

After the Ball is Over

A One-Round Living City Tournament

by Roger Rhodes

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

INTRODUCTION

This adventure should provide many role playing opportunities. There is a wealth of data available in the appendices. Use as much or as little as you like, but the more that is used, the richer the adventure should be. There is serious combat, but the stress in this adventure is interacting with NPCs. Who knows but some lucky adventurer may find the love of his or her life.

This adventure begins with the PCs deciding to take in a play at the New World Theater. While light swords or knives are permitted in the theater, (no gentleman would be without one) battle weapons such as battle axes, halberds, two handed swords, etc. are not. Also, armor is not allowed, as all that clanking disturbs the audience. Leather and hidden chain mail could pass the ticket taker, but anything obvious would not be allowed.

As the party is being seated, Lord Charles Blacktree and his new bride, Lady Katharine, pass the party and are seated in one of the box seats. During the play, half a dozen assassins try to kill both Lord Charles and Lady Katharine. Hopefully, the PCs will intervene in the battle, and save Lord Charles and Lady Katharine.

When they do, Lord Charles invites the party to join him in his box, where he has a basket of roast quail, chilled white wine, and cheeses brought. He then invites the party to a ball he is giving the following night. The party is in honor of his wife's birthday, to be held at Lord Blacktree's townhouse. All the important people of Ravens Bluff will be there. However, Lord Blacktree will confide that he fears another more powerful attack during the ball, but because it is a private affair, he does not want the city watch in on it. He wants the PCs to act as his eyes and ears at the party, and report any suspicious activity to him. He is willing to reimburse them 500 gp for expenses.

The PCs then have time the next day to visit the various shops of Ravens Bluff to obtain clothes, arrange transport, get their hair done, etc. A list of shops is provided for your use. The PCs can do some heavy role playing, and even get a date for the ball, or they can pass over it.

The ball that night at Lord Blacktree's townhouse. includes Judge Hangman, the High Priest of the Temple of Tyr, the commander of a city watch barracks, and prominent citizens of the town. A list of who's who is provided. The PCs can circulate among the crowd to try to determine if the assassin is among them, and to socialize. The assassin is not there, but a thief is.

Lady Katharine has her necklace stolen, and a member of the party is blamed. He may be kept prisoner until the encounter later in the evening, or he can prove his innocence with the use of a cleric to detect lie.

The evening passes until Lord Blacktree calls the adventurers together for a conference. He tells them he does not believe there will be an attack tonight, and thanks them for their help. He gives them all the money agreed on, to cover their expenses. Just then, an armored figure with a mace appears outside the window to the room, and shatters it silently. Evil beasts fly into the room and attack anyone there. The cleric bolts the door so no help can be summoned, while the beasts lay into the party and Lord Blacktree.

After the battle, a pawn ticket for a jeweled bracelet is found in in the cleric's purse. The ticket is from Misti's Moonlight Pawnshop. The PCs go there the next day with Lord Blacktree, If the party wishes to, they can redeem the pawned bracelet.

Misti will have them sign the entry in the book to show they redeemed it. The entry shows the address of an apartment in Crow's End. Raiding the apartment, the party encounters Hans, Lord Blacktree's former estate manager, and his body guards. After the fight, Lord Blacktree thanks the party, and rewards them each with a draft for 500 gp.

PLAYER INTRODUCTION

It is a good day in Ravens Bluff. The sun is shining, the birds are singing, and you might think that all is right with the world were it not for the uniformed men patrolling the walls and the cries of the hungry and injured coming from the temples. The war marches onward.

You are strolling along in the fine afternoon air when a crier comes by, ringing his bell to attract the crowd's attention. He announces a new play at the New Theater. It is "The Quest for the Golden Tiger", an adventure tale about the jungle and its treasures.

As he passes through the crowd, the crier hands out leaflets printed with "The New Theater" boldly across the top.

Give out PLAYER HANDOUT 1. If the PCs decide to see the play, proceed. Otherwise, you will have to improvise. Keep throwing the criers at them until they get the message. There is no compulsion to attend the play, but they will not find adventure this day unless they do.

You walk to the theater and buy a ticket. Only reserved seating is available, so it costs you two gold. The ticket agent tells you the show begins promptly at sundown, and no armor or battle weapons are permitted in the theater. Light swords and knives are okay.

If a player does not want his PC to go to the theater, he can do something else while the rest of the PCs attend. Adjust the tier accordingly.

Have the PCs tell you what they are wearing to the theater. If the PC hides chain mail, or leather armor under a tunic or shirt, no one will object. However, a helmet might be noticed. Make note of their new AC.

PLAYER HANDOUT 2 shows the layout of the New Theatre.

You arrive at the theater, and join the crowd. You are directed to the third floor, and are seated in the reserved seats to the right of center. Just after you get seated, you see a very well-dressed lady and gentleman pass by and enter the box to your right.

This is Lord Charles Laverne Blacktree and his new bride, Lady Katharine. A PC or two might recognize them if they have ever met. If any PCs hail Blacktree or Ldy Katharine, use Fame Checks to see if the PCs are recognized.

The performance begins with a program of songs and instrumental music from a beautiful female bard. She is a big hit with the crowd. Then the play starts.

The curtain rises on Act One, the scene, a tavern. The play progresses enjoyably, with a good mixture of action, thrills, and comedy. The young beautiful blonde actress in the leopard skin is a big hit with the male members of the audience. You are impressed with the appearance of a giant snake. Then when a dinosaur comes out on stage, you can feel the vibrations as he treads the floorboards. You squint to see if it is an illusion, and find that it is not!

A bunch of rowdy, unshaven drunks blocks your vision for a moment. Unable to wait for intermission, they go over to the bar to your right. You stare at them for a second for their rudeness, then you see one of them plunge a dagger into the bartender. They draw swords and charge into the box seats on the right. The crowd screams, and panic ensues.

ENCOUNTER 1

The would-be assassins have thrown a mild sleep gas into the area. It is colorless. When the PCs first enter the box area, they should make one save vs poison at +4 or go to sleep for 2d6 melee rounds. Only one save is needed. The assassins are immune. When the PCs enter the box, they can get a free attack from the rear on the assassins. They will see Lord Blacktree standing over the unconscious form of his bride, Lady Katharine, parrying the attacks. He will continue to parry until the watch shows up ten rounds later or the assassins are defeated or driven off.

The assassins will fight until half their number falls or the watch shows up. Then they will try to flee by climbing up on the box railing, grabbing the edge of the open roof, and swinging up. Next, using ropes and grapples hidden there earlier, they will slide to the ground. The PCs can get a free attack as the assassins climb up on the roof. PLAYER HANDOUT 3 shows the roof, in case a chase develops up there.

If the PCs follow up onto the roof, they have to make Dexterity checks. Rogues can use their climbing percentage. If it is failed, a thirty-foot drop onto hard packed ground follows (3d6 damage). If the PC falls, have the player roll a Constitution check to see if they broke any bones.

If the PCs get to the roof before the assassins can drop to the ground, they fight the assassins there. The assassins will try to escape if they can, but if they slide down the rope while the PCs are on the roof, the PC

can just cut the rope, dropping them to the ground. The assassins don't want to do this.

If PC levels total 6-13

Assassins (4), hm F2: AL CE; AC 8 (leather); MV 12; HD 2; hp 20; THACO 19 (adjusted THACO 17 specialized and 17 str); #AT 3/2; Dmg 1d6 +3; SA nil; SD nil; MR nil; SZ M; ML 12. Armored in leather, with short swords

If PC levels total 14-25

Assassins (4), hm F3: AL CE; AC 8 (leather); MV 12; HD 3; hp 25; THACO 18 (adjusted THACO 16 specialized and 17 str); #AT 3/2; Dmg 1d6 +3; SA nil; SD nil; MR nil; SZ M; ML 12. Armored in leather, with short swords

If PC levels total 26-37

Assassins (6), hm F5: AL CE; AC 8 (leather); MV 12; hp 35; THACO 16 (adjusted THACO 14, specialized and 17 str); #AT 3/2; Dmg 1d6 +3; SA nil; SD nil; MR nil; SZ M; ML 12. Armored in leather, with short swords

If PC levels total 38 -56

Assassins (6), hm F7: AL CE; AC 7 (leather and Dexterity); MV 12; hp 45; THACO 14 (adjusted THACO 12, specialized and 18 str); #AT 2; Dmg 1d6 +4; SA poisoned blades; SD nil; MR nil; SZ M; ML 12.

Armored in leather, with short swords. The poison does 4d4 points of damage, save vs poison for half. Onset time 1d2 rounds.

If PC Levels total 57+

Assassins (12), hm F7: AL CE; AC 7 (leather and Dexterity); MV 12; hp 45; THACO 14 (adjusted THACO 12, specialized and 18 str); #AT- 2; Dmg 1d6 +4; SA poisoned blades; SD nil; MR nil; SZ M; ML 12.

Armored in leather, with short swords. The poison does 8d4 points of damage, save vs poison for half. Onset time 1d2 rounds.

AFTER THE BATTLE

Lady Katharine revives. The city watch finally shows up. The dead are removed, while the wounded are bandaged and taken into custody. If the PCs have charmed an assassin, he is just a henchman, and doesn't know anything. His boss will be one of the ones

killed. *Speak with dead* will reveal the assassins were hired by a human male in a hooded cape, wearing the holy symbol of Cyric.

The theater owner, Limel Hanthorn shows up, still in costume from the play. "I am terribly sorry this happened, and on my opening night. Fortunately, a cleric of Tymora is in the audience. He will help with your wounds."

The cleric will heal any injuries except a broken bone. If the PC has a broken bone, he will have to be taken to a temple. Lord Blacktree will offer to pay for a complete healing.

Limel next says, "Let me put you in the other box. This one is a mess." Lord Blacktree turns to Lady Katharine, and asks, "Would you like to do that, or would you rather go home?" She replies, "If you really want to see the play, I guess I could stay." Lord Blacktree then says to Limel, "That would be fine. Oh, and send up a clean shirt. This one is a mess." Lady Katharine gives Lord Blacktree a look of disgust, which he does not see.

He guessed wrong, she really wants to leave.

Lord Blacktree turns to you and says, "I am in your debt. I did not expect to be attacked in the safety of my home city. I talked to Lady Katharine, and she is game to see the rest of the play. The theater owner has offered the use of the other box on this floor, as this one is rather messy. Would you like to join us? Please do. Let me introduce myself. I am Lord Charles Laverne Blacktree IV, and this beautiful woman is my bride, Lady Katharine Marie Moorland Blacktree. And, you are?"

The PCs can introduce themselves to him at this point and get to know each other as well.

The other box is provided, and in a few minutes, piping hot quail, ice cold wine, a tray of small desserts, and a clean shirt are brought to the box, compliments of Limel.

The play continues. The special effects are the kind only available through magic, but it seems so real.

Gabrielle, the beautiful blonde star, lives up to the promise of the flier. She is very attractive, scantily clad, and only flubs her lines once or twice (but who notices). The leading man is suitably heroic, handsome, and theatrically brave. You don't

remember adventures being this neat and tidy, though.

When the play ends, Lady Katharine whispers to Lord Blacktree. He then turns to you and says, "I am throwing a ball to celebrate my wife's birthday tomorrow evening. If you have no pressing engagements, I would invite you as guests, but Lady Katharine fears another attack. You have proved yourselves capable, so I ask you to come to help as undercover agents. You might be able to discover the identity of the assassin where an official force would fail. It might make a difference. Will you do it?"

Lord Blacktree, for all his apparent confidence, fears that he is the latest high official to be targeted by enemy agents, or that perhaps his wife is. Lady Katharine is the Lord Speaker of the Council of Lords, and the next in line should Acting Mayor Kothonos be eliminated.

If the party is so crass as to ask about money, Lord Charles will act a little embarrassed at this breach of etiquette, but will offer the sum of 500 gold each, to cover expenses. He would give the money in any case; he just wouldn't talk about it.

If they don't accept, the adventure ends here. If at least four adventurers accept, continue the adventure, but adjust the tiers accordingly.

Lady Katharine takes invitations from her purse, and addresses one for each of you. She gives it to you and says, "It is a formal affair, so please wear your best clothes. Also, as in the theater here, gentlemen are expected to wear only their light swords or knives. Leave the battle weapons at home. (If there is a female present, Lady Katharine will take her aside and tell her to wear a ball gown, with only weapons she can conceal under her skirt, or a bodice dagger.) You are to enjoy yourselves at the manor. Mix with the other guests, get to know them, and let me or Charles know if you find anything suspicious."

The next day dawns with a beautiful sunrise. It is going to be a busy day. Even the dullest fighter knows he cannot show up for a ball at Blacktree estates in battle stained garments.

At this point, the PCs may decide to shop for clothes and make other preparations for the ball. Some PCs may not need to purchase anything. If anyone goes shopping, use the shops in Appendix B. Roleplay the store keepers and have fun with the PCs. If the players do not really want to role play, sum up the available items for them and let them outfit themselves accordingly.

Places of Interest:

Barnacle Bill's Green Beard Shaving
Bellona's Baths
Elonia's Beauty Shoppe
The Lord's Tailors - men's clothing
Mercury Limited - coaches
Julinna's Dresses
The Sparkling Edge - gems and jewelry
Talon's Tattoo Parlor
Timberwolf Bootery
Vicki's Place - lingerie and undergarments

If PCs come to the ball dressed in ordinary clothing, the door people will not let them in, period. Such a faux pas on their part would mean the end of their jobs, and they don't know that Blacktree has hired the PCs (he didn't tell them; the PCs are supposed to be under cover). Further, anyone who thinks to go to the party in less than formal clothing may make an Intelligence check to realize that they are supposed to fit in, and they must wear formal attire to do so.

Some PCs may wish to bring a guest. If the PC is a Knight of the Golden Rooster, a suitable escort with a Charisma and Comeliness of 10 + 2d4 will be provided upon request, and women may go to the Roost and gain the escort of a Golden Rooster. The PCs might also wish to ask one of the NPCs met during the day. If the NPC finds out the invitation is to Lord Blacktree's Ball, a -2 to the reaction roll (making more favorable by two) is applied, in addition to modifiers for Charisma and Comeliness. The PC can further influence the reaction by use of other incentives.

After a busy day of shopping, you change into your evening attire and travel to the Elms, Lord Blacktree's home in town.

PCs who rode horses will smell of horses and suffer a -1 penalty to any reaction checks throughout the evening.

Next, ask what weapons the PCs are wearing. The men are allowed one inconspicuous weapon of size M or less, and a dagger. If a female PC is going to the ball, she can only have a small weapon such as a stiletto or dagger. She can strap a size S weapon to her leg, under her skirt, but it will take a full round to get it out. The PCs might be able to disguise their weapons as a cane, a crutch etc. Use your best judgment on these cases. A *bag of holding* would work, but it would look funny to be standing in a formal ball holding a bag.

Also, there are a lot of magical items at the party. If a PC thief steals something successfully, let him

keep it until the end of the adventure. Then as he returns to his room, apartment, or whatever, a re-enforced City Watch arrives to take the character into custody. The penalty for being caught is five years in Nevin Street Compter (out of play for 5 years); there are some very powerful people at this party, who won't like having their friends robbed.

The house is brilliantly lit by continual light spells. It is a two-story estate, with carefully manicured lawns, a fountain in front, and stables in the back.

You show your invitation to the doorman, and he escorts you to the ball room. There, the head butler announces you.

In a nasal voice, announce each of the player characters, and any honors they possess, such as knighthoods, offices in the city government, etc. If the PC does not have a title, he shall be introduced as Mister if married, Master if unmarried, Misses if married, or Miss, if unmarried, as appropriate.

The ball room is beautifully decorated with spring flowers, a fountain with flowing wine, beautiful people in stunning attire, and a ten-piece band playing melodies. A table is set with marvelous crystal, various artistically arranged trays of food, and bowls of alcoholic and non-alcoholic punch. All is spotless and elegant. Lord Blacktree and Lady Katharine come over to you and welcome you to their home.

PLAYER HANDOUT 4 shows a map of the Manor where the party will be held. You can show it to the players or not as appropriate.

As you fill your glasses, the waiters and waitresses pass among you with trays of little sandwiches, sweets, and various treats. Next, the Head Butler announces "Ladies and Gentlemen, our guest of honor, Lady Katharine Moreland Blacktree." The crowd bursts into applause. A large cake is wheeled in, Then Lady Katharine blows out the candles

The party continues with great good humor. There are some gentlemen in one corner, drinking and laughing, while over in the other corner, a group of ladies giggle at some private joke. The band is playing and people begin to dance.

Some people are gathered around the punch bowls. Guests are also helping themselves to the wonderful food.

There is alcoholic punch and non-alcoholic punch. PCs drinking the alcoholic punch find it very strong. Each full glass after the first requires a Constitution check to avoid becoming drunk. Each successive check is made with a cumulative -1 modifier, so a PC can only drink as many glasses as he has points of Constitution (under the best circumstances) before becoming drunk. Intoxicated PCs suffer a -2 to all actions and checks, and an additional cumulative -1 for every alcoholic drink they consume after failing the Constitution check. A PC who became drunk and then consumed three more drinks would be at -5 to all actions.

The dance steps are simple, and can be performed without a dancing proficiency check. Any who do not have the proficiency must make a Dexterity check to avoid stumbling, missing a step, stepping on partner's toes, and so on during the dance. Dancing proficiency checks may be made to impress a partner with a PC's dancing ability.

The following people are in attendance, and are listed in APPENDIX D:

- **Lord Charles Frederik Laverne Blacktree IV**, human male, escorting **Lady Katharine Marie Morland-Blacktree**, female half-elf
- **Judge Rupert T. Hangman**, human male, with **Jenilynn Leyland**, human female.
- **Commander Chiapa**, human male.
- **Hykos Allumen**, human male, with **Brandon Tylor**, human male.
- **Tordon Sureblade**, human male, with **Catharine "Cat" Kincaid**, human female
- **Lord Russel Roland**, human male, escorting **Forel Lashir**, female half-elf.
- **Sakiera**, female half-elf, with **Dumiriel**, female wild elf.
- **Ginger Mane**, human female with **Gabrielle Collin**, human female
- **Julie Walker** - human female.
- **Mandy Miller**, human female
- **Syndy Harmon**, human female

- **Buck Fuller** - human male, with **Karrel Melrose**, human male.
- **Frank Winslow**, half-elf

In addition, there are six maids, and six butlers serving drinks and food, and a band of ten musicians. “Escorting” means the two people are a couple, while “with” means the people are friends who came to the Ball together. Each male is wearing a small sword of some kind.

Since there are so many people to track, you may want to copy Appendix D and cut it apart. That should make it easier to pull out each NPC as needed.

TIME LINE:

- 8:00 to 9:00 PM - Guests arrive, are announced, and meet. The band plays soft background music.
- 9:00 - Lady Katharine makes her entrance as guest of honor, cake is served.
- 9:15 - Lord Charles Blacktree and Lady Katharine dance the traditional first dance, then are joined by the other couples for the second dance.
- 9:20 - While Russel Roland, Lord MacIntyr, is dancing with Lady Katharine, Lord Charles Blacktree takes the leading member of the party aside, and tells him he believes Lord Russel is still in love with Lady Katharine. The PCs should keep an eye on Russel. Champagne is served to all the guests and a toast is made to Lady Katharine and her husband.
- 9:30 - An impromptu dancing contest is held. The judges are Judge Hangman, Hykos Alluman, Chiapa, Lady Katharine, and one of the PCs. PCs who wish to participate must find partners to dance with. During the competition, the couples dance for about 10 minutes, and the judges pass among them watching carefully. The winner is the one with the best performance. Use the highest dancing proficiency rating. among each couple and add +1 for the other partner. If neither partner possesses dancing proficiency, use Dexterity -4. The winning couple is that one that rolls highest without going over their dancing proficiency score. A good time is had by all. Crowns are woven out of ivy, and the winners are carried around the room in chairs by

a bunch of fun-loving men. A toast is drunk all around.

- 10:15 - While dancing with Lady Katharine, Frank attempts to steal her necklace. He has a 95% chance to get the necklace, and a 95% chance to substitute the fake one. Lady Katharine has a 5% chance of noticing each attempt. If anyone in the party rolls a 1 on 1d20, they notice that for a few seconds, Lady Katharine is without her necklace, but it is back in place almost too quickly to notice. If Frank is unsuccessful, he will flee out the open french doors to the stables, grab a horse, and try to make a getaway. With the full force of the party and the PCs it should be almost impossible to escape.

If he is successful in obtaining the necklace, he will try to plant it on a PC. He has a 95% chance of doing this, with a 3% chance per level, of the PC of being noticed. His plan is to retrieve the item from the PC after the ball is over (and outside) and the guests are all leaving. If he is noticed, the PCs can capture him, earning applause all around.

- 10:30 - Jenilynn Leyland slaps Buck Fuller in the face, and storms off the dance floor. She goes to the women's lounge. A few minutes later, after she has calmed down, she returns to the ball. If a PC later asks what happened, she replies that Buck told her he loved her and wanted her to go to his place for a drink. Jen says that as a high level cleric of Tyr, she can *detect lie*, and Buck was definitely lying about the love he declared.

The following occurs if Frank was successful in planting the necklace on a PC. Otherwise, there would have been a chase scene for Frank.

- 10:45 - While going to the women's lounge, one of the stones falls out of Lady Katharine's necklace. She picks it up, and notices it is a cheap imitation. She tells her husband, who tells Tordon Sureblade. Tordon enlists the aid of Hykros Allumen, Jenilynn Leyland, Catharine "Cat" Kincaid, and Brandon Tylor to help find the necklace. Hykros casts a *locate object*, revealing the PC that has it. Two *hold person* spells, followed by two more *hold person* spells are cast. (saving throw is at -4, -2 for a single target, and -2 because it is a law spell thrown by a cleric of Tyr.) If both spells fail, Lord Charles will ask the PC to step in to his library for a minute. Then the PC will be given the “choice”

of surrendering. If he fights, he will be attacked until he is dead or unconscious. If he still lives, the PC will be hand cuffed and have leg cuffs put on him with the two locked together in a metal hog tie. He will be locked in a closet in the library. The library was chosen because it is the one room in the building that has been completely sound-proofed. Lord Charles's father liked quiet when he read.

If the PC knows that priests of Tyr *detect lie* at will, and asks them to do so, he will be found innocent (assuming he hasn't stolen something else) and released with apologies.

In the mean time, Frank, alerted by this unusual activity, has said his goodbyes, and left.

11:00 Buck, well into his cups (he is drunk) will obnoxiously and forcefully hit on one of the female PCs who has a Comeliness of at least 9. If there are no qualifying female PCs, he will hit on one of the women a PC is talking to, or cut in on a dance. He wants to pick a fight, and will fight at -1 due to drunkenness. He will fight until below zero. The other NPCs will not interfere. When one of the combatants falls below zero, Hykros will stop the fight and will heal both the PC and Buck. Then he will deliver a sermon about drinking. He will cast *neutralize poison* on Buck, and Lord Blacktree will send Buck home. If the PC wins the fight, he gets to keep the rapier. If he loses, Buck will take his sword.

11:30 - If there is a comely female PC, Chiapa asks her to dance. If she accepts, during the dance, he will invite her over to his apartment for a night cap. He can show her his drawings.

12:00 - As the guests are leaving, Lord Charles calls the PCs into the library.

If a PC is in custody for theft, read the following.

Lord Blacktree turns to the PCs and says, ***"I am sorry to announce that one of the members of your group is a robber who has violated my hospitality, and tried to steal my wife's necklace. If you will open that closet, you may drag the villain out.***

"I intend to file charges against him in the morning. In the mean time, if one of you will vouch for him, I will parole him to your custody. Otherwise, he gets to spend the night locked in the wine cellar.

If a PC vouches for the person, Lord Blacktree will release him. Otherwise, he stays cuffed and gagged.

Then continue with:

Lord Charles says, "Apparently, the threat to me has been over exaggerated. There are purses with the 500 gold in them, as agreed. Thank you all for coming."

Just then, one of the windows in the library silently explodes into encounter 2:

ENCOUNTER 2

The cleric will have precast *bless*, *silence 15' radius* (on his mace), *protection from fire*, *prayer*, *spell immunity* (vs magic missile) and *free action*, as appropriate to the level of the encounter. From outside, he shatters (silently) the window so the darkenbeasts can fly in, then jumps into the library, runs to the door, and bolts it. He will stand at the door to prevent reinforcement while the darkenbeasts attack all in the room but him. When a darkenbeast is killed, it turns into a sheep.

Lord Blacktree will immediately unlock the PC held for stealing, and give him his weapon. Also mounted on the wall of the library (and easily removed) are two long swords, a battle axe, a two-handed sword, a mace and a bastard sword.

If PC levels total 6-13

Cleric of Cyric, hm P3: AL CE; AC 4 (Chain Mail and Shield); MV 9; hp 20; THACO 20; #AT 1; Dmg 1d6+1; SA spells; SD precast spells; M nil; Str 10, Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 14.

Equipped with Chain mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command* x2, *bless*; 2nd level—*silence 15' radius*

Darkenbeasts (1): Int Semi; AL NE; AC 4; MV 18; HD 5+5; hp 30; THACO 17, #AT 3; Dmg 1-4/1-4/3-12 (claw, claw, bite); SA rear claws 1-4/1-4; SD immune to mind control; MR 25% SZ M (4'); ML 12.

If PC levels total 14-25

Cleric of Cyric, hm P5: AL CE; AC 2 (Plate Mail and Shield); MV 9; hp 28; THACO 18; #AT 1; Dmg 1d6+1; SA spells; SD precast spells; M nil; Str 10,

Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 14.

Equipped with Chain mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command x2, bless, cure light wounds*; 2nd level—*silence 15' radius, hold person x 2*; 3rd level—*protection from fire*.

Darkenbeasts (3): Int Semi; AL NE; AC 4; MV 18; HD 5+5; hp 30; THACO 17, #AT 3; Dmg 1-4/1-4/3-12 (claw,claw,bite); SA rear claws 1-4/1-4; SD immune to mind control; MR 25% SZ M (4'); ML 12.

If PC levels total 26-37

Cleric of Cyric, hm P7: AL CE; AC 0 (Field Plate Mail and Shield); MV 9; hp 42; THACO 16; #AT 1; Dmg 1d6+1; SA spells; SD precast spells; M nil; Str 10, Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 14.

Equipped with Chain mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command x2, bless, cure light wounds*; 2nd level—*silence 15' radius, hold person x 2*; 3rd level—*protection from fire, prayer*; 4th level—*free action*

Darkenbeasts (6): Int Semi; AL NE; AC 4; MV 18; HD 5+5; hp 30; THACO 17, #AT 3; Dmg 1-4/1-4/3-12 (claw,claw,bite); SA rear claws 1-4/1-4; SD immune to mind control; MR 25% SZ M (4'); ML 12.

If PC levels total 38 56

Cleric of Cyric, hm P9: AL CE; AC -2 (Field Plate Mail and Shield); MV 9; hp 64; THACO 16; #AT 1; Dmg 1d6+1; SA spells; SD precast spells; M nil; Str 10, Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 14.

Equipped with Chain mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command x2, bless, cure light wounds*; 2nd level—*silence 15' radius, hold person x 2*; 3rd level—*protection from fire, prayer*; 4th level—*free action, spell immunity (magic missiles)*; 5th level—*slay living*.

Darkenbeasts (9): Int Semi; AL NE; AC 4; MV 18; HD 5+5; hp 30; THACO 17, #AT 3; Dmg 1-4/1-4/3-12 (claw,claw,bite); SA rear claws 1-4/1-4; SD immune to mind control; MR 25% SZ M (4'); ML 12.

If PC levels total 57+

Cleric of Cyric, hm P11: AL CE; AC -2 (Field Plate Mail and Shield); MV 9; hp 70; THACO 14; #AT 1;

Dmg 1d6+1; SA spells; SD precast spells; M nil; Str 10, Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 14.

Equipped with Chain mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command x2, bless, cure light wounds, protection from good*; 2nd level—*silence 15' radius, hold person x 2*; 3rd level—*protection from fire, prayer, bestow curse*; 4th level—*free action, spell immunity (magic missiles), sticks to snakes*; 5th level—*slay living x2*.

Darkenbeasts (10): Int Semi; AL NE; AC 4; MV 18; HD 5+5; hp 30; THACO 17, #AT 3; Dmg 1-4/1-4/3-12 (claw,claw,bite); SA rear claws 1-4/1-4; SD immune to mind control; MR 25% SZ M (4'); ML 12.

AFTER THE BATTLE

The cleric has a scroll case with an empty scroll in it. (It held the spells to create the darkenbeasts). In addition to his armor, holy symbol, and mace, the PCs find a purse with 157 gold in it, and a pawn ticket, number 2125, for Misti's Moonlight Pawnshop, Longshoreman's Lane, Ravens Bluff. The ticket requires payment of 200 gold, within three days. Any PC member of the City Watch, as well as any thief can make an Intelligence check to determine if he knows the place. Anyone with Local History non-weapon proficiency can make a proficiency check to see if they know the place.

Lord Blacktree says,

"To avoid any possible scandal, I still don't want to get the City Watch involved in something that may be personal to me. I ask you to help me one more time. I am willing to pay you an additional 500 gp, to secure your services."

Unless you have 4 PCs willing to continue, the adventure ends here. If a PC or two has dropped out, adjust the party levels accordingly for the rest of the encounters.

PCs who are in the Watch may feel it is their duty to bring the case to the attention of the Watch, but Blacktree tries his best to persuade them to act privately for him just a little longer, until some concrete information comes to light as to who is behind the attack.

Lord Blacktree continues, "Thank you for being willing to see this through for me. I suggest you all

return to your homes, and we can meet in the morning. From the name of the street, I would guess the pawn shop is located in the port area of the city. I will meet you at the Shark Fin Tavern for breakfast, an hour after sunrise. We can then go together to the pawn shop. Again, I thank you for your help and discretion in this."

If a PC was taken prisoner earlier for stealing the necklace, read the following paragraph.

"In addition, I will not press charges for the one who seems to have desired my wife's necklace. He (or she) simply will not be invited to any more social functions I give. I also doubt the other members of the city government will trust him (or her), and I would not be surprised to find the city watch keeping an eye on him (or her)."

After the adventure (or sooner, if the PC insists), the framed PC can have a cleric of Tyr cast a *detect lie* to establish his innocence to Lord Blacktree. Such a service, if performed by an NPC cleric after the adventure, will cost 200 gp. If he does not do this, he earns an infamy point.

Encounter 3

The next morning you meet the other PCs and Lord Blacktree at the Shark Fin Tavern. You settle down with your friends to a hearty breakfast of eggs, sausage, bacon, corn cakes, and syrup.

When the PCs go Misti's, continue.

Misti's is a long warehouse of a store, filled with tools, arms, armor, musical instruments, and anything else of value someone might pawn.

Misti is behind the counter, and asks, "What can I do for you? You guys lost or something?"

If she is shown the pawn ticket, she says, *"Yeah, I still got the item in question. You want to pay the ticket and get it?"* Blacktree has enough to pay the ticket, but will offer only if asked. He is paying the PCs' expenses, so he expects them to take care of this.

If the PCs pay the ticket, 200 gp, she will open her ledger book to the number on the ticket, turn the book to the PC, and have him sign it. The name on the ledger is *Eminster, 51c Mainstay Street, Ravens Bluff*. She will then give them a jeweled bracelet worth 500 gp.

If the PCs will not pay the ticket, Misty will refuse to give out any information on the item. She tells them, *"I ain't in the business of sellin information, either you pays the ticket, pawns something, or buys something. Otherwise, bugger off, I got things ta do."*

If the PCs buy something worth 100 gp, she will mark it in her book, then open the book to the page with number 2125 on it, and turn it so the PCs can see it.

When they go to the room at Mainstay Street, continue.

You have no trouble finding the address. It is a run down wooden three story apartment building, with an apartment on each floor. You go up the stairs to the top floor.

The PCs can try to break down the door. This will take two rounds, allowing the people inside to get weapons, prep a few spells, etc.

If the PCs knock on the door, a peep hole opens, someone calls out "Jeeze, its him!" followed by the sounds of weapons being drawn and a spell being chanted. It still takes two rounds to break open the door, unless magic is used. A *knock* spell will open the door immediately.

PLAYER HANDOUT 5 shows the layout of this room. Note, the building is dry wood. A *fireball* spell, or any other flame spell, will cause the building to catch on fire. The fire will spread very quickly, and the building will be totally consumed in 1d6 plus 10 melee rounds. If no warning is given, 1d4 tenants in the first and second floors will die in the fire. This might result in criminal charges if the party cast the *fireball*.

Hans Holcomb will continue the battle as long as he has henchmen to hold off the party. If his defenses are crumbling, he will climb a ladder to the roof and try to escape by jumping from roof to roof. The first jump requires a Dexterity check, or a forty foot fall ensues. Hans only has a Dexterity of 12. The second jump to a lower roof only requires a Dexterity check at plus two, or a thirty foot fall ensues, and the third and fourth jumps require no Dexterity checks. From the fourth building a person can drop to the ground.

If PC levels total 6-13

Hans Holcomb, hm W3: Int High; AL CE; AC 2; MV 12, hp 13; THACO 20 (adjusted THACO 18); #AT 1; Dmg 1d4 +2; SA spells; SD none; MR nil; Str 8, Dex, 15, Con 15, Int 16, Wis 14, Cha 12, Com 15; SZ M; ML 12.

Equipped with a *dagger* +2, *bracers of defense* AC 6, and a *ring of protection* +3.

Spells: 1st level—*sleep, charm person*; 2nd level—*stinking cloud*

Henchmen (3), hm F1: Int Average; AL CE; AC 4 (chain mail and shield); MV 9; hp 8; THACO 20 (adjusted THACO 18, str and specialization); #AT 3/2; Dmg 1d6 +3; SA nil; SD none; MR nil; SZ M; ML 11.

Equipped with chain mail, shield, short sword, and a dagger as a backup.

If PC levels total 14-25

Hans Holcomb, hm W5: Int High; AL CE; AC 2; MV 12, hp 19; THACO 19 (adjusted THACO 17); #AT 1; Dmg 1d4 +2; SA spells; SD none; MR nil; Str 8, Dex, 15, Con 15, Int 16, Wis 14, Cha 12, Com 15; SZ M; ML 12.

Equipped with a *dagger +2, bracers of defense AC 6*, and a *ring of protection +3*.

Spells: 1st level—*sleep, charm person, magic missile x2*; 2nd level—*stinking cloud, mirror image*; 3rd level—*fireball*

Henchmen (6), hm F2: Int Average; AL CE; AC 4 (chain mail and shield); MV 9; hp 17; THACO 19 (adjusted THACO 17, str and specialization); #AT 3/2; Dmg 1d6 +3; SA nil; SD none; MR nil; SZ M; ML 11.

Equipped with chain mail, shield, short sword, and a dagger as a backup.

If PC levels total 26 37

Hans Holcomb, hm W7: Int High; AL CE; AC 1; MV 12, hp 27; THACO 18 (adjusted THACO 16); #AT 1; Dmg 1d4 +2; SA spells; SD none; MR nil; Str 8, Dex, 15, Con 15, Int 16, Wis 14, Cha 12, Com 15; SZ M; ML 12.

Equipped with a *dagger +2, bracers of defense AC 6*, and a *ring of protection +3*.

Spells: 1st level—*sleep, charm person, magic missile x2*; 2nd level—*stinking cloud, mirror image*; 3rd level—*fireball, lightning bolt*; 4th level—*ice storm*

Henchmen (6), hm F5: Int Average; AL CE; AC 4 (chain mail and shield); MV 9; hp 35; THACO 16 (adjusted THACO 14, str and specialization); #AT 3/2; Dmg 1d6 +3; SA nil; SD none; MR nil; SZ M; ML 11.

Equipped with chain mail, shield, short sword, and a dagger as a backup.

If PC levels total 38-56

Hans Holcomb, hm W9: Int High; AL CE; AC 1; MV 12, hp 31; THACO 18 (adjusted THACO 16); #AT 1; Dmg 1d4 +2; SA spells; SD none; MR nil; Str 8, Dex,

15, Con 15, Int 16, Wis 14, Cha 12, Com 15; SZ M; ML 12.

Equipped with a *dagger +2, bracers of defense AC 6*, and a *ring of protection +3*.

Spells: 1st level—*sleep, charm person, magic missile x2*; 2nd level—*stinking cloud, mirror image*; 3rd level—*fireball, lightning bolt*; 4th level—*ice storm, stoneskin* (pre-cast, 8 attacks); 5th level—*cone of cold*.

Cleric of Cyric, hm P5: Int Very; AL CE; AC 2 (Plate Mail and Shield); MV 9; hp 28; THACO 18; #AT 1; Dmg 1d6+1; SA spells; SD precast spells; MR nil; Str 10, Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 13.

Equipped with plate mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command x2, bless, cure light wounds*; 2nd level—*silence 15' radius, hold person x 2*; 3rd level—*protection from fire*.

Henchmen (6), hm F7: Int Average; AL CE; AC 2 (chain mail and shield); MV 9; hp 45; THACO 14 (adjusted THACO 12, str and specialization); #AT 2; Dmg 1d6 +3; SA nil; SD none; MR nil; SZ M; ML 11.

Equipped with chain mail, shield, short sword, and a dagger as a backup.

If PC levels total 57+

Hans Holcomb, hm W9: Int High; AL CE; AC 1; MV 12, hp 31; THACO 18 (adjusted THACO 16); #AT 1; Dmg 1d4 +2; SA spells; SD none; MR nil; Str 8, Dex, 15, Con 15, Int 16, Wis 14, Cha 12, Com 15; SZ M; ML 12.

Equipped with a *dagger +2, bracers of defense AC 6*, and a *ring of protection +3*.

Spells: 1st level—*sleep, charm person, magic missile x2*; 2nd level—*stinking cloud, mirror image*; 3rd level—*fireball, lightning bolt*; 4th level—*ice storm, stoneskin* (pre-cast, 8 attacks); 5th level—*cone of cold*.

Cleric of Cyric, hm P7: Int Very; AL CE; AC 0 (Plate Mail and Shield); MV 9; hp 42; THACO 16; #AT 1; Dmg 1d6+1; SA spells; SD precast spells; MR nil; Str 10, Dex, 9, Con 14, Int 14, Wis 14, Cha 12, Com 15; SZ M; ML 13.

Equipped with plate mail and Shield, mace, and gold holy symbol of Cyric (worth 100 gp)

Spells: 1st level—*command x2, bless, cure light wounds*; 2nd level—*silence 15' radius, hold person x 2*; 3rd level—*protection from fire* (precast); *prayer*; 4th level—*free action*

Henchmen (8), hm F7: Int Average; AL CE; AC 2 (chain mail and shield); MV 9; hp 45; THACO 14 (adjusted THACO 12, str and specialization); #AT 2; Dmg 1d6 +3; SA nil; SD none; MR nil; SZ M; ML 11.

Equipped with chain mail, shield, short sword, and a dagger as a backup.

- Fighting the drunken Buck and winning (only the PC involved) 200 xp
- Proving innocence in the theft matter on own initiative or catching the thief 200 xp

Total Possible Experience: 1,800 xp
+up to 700 individual

AFTER THE BATTLE

If the PCs lose the battle, Lord Blacktree pulls the unconscious ones out of the burning building, then binds their wounds. The evil NPCs flee the burning building over the roof tops. Lord Blacktree will have the arriving watch take the PCs to the temple of Tyr, where the still living will be healed at his expense.

If the party wins, Lord Blacktree explains that Hans was the person who ran his estates. Hans tried to discredit Lord Blacktree, and almost succeeded. Lord Blacktree only was able to defend himself with the aid of a *detect lie* spell. He then exposed Hans's embezzlement of the estate, and had him jailed. Hans apparently escaped to seek his revenge.

In his room is a small chest with a pouch with 500 gold in it, an ornately tooled leather head band with places for eight gems, and two tiger eye gems worth 500 gp each that fit into the head band, leaving six empty slots. None of this is magical, but it is interesting.

Blacktree thanks the PCs for their work and pays them the 1,000 gp that he promised. He also offers any PC not in the army a commission as a private.

The End

EXPERIENCE Point Summary

Defeating Bad Guys at Theater	400 xp
Defeating Bad Guys at manor	500 xp
Defeating Bad Guys at apartment	400 xp
Roleplaying at the Ball	500 xp

The following individual xp awards should be given depending on PC actions:

- Roleplaying the acquisition of the right clothes and look (this can be earned even without shopping if the player does a good job getting into the prep for the ball) 200 xp
- Performing at the ball (female PCs only) 100 xp

TREASURE Summary

If it's not on this list, the PCs cannot keep it.

- Hans had a travelling spell book with the spells listed for his tier.
- *Rapier +1* from Buck at the mansion
- *Dagger +2*
- *Bracers of defense AC 6*
- *Ring of protection +3*
- 500 gp jeweled bracelet
- 500 gp each for being a body guard at the mansion
- 500 gp each for finishing the adventure
- 500 gp in chest
- Ornately tooled leather headband with places for 8 gems
- 2 tiger eye gems worth 500 gp each
- 157 gp from the cleric's pocket

Fame Award

1 point in Upper Class.

APPENDIX A

Sumarized Reaction Adjustment table

<u>Modified Die roll (2d10)</u>	<u>Reaction Result</u>
7 or less	friendly
8-11	indifferent
12-15	cautious
16-18	threatening
19+	hostile

Modifiers to dice roll

<u>Comeliness</u>	<u>modifier</u>	<u>Charisma</u>	<u>modifier</u>
6	+2	6	+2
7	+1	7	+1
8-12	0	8-12	0
13	-1	13	-1
14	-2	14	-2
15	-3	15	-3
16	-4	16	-5
17	-5	17	-6
18	-6	18	-7

Swashbucklers have a -2 bonus to reaction checks with members of the opposite gender.

If Torg the fighter was trying to talk a woman into dancing with him, and he has a Charisma of 8 and a Comeliness of 6, he would have a hard time of it. Suppose the DM rolled a 7 on 2d10. Normally this would be a friendly reaction. However, the DM adds the modifiers of +2 for Comeliness, and 0 for Charisma, making the modified roll a 9. The woman is indifferent. Now the Bard Renfrew asks her. The DM rolls an 11, on 2d10. The bard has a Charisma of 17 and a Comeliness of 15. The total modifier is -9 so the modified roll is 2. The woman is eager to dance with him.

APPENDIX B

Shops of Interest:

Barnacle Bill's Green Beard Shaving Parlor (LC4)

Get your hair cut, a shave, and have the bottom of your ship cleaned, all at the same establishment. Located on the docks, this establishment is run by William "Barnacle Bill" Wright. He is assisted in the barber shop by Krill Stoggens. Shave and a Hair cut by Krill, 2 bits (silver pieces). For a special shave cantrip cast by Barnacle Bill, 2 gp is charged. For a hair growth spell, 5 gp is charged.

William "Barnacle Bill" Wright, hm

W(chemist)6: AL NG; AC 5; MV 12; hp 18; THACO 19; #AT 1; Dmg 1d6 (Staff) or 1d4 (dagger); SA spells; SD nil; Str 9, Dex 14, Con 12, Int 17, Wis 14, Cha 11, Com 11; MR none; SZ M; ML 11.

Spells : 1st level—*hair growth, magic missile, unseen servant*; 2nd level—*continual light, web, levitate*; 3rd level—*lightning bolt, water breathing*

Barnacle Bill is a retired adventuring mage who discovered a barnacle removing chemical from an encounter with a tan pudding. He has made that into a barnacle removing business, but has also opened a shaving parlor as a side line. He will entertain customers with tales of his life as an adventurer, rumors of the latest war news, and happenings around the neighborhood. He speaks common, Elvish, Orcish, Dwarvish, and Warf Slang.

Krill Stoggens, hm 0-lvl: AL N; AC 7; MV 12; hp 5; THACO 20; #AT 1; Dmg 1d4 (dagger); SA none; SD nil; Str 11, Dex 17, Con 14, Int 11, Wis 12, Cha 10, Com 11; MR none; SZ M; ML 10.

Krill is an orphan who wandered into town to make his fortune, When he saw Bill's advertisement for a barber, he gave it a try. The years of sheep shearing down on the farm stood him in good stead, and he took to the work easily. He is now reported to be the best barber in town.

- "I've heard the Ravens Bluff navy is on hard times. Why, it is even employing evil pirates like that bloodthirsty she wolf, Captain Morgan. Why, they'll take anyone that can sail a ship. There's good news though. The navy has been reinforced by ships from Procampur."

Bellona's Baths (Created for this module)

Get the hottest bath this side of the abyss at Bellona's. It will open every pore in your body. The bath is followed by a soak in cool water, then a rubdown. When you are done, perfume or men's cologne is applied, and you feel and smell marvelous. Cost for a steam bath, soak, rubdown, and cologne is 10 gp. There are both men and women's facilities. Run by Bellona Helmguard, a large blonde northern woman,

Bellona Helmguard, hf F7: AL NG; AC 7; MV 12; hp 54; THACO 13; #AT 1; Dmg 1d4+1 (dagger); SA none; SD nil; Str 17, Dex 17, Con 16, Int 13, Wis 12, Cha 13, Com 11; MR none; SZ M; ML 11. Age 29, 6'2" tall, 190 lbs

Bellona is from the Ruathym mountains. When her brother died in the cold, she learned to hate snow and ice, and set out for warmer climes. She fought her way south, then east until she settled in Ravens Bluff. She learned that the local citizens liked the steam bath, followed by the soak in warm water. In her country, the steam bath was followed by a plunge in the icy brooks, but the soft citizens of Ravens Bluff would not stand for that.

She has a staff of a dozen attendants, six boys ages 12-16, and six girls ages 12-16.

- "I tell you, I heard it from a man whose brother works at the *Beholder*, the editor of the Trumpeter is really a vampire. That's why he only works the night shift. He had a run in with some adventurers. You won't see that news in print."

Elonia's Beauty Shoppe (Polyhedron 77)

Elonia's is a two-story stone building with a beauty shop on the ground floor. In addition to normal beauty treatments, the shop also carries a line of perfumes, soaps, shampoos, makeups, and toiletries. For 100 gp, Elonia can also cast an illusionary spell that will raise a person's comeliness by two points, to a maximum of eighteen. The spell expires at midnight. The shop is run by Elonia Starre, who is assisted by her lovely daughter, Salena.

Hair Cut 5sp

Skin Coloring, temporary 6 gp

Hair Wash 3sp
 Skin Coloring, permanent 10 gp
 Hair Coloring (temporary) 4 gp
 Manicure/pedicure 3 gp
 Hair Coloring (permanent) 6 gp
 with gem glitter 10 gp
 Facial Treatment 2 gp
 Facial Painting 4 gp
 Illusionary Beauty Enhancement 100 gp

Elonia Starre, hf W(I)7: AL CG; AC 8; MV 12; hp 18; THACO 18; #AT 1; Dmg 1d4+1 (dagger); SA spells; SD nil; Str 10, Dex 16, Con 9, Int 16, Wis 15, Cha 15, Com 15; MR none; SZ M. Age 44, 5'5" tall, 122 lbs.

Weapon Proficiencies Staff, Dagger, Languages Common, Elvish, Dwarvish, Thorass.

Spells 4 3 2 1 plus 1 illusionist/phantasm spell of each level

Elonia has bushy, bright red hair which is always immaculately groomed. Over all, she is a walking advertisement for her shop. Even at 44, she catches admiring glances from passing males. She retired from adventuring 18 years ago, when her husband was killed.

Salena Starre, hf W(I)1: AL CG; AC 8; MV 12; hp 4; THACO 20; #AT 1; Dmg 1d4+1 (dagger); SA spells; SD nil; Str 10, Dex 16, Con 11, Int 15, Wis 14, Cha 16, Com 16; MR none; SZ M. Age 17, 5'10" tall, 130 lbs.

Weapon Proficiencies Dagger, Languages Common, Elvish, Dwarvish, Thorass.

Spells 1 plus 1 illusionist/phantasm spell of 1st level

Salena is a beautiful strawberry blonde, whose hair hangs down to her hips. She would love to go to the ball as somebody's guest, but with only women customers, the chance of meeting someone to ask her is remote.

- "Why dearie, this shop is popular with all the high society women, and with adventurer's who want to make themselves beautiful. Why just last week, Dame Ladyhawke was in for the special beauty treatment we offer. She was going out with that Don Juan, at least I think it was he. Now there is someone who needs help. He has asked just about every single woman in town out. He has even asked some of the married ones, and you know, not all of them told him no. He is not all that good looking, but compared to some fighters, he is beautiful. I never saw a

more ugly bunch than the fighters of Ravens Bluff".

- "There must be some big doings going on tonight, your the forth customer we have had that is going to a ball. Now where did you say you were going?"

The Lord's Tailors (Created for this module)

Serge and Francois can tailor excellent men's formal attire for just 100 gp, ready this afternoon. For an extra special occasion, they can supply a superior garment for 200 gp. For the truly stylish, they can supply a garment for 300 gp that is unexcelled. If the 300 gp attire is purchased, add a non-magical 1 to comeliness, to a max of eighteen, for this adventure only.

Serge D'Orlans, hm 0-lvl: AL N; AC 6; MV 12; hp 3; THACO 20; #AT 1; Dmg 1d2 fist; SA none; SD nil; Str 8, Dex 18, Con 9, Int 14, Wis 12, Cha 15, Com 16; MR none; SZ M; ML 10.

Languages Common, Elvish,

Serge did not fit well into the rough and tumble of Ravens Bluff, so when he found he had a talent for style and color, he became a tailor. He is a whiz with needle and thread, and can pick a color that looks good on the customer. He is cheerful, and enthusiastic, and will talk about color and fabric choice until a decision is made. He enjoys the theater, and was at the opening of the New Theater. When the fight broke out, he fainted.

Francois Clutier, hm F9: AL NG; AC -2; MV 12; hp 91; THACO 12 (adjusted THACO in martial arts 8) #AT 2; Dmg per Martial Arts Table, *Complete Fighter's Handbook* +2; SA none; SD nil; Str 17, Dex 18, Con 18, Int 12, Wis 14, Cha 14, Com 15; MR none; SZ M.

Magic bracers AC 4, ring of protection +2, and at home, +3 short sword.

Languages Common, Elvish, Dwarvish

Francois became increasingly disturbed at the death and destruction so casually encountered adventuring. When his best friend was killed in front of him, he retired to become a tailor. He likes Serge, and will protect him in a fight.

Currently Francois and Serge are discussing the breakout at the Devon Street Lockup.

- "I tell you, the Devon Street Lockup is a threat to the community. It leaks prisoners like a sieve leaks water. Just a couple of days ago two of the prisoners arrested for jewel theft turned out to be evil clerics. Well, they cast a *charm person* spell, followed by a couple of *hold person* spells, and those two were back out on the street, along with a dozen or so other inmates. The city watch, with their usual efficiency, has still not found the escapees. A person can't sleep safe in there beds with escaped prisoners wandering the streets and committing who knows what crimes."

Mercury Limited (Polyhedron 115)

Mercury Limited is housed in a small cottage and barn, located on the outskirts of the uptown section of town. The business is the rental of a large, ornate carriage. 3 gp for 1 hr, 10 gp for 3 hrs, 100 gp for all day, including food and wine. It is run by Crystal Newtree, assisted by Percy Lifeson, Conde of Calimshan, and Polly Brightpond.

Crystal Newtree, ef W7: AL NG; AC 6; MV 12; hp 32; THACO 18; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; Str 8, Dex 18, Con 16, Int 18, Wis 8, Cha 9, Com 16; MR none; SZ M. Hieght 5'8" tall, 110 lbs.

Weapon Proficiencies Staff, Languages Common, Elvish

Magic Items *vest of holding* (60 lbs), *ring of protection +1*, *ring of water walking*, *scarab of protection*.

Spells 4 3 2 1 as needed

Crystal has a piercingly inquisitive mind. She is slender and tall for an elf, with bushy light brown hair. She has high hopes that her two main professions of adventuring and this business will provide the means for attaining fame and fortune. She is not accustomed to high society, and hopes to learn a lot about the lifestyles of the rich and famous, perhaps someday to join them. She has recently acquired a second carriage, and both are spotless and in perfect condition. She will insist on showing the customer the carriages, and makes sure they are to the customer's satisfaction. She will even offer a choice of wines and cheeses for the food and wine. (note, Crystal used to be human male before being reincarnated.)

Percy Lifeson, hm Pal7: AL LG; AC 1; MV 9; hp 45; THACO 14; #AT 3/2; Dmg 1d8+3 (*bastard sword +1*); SA none; SD nil; Str 18, Dex 10, Con

13, Int 9, Wis 14, Cha 18, Com 16; MR none; SZ M. Age 21, 6'2" tall, 194 lbs.

Weapon Proficiencies Lance, Long Sword, Short Sword, Dagger, Footman's Mace, Horseman's Mace
Languages: Common

Magic items *bastard sword +1*, *scarab of protection*.

Percy is always attired in his shining field plate, with his shield emblazoned with the symbol of Tyr. He is a partner in the business, and is courteous and polite to a fault.

Conde of Calimshan, hm W(D)8: AL NG; AC 0; MV 12; hp 33; THACO 18; #AT 1; Dmg 1d4+1 (*dagger +1*); SA spells; SD nil; Str 10, Dex 18, Con 17, Int 18, Wis 10, Cha 13, Com 9; MR none; SZ M. Age 22, 6'1" tall, 170 lbs

Weapon Proficiencies: Dagger, Darts

Languages: Common, Gnomish

Magical items: *ring of protection +2*, *ring of spell storing*, *bracers of defense AC 6*.

Spells: 4 3 2 2 plus 1 illusionist/phantasm spell per level

Conde is a youthful-appearing man of twenty-two who has been a citizen of Ravens Bluff for less than two years. He is associated with Crystal and Percy through shared adventures. He is developing an interest in Poly, but Percy and Crystal are discouraging thoughts along that line.

Poly Brightpond, hf 0-lvl: AL NG; AC 10; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 7, Dex 13, Con 11, Int 16, Wis 14, Cha 14, Com 16; MR none; SZ M. Age 16, 5'6" tall, 120 lbs.

Weapon Proficiencies None. Languages Common

Poly is the clerk and cook for this organization. She is smartly dressed and attentive to the needs of her customers. She is interested in becoming an adventurer mage. She would relish an invitation to the ball, to meet some real adventurers, but she does not have a thing to wear.

Julinna's Dresses (Created for this module)

Julinna's is an exclusive women's dress shop. Julinna and Constance can have an excellent ball gown ready this afternoon, for just 100 gp. For an extra special dress, they can add additional trim and accessories, at the cost of an additional 100 gp. For the truly discriminating they can prepare a truly unique gown for just 300gp. If the 300 gp attire is

purchased, add 1 to comeliness, to a max of eighteen, for this adventure only.

Julinna Melil, hf 0-lvl: AL NG; AC 7; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 12, Dex 17, Con 10, Int 14, Wis 13, Cha 17, Com 14; MR none; SZ M. Age 34, 5'4" tall, 130 lbs.

Weapon Proficiencies None. Languages Common

Julinna is a no nonsense business woman who thrives because she provides a quality dress in a short time. Her clothes are not cheap, but they are worth the price if you need that special ball gown in a hurry. She is brunette, with hazel eyes.

Constance Beatrice, hf 0-lvl: AL NG; AC 8; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 9, Dex 16, Con 12, Int 10, Wis 14, Cha 15, Com 16; MR none; SZ M. Age 21, 5'7" tall, 125 lbs.

Weapon Proficiencies None. Languages: Common

Constance is a hard working seamstress who loves her work. Someday, she hopes to own her own business. That is, unless she gets married first. She loves to flirt with the men. Currently, she has no boyfriend, as her last lover left town when the war started, the coward. She has vowed to have nothing to do with someone who will not fight for the city.

- "I tell you, Madam DeVillars is not going to Lord Blacktree's Party. I heard it from a friend who has a cousin whose sister is the personal maid of Madam DeVillars. She, Madam DeVillars I mean, is upset because she was not invited to the wedding of Lord Blacktree and Katharine Moreland. Well, the wedding was a secret. How could she be invited, I ask you?"

The Sparkling Edge Gems and Jewels (LC1)

This shop is primarily for cutting and mounting raw gem stones. Necklaces, rings, and earrings are available for as much as you want to pay. The minimum prices for the items for sale are 100gp rings, 200gp necklaces, and 50gp earrings. Any item bought can be readily sold to someone who knows gems and jewelry, for eighty percent of the price paid (jewelers will resale it for full price. They have to make a living too.) The shop is run by Oscar Kerlin. You might also see Sakiera, the female elf house keeper, She is already going to the ball at Lord

Blacktree's. So there.. The place is guarded by Max Darkeyes.

Oscar Kerlin, hm F2: AL LN; AC 7; MV 9; hp 20; THACO 19; #AT 1; Dmg 1d8 (long sword); SA none; SD nil; Str 10, Dex 14, Con 10, Int 15, Wis 15, Cha 9, Com 12; MR none; SZ M. Age 41, 6' tall, 175 lbs.

Weapon Proficiencies Long Sword, Bow, Hammer, Military Pick. Languages Common. Magic items *Leather armor +1*

Oscar is a good judge of the value of jems and jewelry. He is a fair trader, and does not usually ask questions about where the gems he buys come from.

Sakiera, hef W2: AL NG; AC 6; MV 12; hp 7; THACO 20; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; Str 10, Dex 18, Con 12, Int 18, Wis 16, Cha 16, Com 16; MR sleep and charm 30%; SZ M. Age 41, 5'3" tall, 112 lbs.

Weapon Proficiencies staff. Languages Common.

Sakiera is a quiet, attractive woman who appears to be in her mid twenties. Only Oscar knows she is half-elven. Oscar rescued her from a goblin raid, and looks on her as his daughter he never had. He does not realize she is almost as old as he is. She would be willing to marry Oscar, but he is not interested..

Max Darkeyes, hm F4: AL CG; AC 7; MV 9; hp 42; THACO 17 (adjusted THACO 14); #AT 3/2; Dmg 1d8+5 (bastard sword); SA none; SD nil; Str 18(64), Dex 14, Con 17, Int 15, Wis 12, Cha 12, Com 10; MR none; SZ M. Age 24, 6'2" tall, 198 lbs.

Weapon Proficiencies Dagger, Bastard Sword (specialist), Crossbow, Sap. Languages Common.

Max is working for Oscar to pay for his weapons and armor to go adventuring. He is quiet, and unassuming, but very muscular. He works out daily.

- "There was a guy in here several days ago with a bracelet and matching tiara to sell. I quoted him a price, but he did not come back. If you are interested, I could see if I could get it for you. In the mean time, I have some excellent jewels for you to look at. Remember, the important things in diamonds is Color, Clarity, and Cut. Of course, you will find only the finest cut gems here."

Talon's Tattoo Parlor (Polyhedron 105)

Talon's Tattoo Parlor is located in Fishtown, a poor but proud section of town. It is on the second floor of a rickety wooden house. It has the reputation as being one of the best tattoo parlors in the town. Its customers include sailors, wealthy rogues, and the occasional adventurer. Magical tattoos can be made of daggers and the like, which can be removed once and used. Normal tattoos run 5 to 15 gold, but the magical removable tattoos are 50 gp per square inch. The parlor is run by Talon Darkoak.

Talon Darkoak, half-ogre male: AL CG; AC 7; MV 9; hp 22 (2+6 Hit Dice); THACO 17; #AT 1; Dmg 1d6+1 (club); SA none; SD nil; Str 17, Dex 12, Con 15, Int 12, Wis 12, Cha 10, Com 6; MR none; SZ L. Age 53, 7'7" tall, 303 lbs.

Weapon Proficiencies club. Languages Common.

Magic items -*Nolzur's marvelous pigments, Alzennak's marvelous pigments.*

Talon is the son of Lord Whiteoak VIII, and a female ogre (Hey, it was a rainy night, he was drunk, and it was a bet.). He was raised by his aunt Tabetha, and is of noble blood. Talon is a gentle giant of a man, with a calm, stoic demeanor. He is proud of his work and likes to tell of particularly good jobs.

- "Naw, it isn't just sailors and rogues getting tattoos these days, its women too. I just did a beautiful griffin on the shoulder of a woman last week. It was a work of art. And, she was a high class cleric of Tyr, too."

Timberwolf Bootery (Created for this module)

The Timberwolf Bootery sells serviceable men and women's boots and shoes for the listed price in the *Player's Handbook*. However, they also stock hand tooled fancy boots for 50 gp, and dress shoes and dancing slippers for 30 gp. The shoes and boots are an excellent quality, and the workmanship is guaranteed. For those with more exotic tastes, there are also stiletto heeled shoes and boots in various colors of leather, and the whips to go with them. Priestesses of Loviatar shop here. The shop is run by Thomas Wolf, and his wife Virginia.

Thomas Wolf, hm 0-lvl: AL NG; AC 10; MV 12; hp 5; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 13, Dex 12, Con 12, Int 14, Wis 10, Cha 11, Com 11; MR none; SZ M. Age 33, 5'7" tall, 173 lbs.

Virginia Wolf, hf 0-lvl: AL NG; AC 10; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 9, Dex 13, Con 12, Int 10, Wis 9, Cha 6, Com 15; MR none; SZ M. Age 32, 5'4" tall, 145 lbs.

- "We have the finest shoes and boots this side of the Dragon Reach. The workmanship is excellent, and we use only the finest materials, custom fitted to your foot. Of course, you can buy off the shelf for a lesser price, but the fit will not be as good. If your tastes run in more exotic directions, we can make goods for you there, too. Trixie shops here."

Vicki's Place (Created for this module)

Vicki's sells ladies corsets, hosiery and undergarments of all shapes and sizes. All are fancy, with lace, and are designed to be elegant, and subtly provocative. They also sell men's silk boxer shorts.

Corset 25 gp
Silk stockings 10 gp
Silk chemise 15 gp
Silk bloomers 20 gp
Silk petticoats 25 gp
Silk Men's boxer shorts 15 gp

Colors available are white, crimson, pink, pale blue, lavender, and black. Linen can be substituted for silk, for a tenth the price, but only in white, and pink. Men's boxers are in white, black, red, and royal blue.. When a whalebone corset is worn, it provides protection equivalent to AC 9, but reduces Dexterity by one. Run by Victoria Fredrick, and her two assistants, Julie Loggins and Cindy Sierra. All three women would be receptive to a date to Lord Blacktree's manor.

Vicki Allyyn, hf 0-lvl: AL LG; AC 10; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 8, Dex 14, Con 12, Int 12, Wis 14, Cha 14, Com 13; MR none; SZ M. Age 34, 5'6" tall, 125 lbs.

Julie Loggins hf 0-lvl: AL NG; AC 8; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 11, Dex 16, Con 14, Int 16, Wis 9, Cha 12, Com 17; MR none; SZ M. Age 21, 5'4" tall, 125 lbs.

Julie is a gold digger. If you are male, and sporting a lot of rings, and things that look rich, she is willing to go with you. Of course, you will have to buy her a dress for the ball. Also, she just has to have

some jewels to go with the dress, and don't forget shoes and a purse, and a new hair do.

Cindy Sierra, hf 0-lvl: AL -NG; AC 10; MV 12; hp 4; THACO 20; #AT 1; Dmg by weapon type; SA none; SD nil; Str 13, Dex 13, Con 18, Int 9, Wis 7, Cha 16, Com 12; MR none; SZ M. Age 19, 5'7" tall, 115 lbs.

Cindy is not as beautiful as Julie, but she is a lot more fun. She laughs easily, and enjoys a dance, a drink, a party, and whatever. She hates people who are mean and cruel, and will avoid them. She is not serious, but hopes someday to find the man of her dreams. In the mean time, all she wants to do is have some fun.

- "You know, Lady Katharine was just in here, buying some things. When she and Lord Blacktree announced their marriage, I heard Lord Russel Roland MacIntyre was furious. I think he still loves Lady Katharine. Oh well, he will get over it. You know, I would help him get over it if I could. He is rich and powerful, and could have just about anything he wants, except maybe Lady Katharine."

APPENDIX C

NPC's at the party.

Lord Charles Frederik Laverne Blacktree IV, hm

F10 (Noble kit): 5'11" 160 lbs, Age 37; AL NG; AC 7; MV 12; hp 63; THACO 11; #AT 2; Dmg 1d8+2 (long sword specialized); SA none; SD nil; MR nil; Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 9. Com 16. Wearing *ring of protection* +2 and a *dagger* +2

Lord Charles used to be a foppish playboy dilettante, but since his return from adventuring, has settled down into a mature young man. He is now serving as a captain in the Household Guards Cavalry. He still has a spirit of enjoyment at life's ups and downs., He will occasionally poke fun at the stuffy city officials who take themselves too seriously. He is here with Lady Katharine, his new wife. Lord Charles is wearing a ring worth 500 gp, and a gold chain worth 250 gp. He also has a jeweled long sword at his side, worth about 500 gp. He is dressed in his formal dress uniform.

Lady Katharine Marie Morland Blacktree, hef

F2/W2: 5'4", 105 lbs, apparent age 27 (really 44); AL NG; AC 8; MV 12; hp 12; THACO 19; #AT 1; Dmg 1d4+2; SA spells; SD nil; MR nil; Str 11, Dex 13, Con 13, Int 17, Wis 15 Cha 15, Com 18. Wearing *Ring of Protection* +2 and a *dagger* +1.

Lady Katharine is a strikingly beautiful woman, with green eyes and red hair. She is wearing an emerald green satin ball gown, with an emerald necklace, and a large diamond ring. She once was smitten with Lord Russell Roland, and still likes him, as a friend. Lady Katharine's jeweled necklace is worth 7500 gp, and her ring worth 2000 gp.

Spells *sleep, charm person.*

Judge Rupert T. Hangman, hm T1-

(Investigator): 6' tall, 190 lbs, age 41; AL LG; AC -1; MV 12; hp 56; THACO 16 (Adjusted THACO 14 w/ short sword); #AT 1; Dmg 1d6+2; SA backstab; SD nil; MR nil; Str 10, Dex 17, Con 16, Int 12, Wis 16, Cha 12. Com 11. Wearing *bracers of defense ac 4, ring of protection* +2, and a *short sword* +2.

The Judge stands tall and has a sturdy build. His hair is slightly gray, giving an impression of considerable wisdom and intelligence. The Judge strives to be fair in all his dealings. He is with a young cleric of Tyr who has helped him on several occasions. Her knowledge of the law interests him, and he likes to discuss it with her. He is dressed in a black cordoroy tunic and hose.

Miss Jenilynn Leyland, hf P8 of Tyr: 6'3", 152 lbs, Age 20; AL LG; AC 4; MV 12; hp 56; THACO 16; #AT 1; Dmg nil; SA Spells; SD nil; MR nil; Str 10, Dex 12, Con 16, Int 10, Wis 18, Cha 16. Com 13. Wearing *bracers ac 6, ring of protection* +2.

Jenilynn (or Jen) is a tall slender brunette who has a slavish devotion to obeying the law. She loves to train and ride horses, and can often be found at the church stables. She also has a fondness for champaign and will be drinking that exclusively. As a cleric of Tyr, she can detect lie at will. She is beautifully attired in an expensive cream colored gown, with a blue cape adorned with an embroidered horse. When she walks, the horse actually seems to be moving. The cape is worth 4500 gp, she is wearing a necklace worth 5000 gp, and matching earrings worth 1000 gp. She is here to have a good time, but will not allow a flirtation to become too serious. Hidden under her dress on her left shoulder is a large tattoo of a griffin, and on the inside of her left thigh a magical tattoo of her holy symbol.

Spells: 1st level—*cure light wounds* (x4), *protection from evil*; 2nd level—*hold person* (x3), *calm chaos, heat metal, wolffjaws*; 3rd level—*prayer, protection fm fire, remove paralysis, strength of one, memory read*; 4th level—*cure serious wounds, neutralize poison.*

Commander Chiapa 6'2" 215 lbs, Age 28, 12th lvl human male fighter. AL CG, AC 2, MV 12, hp 87, THACO 9 (adjusted THACO 7), #AT 2, dmg 1d8+4, SA none, SD nil, Str 18(93), Dex 17, Con 18, Int 9, Wis 16, Cha 12. Com 15. Wearing *elven chain mail*, and carrying a long sword.

Commander Chiapa is a barracks commander in the city watch. He is a feisty ex-mercenary. He is not really interested in law and order, but takes pride in doing his job. He has been known to allow particularly clever or glib troublemakers to go free. He will not take bribes however, and will challenge someone offering such a bribe to a fight to the death. He likes good food, good drink, and beautiful women. He is wearing the formal City Watch uniform.

Chiapa has heard of Ginger Mane's performance at the theater, and is interested in finding out more about her. He found she was polymorphing into the

different monsters of the play. He wants to recruit her for the City Watch.

Hyktos Allumen 5'10", 170 lbs, Age 35, 13th lvl human male cleric of Tyr. AL LG, AC -0, MV 12, hp 56, THACO 16, SA Spelsl, SD nil, Str 10, Dex 12, Con 16, Int 12, Wis 18, Cha 16. Com 14. Wearing *bracers of defense ac 2, ring of protection +2*, and carrying a *war hammer +2*.

Hyktos is here to meet the other prominent members of Ravens Bluff society. He had dreams of becoming Chief Prelate in Sirrus Melandor's place, but these have been temporarily dashed. He still hopes to ascend to that position one day, and is campaigning subtly for the appointment. He wants the position to remain with the Church of Tyr. He is not the smooth politician Sirrus was, and is a little awkward at the party. He brought Brandon to hone Brandon's social skills, and to have someone of Tyr here for support. He is surprised to see Jenilynn Leyland here, as he thought she didn't go to these types of parties. If he is introduced to a comely female PC, he will be sure to introduce her to Brandon, who is new to Ravens Bluff. He is wearing his formal ceremonial robes.

Brandon Tylor 6'3" 225 lbs, Age 22, 3rd level male human paladin of Tyr. AL LG, AC 7, MV 12, hp 31, THACO 18 (adjusted THACO 14), #AT 1, dmg 1d8+7 SA -none, SD nil, Str 18(00), Dex 17, Con 16, Int 13, Wis 14, Cha 18. Com 17. Wearing *ring of protection +1*, and a *long sword +1*.

Brandon is tall, handsome, with dark curly hair, a strong jaw, and a perfect smile. If Tyr had a recruiting poster for its paladins, Brandon would be on the poster. He has dedicated his life to the service of Tyr and has been raised, trained, and equipped by the church. He is totally out of his depth at this party, and feels shy and overwhelmed at the dignitaries and beautiful women here. He works directly for the church of Tyr, in town. He is wearing a blue tunic embroidered with the Holy Symbol of Tyr.

Tordon Sureblade 5'5" 175 lbs, Age 10, 9th level male human paladin of Torm. AL -LG, AC 9, MV 12, hp 46, THACO 12 (adjusted THACO 10), #AT 3/2, dmg 1d8+4, SA -spells, SD nil, Str 17, Dex 15, Con 16, Int 12, Wis 15, Cha 18. Com 16. Tordon wears a *ring of feather falling*, and a *long sword +3*.

Tordon dresses neatly and in somber clothing. He is the head of Ravens Bluff legal system, and takes his duties seriously. He also is here alone. If

there is a pleasant female PC that Chiapa is not hitting on, he will ask her to dance. Charisma counts more to him than comeliness. He will treat her to drinks, in moderation, and if she is willing, spend the evening talking to her, and dancing.

Catharine "Cat" Kincaid 5'8" 155 lbs, Age 30, 5th level female human fighter. AL NG, AC 5, MV 12, hp 39, THACO 16 (adjusted THACO 15), #AT 2, dmg 1d4+3, SA -none, SD nil, Str 18(37), Dex 17, Con 18, Int 14, Wis 11, Cha 15, Com 16. Wearing a *ring of protection +2*.

Cat has fiery red hair, a tanned complexion, and a somber expression. She drinks little, and has trouble cutting loose to enjoy herself. She is a member of the City Watch, and commands the harbor patrol. She would be most comfortable with a gentleman who is a member of the city watch, or had worked extensively with the watch. She is not looking for a steady boyfriend right now, as she feels she does not have the time, but she is willing to dance. She is dedicated to the Harbor Patrol, and is only here because Tordon practically ordered her here. He felt she needed a night out.

She is wearing a pale green satin gown with white gloves and satin slippers. She also has two daggers strapped to her legs.

Russel Roland 5'8" 175 lbs, Age 19, 3rd level male human ranger. AL NG, AC 4, MV 12, hp 34, THACO 18 (adjusted THACO 13), #AT 1, dmg 1d8+8, SA -none, SD nil, Str 18(00), Dex 13, Con 17, Int 15, Wis 16, Cha 16. Com 14. Wearing *bracers of defense AC 4, long sword +2* and the *MacIntyre Coronet*. It is a platinum circlet worn on the head, that protects against charm spells, ESP, illusions, phantasmal force, and symbols, by adding +3 to the saving throw.

Russel Roland, Lord MacIntyre is a serious, soft spoken very rich young noble. He loves to hunt, especially monsters. He is currently serving with the Ravens Bluff Army. He is here with Forel Lashir, a young female half-elf, but he still carries a torch for Lady Katharine. He will leave Forel standing if Lady Katharine grants him a dance. However, if he notices someone paying attention to Forel, he will go over and coldly inform him that Forel is with him. He is willing to make a scene over this, including a challenge to a duel. Russel is wearing his military uniform with the rank of Major, and has three decorations for bravery.

Forel Lashir 5'1" 98 lbs, Apparent Age 16, 0 level female half-elf. AL NG, AC 6, MV 12, hp 3, THACO 20, SA -none, SD nil, Str 14, Dex 17, Con 12, Int 17, Wis 15 Cha 16, Com 18.

his beautiful, young half-elf loves to camp, and hunt. She is the daughter of Eryn Lashir, who runs *Ways Unknown*, a guide service. She is a nice person, but somewhat out of her depth at this formal social occasion. She keeps adjusting her dress, checking her mirror, and worrying she is not doing the right thing. She is bright, and knowledgeable about the woods, wild animals, and the area south of Ravens Bluff. She would be most comfortable with a ranger type. She will sip her wine slowly, and watch, for the most part. She is receptive to a dance from a PC, if Lord Russel is not in attendance. She is wearing a dark blue silk gown that sets off her golden hair.

Sakiera 5'3" 112 lbs, Apparent Age 24, 3rd level female half-elf mage. AL N, AC 6, MV 12, hp 3, THACO 20, SA -none, SD nil, Str 10, Dex 18, Con 12, Int 18, Wis 16 Cha 16, Com 16.

Sakiera is a quiet attractive woman who works at *The Sparkling Edge*, a gem shop in town. She looks mostly human, and only lifting her hair to reveal her pointed ears would disclose her elven heritage. She is here with her friend Dumiriel. She wants to introduce Dumiriel to a "good" human, preferably one who speaks elven. She tries to be a role model for her social behavior, engaging in small talk, dancing, etc. She will translate for Dumiriel, and will try to get a PC to dance with her. She is wearing a pale pink satin gown with white trim, and matching pink slippers and gloves.

Dumiriel 4'8" 85 lbs, Apparent Age 16 (really 75), 0 level female wild elf. AL N, AC 8, MV 12, hp 3, THACO 20, SA -none, SD nil, Str 9, Dex 16, Con 9, Int 16, Wis 15 Cha 10, Com 15

Dumiriel is here under protest. She let Sakiera talk her into this, and even accepted a gown from her to be cut down to her size. She hates and distrusts all humans, (she was a slave to humans, once), and only speaks elven. Sakiera told her there would be elves at the party, but all she sees so far are humans and half-elves. Sakiera also told her that it would be good for Dumiriel to see humans who are kind and gentle. She is still waiting for that to happen. If an elf or half-elf PC would go over to talk to her in elven, she would be relieved to see him or her. She is an excellent dancer. She works at *The Shod Talon* as a waitress, an inn that caters only to elves and

half-elves. She would not mind being romantically involved with another elf. Here blonde hair and green eyes are set off by a forrest green sating gown, with black lace trim, and matching gloves and shes.

Ginger Mane 5'5" 125 lbs, Apparent Age 25, 12th level female human bard. AL NG, AC 4, MV 12, hp 66, THACO 15 (adjusted THACO 10) #AT 1, dmg 1d6 + 11, SA -none, SD nil, Str 14 (21), Dex 17, Con 18, Int 15, Wis 12, Cha 17, Com 17. Ginger is wearing a *ring of protection* +3 and a *girdle of fire giant strength* (worn uncomfortably under her dress). She also has a bodice dagger.

Ginger is slim, trim, and attractive. She is the bard from *The New Theater*. She has chestnut colored shoulder length hair, and is wearing an expensive pale pink ball gown with white gloves.. (Close examination of the gown by someone with the appraising non-weapon proficiency would reveal the gems in it are really fake. She is wearing a dress from the theatrical costumes). Ginger has impeccable manners, and is calm and thoughtful. She has a regal manner about her, as if she was a princess or queen, but she is not pretentious. She is friendly to all who talk to her. She has a quiet confidence that is part of her bearing. She speaks with a slight foreign accent. Although she smiles occasionally, it is as if she has seen it all before. She speaks common, dwarven, elven, and Thorass. Currently her spells are depleted, as she used them in the play.

Delighted with her performance at the theater, Lady Katharine asked Ginger to come to the ball as a guest. Ginger accepted, as she had not been to a formal ball in ages. She persuaded Gabrielle to come along, to broaden her experience. She would like to find someone to date occasionally, but does not want to get seriously involved. She has lost too many close friends for that. She is a widow.

Gabrielle Collin 5'8" 130 lbs, 0 level human female, age 18, AL NG, AC 7, MV 12, hp 4, THACO 20, SA -none, SD nil, Str 17, Dex 17, Con 12, Int 16, Wis 10 Cha 15, Com 18. Dancing proficiency of 18.

Gabrielle is a tall, blue-eyed blonde. She is in great shape, having worked on a farm where she grew up. She looks beautiful in a dark blue velvet gown with white lace trim, with white gloves and shoes, (she is also in a gown from the costume department). She is one of those wide-eyed innocents that think the world is filled with wonderful people. She would dance with or date anyone who asked her

nicely. Although she is socially naive, she is smart, and has principles she lives by.

Julie Walker 5'6" 128 lbs, 1st level human female fighter, age 17, AL N, AC 9, MV 12, hp 10, THACO 20 (adjusted THACO 19), #AT 1, dmg 1d4+1, SA -none, SD nil, Str 17, Dex 9(10), Con 10, Int 10, Wis 10 Cha 10, Com 17. Dancing proficiency of 10.

Julie is a brand new graduate of the Edgewater School for Young Women. She is specialized in long sword, and proficient in the use of the dagger. She is carrying two daggers strapped to the calves of her legs, and has a bodice dagger, she also has a large rock in her purse, for insurance.. Her father John runs a distillery in town, and has extensive vineyards to the south of town. He is quite wealthy. She is wearing a whalebone corset, hence the armor class. She is a brunette, with a trim athletic figure. She likes plays, dining out, long walks on the beach, and going for rides. She would like to meet someone with a little excitement in his past. A non-good alignment would have a -2 on reaction (making it two better). She is here with her two friends, Mandy and Syndy. She is wearing a dress with a white satin skirt and a maroon velvet top. White gloves and shoes complete the ensemble.

Mandy Miller 5'4" 118 lbs, 1st level human female mage, age 18, AL CG, AC 12 (13), MV 12, hp 6, THACO 20, SA -spell, SD nil, Str 8, Dex 12(13), Con 16, Int 16, Wis 10 Cha 10, Com 11. Dancing proficiency of 13.

Mandy is also a graduate of the Edgewater School for Young Women. She has memorized a sleep spell, in case someone gets out of line. Her father is in shipping, and owns several merchant ships that ply the Inner Sea. She has auburn hair, and is in excellent shape. She is wearing a whalebone corset, hence the armor class. She likes poetry, and has composed a few poems herself. She also likes to shop, and travel. She would be fascinated by tales of faraway places. She would date someone nice, kind and gentle. Looks do not matter so much to her as personality. She would like to meet a bard, cleric, or mage. She does not want to meet a male fighter, because she thinks they are knuckle dragging ogres. She is wearing a pink taffeta gown with white trim, white gloves and shoes.

Syndy Harmon 5'5" 127 lbs, 1st level human female fighter, age 17, AL LG, AC 6, MV 12, hp 13,

THACO 20, #AT 1, dmg 1d3 (rock). SA -martial arts, SD nil, Str 8, Dex 18, Con 17, Int 9, Wis 8, Cha 10, Com 13,.

Syndy is also a graduate of the Edgewater School for Young Women. She is specialized in bow, proficient in long sword and martial arts. She is not as bright as the other girls, and easily duped. She usually follows Mandy's lead. She is carrying a rock the size of a fist in her purse, in case anyone gets out of line. She would like to meet another fighter, preferably one who knows how to use a bow. She wants to hear stories of adventure, and would willingly go out with a bow using fighter. Looks and race do not matter to her.

Buck Fuller 6'0" 185 lbs, Age 21, 3rd level male human fighter. AL N, AC 10, MV 12, hp 25, THACO 18 (adjusted THACO 15), #AT 3/2, dmg 1d6+5, SA -none, SD nil, Str 18(10), Dex 12, Con 13, Int 9, Wis 9, Cha 9. Com 15. wearing a *rapier +1*.

If he fights a duel and loses, the winner gets the rapier. Buck is the wealthy son of a merchant in town. He has had the finest schooling, but has always proved to be a handful for his parents. They thought a stint in the army might help him, but all it did was make him a bully. He is drunk, and will go over to a comely female PC, or one of the other guests, and honor them with his presence. He thinks he is god's gift to women, and is loud and arrogant. He will make a scene if rebuffed. He brought his two drinking buddies, Karrel, and Frank. He is wearing the uniform of a lieutenant in the cavalry.

Karrel Melrose 5'10" 175 lbs, Age 20, 2nd level male human fighter. AL N, AC 10, MV 12, hp 24, THACO 19 (adjusted THACO 18), #AT 3/2, dmg 1d8+1, SA -none, SD nil, Str 17, Dex 14, Con 16, Int -10, Wis 9, Cha -12. Com 13. He is wearing a long sword (specialized in its use)

Karrel is following in the wake of Buck. He likes drinking, fast horses, and fast women. Surprisingly, he knows a lot about horses. His father breeds them for sale in Ravens Bluff, and is well known for the excellent mounts he produces. Karrel is a little more polite than Buck, and would be a nice person, except for the company he keeps. He is also drinking, but not as much as Buck. He is wearing the uniform of an ensign in the City Footguards infantry regiment.

Frank Winslow 5'6" 135 lbs, Apparent Age 20, 4th level male half-elven fighter. AL N, AC 4, MV 12,

hp 18, THACO 18, #AT 2, dmg 1d8/1d4, SA -none, SD nil, Str 12, Dex 18, Con 14, Int -11, Wis 10, Cha -15. Com 16. He is wearing a long sword and has a hidden dagger.

Frank is also drinking buddies with Buck. Frank was raised human, and looks human. He is here for one purpose, and one purpose only, to steal Lady Katharine's necklace. He has a 95% chance to pick pocket. He will dance with her, remove the necklace, and replace it with a poor imitation. Then he will plant the real necklace on one of the PCs, thinking to recover it after the ball is over. He will have to make two rolls of 95% or less to do this, and Lady Katharine has two rolls of 6% or less to detect the theft, at the time of the crime. Then he has to make another roll of 95% to plant it on the PC. The PC has a 3% times his level, to detect the plant. His black satin tunic is padded and gives protection of AC 8.

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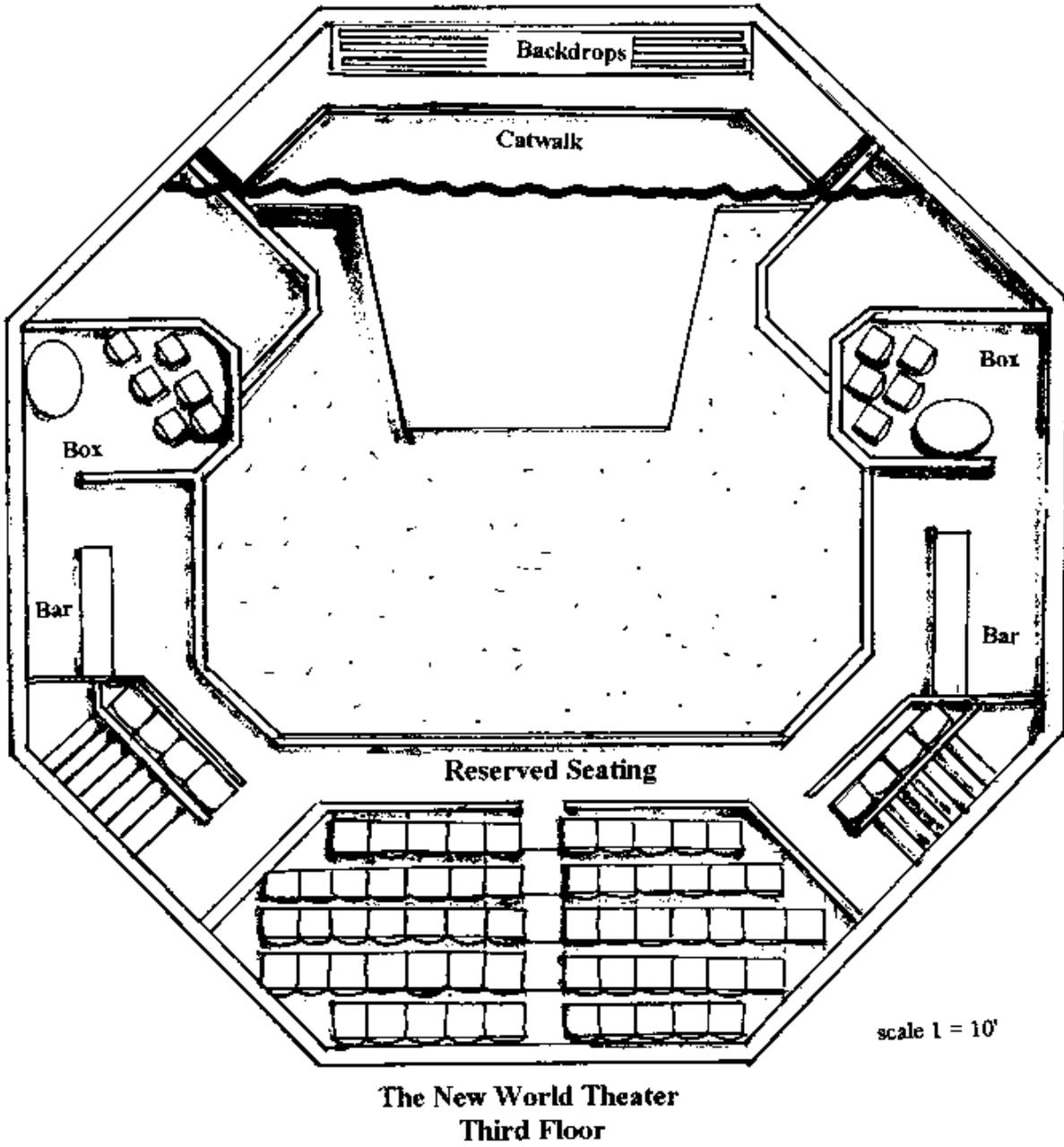
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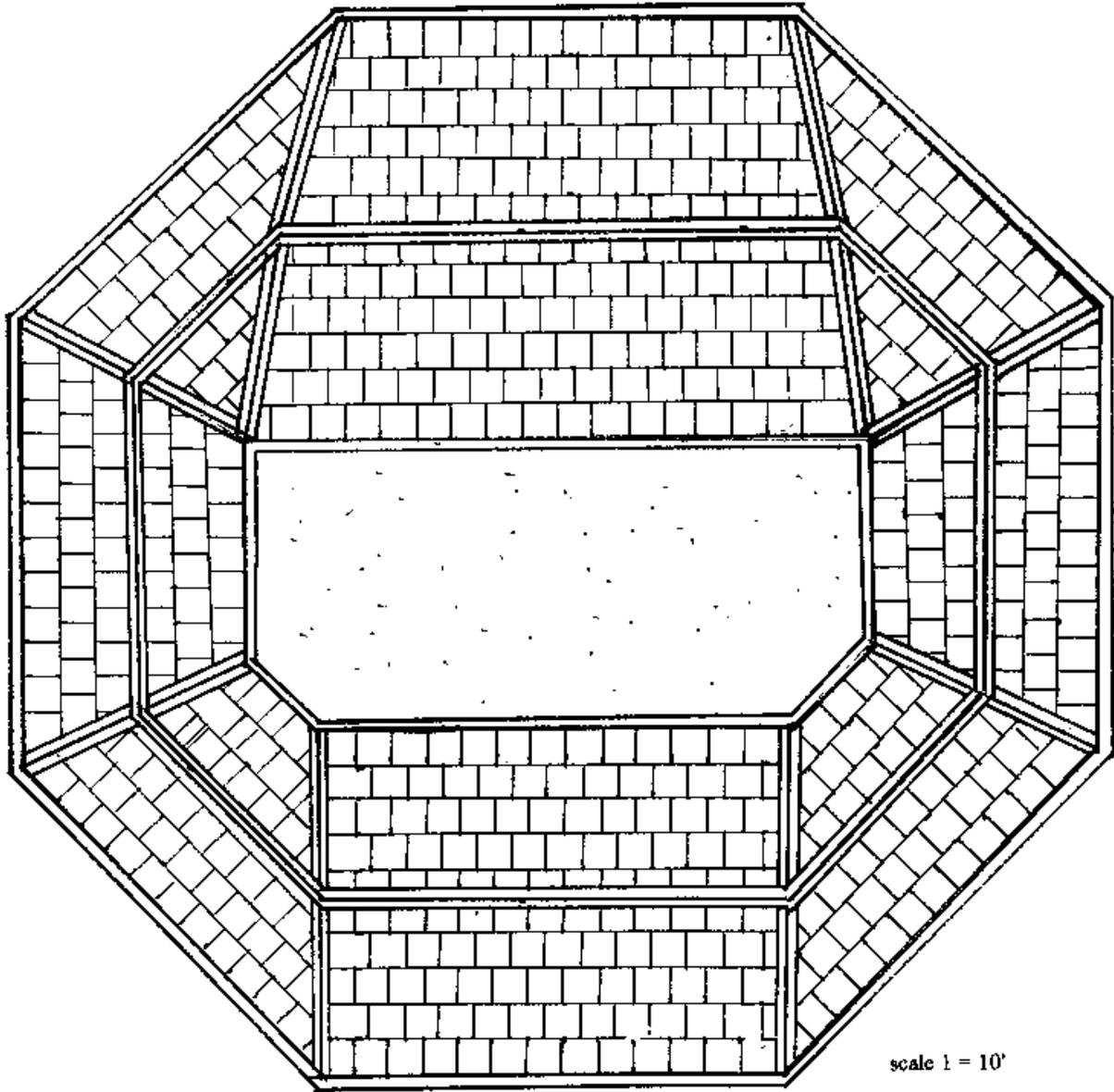
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Gentlemen are reminded that no battle weapons or armor is permitted in the theater.

Player Handout 2



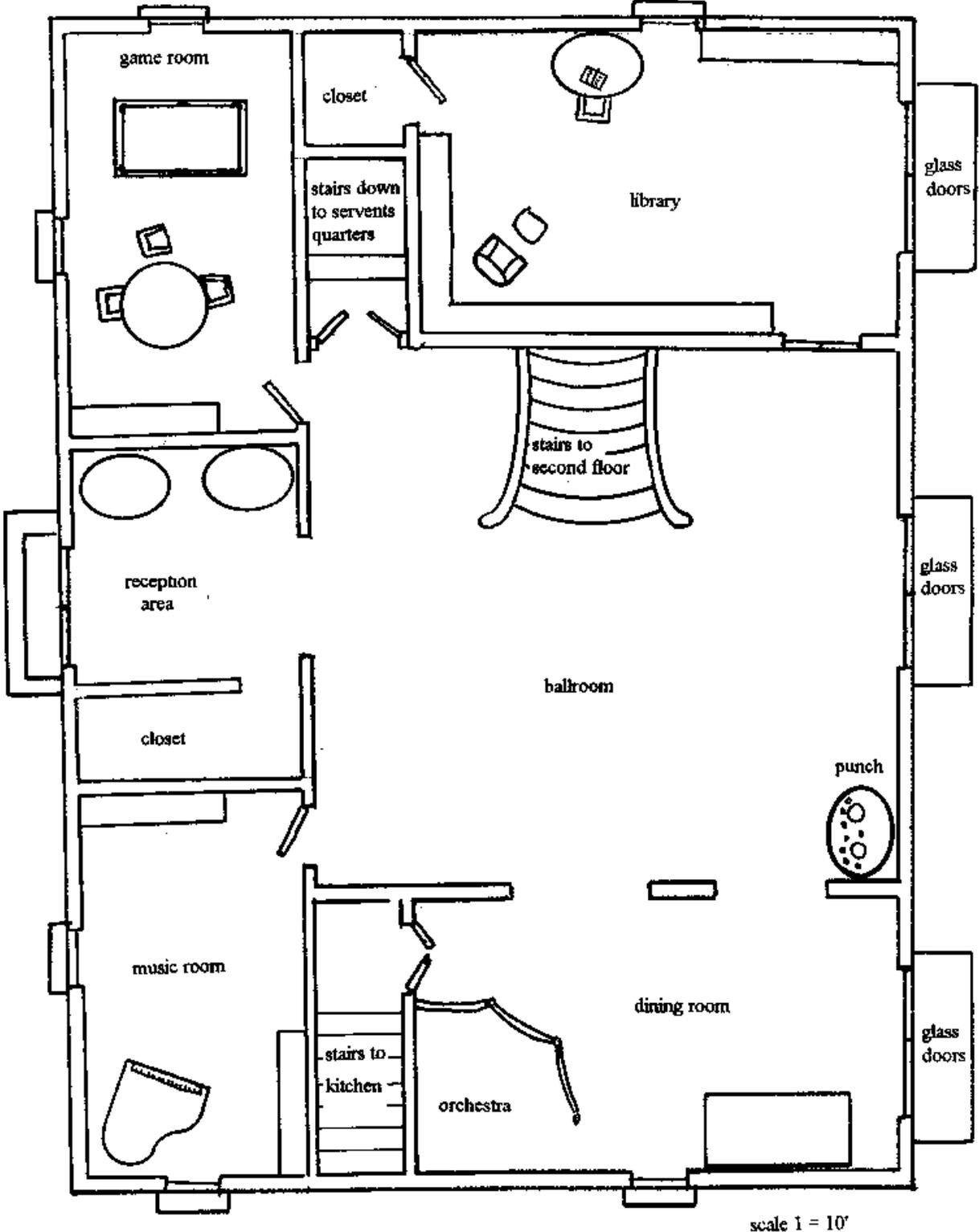
Player Handout 3



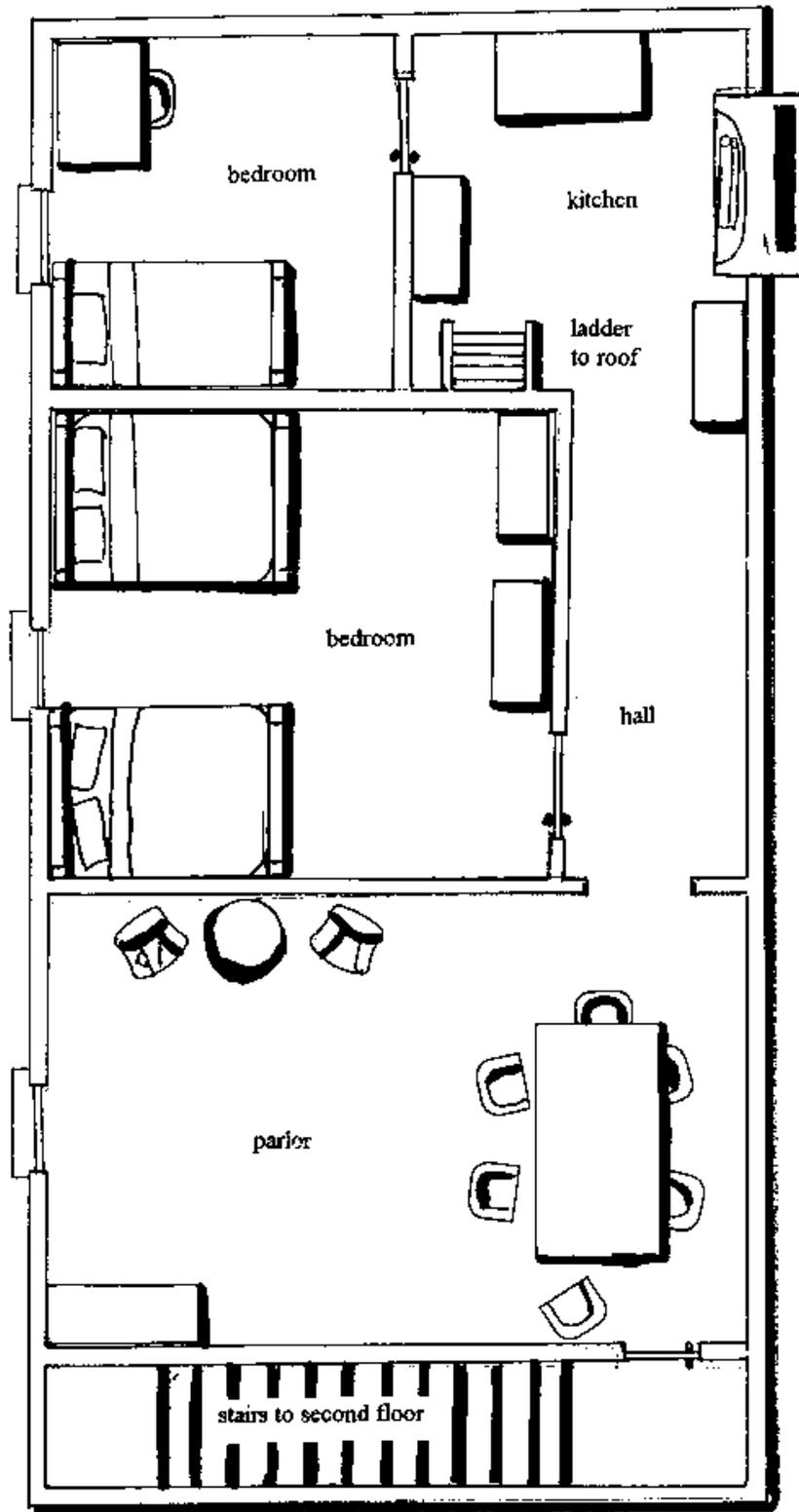
The New World Theater
Roof

Player Handout 4

Blacktree Manor



Player Handout 5



scale 1 = 5'