

For Aimee

10 Encounters

(Ladies of the Evening 3)

By

DM Fitzgerald

Art

JD Draft



Kennis (Duchess) Human Prostitute Level 4

Str 15, Dex 15, Con 15, Int 17, Wis 12, Cha 17

Skills Acrobatics +2, Bluff +10, Diplomacy +10, Disguise +11, Knowledge (Military) +5, Perception Profession (Castillian) +8, Sense Motive +5, Sleight of Hand +7

Kennis as she is called began life in an alley in Prew, sold to several different owners before she was 3. Finally she ended up in one of the homes of the famed Kenna's of Prew (Lords of Prew).

She was adopted as a playmate for the Kenna's young daughter and was raised along side her. Although her companion paid little attention to her studies Kennis soaked up the lessons like a sponge and soon was above her employers daughter in languages as well as reading and writing. It was expected that's she would go with her employees daughter when the daughter got married and continue to be a constant companion and that would have been fine with Kennis, however she fell in love.

The man Kennis fell in love with was a suitor of the lords daughter. the suitor was using Kennis as a way to get deeper into the lords daughters affections and it may have worked had not one of the other servants told the lord. The lord had the suitor banished from his home and had Kennis sold to a brothel, where she worked for several years.

The old lord died and the daughter asked Kennis to come back and live with her. Kennis came back but she was different, she knew of the world and used her talents to at first helping her friend run the kingdom, now she runs it for her. Everyone know who the real power behind the throne is.

Plot hooks:

1. "Married" Kennis runs the kingdom and it has prospered, however the queen understands that she needs to marry to keep her family's line going, she is actively looking for a king and Kennis is worried. She doesn't know if any king would allow her the power she has now, of course she has a plan, she has found a suitor that will marry the queen and still allow her to run the kingdom and the person is one of the player characters. Kennis has access to forgers that can create writs of royalty. She is willing to pay one of the characters to come to court, woo the queen and once the lineage is assured the character can escape into the night. Of course that's the plan.
2. "Returned" Kennis has always wondered what happened to her first love and so she has scoured the lands looking for him. It might be possible that one of the characters is her first love or knows him. If that's not in the cards then the characters can be paid to go and find him and bring him back any way possible.



Marjory and Aliet Rogue Level 2

Str 10, **Dex** 17, **Con** 15, **Int** 10, **Wis** 12, **Cha** 16

Skills Acrobatics +2, Bluff +10, Diplomacy +10, Disguise +11, Knowledge (Military) +5, Perception Profession (Castillian) +8, Sense Motive +5, Sleight of Hand +7

Marjory and Aliet are sisters (Marjory is a year older). They joined a group of adventurers and shared the dream of riches so common with that profession. After a three weeks of bad food and sleeping outdoors the sisters decided to try their skills as rogues in the city of Prew. Prew is known as the City of Thieves and they felt they would have a good chance there.

Soon after they started they were apprehended not by the city watch but by one of the two thieves guilds and offered the choice of joining or being fed to the giant log rollers in the swamp. The girls agreed and began working for the Feather guild. They have decided that they enjoy the life of a Lady of Eve better than skulking around in back allies looking for someone to mug.

Although the sisters are not twins, they share a telepathic bond that allows them so see through each other's eyes three times a day as well as converse.

Plot Hooks

1. "Feathers or Horns" Majority and Aliet have had a falling out and Aliet goes over to the other guild in Prew, the Horns, or has she? As a telepath she can steal all manner of secrets from the Horns since they don't know of the women's abilities. The guild (The Feathers) doesn't believe in heavy weapons, but in this case they need to hire some and since the characters are unaligned they are perfect mercenaries. If the characters succeed they will gain an ally in the Feathers and an enemy in the Horns.
2. "Double Team" The character has a chance to visit a place where the two women are also at. Both of them decide that one of the characters is their soul mate, however they are not willing to share and start fighting against each other for the characters attentions. Although not a blood feud it can be embarrassing as each woman tries to outdo the other for the characters heart. It might be simple things like stripping in the bar or.....



Mygoria/ 4th Level Monk

Str 14, Dex 17, Con 12, Int 14, Wis 12, Cha 16

Skills Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (Military) +5, Perception , Sense Motive +5,

Mygoria is an enigma, she is obviously a Manthootian due to her facial features, but she has white hair and dark skin seldom found in a Manthootian. It is said that she is cursed, which was what got her driven out of her Hearth in the Manthootian Combine. Mygoria made her way at a young age, probably along with a flesh seller or circus. In Sadakadish she encountered less of the anti Manthootian hatred. She joined the Way of Nichel monastery where it is said all of the Peace Lords of the Hin Gon are trained. Mygoria left the life as a monk and took up adventuring, she is equally at home in a sparing ring renting her time out to soldiers that wish to learn hand to hand combat or renting her body out to men and women wishing more intimate wrestling.

Plot Hooks

1. Capture - Mygoria is wanted as a toy in the arena of Prew, the characters have been hired to capture her but not hurt her, she is to be delivered to "justice" in Prew. Obviously this is a lie, they just want her for the arena. Can the characters capture her and can she convince them that they are taking her to certain death.
2. "White Flower" Manthootians go through a mating period every year, at that time they hunger for relations with men. Manthootians that don't wish to experience "The Feast of the Abhin" as it is called can take a potion called White Flower, which if taken for the two weeks of "The Feast" will keep the Manthootian from embarrassing herself in polite company. Mygoria bought some "White Flower" from a local herbalist only to find out that it was fake. She needs the potion NOW.
3. Join - Mygoria needs the characters help on a mission. Normally she is a loner, however this time she needs more bodies. In the early parts of the adventure it will look like she has sold them out, however she will keep her word and come back for them. This is a good way to have Mygoria become a regular part of the campaign and a ally of the characters.



Schena and Ellie/ Rogue/4th Level

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

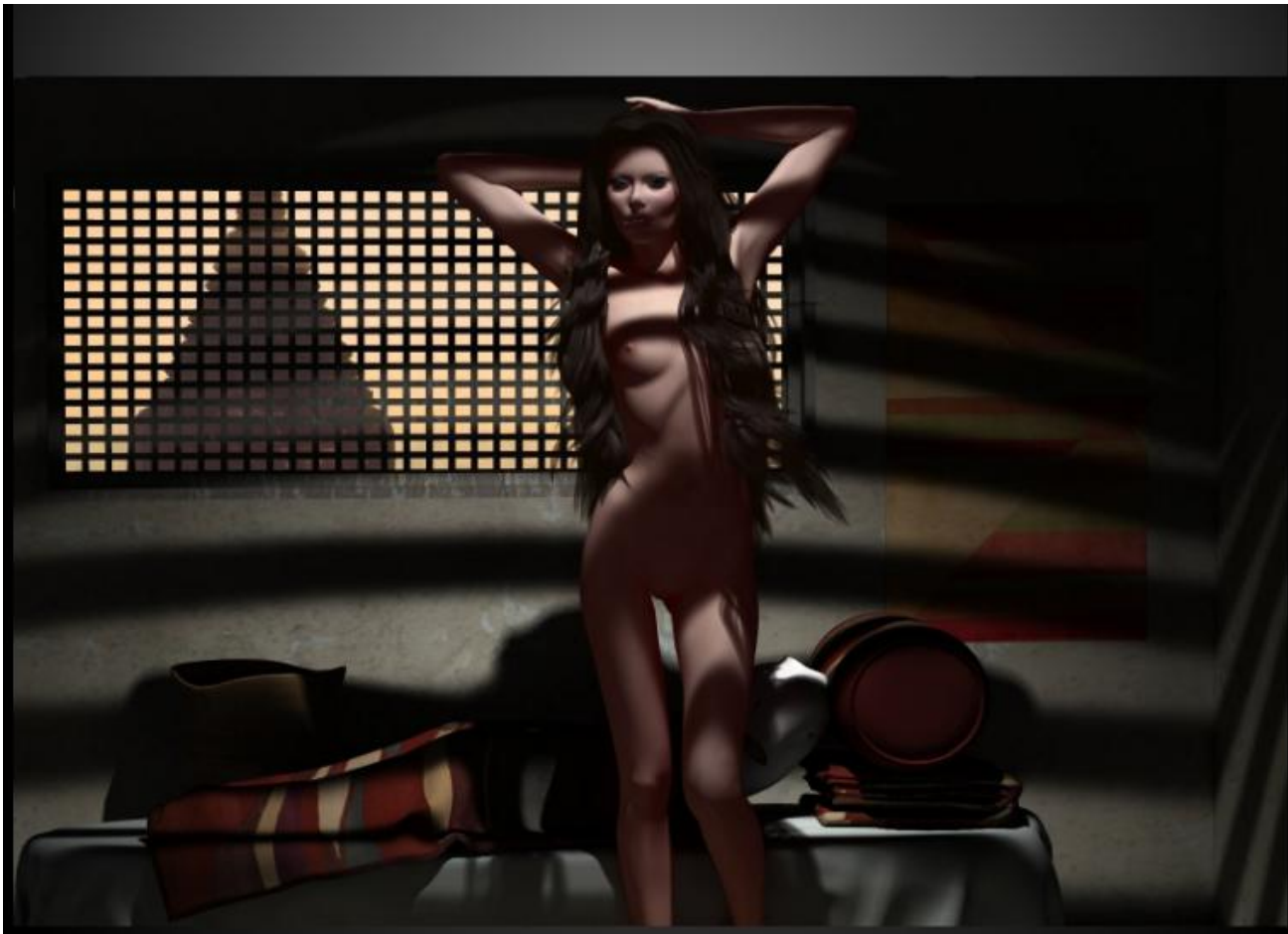
Skills Acrobatics +12, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (Thieves Guild) +5, Perception , Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +10

Schena and Ellie are not sisters, despite the appearance, they do pretend to be so if it will help them win a client. Schena is the one on the right and the older of the two, she is an expert with knives and is a contortionist. She unfortunately spends money as fast as she can make it. Ellie is a better money manager and keeps them both in the black. Both of them share a dream of opening their own tavern and living the good life.

Plot Hooks

1. The ladies have opened the inn of their dreams, but the locals have taxed them to the end of their resources. The girls are looking for partners, characters that are willing to invest money in the brothel. What the girls don't tell the characters is that they also need muscle and by having the characters becoming partners they expect the characters to help defend it.

2. Schena has disappeared and Ellie is at her wits end looking for her friend. The characters scouring the neighborhood will find out that she was last seen walking the streets and look at a certain house. Ellie will confirm that Schena has always been tantalized by this house and has often talked about burglarizing the place, however talking to servants and the like will reveal that nothing is missing. Ellie will eventually volunteer that she has a Friend Candle lit for Schena. The candle is slowly flickering, which means that she is near and she is slowly dying. The characters can eventually find out the Schena is actually stuck in the shaft of the large chimney in the kitchen. She had scouted the house and figured that this was the only way in that was clear. She bribed one of the local chimney sweeps to give her the diameter of the chimney, however she asked the wrong sweep who knew nothing about the actual diameter. Getting her out of the chimney without anyone knowing will be hard.



Talha / Outsider

Str 20, Dex 15, Con 20, Int 16, Wis 16 Cha 19

Magic Resistance 12

Talha

Talha is looks like a statue of a female Manthootian. Seeing the statue causes a character, male or female to need to make a will roll 15 or better to find her intriguing and would be interested in spending time with the statue. Characters that fumble their save will be hopelessly in love with the statue and must visit and pay for the statue's time as if it were a living woman. Talha is a perfect and more inhuman looking than any Manthooth, there are no blemishes on her skin anywhere.

When the client is alone with the client she comes alive and provides any services that were paid for. In a word she is too perfect, She does have a clientele that likes her to pretend that she is a statue or golem come to life for their pleasures.

The truth behind Talha is much stranger. Talha is an Angel of the Chaldite religion. Talha responded to a Chaldite Priest's prayer for help in their time of need, but it was a trap and the priest turned to the evil Snargassie. When Talha appeared she was bound by the Evil God Snargassie himself. Of course she couldn't destroy her even though she is angelic. Instead he has made her a beautiful object, a statue-like creature that men and women will worship.

Plot Hooks

1. "Worship" The Goddess Chaldisaya has of course noticed that one of her own is missing, but cannot simply free her, instead she will have one of the characters in the group have a vision. Since there are forces in the brothel that want to keep Tahala there the characters will not get their mission accomplished without a fight. It should also be interesting getting a paladin into a bordello (if there is one in the party.)
2. "Reflection" The evil one Snargassie continues to try to twist the being of the angel into something perverted and unclean. In order to do this Sanrgassie has decided to get the characters involved to add a twist of irony to the plight of the angel. The dark ones minions will put it about that the creature in the bordello is evil and needs to be taken to a series of dark catacombs and tossed in the deep abyss. Of course Sanrgassie is getting the characters to do what he cannot do. If the characters take the bait they will be tormented by dreams from the angel, however they will be nice dreams, not the kind that they should suspect. This should cause the characters concern and make them doubt their quest.



Shovinian (Elf)

Str 11 Dex 15, Con 15, Int 16, Wis 16, Cha 16

Skills Bluff +4, Diplomacy +8, Disguise +11, Knowledge (Plants) +10, Perception ,Sense Motive +5, Sleight of Hand +7

Not all elves are the elusive race, or the baby stealing creatures portrayed in children's nursery rhymes and the like, Shovinian is of the Folyara elves, those that currently live on the Island of Abbigo near the human city state of Deserata.

Shovinian decided to leave the constant war that the elves have with the orcs in the area and travel in human lands. She was confused by the lies that humans tell about elves in most of the cities of Avalyn/Mper and tried for a long time to change people's opinion, however it never got any better. Now she lives on the outskirts of the town and services visitors with her body or some of the many magic items she has crafted

Shoval has the following chance of having a specific magic ring.

RINGS

Minor Rings - 30% Medium Ring - 20% Major Ring - 10%. She only has 1-6 rings at any one time. She sells them for double the listed price.

POTIONS

Potions - 75% chance she will have any that party wants. She only has 1-10 potions and they cost 50% more than the listed price

Some would say that an elf being out in the woods by herself is asking for trouble, however she has nestled her cottage into a small enclave of virgin ground that still have Earth Power in it, there are several "awakened" trees in the area that will respond to trouble as some of the humans in the town have discovered.

Plot Hooks:

1. "Suffer no Elf to Live" The locals are set in their ways against elves and it's never set right with them that they have an elf living so close. Some of the locals try to trick the characters into doing their dirty work for them and hide the fact of what the creatures is making it sound more like a medusa. Obviously Shovinian won't be a push over, but either her or one of her awakened trees might be damaged and the characters are send deep into the forest to find a Truemage to come up with a proper healing salve. The problem that anyone verses in mage craft will know the last Truemage was destroyed a thousand years ago.

2. The local lord is taxing Shovinian money, sex and potions to protect her from the local's. She is tired of it and has sent him a potion that rather than curing his baldness turned him into an ape. The lord wanted her killed until he realized that she was the best chance to get the spell reversed. Since this was explained to him he has decided to send the characters to entreat with her to see what they could do to get the spell lifted.



Str 18, **Dex** 23, **Con** 14, **Int** 12, **Wis** 12, **Cha** 17

Magic Resistance: 15 Hypnotism Save 16 x3 a day

Skills Acrobatics +6, Bluff +10, Perception , Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Sheferian Elair looks like a Dorian from the far islands of Barritor, she has traded in her exotic looks to be a favorite in the brothels of Soroath and prew. However she isn't a Dorian, she is actually a non-human creature known as a Thaug. Sheferians race is from the time before the Barrier and most of her people are trapped behind it. How she escaped and what she is doing is suspect.

The Thauge are a myth to most people, legendary boogie men. It is said that they can walk through time, use magic and yet are immune to magic, it is said also that they consider humans little more than meat.

Sheferian doesn't remember how she got past the Barrier and ended up in this part of the universe and isn't really concerned with it. She has no thought for her race and likes being in the human time. Sherian is indeed typical of her race and has little regard for her human customers and because of that has primarily clients that wish to be abused and degraded by her. Using her hypnotic powers she can prober her customers minds and pull out pieces of information from their minds when they are at their weakest.

The only pleasure she has a hard time forgoing is the taste of human and elf flesh, which she constantly hungers for. To sate this need she contracts with an underground group of orcs that bring one of her servants choices bits of human meat they acquire.

Many of her staff are former customers that have had her will imposed on themselves so many times that they have forgotten themselves. The servants are totally loyal to her and will do anything for her, several of them are the trusted go betweens between her and the orcs that provide special meat for her.

Plot Hooks

1. "Meat seller." Several local knights and the like have disappeared outside of town, obviously the work of orcs, however none of the bodies have turned up. An orc was captured several days ago with the clothing of a local lord that had recently gone missing. When the orc was put to the question the only thing they got from him was a prominent piece of land outside of the city. The area is a where the orcs hand over the meat to Sheferian's minions. If the characters attack the orcs will retreat in good order. The human underlings will not fight because they haven't been programmed to. It will be embarrassing when the humans are identified as several of the missing local noblemen.

If the characters let the unloading take place they can follow the underlings into a ware house in the bad part of town where another group of underlings transports the meat to a butcher. The butcher is in on it but has little information to give except that he is paid regularly and he knows that he is working for a noble personage. The last group of hirelings are regular humans and have no idea what they are moving in the barrels from the butcher. They do think that it's strange that they go to all of the trouble to fetch the barrels and then dump them into a river.

The river is how Sheferian keeps herself from being caught, her loyal guards retrieve the barrels when they enter the cities underground waterways.

Any snooping around has a slight chance of alerting Sheferian. If alerted she will try to hire the characters to find her missing brother and will ask for detailed reports of what the characters are finding.

2. "These Dreams" Sheferian is having bad dreams and considering that she comes from the time Before the Barrier it's hard to give members of the race of Thaug. Sheferian is disturbed in that in her dream she is always being watched. She hires the characters to guard her from whoever is watching her. The "who" is a local wizard who knows what Sheferian is and is either trying to figure out how she got into our part of the multiverse or is trying to destroy her.



Helena (Halfling)

Str 9, Dex 16, Con 17, Int 12, Wis 10, Cha 16

Skills Acrobatics +8 Bluff +10, Diplomacy +8, Disguise +11 , Perception , Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Helena is a girl from Tok (Tuke) Land near the north of Deserata. She was brought to the big city by an "uncle" but soon abandoned when the uncles business propositions dried up and it became "every man for themselves." She drifted from town to town until she signed on the Sorroth guild to work there. At that point she made the harrowing journey through Prew and the Winterwood mountains

In Prew she was determined to get into the thieves guild as an apprentice, but the Tok population in Prew is small and she has had to accept work in the guild brothel until there is an opening in the Thieves Guild. Currently she lives in one of the outlying villages around Prew and she dreams of getting into the guild.

Plot Hooks

1. "The Big Time" Helena has received a message from the local guild, if she completes this mission for them she will automatically be welcomed into the guild and given a part of Prew to have as her home turf. However the mission is to steal a young boy that had been abducted by a group of vampires. She knows that most vampires in Prew are under the control of Anton Modoris so this must be a splinter group, however she needs the characters to escort her to get Lord Modoris's permission as well as to find the boy.
2. "Caught" Thieving without guild permission is an offense that carries the sentence of having your hands cut off. However Helena cannot help herself when several of her cousins head off to the city to do some stealing. She has decided to follow them as a visiting Ta (Woman of pleasure). She needs the characters to help escort her since the town is a very rough and tumble place. She is willing to pay with the only coin she has an abundance of.



Han Ikis Lady of the Even 3rd Level

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 17

Skills Acrobatics +6, Bluff +2, Diplomacy +2, Disguise +1 Perception , Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Han Ikis is a Sadakadishian lady of pleasure, she trained in one of the Willow Woman houses (similar to Ta Houses in the upper continent.) She is a perfect courtesan and speaks over 12 languages so she is able to converse with almost any customer. Despite being beautiful and well trained she is very shallow and self centered. When she is not working everything must be about her or she has not interest in it and she will not agree to it. She isn't concerned with anything that is more that 2 steps away from her. It's easy for characters to offend her and she will turn the other Ladies of the Eve against them. No matter what the characters do she will be super critical of what they have done and that it wasn't done right.

Plot Hooks:

1. Han Ikis is upset, she bought a carriage and it was driven into the brothel stable. She is upset that the carriage wheels were used on the trip to the brothel, she thought that the carriage maker should provide new wheels to be fitted when the carriage was delivered. She doesn't like the ideas of her wheels being used. She asks the characters to go back to the carriage maker and get a refund for the wheels being used before the carriage was delivered and became her property. Han will promise a huge reward for getting this paltry sum back from the carriage maker. If asked the carriage maker will refuse to budge saying that he has already given her far too much free stuff.



Alenia The Nymph

Str 16, **Dex** 17, **Con** 15, **Int** 11, **Wis** 14, **Cha** 16

Skills Perception +8, Sense Motive +5, Sleight of Hand

Alenia is actually an Aliepenian, one of the original members of one of the races that inhabited Avalyn/Mper

However they are so rare on most of the continents of the world that they are considered myths or mistaken for satyrs and fauns.

It is said that Aliepenians are drawn to those who work in the deep woods and make their livings as rangers and wood cutters. Never has it been proven that offspring can be gotten from the union. Rumors say that Aliepenian's are willing to bed men or women.

In Alexia's case she lives out in the wooded hills near a major city, on Avalon/Per she lives in the Winter Woods above Prow and trades with

Plot Hooks:

1. "The character will be approached by a good looking man or woman and offered spend the night with their mistress, the price will be steep, but they say that their mistress is well worth the price. Once in the manor of the lady in question the servant will slip into a hidden passage leaving the character alone in the hall, the character will find out that the rest of the manor is a forested area with high walls.

The character will hear the sound of Alexia mating call and she will hunt the character down in the manor area. Of course Alexia isn't going to kill him/her, just play with them, but the characters don't know that.

2. "Captive No More" Alenia was captured in the dark forest by some high level rangers, she was turned over to the local who treated her like an animal. They call her a demon and have her locked up in the local dungeon. Characters that are passing by might be offered a peek at the strange creature for a silver or two. Any druid or elf will recognize the intelligence in her eyes. They will recognize her as a spirit of the ancient earth and someone that needs to be freed. Characters that become too inquisitive about her will be watched, the villagers will do this fearing that the character are in league with the "demon"

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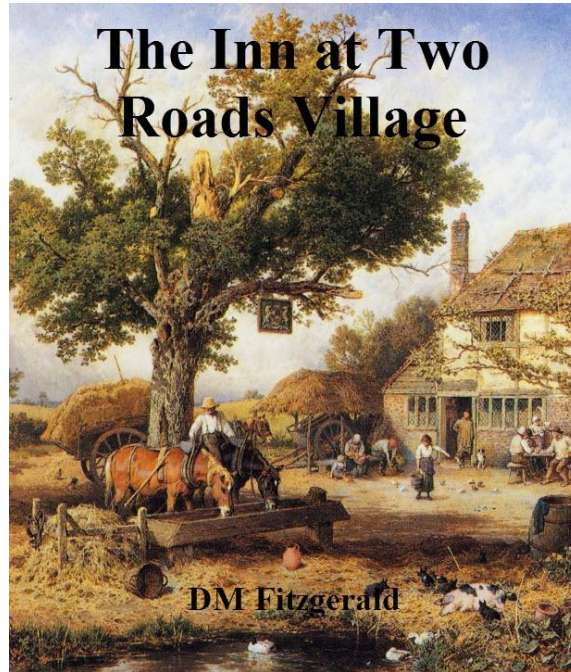


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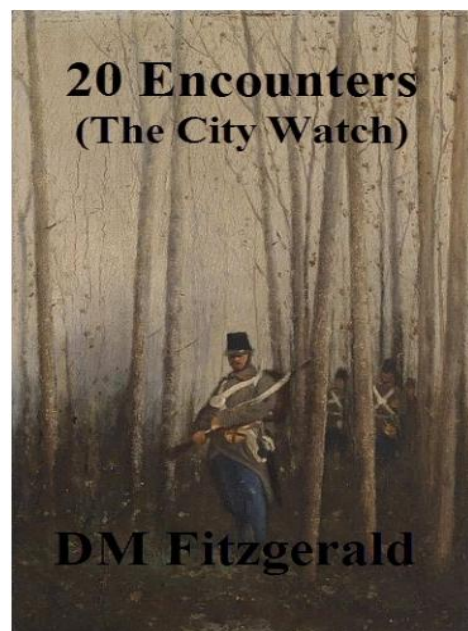
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Descriptions of the 18 Women of the Eve that work the inn as well as the staff. Also included are 14 plot hooks involving the staff and patrons of the inn

20 Encounter Series....

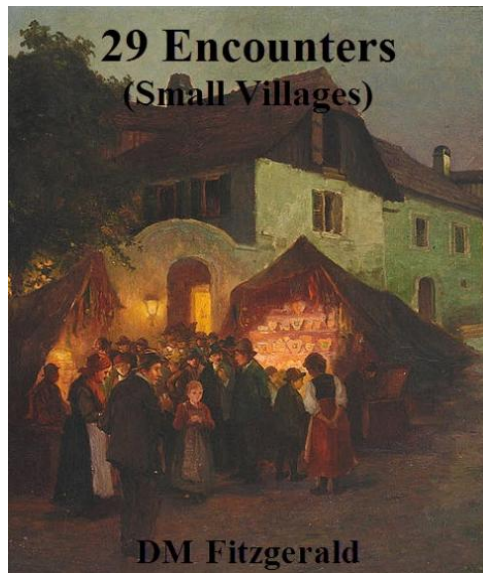


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Example:

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There is only one inn present in the town, however for half the price of the inn there are rooms and provisions to be had at the local homes.

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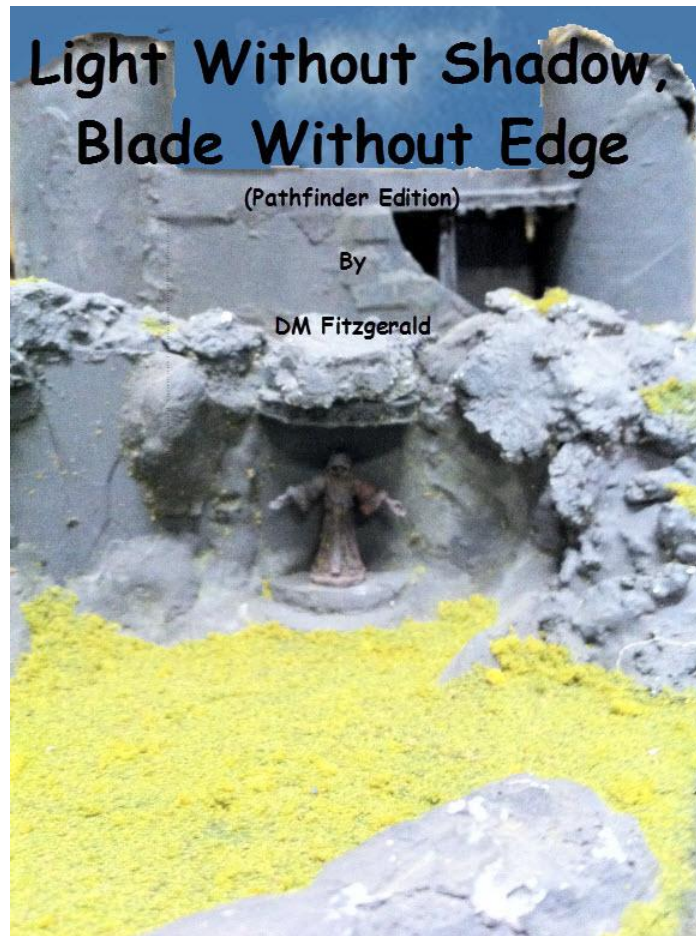
20 Road encounters featuring extra dimensional gates spun 20 ways.

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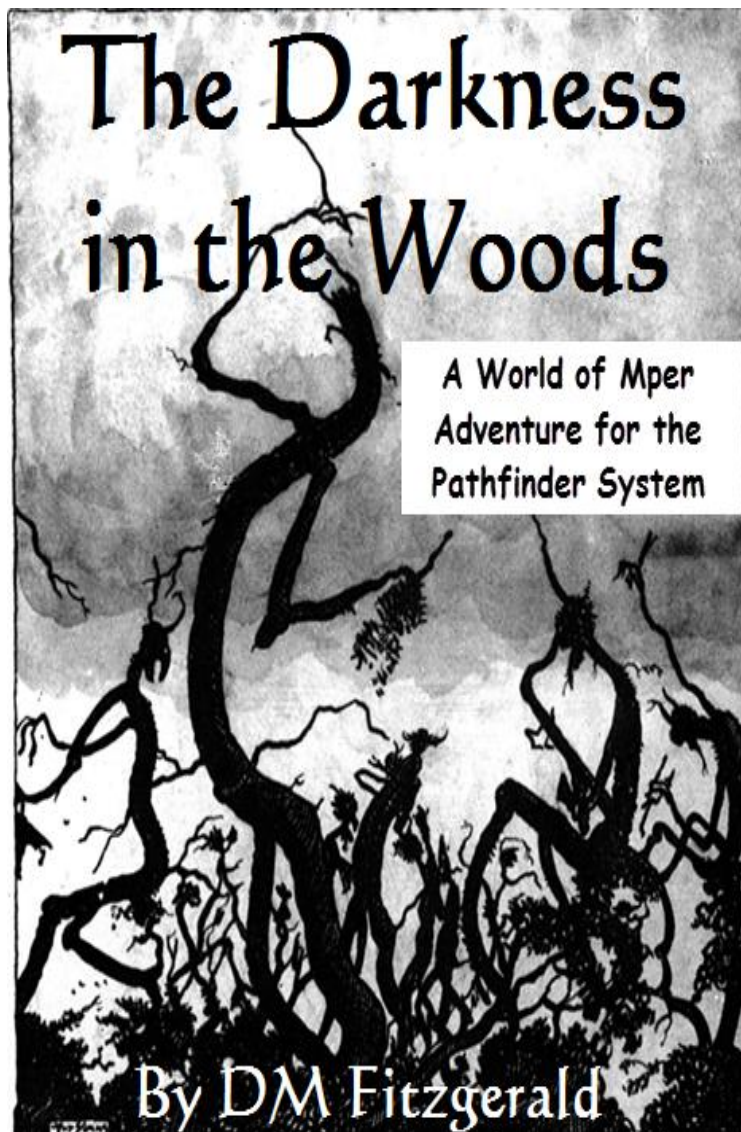
20 Road encounters featuring extra dimensional gates spun 20 ways.



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The characters start out by offering to help an obscure sect of monks rid themselves of orcs and end up in the final parts of the adventure fighting the future overlords of the world, vampires. The vampires are trying to destroy the final stronghold of humanity.

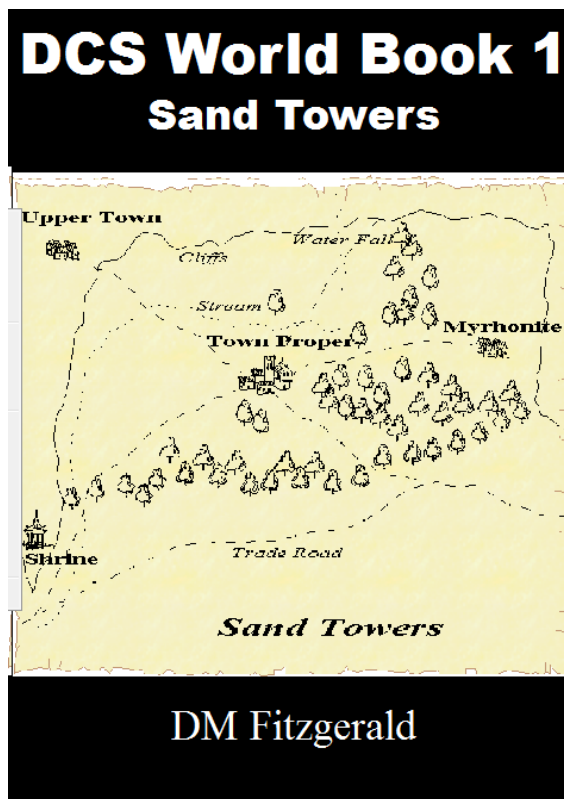
The adventure has 6 sub adventures that come together to complete the task of releasing the "Light Without Shadow, Blade Without Edge."



Darkness in the Woods

"There is a shadow in the woods, when it shows itself the woodland creatures become twisted things, even nature is not immune to its effects. "This adventure is set for third level characters and below and makes a good [start](#) for new players.

DCS World Book One: Sand towers

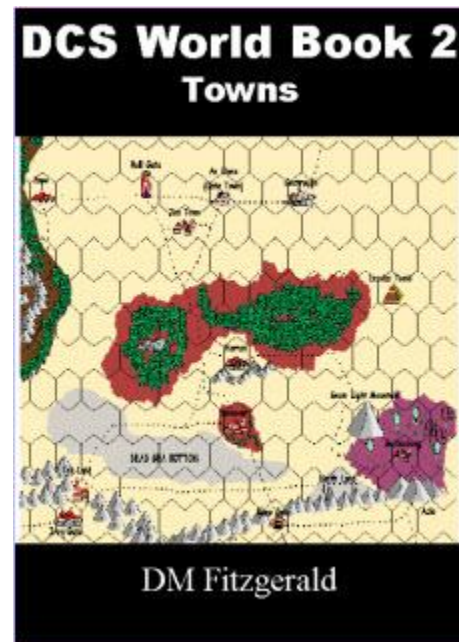


Sand Towers is a border town set on [the edge of](#) two rival kingdoms. The book has over 15 pages of content about how the town is organized and 9 maps of the town and the area's around it.

Sand Towers is a perfect town for any rules setting.

Sand Towers was featured in the story Abner and the Honest Man in the book War Stories (available for sale here at Drive Thru).

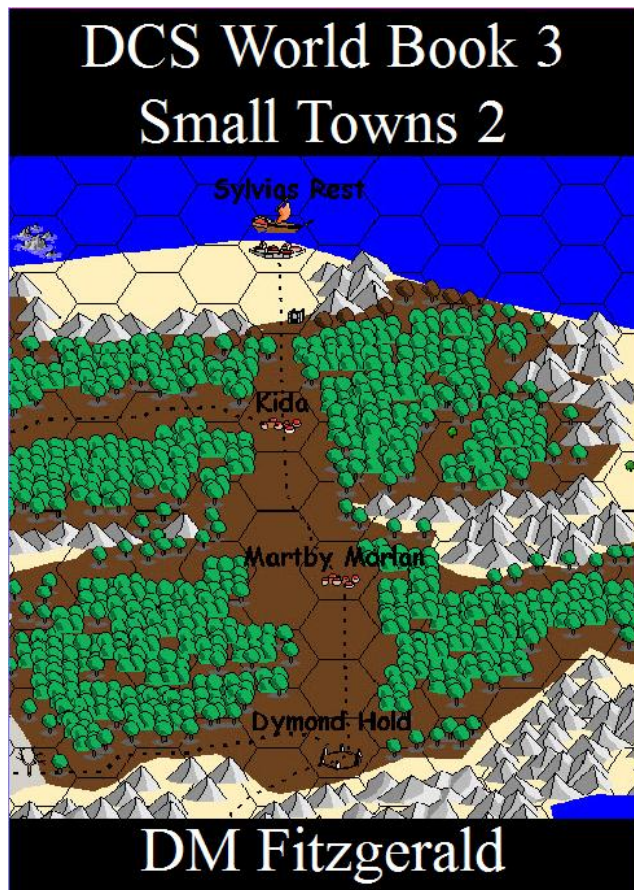
DCS World Book 2 Towns



Adventure on the world of Mper with this city book that gives you a peek at over 5 towns on the continent of Avalyn. Learn about Iron Gate and its founding as well as Gate Lore at the world's main gate of Anliona.

The following cities are outlined; Gate Town, Gostrough, Guillenberg, Hanover, Iron Gate and Jim Town. The book has 5 town maps as well as larger maps of the interior of the continent of Avalyn. Also included is the story "Accidental War" which recounts the founding of Iron Gate.

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Mper, Jubgi, Voice From the East.