



HERE COMES THE SUN!

A One-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1

by Pierre van Rooden

Circle Reviewers: Creighton Broadhurst and Stephen Radney-MacFarland

Editors: Wouter Scheepe and JD Wiker

Playtesters: Frank Aben, Robert Kerklaan, Frederieke Westerveld, Olaf van Essen, Erno Sombroek, Wouter Scheepe

Blistering heat has plagued the town of Hardby for weeks, and it has not been without incidents—people get irate, all work has slowed to a crawl, and now the tinder-dry homes fall victim to frequent fires. Mere incidents? Or is there a history to it all? A one-round Core adventure for APL 2-8.

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

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

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your *Living Greyhawk* character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of

an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a *Living Greyhawk* Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Hardby. Characters native to Hardby and The Bright Lands pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Ten years ago, the town of Hardby was shaken when a young girl died in a fire in one of the warehouses that dot the town's harbor. How the girl had ended up there is a mystery and requests by the girl's parents to investigate the matter were ignored by the watch, who claimed no trace of foul play was found. The watch considered the fire was an accident, and the girl had been in the wrong place at the wrong time.

The truth was a different matter. The girl, Nyuny Rimmini [nee-YOU-nee RIM-mi-nee], had fallen victim to a gang of young nobles, led by Harad Medrin [hah-RAHT MEH-drin], the son of the Didatrix Solara Medrin. Harad was known as a womanizer with a short temper, and when Nyuny spurned his affections, and ridiculed him to her friends. This infuriated Harad who was not accustomed to ridicule.

Harad and some friends ambushed her and dragged her to a warehouse to "teach her a lesson." An ugly scene followed. The men beat Nyuny near death, breaking her leg and jaw. It was only then, when her immobile body lying before him, did Harad realize he had gone too far. He didn't feel remorse, only the pangs of self-preservation. Assaulting a woman of Hardby for pride's sake would be punished harshly, and the prospect of life imprisonment or the axe of the executioner didn't appeal to Harad one bit.

Harad ordered his friends to start a fire in the warehouse, and they withdrew while the fire destroyed all evidence of their foul acts. Unable to move or shout for help, but still conscious, Nyuny was burned alive.

Now, Nyuny's spirit haunts the area, in search of justice. Over the years her powers have strengthened. In the early years of her spirit existence she could hardly manifest, and then only when a significant source of flames were nearby. Her thirst for vengeance seemed impossible to fulfill. While she could occasionally touch the minds of others, none understood her whispers, and the area she haunted was soon mostly avoided.

But this changed a few weeks ago, when Nyuny accidentally touched the mind of a young outsider, an acolyte of Joramy. To her surprise the mind of this woman, Yegana, proved accessible. While not powerful, and only partially understanding the haunt's wishes, the young acolyte offered a sacrifice to her goddess at the location of the girl's death, and requested that Joramy allow the spirit her vengeance.

Joramy complied, and Nyuny was granted the power to exact her revenge, but only for one month. Fortunately a blistering heat and a drought hit the town, further fueling her powers. Finally she can seek the justice her spirit thirsted for. Fires have since started to hit the town; the manifestations of Nyuny's fiery vengeance.

Unfortunately, while her first victims were easy to track down and kill, Harad was able to ward himself against her vengeance, using a scarf—a keepsake he collected on the day of her death. With this item he has turned the tables and twisted Nyuny's wrath against his own enemies.

Meanwhile, people are getting suspicious of the fires, and some have suggested an arsonist is out to kill the male nobles in Hardby. It may be only a matter of time until their suspicions turn toward Yegana.

ADVENTURE SUMMARY

Introduction: The PCs are in Hardby, trying to stave off the awful heat, when cries of yet another fire draw them to a burning inn.

Encounter 1: The Burning Inn – As the inn burns, a woman cries out for her child, who is trapped inside. Entering the inn looking for the child, the PCs encounter Yegana who is holding the baby. Yegana insanely relishes the flames. If the PCs deal with her diplomatically, she hands over the child before fleeing. Otherwise, after spouting a cryptic verse, she flees with the child. While the PCs have to deal with the perils of a burning building, Yegana tries to escape. If successful, she returns the baby to the mother before she disappears.

Encounter 2: The Didatrix – Didatrix Cassandra Havelos asks the PCs to investigate fires with the hopes to quell the rumors running rampant in the city.

Encounter 3: Investigations – The PCs can investigate the recent fires. Their investigation uncovers rumors and the names of the victims. This information leads them to further encounters.

Encounter 4: The Shrew's Temper – Investigating the Temple of Joramy is an exercise in patience. PCs wanting answers to questions must first prove themselves worthy of attention.

Encounter 5: Rustlagg Manor – One of the victims was Umor Rustlagg, a young noble and close friend of Harad Medrin. He died when the stables of the manor went up in flame. Oddly, someone had opened the latch to let the horses out. Some people saw a woman running away from the stables. Further investigations uncovers the fire's starting place, and may lead to a conversation with a horse.

Encounter 6: Fennak's Home – This was a small house that went up in flames, taking with it the sole owner, Fennak the Brute. Fennak was a friend of Harad Medrin.

Encounter 7: Seggick the Butcher – Seggick called Harad's wrath upon him when he knocked Harad down for accosting his daughter. In retaliation, Harad used his control over Nyuny to send her to burn down his shop and kill him. Fortunately, Nyuny did not kill the man. Though bruised and burned, he can give a testimony from his sickbed, along with a description of the fiery woman that burned down his shop.

Encounter 8 A Touch of Joramy: At some point, the PCs should find and talk to Yegana. Yegana is not particularly forthcoming about recent events, but if the PCs mention the fiery woman, she shows them a flame-red scarf that she found at the Inn. The scarf belonged to Nyuny, and her name is embroidered on it. It was used by Harad to control her until he lost it during the panic at the inn's fire.

Encounter 9 Mind Your Own: Harad has sent out thugs to deal with the PCs, who are getting too close (and, incidentally, to get his trophy—the scarf—back). When the PCs enter a remote part of town, the thugs attack.

Encounter 10 Help Me: A new fire starts—this time at the house of a nobleman (a competitor of Harad's). If the PCs approach, they encounter the flaming form of Nyuny. After answering some questions, she finally disappears, howling in frustration.

Encounter 11 The Rimmini Home: The PCs may question the Rimmini's on their daughter's death. They point out the quarrel with Harad Medrin, the warehouse, and how investigations were dropped.

Encounter 12 The Former Didatrix Medrin: PCs can question the former Didatrix, Solara Medrin. She is shocked if the PCs suggest her son's involvement with murder—but not surprised. The PCs can learn from her that her son left a few hours ago, and that he was going in the direction of the warehouse district.

Encounter 13 Warehouse 231: Harad returns to the warehouse where it all started, armed with holy water, to destroy the place where the ghost is linked before she comes to him. The PCs need to confront and deal with him here. Nyuny too soon appears, but the PCs may need some leverage to prevent her from attacking them, and to save Harad's life so he can be properly brought to justice.

Conclusion: Revealing Harad's crime gains the PCs respect in the town of Hardby. With Nyuny laid to rest, they also gain the favor of Joramy, though that may be a mixed blessing.

PREPARATION FOR PLAY

This is an investigative scenario with a lot of people to question, sites to search, and events to analyze. The success of the PCs hinges on their ability to gather the right clues and string them together.

Not all clues in this scenario are needed, and it would be unwise to try and handle all the possible encounters. A few items might come in handy—such as Nyuny's scarf—but they are not required to successfully complete the scenario.

Once the PCs get the gist of the story—that the ghost Nyuny is causing the fires, under the control of Harad Medrin—you should try to steer them to the warehouse where Nyuny died, which is the final encounter.

To maintain the mystery of the scenario, it is most useful if you, as the DM, make a number of the PCs' skill checks. Before play, check the PCs' sheets and note their ranks in the following skills: Listen, Knowledge (religion), Knowledge (the planes), and Spot.

When a secret roll for these skills is requested, you can then make them without giving away that there are clues to be had (since the players wouldn't know unless they *successfully* made their rolls).

You may also decide to make a number of other skill checks—such as Intimidate, Search or Sense Motive—to keep the players from knowing whether their failure is due to a poor dice roll or not.

Note that not everyone is keen on investigative adventures. If the questioning seems to bore players, you can try to have NPCs be a bit more forthcoming in volunteering information and steering the PCs toward

the right clues. Do NOT do this with Yegana. The PCs have to work to get answers from her.

HEAT HAZARDS

The weather in Hardby can be warm, but it is seldom really hot. The weather during this adventure, though, is an exception. Due to Joramy's blessing—or curse—the city has been baked in the sun for weeks, and the temperature has been rising to a 100° Fahrenheit (38° Celsius).

The weather is considered hot, which has some consequences for the unprepared. Those who are unprotected against heat must make Fortitude saving throws each hour they spend in the sun (DC 15, +1 for each subsequent check) or suffer 1d4 points of nonlethal damage and become fatigued.

Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves.

Characters whose protection against the heat is at least level 1 (such as from the Heat Endurance feat, carrying a parasol, or those who stay indoors) are safe against the hot temperatures, and need not make the save. *Endure elements* also wards against this heat.

The PCs have been in town long enough to be aware of the dangers, so they know they need protection. Most people in Hardby have adjusted by resorting to adapted clothing, *keepcool salves* (which are going at an alarming rate), and staying indoors during the day as much as possible.

In areas of extreme heat, unprotected characters take 1d6 points of lethal damage every 10 minutes (there is no save to avoid this damage). In addition, such characters must make a DC 15 Fortitude save (+1 per previous check) or suffer 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor suffer a -4 circumstance penalty to these saves. Individuals wearing metal armor suffer as if targeted by a *heat metal* spell. Creatures with level 2 heat protection only take this damage every hour, while those with level 3 protection take no damage at all. *Endure elements* bestows level 3 protection.

INTRODUCTION

Can it be any hotter? Even in high summer the breeze off Hardby Bay is normally enough to temper the heat, but the breezes have stopped. The city bakes in sweltering heat of stagnant air, devoid of rain or even cloud.

With the drought the wells of the city have dried, and the price of beer has soared with more people seeking to slake their thirst.

In these circumstances, even the hardest men will not work all day, and with the sun at its highest, many have retreated into the shade, paying ridiculous sums of money for a drink at one of the thriving taverns.

A large, muscular man sighs as he lowers himself onto one of the pews around a large tree. The tree's leaves, while crisp and dry, provide at least a measure of shade. He raises a flask to his lips and takes a small sip,

wetting his mouth but not daring to gulp down the precious water.

"Unnatural, this is", he says, peering up through the leaves to the sky. "That's eleven days now. Can't go on like this."

Next to him, an old woman says "I 'eard the Rustlagg stables burned down. Tinder dry, they were! Poor Rustlagg's son died in the flames. Didn't stand a chance."

The man nods. He turns to you to punctuate "It's not natural, I tell ya. If goes on like this ... we won't have a city left!"

The man, a dockworker named Neast, is overreacting, but the weather in town is very extreme.

The PCs arrived in Hardby—for business or pleasure—yesterday, and so today is the first that they are experiencing the heat for themselves.

From that short time, those who took any interest learn that it has been cloudless for almost two weeks now, with temperatures of 100+° Fahrenheit (38+ ° Celsius) throughout the day. The town is rationing water, going so far as to post guards near the fountains so as to make sure people do not consume fresh water wastefully.

The town is sluggish and business has slowed to a crawl. If the PCs have any business planned, they find most are closed. Friends and associates with any money to spare have fled town, seeking greener pastures until the weather cools down.

The fire that the old woman—a washerwoman named Yls—spoke of is not an uncommon occurrence. PCs who question further learn that several fires have broken out recently. While most are blamed on the heat, Nyuny has caused a few—though this is hardly common knowledge yet.

A DC 15 Knowledge (nature) check confirms that weather this hot is very rare, especially in such a long period. It's not unheard of, though, as the arid climate of the Bright has an influence on the weather.

Trying to predict the weather requires a DC 15 Survival check. It does not bode well. According to the signs, hot weather is sure to last a few more days—and it is hopeless to predict what comes next. The cooling rain, or even the typical thunderstorm that follows such weather, are nowhere to be predicted.

Either Yls or Neast can repeat what is mentioned above. If the PCs question them more thoroughly, Yls and Neast can each relate a random rumor. See "Encounter 2" for a list of rumors in the city. (For Yls a rumor about Rustlagg manor is likely appropriate.) PCs for whom it is appropriate to be curious (most bards, for instance) may receive an extra random rumor, learned yesterday evening when they first entered the town.

After the PCs have talked a bit—or if they decide to move on, their attention is drawn. Use Listen checks to determine which of the PCs hears it first.

Above the hum of the city, a tumultuous sound can be heard. It comes from a few blocks from here, and sounds like a large group of people shouting. It is initially not

easy to make out what is being said, but after a few moments you isolate one common word: "Fire!"

Assuming the party gets nearer, the fire quickly becomes more obvious:

The acrid smell of smoke assaults your nostrils. For a moment it is not clear what direction it comes from. Then, above the rooftops, you see thick smoke rising. It is near—only a block away from here. Something is on fire, and it looks like it's big.

If the PCs go and check out the fire, proceed to "Encounter 1".

Troubleshooting: It is possible that PCs, for whatever reason, decide to ignore the fire. This means they miss the next encounter and do not initially draw the attention of Cassandra Havelos.

The PCs can still continue the scenario—in this case, the Didatrix Cassandra approaches them in the evening (especially if they have chosen to investigate on their own) and attempt to hire them, though she has to take their ability as capable adventurers at face value. Note that this approach means the PCs could lose out on some information, which may make the investigation more difficult.

ENCOUNTER 1: THE BURNING INN

A small crowd is gathered around a two-story building that stands close to the bay. Most of the ground floor is lit by the red light of fire. Thick smoke issues through the windows. Glass shatters, and as the heat blackens the wood, the building's sign, whose peeling paint depicts it as the Crone's Head, drops from the hinges and shatters on the cobblestones.

Shouting and much running too and fro is going on, with guards and volunteers running up to form a bucket line.

Several men are holding onto a woman, who is badly burned, and looks weak. She still struggles, though feebly, and stretches out her arms to the building.

"My baby!" She screams, hysterically, "My baby's inside! Let me save my baby!"

The woman's name is Breyd. Her toddler son, Eri, is still in the inn. Breyd had put him down for a moment to discipline her other child—a girl named Aylee who is close by, screaming—when the fire broke out. In the panic, she was unable to find her boy, and when the smoke and flames forced their way into the common room, the two men holding her now—Urser and Tattert—pulled her out of the building. These two men work in the tannery that Breyd runs.

All of this information can be obtained from Urser or Tattert—Breyd is not in a state to tell stories at this point—she alternately begs and demands that Urser and Tattert let her go, and yells at people to save her child—

and no doubt would run right back inside if the two men were not holding her.

Any hero worth his salt should help out here—but you never know if the PCs are so callous as to demand payment. If they do, Breyd promises them all the gold they wish for, but the men look as if they could kill the PCs on sight. If they weren't too busy with something else right now the PCs would have had a fight on their hands.

Once the PCs make up their mind to help the woman, and enter the inn, paraphrase the information below.

This approach assumes the PCs enter the inn on the ground floor, where the child originally was. People who fly or climb or for some reason decide to enter through the windows in the upper floor immediately meet Yegana. See below.

Smoke obscures your sight inside the building. Flames lick the walls and crawl over the ceiling. Loose furniture everywhere is on fire. Several bodies, charred beyond recognition and clearly dead, can be seen among the wreckage. It is almost impossible that a child can have survived in here.

But then, there is a sound over the flames. A woman's voice, singing an odd song in a lullaby tune.

It seems to come from the only place that is still relatively unscathed—the stairs to the second floor.

See Appendix 2 for a map of the inn.

The inn is a dangerous place. The lower floor is filled with smoke, the ceiling is on fire and the floor is covered with burning debris. The temperature inside the building varies from 125° to over 175° Fahrenheit (50° Celsius to over 75° Celsius). This falls under the classification of extreme heat.

The room is not overly dangerous yet, but any PC not protected against fire should make a DC 5 Balance check as they make their way through the room, or be burned for 1d3 points of damage from straying too close to the flames.

PCs who make a DC 15 Knowledge (architecture and engineering) check can determine that the stairs are still safe, but are going to catch fire soon. Anyone can go up if they go now, but had better not tally too long upstairs.

Once PCs make it up the floor, they meet Yegana.

The upper floor is hot, like an oven—while there is no smoke here, the heat makes it hard to breathe. The red glow cast by the flames downstairs illuminates a young woman with the dark skin and long curled hair of a Flan. She wears a long cotton dress, ruffled at the edges, blue at the bottom fading to white at the shoulders. A chain of black obsidian beads, hangs from her neck, and at the end is a dark stone carved in the likeness of a volcano.

The woman seems unaffected by the heat. In fact, she is dancing, holding a young baby boy in her arms. The boy giggles at the woman as she twirls him around and sings to him.

"Little child, don't fear the rain,

*Clouds will soon be gone again,
Mommy deals with all your fears,
And the sun will dry your tears."*

The woman abruptly stops her singing, finishing her last twirl to face you.

"Fire!" she cries out, though it is not certain if she is really talking to you. "It cleanses. It purifies! The source of justice, unstoppable, unyielding! But blind! Yes, she can't see. She does not argue nor listen to reason ... Burning only, on and on ... merciless like the sun! She comes! Like the sun she comes!"

Creatures: This is Yegana, a priestess of Joramy. Known as the Shrew, Joramy is the goddess of volcanoes, fire, and heated arguments. If PCs are unfamiliar with clerics of Joramy, a DC 10 Knowledge (religion) check helps identify the symbol on the woman's neck.

Yegana's behavior is decidedly erratic, and she does not appear to be very sane—as if singing and dancing in a burning building weren't enough of a clue. Fire brings the woman to ecstasy, a leftover from her past. (Being saved from a burning house as a child left her fascinated with fire.) Luckily her sometimes-twisted sense of justice and fairness drove her to worship Joramy, rather than darker gods such as Pyremius.

As long as she is not exposed to fire, Yegana is a normal, if somewhat emotional and agitated young woman. Facing fire scatters her wits quickly, and she becomes obsessed with the heat and flames—though she has enough survival instinct to leave before it gets truly dangerous.

Yegana has magically protected herself and the little baby boy from the fire, and as such is immune to the heat and flames. The child is unharmed, and not even aware of the danger; he stares and giggles at the priestess as she makes funny noises at it while the PCs try to engage her in conversation.

☞ **Yegana:** Female human (Flan) cleric 3 (Joramy); hp 21; see Appendix 1.

Development: While Yegana and the child are safe from the heat, this is not necessarily true for the PCs. In addition, the floor they are on is not safe for long—it is about to collapse.

Hence, PCs are likely in a hurry. There are no possibilities at this point for thoroughly questioning her.

Indeed, Yegana herself is planning to get out quickly. Her next move is to leap out of the window to the west, into the bay below.

PCs have one round to start a parley, attack, or perform any other actions. Note that attacking Yegana or disabling her may hurt the baby if she drops him or if he gets into an area affect spell. Yegana shields him with her body when possible, but PCs should not be aware of this. Remind the players that the child is currently unhurt, hopefully prompting them to find a peaceful solution.

Diplomacy or even intimidation can be very effective. Yegana won't run from a good argument—be it a friendly or aggressive one—and trying to convince her to hand over the baby (or surrender) keeps her here.

Yegana is not easily going to "surrender" herself (especially for something she didn't do), nor is she initially willing, at this point, to come with the PCs. She didn't start this fire, and she is not as insane as she appears.

As a pupil of the Shrew, Yegana loves arguing for argument's sake. She claims that the PCs do not know what they are interfering with (or are too much caught up in events to be objective), that they are too young (or too old), are incompetent (or overqualified for this task) and should be led (or should learn humility).

She also hopes that they will learn to love the flames as she does—but that they will also know when to let go. If the PCs try to get the baby, she claims that they do not know how to properly care for a child, and assures them (falsely) that she does. It is not important if any of her arguments are true; she only wants to see if the PCs can successfully refute her claims.

Yegana does not reveal much about the fire at this point. She claims that she finds them "beautiful," but that she "didn't expect to them to come to her here." She denies that she started it.

Each round, the PCs may make a Diplomacy or, if they dare, Intimidate check to see if they can persuade Yegana. Note that each round, they suffer the penalties for extreme heat.

A DC 15 Diplomacy or Intimidate check makes Yegana hand over the child to the speaker. She then abruptly turns and leaps out of the window (into the bay below).

A DC 25 Diplomacy or Intimidate check lets Yegana surrender herself. She is innocent though, and confident that she can eventually talk herself out of the situation, but she does not try to argue this with the PCs any more if they manage to persuade her to surrender.

The PCs are not only dealing with Yegana, however. They are also fighting time.

Trap: Being on fire, the entire inn functions as a trap. The floor is unstable, and eventually collapses.

The PCs have three rounds to resolve the situation. This includes dealing with Yegana and leaving the building. A DC 15 Knowledge (architecture and engineering) check reveals the amount of time available.

If after three rounds of questioning the PCs have not yet dealt with Yegana and have left the building, time is up. If Yegana is still inside, she turns and jumps through the window.

At the start of the next round, all hell breaks loose, as part of the floor collapses, dropping anyone who is standing in the collapsing region (see the map in Appendix 3), or crushing anyone in that area on the ground floor. Note that people may catch fire when they suffer fire damage.

Note that even if the trap goes off on the person carrying the baby, the child stays unharmed, partly due to the wards placed by Yegana, and partly because it is assumed that whoever carried him (the PCs or Yegana) uses their body to shield him from harm. (If things go totally wrong, and the PCs are hesitant to save the child

he it ends up on the inn's ground floor, a volunteer saves him.)

➤ **Collapsing Floor:** CR 2; mechanical; location trigger, multiple targets; no reset; 1d6 falling/crushing damage, 1d6 fire damage; Reflex save DC 15 avoids; Search DC 19 or Knowledge (Architecture and Engineering) DC 15; Disable Device n/a.

Resolution: Yegana does her best to get away in the chaos. If she gets out of the building before the PCs do, she disappears into the crowd. Tracking her by mundane means is very hard (requiring a DC 30 Survival check by someone with the Track feat) and likely takes too much time, though the PCs may manage to track her down by magic if they are quick and crafty enough.

Do not waste any time on a chase. If the PCs have a reasonable tactic to find her (by a *locate person* spell and fast transport), let them capture her (use your judgment). If they do not have the means, Yegana gets away. If she still has the child, however, she presses him, healthy and unmarked, into the arms of someone in the crowd before she runs off.

If the PCs capture her, she does not initially talk. PCs may use Diplomacy and Intimidate checks to try to improve her attitude, which determines how she reacts later on, but for now she is silent. Soon, the guards turn up to take her away. She goes willingly, though she denies starting the fire (which is true).

If Yegana dies (possibly due to the PCs' actions), the guards that arrive brand her as the arsonist. They do not allow the casting of any spells (such as *speak with dead*) at this point. PCs may, however, get permission for such spells later on (through Cassandra).

If the PCs ask around, people state that while they noticed the woman, nobody is sure where she was exactly when the fire started—the testimonies vary wildly. If the PCs think of asking the innkeeper, they learn Yegana has spent the night in the communal room upstairs (where the PCs encountered her).

If the PCs rescued her son, Breyd thanks them profoundly for saving her child. If the PCs were not so callous as to ask for blood money, they earn her favor.

If the PCs asked for money, she has a little gold that she is able to give the PCs: 50 gp per PC is all she can afford, despite any claims made earlier. Regardless, Cassandra, who now approaches them, notices the PCs. Proceed to "Encounter 2".

ENCOUNTER 2: THE DIDATRIX

As the scene draws to a close, people start to leave. The inn finally collapses, leaving only a ruin of flames and smoke.

Through the dispersing crowd, a woman flanked by two guards approaches. She has bright, blue eyes and a stern gaze, and speaks with a commanding voice.

"Greetings. I am Cassandra Havelos, a Didatrix of Hardby. Firstly, my gratitude for your assistance with

this situation—the city of Hardby can use heroes like you.

"Indeed, it is this that prompts me to have a word with you. I could use your help. Please follow me."

Cassandra is one of the didatrices of Hardby. She is in charge of the regulation of trade in the city, and has many contacts.

Cassandra is the daughter of Joran Havelos (who died two years ago) and a cousin of Jelal Havelos, another Didatrix. PCs who have played *COR 3-14 Traitor's Road* have met Jelal and may find Cassandra looks strangely familiar, as the two cousins share many features, including their striking blue eyes.

While she is a diplomat, she is mostly used to dealing with Hardby's merchants and nobles. Adventurers are not her type of people, and as such she may initially come across as a bit arrogant. If approached with the respect that she deserves, she quickly softens up.

Should it matter in this situation, she starts out friendly to female PCs, and PCs who have a merchant background, and indifferent to the others. Race does not make a difference to Cassandra, as she has dealing with many people, even centaurs and asherati.

Improve her attitude with one step if a PC has the Gratitude of Jelal Havelos from *COR3-13 Traitor's Road*.

👤 **Cassandra:** Female human (Suel) aristocrat 6; AL NG.

Cassandra is used to being obeyed, and so she assumes the heroes will follow her. If the PCs don't immediately follow, she asks them once more to do so. She has no intention of talking on the streets, though if PCs ask she confirms that it is a paid job.

If the PCs continue to refuse, she does not try to persuade them. She does not give in to any of their demands or requests, but simply abandons her idea to hire the PCs, and leaves. This need not necessarily end the adventure, but PCs need to find their own motivations to continue investigations (as they will not get paid now).

Once the PCs accept, Cassandra leads them to a stone building (the law courts), a block away from the inn. Her two guards clear a small room, and Cassandra invites the PCs to sit.

"Now that we are somewhere more private, let me get to the point. As you surely have learned, recently our fair town has been plagued by many fires, some brought on by the feverish heat of the past few weeks.

"It is a strange occurrence, and it has affected trade in our fair city. Many merchants and guilds are complaining of losses due to cargo that spoils in the heat, or people who take their trade elsewhere. And, of course, the fires have caused some damage.

"The people want me to do something about it. Well, I can hardly stop the sun! Or that is what I thought ... but when I consulted the clerics of Pelor, hoping to find how long this heat will last, they told me that their divinations were inconclusive, and that some

power out of their control seemed to hold sway over the sun."

The woman eyes you, letting the message sink in.

"Something apparently causes the heat. And I believe that not all the fires have had a natural cause. The fire at the Crone's Head ... well, that is not something expected.

"I don't know what it is—the Pelorites could not tell me, but perhaps you might. You are skilled in investigations. You may have qualities that can help breach this mystery.

"I know this is a strange request, a strange mission. But I need you to find out what is causing these fires and why."

PCs may find the request odd indeed, but Cassandra is serious. Though she is not sure what to think of the claim that the heat wave is supernatural, she has come to believe that something is causing the fires.

Cassandra is willing to answer the questions of the PCs, though she has not a lot of information—after all, that is why she hires them!

The following is what she does know:

About the heat wave: *"It started quite suddenly about two weeks ago. No one anticipated it. We have had heat waves before, of course, but this is very extreme. I hesitate to say that it is unnatural, but it is ... well, never so sudden, and never this long."*

About the fires: *"They have been all over the city. I am unsure what the first fire was; it was not a very significant building as I recall it. The inn you just saw burned down was the biggest one yet, though the fire in Rustlagg manor comes close. Lucky there haven't been many casualties yet, though there are a few dead to mourn."*

About the casualties: *"We have a few deaths in the first few fires. A local thug, if I recall correctly from the reports I gathered, died in one of the first fires, and then in the next, Rustlagg's son. One of the proprietors on Bellyn Road almost died but was luckily saved from the flames at the last moment. And of course many people suffered from burns and the smoke."*

About Joramy/Yegana: *"I do not know what the faith of Joramy would gain with this—I never thought of them being involved. Of course I asked the temple for assistance, as I did with all the faiths. It is very hard to get anything out of them though—they love to argue, and any question asked results in a counter question. I gave up on them pretty quickly."*

About payment: *"We will pay you 50 gp per person, up front, if you perform the investigation for us, and [50 x APL] gp if you find what is causing these fires—and prove it.*

"I cannot stress this more clearly: If some person is starting these fires, we want the culprit alive. He needs to be judged."

Cassandra does not know more than this. She suspects that there is more information to find "on the street." She is not planning to do the PCs' work for them,

though, so she does not suggest any specific targets to question.

ENCOUNTER 3: INVESTIGATIONS

There are several courses for the PCs to follow once they set out on their investigation. Below are a few suggestions on where to start the investigation, which may lead to more specific targets (detailed in encounters 4 to 7).

THE GUARDS

The city guards and watch barracks can be found in the building where the PCs were taken by Cassandra. They are a busy lot. With the heat and recent fires people are getting agitated, and occasional fights break out. An overworked watch sergeant is all they can spare to talk to the PCs if they have questions.

The sergeant is a man named Basran Marevan. PCs who played *COR3-13 Traitor's Road* may have met him before.

He is short, well built, and about forty years old. He has a ruddy complexion and sandy-blond hair.

He is a professional watchman, not keen on outsiders, but if the PCs are working for Cassandra he hides his dislike. Unlike most other people from Hardby, he dislikes half-orcs, having lost his brother to the hordes of Turosh Mak. As such, if possible, he avoids talking to half-orc PCs.

Marevan knows the following about the fires:

The First Fire

The first fire after the heat wave was a house of a man named Fennak. Fennak is known as a troublemaker. The fire could have been set as payback, but there are no leads, and frankly the watch isn't that interested.

The Second Fire

The second fire was caused by a man named Bones. Turned out he had been smoking a pipe in bed and set his bed afire. He got burned and his house went down, but no other people were injured.

Though Basran doesn't know it, the second fire was the only fire not caused by Nyuny.

The Third Fire

The third fire was at Rustlagg Manor. The gardener, a man named Tedich, was arrested shortly after. However, Tedich turned out to have an alibi and was released a few days ago.

The Fourth Fire

The fourth fire was in a merchant's office. Someone knocked over a candle, but the fire was put out quickly.

This fire was at the Medrin and Razz trading company, and was covered up by Harad.

The Fifth Fire

The fifth fire was at Seggick's, a butcher. Seggick survived, but got burned badly. He has gone a bit odd and some people think he might have set his own place alight.

The Sixth Fire

The sixth fire was in a merchant's warehouse. Probably something flammable caught fire in the heat.

The warehouse belongs to one of Harad's competitors, the Brendigund company. They refuse to comment on the warehouse fire.

The Seventh Fire

The seventh and last fire is the one in the Crone's Head inn.

Harad had an interest in the spot of the Crone's Head, but the owner wouldn't sell, so Harad tried to force him, setting Nyuny to set the place alight (she briefly appeared in the kitchens, which immediately caught flame). The fact that Yegana also stayed there is a coincidence.

If asked explicitly on fires before the heat wave, Marevan recalls:

There was an incident on the docks, a day before the heat wave. Probably kids. Deck hands noticed a fire but put it out before it got troublesome.

If the PCs ask about the fire in the warehouse a year ago:

That was a nasty business. A young girl died in that fire. The watchman investigating finally concluded it was an accident. I don't know more than that, and he retired. Moved away. So I can't ask him.

There is little he can add. Nobody was arrested for the fires; the guards assume it was the heat and carelessness with fire that caused them. If the PCs captured Yegana, they may want to talk to her. See "Encounter 7: A Touch of Joramy" for details on interrogating her.

WORD ON THE STREET

Everyone has an opinion on the matter, and lots of rumors are flying. The following are rumors the PCs may pick up as they investigate the cases. Not all of these are related to the fire, and not all of these are true. They should, however, give the PCs a good impression on what is going on.

The following list consists of rumors the PCs may gather through a Gather Information check (the rumors are cumulative with the DC given).

DC Rumor

- 0
- The weather changed about a month ago. It's been hot and dry ever since. Didn't take long before the first fire. Been at least seven

buildings gone up in flames since then.

- Ships bearing yellow sails have once again been spotted plying the waters of Woolly Bay. Maybe it's a coincidence, but there is talk that this heralds the return of the Slavelords, who once terrorized the region.
- It's a real tragedy for the Rustlaggs. Their son wasn't much good, but you wouldn't wish anyone such a death. Burned to death in the stables. They buried him yesterday. Horrible. At least the horses got out alive. But still ... awful thing.
- I heard Rary is now employing women, and not for the amusement of his men. A strange troop called the Sarbazan is patrolling the Aber-Alz. They are all women, all of them veiled. It's said no man can defeat them.
- Aran Seggick was lucky. His butcher shop went up in flames, but he got out just in time. He was pretty burned and is still bedridden but at least he survived. Addled his brain though. is wife told me he's talking nonsense. Must have been quite a shock.
- A fortnight ago, two parched and badly injured adventurers stumbled into town. They were the only survivors of a much larger party, who claimed to have located the lost mines of Azak-Zil, following the writings of Pont Sandmorg of Narwell. They found the great mesa he spoke of, but horrible monsters drove them back into the desert, where their group was decimated by the harsh desert conditions, the nomads that serve Rary, and horrible manscorpions. They disappeared after several days—their current whereabouts are unknown.
- The first fire was at the house of a guy named Fennak. A stupid brute. Nobody's gonna miss him. Mind, that fire was the exact day the heat wave started, so I'm not sure if it was the heat really.
- The burnt and partially eaten corpse of a gigantic squid-like creature was found floating in the Azure Sea. It was plainly of magical origin—consisting of several normal creatures fused together. Many think the Brotherhood is behind its creation.
- You could ask Sweer. He's nasty and grubby but he knows lots of stuff ... if you have the coin.
- Fennak, well ... He was always up to his ears in trouble. I guess he'd drawn attention of some tough people. Heard they set fire to him, over some debt, no doubt. He had connections though, even though he was as dumb as an ox. I'd stay out of it.

- Master Amanma, the medium, has completely lost it now. Saw him gibbering like an idiot. When he heard about the fire at Rustlagg Manor he was just nodding and grinning and muttering to himself. Blind old fool, finally gone totally insane.
- I heard Rustlagg got in a bit of trouble with the guild. Seems he sold about twenty quality breed horses to Rary's troops, for quite a considerable pile of gold. Didn't go down well, what with all the tensions in the Bright Lands and all.
- 25 • Horrible, them deaths. But not the first time you know, it's just the weather. I mean, last year a kid died in a fire at the docks. Accidents happen.
- Someone broke into the cemetery a few days ago. They say it was kids, but people also heard strange noises lately ... I'd not go down there at night!
- A strange necklace, the origin of which is unknown, turned up in Dekspoint. Someone tried to sell it, having it obtained from a ship that had returned from an "expedition" in the Solnor. Earlier in the year, all kinds of ships were seen leading expeditions to a newly-discovered floating reef, filled with the wrecks of ships. The court of Overking Xavener of Ahlissa last month celebrated the successful reclamation of portions of the Lost Treasure Fleet of the Sea Princes from that same place. Rumor has it that some of the fleet's treasures may have fallen into other hands ... but the necklace is gone, so it can't be verified.

THE TEMPLE OF PELOR

The Pelorites were quite amazed when their prayers to their god, divining the cause of the sudden heat, went unanswered.

As a deity closely associated with the sun, they had expected some revelation, but Pelor has been strangely quiet on the matter. Higher priests did find that there was a divine cause—but they are certain that their god would not use the sun to punish the people of Hardby in this way.

Only one priest, an older man named Zufeus, received a response to his prayers that may have been something close to an answer. The answer has found its ways among the priests, and if the PCs question the younger acolytes, one is willing to tell him of Pelor's answer:

"A fire burns in the heart of the suffered, and only flames of vengeance can heal the wounds."

So far, nobody has figured out what this means.

THE CEMETERY

PCs may follow one rumor or another to investigating the Hardby cemetery. There is little to be seen there, however, and the cemetery warden doesn't have much to say—some kids broke into the cemetery a few days ago, but he hasn't had any problems since then.

If the PCs specifically seek out Nyuny Rimmini's grave, they'll notice that it has been recently tended: The gravel above the grave is neatly raked. If they examine it closer, a DC 20 Search check shows that the grave has recently been disturbed—small bits of dark earth can be found between the gravel, indicating someone dug quite deeply here.

Nobody is going to allow the PCs to open the grave and take a look, but even without looking PCs can possibly deduce that someone took Nyuny's body—or what little remains.

If the PCs suspect that Nyuny's grave was robbed, bringing this to Nyuny's mother (see "Encounter 11") makes her go totally to pieces. She becomes hysterical for quite a while, wondering aloud who has it in for her daughter. She and her husband immediately hurry over to the cemetery, to verify what the PCs say. PCs may try to convince them to unearth Nyuny's casket, but it still takes at least a day for that to be arranged. If the PCs wait, their suspicions are confirmed: Nyuny's grave is empty.

THE UNDERWORLD

PCs looking for information in the more sleazy parts of town get the same results as noted above. If the PCs make a DC 15 Gather Information check, they also learn of a man named Sweer, who makes his money selling information.

Sweer can be found in a backward tavern called the Bay's Gold. It's a deplorable place, with many shadowy corners. Sweer is a nasty smelling man, short, thin, with a stubby beard, greasy hair and a hooked nose.

Sweer is not into niceties. He wants money—if the PCs want information, they have to pay for it. If they want a specific piece of information that he knows, he keeps holding out his hand until he has enough gold to part with the information. If he doesn't know anything, it still costs at least a gold piece to make him say he doesn't know.

If the PCs just give him money to give then random information, he tells them a random piece of info he has based on the money given. Note that each price needs to be paid separately. Sweer's information can be very useful, but he is quite expensive.

A successful Intimidate or Diplomacy check (to better Sweer's attitude to friendly) halves the cost for any rumor, and Sweer won't ask money to admit he doesn't know anything about the subject.

Anything he doesn't know (1 gp): "Nope, can't help you. Thanks for the coin."

About The Crone's Head (10gp): "Awkward how that fire started, right? Well, I can tell you that, word I received, that Welleby, he owns the Head, had been

offered a sum of money for his inn. Someone be interested in the spot. Mind you, lots of people liked the Crone's Head spot—close to the harbor, lots of space. So I bet Welleby got offers all the time. But this one was rather insistent, I heard. I wouldn't be surprised if that fire ... helped the negotiations."

About Rustlagg (16gp): *"Stupid kid. I saw him in town sometimes, dealt with the wrong boys if you ask me. No spine. Anyway I heard he was a member of a little gang. And not just nobles either. Could tell ya more, but ..."*

About Fennak (20 gp): *"The thug that got burned? Fennak the Bull? Quite a brute. Didn't like him. I know for a fact that he worked for some higher-ups though. Got along well with Rustlagg's son and Medrin's. Now that Rustlagg boy also snuffed it—makes you think, right? And he wasn't liked much either."*

"Nah, whatever the watch says, I don't think it could have been an accident. The heat wave'd just started, things weren't so dry to catch fire. And coincidence? Maybe, but it wasn't the first fire, either ..."

About the first fire/how the fires started (26 gp): *"They say the first fire was that thug's house. But I heard the men at the docks put out a fire a day before the heat wave. Put it out before it got bad ... not many people know 'bout that. Now the real interesting thing about that ... ah ... is gonna cost ya."*

About the fire at the docks (30 gp): *"A see, the warehouse ... 231, it was. That's a tragic place ... see, a year ago, a girl died there, in a fire. Poor kid, named Nyuny Rimmini. Rather suspicious fire. Could say more, but, ah ... my memory ..."*

About Nyuny Rimmini's death (40 gp): *"Ah, see ... this is interesting. That fire, people figured it was arson. Yeah, there is been said someone wanted the girl dead. I heard some stuff was missing—she sure was robbed. The watch went to investigate, and then a week later they closed the case, and the investigator quit and left town. Said it was an accident. Now, that's what I call fishy."*

About Medrin (50 gp): *"Alright. This is hush-hush. But I heard that Harad Medrin's mother—she was a didatrix once—helped her own kid out of trouble. And I mean the slammer, and I mean more than once. Violent kid, nasty temper. Now I'm not saying anything—you can draw your own conclusions, but she resigned a year ago. Just after all them troubles ... I figure she got her son out of a rump a tad too often."*

The "troubles" Sweer speaks of are, of course, the death of Nyuny. Sweer can also tell any common rumor—use the Gather Information DC to determine how much he asks for such a rumor.

MASTER AMANMA

PCs may think of finding a medium themselves, or may be pointed that way through rumors or various people met.

If the PCs think of it themselves, the most well known medium is a man named Master Amanma. With a DC 20 bardic knowledge or Knowledge (local: Core)

check a PC can find this himself, otherwise some asking around gets them the name and an address.

Master Amanma is a Rhennee male, old, blind, and almost incapable of moving. He is taken care of by his aide, a blond young man named Zaden. He is feared, as male Rhennee are not supposed to have the sight, and his own tribe chased him off when he was young. Some say that he will be killed if he ever returns.

Normally, people make appointments with the medium, but when the PCs arrive, Zaden opens the door, and merely says "You are expected." He then bids the PCs to enter.

The cabin you enter is so small there is barely room to stand. Sitting on a mattress, his back to the wall, and small wooden table shoved in front of him, is an old man, so thin you can almost look through him. His milky white eyes, clearly blind, stare at the ceiling. His wispy white hairs stands on out, and his skin, lightly tanned, is wrinkled like old parchment.

He looks toward you, though his eyes seem to focus on a spot at the wall. He smiles, a friendly but tired smile.

"I knew you would come," he says in a raspy voice. "Sit down." His hands feel at the table for a cup. "Have some tea."

While blind, Master Amanma seems quite aware where everyone is. He smiles benignly, nods a lot at what the PCs say or ask, and his fingers occasionally grope for his cup, which is routinely filled by Zaden with hot green tea.

Manama politely listens to the PCs and waits until they finish before he answers their questions.

About the ghost: *"Ah. The ghost. So many men suddenly show an interest. Yes, she has been active. I have felt her ... only for the last weeks, but she is older than that. Months older. A young girl I think ... angry, as many are when they return to haunt."*

About the ghost's motives: *"She wants revenge, this little one. A grave injustice was done to her. Now, she seeks retribution, and she was given the means ... Killing her prey may anger her more."*

About who else asked about her: *"I have to be discrete. I cannot give names even if I had them. But someone asked about her earlier, yes. Someone whose motives I sensed were less honorable. I told that person how to ward against her. I guess my advice was followed ... and then perverted."*

Perverted how?: *"Someone controls her now." He shakes his head. "Some advice should not be given ... I was a fool to do so."*

About who gave her the means: *"Ah the way of the gods ...if they would not meddle things would be so simple ... But meddle they do, and this time, one listened ... the Shrew, she loves the heat of argument, and favors those who seek to fight back under adverse circumstances ... so she turned them around ... No sense fighting the gods ..."*

About the ghost's powers? *"Heat is what undid the girl's life, and heat is the means that was given her to exact vengeance. Her touch burns and sets things aflame ... fire is useless against her, it powers her ... of course ... things changed ... her powers are not hers to control any more ..."*

About who controls her: *"I could not say. Perhaps the person who came to see me, or someone for whom that person worked. But it is sure to be one that the girl sought to destroy."*

How to ward against her: *"It is simple. A spirit such as she is easily reminded of her own weakness, with an item that holds significance to her. My suggestion would be an item that belonged to her at death ... of course these will be very hard to come by."*

Why is that? *"Because she was burned to death, of course, and most likely all her possessions with her."*

How did she die: *"Details I cannot give. I do not sense her strongly enough. But it was a fire that destroyed her life. Seek in the past."*

How to control her: *"It is a dark ritual, which involves the shedding of blood and dark desires of control. It is not a magic rite, a mere symbolic one, but I will not teach you, for you will do better to aid than to command."*

How to break control: *"Destroy the item. Or aid her in fighting the control. Remember that she was once a person. She remembers. Remind her."*

Before the PCs leave, he offers one more piece of advice: *"The spirit is bent on vengeance. This last one is personal. A premature death may be most undesirable to it. See your solution in justice, but do not deal it out yourself."*

ENCOUNTER 4: THE SHREW'S TEMPER

The temple of Joramy, the Shrew's Temper, is in the south section of town, on the outer side of the great wall (nr 28 on the map).

Tucked away in the south of town, the temple of Joramy is not a remarkable building, merely a squat one-story structure of dark red stone. Above the entrance—a set of wooden doors that stand open—is carved the image of a volcano.

Inside, banners depicting fiery creatures hang from the walls. A number of people are praying over an altar, which is flanked by braziers that are burning even in this heat. Two women, one blond, the other a dark half elf, are arguing with each other, and ignoring you.

The faith of Joramy has been relatively quiet about the fires. Most of the lower priestesses really don't know all that much—and those that do have stayed away from the topic, or have been evasive in their answers, as only a priestess of Joramy can be. The official reply to most enquiries is that fire is the universe's way to cleanse and purify, and that everything eventually returns to ashes.

In truth, the higher priestesses do know a bit more. They are aware that their goddess as a sign of her wrath

has sent the heat. They do not feel that anyone else needs to know this, and thus kept it quiet for now.

Getting to talk to the higher-ups is an exercise in patience and the use of wits. All Joramy clerics are argumentative, and to get them to comply, the PCs need to convince them that they are worthy of attention. This means that they have to argue their way through and submit to some aggressive questioning, which gets pretty heated as it progresses.

The PCs have to answer questions as to why the PCs consider themselves worthy for attention, why there would be any need to bother the higher priestess, what the PCs exactly plan to ask (which the younger priestesses won't answer, claiming—truthfully or not—that they don't know), and into the obscure such as when the PCs were born and who their parents were, so the priestesses can apply "divination" to determine whether they are actually "destined" to receive answers at all (which come out inconclusive). They then claim there are no priestesses present, and the PCs should come back another day. All the time, the priestesses refuse to answer any questions at all, and seem to take any refusal to answer or suggestion that they are stalling as a personal slight.

Skills in negotiation, like Diplomacy or Sense Motive, don't help much—everyone has to go through this ritual, and if the PCs put up with it long enough they get an audience. However, with a DC 15 Sense Motive check a PC can at least uncover the lie that there are no priestesses present.

If the PCs put up with this treatment for five minutes and still persist, the priestesses lead them to a pew and tell them to sit. After a few minutes, a different priestess arrives and asks who they are and what they want—sparking another hot debate, with this new priestess going over the same basic questions that the last one did. If the PCs put up with this treatment for another five minutes, this priestess leads them further into the temple, to a small chapel.

Try to make this difficult to the characters—play it out if there is enough time, otherwise try to point out how futile the attempt seems. The Joramy clergy are a difficult lot. Note that PCs that follow Joramy are given the same treatment.

The young priestess leads you down a set of stairs, into a room whose carved walls are painted dark black and red, like a large, striped tiger. Along the walls hang a large number of strings of beads, and scriptures are carved into the spaces between.

A woman is tending to another fire here. It is placed in the middle of the room, and two young novices are studying next to his. They are hardly clad—sweat is streaming of their bare backs as they study the bead strings in the heat of the fire.

*The woman tending the fire looks up and frowns.
"Yes? Why is the lesson disturbed? Who are you?"*

The priestess's name is Chastice. She first demands to know who the PCs are—questions the PCs already

answered—before she tiredly asks them to state their questions. The following are the questions she deigns to answer:

About the heat wave: *"It's been hot. And you wonder about that? Well, do you expect me to provide answers on why it is so? I don't have them. The Hot Tempered One approves of it, but her reasons are not ours to question."*

If the PCs explicitly ask if this means that Joramy causes the weather she adds:

"There are reasons that the sun stays where it's at, and that the clouds don't move. Someone pleaded, and got their wish granted. That's all I know."

About the fires: *"Fires are formed from more than the mere rays of the sun. Desire can burn as hot as any flame. We didn't start it. We can't stop it."*

About Yegana: *"Yegana is either mad, or has insights that are beyond even my grasp. Your opinion on that is as good as mine."*

About Nyuny/the ghost: *"So you saw the sun? Then you know more than I do. I would tread carefully. Too much knowledge is a dangerous thing."*

She does not reveal anything else, simply refusing to answer any other question, not even revealing whether she knows the answer or not.

ENCOUNTER 5: RUSTLAGG MANOR

Rustlagg Manor lies about half an hour's walk out of town. It is a low, one-story mansion with extensive grounds and several stables holding the best horse breeds of the area.

The Rustlaggs breed horses, and due to the high quality and years of dominance in the trade, they are quite well off. Having ties to several of Hardby's families, they have some minor influence, which helps them to maintain a grip on their stakes in the trade.

One and a half week ago, one of the stables of Rustlagg manor burned down. It was a sudden and intense fire, and killed the Rustlagg's youngest son, Umor. Luckily, the fire was contained, and nobody else died. Surprisingly the horses escaped the flames.

The fire was started by Nyuny, who had tracked down Umor, the boy that held her down while Fennak and Harad beat her. The young man, never a hero in life, cowered in the back of the stables when the ghost revealed herself. When Nyuny lit the stables, he was trapped, and burned alive.

The guards, who came to investigate, suspected foul play, and interrogated Tedich, the Rustlagg's gardener, as he was a known former criminal. It turned out Tedich wasn't present during the fires, so the guards eventually were forced to let him go. Further investigation was not contemplated, as they couldn't find further evidence or motives for the fire.

Still, there is a witness who was overlooked. Nemy the maid let in a young priestess of Joramy that night. She thought that giving the woman some food might placate the gods. When she turned away for a moment, the woman disappeared. Several minutes later, the noise

of panicked horses alerted the servants to problems outside, and revealed the fire in the stables.

Fearing that she let an arsonist into her employers' home, Nemy kept silent about the visitor. Over the last few days, though, her conscience has been gnawing at her, and the PCs may find her willing to tell the truth.

The Rustlagg's manor is located several miles outside of Hardby. It encompasses a large amount of land, including grassy field and a small park. The house itself, visible from the road as one enters the grounds through a wrought iron gate, is a large, two-story building, sizeable and impressive. It stands out most for the large amount of stables, which take up a considerable space to the left of the house, accessible by a large gravel courtyard. One of the stables has been burned to the ground—all that is left is a mass of charred wood and blackened stones.

Rustlagg Manor is home to Lord Benson Rustlagg, his wife Evana (his second wife, his first wife—Umor's mother—died four years ago from a wasting sickness), and their three-year-old daughter, Rowane.

Their staff consists of a butler named Oyden, the maid Nemy, Huem the cook, Tedich the gardener, and two stable hands named Felt and Haron.

Questioning the staff initially gives little response. Most of them didn't really see anything and in any case, they don't really think it proper to talk about the death. All lower servants refer the PCs to Oyden. Even Nemy initially pretends ignorance. While she is really feeling guilty about not telling the guards about what she knows, she dares not speak where others may hear her, as she does not desire to lose her job.

Oyden is willing to make a short statement, provided the PCs are at least polite and not throwing their weight around. Otherwise, he has them removed from the premises.

He tells them the following:

"The fire ... ah. A tragedy, sirs and ladies! Master Umor's death has been devastating to his lord and ladyship. How those fires started, ah, the guards asked about that too, and I can't tell you more than I did them. I don't know, for sure. Could have been one of the lanterns falling and lighting the straw, but I can't say, can't say for sure. Really sad, all this."

"The only fortunate thing that night was that the horses got out in time. Doesn't lessen the loss, of course. I'm sorry if I can't help you more, sirs, ladies."

"But I'm no expert and to be honest, it isn't my place to talk about the family's sorrows."

If the PCs ask about other matters, especially when they concern Umor, Oyden politely tells them that he can't answer any of those questions. If the PCs ask, he is willing to query if Lord Rustlagg may answer them, though he doubts it.

Talking to Lord Rustlagg: Oyden asks the PCs to wait in the kitchen, where they can get some refreshing

drink from Nemy while he checks if Lord Rustlagg will receive them. It takes about ten minutes, and then he returns and asks them to follow him, much to his own surprise really, to the lord's study.

Oyden leads you into a well-furnished study. It is unpleasantly warm in here, the windows are shut, and the big fan on the ceiling of the room is still.

Near the window, a bald man with a pot belly and a bushy moustache looks out of the window toward the grounds.

"Sit down, sit down," he says, not looking up. "Want to speak to me about my son, I heard? His tragic death ... awful ... my wife is still in tears, hasn't spoken to me for weeks. Can't blame her ... couldn't look after him, could I?"

He turns to face you, forcing a smile on his sad face.

"But well, here me now. You are here for ... ah.. questions? How can I help you?"

Lord Rustlagg is quite troubled with the death of his son a week ago. While a generally jovial man, he has been rather depressed lately. He can't get over the feeling that he is partly responsible for his son's death, that he wasn't a good father and should have had a better connection with his son.

He's been mulling about it for a bit, and sees the PCs as an opportunity to talk about it.

After welcoming them, and offering them drinks, he is willing to answer the PCs' questions, though he tends to sidetrack, somehow seeking confirmation that what happened isn't his fault.

About the fire: *"Happened at night. Well, nearing midnight. I was up here, reading, in my study, when someone I heard a woman's voice shouting 'Fire.' Well, with the heat of the last days, I had a good fright. Looked out of my window and sure enough, the stables were ablaze. The horses were right panicking, but they all got into the courtyard—I guess someone had undone the latch—so, well, I thought after the first fright ... it's not so bad ... all the horses survived ...but ... then ... my boy ... he turned out to be in the stables. Burned ... burned alive, he did. I ... he was a wild one, he was, but ... never thought he would ... quite a shock you know. Made me think, it did."*

If the PCs ask who raised the alarm, Rustlagg says he assumes it was the maid.

About the horses: *"Who cares about the horses? They're animals. Someone let them out though—why couldn't he have saved my son? Ah ... but who else can I blame but myself? I should have paid more attention. I should have watched the boy ... no ... I failed ... No amount of horses can replace my son. I would give them all up for another chance ..."*

About selling horses to Rary: *"That's what you're here for? Look, I am not proud of it, right, but I didn't know that woman worked for the Traitor, I wouldn't have sold them had I known! But the deal was done, and you don't get out of a deal if you closed it. That's business."*

"It doesn't really have to do with my son anyway—I thought you were here for that fire?"

About his son or Rustlagg's thoughts: *"Umor ... He was a good boy. I should have ... watched him closer. I was lax. I let him slip. Let him fall in with the bad crowd. Should have paid more attention, been a true father ... Now, it's too late. I never got to know him well, to raise him proper like. Who knows, if I had paid him more attention, maybe he wouldn't have gone astray, maybe he would have been here with us ..."*

About his son's friends: *"Ah, my boy ... he wasn't bad. Just ... I guess he was easy to influence. Hung out with the wrong crowd. There was this one guy, just a common thug as far as I could see, and then that Medrin boy ... should have stopped him but what can you do ... I was never that close."*

If asked, Lord Rustlagg doesn't know the name of the 'thug'. He does know the Medrins, who are a well known family.

About the Medrins: *"That boy from Medrin ... bad blood if ever I saw one. Spoiled rotten for one. Always got into trouble. His mother was a didatrix, no doubt she kept him out of a fix once or twice. She resigned a year ago. Maybe she saw that she should pay some attention to the kid—not that it helped much, mind."*

"Of course I'm not to talk, didn't do that well on my own boy, did I? Maybe I should give it up too. Get out of the horse trade. Retreat to the countryside with my wife and daughter, be a real father for her. They deserve that, children, they do. I realize that now. A tad late ..."

Once the PCs have their answers, Rustlagg calls Oyden to let them out. If they ask, he allows them to investigate the stables—not that he expects them to find much. He does not give permission to question his son (with *speak with dead*), as he is already buried.

Investigating Umor's Room: It is possible the PCs desire to search Umor's room, for clues to who might have lit the fire (if they suspect arson after Lord Rustlagg's tale). Lord Rustlagg is not eager to have people snoop around in his son's room, though, but a DC 10 Diplomacy check convinces him that it is needed for the PC's investigation.

Of course, PCs may also try to sneak into the room. They better not get caught though, as Rustlagg has them thrown from the estate if he finds out, and forbids his servants to speak with them (which means Nemy dares not contact the PCs for several days).

The PCs can either sneak inside and try to pick the lock on the door to Umor's room, or climb the walls and try to enter the room through the window.

If the PCs have no magic, the first approach requires a DC 15 Move Silently and DC 15 Hide check to get in unnoticed, and a DC 20 Open Lock check to open the door.

Climbing the walls is a DC 20 Climb check (but only a DC 5 with a rope), and a DC 15 Open Lock check or a DC 13 Strength check to open the window from the outside. The PC should also make a DC 10 Balance check to prevent losing his footing as he opens the window.

The fall, if a PC loses his footing, is 10 feet, and the noise alerts the servants.

Umor's room is quite unremarkable, a bit dull, in fact. A portrait of his mother—a thin woman with a hooked nose and long black hair—hangs over his bed, and the closet of drawers has a small mirror propped up on it, as well as a few ornamental wooden carvings of horses.

The drawers contain clothing, trousers, blouses, socks, etc. A DC 20 Search check finds something slightly unusual: a small pink scarf, obviously a girl's, thrust in the back of one of the drawers. This scarf belonged to Nyuny. Umor took it from her after the abuse, but felt extremely guilty afterwards, and hid it in the drawers, hoping nobody would find it there. The PCs can use this later to attempt to break Harad's hold on her.

Investigating the stables: The stables are as they were after they burned down. Some rubble has been cleared, but that's all.

For each hour of searching, the PCs may make a Search check. With a DC 25 check they can find the origin of the fire, in the back of the stables. Most of that site has been disturbed as Umor's body was found here, so no further information, such as how the fire started, can be found.

With a DC 35 Search check, the PCs can find a faded footprint, just off the stables, that seems to belong to a young woman's boot. It doesn't belong to Mrs. Huem or Nemy.

Talking to the horses: PCs can use *Speak with animals* to ask the horses what happened. Depending on what they ask, the horses can reveal the following:

- The fire started in the back of the stable.
- They didn't see how it started, but there was a lot of light.
- The horses immediately panicked, but before any of them got hurt, someone opened the stable doors.
- The person opening them was a woman the horses had never seen before.

Talking to Nemy: The maid Nemy is concerned about letting in the woman that night. She is anxious to tell someone, but fearful that she could lose her job if she admits her part in Umor's death.

She dare not speak to the PCs as long as they are on the estate. If the PCs question her, she refers them to Oyden like the others. PCs who actively use Sense Motive on her may notice that she is a bit nervous.

If they get Nemy someplace quiet, they can get her to talk at that moment if they can adjust her attitude to friendly, either through Diplomacy or Intimidation. Nemy is normally indifferent to the PCs, but for the purpose of this issue, treat her as unfriendly if any of the PCs openly worships Joramy. If she can be persuaded, she admits that she might have seen something.

Otherwise, Nemy approaches the PCs when she feels it is safe to do so. Sometime in the afternoon, she drops a note at the PCs' inn, requesting a discrete meeting in a small tavern (the Bracken, near the north

gate), later in the evening. You may possibly use that evening to spring Harad's thugs on the PCs.

If they turn up, read the following:

You enter the Bracken, a small, quiet tavern near the north gate. It is a place that doesn't see much folk as yourself—most people here are local craftsmen.

Looking about, you spot a woman in the back of the tavern. She looks familiar ...and then you realize that it is the maid from Rustlagg. She has noticed you too, and nervously waits as you approach the table.

"Oh dear me," she says. "I am not sure I'm doin' right on this ... could cost me my job. But my medium said, 'Nemy, it will be good for the spirits,' so here I am ..."

She looks about, but nobody really pays you any attention. She continues in a whisper.

"I have something to tell ... but I do not dare if you can't give me your word you won't speak to anyone that you got it from me."

Before she dares say anything, she pleads with the PCs to keep it secret or she might lose her job. If the PCs somehow force it out of her (through Intimidation or trickery) in the company of Lord Rustlagg or Oyden, she bursts into tears, and the answers come out with some difficulty, between sobs and pleas to not fire her (she won't be, though Rustlagg is rather upset when he hears of it).

If the PCs were attacked by thugs on their way to her (see "Encounter 9"), they may want to question her about them. Nemy knows, of course, nothing about the attack, and is rather spooked that the PCs were accosted. She lapses into silence and needs some encouragement before she is willing to tell her tale.

About what she has to tell: *"I was bringing in the laundry, which I had hanging out to dry. I was late—it was already dusk, so I got quite a fright when there was suddenly this woman standing behind me when I turned. The fright of my life it gave me.*

"Well, she didn't really mean harm, or at least, I didn't think so at that time. She didn't seem well, a bit odd, she just stared at me and smiled. I asked her who she was, but she wasn't much forthcoming—just said that she was there on a mission. So then I figured she was a missionary—maybe out to collect for her faith. So I said, the lord master, he doesn't give money to the poor at his doorstep, but would she maybe like some soup? I didn't want to send her away, see, with these draughts you can get all the protection you can get, don't want to unsettle the gods.

"So she followed me, to the kitchen, and I poured her some soup, vegetable soup left by Mrs. Huem, she had gone to her room, her leg playing up, and I was all alone, but couldn't really get the laundry done, so, I figured, she looks like a decent woman, a bit lost, maybe, but harmless.

"So I said, look, I have to see after some things, I'll be back in a moment, and I left to do the laundry. But then

when I came back, she was all gone. Hadn't even touched her soup.

"And I was just thinking if I should look if she wandered off, when I heard a shout. 'Fire,' it was! And I'll be struck by lightning if that wasn't the voice of that woman, so I ran outside, and sure enough, the stables were ablaze, and all the horses were out in the yard—she must have let them out, for I could see her running like the demons of the hells were on her tail.

"Oh horrible, it was, the fire. And I so fear it is my fault, letting that woman in my kitchen and ... well she may have set that fire! What am I to do? I could lose my job!"

About the woman: *"Ah, she was a young woman, a Flan I think. Long, curly, black hair, large eyes, and a blue dress, very easy to notice ... oh, a priestess, definitely, or a very devout follower. She had the symbol of the Shrew on her, so I figured some blessing would not harm us ... she seemed a bit mentally unstable, though."*

If the PCs give their own description of Yegana, Nemy confirms that it matches the woman she saw.

About Umor: *"Ah, the young master ... oh, it is not my place to spread bad tales about him, but ... he was a rowdy boy ... going about with bad folk, too. Oh, no evil spoken of the dead, but the people he went about with, not proper like. Not that I spied on my master but I saw him talk several times to this man ... he came by often, really. Well, a thug by the looks of it. A shame!"*

About the thug: *"Oh, he was some work, he was. Tried to get his hands on me, well I told him right! Name was ... Fenk, or something like that. Didn't see him around the last weeks though. Good riddance, I say!"*

If the PCs can get a description of Fennak and present it to her, she confirms the similarities.

About Medrin: *"Oh, the Medrin family, very respected. The young master talked highly about him. He visited here a few times too. But I don't know much about him. I don't mingle with those classy folk."*

Once she has told the PCs what she knows, she begs them not to tell anyone she told them. Then, she leaves, hurrying back to the mansion.

ENCOUNTER 6: FENNAK'S HOME

The first victim of Nyuny's wrath, and the one that was noticed the least, was the thug Fennak. Fennak was a brutal young man, large and dimwitted. His father's occupation, as a coachman for the Medrin family, put him in connection with Harad Medrin, who liked to have a big brute on his side—just in case he needed an unsavory job done.

Fennak was never closely associated with Harad, who was smart enough to not be seen too much with him. A few people, including his father, knew that Fennak did "jobs" for him. Fennak occasionally visited Umor Rustlagg, and their association is therefore slightly better known.

When Nyuny received her power, she immediately tracked down Fennak, who lives nearest to the crime

scene, and unleashed her power on him. Unlike most other places, where the fire was set to an object or locale, Nyuny bestowed her twisted justice by setting fire to Fennak himself. Ablaze, Fennak tried to run, setting fire to his own house in the process. He succumbed to the flames before he could reach the door.

This would not be the best place even if it hadn't just seen a fire. Decrepit buildings are set close together on this street, all of wood and of poor construction.

With buildings so close together, it is a wonder that only one house burned down. While the buildings next to his have received considerable damage, they are still standing. Of the house you came for, little remains but the bare foundations, and a large heap of ash and rubble.

There is little left of Fennak's house. It is actually quite a miracle that the rest of the block didn't burn down.

Talking to the neighbors: Fennak's neighbor, Miss Petunia, is an old spinster who has little else to do than spy on her neighbors. She knows quite a bit about Fennak (or at least she thinks so), and is eager to tell the PCs all the latest gossip on him (most of it exaggerated or made up).

"Ah", the woman says. She looks like an old horse, skinny and with large front teeth, and an eager look in her eyes.

"That Fennak man. A disgrace to the neighborhood. Regularly saw the ladies of the night, I saw them coming and going. Drunk every night—had a fight almost every week, came home for the worse, and the way he bragged on his 'connections' and so on ... Now I know he saw some people of 'good standing,' can't fathom why ... only ever saw one of them come this way. Don't know his name, a pretty young blond boy with blue eyes. Nice coat he had. Looked decent enough." She sniffs. "Still, going about with that man? I mind my own business, but I think not highly of such things!"

She can also point them where Fennak's father lives, though she obviously doesn't think highly of him.

Searching the site: With a DC 15 Search check, the PCs can find the place where Fennak's body was found—near the front door. If the check beats DC 25, they can also determine that this is where the fire started. A DC 35 check reveals that it looks like Fennak caught fire before the house did—he actually ran, on fire, through the house.

There is too little left of the house for any other evidence to be found.

Talking to Vanard: Fennak's father, Vanard, lives in the south portion of town near the harbor and works on the docks. He is honest and hardworking, quite unlike his son. During the day, he isn't home, but can be found working on one of the piers.

Searching the docks for Vanard, you are directed to a wiry man standing near a ship, heaving at a rope to pull a

large crate aboard. When you approach, the man turns to you and eyes you with deep suspicion.

"Furiners? Whaddaya want? I'm busy. I work for a livin'."

Vanard may look rather unfriendly, but he is not a bad man, merely worn down by life. His wife ran off years ago, leaving him embittered and alone with a son to raise by himself.

He does not take kindly to adventurers, as his wife ran off with one, so the PCs may have a bit of a hard time talking to him. Individuals native to Hardby have less trouble if they can at least play down their adventurous nature, and only have to put up with him complaining on about "furiners" taking all the good jobs and "spoiling it for the rest of us."

Otherwise, it takes some time for Vanard to talk. This is mostly a matter of (polite) persistence. You can roleplay this out (having Vanard grumble and complain for a few minutes), or you can shorten this encounter by allowing the PCs a DC 15 Diplomacy check.

Eventually, Vanard answers the following questions:

About the fire: *"It was set. Someone torched the place. Yeah, everyone thinks I'm gone nutters, but this was no accident. They came for me son. Don't ask 'ow I know. I feel it in me guts. The guards said it was an accident, but you believe me, this wasn't natural. You know they found 'im at the ground floor, near the door? And they say the fire started in about the same spot... well ... don't need to spell it out fer ya? That's a 'ssassination job, it was!"*

About his son: *"Not one bad word about me son! I know they do not like 'im much. It's all jealousy, I say! Just 'cause he was movin' up in the world. Got powerful friends he had. Yeah. Good boy, 'e was, not an evil bone in 'is body!"*

If the PCs ask around, they find that Vanard is about the only one who thinks kindly of Fennak—the boy was most certainly one of the least popular people in the harbor district.

About his son's friends: *"Ah, me son, 'e was gonna be big. 'Ad a lot of friends in 'igh places, 'e 'ad. Ay, did a few jobs for 'em, 'ey? Even did some for that noble posh man, 'Arad Medrin. That's quite a man, y'know. Yea ... I bet it was 'is undoing though. Bet they didn't like that none, a man like me son, simple man, 'avin' all them valuable contacts."*

There is not much more that Vanard has to share, except his theory that his son was killed by "them fureners of Grey'awk," by which he means the Merchant's Alliance. This is of course total nonsense, but Vanard insists that the alliance was fearful of his son's contacts with "important nobles", and therefore "did 'im in."

Vanard doesn't know much about the Medrin family—except that Harad's mother was a Didatrix, and the family is of high standing.

ENCOUNTER 7: SEGGICK THE BUTCHER

Not all Nyuny's victims are villains. Aran Seggick is a butcher, an honest workingman who never had any enemies in his life—until recently.

Some time ago, Harad Medrin made an unsuccessful pass at Seggick's daughter Ine, following her home from the market and making inappropriate comments. He persisted a bit longer than he should have, for when Seggick noticed his daughter being accosted, he stormed out of his shop and knocked the young man down, sending him on his back into a puddle of water, splattering him with mud. Harad made off quickly, with a black eye and soiled clothes, but swore to take revenge on the man who humiliated him.

When Harad gained control over Nyuny (see Encounter 10 for more details), he decided to send her off against the butcher, if only to test what measure of control he had over her.

Befuddled and confused in her anger, Nyuny followed up the order, and set off to the butcher's shop, where she indeed caused a fire. Harad hoped that she would throw herself at Seggick and kill him in her fury. However, Harad does not have full control over the ghost. Nyuny realized, only barely, that the butcher was not one of her assailants, and left him alive, though heavily burned, leaving a victim for the PCs to question.

The shop you come to is a poor sight. While the walls are still standing, the roof has caved in, and the shop and stores behind it are filled with the rubble of roof tiles and the remains of burned wood. The glass windows of the shop have shattered and are in a million pieces. The door is torn in two, blackened with soot. A plate spells, in letters that are almost invisible due to the dirt, "Seggick, butcher."

If the PCs come here by day, they find several gnomes taking measurements, and clambering through the rubble. They are the Worski brothers, who are trying to assess the damage. They hope to be able to buy the place for a small price, and are looking into how low they can go.

They don't know anything about the fire, but know where to find Seggick, and can direct the PCs to his sister's house, a few blocks further, where he is staying.

There is nobody here in the evening, but PCs may get the same information if they call on the neighbors, a thin woman named Rusla who runs a vegetable store. Rusla doesn't know much either, only that Seggick was found badly hurt and seems to be ailing.

Searching the site: The fire in Seggick's shop is relatively new (only a few days ago). It is relatively easy to find where the fire started, a DC 15 Search check is enough—or the PCs can ask the Worski brothers, who are happy enough to point it out.

The odd thing here is that the fire started in the back, close to where the meat was stored. This area should be relatively cool—it is rather hard to imagine a

fire starting here. Someone who has the Track feat can trace the path of the fire with a DC 20 Survival check. It is a very odd trail—the fire initially did not spread normally, but followed a very narrow path, which is quite unnatural.

Talking to Seggick: Seggick can be found at the house of his sister, Merely. She and Seggick's wife, Ana, are caring for him there. Merely is delighted if the PCs ask to speak to her brother. She hopes that a visit and a friendly chat with some new people may cheer him up and get him out of his depression.

Seggick turns out to be a man who would be a jolly man, had he been healthy, with a potato nose and a ruddy complexion. Now, however, he is quite pale, lying listlessly in bed, his head bandaged, and one leg splayed up onto a pillow.

He stares at you with some apprehension as his wife leads you inside. "More questions?" he asks. He sighs. "Not like you're going to believe me."

Seggick is not overly enthusiastic. He has already told his story to the guards, but his insistence that a ball of flame was coming for him was treated as hysteria. He has the feeling that most people think he has cracked—and he fears that maybe he has.

He resignedly tells his story when asked.

About the fire: *"I was in the back of my shop when it happened. Went to get a fresh piece of lamb, in the cool box. Now I had some trouble keeping stuff cool in this weather, but I had just received fresh ice, so it should have been okay. Except that it wasn't. When I got into the box it was warm. I mean almost all the ice had melted. I was looking around to find out what caused it—ice doesn't just melt as fast as that—but there wasn't anything to be seen. It's a closed-off space, see. And then, there was this"—he licks his lips, nervously—"rushing sound. And suddenly it was hot. Burning hot. I could see the ice melt at my feet, it was that hot, a sudden blaze of heat, and I turned around and ... there was ... it was the sun."*

Ana, Seggick's wife, tries to interrupt; muttering "It's just the shock, he is ...", but Seggick shakes his head furiously.

"I'm not crazy! It was the sun. A huge golden ball of fire, and it came right at me, and everything it touched caught flame ... and I thought I was surely a goner ... I crawled back, and shielded my face with my arms"—he holds up his arms to show them badly burned—"and then ... it ... it whispered. And then suddenly it was gone ... I ... I passed out then."

About the sun: *"It was an enormous ball of fire. About man height. It was made of pure flames, though ... well ... I don't know if I saw it right but ... nah, you wouldn't believe me."*

If the PCs insist, he continues:

"Okay, well ... it was like ... there was a face in there. A young woman ... I recognized her, too ..."

About the woman: *"Well, it looked like the Rimmini girl, used to live down the street—you know her, Ana."*

But that can't be. She's ... well ... anyway, I'm not good in names. What was her name, Ana?"

Ana frowns as she adds "Nyuny Rimmini? No, dear, she died over a year ago. You are confused."

"Does THIS look like confusion to you?!" the butcher roars, waving his arms. "There was something in that fire that looked like her."

About Nyuny's death: *Ana explains: "I don't know that much, but the Rimminis used to live close by. They moved a year ago, shortly before their daughter died. I only heard later, I think it was a violent death, the guards were involved and all, but I am not a prying woman, and I didn't talk to Asetha Rimmini since she moved. But I know where she lives, if that helps you further."*

About what the "sun" whispered: *"She whispered words like 'fire' and 'vengeance' ... and I thought my hour was come, and then she whispered ... 'you're not one of them' ... and then she left."*

ENCOUNTER 8: A TOUCH OF JORAMY

One of the most important people to question is Yegana, the priestess of Joramy. Most likely, she is one of the first people the PCs question. While she can give a lot of answers, it is best if the PCs are not allowed to question her immediately—by letting them investigate other sites first, they can find more questions to ask her without having to visit her multiple times.

If the PCs captured Yegana, she is held in custody by the guards. If the PCs refused to work for Cassandra, they may find it difficult to get to her, having to ask permission and thus wait for some time before access to the prisoner is granted.

If PCs do work for Cassandra, they can get to her immediately, by asking Sergeant Marevan, but she initially refuses to talk. Threats or promises of any kind won't budge her at this point. She simply refuses to answer questions, except to say that she didn't start the fire, and that the PCs are too ignorant of the situation (yet). If the PCs don't catch on, sergeant Marevan suggests that they might get her to talk once they have gathered more evidence against (or favoring) her innocence.

If the PCs never caught Yegana, she eventually turns up. The PCs may spot her on the streets, or if they gained the trust of the temple of Joramy, the temple staff sends them a message that Yegana turned up at their doorstep.

If the PCs, for some reason, killed Yegana, they can get their answers via *speak with dead*, or by having a Joramy priestess perform it. In both cases, they need the permission of the temple of Joramy, which you can withhold for the time the PCs need to gather a few of their own clues.

Note that delaying Yegana's answers to the PCs' questions is meant to make them feel like they are working for their clues, and to enhance the feeling of an investigation. If they find a clever way around the limitations presented here, reward them and let them get their answers.

The young woman is obviously of Flan descent. She carries a blue dress that fades to white at the top, near the neck. She has curly, black hair, and seems to have an almost permanent befuddled look on her face.

If Yegana was arrested, her holy symbol has been taken. Otherwise, a black obsidian symbol of a volcano is around her neck.

Yegana answers more specific questions than most other people that have something to contribute. Yegana prompts the PCs to think for themselves, and by answering only specific questions, often vaguely and in small steps at a time, forces them to come to their own conclusions. While Yegana has a clear understanding of what is going on, she reveals only details on things the PCs figure out with clues they already have.

She does, however, give important information on what the PCs can only hear from her: the cause and extent of the powers of Nyuny, and why they have gone astray.

In a time-critical environment, or with players who do not like investigative scenarios as much, you can be more liberal in interpreting the questions, as long as PCs at least get the feeling that they are earning their answers.

Note that PCs do not need all the answers Yegana can provide in order to come to the right conclusion.

What caused the fire in the Crone's Head? *"The flames were not expected in the Head. Nothing there deserved the fire's rage. I believe they were sent there, to a specific target."*

Who sent it? *"I do not know the nature of who mastered the flames, and sent it to destruction against its wishes, but that it concerns a dark and evil heart."*

Who was the target? *"Someone or something may have been a threat or, an annoyance ... I can't say. Killing her prey may anger her of course."*

Where you the target? *"Fire means me no harm. The one that sent the flames may not even have known I exist."*

What did you mean with "the coming of the sun"/the fire's rage/what causes the fires? *"Fire cleanses. It purifies. It destroys without prejudice. Something in this town needs the purity of the flame to settle the peace."*

Does Nyuny/the ghost cause the fires? *"She was given the means."*

By whom? *"By someone who cared."*

Did Joramy send the fire? *"The gods do not send their wrath directly. But they may provide the means."*

Did Joramy provide someone with the means then? *"Do you think that if there is an injustice, and a call for retribution, that She of the Earth's Inner Fire will look away when called upon?"*

If the PCs answer "yes," Yegana merely frowns. If they answer "no," she smiles enigmatically.

Were you at Rustlagg Manor? *"What do you think? You seem to have an opinion on it."*

This is a rhetorical question. If the PCs ask this Yegana assumes they know very well that she was there.

Why were you there? *"The fire went there."*

How did you know this/why did it go there? *"That is where the boy lived."*

Yegana refuses to answer directly what she means by this.

Why did you release the horses (but not the boy)? *"The flames do not discriminate between those who deserve their wrath, and those who do not. The horses have no play in the game, and the Shrew desired them safe."*

What did he do to deserve this? *"You should look at the past. It holds many secrets."*

Is the fire from a year ago related? *"Many things are tied, many fates entwined. Those who suffer now endure for their failures or evils in the past."*

What happened at the warehouse? *"Someone suffered. Someone died. From suffering comes pain, and from pain the call for retribution. Delve in the past and you may find many answers—and more questions."*

Who is Nyuny/the ghost? *"Her name is Nyuny. I do not profess to know much she whose vengeance fuels the flame, but her cause is just in the eyes of the gods."*

What appeases her? *"Vengeance, justice, and punishment of those who tormented her. Only vengeance by her hand, or the justice of the Gynarchy will appease her."*

Do you mean their deaths? *"Death is not always the best answer, even if some think it is."*

What are her powers? *"She carries the heat of her desire with her."*

Why did she attack Seggick/you/other people not related to her death? *"Not everyone who suffers is her target. I do not know how it went wrong, but someone controls her now, and she cannot now find her vengeance."*

Who controls her? *"I fear that the one who caused her suffering found a way."*

How is she controlled? *"I do not know. The dead have strange powers, and stranger weaknesses."*

Who killed her? *"I cannot provide you with names, as my lips are sealed by my bond of faith."*

This bond goes so far that even *detect thoughts* is ineffective to get the names from Yegana's mind.

Was Umor/Fennak/Medrin involved in her death? Yegana does not answer this question directly—however, if the PCs ask this of someone else, like Seggick, she shakes her head, saying: *"Not everyone is a victim through his own fault."*

In short, the PCs can find out that they are right on these names only because Yegana doesn't object. But if the PCs use *detect thoughts* with these last questions, they can detect a sense of satisfaction in Yegana when the right names are mentioned.

Yegana does not know Nyuny's last name, nor does she give more information than presented here. However, if the PCs check with the guards or ask around town, they quickly learn that a girl named Nyuny Rimmini died in a fire a year ago.

ENCOUNTER 9: MIND YOUR OWN

By the time the PCs have talked with several witnesses or investigated a number of the fires, they have drawn attention to themselves.

Quite a number of people by then have heard of their investigation, and while some appreciate the effort, perhaps even offering them a beer for their trouble, it makes Harad Medrin nervous.

Using his connections, Harad arranges for a group of out-of-town hired thugs to put an “end” to the investigation. Somewhere in a quiet part of town, preferably in the evening or very early morning, the thugs set up an ambush.

See Appendix 2 for an example map for the ambush. Read the following:

The town seems bereft of life as you move toward your destination. People are still hiding from the heat, and the streets are empty.

Have the PCs make a Spot or Listen check opposed by the thugs’ Hide and Move Silently skills (assume 10 + skill modifier).

Those who succeed are alerted to a suspicious sound or movement from a nearby alleyway. Read the following:

A strange sound catches your attention as you move through the almost deserted streets. In an alley to the right, something seems to be moving.

If nobody makes the Spot check, or nobody acts, the following takes place. Read the following:

Suddenly, from an alleyway to your right, a man darts toward you. He is raising a wicked-looking blade, and there is murder in his eyes.

Creatures: In searching for a way to better ward off and control Nyuny, Harad turned to Reim, a Pyremius priest that Harad tracked down through his contacts in the underworld. While Reim wasn’t particularly impressed with Harad, he was down on his luck, and, truth be told, he was interested to hear from a spirit like Nyuny—and the opportunity to turn her into a reluctant but effective assassin.

While he couldn’t control her himself, he aided Harad in preparing for her, and in blessing the pendant and providing the ritual that would stave off her fury and direct it elsewhere. Harad didn’t prove as adept as Reim would have been, lacking the sway over undead that he as a cleric has, but his advice did cause a spree of extra fires—including the attack on Seggick.

When the PCs became a bother, Harad did not hesitate to ask him to deal with the threat—promising him a substantial amount of money for their deaths. Reim agreed, and hired a number of thugs for the job.

Note that since after four rounds the guards turn up, and the PCs then do not need to fight the thugs any more, the EL of the encounter is judged a bit lower than normal.

APL 2 (EL 5)

➤ **Wayn, Lugh, Hagger, and Oot, Thugs (4):** Male human rogue 1; hp 8; see Appendix 1.

➤ **Reim:** Male human cleric 2 (Pyremius); hp 17; see Appendix 1.

APL 4 (EL 7)

➤ **Wayn, Lugh, Hagger, and Oot, Thugs (4):** Male human rogue 1/fighter 2; hp 24; see Appendix 1.

➤ **Reim:** Male human cleric 4 (Pyremius); hp 27; see Appendix 1.

APL 6 (EL 9)

➤ **Wayn, Lugh, Hagger, and Oot, Thugs (4):** Male human rogue 3/fighter 2; hp 41; see Appendix 1.

➤ **Reim:** Male human cleric 6 (Pyremius); hp 39; see Appendix 1.

APL 8 (EL 11)

➤ **Wayn, Lugh, Hagger, and Oot, Thugs (4):** Male human rogue 3/fighter 4; hp 62; see Appendix 1.

➤ **Reim:** Male human cleric 8 (Pyremius); hp 51; see Appendix 1.

Tactics: Reim has already cast a number of spells. He is under the protection of a *endure elements* spell (cast that morning), and therefore does not suffer from the heat.

Reim further uses spells to prepare for combat and boost the abilities of his cronies. See the “when prepared” notes in his stat block for the use of his spells prior to combat.

Reim is not eager to get himself involved—he has enough trouble keeping a low profile as it is—and as such he does not involve himself in the fight unless the PCs draw him into the conflict.

Instead, he casts his spells from the shadows, trying to keep at least 30 feet between him and the nearest PC, if possible. He tries to stay out of sight throughout the battle, and only uses magic that would not give away his location.

The Spot check to see him is opposed by his Hide check—the DC to hear him cast a spell is a DC 20 Listen check (10 to hear someone speak, +5 for being distracted, +5 for the battle sounds interfering), +1 for every 10 feet of distance to a listening PC. Note that beating the DC by more than 10 enables a PC to overhear what he whispers, and possibly identify a spell being cast though the use of Spellcraft.

If cornered, and unable to flee, Reim resists with all his might and fights like a demon, using poison and his spells to kill as many people as he can. He knows that fleeing is useless.

The thugs, meanwhile, try to use their initial surprise—if any—to sneak attack, after which they try to

use flanking as much as possible. As their aim is to kill the PCs, they try to single out characters if possible, with at least two men focusing on one character at a time.

After four rounds of fighting, four guards show up, having been alerted by the sound of battle. If any thugs remain, they now turn to flee. Reim, if he hasn't been noticed yet, does the same, otherwise he turns all his fury toward the PCs. Give the PCs the opportunity to deal with Reim—the guards (all 1st-level warriors) are not eager to approach Reim, and instead hang back or pursue any remaining thugs.

Treasure: The guards initially claim the thugs' treasure, citing a need to verify that none of it is stolen. Cassandra, eventually, makes sure that the equipment is turned over to the PCs (even if she didn't hire them) as a reward for their efforts.

However, this takes some time (unless the PCs look her up and request it themselves), and as such the PCs are not able to use the equipment during this adventure, unless they palmed something while the guards weren't looking.

APL 2: Loot—241 gp, Coin—2 gp, Magic—0 gp—none.

APL 4: Loot—404 gp, Coin—4 gp, Magic—98 gp—+1 studded leather armor—(98 gp).

APL 6: Loot—99 gp, Coin—6 gp, Magic—1670 gp—+1 chain shirt x4 (104 gp), +1 dagger x2—(192 gp), +1 long sword x4 (193 gp), +1 studded leather armor (98 gp).

APL 8: Loot—44 gp, Coin—8 gp, Magic—2058 gp—+1 buckler x4 (97 gp), +1 chain shirt x4 (104 gp), +1 dagger x2—(192 gp), +1 long sword x4 (193 gp), +1 studded leather armor (98 gp).

Detect Magic Results: +1 buckler (faint transmutation), +1 chain shirt (faint transmutation), +1 dagger (faint transmutation), +1 long sword (faint transmutation), +1 studded leather armor (faint transmutation).

Development: Once the guards turn up, the battle should quickly be over (if the PCs had not already succeeded by then). The guards question the PCs thoroughly. If the PCs are working for Cassandra, they take them on their word—especially if Reim is captured, and proven to be a follower of Pyremius.

If the PCs were not hired by Cassandra, they are told that they face charges for drawing arms and using violence, and need to appear before a magistrate. The PCs are taken to the guardhouse for questioning—it is advised that they don't resist arrest, as this only makes matters worse—and placed in a cell. They are released after about an hour, on Cassandra's instructions. If the PCs show an interest, she offers (again) to hire them. She does not insist if they refuse, but alerts them that she won't get them out of trouble again.

Reim and his thugs—if they survive—are taken to the guardhouse, where they are questioned briefly by the guards. If the PCs request it, they can assist in the interrogation if they can make clear that they have a stake in it—a DC 15 Diplomacy check allows them to be present. Otherwise they are asked to return the next morning if they want to talk to any prisoners.

Under scrutiny of the guards, the thugs don't reveal much except that they were hired by Reim, and Reim refuses to talk at all.

The Diplomacy and Intimidation skills are not enough to make Reim willing to talk, though if either roll is enough to turn him friendly (assume Reim is hostile), he says this:

"You are meddling with the wrong people. Take my advice: leave it be. It won't last long, anyway ... sooner or later he'll get rid of it. I taught him how."

Reim does not reveal who "he" is, and merely laughs at further threats or attempts to talk.

The guards do not allow magic to be cast in their presence. Even if the PCs manage to use magic secretly, it is likely to be of limited use. *Detect thoughts* only reveals hostile thoughts of escape and vengeance, and *zone of truth* is not useful as Reim refuses to talk.

It is possible that the PCs somehow manage to cast *speak with dead* on Reim's corpse. Note that casting this spell takes ten minutes, and that Reim gets a Will save.

In this case (or if PCs otherwise find a trick), assume that Reim can provide the following, though his answers are as vague and incomplete as possible:

- The man who hired him is a noble who did not give his name. Reim does not know and never asked, and as an out-of-towner doesn't know the noble families of Hardby. He can describe the noble, as "young and nervous, smelled like money." Reim doesn't remember anything else about the man's appearance.
- He knows the nobleman is accosted by a spiritual being, a ghost that causes fires. He knows the ghost's name is Nyuny, but again no last name.
- He instructed the nobleman how to control Nyuny or how to destroy it, but he doesn't know if that was successful.
- He was hired to kill the PCs because they were investigating the fires.

ENCOUNTER 10: HELP ME!

Once his thugs fail in their assault on the characters, Harad decides to send Nyuny after them, using the necklace that lets him control her.

When Nyuny tried to turn her fury toward Harad, she found that he possessed a powerful weapon. Harad has kept a little token of their encounter, a small silver necklace that he carried with him as a sort of trophy.

When at first his friends died in a suspicious fire, Harad got an inkling that these may not have been coincidences—he had heard tales of ghosts coming to haunt their murderers. He therefore searched out a medium, Master Amanma, to ask about hauntings. Amanma confirmed Harad's suspicions, and told him that a ghost may be kept at bay with items that were significant to it in life. Harad did dare not ask him for

more advice, fearing he might make a guess to what really was going on, but took the advice to heart.

Thus, when Nyuny confronted him, Harad was ready. He whipped out the necklace, hoping it would placate her. He was delighted to find that the object indeed put fear in her, and that it helped him in keeping her at bay. He was even more delighted when he found out that it gave him some sort of control over her.

His control was initially limited. Using the necklace, he could keep her at bay and chase her off, but she would return. Searching for a better way to get rid of the ghost, Harad located the evil Reim, a priest of Pyremius, who was willing to help him.

Reim taught him how he could use the necklace to confuse Nyuny, summon her, and direct her fury elsewhere. By speaking to her in the right way, filling her head with lies; he can direct Nyuny to vent her fury on his enemies. He has, not yet, been able to get her to kill them directly as she did with Fennak or Umor—she just doesn't seem as motivated—but the damage she does is considerable, and his control over her is growing.

Harad is rather eager to have the PCs out of the way, and takes a risk by lurking near the inn where they stay, to better direct Nyuny. When the ghost attacks, he stays outside, watching the building go up in flames, then retreats. Since he stays mostly out of sight, it is very unlikely that any of the PCs notice him, especially since he is not the only one about. Even if they do notice him in the crowds, he doesn't wait around to introduce himself.

Once it becomes apparent that the PCs are not dead, he turns and retreats.

Start this encounter anytime the PCs take a rest and are (mostly) alone, either in their inn, a quiet tavern, or even a PC home (if a PC lives in Hardby). Adapt the text as needed:

A strange, rushing sound fills your ears, and in the same instant, it seems as if the already suffocating heat increases a thousand fold. It feels like you are in a furnace. In front of you, a brilliant light materializes, taking the form of a large ball of flame and light, a veritable sun, no more than twenty feet away from you ...

Even as it appears, everything it touches seems to catch fire, blackening as wood catches flame.

A rustling sound emerges from the globe, a disturbing whisper that emanates a fury that is truly unsettling.

Creatures: Nyuny is not very rational when she appears. Much like when she attacked Seggick, she is in search of those who harmed her, and anything that stands in her way is considered a threat.

Nyuny appears as a large ball of light and flame—it is brilliant, and it is hard to tell that there is a definite humanoid form inside the light. She looks like a miniature sun, floating in the room, setting fire to anything she touches.

If the PCs look closely, and take at least a move action to study her, they can discern the features of a girl's face with a DC 15 Spot check, formed from slightly less bright areas on the globe's surface (like sun spots).

Nyuny whispers as she talks, though she initially only utters words like “vengeance,” “fire,” and “Harad”. Hearing her whispers requires a DC 15 Listen check. *Understanding* what she says is a DC 25 Listen check. These DCs apply to reactive Listen checks—anyone who takes at least a standard action to listen to her automatically hears what she says.

Any knowledge the PCs may have of the undead or the outer planes may help in determining what they face. Roll the following checks in secret, to prevent players making assumptions based on the skill used.

With a successful Knowledge (the planes) check (DC 10 + Nyuny's Hit Dice), a PC can determine that the creature itself is probably not an outsider. If the check exceeds the DC by 5 or more, it is apparent that its flame is extraplanar—it seems similar to flames commonly conjured from the Elemental Plane of Fire.

With a successful Knowledge (religion) check (DC 10 + Nyuny's Hit Dice), the PCs can deduce that they are dealing with a vengeful spirit. If the check exceeds the DC with 5 or more, a PC knows that these types of spirits can be held at bay, either with divine power (turning), or by presenting something that is valuable to the spirit.

APL 2 (EL 3)

➤ **Nyuny:** Female ghost favored soul 2; hp 19; see Appendix 1.

APL 4 (EL 5)

➤ **Nyuny:** Female ghost favored soul 5; hp 40; see Appendix 1.

APL 6 (EL 7)

➤ **Nyuny:** Female ghost favored soul 7; hp 54; see Appendix 1.

APL 8 (EL 9)

➤ **Nyuny:** Female ghost favored soul 9; hp 68; see Appendix 1.

Tactics: Nyuny's initial action is to use her frightful moan (as standard action), and then move closer, setting things ablaze as she does so.

Nyuny is more firmly under Harad's control than she was when she attacked Seggick, and so is far more ready to attack the PCs. Instead of fighting her, though, they can try to appease her, to get her to stop.

There are three ways of doing this. First, anyone who has her scarf from Umor's room (encounter 5) or the ring given by Nyuny's mother (encounter 11) can hold her at bay by presenting it boldly to her (much like using a holy symbol to turn or rebuke undead). The objects are “allergens” unique to Nyuny (they only affect her), and she cannot approach anyone presenting them, though she can move away or act normally toward others (she can attack someone else).

Without the proper rituals, she can't be controlled, but she can be kept at bay, and if other PCs gather around the person holding the scarf, she cannot approach. The PCs can ask questions, though Nyuny is curt and aggressive in her answers; she doesn't know the PCs and assumes they are her enemies. After two or three questions she gives a howl of frustration and leaves (unless by then the PCs have bettered her attitude, see below).

The second way is if a cleric turns her—due to her conflicting desires a cleric can choose to simply hold her at bay, instead of chasing her off. This follows the normal rules for turning, except that the DC is only 10, and the character doesn't roll for duration. The holding at bay lasts for ten rounds—but Nyuny will not stay that long. Note that Nyuny is still unfriendly (or hostile, if the PCs attacked her), and her answers are accordingly affected.

Finally, PCs can try to use Diplomacy. In her confused state, Nyuny counts as unfriendly, and needs to be brought to at least indifferent to stop attacking, or friendly to not simply leave. If anyone attacks her while a Diplomacy attempt is being made, she turns hostile and the attempt is ruined.

PCs who present the scarf or ring gain a +4 circumstance bonus on this Diplomacy check. Presenting another personal item from Nyuny (such as something taken from her room) grants a +2 circumstance bonus.

PCs can also attempt to break Harad's control—at least for the moment—if they are already aware that someone is controlling her somehow. Rules for breaking his control can be found in Encounter 13. Harad can re-establish his control later, so it does not affect the scenario to break his control now—but breaking control now makes it easier to do so again in Encounter 13.

If PCs resort to violence, they have to face a very angry spirit, in a building that is set alight as they fight. While the building is not in danger of collapsing during the fight, the fact that they are fighting in an environment that is aflame may hamper them—careless PCs may be burned, perhaps badly. Use your best judgment in this, but make sure that it is a hindrance rather than a real danger.

Once in a fight, Nyuny uses her spells to the best of her ability, and if forced into combat she attacks individual PCs with her burning touch. She prefers to target males first—choosing the one closest to her. She focuses on one person at a time, ignoring everyone else until that person stops moving.

Special: Nyuny cannot be entirely destroyed. If she is defeated, either by reducing her hit points to 0 or through an ability such as Greater Turning, she disappears, but is not gone—instead, her spirit merely retreats to rejuvenate.

The defeat of Nyuny is significant—if the PCs defeat her rather than hold her off, she is much weaker in the final encounter.

Should the PCs successfully hold Nyuny at bay, or change her attitude to indifferent, read the following:

The ball of flame and light has stopped. It rustles and whispers angrily.

"Deceived!.. again!.. I shall not ... be denied ... vengeance!"

It seems to burn even hotter, and the floor under it is scorched by the heat.

Nyuny is too incensed to be able to talk coherently, and if the PCs didn't actually shift her attitude, her realization that she has been tricked does not make them safe—they better keep up the wards, or she strikes out at them anyway, out of frustration.

The PCs may ask a few questions before she leaves, however. They can ask one question, plus one extra question for each step she is removed from "hostile," before she leaves:

About herself: "...Nyuny ... Nyuny Rimmini ..."

About her death: "...pain ... hot ... such pain ... fire ... the warehouse ... tortured me ... they will pay ..."

About her "resurrection": "...so long ... so lonely ... nobody listened ... only the Shrew ...she gave me strength...Yegana ... my friend ..."

About her goals/what she wants: "...burn ... burn them all ... my vengeance ... find ...justice ...why can't I find it? ...they murdered me ..."

About her entrapment: "...no ... can't make me ... will fight ... Harad! no ... help me ... help me! ...set me free!"

Finally, with a rushing sound, Nyuny disappears, like a sun collapsing in on itself.

Meanwhile, the building is likely still on fire. People outside have gathered to put the fire out, and the PCs may choose to aid. Trying to follow Nyuny is futile; she has disappeared ... *for now*.

ENCOUNTER 11: THE RIMMINI HOME

At some point, the PCs should get the name of the ghost behind the attacks, either from Yegana, Seggick, or Nyuny Rimmini herself.

They may desire to visit her family, and ask them about their daughter. The Rimminis live in the east of town, in a small home near the city walls.

A woman opens the door at the Rimmini residence. She is in her thirties, with long, dark blond hair tied up in a bun, and piercing green eyes looking out at you. She looks tired, with rings under her eyes, as if she hardly sleeps.

"Can I help you?"

While Nyuny's death was over a year ago, the Rimminis are still not quite over the loss of their daughter. They are willing to talk to the PCs, but reluctant to talk about Nyuny's death. Nyuny's mother, Asetha, quickly gets emotional, and starts crying after the first two or three questions, unable to continue. Nyuny's father Reymus is a silent man, who became more dour and distant after her

death. Her brother Evon is quite young, only 11, and does not remember much.

With patient and diplomatic questioning, the PCs should be able to get some answers to their questions.

About Nyuny: *"She was a lovely girl. Only eighteen. Loved by so many people ... and now she is gone. Ripped from her life. All this time, and I still have trouble believing it, still sometimes hoping that it is all a bad dream. Who would want such a sweet girl dead?"*

About her death: *"She died a year ago, in a fire. It was so horrible. I still have the image of her body burned in my mind. Ch-charred, her b-body b-broken ..."*

The woman sobs uncontrollably for several minutes before she can continue on.

"I'm s-sorry ... b-but ... if I only knew ... what happened. What r-really h-happened at that place."

About the place of death: *"It was a warehouse. Number 231 ... I'll never forget that number ... It's at the far end of the docks. The south end. They rebuilt it. After the fire. But I ... we ... we can never have our Nyuny back."*

About the investigations: *"The guards first took the fire quite seriously. They set out to investigate, they thought perhaps ... well, she was missing some jewelry, and why was she there? I still cannot believe that they stopped investigating ... my little girl ... burned to death, and the guards did nothing! They closed the investigation after a week and said it was an accident. I worked and worked but they won't take it up again ... I ... I hardly s-sleep at night, not kn-knowing what h-happened to m-my d-d."*

And she breaks down in sobs.

About the Medrins: *The woman looks up furiously. "Don't talk to me about them! That horrible boy! He bothered Nyuny constantly! Nasty little ... and then his mother! I pleaded with her to re-open the investigation but she flatly refused. What a horrible family!"*

Requesting a personal item: The PCs may have found out that owning something personal can keep Nyuny at bay and help influence her reactions. If they ask if the parents have something personal that belonged to Nyuny, her mother nods:

"I still have the ring that Nyuny wore that day. It is a trinket, not much, but it feels like she is with me when I hold it."

She takes something from her pocket, and shows a small bronze ring with a tiny piece of what seems to be mere colored glass.

"This is the only thing we found. It wasn't inside the warehouse. She wore a necklace that day too, a small locket, but it must have melted in the heat."

The ring is not valuable; it is worth only a few silver pieces. Asetha is reluctant to give it to the PCs, but she finally gives in if they promise to return it to her.

Searching Nyuny's Room: Searching the girl's room yields no clues. If the PCs ask, they can take something personal from her room, such as a small music box or an old doll from her youth. While these items can't hold Nyuny at bay, they do help to influence her reactions.

ENCOUNTER 12: THE FORMER DIDATRIX MEDRIN

Solara Medrin used to be one of the didatrices of Hardby. She was considered diligent and strict, but very much obsessed with her position in the community. So her resignation, a little less than a year ago, came to many as a surprise.

Solara, however, had decided that she no choice. For years, she had been covering for her son, Harad Medrin. Harad was a spoiled brat, drunk with the power his mother wielded, and the wealth of his spineless father (a merchant from Greyhawk). He frequently got into trouble, and developed a violent personality. More often than not, his mother helped him out of sticky situations. Where other boys would have been fined or at least punished, Harad got off with a reprimand from his mother, who simply failed to see what type of man her son grew up to be.

It grew worse when Harad and his little gang, in a fit of anger, killed Nyuny Rimmini, leaving her to die in a fire they set in one of Medrin's warehouses at the docks.

When the watch started to investigate the scene, Harad got nervous. A slightly-too-diligent watch officer started asking questions when he found a drunk who had seen Harad and his friends in the area that night. Fearing that one of his friends might give in to pressure, he approached his mother and demanded she do something about the man that was "harassing" him and his friends.

Solara gave in. She ordered the investigation called off, and convinced the investigating officer to leave the watch—and leave town—offering him a well-paid job working for her husband in Greyhawk.

She could not, dared not, see what the investigator suspected—that her son was involved in Nyuny's death.

Still, closing down a watch investigation was a drastic thing to do, and she started to realize just how far she would have to go to protect her son. Feeling that, perhaps, she had lost the objectivity needed for her work, she resigned a few weeks later, leaving everyone baffled.

Harad's behavior did not improve, even with his mother constantly watching his moves. He recently accepted a post in his father's company, so he could be out of her way, and performed quite well in his work, which involved the export of goods to other cities.

This left Harad little time for his friends, and initially, he didn't pay much attention when Fennak's house burned down. When Umor died in the Rustlagg fire, however, Harad, recalling the fire from a year ago, feared something was going on, and started to investigate.

For the past several days he has hardly been at home. He sought the aid of a medium, who told him how to hold Nyuny at bay. When she appeared in his office on a late evening, he was prepared, and managed to chase her off. He took the blame for the small fire in his office himself, claiming he had knocked over a candle.

Knowing that she would return, Harad searched frantically for help, borrowing a book on vengeful spirits from the library, and hiring the aid of the dark-hearted cleric Reim. Armed with these resources, Harad got Nyuny under his control, summoning her in the basement of the Medrin merchant hall, and sending her to his enemies: Seggick the butcher, who had hit him for stalking his daughter; the Crone's Head inn, whose owner had refused to sell his place to Harad (for expansion of the Medrin business); and of course the PCs, for poking their noses into Harad's affairs.

The Medrin & Razz Trading Company: The Medrin & Razz Trading Company, owned by Aliden Medrin and Felicius Razz, is a two-story narrow building near the docks. Questioning people there won't give much information.

PCs who inquire about Harad Medrin are told that he pops in and out. Last time they saw him was this morning, but he left already and nobody knows where he went. If the PCs ask about the fire, they hear that there was as small one, but it was put out quickly—apparently Harad knocked over a candle. There is a rather nasty burn in the carpet, but nobody got hurt.

Questioning the Didatrix: The Medrin's residence is in a large and luxurious house in the north of the city. Harad is not at home, and his spineless father is off to Greyhawk, but his mother is at home.

The Medrin house is obviously the residence of someone who makes a comfortable living. It stands almost three stories high, with a red-tiled roof, and large, tall windows looking out over the street. Stone steps lead up to the entrance, a large oak door with a small glass window in the top.

Moments after you pull the cord that rings a bell inside the house, the oak door opens, and a halfling, dressed in a black jacket and wearing his long hair tied in a tail, looks out.

"I'm sorry," he says, looking you up and down. "Are you selling something? The mistress is rather occupied and has no time for peddlers."

If the PCs state they have come to speak to—or about—Harad, the halfling replies:

"I'm sorry to say that the young master is not at home. I will tell him you came by. Good day."

He is about to close the door when a woman's voice comes from somewhere inside the house.

"Who is it, Emuel? Is it Harad? Has my son come home?"

A woman appears at the top of a flight of stairs. As she descends, you can see that this was once a very handsome woman, but the years have been hard on her. She cannot be very old, but her hair is already graying, and her face shows wrinkles around the eyes.

"People to speak to the young master, miss," the halfling says.

"Well, don't let them stand outside!" says the woman, looking at you curiously. "Let them in!"

The halfling nods, and steps aside to bid you enter.

Solara is worried about her son. She fears he may be in trouble again, even though she cannot admit that he may be the cause of it.

If the PCs want to talk to her, they need to be careful what they say. If they openly accuse Harad of a crime, Solara becomes angry, ends the conversation, and has the PCs escorted outside. As long as they refrain from this, she is willing to talk to them, hoping to learn if the PCs know what troubles her son.

About Harad Medrin: *"I am proud of Harad. He has finally taken responsibility and now runs the administration of the company. I do worry about him, though ... He didn't come home last night, again, and he behaves a bit oddly ... I hope he didn't get a girl in trouble ... people would so easily take advantage of his insecurity."*

About Harad's friends: *"Harad is a popular boy. He has several friends, though I don't know all of them. Umor Rustlagg I know, of course, he used to visit often. Very sad to hear when he died. I think that may account for Harad's behavior lately."*

About Harad's behavior: *"I don't know what troubles my son lately. He is distant, detached. I guess that he is devastated with the death of his friend, Umor Rustlagg, but still ..."*

"He just isn't himself anymore. He locks himself in his room for hours. Then at other times he is gone, I don't know where, often not returning at night."

"He is so quiet—as if he is troubled. A mother notices this, you know. But he doesn't talk to me; he gets angry when I ask."

About Nyuny: *"I don't know who that is, I'm afraid."* If the PCs describe her and her death, she recalls:

"Oh, I see ... Yes, that was ... tragic. An unfortunate accident."

About the investigations or why they stopped: *"Oh, please, are you here for that? That investigation was a sham. The man investigating was just spouting rumors, there was nothing going on!"*

"He even suggested ... well. I can't say any more about this. It is a closed case. If you wish to question the watch's conclusions, talk to the watch."

Solara refuses to further comment on Nyuny's death, and the suggestion that her son was involved makes her angry. She is not ready yet to admit that she made a mistake—and she is a long way from seeing her son as the monster he is. Pushing the point results in the PCs being ejected from the house.

Searching Harad's Room: PCs may desire to search Harad's room. If they show an interest in finding out why Harad is troubled, or simply claim that Solara's son is in danger (without incriminating him), Solara has no aversion in showing them her son's room. Obviously, any suggestion that the PCs are looking for evidence against Harad causes her to have them ejected immediately. In that case, PCs who want to investigate have to find other means—perhaps magic or burglary—to enter the room unnoticed.

Harad's room is on the third floor; the window is 18 feet up. It is barred, and closed with a latch. To enter without magic a PC must make a DC 25 Climb check (twice) to get up (but only a DC 5 if they can use a rope), bend the bars with a DC 24 Strength check (and unless secured make a DC 10 Balance check while doing so), and open the window with a DC 15 Open Lock check or a DC 13 Strength check. This has to be done at night, and even then the PC needs to make DC 15 Hide and Move Silently checks to avoid being noticed by the house's residents.

The room is very luxurious, with large canopy bed, a wardrobe, and a dresser. A painting of an old woman wearing furs and a dress—a painting of Harad's grandmother—is one side.

There is very little to incriminate Harad directly. However a DC 20 Search check turns up a book, left on the dresser, named "Hauntings." It is a book about hauntings, ghosts, specters, and their powers and vulnerabilities. A bookmark is placed in the book at a page that deals with "allergens"—items that can be used to help keep ghosts at bay. The work notes that those items are often unique, and implies that there are other uses for such an item, but it doesn't detail them.

Solara does not allow the PCs to take the book with them. A crafty PC (or one who burgles the place) can steal it. Consulting the book grants a +2 bonus to Knowledge (religion) checks, but only for questions regarding incorporeal undead.

Troubleshooting: It should be very hard to find Harad Medrin before the climax in Encounter 13. Harad avoids the PCs; he even stays away from home these days. It is very unlikely that the PCs can track him down. Even if they manage it (by using magic, for example), Harad refuses to talk to them. He doesn't want to, and feels he doesn't have to, either. (In fact, if the PCs corner him, he calls for help, so they have to deal with the guards.) Should the PCs resort to violence, trying to force him to admit his crimes, you may decide to move the final combat (see Encounter 13) forward, and have Nyuny appear on her own.

ENCOUNTER 13: WAREHOUSE 231

While controlling Nyuny was a success, Harad has come to feel that the time has come to get rid of her. Not only does she still fight his control—and he fears what could happen if she were to break free—the PCs' meddling made him aware that, at some point, people might make a connection and find out what he has been doing.

So Harad has decided to make an effort to destroy Nyuny's spirit, using Reim's instructions. Unfortunately, Reim is no longer in a position to instruct Harad, so his rite is imperfect, but it may have a good chance of succeeding if the PCs do not intervene.

The best place to do this is the place where Nyuny died one year ago: Warehouse 231. The warehouse has been partly restored, but it has not been in use for quite a while. It's a two-story building, with large double doors leading to the first floor, and a ladder leading up to the

second. Goods from the second floor are lowered down through a large 10-foot-by-10-foot hatch in the floor.

While the heroes were visiting his mother, Harad had his thugs dig up Nyuny's bones, the few that were left after the original fire, from the Hardby graveyard, and deliver them to the warehouse, where they are stored in a space under one of the floorboards on the ground floor.

Harad himself goes to the warehouse only after the PCs' confrontation with Nyuny. Before that time, he is not here. The PCs may decide to search the place—for every hour they search, the heroes can make a DC 35 Search check to find a canvas bag, hidden below the floorboards under a large crate. The bag contains human bones.

Once the PCs have confronted Nyuny, and have (hopefully) figured out the true story, they find Harad present at the site. He has his thugs handy to protect him should things go awry.

When the PCs arrive, he has just finished setting up his "wards," and is in the process of summoning Nyuny.

The following description assumes the PCs are entering the warehouse through the back entrance. There are no windows, and the double doors used for loading (both on the ground and upper floor) are barred. There is no entrance from the roof.

❖ **Strong Wooden Doors, barred:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

The walls are made of wood and can be scaled with a DC 21 Climb check.

If PCs sneak in some other way, they may get a different view, and may not be noticed or surprised by Harad's thugs.

See Appendix 3 for a map of the warehouse.

The warehouse is limned in a dark red glow. The center of the storeroom has been cleared, the few crates in this room shoved to one side. A large circle of arcane runes takes up most of the floor space. Interspersed around the circle are four braziers filled with hot coals casting their glow on the walls, which are covered in crude runes.

The fumes of incense permeate the air. Next to the circle stands a handsome young lad with dark hair and bright gray eyes. He carries a dark hooded cloak, but the hood is down as he frantically recites from a scroll.

He looks up at you, and his eyes glitter with malice.

"Intruders!" he says, "Hold them back, or they will release the darkness!"

Harad is in the process of summoning Nyuny. The symbols on the wall and the circle he drew are supposed to protect him, but as he is not skilled in the arts, it is a pitiful sham—a DC 10 Knowledge (arcane) or Knowledge (religion) check reveals it to be a poorly drawn *magic circle of protection against good*, focused inwards. Such a circle would normally be used for a binding spell, but it is obviously non-functional and does not offer any protection. Neither Harad nor his thugs are aware of this.

Creatures: Harad is a rich, aggressive boy, with a pretty high opinion of himself. Not particularly skilled, he relies on his wealth and reputation to get him through most problems. For the situation at hand, he has raided some special items from the Medrin & Razz Trading Company—most items he carries with him are not his, but he uses them just the same, if the need strikes him.

Harad's thugs are simple folk. They are not aware of what is truly occurring. While Harad has told them he is driving off a haunt, he didn't tell them it is to cover up for his own evil acts—though it is doubtful that the mercenaries would care if they knew.

APL 2 (EL 5)

➤ **Harad Medrin:** Male human aristocrat 5; hp 33; see Appendix 1.

➤ **Thugs (2):** Male human rogue 1; hp 4; see Appendix 1.

APL 4 (EL 7)

➤ **Harad Medrin:** Male human aristocrat 7; hp 45; see see Appendix 1.

➤ **Thugs (2):** Male human rogue 1; hp 8; see see Appendix 1.

APL 6 (EL 9)

➤ **Harad Medrin:** Male human aristocrat 9; hp 66; see Appendix 1.

➤ **Thugs (4):** Male human rogue 1; hp 8; see Appendix 1.

APL 8 (EL 11)

➤ **Harad Medrin:** Male human aristocrat 11; hp 91; see Appendix 1.

➤ **Thugs (4):** Male human rogue 3; hp 10; see Appendix 1.

As the PCs enter, Harad is readying to summon Nyuny, and is only moments away from calling her. The moment the PCs attack or approach, he says the final word of his rite, and Nyuny appears (see below).

However, as with many highborn folks, Harad is quite a snob, and believes many people can be convinced to switch sides for a little money. If the PCs start their actions with an attempt to communicate, he is willing to answer their questions—constantly ready to summon Nyuny with a final incantation. Of course, he is lying through his teeth—it takes more than a few threats to make him admit his crimes. (Allow the PCs to make Sense Motive checks, opposed by Harad's Bluff check, at each of these statements.)

About Nyuny: *"What? That nasty creature is killing people ... can't you see I am trying to do something about it? Put away your weapons and let me finish the rite—so we can get this over with, and our city can be safe again!"*

About Nyuny's death and his involvement: *"I have nothing to do with that! The girl did it herself, setting*

fire, a witch, no doubt, fell victim to her own dark arts! Who are you going to believe, anyway?"

About the fires: *"A vile creature is causing the fires. I've learned how to summon it—help me destroy it! Once it is finished we will be safe again—too many people have died because of this monster!"*

About the necklace: *"I don't know what you are talking about."*

About fighting Nyuny: *"We can destroy it. I have the means to summon it—just help me get rid of it ..."*

Harad denies any direct responsibility for this situation, claiming an old medium and some research at the library brought him on the case and the solution.

No matter the outcome, Harad summons Nyuny when the PCs attack, or when they approach.

Note that there is nothing magical about Harad's summoning or control—it is a function of his empathic connection to the ghost. She appears because he draws her to her—the rite is merely a way of summoning that he (falsely) believes can protect him. It can therefore not be disrupted—not even by damaging, holding, stunning, or silencing him—after all, Nyuny wants to come. Even if he is totally incapacitated, she appears.

The following describes her action, which comes at the same initiative as Harad. Adjust accordingly if Harad is dead or incapacitated, or otherwise unable to present the necklace (she won't be advancing at the PCs if not forced to, though they may still decide to attack her).

There is a rushing sound, and an immense heat, as if a sudden hot wind is blazing through the warehouse. In the center of the circle of symbols a ball of light forms. The wooden boards behind it blacken and smoke. A clear, hoarse whisper can be heard, as if magnified.

"Harad ..."

The globe slowly advances at the nobleman, who looks horror struck.

"No!" he shouts, pulling a necklace from his vest, and holding it out. "You cannot leave the circle! Not me! Not me! Them! Get them!"

Slowly, the ball turns and begins advancing toward you.

"... vengeance!"

Creatures: See Encounter 10 for a description of Nyuny. If the PC slew her during that encounter, she is not fully recovered when she is summoned—she has only half her hit points, a -2 on attacks and saves, and cannot use spells. She is severely weakened and it should be easy to destroy her—even for Harad.

APL 2 (EL 3)

➤ **Nyuny:** Female ghost favored soul 2; hp 19; see Appendix 1.

APL 4 (EL 5)

➤ **Nyuny:** Female ghost favored soul 5; hp 40; see Appendix 1.

APL 6 (EL 7)

👁️ **Nyuny:** Female ghost favored soul 7; hp 54; see Appendix 1.

APL 8 (EL 9)

👁️ **Nyuny:** Female ghost favored soul 9; hp 68; see Appendix 1.

Tactics: Harad relies mostly on his stolen magic items to kill Nyuny. The thugs he hired are there to stall anyone who may wish to interfere.

Harad's first act is to turn Nyuny loose on the PCs, in hopes they kill her for him. He then uses his *dust of disappearance* (at APL 4 and up) to go invisible, and sets off other magic (such as the whip, if needed) to deal with any surviving PCs. He hopes to stay out of their reach, but if forced into combat, he defends himself with his rapier.

Nyuny meanwhile advances on the PCs. She has no inclination to defend Harad though—so if PCs ignore her and instead attack Harad, she does not try to stop them. She uses her touch, blasts, and magic to try to kill the PCs as long as Harad has the necklace, and her attitude toward the PCs is hostile or unfriendly.

PCs may decide to fight Nyuny, or simply hold her at bay (as described in “Encounter 10”), but they can also try to break Harad's control.

To do so, they either have to obtain Harad's necklace, or talk into Nyuny, trying to turn her around and make her remember who she is (essentially, turning her friendly toward them). Nyuny starts this encounter as unfriendly, unless the PCs defeated her in combat before. In that case she is hostile.

They can change her attitude in steps (i.e. from unfriendly to indifferent in the first round, and from indifferent to friendly on the second)—though as long as Nyuny is unfriendly or hostile she attempts to attack them. Any attack by the PCs automatically turns her hostile again. Note that this is an exception on the rule that Diplomacy checks cannot generally be retried.

A successful turn or rebuke undead attempt, targeted specifically to end the control, is also possible: if a PC turns Nyuny as normal, he can break the control Harad holds over her instead. If a cleric PC does not think of this possibility himself, you can make a DC 10 Knowledge (religion) check on his behalf to determine if he recalls this.

If the PCs broke control earlier (in Encounter 10), they gain a +4 bonus on all Diplomacy checks or turning attempts used to do so now.

Finally, if the PCs get the necklace away from Harad, or render him unconscious, his control over Nyuny is also broken. She immediately stops attacking the PCs, and turns toward Harad. A defeated Harad, unable to control Nyuny, immediately pleads for his life, willing to admit his crimes if the PCs only keep her away from him.

The PCs can stop Nyuny from killing Harad by talking to her and promising that they will have him brought to justice. A DC 15 Diplomacy check is needed

to get through to her—or a DC 25 check if the Nyuny is still hostile toward them.

Once it is clear that either Nyuny or Harad is defeated, turn to the conclusion.

Treasure: All the equipment on Harad is stolen—property of the Medrin cooperation. Keeping any of these items is theft. PCs can hold onto an item, but it is considered “hot” and is hard to sell, even on the black market, giving only a tenth of the price (as opposed to the usual half). PCs doing this gain adventure access to any items they return.

If the PCs instead return the equipment to the Medrin cooperation, they gain a small reward, equal to one tenth of the market value of the returned items. In addition, for returning the items, the Medrin & Razz Trading Company allows the PCs to gain Core access to any items they return.

Note that Harad's arrest (if the PCs turn him in) or death makes no difference for gaining these rewards, except for the type of access the PCs get. By default the PCs gain “Adventure” access to these items. If however they gain the “Returned Goods” AR entry this access changes to “Core.”

Finally, not all the items may survive—if the PCs allow Nyuny to kill Harad, all of his mundane equipment is destroyed, and for each magic item you need to roll a DC 15 Fortitude save to see if it survives immolation. A magic item has a Fortitude save bonus of 2 + one-half the magic item's caster level.

APL 2: Loot—10 gp, Coin—0 gp, Magic—63 gp—+1 rapier (38 gp), *cloak of resistance* +1 (17 gp), *Quaal's feather token (whip)*—(8 gp).

APL 4: Loot—60 gp, Coin—0 gp, Magic—160 gp—+1 rapier (38 gp), +1 chain shirt (21 gp), *cloak of resistance* +1 (17 gp), *Quaal's feather token (whip)*—(8 gp), *elixir of frost breath*—(18 gp), *dust of disappearance* (58 gp).

APL 6: Loot—119 gp, Coin—0 gp, Magic—544 gp—*amulet of health* +2 (67 gp), *cloak of arachnida* (233 gp), +1 ghost touch rapier (139 gp), +1 chain shirt (21 gp), *Quaal's feather token (whip)*—(8 gp), *elixir of frost breath*—(18 gp), *dust of disappearance* (58 gp).

APL 8: Loot—169 gp, Coin—0 gp, Magic—0 gp—944 gp—*amulet of health* +4 (267 gp), *cloak of arachnida* (233 gp), +1 ghost touch rapier (139 gp), +1 chain shirt (21 gp), *Quaal's feather token (whip)*—(8 gp), *elixir of frost breath*—(18 gp), *dust of disappearance* (58 gp), *minor ring of energy resistance (fire)* (200 gp).

Detect Magic Results: *amulet of health* +2 (moderate transmutation), *amulet of health* +4 (moderate transmutation), *cloak of protection* +1 (faint abjuration), *cloak of arachnida* (faint conjuration and transmutation), +1 rapier (faint transmutation), +1 ghost touch rapier (moderate conjuration), +1 chain shirt (faint transmutation), *Quaal's feather token (whip)*—(moderate conjuration), *elixir of frost breath*—(moderate evocation), *dust of disappearance* (moderate illusion), *minor ring of energy resistance (fire)* (faint abjuration).

Troubleshooting: PCs can come up with all kinds of clever tactics that may change the course of this

encounter. For instance, they can sneak in and incapacitate Harad before he even has a chance to do anything.

This is not a problem. The main focus in this encounter is to get Harad and Nyuny together—this can take place even if Harad is captured. A confrontation between the two is what is most important for Nyuny to find closure, and this encounter should provide the opportunity.

Hence, you should make Nyuny appear even if Harad is captured before he can summon her. This gives the PCs a chance to either grant her the possibility of revenge (by letting her kill Harad) or convince her to let justice take its course (as outlined above).

The only real problem occurs if the PCs kill Harad—with him dead, there is no way that they can prove he is guilty, and since they didn't let Nyuny kill him herself, they have taken away her chance for vengeance. In that case, Nyuny turns her wrath, and thirst for vengeance, on them—and they have to destroy her or be haunted by her forever.

Finally, PCs may decide to NOT interfere. The outcome in that case is dependent on whether they defeated Nyuny before, and whether she is weakened or not. A weakened Nyuny has no way to win against Harad, and he defeats her, driving her spirit to rejuvenate in her skeletal remains. He then uses his holy water to pour on her bones, which then crumble to dust—destroying her spirit.

CONCLUSION

Depending on the actions the PCs took in the final confrontation between Harad and Nyuny, one of the following situations occurs:

Vengeance Denied: If the PCs kill Harad instead of letting Nyuny do it, they've made a grave mistake, as they've denied her the vengeance she craves. She immediately turns her attention to them instead.

For a moment, the globe of light and flames hangs motionless in the air. Dark spots on its body show a girl's face, wrinkling in fury as it gazes upon the nobleman's remains.

"...you ... stole ... my ... vengeance!" it hisses.

"...you ... will ... pay!"

And with that, the spirit advances upon you.

There is no way to stop her now—she does not listen to reason. Defeating her in combat is not enough to destroy her, either. The only way to do that is to pour holy water over her bones at the spot where she died. This causes the bones to be consumed by divine fire, and Nyuny's spirit is permanently destroyed.

If they do not do this (and there is nobody to point it out to them, as they killed Harad), Nyuny continues to haunt them. With Harad's death and after her defeat in this encounter, she is reduced to a ghost with very little

power, but the PC that struck the killing blow gets the haunted condition from the AR.

As you leave the warehouse, you notice the sky darken. Clouds are drifting over, and soon enough, droplets of rain starts to fall. In the distance, lightning flashes, and thunder rolls.

Somehow, the atmosphere seems dark and brooding, and it feels as if the heavens weep.

With Harad's death, the heat wave stops. Unfortunately for the PCs, there is no proof that they had a hand in it—and the death of a noble such as Harad does not reflect well on them.

Therefore, Cassandra refuses to pay the PCs their reward (other than the 50 gp she had paid them up front).

Moreover, if the PCs did not work for Cassandra, they face the charge of drawing arms, using violence, and responsibility for the death of a Harby nobleman. They face a fine of 200 gp each, and are sentenced for work camp for 3 months (12 TU). PCs that have the Gratitude of Jela Havelos from *COR3-13 Traitor's Road* can spend that favor to have the sentence annulled.

Yegana is released, but the clergy of Joramy are not happy, and the PCs do not receive their favor either.

Harad Triumphant: Harad is triumphant if the PCs aid or allow him to destroy Nyuny by defeating her in combat and destroying her remains with holy water.

With a screech and a rushing sound, the ball of flames disappears, leaving a thick cloud of ashes behind.

Harad lets out a cry of triumph, and from his cloak he pulls a flask.

"You, girl, will not bother me any more!" he cries, and pours the contents of the flask over the bones in the circle.

Instantly, the bones start to smoke, and blue flames shoot up, singeing Harad's eyebrows. He stumbles back, shielding his face, while the eerie, unnatural fire consumes the bones. A low-pitched moan emanates from them, and for a brief moment, the spiritual form of a young girl can be seen in the flames.

Then, the flames are smothered, and all that is left on the floor are ashes.

This is the utter destruction of Nyuny, and while it ends the heat wave, it means that evil, in the person of Harad, has won. Note that aiding Harad destroy Nyuny is not in itself an evil act, though knowingly helping a murderer and arsonist may have repercussions for a paladin or holy liberator.

It is possible that the PCs turn to Harad now, but he gladly surrenders to them—now that the ghost is gone, he is confident that he will be seen as a hero, rather than a murderer—especially since he is now the only witness to Nyuny's murder left. True enough, a few days after the PCs turn him in to the guard, he is released.

As you leave the warehouse, you notice the sky darken. Clouds are drifting over, and soon enough, droplets of rain starts to fall. In the distance, lightning flashes, and thunder rolls.

Somehow, the atmosphere seems dark and brooding, and it feels as if the heavens weep.

The PCs are rewarded by Cassandra for aiding Harad in their quest, receiving the promised 50 x APL gp as a reward, as well as the city's gratitude.

Yegana is released, but the clergy of Joramy are not happy, and the PCs do not receive their favor.

Nyuny's Vengeance: If the PCs allow Nyuny to kill Harad, her vengeance is finally sated.

The nobleman screams in terror and pain, as the ball of fire immolates him. A roar sounds as he turns into a walking inferno. For several seconds he frantically flings his arms out before he drops to the floor, twitching for a few more moments.

The burning entity slowly turns, a shadow of a girl's face visible on its surface.

"Vengeance ... served ... Peace ... at last ..."

With a rushing sound, the flames implode, and within moments, she is gone, leaving behind, on the floor, the charred remains of Harad Medrin.

A brilliant flash outside illuminates the windows and bathes the warehouse in an eerie light. A thunderous clap sounds, and moments later follows a rattling on the roof. Through the narrow windows, you can see thick droplets hitting the panes. It is finally raining again in Hardby.

With Harad's death, Nyuny's spirit is appeased, and the fires stop. Unfortunately for the PCs, there is no proof that they had a hand in it. Moreover, the death of a noble such as Harad does not reflect well on them.

If the PCs brought guards to the warehouse, and these guards were witness of Nyuny's vengeance, they testify for them.

Without such a testimony, however, Cassandra refuses to pay the PCs their reward (other than the 50 gp she had paid them up front). Note that *Speak with Dead* is not considered a reliable form of evidence (since an illusion can accomplish the same apparent results), and Solara Medrin does not allow that spell to be cast on her son anyway.

Regardless of the testimony, the death of a nobleman is considered very serious, and they do not receive the city's gratitude.

Yegana is released. The clergy of Joramy are pleased with the PCs aid, and they reward them with the favor of the Shrew.

The Killer Revealed: If the PCs convince Nyuny to let justice prevail, this not only satisfies her vengeance, but also fulfill all the demands of Didatrix Cassandra.

The ball of fire pauses, hovering in front of Harad, whispering angrily.

The nobleman is pale and shaking with fear, and tries to crawl away from the fire spirit.

"Keep her away from me!" he shouts, "Don't let her near me! I confess! I killed her! I beat her then set fire to the warehouse! I deserve to go to prison! But, please, don't let her near me!"

The ball just hangs there, silently, the air around her shimmering in the heat.

"Justice ..." she whispers, and it seems to be aimed to you, "do not deny me ... swear ... avenge ... my death ..."

Nyuny waits for the PCs to commit themselves to bringing Harad to justice. Once they do that, she disappears.

The spirit seems to consider your offer for a moment.

Then she whispers again.

"Remember ... my wrath ..."

And with a rushing sound, the flames implode, and within a moments notice, she is gone.

Harad follows meekly, without protest. Indeed, when presented to the guards, he admits his crimes, knowing well that if he doesn't, Nyuny will confront him, and he will die a gruesome death.

Moments after the PCs bring him in, Cassandra arrives. She listens carefully to the PCs before she faces Harad.

"This is true?" the didatrix says, a furious glare in her eyes. "You started this? You ... tortured this girl out of ... spite ?!"

Harad hangs his head, pale and fearful.

"Yes," he whispers.

Lights seem to dim as the words leave his lips. Then, a brilliant flash of light penetrates through the house's windows, illuminating the room. A thunderous clap sounds, and a moment later follows a rattling on the roof.

A guard stumbles in, his armor soaked.

"It's raining. It ... it just started," he says. "It's a torrent. I was only out there for a few seconds, and I'm already soaked."

Cassandra looks outside, where thick droplets splatter the houses, turning the streets into small rivers of mud.

"Terrific news," she says. "The city will be pleased."

"Oh, I don't know ..." the guard mutters, wringing his tunic. "I liked the sun better ..."

The PCs are rewarded by Cassandra for turning Harad in, receiving the promised 50 x APL gp as a reward, as well as the city's gratitude.

Yegana is released. The clergy of Joramy are pleased with the PCs' aid, and they reward them with the favor of the Shrew.

EXPERIENCE POINT SUMMARY

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

Encounter 1: The Crone's Head Inn

Surviving the fire in the Crone's Head Inn (only for those who enter the inn to save Breyd's child):

ALL APLs	30 XP
----------	-------

Encounter 9: Mind Your Own

Defeating Rein and his thugs:

APL 2	150 XP
APL 4	180 XP
APL 6	210 XP
APL 8	240 XP

Encounter 10: Mind Your Own

Meeting with Nyuny (defeating her, befriending her, or holding her at bay):

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Encounter 13: Warehouse 231

Defeating Nyuny or Harad (or both):

APL 2	150 XP
APL 4	180 XP
APL 6	210 XP
APL 8	240 XP

Story Award

Finding out what really happened to Nyuny:

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Discretionary role-playing award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 2: The Didatrix

ALL APLs: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Encounter 9: Mind Your Own

APL 2: Loot—241 gp, Coin—2 gp, Magic—0 gp—*none*.

APL 4: Loot—404 gp, Coin—4 gp, Magic—98 gp—*+1 studded leather armor*(98 gp).

APL 6: Loot—99 gp, Coin—6 gp, Magic—1670 gp—*+1 chain shirt* (x4) (104 gp), *+1 dagger* (x2)—(192 gp), *+1 long sword* (x4) (193 gp), *+1 studded leather armor* (98 gp).

APL 8: Loot—44 gp, Coin—8 gp, Magic—2058 gp—*+1 buckler* (x4) (97 gp), *+1 chain shirt* (x4) (104 gp), *+1 dagger* (x2) (192 gp), *+1 long sword* x4 (193 gp), *+1 studded leather armor*(98 gp).

Encounter 13: Warehouse 231

APL 2: Loot—10 gp, Coin—0 gp, Magic—63 gp—+1 rapier (38 gp), *cloak of resistance* +1 (17 gp), *Quaal's feather token (whip)*—(8 gp).

APL 4: Loot—60 gp, Coin—0 gp, Magic—160 gp—+1 rapier (38 gp), +1 chain shirt (21 gp), *cloak of resistance* +1 (17 gp), *Quaal's feather token (whip)* (8 gp), *elixir of frost breath* (18 gp), *dust of disappearance* (58 gp).

APL 6: Loot—119 gp, Coin—0 gp, Magic—544 gp—*amulet of health* +2 (67 gp), *cloak of arachnida* (233 gp), +1 ghost touch rapier (139 gp), +1 chain shirt (21 gp), *Quaal's feather token (whip)*—(8 gp), *elixir of frost breath*—(18 gp), *dust of disappearance* (58 gp).

APL 8: Loot—169 gp, Coin—0 gp, Magic—0 gp—944 gp—*amulet of health* +4 (267 gp), *cloak of arachnida*, +1 (233 gp), +1 ghost touch rapier (139 gp), +1 chain shirt (21 gp), *Quaal's feather token (whip)* (8 gp), *elixir of frost breath* (18 gp), *dust of disappearance* (58 gp), *minor ring of energy resistance (fire)* (200 gp).

Conclusion

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 251 gp; Coin: 152 gp; Magic: 63 gp —Total: 466 gp

APL 4: Loot: 464 gp; Coin: 254 gp; Magic: 161 gp —Total: 879 gp

APL 6: Loot: 218 gp; Coin: 356 gp; Magic: 2214 gp —Total: 2788 gp

APL 8: Loot: 213 gp; Coin: 458 gp; Magic: 3002 gp —Total: 3673 gp

Special

❖ **Elixir of Frost Breath:** This elixir bestows upon the drinker the ability to breathe cold up to three times, each time dealing 4d6 points of cold damage to a single target up to 25 feet away. The target can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; C: 11th; Craft Wondrous Item, Energy Substitution (cold), *scorching ray*, Price 1,100 gp;

❖ **Favor of Breyd:** Breyd is not very rich, but her tannery has useful contacts in Hardby's Alchemist's Guild. This grants access to all the alchemical items on Table 4-2 in *Complete Adventurer* that are legal in the campaign.

❖ **Gratitude of Cassandra Havelos:** For their services to the Gynarchy of Hardby, the bearer has the gratitude of Cassandra Havelos, a didatrix of the Gynarchy.

Male PCs may claim: Free standard upkeep in one future Core adventure starting in Hardby or the Bright Lands.

Female PCs may claim one of the following: Free luxury upkeep in one future Core adventure starting in Hardby or the Bright Lands.

Honorary membership of the Order of the Throne of Wood: Free adventurer's upkeep in any Core adventure beginning in Hardby or the Bright Lands; +2 circumstance bonus to Diplomacy, Gather Information and Bluff checks in Hardby, -2 circumstance penalty to Diplomacy, Gather Information and Bluff checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

❖ **Favor of The Shrew:** Joramy has blessed this character. This favor grants a +2 divine bonus to all saving throws against fire-based spells or effects.

The attitude of Joramy's clergy toward the PC in future encounters improves by one step.

In addition, this favor counts as having a friendly contact with a representative of Joramy, qualifying the character for the Contemplative prestige class.

❖ **Returned Goods:** For returning goods to the Medrin & Razz Trading Company, the PC gains Core access to all the items marked with an asterisk.

❖ **Haunted:** For denying Nyuny her vengeance, and striking the killing blow against her nemesis, Nyuny haunts the PC.

Once each scenario, as determined by the DM, Nyuny manifests—only visible to the PC—and targets the PC with a *doom* spell. The *doom* lasts for 1 minute, and the save DC to resist its effect is 12.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- * *Quaal's feather token (whip)* (Adventure/Core; *Dungeon Master's Guide*, 500 gp)

APL 4 (all of APL 2 plus the following):

- * *elixir of frost breath* (Adventure/Core; see AR)
- * *dust of disappearance* (Adventure/Core; *Dungeon Master's Guide*, 3,500 gp)

APL 6 (all of APLs 2-4 plus the following):

- * *cloak of arachnida* (Adventure/Core; *Dungeon Master's Guide*, 14,000 gp)
- * +1 ghost touch rapier (Adventure/Core; *Dungeon Master's Guide*, 8,320 gp)

APL 8 (all of APLs 2-6 plus the following):

- * *amulet of health* +4 (Adventure/Core; *Dungeon Master's Guide*, 16,000 gp)
- * + *minor ring of energy resistance (fire)* (Adventure/Core; *Dungeon Master's Guide*, 12,000 gp)

APPENDIX 1: NPCs AND MONSTER STATISTICS

APL 2

ENCOUNTER 1

☛ **Yegana:** Female human (Flan) cleric 3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +1; At: +1 melee (1d3, unarmed strike); Full Atk +1 melee (1d3, unarmed strike); AL NG; SV Fort +6, Ref +2, Will +7; Str 8, Dex 12, Con 13, Int 8, Wis 14, Cha 11.

Skills and Feats: Knowledge (religion) +1, Listen +4, Spot +4; Endurance, Great Fortitude, Iron Will.

Languages: Common, Ancient Flan;

Spells Prepared (4/4/3; base DC = 12 + spell level):
0—*create water, guidance, resistance, virtue*, 1st—~~*remove fear*~~*, ~~*endure elements*~~ (2), ~~*obscuring mist*~~, 2nd—~~*produce flame*~~*, ~~*protection from energy*~~ (2).

*Domain spell; Deity: Joramy; *Domains:* Fire (rebuke fire elementals/turn water elementals as undead); Competition (+1 bonus on all opposed checks).

Possessions: None.

ENCOUNTER 9

☛ **Reim:** Male halfling cleric 2; CR 2; Small humanoid (halfling); HD 2d8+2; hp 15; Init +7; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp -3; Atk +3 melee (1d3 plus poison/19-20, dagger) or +7 ranged (1d3 plus poison/19-20, dagger); Full At: +3 melee (1d3 plus poison/19-20, dagger) or +7 ranged (1d3 plus poison/19-20, dagger); AL NE; SV Fort +5, Ref +4, Will +6 (+8 against fear); Str 10, Dex 17, Con 12, Int 11, Wis 15, Cha 9.

Skills and Feats: Climb +2, Hide +9, Jump +2, Knowledge (religion) +4, Move Silently +7, Listen +6, Spot +2; Improved Initiative.

Languages: Common, Halfling

Poison: Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con.

Both of Reim's daggers are treated with the poison. Note that if Reim rolls a natural 1 on his attack roll, he must make a DC 15 Reflex save or accidentally poison himself.

When prepared: Reim already has *endure elements* cast on himself. He casts the following spells in succession, about a minute before the planned attack:

- *bless*
- *guidance* (on Wayn)
- *resistance* (on Wayn)

Spells Prepared (4/4; base DC = 12 + spell level):
0—~~*detect magic, detect poison, guidance, resistance*~~, 1st—~~*bane, burning hands*~~*, ~~*cause fear, endure elements*~~.

*Domain spell; Deity: Pyremius; *Domains:* Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +2 to damage).

Possessions: buckler, masterwork poisoned dagger (2), masterwork studded leather armor, silver holy symbol of Pyremius, 4 gp.

☛ **Thugs:** Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/19-20, short sword) or +3 ranged (1d4/19-20, hand crossbow); Full Atk +3 melee (1d6+2/19-20, short sword) or +3 ranged (1d4/19-20, hand crossbow); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +2, Ref +5, Will -1; Str 14, Dex 16, Con 15, Int 8, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Intimidate +3, Hide +6, Listen +3, Move Silently +6, Spot +3, Tumble +6; Dodge, Mobility.

Possessions: Masterwork short sword, dagger (2), hand crossbow, 10 bolts, studded leather armor, tanglefoot bag, thunderstone, 2 gp.

ENCOUNTER 10 AND 13

☛ **Nyunny:** Female ghost favored soul 2; CR 4; Medium undead (augmented humanoid [human], incorporeal); HD 2d12; hp 19; Init +2; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +1; Grp +0; Atk +3 touch (1d6 plus burning touch); Full Atk +3 touch (1d6 plus burning touch); SA burning touch, frightful moan; SQ rejuvenation, immunity to fire, turn resistance +4; AL N; SV Fort +3, Ref +6, Will +4; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +6 (+10 cast def), Hide +10, Intimidate +6, Knowledge (local: Core) +2, Listen +9, Sense Motive +5, Spot +9; Combat Casting, Eschew Materials.

Burning Touch (Su): When Nyunny hits a living target with her incorporeal touch attack, she deals 1d6 points of fire damage. Against ethereal opponents, she adds her Strength modifier to attack and damage rolls. Against non-ethereal opponents, she adds her Dexterity modifier to attack rolls only (included in stats).

Nyunny's touch burns like fire, and the flames of her body set aflame everything that she touches. Those hit by her burning touch must make a DC 15 Reflex save or catch fire. If a character catches fire, he takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage at the beginning of that round. Success means that the fire has gone out.

See page 304 in the *Dungeon Master's Guide* for rules on catching fire, and how it affects equipment.

Frightful Moan (Su): Nyunny can emit a frightful moan (which sounds like distressed whispering) as a standard action. All living creatures within 30 feet must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully

saves against the moan cannot be affected by Nyuny's moan for 24 hours.

Spells Known (6/5; base DC = 11 + spell level): 0—*detect magic, guidance, inflict minor wounds, light, resistance*, 1st—*cause fear, inflict light wounds, nimbus of light*.

Possessions: None.

ENCOUNTER 13

☛ **Harad Medrin**: Male human (Oeridian) aristocrat 5; CR 4; Medium humanoid (human); HD 5d8+5; hp 33; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +4; Atk +6 melee (1d6+2/18-20, *+1 rapier*) or +5 ranged (1d6/19-20, light crossbow); Full Atk +6 melee (1d6+2/18-20, *+1 rapier*) or +5 ranged (1d6/19-20, light crossbow); AL LE; SV Fort +3, Ref +4, Will +5; Str 12, Dex 15, Con 12, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +7, Intimidate +9, Knowledge (nobility and royalty) +5, Listen +6, Ride +6, Sense Motive +5, Spot +6; Combat Expertise, Dodge, Weapon Focus (rapier).

Languages: Common, Elvish, Old Baklunish, Old Oeridian

Possessions: Nyuny's necklace, light crossbow, 10 bolts, dagger, masterwork chain shirt, *+1 rapier, cloak of resistance +1, Quaal's feather token (whip)*, two flasks of holy water.

☛ **Thugs**: Male human commoner 1; 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 +0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); AL N; SV Fort +2, Ref +0, Will -1; Str 10, Dex 11, Con 10, Int 8, Wis 9, Cha 8.

Skills and Feats: Hide +2, Listen +3, Spot +3; Endurance, Die Hard.

Possessions: Dagger, smoke stick.

ENCOUNTER 1

☛ **Yegana:** Female human (Flan) cleric 3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +1; At: +1 melee (1d3, unarmed strike); Full Atk +1 melee (1d3, unarmed strike); AL NG; SV Fort +6, Ref +2, Will +7; Str 8, Dex 12, Con 13, Int 8, Wis 14, Cha 11.

Skills and Feats: Knowledge (religion) +1, Listen +4, Spot +4; Endurance, Great Fortitude, Iron Will.

Languages: Common, Ancient Flan;

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*create water, guidance, resistance, virtue*, 1st—~~remove fear*~~, ~~endure elements~~ (2), ~~obscuring mist~~, 2nd—~~produce flame*~~, ~~protection from energy~~ (2).

*Domain spell; Deity: Joramy; *Domains:* Fire (rebuken fire elementals/turn water elementals as undead); Competition (+1 bonus on all opposed checks).

Possessions: None.

ENCOUNTER 9

☛ **Reim:** Male halfling cleric 4; CR 4; Small humanoid (halfling); HD 4d8+4; hp 27; Init +8; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +3; Grp -1; Atk +5 melee (1d3 plus poison/19-20, dagger) or +10 ranged (1d3 plus poison/19-20, dagger); Full Atk +5 melee (1d3 plus poison/19-20, dagger) or +10 ranged (1d3 + poison/19-20, dagger); AL NE; SV Fort +6, Ref +6, Will +7 (+9 against fear); Str 10, Dex 18, Con 12, Int 11, Wis 15, Cha 9.

Skills and Feats: Climb +2, Concentration +5, Hide +10, Jump +2, Knowledge (religion) +4, Move Silently +9, Listen +6, Spot +2; Dodge, Improved Initiative.

Languages: Common, Halfling

Poison: Black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con

Both of Reim's daggers are treated with the poison. Note that if Reim rolls a natural 1 on his attack roll, he must make a DC 15 Reflex save or accidentally poison himself.

When prepared: Reim already has *endure elements* cast on himself. He casts the following spells in succession, about a minute before the planned attack:

- *bless*
- *bull's strength* (on Wayn)
- *aid* (on Lugh)
- *guidance* (on Wayn)
- *resistance* (on Wayn)
- *virtue* on himself

Spells Prepared (5/5/4 base DC = 12 + spell level): 0—~~detect magic, detect poison, guidance, resistance, virtue~~, 1st—~~bane, bless, cause fear, burning hands*~~, ~~endure elements~~, 2nd—~~aid, bull's strength, produce flame*~~, *sound burst*.

*Domain spell; Deity: Pyremius; *Domains:* Fire (rebuken fire elementals/turn water elementals as

undead); Destruction (smite attack 1/day, +4 to attack, +4 to damage).

Possessions: Masterwork buckler, poisoned masterwork daggers (2), +1 *studded leather armor*, holy symbol of Pyremius, 8 gp.

☛ **Thugs:** Male human rogue 1/fighter 2; CR 3; Medium humanoid (human); HD 1d6+2 plus 2d10+4; hp 24; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d4/19-20, hand crossbow); Full Atk +5 melee (1d8+2/19-20, masterwork longsword) or +5 ranged (1d4/19-20, hand crossbow); SA sneak attack +1d6; trapfinding; AL NE; SV Fort +5, Ref +5, Will -1; Str 14, Dex 16, Con 15, Int 8, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Intimidate +3, Hide +7, Listen +3, Move Silently +7, Spot +3, Tumble +6; Dodge, Mobility, Power Attack.

Possessions: Masterwork buckler, masterwork longsword, dagger (2), hand crossbow, 10 bolts, masterwork chain shirt, tanglefoot bag, thunderstone, 4 gp.

ENCOUNTER 10 AND 13

☛ **Nyuny:** Female ghost favored soul 5; CR 6; Medium undead (augmented humanoid [human], incorporeal); HD 5d12; hp 40; Init +3; Spd fly 30 ft. (perfect); AC 16, touch 16, flat-footed 13; Base Atk +3; Grp +2; Atk +6 touch (1d6 plus burning touch); Full Atk +6 touch (1d6 plus burning touch); SA burning touch, frightful moan; SQ rejuvenation, immunity to fire, cold resistance 10, turn resistance +4; AL N; SV Fort +4, Ref +7, Will +5; Str 8, Dex 16, Con -, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +8 (+12 cast def), Hide +11, Intimidate +6, Knowledge (local: Core) +2, Listen +9, Sense Motive +7, Spot +9; Ability Focus (frightful moan), Combat Casting, Eschew Materials, Weapon Focus (staff).

Possessions: None.

Burning Touch (Su): When Nyuny hits a living target with her incorporeal touch attack, she deals 1d6 points of fire damage. Against ethereal opponents, she adds her Strength modifier to attack and damage rolls. Against non-ethereal opponents, she adds her Dexterity modifier to attack rolls only (included in stats).

The touch burns like fire, and the flames of her body set everything aflame that she touches. Those hit by her burning touch must make a DC 15 Reflex save or catch fire. If a character catches fire, he takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage, that round. Success means that the fire has gone out.

See page 304 in the *Dungeon Master's Guide* for rules on catching fire, and how it affects equipment.

Frightful Moan (Su): Nyuny can emit a frightful moan (which sounds like distressed whispering) as a standard action. All living creatures within a 30-foot spread must succeed on a DC 17 Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting, fear effect. A creature that successfully saves against the moan cannot be affected by Nyuny's moan for 24 hours.

Spells Known (6/7/5; base DC = 11 + spell level):
0—*create water, detect magic, guidance, light, inflict minor wounds, resistance*; 1st—*bane, cause fear, doom, inflict light wounds, nimbus of light*; 2nd—*deific vengeance, shatter, wave of grief*.

ENCOUNTER 13

🗡️**Harad Medrin:** Male human (Oeridian) aristocrat 7; CR 6; Medium humanoid (human); HD 7d8+7; hp 45; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +5; Grp +6; Atk +9 melee (1d6+2/18-20, *+1 rapier*) or +7 ranged (1d6/19-20, light crossbow); Full Atk +9 melee (1d6+2/18-20, *+1 rapier*); AL LE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 15, Con 12, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +9, Intimidate +10, Knowledge (nobility and royalty) +5, Listen +7, Ride +6, Sense Motive +5, Spot +7; Combat Expertise, Dodge, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Elvish, Old Baklunish, Old Oeridian

Possessions: Nyuny's necklace, light crossbow, 10 bolts, dagger, *+1 rapier*, *+1 chain shirt*, *cloak of resistance +1*, *elixir of frost breath*, *Quaal's feather token (whip)*, *dust of disappearance*, two flasks of holy water.

🗡️**Thugs:** Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/19-20, short sword); Full Atk +3 melee (1d6+2/19-20, short sword); SA sneak attack +1d6, find traps; AL NE; SV Fort +2, Ref +5, Will -1; Str 14, Dex 16, Con 15, Int 8, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Intimidate +3, Hide +6, Listen +3, Move Silently +6, Spot +3, Tumble +6; Endurance, Die Hard.

Possessions: Masterwork short sword, studded leather armor, smoke stick.

ENCOUNTER 1

☛ **Yegana:** Female human (Flan) cleric 3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +1; At: +1 melee (1d3, unarmed strike); Full Atk +1 melee (1d3, unarmed strike); AL NG; SV Fort +6, Ref +2, Will +7; Str 8, Dex 12, Con 13, Int 8, Wis 14, Cha 11.

Skills and Feats: Knowledge (religion) +1, Listen +4, Spot +4; Endurance, Great Fortitude, Iron Will.

Languages: Common, Ancient Flan;

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*create water, guidance, resistance, virtue*, 1st—~~remove fear~~*, ~~endure elements~~ (2), ~~obscuring mist~~, 2nd—*produce flame**, ~~protection from energy~~ (2).

*Domain spell; Deity: Joramy; *Domains:* Fire (rebuke fire elementals/turn water elementals as undead); Competition (+1 bonus on all opposed checks).

Possessions: None.

ENCOUNTER 9

☛ **Reim:** Male halfling cleric 6; CR 6; Small humanoid (halfling); HD 6d8+6; hp 39; Init +8; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +4; Grp +0; Atk +10 melee (1d3+1 plus poison/19-20, +1 dagger) or +11 ranged (1d3+1 plus poison/19-20, +1 dagger); Full Atk +10 melee (1d3+1 plus poison/19-20, +1 dagger) or +11 ranged (1d3+1 plus poison/19-20, +1 dagger); AL NE; SV Fort +7, Ref +7, Will +8 (+10 against fear); Str 10, Dex 18, Con 12, Int 11, Wis 15, Cha 9.

Skills and Feats: Climb +2, Concentration +9, Hide +10, Jump +2, Knowledge (religion) +2, Move Silently +9, Listen +4, Spot +2; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Halfling

Poison: Sasson leaf residue, DC 16 Fortitude save resists, 2d12/1d6 Con

Both of Reim's daggers are treated with the poison. Note that if Reim rolls a natural 1 on his attack roll, he must make a DC 15 Reflex save or accidentally poison himself.

When prepared: Reim already has *endure elements* cast on himself. He casts the following spells in succession, about a minute before the planned attack:

- *bless*
- *bull's strength* (on Wayn)
- *bear's endurance* (on Wayn)
- *aid* (on Lugh)
- *guidance* (on Wayn)
- *resistance* (on Wayn)
- *virtue* on himself

Spells Prepared (5/5/5/3 base DC = 12 + spell level): 0—~~detect magic~~, ~~detect poison~~, *guidance, resistance, virtue*, 1st—*bane, bless, cause fear, burning hands**, ~~endure elements~~, 2nd—*aid, bear's endurance*,

*bull's strength, produce flame**, *sound burst*, 3rd—*dispel magic, summon monster III, resist energy**.

*Domain spell; Deity: Pyremius; *Domains:* Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +6 to damage).

Possessions: Masterwork buckler, poisoned +1 daggers (2), +1 studded leather armor, holy symbol of Pyremius, 12 gp.

☛ **Thugs:** Male human rogue 3/fighter 2; CR 5; Medium humanoid (human); HD 3d6+2d10+10; hp 41; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20, +1 longsword) or +7 ranged (1d4/19-20, hand crossbow); Full Atk +7 melee (1d8+3/19-20, *masterwork longsword*) or +7 ranged (1d4/19-20, hand crossbow); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NE; SV Fort +6, Ref +6, Will -1; Str 14, Dex 16, Con 16, Int 8, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Intimidate +3, Hide +11, Listen +6, Move Silently +11, Spot +6, Tumble +10; Dodge, Mobility, Power Attack.

Possessions: Masterwork buckler, dagger (2), hand crossbow, 10 bolts, +1 longsword, +1 chain shirt, tanglefoot bag, thunderstone, 6 gp.

ENCOUNTER 10 AND 13

☛ **Nyuny:** Female ghost favored soul 7 (Joramy); CR 8; Medium undead (augmented humanoid [human], incorporeal); HD 7d12; hp 54; Init +7; Spd fly 30 ft. (perfect); AC 16, touch 16, flat-footed 13; Base Atk +5; Grp +4; Atk +8 touch (1d8 plus burning touch); Full Atk +8 touch (1d8 plus burning touch); SA burning gaze, burning touch, frightful moan; SQ rejuvenation, immunity to fire, cold resistance 10, turn resistance +4; AL N; SV Fort +5, Ref +8, Will +6; Str 8, Dex 16, Con -, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +10 (+14 cast def), Hide +12, Intimidate +6, Knowledge (local: Core) Knowledge (local: Core) +2, Listen +10, Sense Motive +5, Spot +10; Ability Focus (frightful moan), Combat Casting, Eschew Materials, Improved Natural Attack, Weapon Focus (staff).

Burning Gaze (Su): Due to the almost painful light she emits, Nyuny can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet her gaze must succeed on a DC 17 Fortitude save or take 2d10 points of damage that feels like searing heat, and 1d4 points of Charisma damage as burns form on their skin.

Burning Touch (Su): When Nyuny hits a living target with her incorporeal touch attack, she deals 1d8 points of fire damage. Against ethereal opponents, she adds her Strength modifier to attack and damage rolls. Against non-ethereal opponents, she adds her Dexterity modifier to attack rolls only (included in stats).

The touch burns like fire, and the flames of her body set everything aflame that she touches. Those hit by her burning touch must make a DC 15 Reflex save or catch fire. If a character catches fire, he takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage, that round. Success means that the fire has gone out.

See page 304 in the *Dungeon Master's Guide* for rules on catching fire, and how it affects equipment.

Frightful Moan (Su): Nyuny can emit a frightful moan (which sounds like distressed whispering) as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Nyuny's moan for 24 hours.

Spells Known (6/7/7/4; base DC = 11 + spell level):
0—*create water, detect magic, guidance, inflict minor wounds, light, resistance, virtue*, 1st—*bane, doom, divine favor, entropic shield, inflict light wounds, nimbus of light*, 2nd—*deific vengeance, shatter, sound burst, wave of grief*, 3rd—*dispel magic, prayer, searing light*.

Possessions: None.

ENCOUNTER 13

☛ **Harad Medrin:** Male human (Oeridian) aristocrat 9; CR 8; Medium humanoid (human); HD 9d8+18; hp 66; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +7; Atk +11 melee (1d6+2/18-20, *+1 ghost touch rapier*) or +9 ranged (1d6/19-20, light crossbow); Full Atk +11/+6 melee (1d6+2/18-20, *+1 ghost touch rapier*) or +9 ranged (1d6/19-20, light crossbow); AL LE; SV Fort +5, Ref +8, Will +6; Str 12, Dex 16, Con 14, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +7, Diplomacy +9, Intimidate +12, Knowledge (nobility and royalty) +5, Listen +9, Ride +9, Sense Motive +5, Spot +9; Combat Expertise, Dodge, Lightning Reflexes, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Elvish, Old Baklunish, Old Oeridian

Possessions: Nyuny's necklace, light crossbow, 10 bolts, dagger, *amulet of health +2, cloak of arachnida, +1, elixir of frost breath, ghost touch rapier, +1 chain shirt, Quaal's feather token (whip), dust of disappearance*, two flasks of holy water.

☛ **Thugs:** Male human rogue 1; CR 1; Medium humanoid (human); HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +2; Atk +3 melee (1d6+2/19-20, short sword); Full Atk +3 melee (1d6+2/19-20, short sword); SA sneak attack +1d6, find traps; AL NE; SV Fort +2, Ref +5, Will -1; Str 14, Dex 16, Con 15, Int 8, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Intimidate +3, Hide +6, Listen +3, Move Silently +6, Spot +3, Tumble +6; Endurance, Die Hard.

Possessions: Masterwork short sword, studded leather armor, smoke stick.

ENCOUNTER 1

☛ **Yegana:** Female human (Flan) cleric 3; CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +1; At: +1 melee (1d3, unarmed strike); Full Atk +1 melee (1d3, unarmed strike); AL NG; SV Fort +6, Ref +2, Will +7; Str 8, Dex 12, Con 13, Int 8, Wis 14, Cha 11.

Skills and Feats: Knowledge (religion) +1, Listen +4, Spot +4; Endurance, Great Fortitude, Iron Will.

Languages: Common, Ancient Flan;

Spells Prepared (4/4/3; base DC = 12 + spell level):

0—*create water*, *guidance*, *resistance*, *virtue*, 1st—~~remove fear~~*, ~~endure elements~~ (2), ~~obscuring mist~~, 2nd—*produce flame**, ~~protection from energy~~ (2).

*Domain spell; Deity: Joramy; *Domains:* Fire (rebuke fire elementals/turn water elementals as undead); Competition (+1 bonus on all opposed checks).

Possessions: None.

ENCOUNTER 9

☛ **Reim:** Male halfling cleric 8; CR 8; Small humanoid (halfling); HD 8d8+8; hp 51; Init +8; Spd 20 ft.; AC 22, touch 15, flat-footed 18; Base Atk +6; Grp +2; Atk +12 melee (1d3+1 plus poison/19-20, +1 dagger) or +13 ranged (1d3+1 plus poison/19-20, +1 dagger); Full Atk +12/+7 melee (1d3+1 plus poison/19-20, +1 dagger) or +13/+8 ranged (1d3+1 plus poison/19-20, +1 dagger); AL NE; SV Fort +8, Ref +7, Will +10 (+12 against fear); Str 10, Dex 18, Con 12, Int 11, Wis 16, Cha 9.

Skills and Feats: Climb +2, Concentration +10, Hide +11, Jump +2, Knowledge (religion) +2, Move Silently +10, Listen +7, Spot +3; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Halfling

Poison: Death blade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con

Only one of Reim's daggers is treated with the poison. Note that if Reim rolls a natural 1 on his attack roll, he must make a DC 15 Reflex save or accidentally poison himself.

When prepared: Reim already has *endure elements* and *freedom of movement* cast on himself, and *magic vestment* on his buckler. He casts the following spells in succession, about a minute before the planned attack:

- *bless*
- *bull's strength* (on Wayn)
- *bear's endurance* (on Wayn)
- *aid* (on Lugh)
- *guidance* (on Wayn)
- *resistance* (on Wayn)
- *virtue* on himself

Spells Prepared (6/6/5/5/3 base DC = 12 + spell level): 0—~~detect magic~~, ~~detect poison~~, *guidance*, *resistance* (2), *virtue*, 1st—*bane*, *bless*, *cause fear*, *burning hands**, *doom*, ~~endure elements~~, 2nd—*aid*,

bear's endurance, *bull's strength*, *produce flame**, *sound burst*, 3rd—*blindness*, *dispel magic*, ~~magic vestment~~, *resist energy**, *summon monster III*, 4th—*poison*, ~~freedom of movement~~, *wall of fire**.

*Domain spell; Deity: Pyremius; *Domains:* Fire (rebuke fire elementals/turn water elementals as undead); Destruction (smite attack 1/day, +4 to attack, +8 to damage).

Possessions: Masterwork buckler (+2 due to *magic vestment*), +1 dagger, poisoned +1 dagger, +1 studded leather armor, holy symbol of Pyremius, 16 gp.

☛ **Thugs:** Male human rogue 3/fighter 4; CR 7; Medium humanoid (human); HD 3d6+4d10+14; hp 62; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +6/+1; Grp +8; Atk +10 melee (1d8+5/19-20, +1 longsword) or +9 ranged (1d4/19-20, hand crossbow); Full Atk +10/+4 melee (1d8+5/19-20, +1 longsword) or +9 ranged (1d4/19-20, hand crossbow); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NE; SV Fort +7, Ref +7, Will +0; Str 14, Dex 16, Con 16, Int 8, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +5, Intimidate +3, Hide +12, Listen +6, Move Silently +12, Spot +6, Tumble +10; Dodge, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 chain shirt, +1 buckler, +1 longsword, daggers (2), hand crossbow, 10 bolts, tanglefoot bag, thunderstone, 8 gp.

ENCOUNTER 10 AND 13

☛ **Nyuny:** Female ghost favored soul 9; CR 9; Medium undead (incorporeal); HD 9d12+9; hp 68; Init +7; Spd fly 30 ft. (perfect); AC 16, touch 16, flat-footed 14; Base Atk +6; Grp +5; Atk +9 touch (1d8 plus burning touch); Full Atk +9/+4 touch (1d8 plus burning touch); SA burning gaze, burning touch, frightful moan; SQ rejuvenation, immunity to fire, cold resistance 10, turn resistance +4; AL N; SV Fort +6, Ref +9, Will +7; Str 8, Dex 16, Con -, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +12 (+16 cast def), Hide +12, Intimidate +6, Knowledge (local: Core) +2, Listen +11, Sense Motive +5, Spot +11; Ability Focus (burning gaze), Ability Focus (frightful moan), Combat Casting, Eschew Materials, Improved Natural Attack, Improved Toughness, Weapon Focus (staff).

Burning Gaze (Su): Due to the almost painful light she emits, Nyuny can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet her gaze must succeed on a DC 19 Fortitude save or take 2d10 points of damage that feels like searing heat, and 1d4 points of Charisma damage as burns form on their skin.

Burning Touch (Su): When Nyuny hits a living target with her incorporeal touch attack she deals 1d8 points of fire damage. Against ethereal opponents, she adds her Strength modifier to attack and damage rolls.

Against non-ethereal opponents, she adds her Dexterity modifier to attack rolls only (included in stats).

The touch burns like fire, and the flames of her body set everything aflame that she touches. Those hit by her burning touch must make a DC 15 Reflex save or catch fire. If a character catches fire, he takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage, that round. Success means that the fire has gone out.

See page 304 in the *Dungeon Master's Guide* for rules on catching fire, and how it affects equipment.

Frightful Moan (Su): Nyuny can emit a frightful moan (which sounds like distressed whispering) as a standard action. All living creatures within a 30-foot spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Nyuny's moan for 24 hours.

Spells Known (6/7/7/5/3; base DC = 11 + spell level): 0—*create water, detect magic, detect poison, guidance, inflict minor wounds* (2), *resistance, virtue*, 1st—*doom, divine favor, entropic shield, inflict light wounds* (2), *nimbus of light*, 2nd—*deific vengeance, inflict moderate wounds, shatter, sound burst, wave of grief*, 3rd—*dispel magic, prayer, searing light, wind walk*, 4th—*castigate, energy vortex, inflict critical wounds*.

Possessions: None.

ENCOUNTER 13

🗡️**Harad Medrin:** Male human (Oeridian) aristocrat 11; CR 10; Medium humanoid (human); HD 11d8+33; hp 91; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +8; Grp +9; Atk +13 melee (1d6+2/18-20, *+1 ghost touch rapier*) or +11 ranged (1d6/19-20, light crossbow); Full Atk +13/+8 melee (1d6+2/18-20, *+1 ghost touch rapier*) or +11 ranged (1d6/19-20, light crossbow); SQ energy resistance (fire) 10; AL LE; SV Fort +6, Ref +8, Will +7; Str 12, Dex 16, Con 16, Int 13, Wis 11, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +11, Intimidate +14, Knowledge (nobility and royalty) +9, Listen +11, Ride +11, Sense Motive +9, Spot +11; Combat Expertise, Dodge, Lightning Reflexes, , Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Elvish, Old Baklunish, Old Oeridian

Possessions: Nyuny's necklace, light crossbow, 10 bolts, dagger, *amulet of health +4, cloak of arachnida, +1 ghost touch rapier, +1 chain shirt, elixir of frost breath, minor ring of energy resistance (fire), Quaal's feather token (whip), dust of disappearance*, two flasks of holy water.

🗡️**Thugs:** Male human rogue 3; CR 1; Medium humanoid (human); HD 3d6+6; hp 20; Init +7; Spd 30

ft.; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/19-20, short sword); Full Atk +4 melee (1d6+2/19-20, short sword); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL NE; SV Fort +5, Ref +6, Will +0; Str 14, Dex 16, Con 15, Int 8, Wis 9, Cha 8.

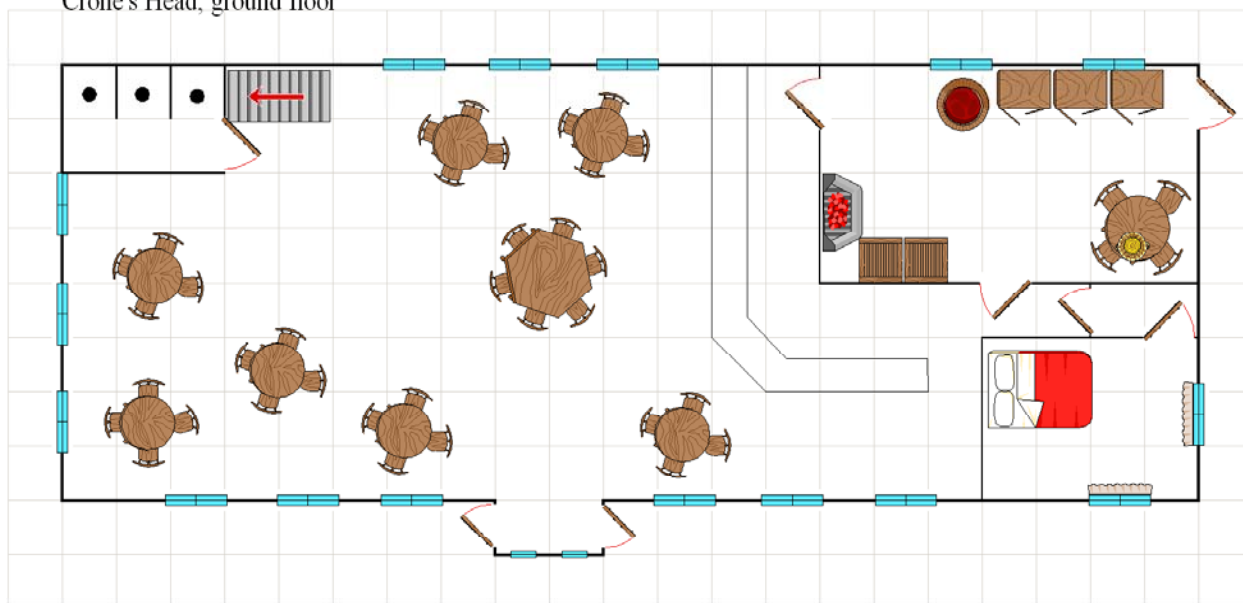
Skills and Feats: Bluff +5, Climb +8, Intimidate +5, Hide +9, Listen +5, Move Silently +9, Spot +5, Tumble +9; Endurance, Die Hard, Great Fortitude.

Possessions: Masterwork short sword, masterwork studded leather armor, smoke stick.

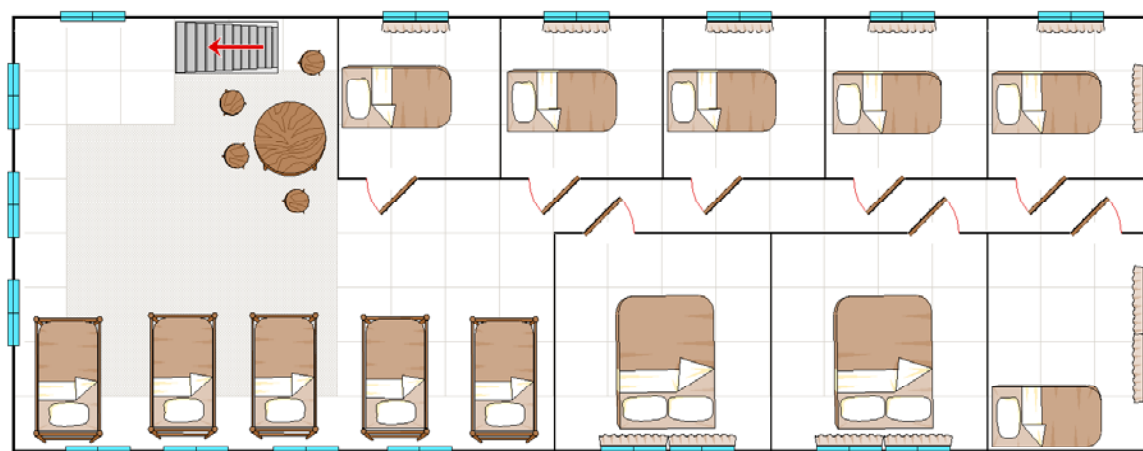
APPENDIX 2: MAPS

THE CRONE'S HEAD INN

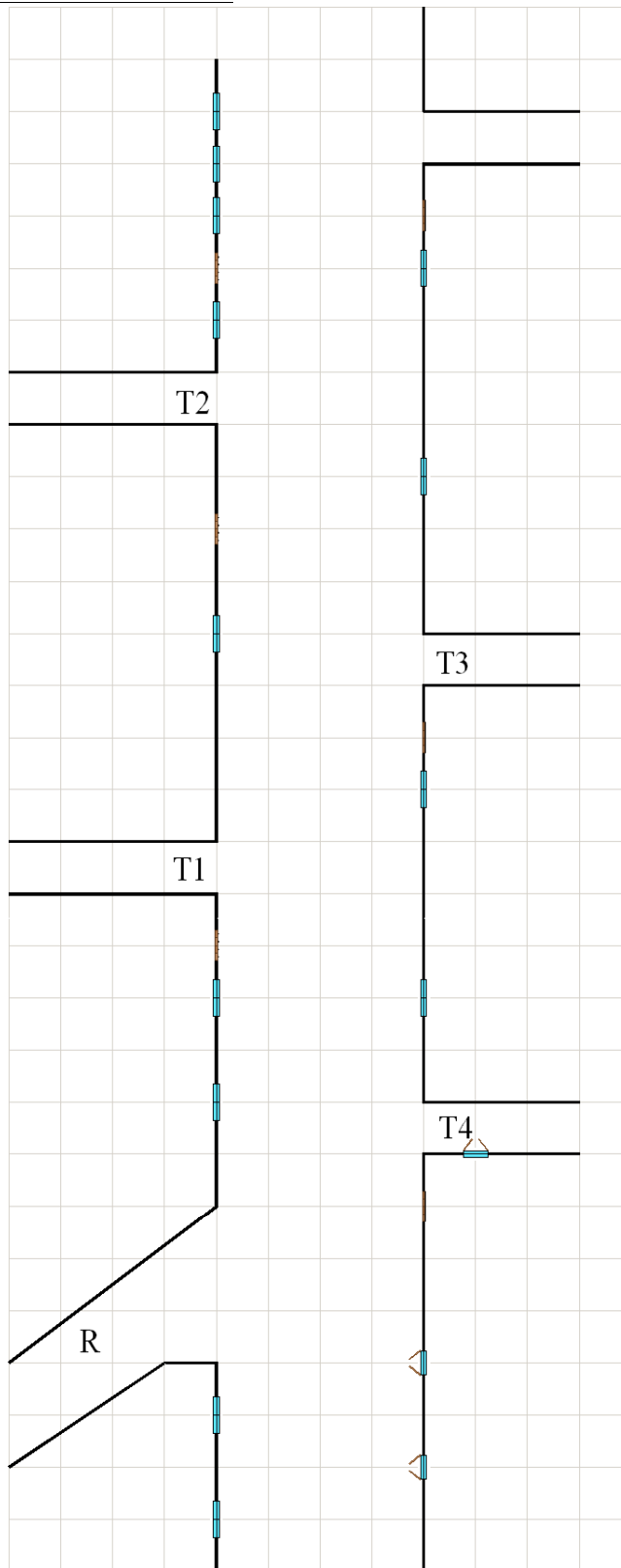
Crone's Head, ground floor



Crone's Head, upper floor

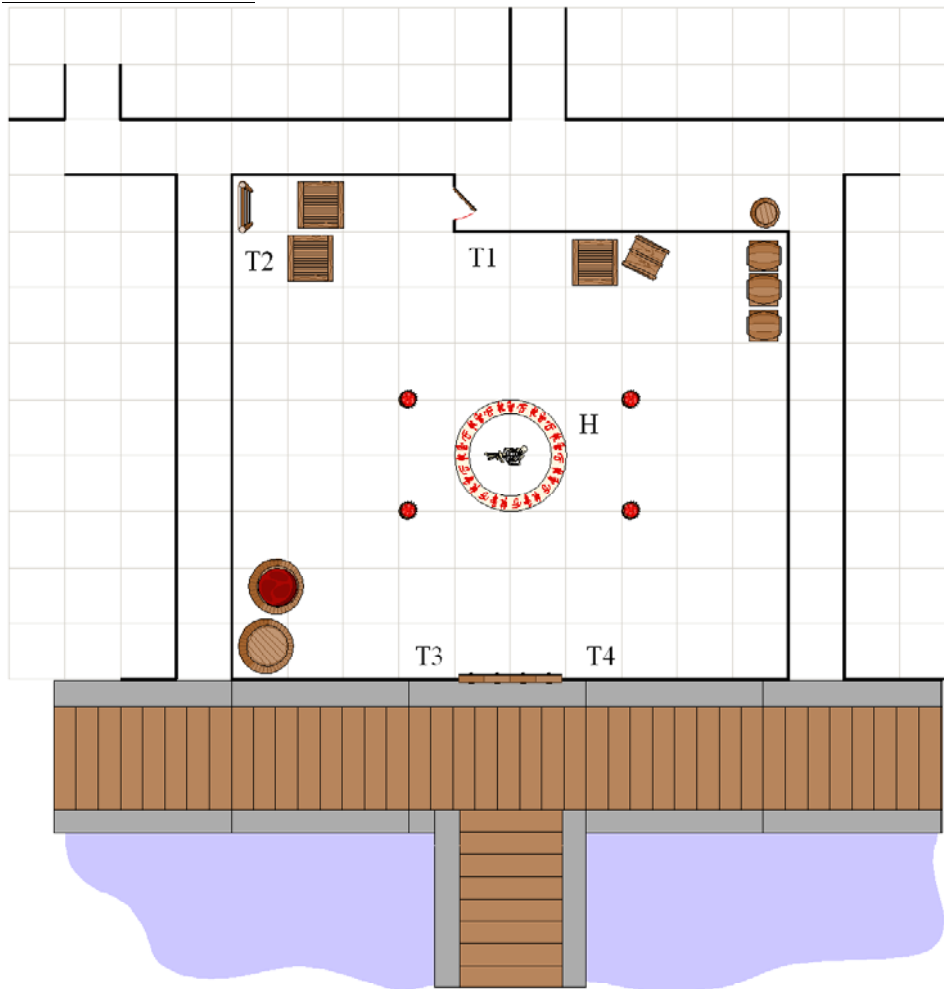


MIND YOUR OWN



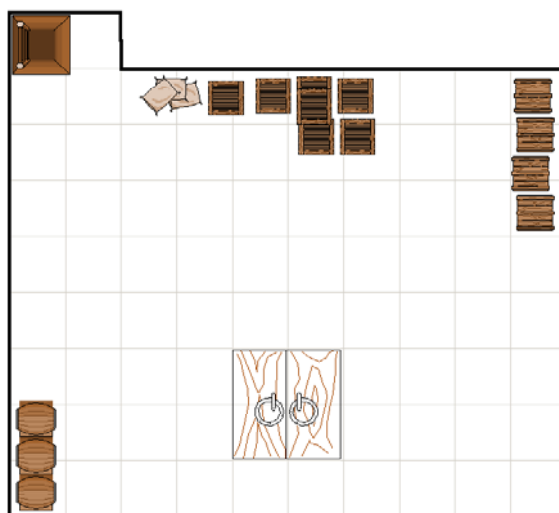
T1: Thug #1
T2: Thug #2
T3: Thug #3
T4: Thug #4
R: Reim

WAREHOUSE 231



T1: Thug #1
T2: Thug #2
T3: Thug #3*
T4: Thug #4*
H: Harad Medrin
*) at APL6-8

Warehouse 231, ground floor



Warehouse 231, upper floor

APPENDIX 3: THE CITY OF HARDBY

Much of this material is adapted from the “Hardby: City of the Scorned” article by Paul Looby in *Dungeon* #107.

🏰 **Hardby (small city):** Conventional; AL LN; 15,000 gp; Assets 3,825,000 gp; Population 5,100 mixed (human 72%, half-orc 22%, halfling 2%, dwarf 1%, gnome 1%, half-elf 1%, elf 1%).

Temples: Ehlonna (forests, woodlands), Joramy (fire, volcanoes, wrath), Lirr (literature, art), Mayaheine (protection, justice, valor), Myhriss (love, beauty), Norebo (luck, gambling), Osprem (sea, voyages, sailors), Pelor (sun, light, healing, protection), Procan (seas, navigation), St. Cuthbert (common sense, wisdom, discipline), Wee Jas (magic, death, vanity), Xerbo (seaborne trade), Zilchus (power, money).

A BRIEF SOCIAL HISTORY OF HARDBY

The settlement that would become the city of Hardby was founded in -278 CY by the Suel mage Ena Norbe on the northeastern coast of the Woolly Bay. Believing that it was the folly of men, which led to the fall of the Suel Imperium, Ena declared herself as Gynarch and established that only women would rule Hardby. Her daughters became the progenitors of the Six Great Families of Hardby and the core of the Gynarchy, from which future leaders and officials would be chosen. With one exception, Hardby remained under the rule of women until 517 CY, when the Merchant's Alliance in Hardby seized power in a bloodless coup. Marriage with Trade Council members and behind-the-scenes actions allowed effective rule of Hardby to remain in the hands of the Gynarchy during this period, however. Even after Greyhawk took control of the city during the Greyhawk Wars and established a Military Governor to rule the city, the Despotrix continued to maintain considerable influence—a reality that still greatly concerns the Directing Oligarchy of Greyhawk.

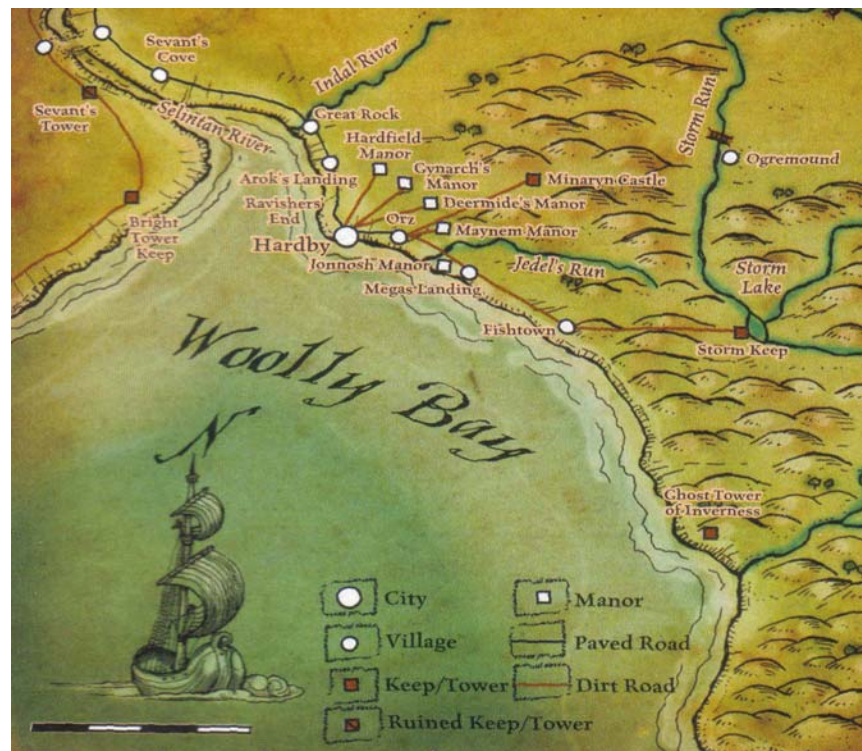
Unlike Greyhawk and most other areas of the central Flanaess, Hardby has a sizable half-orc population, which is not only tolerated but welcomed. Some half-orc families, who primarily live in the Dock District and Fishtown, have been in the city for generations now, and half-orc sailors, soldiers, and dock workers are regulars among dockside taverns and businesses. Prejudice against half-orcs is widely frowned upon and discouraged.

MERCHANT'S ALLIANCE

The Hardby Merchant's Alliance was formed by refugees from the Pomarj who found themselves excluded from governance and belittled by Hardby's famously independent-minded women. The Alliance created a Trade Council of six merchants and six “rivermen” (dock workers, pilots or military officers, and one judge), all of whom were elected at regular intervals. Although the Trade Council officially governed Hardby, it generally ended up answering to the wishes of the Despotrix. Since Greyhawk took control, though, the rivermen councilors have been military officers loyal to the Directing Oligarchy. The Council is now subordinate to the Military Governor and confined strictly to discussion of commercial matters. Naturally the Merchant's Alliance is unhappy with this current state of affairs.

DISTRICTS OF HARDBY

Northend—A crowded district on the north side of the docks which includes the Palace of the Gynarchs, the Law Courts, and the city's primary military and naval barracks. The High Chapel, a prominent temple to Pelor, can also be found here.



Dock District—A cobbled quay which runs the length of the waterfront, it is a warren of boisterous taverns, inns, hostels, and other less reputable places. The streets are narrow and back alleys are dangerous after dark, while drunken brawls are not uncommon.

Fish Town—This area of warehouses and business related to fishing and sailing reeks of fish and is populated by hordes of cats (which are considered lucky) and seagulls (which are not). It is also the poorest section of Hardby, though it is not as bad as the slums in most other major cities.

Tradetown—Located outside the Great Wall, this crowded and bustling quarter is the heart of commerce in the city and home to most of its merchants and artisans. Exotic items from the four corners of the Flanaess can be found here.

The Ebbfields—Originally the upper-class section of town, it now houses Hardby's middle class and a spill-over of its poorer elements. Older parts are pleasant with broad, well-paved, leafy streets.



FAVORED SOUL

The following is an excerpt from the Favored Soul base class. This excerpt only describes part of the Favored Soul's abilities as needed in this scenario.

Source: *Complete Divine*, page 6.

Game Rule Information

Favored Souls have the following game statistics.

Abilities: Charisma determines how many spells a favored soul can cast per day. Wisdom determines how many favored soul's spells are to resist (see Spells, below).

Alignment: Any

Hit Dice: d8

Class Skills

The favored soul's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge(arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the favored soul.

Weapon and Armor Proficiencies: Favored souls are proficient with all simple weapons, with light and medium armor, with light and medium armor, and with shields (except tower shields). A favored soul is also proficient with her deity's favored weapon. Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a favored Soul's spell is 10 + the spell's level + the favored soul's Wisdom modifier.

Like other spellcasters, a favored soul can only cast a certain number of spells of each spell level per day. In addition, she receives bonus spells for a high Charisma.

Unlike a cleric, a favored soul's selection of spells is limited. A favored soul begins play knowing 4 0-level spells and three 1st-level spells of your choice. At each new favored soul level, she gains one or more new spells. Unlike spells per day, her Charisma score does not affect the number of spells a favored soul knows.

APPENDIX 4: NEW RULES ITEMS

Upon reaching 4th level, and every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one she already knows. In effect, the favored soul "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast. A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, a favored soul need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Deity Weapon Focus: At 3rd level, a favored soul gains the Weapon Focus feat with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains energy resistance 10 against that type. At 10th and 15th level, the character gains resistance 10 against another energy type of her choosing.

MAGIC ITEMS

Elixir of Frost Breath

This strange elixir bestows upon the drinker the ability to spit bursts of freezing air. He can breathe cold up to three times, each time dealing 4d6 points of cold damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; C: 11th; Craft Wondrous Item, Energy Substitution (cold), scorching ray, Price 1,100 gp;

Source: As *elixir of firebreath*, *Dungeon Master's Guide*, page 255

FEATS

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 point permanently.

Source: *Complete Warrior*, page 101

SPELLS

Castigate

Evocation [Sonic]

Level: Cleric 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft. radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke your foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good, or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A Fortitude saving throw is allowed for half damage from this spell.

Source: *Complete Divine*, page 158

Deific Vengeance

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels).

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of this spell.) The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Source: *Complete Divine*, page 161

Energy Vortex

Evocation [Acid, Cold, Fire, Electricity, or Sonic]

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you cast energy vortex, you choose one of five energy types: acid, cold, fire, electricity, or sonic. A blast of that energy type bursts in all directions from

you, dealing 1d8 points of damage +1 point per caster level (maximum + 20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances or immunities you have to the energy type.

Source: *Complete Divine*, page 164

Nimbus of Light

Evocation [Light]

Level: Cleric 1, Purification 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: min/level or until discharged (D)

A glittering corona of sunlight surrounds your body at a few inches distance—until you release it as a focused blast of divine energy. The *nimbus of light* glows like a lantern, shedding bright light in a 30-foot radius (and dim light for another 30 feet) from you.

As a move action, you can coalesce the energy from the *nimbus of light* around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet. As a ranged touch attack, the nimbus of light deals 1d8 points of damage +1 point per round that's elapsed since you cast the spell (maximum of 1d8 + caster level damage). Attacking with the *nimbus of light* ends the spell, whether the energy hits its target or not.

Source: *Complete Divine*, page 170

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels).

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material component: three tears

Source: *Complete Divine*, page 188