

bringing to Cauldron. These bandits rush up the stairs to hear sounds of battle or cries for the kitchen.

LLAR

s several (now

LLAR

fruit and
gh most
carelessly
y bandits
re.

PRAGE

moist and hu-
f meat hang
to the ceiling,
storage bins
The far
empty
metal
e; the
slowly
sign
or, its
ng, "NO
INT!"

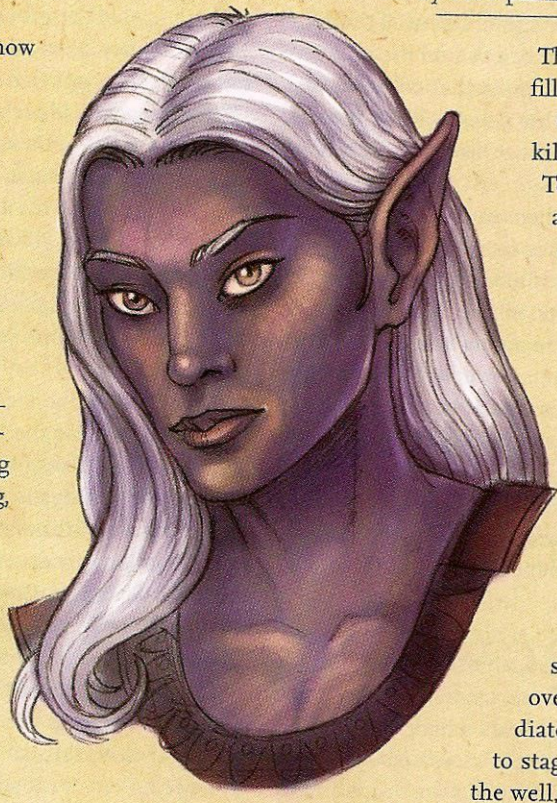
ed to store meat and other perish-
was kept cold by a small container
age 117 of the *DUNGEON MASTER*'s
d metal box at the far end of the
e box of mold to create a barricade;
but not quite as cold as area M43.

M (EL 2)

of the hall is a solid, iron-rein-
that bulges at the seams, almost
melted and expanded to clog its
ads that reinforce the door are
re the bodies of three thugs who
round before it. One of the bod-
hed torch.

ng of the door is the result of
shape; a DC 22 Spellcraft check

The temperature in this room is near freezing. A thin layer of frost coats the floor and walls of the northern portion of the room. A low, circular well sits in the center of the room, its mouth partially covered by a few planks of wood.




Shensen Tesseril

The well is 30 feet deep, and filled with 10 more feet of water.

Creature: When Sarcem was killed by Tongueater, Shensen Tesseril knew she had only a few seconds to live if she didn't think fast. She ran to the cold storage room, grabbed the metal box of brown mold, then fled to this room. She sealed the door with a wood shape as the bandits were finishing off Sarcem, and then threw the metal box at the door from across the room.

It burst open as it hit, scattering brown mold all over the door and the immediate area. She then managed to stagger over to huddle behind the well, where she now waits, hoping to survive the night long enough to heal herself and escape.

Shensen has long silver hair, dusky skin, and is nimble and athletic, although she is currently in poor shape from her fight with Tongueater and his goons. As a child, she was raised in a monastery and trained as a monk. When her elders turned away a wounded bard who sought protection from wrongful punishment at the hands of an angry mob, she went against the wishes of her elders and let the bard into the monastery through a secret door. When her actions were discovered, the monks turned the bard over to the mob (which quickly lynched him) and exiled Shensen. The experience left her embittered toward the overly ordered and detached lifestyle of the monk, and although she retains some of the training she gained at the monastery, she never returned to that lifestyle. Instead, she became an explorer and wandering storyteller, combining the social graces of a minstrel with a reverence for nature. Eventually, she encountered the Striders of Fharlanghn and joined their ranks, and for the past year she's been



the attendant caretaker of the chapel of Fharlanghn at the Lucky Monkey.

Shensen can become one of the party's most supportive allies throughout the course of this adventure. Her good word goes a long way with Meerthan, should the party wish to join the Striders of Fharlanghn at a later date. She is more than willing to donate her skills, spells, and knowledge to the party for their use, and may even fall in love with a PC of similar interests or skills to her own.

➤ **Shensen Tesseril, female half-drow monk 2/bard 1/druid 3:** hp 29 (currently 2); see Appendix 4.

Trap: The 5-foot squares to either side of the door to this room are thick with brown mold. Opening the door instantly exposes the character before it to the mold.

↗ **Brown Mold:** CR 2; 3d6 nonlethal cold damage within 5 feet; fire brought within 5 feet doubles its size; can be destroyed by cold damage (see the *DUNGEON MASTER's Guide* 76).

Development: If rescued, Shensen is grateful, but her first order of business is to contact her mentor Meerthan Eliothlorn and inform him of the attack on the Lucky Monkey. She asks to travel with the party back to town, and promises not to forget the aid the PCs gave her. Some time after she reports to Meerthan (no more than a day after the PCs return to Cauldron), she returns to the group and rewards them with a pair of *boots of striding and springing*, given to her by Meerthan as thanks for her rescue.

Ad-Hoc Experience Award: If the party rescues Shensen, award them experience points as if they had defeated her in combat.

THE MISSING WANDS

With Sarcem murdered and the *wands of control water* nowhere to be seen, the PCs must return to Cauldron with empty hands. As they do, the clouds above gather and the rain begins to fall, first in big wet drops and by the time they return to town, in miserable sheets. The mood in the city has dampened as well, as an undercurrent of tension spreads through the citizenry. Rumors that the *wands of control water* used to hold the floodwaters at bay are lost spread, and the churches of Cauldron do little to refute this gossip.

Over the next several days, the rainstorms continue. They relent for a few hours each day, but it soon be-

lakeshore are built on stilts. If the party takes too long, even these measures can save the city from flooding.

EVENT 9: HUNTING

The PCs should return to town and report their findings to Meerthan and of despair upon learning of the loss. Their eyes fill with a steely resolve. Jenya, priestess of the church, and her situation is hers and hers alone. She warns the PCs with money for the journey and points out that the group has no money and until they do so, their journey is a waste. She hopes that she can use her tactics to enlist the party's help. Of course. If the PCs have a holy mace of Sarcem's holy mace, which was the priest or priestess. She does not want her possessions if they brought her interment in the church's burial vault. Jenya left the body behind, Jenya will retrieve it.

At this point, the recovery of the body should become the party's goal. They have no idea where the wand is, but fortunately several leads present themselves. The leads are outlined below. The search is difficult and time consuming. Each lead should take, on average, 1 day. This encourages the PCs to seek out the wand as adamant that someone should find it. If the PCs don't suggest casting *divination*, Jenya brings it up the following day, or down, if necessary, so they can find the spell.

Divination Magic: If a PC has access to the party doesn't have access to *divination*, she gladly casts the spell for them. If the wand is brought to her attention.

Divination: If the PCs can cast it using the *Standards of the Faith*, her to perform a *divination* spell, she gladly does so.