." Startled, you look around, but there is nobody here.

The voice is that of lasmini (area 5-12), using her *ring of whispering wind* in an attempt to lure the PCs into freeing her. If the PCs need additional encouragement to enter the tomb, the GM can offer the party 1000 XP for finding the source of this voice. This is intended to simulate lasmini's powers of persuasion...

The two sets of inscriptions (within and without the circle) are identical, rendered in Draconic, and read:

To enter or exit the realm of the Undine, speak "Descend" or "Ascend" in the tongue of the builders.

The builders of the tomb were dwarves (or at least the lead architects were), so the command words are the Dwarven words for "ascend" and "descend." The builders knew the command words, and therefore did not need to read the Draconic. This little puzzle was implemented for the benefit of later generations who might be called upon to strengthen the tomb's defenses, while foiling the casually curious.

When the command word "descend" is spoken in Dwarven, the ten-foot-diameter pillar of stone sinks into the floor with a loud grating noise. It descends 30 feet before depositing the PCs in area 5-1. Speaking "ascend" in Dwarven causes it to rise again.

Fusillade of Darts Trap: CR 1; mechanical, touch trigger; automatic reset; multiple targets (1d4+1 darts, divided evenly among targets within 10 feet of dragon's head); Atk +8 ranged (1d4, dart); Search DC 20; Disable Device DC 18.

Area 4-4 – Redcap's Lair (EL 3): Read or paraphrase the following:

This little chamber chills the heart. There is an overwhelming sense of pure evil emanating from it, a hatred so deep that searching for its root cause is like yelling down a bottomless well. The walls are decorated with crude fetishes crafted of bits of flesh, hair, bone, and organs. Stinking viscera is smeared across almost every surface. Simple furnishings fill the room – a chest, a ramshackle table, and a pile of humanoid and animal pelts that seems to act as a bed. In a disorganized array across the tabletop and floor are jars containing preserved organs and a gruesome collection of body parts wrapped in bloodied rags. Mixed in with the remains are instruments of terror, all the items one would expect of a well-stocked torture chamber.

As horrifying as all this is, it fades in comparison to the wretched being standing before you. It's like staring into the very face of terror. With its ashen pallor and leathery, weathered skin the being looming before you has the appearance of a very old, emaciated man. Atop its head rests a redcap, which seems to have been colored with blood instead of dye, and on its feet the creature wears over-sized iron boots. Fiery red eyes bore menacingly at you, conveying such contempt it's as if it views pond scum instead of threats to its very existence. The creature reaches long, skinny arms ended in sharp eagle's talons towards you, and beckons you on.

The being facing the PCs is Carrick, the redcap. These are his private chambers. His vile nature has stained the room, casting it under an evil pall that acts as a *desecrate* spell. While this won't affect combat, the site will attract necromancers, dread priests and undead for some time.

Monster: Carrick will always be encountered within this room. Unless the characters were extremely skilful in passing through area 4-2, he is fully aware of their approach. He comes enraged that his sanctum has been invaded and attacks intruders immediately with all the bloodlust his race is famous for. He fights to the death, confident of his ability to prevail and contemptuous of humans and their ilk.

Development: If Carrick should be slain or his reign of terror otherwise ended, Mari Kell will cease her own murderous ways. She'll revert to the tragic but generally harmless apparition that she has been for more than a century. The streets of Porthmeor will be free of the Ripper.

Treasure: The chest proves to be locked but not trapped. It contains 200 sp, 70 gp, a ring worth 45 gp, a *potion of invisibility*, and a *potion of cure moderate wounds*. In addition, there are sundry tokens taken from various victims, mementos that undoubtedly mean something in the sick mind of Carrick but which are of little interest to adventurers.

Experience: Reward the PCs 110% experience points for this encounter due to the effects of the *desecrate* spell. Also, award them a 500 XP story reward for freeing the city of the shackles of fear that the “Ripper” placed upon it.

Ironbound chest: 3-in. thick; Hardness 5; hp 15; Break DC 23; Open Lock DC 15.

Redcap: CR 3; Medium Fey; HD 4d6+12; hp 26; Init +5; Spd 30 ft.; AC 18, touch 11, flat footed 17; Atk +6 melee (1d4+6, claw); Full Atk +6 melee (1d4+6, 2 claws); SA Blood-letting, draining gaze, frightful presence; SQ Fey traits, damage reduction 5/cold iron, fast healing 2, SR 10, weaknesses; AL CE; SV Fort +7, Ref +5, Will +4; Str 18, Dex 13, Con 17, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +7, Hide +7, Intimidate +7, Knowledge (Local) +4, Listen +7, Move Silently +5, Search +4, Spot +7; Improved Initiative, Mobility.

Area 4-5 – Hole-in-the-Wall (EL 3): Read or paraphrase the following:

A trio of filthy and ragged ne’er-do-wells sit around a squat table playing cards and seeking comfort in a bottle of rotgut. All three look mean and ill-tempered, hardened by the harshness of life in Millers Court. A single barrel marked “grog” sits against a wall, but otherwise the room is empty.

When the thugs become aware of the PCs, they

instinctively reach for their weapons but their leader, Thurlo, restrains them from immediate action. Unless the PCs instigate an attack, read the following:

The largest of the thugs, a menacing individual with a pock-marked face, rises from his chair and casually sweeps back his cloak to reveal a wicked blade hidden beneath. He walks slowly and unsteadily towards you. Though his eyes are bloodshot and you can clearly smell the spirits on him, his speech is clear. “Did Back Alley Clah send you?” he asks with a sneer. “You can tell your boss that if he doesn’t like the way we do our trade, he can hire someone else to break bones for ‘im.”

Thurlo believes the PCs have been sent by Back Alley Clah, a Millers Court crime-boss, to make them answer for a recent job gone wrong. PCs may find a way to use this to their advantage, but the thugs are all sporting industrial-sized hangovers and are in no mood to be trifled with.

Inebriated as they are, Thurlo and company suffer a -1 penalty to attack rolls, saving throws, skill checks and ability checks.

The “secret door” to area 4-1 looks like a normal door from this side, and is barred with a wooden beam (Thurlo truly fears the undead).

Thurlo, Male Half-Orc War2: CR 1; Medium Humanoid (orc); HD 2d8+4; hp 17; Init -1; Spd 30 ft.; AC 12, touch 9, flat-footed 12; Base Atk +2; Grp +5; Atk +5 melee (1d6+3, short sword); Full Atk +5 melee (1d6+3, short sword) or +5 melee (1d4+3, dagger) or +1 ranged (1d4+3, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref -1, Will -1; Str 16, Dex 8, Con 14, Int 7, Wis 8, Cha 10.

Skills and Feats: Intimidate +5; Skill Focus (Intimidate).

The Bogie Boys

Legend says the Bogie Boys were originally a group of sailors who hatched a plot for mutiny within the bogie, or galley, of a merchant vessel many decades ago and then set out on a career as pirates and thugs. The group expanded over the years, secured control over the gangs operating along Porthmeor’s wharves, and created a savage reputation as freebooters, strong-arm robbers, and killers-for-hire.

The Bogie Boys are now one of Porthmeor’s premier criminal fraternities. Not only do they rule the docks, but they also control most of the crime in Millers Court and Blubberbank, the city’s most notorious slum (named because it is adjacent to the refuse pit where the sealing-fleet disposes of their stinking viscera). Their primary lair is along the docks, in a warehouse-turned-fortress.

Members are consummate bullies and enjoy intimidating people. Their favorite weapon is the belaying pin, a shipboard utensil that is also surprisingly effective in the brawls and melees that typify their existence. Their leader is Back Alley Clah, a half-ogre infamous for his street brawling prowess. He’s not a fellow to be trifled with lightly.

Possessions: Short sword, dagger, studded leather armor, 2d10 sp in coins. Tucked into the front of his jerkin, Thurlo wears a silver holy symbol, the gift of his dear old nan (or so he claims). He's wearing a brass ring inset with a bit of red crystal (1 gp) on his little finger, taken from the peddler's corpse in area 1-5. He also has the key to the door at 4-9.

Vik and Sharktooth, Male Human Rog1: CR 1; Medium Humanoid (human); HD 1d6+1; hp 7 each; Init +2, Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, short sword); Full Atk: +1 melee (1d6+1, short sword) or +1 melee (1d4+1, dagger) or +2 ranged (1d4+1, dagger); SA Sneak attack +1d6; SQ Trapfinding; AL NE; SV Fort +1, Ref +4, Will -1; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Bluff +3, Gather Information +2, Hide +8, Knowledge (local) +2, Intimidate +3, Listen +6, Move Silently +8, Sense Motive +6; Spot +6; Skill Focus (Hide), Stealthy.

Possessions: Short sword, dagger, leather armor, 1d10 sp in coins. Sharktooth carries a vial of poison (small centipede venom) and a vial of anti-toxin, while Vik carries masterwork thieves' tools.

Area 4-6 – Dormitory: Read or paraphrase the following:

A single flickering candle causes shadows to dance across the walls of this small room. Simple wooden bunks, six in total and covered in tattered and soiled bedding, take up most of the room. A feverish moan rises from one of the farther beds, the plaintive cry of someone in great pain.

This chamber is used as a bedroom for thieves when they need to lie-low for a while. It's spartan and uncouth, but it's a leg up from sleeping in an alley somewhere, and far safer.

Lying under bloodstained blankets in one of the rear bunks is Holger Kurtz, a member of Thurlo's team who was badly wounded in a recent fouled job. His two crossbow bolt wounds have become gangrenous and it's just a matter of time before he dies.

Development: Holger is stable, no thanks to his cohorts, who have no skill in healing. He has -5 hit points, and will die in a matter of hours. If the PCs intervene and treat him long-term care (Heal DC 15) or magical healing, he may yet recover. Such an act of altruism is worth 200 XP. Once Holger fully recovers, he may seek out the PCs and serve them as an utterly loyal cohort. The GM can generate unique stats, or simply use those provided for Vik and Sharktooth in area 4-4.

Area 4-7 – Cell: Read or paraphrase the following:

The heavy door groans in complaint as you pull it open, revealing a small, cold chamber. Manacles dangle from iron rings set into the wall, one pair still securing a skeleton. The need for restraints is long since past for this poor fellow.

When the need arises, prisoners are held here. Based on the skeleton that lies in the corner, not everyone who goes in comes out again.

Cell Door: 2 in. thick; Hardness 10, hp 60; Break DC 28; Open Lock DC 28.

Area 4-8 – Storeroom: Read or paraphrase the following:

The door opens to reveal a small room, barely larger than a closet, really. Inside are several crates and barrels.

The barrels hold water, while the crates hold food-stuffs and seven torches. A thorough inventory (Search DC 10) also turns up a pouch of bitter-root, a substance that tastes terrible but is also terribly addictive. Chewing on bitter-root makes a person more perceptive and insightful (+1 Wisdom) but can affect short-term memory (-1 Intelligence). The pouch contains a dozen roots, each of which can keep a jaw busy for 1 hour (1 gp).

Area 4-9 – Sewer Secret Door: When the PCs pass within five feet of this spot, the GM should make secret Search rolls (DC 18) to notice a secret door.

You notice the faint rectangular outline in the moss and slime on the wall. Could it be a door, long forgotten or perhaps intentionally hidden?

Behind the slime, the wooden door is not as rotten as the PCs might think; it is replaced periodically.

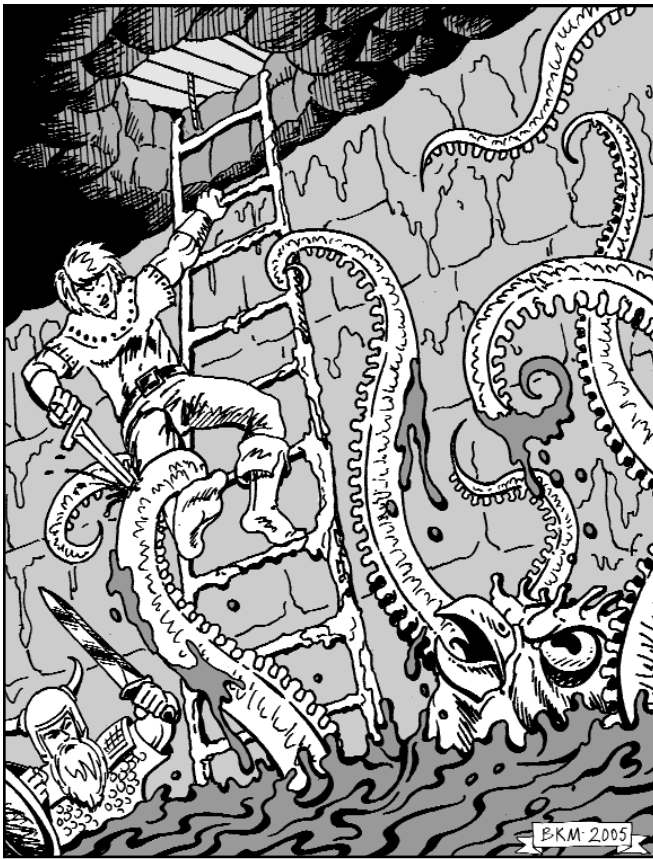
Slimy Secret Door: 1 in. thick; hardness 4, hp 8; Break DC 13; Open Lock DC 15.

Trap: If the PCs use a key made for the lock (such as those possessed by the thieves in area 4-5), it swings inward with a creak. Otherwise, they might trigger the alarm, which alerts the occupants of area 4-5.

Alarm Trap: CR 3; magic device; touch trigger; manual reset; spell effect (*alarm*, 1st-level sorcerer); Search DC 26; Disable Device DC 26.

Area 4-10 – Street Access (EL 1): Read or paraphrase the following:

Slick iron rungs driven into the brick wall lead from an ironwood trapdoor set into the street to the walkway flanking the sewer channel. The



stench is particularly foul here, inciting your lungs and stomach to rise in open rebellion.

The foul stench forces the PCs to make a Fortitude save (DC 12) or become sickened. The effect lasts so long as the PCs remain within fifteen feet of the ladder.

The rungs are so slick, in fact, that they require a Climb check (DC 10). This will mainly affect PCs who are sickened, clumsy or wearing armor. If a character falls, he falls 5 feet (1d3 damage) and possibly (Reflex save DC 10) tumbles into the five-foot deep sewage.

The trap door leads to the street, near area 1-5.

Monster: Lurking beneath the sludge is a muckfish. This octopus-like creature is adapted to this environment, preying on rats and other vermin. It will also attempt to snatch any small animals that accompany the PCs – such as a wizard's familiar or a druid's animal companion.

Muckfish (Octopus): CR 1; Small Animal (Aquatic); HD 2d8, hp 9; Init +3; Spd 20 ft., swim 30 ft.; AC 16, touch 14, flat-footed 13; Base Atk +1; Grp +2; Atk +5 melee (0, arm); Full Atk +5 melee (0, 8 arms) and +0 (1d3, bite); SA Improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +3, Ref +6, Will +1; Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3.

Skills and Feats: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9; Weapon Finesse.

Area 4-11 – Drain (EL 1): Read or paraphrase the following:

The sewage level has gradually dropped to the point where the channel carries less than a foot of stagnant muck. Now you see why. The side of the channel has collapsed, leaving a ragged hole in the wall. Sewage drains into the dark cavity. The walkway you have been walking on is disrupted, but you could probably leap the five-foot gap.

Trap: In fact, the edge of the hole is unstable beyond the visible breach. Anyone walking within five feet of the hole – or barely making the leap – triggers a collapse. The Jump would seem to be DC 5, but is actually DC 15. The characters slide and tumble down the slippery hole, ending up in area 5-3.

Collapsing Pit Trap: CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 20 ft. deep slide ending in 2 feet of water (1d3 damage); multiple targets (first target in each of two adjacent squares); Search DC 25; Disable Device DC –.

Area 4-12 – Wave of Terror (EL 5): Read or paraphrase the following:

A new sound becomes audible over the drip-drip of moisture and the squelch of your boots. It sounds something like quills scribbling over vellum, but only if driven by the palsied hands of a thousand monks. The sound quickly rises in volume. You soon learn the source – a roiling wave of segmented bodies, glossy black and orange in the torchlight, scuttling towards you over the ceiling, walls and floor.

This encounter is intended to act as a deterrent, preventing the PCs from wandering too far into the sewer and out of this adventure. Hopefully, they flee back to areas 4-7, 4-8 or 4-9. If they somehow weather the wave, the GM will have to improvise further encounters in the sewers (see Development below).

Monsters: The swarm consists of hundreds of giant centipedes, each a couple of feet long. They form what seems to be an endless wave.

Tactics: The vermin form an endless wave, swarming across anyone who gets in their path. They are mindless and driven by instinctual fear. If the PCs don't run, they are subject to attack as the swarm washes over them. Each round for five rounds, every character is subject to one bite attack. While the bites inflict little damage, repeated poisoning will likely paralyze the PCs soon enough. After five

rounds, the swarm will have passed by. The centipedes don't stop to feed, so it is possible that the PCs could survive – recovering hours later, weakened by venom but alive.

Development: Something has happened far ahead to frighten the vermin. For example, a warehouse storing alchemist's fire might have collapsed, spilling the volatile fluid into the sewer to catch fire. The exact details are not relevant to this adventure, but it might be fun to mention this in a later game session to make the PCs feel part of a larger and interconnected world. You can also use this backstory, if necessary, to further deter PCs who somehow bypass the centipede swarm – they could come upon flickering tendrils of alchemical fire and a collapse in the tunnel.

Small Monstrous Centipedes (20): CR 5; Small Vermin; HD 1/2 d8; hp 2 each; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +0; Grp -7; Atk/Full Atk +3 melee (1d4-3 plus poison); SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +14, Spot +4; Weapon Finesse

Area 4-13 – Dead End: Read or paraphrase the following:

Ahead the walkway ends at a wall, its unmortared bricks glistening with slimy moss. The

sewage in the channel flows sluggishly through an iron grate. Its bars are heavily flaked with red and black rust. Shapeless debris and foul sludge partially dams the flow, causing the sewage to rise even with the walkway.

Only a foot of grate is visible. Anyone trying to slip through the bars, or saw through them, must stand neck deep in the most foul-smelling muck. While extremely ingenious or persistent PCs may be able to get past the grate, it is intended to act as a hard stop, preventing the PCs from wandering too far into the sewers and out of this adventure.

Iron Grate: 2 inch thick; hardness 10; hp 60; Break DC 25

Treasure: Sunk in the muck (Search DC 15) is a brass tube containing two doses of *oil of blessed weapon*.

Development: Armed with the sewer map from area 2-5, the PCs may return after this adventure, bypass the grate and thereby become involved in all sorts of mischief. If they don't mind getting dirty and smelly, the PCs can gain access to places otherwise inaccessible – under city wall, below treasure vaults, and so on. However, nasty critters tend to lurk in such dark and foul places, as well as individuals who are hiding from the world and want to remain hidden...

Level 5: The Watery Tomb of lasmini the Undine

lasmini's tomb is of ancient construction, and therefore its architecture and features are significantly different from anything the player characters have encountered before.

Architecture: The tomb is composed of tunnels and chambers crafted of worked stone. Even though the tomb is designed as a prison of sorts, the architecture is still grand in many ways. Tall columns support the ceiling in many locations, the ceilings are all vaulted, and the stonework is all masterfully crafted. All the hallways and rooms bear at least some ornamentation: arcane runes, dire warnings against releasing the evil within, curses against the hated "elf-witch," and images depicting the deprivations – both real and imagined – committed by lasmini in her lifespan.

Air: The air is thick and foul, partly from being closed off for hundreds of years, partly due to the sewer water that has seeped in of late, and partly due to the presence of evil that is lasmini. Unless the characters succeed in a Willpower save (DC 12), this oppressiveness causes them to suffer a -1 morale penalty to AC, attacks, and

skill checks. A new save may be attempted each time the group enters a new area (or every 10 minutes); once a character has successfully saved, he has become desensitized to the stench and is immune to its effects.

Water: Except where otherwise noted, the tomb is flooded with sewer water and the floor lies under three feet of foul water. Movement is reduced by half, and no running or combat is possible without a Reflex save (DC 8) every round such activity is attempted. Failure results in the character slipping and falling. The water is foul and seems to radiate a faint, sickly green light – magic radiating from the now awakened lasmini. Because the water is so murky, anyone submerged is considered to have full concealment.

Areas of the Map

Area 5-1 – The Portal: Read or paraphrase the following:

You emerge in a hallway that stretches off before you, ending in a sealed stone door with runes etched across its surface. The center of

the seal is a 4-inch wide circular depression about an inch deep. On the southern wall, near the sealed portal, is another, more mundane looking doorway.

Secured with an *arcane lock* at 5th level of ability, the door can only be forced open with a *knock* or *dispel magic* spell. Alternatively, PCs can retrieve the amulet from area 5-2. When this key is placed in the depression in the center of the seal, the magic behind the *arcane lock* flickers across the runes for a second, dims, and then bursts asunder with a flash and a sound like the shattering of a crystal goblet. And then the door slides open.

Arcane Locked Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 38; Open Lock –.

Area 5-2 – The Key Guardian (EL 6): Read or paraphrase the following:

All along the perimeter of this rectangular room stand elaborately engraved pillars, a total of ten in all, casting bars of shadow across the far walls. In the center of the room and protruding a foot or so above the brackish water is a dais upon which rests a rune-encrusted golden amulet, its center accentuated by a large red gem. Looming over the dais and its treasure is a 10-foot tall metal statue. Crafted in the shape of a lion-headed humanoid, its body is streaked red and brown with rust.

Anyone who knows even a bit about local history (Knowledge (nobility) DC 10) can guess that the pillars are dedicated to members of the royal family, all murdered by Iasmini years ago. Each pillar supports the death mask of a different victim, as well as stylized carvings depicting their lives and accomplishments. The characters may also know or guess (Knowledge (nobility) DC 12) that the lion is a symbol of the city's ruling family.

The amulet, while clearly quite valuable (Appraise DC 15, 1,000 gp), serves as a key to open the door to the vault in area 5-1.

Trap: The amulet is warded with a *fireball* trap. Touching either the amulet or the dais triggers the trap. Because characters stand waist deep in water, damage from the fireball is automatically halved; if the character succeeds at his Reflex save, he dives below the water's surface before the flames reach him and takes no damage.

Fireball Trap: CR 3; magic device; location trigger; automatic reset; spell effect (*fireball*, 5th-level wizard, 5d6 damage, halved if characters are waist-deep in water, DC 15 Reflex save avoids); Search DC 17; Disable Device DC 20. Market Price: 7700 gp.

Monster: As the PCs might expect, the lion-headed statue is a construct charged with guarding the amulet. Should anyone touch the steps leading up to dais, the construct animates. Though degraded and slowed by rust, it should still be beyond the PCs' ability to defeat in combat. However, they should be able to out-run and elude it. The construct will relentlessly follow thieves in an attempt to regain possession of the amulet, but will not proceed beyond area 5-1. Note that the construct has the same traits as an iron golem with respect to magic, being immune to most spells, slowed by lightning spells, and repaired by fire spells.

Rusty Iron Construct (animated object): CR 5; Large Construct; HD 4d10+30; hp 52; Init -3 (Dex); Spd 10 ft. (can't run); AC 16 (-1 size, -3 Dex, +10 natural), touch 6, flat-footed 16; Base Atk +3; Grp +10; Atk +5 melee (1d8+3, large icon scimitar); Full Atk +5 melee (1d8+3, large icon scimitar); SA –; SQ Construct traits, damage reduction (10/adamantine), immunity to magic (per iron golem), darkvision 60 ft., low-light vision; AL N; SV Fort +1, Ref -2, Will -4; Str 16, Dex 5, Con –, Int –, Wis 1, Cha 1.

Area 5-3 – High-Voltage Hall Trap (EL 3): Read or paraphrase the following:

You've entered a hallway that's waist-deep in foul water. Part of the left wall and ceiling have collapsed, creating a sloping pile of rubble below a four-foot diameter hole. A trickle of water and sludge flows from out of the hole.

If the PCs manage to climb the slick and winding fissure (DC 10), they reach the sewers above (area 4-10).

After the PCs proceed a little further down the hallway, read the following:

The hallway ends at a wooden door adorned simply with a blue painted skull. At one time the door might have been solid, but exposure to water and dampness has rotted the wood. From behind the door, you hear a cacophony of whispers – or is it just a wind whistling?

The door is locked and trapped.

Locked Door: 1 in. thick; Hardness 3; hp 12; Break DC 12; Open Lock DC 20.

Electrified Door Trap: CR 3; magic device; touch trigger; no reset; spell effect (*shocking grasp*, 4th-level wizard, 4d6 damage, no save); Search DC 15; Disable Device DC 20. Market Price: 200 gp.

The water in the hallway acts as a conductor, carrying the charge up to 15 feet away from the door. Characters standing in the water and within 5 feet

suffer 3d6 damage; those in the water and within 6-10 feet suffer 2d6 damage; and those in the water and within 11-5 feet suffer 1d6 damage. Of course, characters not in contact with the water (e.g. levitating or clinging to the walls above the water line) are unaffected.

Area 5-4 – Mirage (EL 3): Read or paraphrase the following:

This room is sparse. The walls are rough-hewn and bear absolutely no ornamentation whatsoever. The stone floor is smooth, with a few spider cracks crisscrossing its surface – a sign of structural decay, perhaps? Fine grainy sand seems to spill from these cracks, and in the sand you see several large beetles, black as obsidian and fierce-looking. There's an unpleasant odor to the place, different from the musty scent you've long-since grown accustomed to.

This room is an elaborate ward designed to keep individuals out and, more importantly, lasmini in. The sand and beetles are merely components of this powerful magic that have been imported from distant Seshat-Semet.

As soon as characters enter the room, they find themselves transported to a sort of magical pocket which takes on the form of a desert waste. The only evidence of the fact they remain within the confines of a room are the two opposing doors, which hover enticingly on the horizons.

Every foot in the room feels like a mile's distance across barren desert wastes, and therefore crossing the 30-foot room requires the PCs to make a 30-mile trek. During this hike, they must endure burning heat, the freezing cold of night, and lack of water. (GMs should consult the "Desert Terrain," "Heat," and "Starvation and Thirst" topics in the DMG for further information about these dangers.)

For simplicity, assume the trip takes about two days if everyone in the group moves at 30 ft. or faster, or three days if the slowest character has a move of 20 ft. To solve this "puzzle," the party will have to use one *endure elements* spell per character per day to resist the extreme temperatures and multiple create water spells per day to avoid the effects of dehydration (a medium character requires two gallons of water per day, a small character 1 gallon per day).

Monster: The desert pocket-plane includes a complete ecosystem, including beetles and other insects, snakes and scorpions, and birds and desert foxes. At the top of this food chain is a giant

dune beetle (in most respects similar to a bombardier beetle) that lies in ambush just beneath the sand's surface for prey to wander by.

Should the creature be slain, its young – a swarm of small 2-inch-long scarabs – emerges from its carapace in an angry frenzy.

Experience: Due to the logistics involved, successfully navigating this room is worth an additional 300 XP.

Giant Dune Beetle: CR 2; Medium Vermin; HD 2d8+4; hp 13; Init +0; Spd 30 ft.; AC 16 (+6 natural), touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d4+1, bite); SA Acid spray; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 9.

Scarab Swarm: CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft.; AC 17 (+ size, +3 Dex), touch 17, flat-footed 17; Base Atk +1; Grp -; Atk Swarm (1d6); Full Atk Swarm (1d6); SA Distraction; SQ Darkvision 60 ft., swarm traits, vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Area 5-5 – Hall of Dehydration (EL 3): Read or paraphrase the following:

A fine layer of dust covers the floor of the corridor. The air smells as if it has been trapped in here for years. Obviously, no one has disturbed this area in some time. Through the dust and past an emaciated corpse stretched prone on the floor, the corridor ends at a door. You note a carving atop the lintel, strange runes surrounding a bright yellow gem embedded in the stonework.

lasmini immediately recognized the danger here and has never deigned to return. The corridor is trapped in a particularly cunning fashion, especially designed to foil aquatic creatures. The architects of lasmini's prison were always mindful of the possibility, however remote, that she might awaken and seek to recover her items of power, or that aquatic elf zealots might locate the crypt and attempt to retrieve the artifacts for their own use. Either result could be disastrous for Porthmeor, they reasoned.

Trap: To defend against this eventuality, the designers warded this corridor. Any living creature approaching within ten feet of the door triggers a magical trap – the gem above the door fires a *ray of dehydration* every round at the nearest target. If the ray hits (a ranged touch attack), it sucks the moisture out of the target. This crippling dehydration inflicts 2d6 points of nonlethal damage and causes



the target to become exhausted. Aquatic creatures suffer lethal damage. Characters who manage to resist (Fortitude save DC 12) take half damage and become fatigued rather than exhausted. In any case, the target is considered dehydrated and must make an additional Constitution check (DC 10, +1 per previous check) each hour to avoid a further 1d6 points of nonlethal damage.

The affects of dehydration can be nullified by drinking fresh water. Unfortunately, while the ray was causing dehydration in the target, it was also evaporating any water he may have been carrying (including holy water, but not potions which are immune because of their magical nature).

The ray continues to fire until there are no living creatures in the hallway. (Characters knocked unconscious by nonlethal damage will continue to be targeted, taking lethal damage until dead.)

Dehydrating Ray Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (*ray of dehydration*, similar to a *ray of exhaustion*, 2nd-level wizard, 2d6 nonlethal damage (3d6 lethal for aquatic creatures), Fortitude save DC 15 for partial); Search DC 10; Disable Device DC 27. Market Price: 8900 gp.

Gemstone: 4 in. thick; hardness 16; hp 60; Break DC 18

Monster: The emaciated corpse is that of a worker employed in building the crypt who ran afoul of the trap after his greed got the better of his common sense. When the spell is triggered, the corpse animates as a zombie and attacks.

Tactics: The zombie attacks mindlessly, pummeling any target within reach. But a sliver of its former sentience remains, a haunting reminder of how it perished. As a result, the zombie focuses its attacks on any character who is carrying an exposed water-skin, going into a berserk rage (+4 Strength, +2 morale bonus to Will saves, -2 penalty to AC) in an effort to sate its eternal thirst. Clever characters might use this driving thirst to their advantage; the pull is so great that the zombie will even ignore obvious threats in order to drink, unless it makes a Willpower save (DC 13).

Treasure: The yellow gemstone is worth 500 gp. Prying it from the wall permanently disables the magical trap.

Zombie (1): CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk Slam +2 melee (1d6+1, slam); Full Atk Slam +2 melee (1d6+1, slam); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Area 5-6 – Fountain: Read or paraphrase the following:

The door opens into a circular room that is 25-feet in diameter and features a domed ceiling. The dome is covered with murals of an ocean filled with various aquatic creatures, all emaciated and withered, in the midst of violent death-throes. In the middle of the room is a large foundation. The gurgling water is so clear, so refreshing and so pure in appearance that its allure is undeniable.

This room is an elaborate trap designed to complement the one found in the area 5-5. Dehydrated characters, upon viewing the fountain, feel an overwhelming urge to drink its water (Willpower save DC 13 or 18 for aquatic creatures).

Unfortunately, the water is anything but refreshing. It is actually highly acidic (DC 13 Fortitude save resists; 1 Con initial damage; 1d6 Con secondary damage). The “water” can be made safe to drink by the spell *purify food and drink*.

Area 5-7 – Treasure Vault: Read or paraphrase the following:

You enter a small, dark six-sided room that feels claustrophobic and oppressive. A dais opposite the door holds a chest, but what draws your eyes is the large, red mass of coral that is suspended from the floor at shoulder height by chains. The coral is etched with runes and strange symbols, and there appear to be recesses atop the object. A great and terrible power seems to emanate from this relic, and in its presence your ears echo as if you hear the sounds of waves crashing against a rocky shore.

This room is designed as a secure vault in which to hold lasmini's magic items and the *Mare Stone*, a legendary artifact that grants control over the very oceans and reputedly a doomsday weapon of great power. Characters making a Knowledge (arcana) or bardic knowledge check at DC 13 will recognize the artifact and be familiar with the tales that speak of its power.

Treasure: The chest is neither locked nor trapped. The tomb's architects assumed that the other traps and guardians would make the treasure vault completely secure. The chest contains lasmini's possessions, including a sharks-tooth belt (worth 300 gp), a necklace of small pink pearls (worth 4,000 gp), a *pearl of power* (1st level spells), and a *horn of goodness/evil* (which looks like a narwhale's horn). Those who captured lasmini believed these items might be cursed, which far outweighed their greed, and so entombed these treasures with their erstwhile owner.

Development: The *Mare Stone* is actually not a rock at all, but rather a chunk of coral about three feet in diameter. Two pairs of recesses are located atop the relic, within which can be found shallow pools of water that never evaporate and defy the effects of gravity (if the coral is turned upside down, for example, the water does not spill or run). These recesses are the means of accessing the ultimate power of the item, but also form a safeguard to keep a single misguided person from setting it off on his own. A pair of living and cognizant individuals must place both their hands within the shallow pools, and together must willingly agree to unlock the item's power; coercion, magical domination, undead servitors, and other manipulation will not work.

Despite what folklore says and many magical scholars believe, the *Mare Stone* is not a weapon. Rather, it is intended to make the sea worthless to all who seek to possess her, and thereby render it

no longer worth fighting over. Setting it off awakens a series of dormant underwater volcanoes, all of which erupt at once in a single cataclysmic event. The release of gas kills all life forms within a 200 square mile radius and renders the water unable to support life. At the same time, the violent and near-continuous eruptions cause the ocean's surface to roil with dangerous waves over a similar radius, effectively making it un-navigable. After this single use, the *Mare Stone* is rendered inert and useless.

Clearly, characters should not fool with such powers, and those considering it should feel a dull throbbing in their heads that soon extend to their entire body. Being almost entirely composed of water, the characters can instinctively feel the barely contained power of the *Mare Stone* as they attempt to handle it. Characters who place their hands in the water are likely (Fortitude save DC 20) to become fatigued from the great strain on their body and may (Will save DC 10) immediately withdraw their hands out of fear. Those who ignore such warnings and proceed will suffer the full impact of their ignorance. Attempting to remove the *Mare Stone* without having first performed an ancient and forgotten ceremony (Knowledge (arcana) or bardic knowledge DC 35 to recall) causes the wielders' body to begin vibrating as if waves were crashing and roiling within them. The characters must make a DC 20 Fortitude save or suffer 1d10 points of damage each round. If the characters die, their bodies explode in a shower of water.

Experience Points: The *Mare Stone* is a potentially devastating artifact, one that should never fall into mortal hands. The temptation to unlock its secrets and use its power is too great. Player characters should therefore be rewarded for removing it to a safe and secure location, perhaps the goal of a further quest. Those who take steps to keep the artifact out of the hands of interested parties (including their patrons in Porthmeor) should be rewarded with a bonus 500 XP story reward, with a further reward once the *Mare Stone* is hidden and secured (perhaps 2000-3000 XP, depending upon the lengths they go to protect it).

Area 5-8 – Water Elemental (EL 3): Read or paraphrase the following:

The door to this room stands ajar, and opens into a circular chamber twenty feet in diameter. Frescoes upon the walls depict torture and death in gruesome detail. A section of the wall to the left has partly collapsed, and sewage-stained water seeps through in a foul stream to add to the murk through which you have been striding. The smell of waste is thick and heady,

causing you to gag reflexively.

The frescoes upon the walls are designed to provide clear warning to anyone who should free lasmini. The visions of Nine Hells that awaits them should be enough to deter any but the most foolhardy would-be rescuer. More recently, the chamber has become home to a water elemental that has become afflicted with disease as a result of prolonged exposure to wastes within Porthmeor's sewer system. Now, like a wolf with rabies, the elemental is deranged and violent.

When the PCs enter, read the following:

You wade through the knee deep detritus, willing yourself to ignore the foulness of your surroundings. Suddenly, the door slams shut behind you. Several grinning skeletons rise up from the murky depths. Then your light sources sputter and die, and you are cast in deep darkness.

Tactics: As soon as anyone enters the room, the elemental slashes closed the door and extinguishes any light sources via its drench ability. The skeletons are not animated. Rather, they are simply former victims that the elemental props up to frighten and confuse the PCs. That's how the elemental prefers to fight – with guile and misdirection, taking utmost advantage of its surroundings. It attacks suddenly, then disappears below the water only to reappear somewhere unexpected.

Treasure: Lying at the bottom of the filth-shrouded water is the treasure of the elementals' past victims. Each successful Search attempt (DC 20) will turn up one of the following: light pick, a rotted belt secured with a gold buckle worth 200 gp, and a *potion of water breathing*.

Development: While the general gist of the frescoes – eternal damnation for anyone who releases lasmini – should be obvious, the exact meaning only becomes apparent through careful study (Decipher Script DC 20) or through the use of a *comprehend languages* spell. This is a time consuming process, however, and requires at least two hours of uninterrupted contemplation. If forced to stop and fight or cast spells, the character must start again. If successful, the character realizes the whole, dark truth.

Anyone releasing lasmini condemns his soul to the lower planes, so that they cannot be raised or resurrected (though the casting of a *wish* or *miracle* spell can restore them to life). As the character's soul is shrouded in darkness, so too is his person. For the remainder of his existence, the character is

always surrounded by shadow which is readily apparent by all, resulting in a -4 penalty to all Charisma-based checks. At the same time, the character becomes averse to sunlight or the effects of a *daylight* spell, exposure to which fatigues the character. The unholy darkness that surrounds the character provides one-tenth concealment at all times, and increases the intensity of existing concealment by one step.

Water Elemental: CR 3; Medium Elemental (Water, Extraplanar); HD 4d8+12; hp 30; Init +1; Spd 20 ft., Swim 90 ft.; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d8+4, slam); SA Water Mastery, drench, vortex; SQ Darkvision 60 ft., elemental traits; AL CN; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +4; Cleave, Power Attack

Area 5-9 – Ceiling Trap (EL 3): A simple-yet-deadly falling block trap was installed here to make it appear as if something of great value was held in the area beyond (area 5-10). At the same time, the architects hoped that should lasmini break out of her vault she would fall prey to it. The trap is not particularly well disguised, however, and the cunning aquatic elf easily saw through the ruse and learned to avoid it.

Anyone stepping on the 10-foot section immediately before the door to area 5-10 triggers the trap, causing a 10 foot by 10 foot section of the ceiling to break away in a cascade of brick and stone. The rocks fall for a total of two rounds.

Collapsing Ceiling Trap: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (3d6, masonry); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 20.

Area 5-10 – False Tomb: Read or paraphrase the following:

The room before you is circular in shape, a crumbling and rat-infested chamber. The ironed-barred door and the cold brick walls give the place the air of some hideous dungeon cell from a nightmare. The room is streaming with dampness and poisonous with stench, due perhaps to the corrupting influence of the filthy water lapping at your legs. A statue of a sea-captain stands opposite you, the figure proud and defiant, with several aquatic elves cowed at his feet. Lying in the center of the room is a sarcophagus, its heavy stone lid dust-laden and apparently untouched. Suddenly, you feel a

cold draft like someone – or something – passed you by, and you sense the presence of an intangible evil.

This is actually a false tomb, designed to trick any would-be rescuers into believing that the skeleton in the coffin is lasmini and that she is dead. The statue is a likeness of Captain Horimus Drake, the sea-dog who not only subjugated the sea elves but also captured their undine mistress and brought her to justice. Most characters (Knowledge (history) DC 10) will recognize the dashing figure.

Characters may be alarmed by the cold draft, suspecting foul magic or an ethereal or invisible presence at work. In fact, it is air being released by the room's door being opened for the first time in many centuries. The skeleton itself exudes a faint evil, a subtle touch added by the tomb designers to enhance the deception regarding the false remains of lasmini.

Treasure: The sarcophagus contains two large aquamarine gems and several pieces of exotic shell jewelry. It's all very impressive looking, but doesn't amount to much of value. The gems are only semi-precious stones worth 20 gp each, while the jewelry might sell for 10 gp. They've been placed within the sarcophagus to create the impression that the figure within was once important.

Area 5-11 – Entering the Den of Evil (EL 3): Read or paraphrase the following:

Oddly enough, the secret door you just stepped through had been left ajar; otherwise it would have been all but indistinguishable from the surrounding stone. You enter a long, narrow hallway which stretches off some 90 feet before curving out of sight. Half way down the hall is a font built waist high into the wall. At the point of the curve, on the left, the tunnel wall bristles with rusted iron spikes. A lone skeleton dangles from the spikes like some sort of macabre wall trophy.

Savvy characters (Search DC 12; or Disable Device DC 10) will recognize that the wall was once a trap. A spring-mechanism in the floor once caused the spiked wall to swing down from the ceiling, smashing and impaling the hapless victims. Water has long since rusted the spring mechanism and rendered the trap inoperative, but not before it claimed at least one victim.

The font along the wall gurgles pleasantly and radiates good. The water is blessed and acts as both holy water and *potions of healing*. The font holds enough water for three uses (e.g. one healing draught and two flasks of holy water), after which it

takes a full day to refill. Unfortunately, the liquid quickly loses its magical properties once removed from the font. It lasts no more than 1d10 minutes before becoming simply clear and refreshing water.

Monster: As soon as the characters enter the hallway, they are detected by a pack of sewer rats that inhabit this portion of the tomb. They attack 1d3 rounds later, focusing on a single target in a frenzy of scratching and gnawing. The characters only see frothing and splashing water, perhaps a fleeting glimpse of a tail breaking the surface, and the blood that soon stains the water.

Development: This encounter is about building up suspense for the battle with lasmini. The attack continues for three rounds before, suddenly and inexplicably, the rats flee. Give the PCs a moment or two to puzzle over the situation before they hear a rushing sound coming from the tunnel ahead. Suddenly, a great wave rounds the corner and bears down upon them. Characters have one round to react before the wave hits. Just before it strikes, the water takes on the shape of a great fist, and then the characters are swept up in it. Observant characters (Spot DC 11) notice the shadow of a humanoid form against the wall at the far end of the tunnel; clearly someone lurks just around the corner. This is lasmini, hoping to either deter the characters from continuing to her tomb – she has no real interest in fighting them at the moment – or weaken them before she meets them in the inevitable final confrontation.

Those struck by the wave take 1d6 points of bludgeoning damage (Reflex save DC 12 for half) and must make a DC 17 Strength check or be swept up by the water. Anyone standing within 20 feet of the spike-studded wall is automatically thrown against it for 3d6 points of damage (Reflex save DC 14 for half). Beyond 20 feet, the character may make a Swim check (DC 15, minus 1 per 10 feet they start away from the wall) to resist the water's pull.

Sewer Rats (8): CR 1/3; Small Animal (Aquatic); HD 1d8+2; hp 6; Init +2 (Dex); Spd 30 ft., Swim 40 ft.; AC 13 (+1 size, +3 Dex); Base Atk +0; Grp -4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); SA Disease; SQ Amphibious, low-light vision, scent; AL N; SV Fort +4, Ref +4, Will +3; Str 10, Dex 15, Con 14, Int 1, Wis 12, Cha 4.

Skills and Feats: Hide +10, Move Silently +6, Swim +11; Weapon Finesse.

Area 5-12 – lasmini's Tomb (EL 4): Read or paraphrase the following:

Pillars wreathed in a dancing yellow flame support the ceiling. The surface of the water casts

an infernal glow as it reflects this mysterious light. In the center of the room lies a sarcophagus, its interior lined with sand, its glass lid cast aside. Water has seeped in, soaking the sand and filling the sarcophagus with murky water. To the rear of the room, a short flight of stairs climbs to a raised dais and a pool of crystalline water. The walls are mirrored, reflecting the image of the water down into the lower portions of the chamber.

Wading through the dingy water behind the sarcophagus, pacing like a caged tiger, is an exquisitely beautiful woman. She appears to be elven, but her skin is slick and moist and tinged a bluish-green. Her hair, pulled back from her face by an embroidered cap, is vibrant green and glistens like a sun reflected upon a placid pool. She looks young, but not innocent. Those cat eyes are far from innocent. An eyebrow raises as she takes note of you. She seems so calm.

"I'm pleased to see that dry-skins are still as foolish as they were in my day," she says smoothly. "Indeed, you've done me a great service, facilitating my re-emergence. Thanks to you, I might now safely navigate the wards designed to keep me a waking prisoner down in this stinking jail."

She smiles at you coolly. "I am a victim of the barbarians whose city squats above us. They would destroy my people, my home. They would condemn me for being loyal to my kingdom. I am Princess Iasmini of the Blue Spires, and now I am able to return to destroy Porthmeor once and for eternity! Stand aside, or rest forever in this cold, wet grave."

By her imperious expression, you can tell that this being is used to being obeyed.

The sarcophagus was once Iasmini's cell. For centuries, she lay within in a sort of suspended animation. The only means of awakening her was immersion in water. The sandy lining had a two-fold purpose: to dry her skin, and thereby cause eternal suffering; and to absorb any moisture that might seep in and give Iasmini a reprieve or the ability to regenerate. The glass lid allowed her to see the reflection of the pool cast by the mirrors, a sort of torment that haunted her every waking moment. When the tomb became flooded, enough moisture entered to allow her to regain some of her strength and escape. An aquatic-elf-sympathizer long ago hid a minor *ring of whispering wind* in her coffin, in the slim hope she would be able to use it to call for help should she awaken. She has done so, in the form of the PCs, the aquatic elf adventurers whose remains the PCs may have stumbled upon, and possible other allies who have yet to arrive (GM's discretion).

The flaming pillars are lit with *continual flame* spells. The pool on the dais contains crystal-clear salt water, refreshing to Iasmini but not safe for player characters to drink.

Monster: Iasmini's devotion to her aquatic deities has made her an undine, an agent of maritime retribution and guardianship. Hers is the power to command water and all that exists within it.

Iasmini's stats reflect her current weakened state in parenthesis. If allowed to rest, she recovers to her normal stats.

Tactics: If she thinks she can surmount an obstacle through diplomacy, Iasmini will use that approach. She is a consummate manipulator, however, so she doesn't negotiate in good faith. Agreements last as long as they are advantageous to her. Those that become a liability are quickly broken, erstwhile allies cast aside or betrayed. Her immediate goal is to escape the tomb. Anything that allows her to do

Shell Shurikens of Crushing

These rare magic weapons are favored by aquatic races and are often crafted from coral, bone, or shells. They are usually elaborately carved, as much a work of art as a weapon, and often are attached to necklaces or armlets to disguise their true intent. As such, they are great tools for infiltrators and assassins.

A *shell shuriken of crushing* is considered a +1 weapon. With a successful hit, the target must make a Fortitude saving throw (DC 13) or suffer 1d6 points of crushing damage each round, as if subjected to the effects of great ocean depths. The effects last for 1d4+1 rounds, or until the victim makes a successful save. Characters who suffer damage in this manner add 40% to their chance of miscasting spells with a verbal component due to the immense pressure on their lungs, and suffer a -4 penalty to Charisma-based skills because of difficulty in speaking.

As per all shurikens, base damage is 1d3 and range increment is 10 ft.

Faint enchantment; CL 5th; Craft Magic Arms and Armor; bestow curse; Price: 302 gp; Cost 154 gp 5 sp + 12 XP; Weight negligible.

so will be acceptable in the short term.

If combat becomes inevitable, lasmini prefers to keep enemies at a distance where she can use her water blast ability and *shurikens of crushing* to defeat them. She uses *control water*, *vice of the deep*, and *water wall* to both keep enemies at range and deny them access to tactically advantageous areas, such as the raised dais. She'll also swim below the inky water and surface behind PCs to use her sneak attack ability. If reduced to less than half her hit points, she will dive below the water's surface and attempt to escape, using *summon nature's ally* to conjure a water elemental to mask her retreat. She enters melee only if forced, but is deceptively lethal with her claws.

Development: If the PCs attempt to retreat, lasmini will allow them to do so as long as her means of escaping the tomb is not blocked. After all, the characters are insignificant to her. However, if they position themselves in a bottleneck room to lick their wounds, she will press her advantage until they're dead or they no longer pose a threat to her freedom of movement.

If the PCs strike some sort of deal with lasmini that allows her to escape, they become wanted felons in Porthmeor. Tried in absence with treason, they are found guilty and sentenced to death. Needless to say, they won't be welcome in the city any longer and must make a harrowing flight for freedom...

Experience: If the PCs can somehow re-imprison lasmini without killing her, and thus quench the hot tempers that would result in her death, grant them XP as if they'd defeated her plus an additional 1,000 XP. Striking a deal with lasmini is also worth 1,000 XP to neutral or evil characters, but has its own negative consequences...

lasmini, Female Undine Aquatic Elf, Ari3/Rog1: CR 5 (4); Medium Humanoid (Elf, Aquatic); HD 3d8+1d6+8; hp 25 (21); Init +6; Spd 30 ft., swim 50 ft.; AC 12, touch 12, flat-footed 10; Atk/Full Atk +2 melee (1d4, claw) or +5 ranged (1d2+1 plus special, *shell shuriken of crushing*); SA Sneak attack +1d6, water mastery, control water, water blast, vice of the deep, wall of water, summon nature's ally; SQ Superior low-light vision, underwater sense, speak with aquatic life, aquatic elf traits; AL LE; SV Fort +3 (+2), Ref +6 (+5), Will +6; Str 12 (10), Dex 17 (15), Con 14 (12), Int 17, Wis 16, Cha 17.

Skills and Feats: Bluff +9, Diplomacy +9, Escape Artist +4 (+3), Forgery +9, Gather Information +9, Hide +7 (+6)*, Intimidate +9, Knowledge (nobility and royalty) +9, Listen +2*, Move Silently +7 (+6), Search +7, Sense Motive +8, Spot +2*; Combat Expertise, Exotic Weapon Proficiency (shuriken), Improved Initiative.

***Skills:** As an undine, lasmini has a +4 bonus to Hide, Listen and Spot checks while underwater; this has not been figured into the stats listed above.

Languages: Aquan, Auran, Common, Draconic, Elven.

Possessions: Four *shell shurikens of crushing*, *ring of whispering wind* (1/day, 30 charges).

Rewards

When awarding experience for the adventure, be sure to include the values for all story objectives successfully accomplished, as outlined below. Note that these awards are given to the entire party and divided by the number of characters, just like combat experience.

- Rescuing Ewan Treborne (area 3-6): 100 XP
- Bringing the thug Holger back from the brink of death (area 4-5): 200 XP
- Correctly identifying the killers responsible for the three corpses that appear in this adventure (Mari Kell, area 1-4; Thurlo's gang, area 1-5; Carrik, area 3-6): 300 XP
- Freeing the city of the terror of the Ripper, by defeating Carrik the redcap: 500 XP
- Navigating the desert wasteland pocket dimension (area 5-4) for the first time: 300 XP
- Taking short-term steps to keep the *Mare Stone* out of the hands of interested parties: 500 XP
- Taking long-term steps to hide/secure the *Mare Stone*: 2,000-3,000 XP
- Striking a deal with lasmini (non-good characters only): 1,000 XP
- Re-imprisoning lasmini: 1,000 XP

Further Adventures

Now that serial killers no longer stalk the streets of Porthmeor, the PCs can rest easy, right? Not necessarily. Several adventures can hatch from the dark secrets found within the Ten Bells and lasmini's lair, each taking the characters and indeed the campaign in entirely different directions.

Special Branch: Thanks to the skill and enterprise they've demonstrated, the city watch asks the PCs to become detectives in Special Branch, a group of undercover watchmen tasked with handling the toughest cases. This opens up the possibility for an exciting urban campaign. With law-enforcement powers, the characters have greater leeway – as well as greater responsibility – in conducting their activities. One of their first missions might be to destroy the power of the Bogie Boys.

Cold Case: Free of Carrick's influence, Mari Kell is no longer a threat. Nevertheless, the adventurers may decide to take it upon themselves to free her spirit by uncovering the identity of her killer. Alternatively, a venerable man claiming to be her son could come forward and beg them to investigate on his behalf. If your party enjoys intrigue and moving in high social circles, you could make the Ripper a member of a secret society, an aristocratic family, or both. Even assuming the Ripper is long dead, their investigations will undoubtedly ruffle some powerful feathers. And the Ripper may not be dead, if he is an evil outsider as some suspect...

If, on the other hand, your players prefer hack and slash, make the Ripper an infernal of some kind. As they advance in levels they slowly determine his identity and eventually, when they're powerful enough, they may journey to the abyss to mete out justice.

Redcap Revenge: Though redcaps are solitary creatures, some maintain ties to others of their kind. Perhaps Carrick had a mate or sibling. Seeking revenge for Carrick's death, this redcap weaves a nefarious web that include promises of riches, magic items, information, redemption, or whatever else motivates the PCs. This lures them to a ruined castle in the moors far to the north of Porthmeor. There the trap is sprung and the PCs will be lucky to escape alive.

War at Sea: When word inevitably leaks out that lasmini's tomb has been found, tensions between the aquatic elves and humans of Porthmeor begin to run high. When humans learn that lasmini was awake and plotting revenge, they begin seeing plots behind every violent storm and in every sunken ship. The elves, for their part, are incensed that their princess was killed by a gang of tomb-robbers. Soon war is declared once more. The potential for adventure is limitless. Characters may act as diplomats, trying to negotiate peace between two intractable parties. They may serve aboard ships as marines or sailors, eventually even commanding their own vessel. They may even use the conflict for profit, smuggling goods into a city wracked by inflation as her maritime lifeline is severed by interdiction.

Mare Stone: The *Mare Stone* is a powerful artifact. In the wrong hands, it's a potentially devastating weapon. Characters may be moved to secure it out of a sense of altruism or may be encouraged to do so through an avatar of the God of the Sea. Keeping it out of the hands of interested parties and eventually destroying or hiding it can be the focus of a long-term story arc. Legend claims that the only way to destroy the *Mare Stone* is to bury it in the sands of the Isle of Dust, a mythical island located somewhere in the Southern Seas. But, as with so much regarding the artifact, the legends may be inaccurate. The characters may also devise other means of disposing of it.

Appendix 1: New Monsters

REDCAP

Hit Dice:	Medium Fey 4d6+12 (26 hp)
Initiative:	+5
Speed:	30 ft.
AC:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
BAB/Grapple:	+2/+6
Attack:	Claw +6 melee (1d4+6) or scythe +6 melee (2d4+6)
Full Attack:	2 claws +6 melee (1d4+6) or scythe +6 melee (2d4+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood-letting, draining gaze, frightful presence
Special Qualities:	Fey traits, damage reduction 5/cold iron, fast healing 2, SR 10, weaknesses
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 18, Dex 13, Con 17, Int 10, Wis 11, Cha 10
Skills:	Climb +7, Hide +7, Intimidate +7, Knowledge (Local) +4, Listen +7, Move Silently +5, Search +4, Spot +7
Feats:	Improved Initiative, Mobility
Environment:	Cold or temperate hills or mountains, or any underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

With its powdery-white complexion and leathery, weathered skin, the humanoid before you looks like a very old man. Short and stocky, with fiery red eyes, a long white beard, but only thin wisps of stringy hair poking out from beneath a blood-stained cap, it is utterly hideous to behold. And it's clearly fearsome, for despite a skeletal-like appearance, the creature has powerful arms that end in long, sharp eagle-like claws. Grinning maliciously through needle-like teeth, the creature stomps towards you in its iron boots.

Evil and wicked creatures with murderous bents, redcaps are among the most terrifying of the fey. Whereas dryads and satyrs are repelled by bloodshed, redcaps revel in it, and where these fey prefer to reside in peaceful sylvan forests, redcaps typically live in mountains and hills that have a history of fighting and terrible deeds.

A redcap prefers to reside in old towers or half-ruined castles where slaughter has occurred. As solitary beings, only one creature ever inhabits a fortification at any time. It is said that redcaps will move from one haunt to another frequently in order to avoid detection, and that some venture into the cities to take up residence in the vice-filled slums

where violence is a matter of course.

With its ashen pallor and weathered skin, a redcap looks like an ancient, emaciated man. The creature is short and stocky, with fiery red eyes and a long white beard. Wisps of stringy hair cling to the top of its head. Despite skinny arms, they have broad shoulders and are almost superhumanly strong. Their powerful hands end in iron talons. They wear iron boots (yet remain quick on their feet) and caps dyed red with the blood of humans.

Redcaps are known to be repelled by the sign of the cross or a religious tome brandished before them, similar to vampires. In fact, the similarities between redcaps and vampires are uncanny in many respects, not the least of which is their need to feed upon the blood of victims. This fact has led to confusion among scholars and adventurers alike, often with fatal results.

COMBAT

Redcaps are proficient killers, honing their craft to a near art form over centuries of practice. While the redcap's claws are undeniably fearsome, they also like to wield an oversized weapon. Some redcaps favor boar-spears or two-handed swords, but most employ huge scythes with which to cleave the head from their prey. The only sure defense against the onslaught of a redcap, it is said, is faith in the gods of light and life.

Blood-letting (Su): Wounds inflicted by a redcap bleed profusely, making even minor wounds potentially deadly. Each time an opponent takes damage from a redcap's claws, or from any slashing or piercing weapon it happens to be wielding, he must succeed at a Fortitude save (DC 14) or lose an additional 1 hp per round per wound. First aid (Heal DC 15) can be used to staunch the bleeding.

Draining Gaze (Su): Any living creature within 30 feet of a redcap that meets its baleful gaze must succeed at a Will save (DC 12) or gain one negative level. For each negative level bestowed, the redcap heals 5 points of damage. If the amount of healing is more than the damage the redcap has taken, it gains this excess as temporary hit points.

Frightful Presence (Ex): The redcap is an imposing opponent in combat, attacking with a reckless abandon that inspires terror in any opponent that has fewer Hit Dice or levels than it has. The affected opponent must succeed at a Will Save (DC 15) or become shaken – a condition that lasts a full ten minutes even after the opponent has fled from the redcap. A successful save leaves that opponent immune to that redcap's frightful presence for 24 hours.

Damage Reduction: A redcap is remarkably resistant to damage, giving the creature damage reduction of 5/cold iron.

Fast Healing (Ex): A redcap heals 2 points of damage each round so long as it has at least 1 hit point.

Weaknesses (Su): A redcap will recoil from a strongly presented holy symbol or religious tome. These things don't

actually harm the redcap; they merely keep it at bay to a range of 20 feet. A redcap can ignore its natural aversion to them with a successful Will save (DC 15 + opponent's Intimidation score).

BONE JELLY

	Medium Ooze
Hit Dice:	2d10+4
Initiative:	-5
Speed:	10 ft., climb 10 ft.
AC:	5 (-5 Dex), touch 5, flat-footed 5
Attack:	Slam +1 melee (1d4+1 plus 1d4 bone shards (Ref DC 12 to avoid))
Full Attack:	Slam +1 melee (1d4+1 plus 1d4 bone shards (Ref DC 12 to avoid))
Special Attacks:	Improved grab, marrow drain, bone shards, constrict 1d4+1
Special Qualities:	Blindsight, cold and fire immunity, ooze traits, camouflage
Saves:	Fort +1, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 15, Int -, Wis 1, Cha 1
Environment:	Any underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always Neutral
Advancement:	3-4 HD (Medium), 5-6 HD (Large)

A large, undulating mass of ooze slides into view. Dozens of bones, including some complete skeletons, lie suspended within the mass of the disgusting creature. The bones are in various stages of digestion. Some are bare and bleached, others are still wrapped in remains of skin and flesh. The ooze roils towards you, clearly intent on adding your bones to its collection.

A bone jelly is an amorphous creature that seemingly exists only to feed. Bone jellies typically inhabit underground areas, scouring ruins, tombs, and caverns in search of prey. They are especially fond of bone marrow, and as a result skeletons instinctively cringe away from bone jellies.

This creature resembles a giant, translucent amoeba with jagged bones, and even entire skeletons, jutting from the creature's mass. When the bone jelly is at rest, it's almost impossible to detect against its backdrop. The only hint of its presence will be the bones, which will appear as nothing more conspicuous than skeletal remains scattered upon the ground. Typically, the larger the jelly, the greater the collection of victims' bones the creature has amassed within its form. Upon striking, the bone jelly rears up into a roiling mass of protoplasm, a truly horrid sight to behold.

Bone jellies can grow to a length of up to 8 feet and a thickness of about six inches. A jelly can alter its shape to flow through spaces as narrow as three inches in diameter.

COMBAT

Bone jellies lie in wait for prey to come to them. When a creature approaches, the bone jelly attempts to envelop and squeeze the victim, allowing it to digest its bones at leisure. If the prey fails to fall victim to the ambush, the jelly will strike out like a snake, slamming opponents with its body and envelop them in a less subtle manner.

Improved Grab: To use this ability, the bone jelly must hit with its slam attack. If it gets a hold, it can constrict.

Marrow Drain: The creature inflicts 1 point in Strength damage each round to grappled foes as it sucks the marrow from their bones. Targets lacking skeletal structures are immune to this form of attack. The effect is permanent. A creature that is reduced to 0 Strength is dead and is absorbed into the jelly to have its organic tissue slowly dissolved and digested. Eventually, only bones remain.

Bone Shards: Because of the bone shards contained within the jelly's form, creatures subjected to its slam attack must make a Reflex save (DC 10 + 1 per HD) or suffer 1d4 points of damage. This is in addition to 1d4 slam damage. Grappled creatures automatically suffer 1d4 points of bone shard damage each round, in addition to constricting damage.

Constrict: A bone jelly deals automatic slam and bone shard damage with a successful grapple check.

Blindsight: A bone jelly's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Camouflage: It takes a successful Spot check (DC 15) to recognize a motionless bone ooze for what it really is.

CARRION MAGGOT

	Fine Aberration
Hit Dice:	1/8 d8 (1 hp)
Initiative:	-2
Speed:	1 ft., climb 1/2 ft.
AC:	16 (+8 size, -2 Dex) , touch 16, flat-footed 16
BAB/Grapple:	+0/-21
Attack:	Touch attack +3 melee (0 plus paralysis and infest)
Full Attack:	Touch attack +3 melee (0 plus paralysis and infest)
Space/Reach:	1/2 ft./0 ft.
Special Attacks:	Paralysis, infest
Special Qualities:	Scent
Saves:	Fort -2, Ref -2, Will +1
Abilities:	Str 1, Dex 6, Con 6, Int 1, Wis 8, Cha 1
Skills:	Hide +22
Feats:	Stealthy

Environment:	Any underground
Organization:	10-100
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	1/4 HD (Fine), 1/2-1 HD (Diminutive).

The decaying corpse seems to quiver slightly as ripples of movement cascade under its skin. Then, from one of the wounds, you catch a fleeting glimpse of a sickly white grub burrowing its way through the flesh, leaving a vague wake in its path. For the body to literally shiver, there must be hundreds or thousands of these flesh-eating maggots residing within. The thought is enough to cause your stomach to revolt.

Carrion maggots are the insidious immature form of large, carrion-eating worms. Typically found in decomposing corpses, carrion maggots look like pale-green worms that range in size from 1/2 inch to 2 inches long. They feed on flesh, living or dead. They typically attach themselves to new hosts when a creature – typically a scavenging animal or grave-robbing humanoid – comes in contact with an infested corpse.

The carrion maggot matures into a full-grown carrion-eating worm in a matter of months. Thankfully, few of them survive this long; the juicy vermin tend to be consumed by ants, rats, bears and ghouls.

COMBAT

Carrion maggots do not attack creatures as much as infest them. Any creature coming into contact with a maggot-infested corpse suffers 1d4 attacks per round, for as long as contact is maintained. If a maggot hits with its “bite” (a touch attack), it attaches itself to the new host and begins to burrow into flesh. The saliva secreted by the maggot often causes temporary paralysis in the affected body part.

Paralysis: Those hit by a carrion maggot's bite must succeed at a Fortitude save (DC 10) or have the affected body part (typically limbs in humanoids) paralyzed for 1d6 minutes.

Infest: A carrion maggot requires one round per point of its victim's natural armor to burrow beneath the skin. During this period, it can be removed fairly easily with first aid (Heal DC 10) or a good eye and a steady hand (Dexterity check DC 12). Once below the skin, however, removal is more difficult and requires a surgery (Heal DC 13 + 1 per day of infestation and +1 per point of natural armor). A failed Heal roll means that the victim suffers 1 point of damage during the procedure.

Carrion maggots slowly consume their host's flesh, resulting in a permanent loss of 1 point of Constitution per week per maggot, until such time as the victim perishes.



SEWER RAT

	Small Vermin(Aquatic)
Hit Dice:	1d8+2 (6 hp)
Initiative:	+2
Speed:	30 ft., swim 40 ft.
AC:	13 (+1 size, +2 Dex), touch 13, flat-footed 11
BAB/Grapple:	+0/-4
Attacks:	Bite +3 melee (1d4 plus disease)
Full Attack:	Bite +3 melee (1d4 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Amphibious, low-light vision, keen scent
Saves:	Fort +4, Ref +4, Will +3
Abilities:	Str 10, Dex 15, Con 14, Int 1, Wis 12, Cha 4
Skills:	Hide +10, Move Silently +6, Swim +11
Feats:	Weapon Finesse
Environment:	Any aquatic or marsh
Organization:	Solitary or pack (7-26)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small), 4-6 HD (Medium)

The creature cuts through the water effortlessly, and at first glance it looks like a muskrat. But it's noticeably larger, and gills are obvious beneath the jaw lined with razor-sharp teeth. Large, dark eyes appraise you menacingly, as if sizing up a potential meal. The water begins to churn angrily as first one, then two and soon countless pairs of eyes break the surface.

Sewer rats are aquatic variants of the dire rat, the scourge of ships, swamps and marshes, coastal communities, and sewers the world over. While they spend most of their time in the water, sewer rats are able to exist on land and will often walk many miles cross-country to reach a body of water and new prey.

The sewer rat physically has more in common with seals than with rodents. They have smooth, sleek skin adapted for cutting through water and webbed feet for swimming. Their large, dark eyes are ideally suited for seeing underwater and in low-light conditions. Unlike seals, however, sewer rats still have rear legs. Gills located beneath the jaw enable the creature to breath water as effortlessly as it does air.

COMBAT

Sewer rats are voracious predators, darting through the water to snatch fish and other small aquatic animals in their powerful jaws. They're not averse to pursuing prey onto land either, and have been known to drag hapless lambs to watery graves. While a single sewer rat will rarely attack anything as large as a human, all bets are off when packs are involved. When present in numbers, they attack as viciously and ruthlessly as a school of piranhas, strip-

ping the flesh from anything they encounter in the water.

Amphibious (Ex): Sewer rats can breathe both air and water with equal ease.

Low-Light Vision (Ex): Because their eyes are adapted to seeing underwater, sewer rats can see twice as far as a human in starlight, torchlight, moonlight, and other low-light conditions.

Keen Scent (Ex): Sewer rats can notice creatures by scent within a 30-foot radius and detect blood in the water at ranges of up to a quarter-mile.

Skills: Sewer rats receive a +8 racial bonus to Swim checks. They use their Dexterity modifier for Swim checks.

UNDINE (TEMPLATE)

Undine is an acquired template that can be added to any living, corporeal creature swearing fealty to or favored by a sea deity (referred to hereafter as the base creature).

Undine use all the base creature's statistics and special abilities except as noted below.

Size and Type: Size and type are unchanged, but the creature gains the aquatic subtype if the base creature did not already have it. Do not recalculate Hit Dice, base attack bonus, or saves.

Speed: If the base creature has a land speed but lacks a swim speed, the undine creature gains a swim speed equal to the base creature's land speed. If the base creature has a swim speed, increase this by 10 feet. The undine creature's skin grows sleek and smooth to facilitate movement through water, and its digits (if any) become webbed. Often times a vestigial tail, resembling that of a fish, may emerge as well.

Attack: An undine retains all the attacks of the base creature. Its webbed digits grow sharp (though not pronounced) claws which can be used effectively in combat.

Full Attack: An undine without weapons uses its natural weapons (if it has any). If armed with a weapon, an undine usually uses the weapon as its primary attack along with a natural secondary attack (if applicable).

Damage: If the base creature does not have claw attacks, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Damage	Size	Damage
Fine	—	Diminutive	1
Tiny	1d2	Small	1d3
Medium	1d4	Large	1d6
Huge	1d8	Gargantuan	2d6
Colossal	2d8		

Special Attacks: An undine retains all the special attacks of the base creature and also gains all of the special attacks listed below. Saves have a DC of 10, plus 1/2 the



undine's HD, plus the undine's Charisma modifier unless otherwise noted.

Summon Nature's Ally (Sp): Once per day as the spell cast by a 5th level sorcerer, often choosing water elementals.

Water Mastery (Ex): An undine gains +1 attack and damage bonus if both it and its opponent touch water. If the opponent or undine is land-bound, the undine suffers a -4 penalty to attack and damage. An undine can use its command of water to interdict ships. It can overturn small craft (5 feet in length per Hit Die of the undine), stop larger vessels (10 feet long per HD), or slow large vessels (20 feet long per HD) to half-speed.

Control Water (Sp): Once per day as the spell cast by a 12th level sorcerer.

Water Blast (Su): If the undine is in contact with water, as a standard action it may channel the liquid into a high-pressure blast measuring 5 feet wide and high and extending to a range of 10 feet per HD. This blast automatically extinguishes all flames it comes in contact with, and deals 1 point of damage per Hit Die of the undine. The blast also pushes away any opponents caught within its area of effect. Treat this as a bull rush, considering the blast to have a Strength of 10 +1 per HD of the undine, with a +2 bonus for the charging bonus. This ability can be used once per day for every 2 HD the undine has.

Vise of the Deep (Su): Undines can create a vacuum-like pull within water, measuring 5 feet wide and 20 feet deep. A creature caught within the vise must make a Swim check (at -1 per 2 HD of the Undine) or be pulled beneath the sur-

face, where they may begin to drown.

Wall of Water (Su): This ability allows an undine to create a high-pressure wall of water measuring 10 feet wide by 10 feet tall by 2 feet thick. The area of effect is doubled every five levels. Any creature passing through or forced against the wall takes 1d6 points of bludgeoning damage per round of movement. Because of the intense pressure within the wall, characters must make a Strength check (DC 10 + 1 per HD of the undine) to pass through, and even if successful move at one-quarter their normal speed. Incorporeal and gaseous creatures, oozes, and creatures with aquatic subtype are unaffected by the wall.

Activating this ability is a standard action. It requires concentration to remain, and lasts 1 round per level plus 1 round per Wisdom bonus. The wall cannot be moved once activated.

Special Qualities: Undine have all the special qualities of the base creature, plus the following special qualities.

Low-Light Vision (Ex): Undine can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low light.

Gills (Ex): The undine breathes water as if it were air. They can survive out of water for 1 hour per point of Constitution (after that, they begin to suffocate).

Underwater Sense (Ex): An undine can locate creatures underwater within a 60-foot radius. This ability negates the effects of invisibility and poor visibility. They are not fooled by figments when underwater.

Speak with Aquatic Life (Su): Undine can communicate telepathically with any aquatic creature up to 150 feet away. The communication is limited to fairly simple concepts, but nevertheless provides a +4 circumstance bonus to Handle Animal checks.

Saves: Same as base creature.

Abilities: Increase from the base creature as follows: Str +1, Dex +2, Con +1, Int +3, Wis +2, Cha +3.

Skills: Undine receive a +8 racial bonus to Swim checks, and +4 racial bonus to Hide, Listen, and Spot checks when underwater. Otherwise, same as the base creature.

Languages: If the undine creature can speak, it gains the ability to speak Aquan in addition to any other languages the base creature knows.

Feats: Undine gain Improved Initiative, assuming the base creature doesn't already have this feat.

Environment: Any aquatic.

Organization: Solitary.

Challenge Rating: Same as base creature +2.

Treasure: Double standard.

Alignment: Always within one step of the local water deity.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Undine Characters: An undine character favors the class of its base creature, or the druid or cleric class (depending on the nature of the sea-deity worshiped).

Appendix 2: Pregenerated Characters

The following pregenerated characters are provided for use with *Legend of the Ripper*. Even if the players already have appropriate characters, the GM might use the backgrounds below as inspiration for how to get the PCs involved. He could also use one or two of these characters as NPC cohorts to round out a smaller group of PCs.

Aeron the Human Monk

Aeron, Male Human, Mnk1: Medium Humanoid (Human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, unarmed strike) or +2 ranged (1d4+1, sling); Full Atk -1 (1d6+1, 2 unarmed strikes) or +2 ranged (1d4+1, sling); SA Flurry of blows; SQ –; AL LG; SV Fort +3, Ref +4, Will +4; Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8.

Skills and Feats: Heal +4, Knowledge (local) +2, Profession (cook) +4, Sense Motive +6, Spot +4; Dodge, Improved Unarmed Strike, Mobility, Stunning Fist.

SA – Flurry of Blows (Ex): When unarmored, Aeron may make one extra attack per round at his highest base attack bonus, but all attacks that round are at a -2 penalty.

Languages: Common.

Possessions: Heavy woolen robes, loose-fitting tunic and breeches, sling, belt pouch containing 20 bullets, bedroll, waterskin, satchel of food (1 day's worth, common fare), 12 gp.

Background: Aeron runs a hostel and soup kitchen for the homeless in Millers Court. He considers the area around the hostel as being under his own personal protection. Lately, he has started patrolling the streets at night, attempting to draw out the murderer and deal with him. It's a dangerous plan, but Aeron is dedicated to bringing order back into "his world."

Belmara the Human Cleric

Belmara, Female Human, Clr1: Medium Humanoid (Human); HD 1d8+3; hp 11; Init +1; Spd 30 ft.; AC 13 (+4 armor, -1 Dex), touch 9, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club) or -1 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6+1, club) or -1 ranged (1d8/19-20, light crossbow); SA Death touch; SQ Turn undead, axiomatic focus; AL LN; SV Fort +4, Ref -1, Will +6; Str 12, Dex 8, Con 15, Int 10, Wis 14, Cha 13.

Skills and Feats: Concentration +2, Heal +6, Spot +4; Endurance, Die Hard.

SA – Death Touch (Su): This is a domain-granted power. Once per day, Belmara may attempt a kill a living creature with but a touch (using the rules for touch spells). On a successful melee touch attack, roll 1d6. If the total at least equals the creature's current hit points, it dies (no save).

SQ – Turn Undead (Ex): This granted power allows Belmara to attempt to turn or destroy undead, four times a day.

SQ – Axiomatic Focus (Su): This is a domain-granted power. Belmara casts law spells at +1 caster level.

Spells (3/2+1; save DC 12 + spell level): 0-level – *detect poison, guidance, light*; 1st-level – *deathwatch, protection from chaos*, remove fear*. *Domain spell.

Domains: Law/Death.

Languages: Common.

Possessions: Chain shirt, club, light crossbow, 10 bolts, holy symbol, hooded lantern on the end of a six-foot pole, 3 gp.

Background: Recently promoted to the office of coroner in the city watch, Belmara's first assignment is to investigate the recent murders in Millers Court. Her main objectives are to administer last rites and determine if the deceased have family members who need to be contacted. Secretly, she also hopes to discover the identity of this malefactor who would play at being a gatekeeper between life and death, and bring him to justice.

Colmarr the Gnome Bard

Colmarr, Male Gnome, Brd1: Small Humanoid (Gnome); HD 1d6; hp 6; Init +5; Spd 20 ft.; AC 13 (+1 armor, +1 Dex, +1 size), touch 12, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk +1 melee (1d2, whip) or +2 ranged (1d3, dart); SA –; SQ Gnome spell-like abilities, bardic music, bardic knowledge, low-light vision, racial abilities; AL CG; SV Fort +0, Ref +3, Will +3; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

Skills and Feats: Balance +3, Bluff +6, Craft (alchemy) +8, Decipher Script +6, Hide +5, Knowledge (history) +6, Knowledge (nobility and royalty) +6, Listen +7, Perform +6, Tumble +3; Improved Initiative.

SQ – Gnome Spell-like Abilities (Sp): Once per day, Colmarr can use each of the following spell-like abilities: *speak with animals* (burrowing animals only, duration 1 minute), *dancing lights*, *ghost sound* and *prestidigitation*. Treat as caster level 1st DC 12.

SQ – Bardic Music (Sp): Once per day, Colmarr can use voice to *inspire courage, countersong* or *fascinate*.

SQ – Bardic Knowledge (Ex): Colmarr can use his familiarity with tales of notable people, legendary items and noteworthy places information to make a Knowledge check at +4 to see if he knows something relevant about a given topic.

Spells Known (2; save DC 12 + spell level): 0 – *detect magic, daze, mage hand, read magic*.

Languages: Common, Draconic, Giant, Gnome, Sylvan.

Possessions: Padded armor, whip, 6 darts, vial of blue whinnis poison, large leather tube containing 10 sheets of parchment, vials of ink and two writing quills, 13 gp.

Background: Colmarr has been working at the Cam Inn for almost a year now, trying to infuse some artistic merit into the vulgar tavern songs his audience never fails to demand. The recent deaths have resulted in a drastic decline in clientele at the inn, and Colmarr is worried he may soon be out of work. At the same time, he's intrigued by the idea of a long-dead murderer back from the grave. If he could learn a bit more about this story, how it began and how it will turn out, the resulting yarn could make him famous, or at least welcome in any pub from here to Farharbor.

Dorn the Dwarf Fighter

Dorn, Male Dwarf, Ftr1: Medium Humanoid (Dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +1; Grp +7; Atk +4 melee (1d10+2, greatclub) or +3 melee (1d3+2, unarmed strike); Full Atk +4 melee (1d10+2, greatclub) or -2/-5 melee

(1d3+2/1d3+1, 2 unarmed strikes); SA –; SQ Dark vision, racial abilities; AL NG; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 15, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4; Improved Unarmed Strike, Improved Grapple.

Languages: Common, Dwarven, Orc.

Possessions: Studded leather armor, darkwood greatclub (+1 enhancement bonus to attack rolls), flask of common whiskey, potion of remove fear, potion of cure light wounds, 10 gp.

Background: Dorn works as a bouncer at the Cam Inn. He's also a personal friend and unofficial bodyguard to some of the local "ladies of the night." In fact, one of the victims was Chartreuse, a friend under his protection. The locals are scared, so business is bad both at the Inn and on the streets. Dorn's personal interest in dealing with the murderer is heightened with each new death.

Halandar the Halfling Wizard

Halandar, Male Halfling, Wiz1 (Diviner): Small Humanoid (Halfling); HD 1d4+1; hp 8; Init +2; Spd 20 ft.; AC 13 (+2 Dex, +1 size), touch 13, flat-footed 12; Base Atk +0; Grp -4; Atk -1 melee (1d3-2/19-20, dagger) or +3 ranged (1d6/19-20, light crossbow); Full Atk -1 melee (1d3-2/19-20, dagger) or +3 ranged (1d6/19-20, light crossbow); SA –; SQ Arcane spells, racial abilities; AL CN; SV Fort +2, Ref +3, Will +5; Str 6, Dex 14, Con 13, Int 15, Wis 14, Cha 10.

Skills and Feats: Concentration +5, Hide +7, Knowledge (arcana) +6, Listen +4, Move Silently +4, Spellcraft +4, Search +4; Scribe Scroll, Toughness.

Spells Known (spells per day 3/2+1 divination spell; save DC 12 + spell level): 0-level – all except illusion spells; 1st-level – *detect secret doors*, *hypnotism*, *identify*, *protection from evil*, *true strike*.

Languages: Common, Draconic, Elven, Halfling.

Possessions: Scholar's outfit, dagger, light crossbow, 10 bolts, *scroll of true strike*, sack, chalk, bell, five candles, tin-dertwig, 2 gp.

Background: Halandar just showed up one day, claiming to

have had visions of the killer and his victims. He asserts that the spirits of the dead are guiding him so that he may help bring an end to the murders. Most of the city watch dismissed him out of hand, considering him mad. Nobody knows where he came from, if what he says is true...or how he got his hands on a crossbow!

Jastra the Half-elf Rogue

Jastra, Female Half-elf, Rog1: Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d6/19-20, rapier) or +2 ranged (1d4, dagger); Full Atk +0 melee (1d6/18-20, rapier) or +2 ranged (1d4, dagger); SA Sneak attack; SQ Low-light vision, trapfinding, racial abilities; AL N; SV Fort +1, Ref +4, Will -1; Str 10, Dex 15, Con 13, Int 14, Wis 8, Cha 12.

Skills and Feats: Appraise, Balance +6, Climb +4, Diplomacy +3, Disable Device +8, Gather Information +3, Hide +6, Move Silently +6, Open Lock +8, Search +7, Tumble +6, Use Rope +6; Nimble Fingers.

SA – Sneak Attack (Ex): Jastra inflicts an additional 1d6 damage when flanking an opponent or catching an opponent flat-footed.

SQ – Trapfinding (Ex): As a rogue, Jastra can use the Search skill to locate traps when the DC is 20 or higher; she can also use the Disable Device skill to disarm magical traps.

Languages: Celestial, Common, Elven, Infernal.

Possessions: Black leather armor, mask, short cape, rapier, 8 daggers, backpack, thieves tools, 50 ft. of silk rope, grappling hook, smokestick, vial of acid, 6 gp.

Background: A junior member of the thieves' guild, Jastra has been assigned to Millers Court as her turf, to con, pick-pocket and burglarize as she sees fit. Pickings have always been slim in this poor neighborhood, but they've become even slimmer since the murders began. Jastra suspects the Bogie Boys (a rival gang of racketeers and cutthroats who terrorize the neighborhood) might be involved in the murders. If she can find proof, it would give the thieves' guild some leverage over these rivals.

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Players' Handout A



Players' Handout B

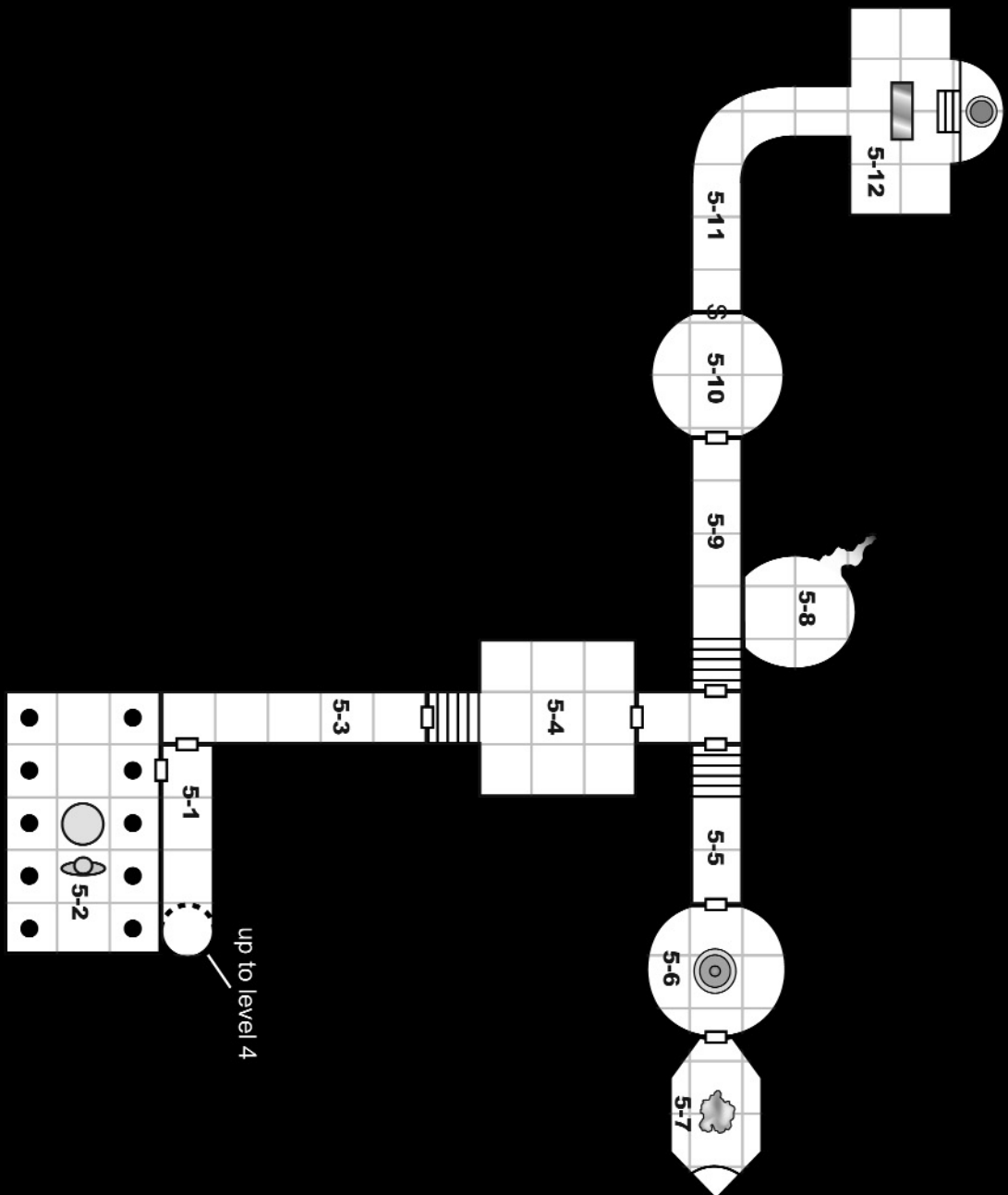
It was from the secret tome that I learned how we can be together, the secret to unraveling the mystery of life. The process is drastic and - unskilled as I am in the ways of things arcane - perhaps even dangerous. But it is well worth the risk. One look at her beautiful face is all the encouragement I need to go through with this plan. There's nothing for me here now. The Ten Bells is desolate, my beloved having unwittingly frightening away the patrons, and so she's all I have. Life without her is no life at all, so I willingly spent my resources, and will if need be offer my very life, to be with her, truly... finally capable of caressing her face, holding her in my arms, shielding her from what pains her, kissing those gentle lips...

The chamber in the cellar is ready, my sweet. I feel my time is drawing near. Soon, we'll be together, one way or another, and you'll finally be free you from your eternal torment.

Players' Handout C

...apparitions can be bound by the burning of human flesh and blood. Consequently, primitive cultures offer sacrifices to appease the dead and seek wisdom from their ancestors. To give of yourself is the highest flattery to a spirit, and they cannot help but be attracted to such demonstrations...

Level 5



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