

Alter Egos

A One Round RPGA Living City Adventure

by George Aber

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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.

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

Adventure Background:

Four former members of the enemy army have infiltrated the city. Still bitter from their defeat, they have decided to gain the riches originally promised them by simply taking it from the citizens of Ravens Bluff. At the same time they can get revenge by discrediting those most responsible for their loss, the city's adventurers.

Armed with a *wand of alter self*, and a *hat of disguise*, their plan is simple. They change their appearance and then proceed to commit various crimes posing as one or more of the city's adventurers. Thus authorities are baffled as to the recent increase in crime because it implicates so many of the city's staunchest defenders from the war. Several of the city's heroes are currently under investigation.

The adventure opens with the PCs returning from Kurth with important dispatches from the city's ambassador there. They have been away for three weeks. During that time they have been the targets of the enemy's plan.

Upon entering the city they will be met by Sir James Jacynth, a Knight of the Right Hand of Tyr. He will explain the situation and ask them to go along with a ruse to safely get them where they can get this resolved. He and a detachment of the City Watch will then escort the party to the office of Judge Elias "Deathstroke" Mulgany. There they will meet with the magistrate who informs them about what has been happening while they were supposedly away. He will then ask if they are willing to help in order to clear their names. They will be given until sundown to accomplish this.

Once they agree, provide them with a list of places to investigate. Each is one of their accusers.

The clues found there should lead them to the general area where they can find the hide out in an abandoned temple of Cyric. But also they can be led there after meeting a street urchin who has seen their evil twins around the city.

This is an event where knights and squires have the opportunity to gain recognition through chivalry points or an honor. I suggest you collect their "Record Sheet" before play begins.

The PCs' Crimes:

The various crimes the PCs will be accused of should be determined by reviewing their character sheet before play begins. Try to tailor it to each PC. For example a fire elemental should be accused of arson. The following could also be added for the purposes of the story:

- Fighters: Assault.
- Mages: Fraud: Selling fake magic items.
- Priests: Fencing Stolen Goods: They've been healing members of various gangs, taking the items, and selling them for the profit.

- Rogues: Robbery/Burglary: Seen leaving the scene of a crime with the loot.

In any event, for the purposes of the story, all of the PCs have to be accused of extortion - they are running a protection racket.

The PCs' Stats:

DM Aid # 1 is a form which you can write down the PCs' melee stats on. This is vital for you during Encounter 10 where they will be battling with their images from *mirrors of opposition*. I suggest you ask the party's spell casters to give you a copy of their spell list since the images will have the same spells as the PCs.

1. Introduction.

This is a basic set-up to let the PCs know what situation they are in. The module opens with them having already been together for three weeks on a mission for the city. Read it, have the players introduce themselves, and select the spells they feel they would have appropriate for their situation.

DM Info:

The so-called Writ of Passage is a letter, signed and sealed by the city's ambassador in Kurth, which directs the reader to grant the bearer immediate passage in to see the mayor. You will need to find out which PC is carrying the message and the writ from the city's ambassador in Kurth. This could be important later.

Their urgent mission was to deliver a letter instructing the ambassador in Kurth to procure whatever he could in the way of food stuffs for the Ravens Bluff from both the merchants in Kurt and from that city's government. This is an attempt to ensure there will not be a dire shortage during the coming winter months due to the lack of produce from fields not yet recovered from the war.

Three weeks ago you responded to a summons for a special mission from the mayor of Ravens Bluff, Lady Amber Lynn Thoden. A communiqué, vital to the city's survival had to be taken to Kurth. "At all costs," was just one of the phrases which the mayor used in describing the importance of your task. Thus you bolted from the city, boldly charged through the countryside, and made the city to the north in record time. Once there you took the opportunity to rest up and take in some of the

sights while waiting for a response which Ravens Bluff's ambassador insisted you wait upon. Once in hand, along with a special Writ of Passage to see the lady mayor upon your arrival, you made your way back to the Living City.

Choosing not to press your luck, daring bravado was put aside. Instead, you opted for stealth. Thus you now wearily approach the gates of Ravens Bluff in the wee hours of the morning.

2. At the Starting Gate.

The party will gain entry into the city but, they will be thoroughly questioned by the watchmen on duty here. After all, it's 3 am and there recently was a war. Mentioning the Writ of Passage will help begin to speed up the process.

While being questioned the players can see the general notices on the board by the gate. A PC with Observation NWP, or who specifically looks, will find, among other things, wanted posters for their arrest!

You must give the players an opportunity to screw up here. They could panic and resist arrest. There are only two guards which they are being delayed by. Across the way they can see a third guard having a Conversation with another man.

After a short time, that man, Sir James Jacynth will approach them with details of what's going on. He will shortly be followed by another guard who will "recognize" the party, knows they are wanted, and will insist upon arresting them. He is one of the victims who previously filed a complaint against the PCs. He has a bandage on his head and an arm in a sling.

This should now put the party on the spot. They will now have to choose between going with Sir James, or resisting arrest.

DM Info:

I suggest you start out by making it look like they will have to talk their way into the city. Ask the PCs general questions like name; occupation; business in the city; destination; where they're from; where they're coming from; etc. Even if someone is acting as party leader, have each of the PCs answer these questions.

Have them each pay a 5 sp fee just for entrance to the city! Say this is standard procedure now. The guards **will not** "Keep the change." In fact they will **insist** upon giving it to the PCs.

The writ will only make the first two guards a little more receptive, until of course the third guard shows up and wants to arrest them.

Attacking the guard is a bad thing. Play it out. These are low-level city watch members and the party out numbers them. If they resist arrest, and should kill a member of the city watch, then play this out in the next encounter when they can be brought before Judge Elias "Deathstroke" Mulgany.

Those PCs which escape are on the lam. If they attempt to Contact the mayor, they will be arrested there. Otherwise, they will be hunted down. You may have to ask PCs what lengths they are going to take to avoid capture. If they get elaborate, leave them out for a while. If they should declare they will not allow themselves to be arrested, feel free to let them rejoin the party much, much later. If at all! They can be dealt with later when the PCs report back in with Judge Mulgany for anything that may have occurred at the gate.

Any PCs who go to extreme measures, and refuse to go see Judge Mulgany should be noted to HQ. They have to be tried, and either cleared, or punished for any wrongdoing at the gate. Those who do not get that done in this module will become criminals wanted by the city.

If the whole party should leave after "dispatching" the guard, (sleep, hold, subdue, put into negatives, then Sir James will tend to them.

The next logical place to arrest/capture them will be at City Hall. Note that if they should wait until morning when it is open, the number of guards on duty out front will be 50! They have been alerted that some brigands who broke into town last night are looking to get to their new, and beautiful, mayor.

After calling up to a shadowy figure walking along the battlement, the outer gate swings open. Your group proceeds into the killing zone where you are met by two stalwart men in the uniform of the City Watch. Torches on the walls provide light and typical hand bills are posted on your right. Ahead you can see through the open seCond gate where a third watchman is talking to a man dressed in dark clothing.

"Halt and be identified," one shouts at you.

After the first couple of PCs identify themselves, have the two guards look at each other. The first says, *"Isn't that?"* And the seCond replies *"Nahhhhhh"*

After a little bit of harassment, Sir James arrives.

Getting into the city has never been this difficult in the past. Just when you thought they couldn't delay you any further, a man in dark clothing approaches the group. He appears to be human, about 6' tall, with brown hair. He is wearing a dark gray shirt, black pants, riding boots, and has a forest green cloak about his shoulders. There is a long sword strapped to his right side . . . Oh and a gold chain about his neck with what appears to be a set of scales hanging from it.

He politely interrupts the guards, "Excuse me officers, but I believe these are the people I have been waiting for. I would appreciate a word alone with them if you do not mind."

With that the guards cease their questioning of you, "As you wish Sir James," you hear them reply before stepping back from your party to just inside the gate.

"Good evening good citizens. Allow me to introduce myself. I am Sir James Jacynth. I was asked by Lord Mayor Thoden to watch at this gate for your return. There has been some trouble while you have been away, and it would be most appreciated, and beneficial if you would come with me."

Pause here to allow the PCs to ask some quick questions. Keep it brief. Do not give them any great details. Be vague. If they ask where he is taking them, respond with something like, "Someplace where it is safe, and we can talk freely."

You can assure them they are not under arrest. But for appearance sake, it will look as if they may be.

Do not let this drag on. After a few questions you can have the 3rd guard arrive and start trying to arrest them. If the party should then flounder in their decision of whether to go with Sir James or not, when the 3rd guard starts making a scene, use a line from the knight like, "Everything is under Control officer. They were just about to peacefully come with me. Weren't you now . . ."

All Party Levels:

City Watchmen (3): hm F1; AL LN; Int avg; AC 8 (leather); MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d6, short sword; SA nil; SD nil; MR nil; SZ M; ML 12.

3. Here Come Da' Judge:

There are two possibilities here. If some, or all of the PCs resisted arrest, they will be standing before the judge on trial for their crimes; go to 3A. Continue on with 3B if the party came in with Sir James.

3A. I Fought the Law & the Law Won.

Here the PCs are brought before Judge Elias "Deathstroke" Mulgany. Writ or no writ, he is not happy to be called into court before dawn. He was at the Temple of Mystra attending the wedding reception for Sir Voltroy Starson, Knight of the Dove, and his new bride Lady Anna Kara Des Solara. (As I said earlier, they are out to discredit famous adventurers.)

Feel free to tell them who got married if they ask.

DM Info:

A split party here is a possibility. The PCs should be tried separately, according to whatever happened in the previous encounter. By separately, I mean those who came in at the gate vs. those arrested elsewhere. It would be neat if the players could be separated during each other's trial. If the first group has the writ and is cleared, but forgets to mention the others....

This is where knowing which PC has the writ is important. If someone in the first group before Mulgany (the ones who didn't resist arrest) has the writ, they will be easily cleared.

Sir James Jacynth, a Knight of the Right Hand of Tyr has already given a full account of what he witnessed to Judge Mulgany.

Those who escaped will have a lot of explaining to do, especially for anything extra which occurred. They WILL be held account-able for their actions at the gate! Those actions should complicate or simplify matters accordingly. Additional charges could be levied against them at this time. These could range from Resisting Arrest to High Murder. (See the attached from LC 5 Concerning the Laws of Ravens Bluff.)

Anyone resisting arrest before Sir James arrived may have that charge dismissed if they have the writ, and were attempting to complete their mission for the "good of the city."

*** HOWEVER! If they killed a member of the City Watch, that is an entirely different matter. While the writ may provide extenuating circumstances, it does not provide them a license to kill. At most the charge could be reduced to Low Murder. IF and only if the

PC(s) should be made to pay for a *raise dead* spell for the officer(s). Furthermore, the PC(s) will be required to perform community service. And just such service will be discussed in Encounter 3B.

The PCs which are not sent to prison will be asked to join Judge Mulgany in his chambers.

Taken into custody, you were stuck in a small cell for about an hour. Finally, several members of the watch arrived and escorted you to this court room. Given chairs in the front of the room, you next see a drow dressed in gleaming full plate with the holy symbol of Tyr upon his breastplate step in front of the judge's bench. He glances at you before calling out, "All rise! Hear Ye! Hear Ye! Hear Ye! All persons with business pertaining to this court and the City of Ravens Bluff step forward and be heard. The honorable Elias Mulgany presiding."

Looking about you see the city's magistrate coming through a side door. He's appears to have been hurried into service. His robes are open, showing finery that you would not have expected him to wear, and he is missing the traditional white wig.

"So these are the ones responsible for the recent rash of crimes in the city! I will enjoy this. Still, this could have waited until after the wedding reception. All right, let's get on with it."

The drow bailiff then announces that you are suspects in a series of crimes so long that it takes him 15 minutes to read the list. Finally he announces that you have been identified as the ones specifically responsible for (INSERT THOSE CRIMES WHICH YOU DEEM APPROPRIATE FOR THESE PCs HERE) running a protection racket; fraud; fencing stolen goods; and assaulting a patrol of the City Watch.

(REMEMBER TO ADD ANYTHING WHICH HAPPENED AT THE GATE WHEN THEY ENTERED THE CITY AS WELL!)

"Deathstroke" looks down from his bench. You can see the glint in his hazel eyes as he assesses each of you. Finally he speaks, "I assume you have something to say for yourselves. You may each in turn speak. Or have one speak for all of you."

The PCs will now have to present their defense. Once (or should I say IF?) they are "cleared" of the charges, the judge will ask them to join him in his chambers. Go to 3B.

3B. In Chambers.

Here the party will be given a chance to accept another mission. Specifically they are to find out who's responsible for the series of crimes that have been committed while they were away. Where appropriate, feel free to incorporate this into their sentence, especially if they begin to ask what they will be paid.

DM Info:

Player Handout #1 is a list of the people they can talk with. Each of them filed a complaint against either one or all of the PCs.

Judge Mulgany will advise them the crimes occurred within the jurisdiction of the new Merchant's District Court. He has no authority in that area. Thus they should do everything they can to avoid the Merchant Watch. (The merchant watch is a Controversial police force for the Merchant District.)

As for payment:

- If they were tried earlier for anything, None! This is a community service as well as an opportunity to clear their names.
- If they came in with Sir James, then that is something they will have to discuss with the mayor. Judge Mulgany is not authorized to make lavish expenditures.

The judge can provide them with a writ which will prove their innocence to the victims. **BUT!!!**

The PCs will have to ask for the writ.

Choose the appropriate opening line:

Upon giving a somewhat satisfactory defense, Judge Mulgany asks you to join him in his chambers. Once you are inside, he closes the doors and addresses your group . . .

OR

Sir James leads you to one of the city's courthouses, through the back door, down a side hall, and into a judge's chambers. There he asks you to wait, and puts off any further questions you pose. After a short time he returns with Judge Elias "Deathstroke" Mulgany. The judge was obviously not expecting you at this hour. His robes are open revealing fine clothing and he is not wearing the traditional white wig.

"Sir James, this could have waited until after the wedding reception. All right, let's get on with it. Are these the ones?" A smiling Sir James nods, and the Judge turns to you . . .

"Well the simple tasks are always best done first. The mayor has asked me to give you these pouches." With that he hands over a small leather pouch to each of you. Inside you find a star sapphire, payment in full for your mission to Kurth. (500 gp value).

"Now down to the matter at hand," Mulgany Continues. "As you probably have gathered, while you were away on this mission, there has been a sudden outbreak of crime here in the city. Many of the city's most famous adventurers, and heroes of the war have been accused of numerous crimes.

"We have been quite perplexed over this matter. All of the evidence which has been collected points directly to you. Including eyewitness identifications. But that is just the first of the problems you face.

"Lady Amber became aware of the matter when you were accused. She approached me for assistance after your trial.

You see, all of the crimes you have been blamed for have been committed within the jurisdiction of the new Merchant's Court where you have already been tried in absentia, and Convicted. So even if I cleared your name, it would be meaningless.

While Lord Mayor Thoden explained that you were away from the city on a mission, neither of us could find a way to refute the idea that you used magic as a means of transportation between Ravens Bluff and Kurth, thereby using your trip as a ruse for an alibi.

"Unfortunately, I too am in a bind in this matter. Since you are Convicted criminals, wanted by the law, I cannot be too generous with any liberties I offer you. But you may be the best chance we have of catching those responsible. Since the mayor placed her faith in you so I shall do the same.

"I will give you a writ allowing you a short parole. It will be good until sundown. It is the best I can offer. If you have not returned by then with evidence proving your innocence, you will be hunted down as if you really are guilty. Are you agreed to help?"

Pause here for their responses.

"Excellent! Here is a list of eight people who filed a complaint against you. We think we may have a chance because whoever is doing this has started running a protection racket. They have to collect sometime, so perhaps you could start by speaking with the shopkeepers on that list.

"I will have your wanted posters left up until such time as you solve this mystery or you're discovered. In the mean time, avoid the Merchant Watch! We don't need any (more) incidents on our hands."

Questioning the Victims.

Encounters 4, 5 and 6 deal with the party talking with the victims of their impostors' crimes.

Encounter 4 is a group of shop owners in a cul-de-sac off of merchant's Way. Encounter 5 is a wizard who was duped in a trade of magic items.

Encounter 6 is a dwarven weaponsmith who was robbed of magical weapons. This is an opportunity for any knights and squires to earn a chivalry point by voluntarily making restitution.

4. The Cul-de-Sac.

The PCs can interact with the four owners of the existing shops in the cul-de-sac. Three of the owners will have clues to the thugs' true identities. The fourth is a gypsy woman who will be able to take the clues given to PCs by the other owners, and depending on the number of clues the PCs get from the owners, give them additional clues as to the enemy's location. Her shop will be closed until the party has spoken to at least two of the other shop owners.

DM Info:

This cul-de-sac of merchants has been pressured into paying "protection" money to the thugs. The original Contact took place two weeks ago, and the last was 4 days ago. One of the shops, Malishar's, blew up unexpectedly 3 nights ago. The other owners assume that the rogues did it. Actually it was caused by the incorrect mixing of a magic potion.

This is intended to be a role playing set of encounters. Some background is given for each owner, but feel free to ad-lib. Do not give out the clues until PCs Convince owners they are not who they seem.

The gypsy's name is pronounced La TEA-sha. As PCs enter cul-de-sac, read the following:

You've entered a small cul-de-sac off of Merchant's Way. You see six shops clustered in this small area. To your right you see Wycke's and the Bouquet Boutique. To your left are The Baker Boys and Ephram's Antiquities. Straight ahead is

Madame LaTachia's and Malishar's Magicks. Ephram's seems closed and has an "Out of Business" sign in its window, while Malishar's is merely a burnt out shell. You see no patrons in the roadway, though three of the remaining four shops appear open for business.

4A. Wycke's.

DM Info:

- William Wycke, owner (hm, AL CG; age: 37; AC 10; hp 5). Generally well kept, decent clothing; his shop specializes in candles shaped in the form of holy symbols.
- Currently in stock he has candles for these gods:
- Chauntea, Lathander, Lliira, Kossuth, Mystra, Sune, Selune, Silvanus, and Tymora. They cost 25 gp each.
- His shop was partially destroyed 4 days ago when he refused to pay. He did end up paying. Not much stock remains.
- Paid 350 gp in "protection."
- Lost 400 gp in merchandise.

Attitude towards PCs: Resentful, but not antagonistic. He should be the hardest to Convince of their innocence.

Views on other owners:

- Serge- fop, flighty; jealous of his success.
- Madame - known for many years; respectful of her abilities.
- Bakers - too irresponsible to be good businessmen; too loud in the early morning.
- Malishar - resisted paying; thugs burned his store; many late night explosions.
- Ephram - a curious old man; not many customers, but always a lot of money.

Clue Available: He found a black leather mask, tinged in red, under some broken shelves after the assault.

As you step into this shop, you notice candles line the shelves. Among them are some in the shape of the holy symbols of various religions worshipped in Ravens Bluff. There is not much stock on the shelves. Indeed, you can see where half of the shelves are in the process of being repaired. A man steps through a curtain behind the counter, his eyes blaze over with anger as he appears to recognize you. There are no other patrons in the shop.

4B. Bouquet Boutique.

DM Info:

- Serge, owner (em, AL NG, AC 10; hp 2), spends most of his time cringing while talking to PCs.
- Didn't lose any stock, but the thieves were very rude to him. Said his scents smelled like, "an ogre that had been dead for 3 days. The brutes!"
- Worshipper of Sune; 10% disc. for Sunites
- Has cheesy French accent.
- Paid 400 gp in "protection."

Attitude towards PCs: Scared! Constant cringing will make him difficult to convince. Female PC would have easier time talking with him.

Views on other owners:

- Wycke - too stuffy, needs to lighten up.
- Baker Boys - Wow! are these two a blast.
- Madame - So Mysterious!; she always knows when I'm going to visit.
- Malishar - Doesn't know what happened, came home one morning and the shop was burned and he had disappeared.
- Ephram - crazy old coot. Was he a Mage?

Clue Available: Noticed one of the thugs had a tear in his pants. He overheard him tell another he must have caught it on the railing as they left.

The tinkling of small bells greets you as you walk into this shop. Your nose is assaulted by a myriad of sweet scents. Glancing quickly around at the eclectic selection of bottles and vials displayed for sale, you realize you've walked into one of Ravens Bluff's most prosperous perfume shops. The proprietor is standing with his back to you, animatedly extolling the virtues of a new fragrance to a set of twin, beautiful, red-headed women, wearing the holy symbol of Sune. The owner has long blond hair and is wearing tight leather pants with a bright lavender silk shirt, unbuttoned to show his chest. As the sound of the bells fades, he turns to you saying, "I just love the sound of those tinkling bells." His eyes widen with fear as he sees you. He gasps, and faints dead away! The two Sunites quickly bend down and begin attempting to revive him.

Jinjer & MariAnn, hf, P(Sp 2) of Sune: Int Avg; AL CG; AC 6; MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6; SA/SD nil; SZ M; ML 12.

Jinjer: Cha 14 but gorgeous.

MariAnn: Cha 16 and not quite as pretty as Jinjer.

4C. The Baker Boys.

DM Info:

- Rojak Hammersmith, owner (dm, AL CG, AC 6, hp 7). Rojak has no beard, but has a large handlebar mustache. He is not your normal dwarf. Instead he is fun loving and he does not drink alcohol.
- Culwen Furryfeet, owner (halfM, AL CG, AC 6, hp: 4). Culwen is your basic halfling prankster who enjoys playing tricks on others, particularly Rojak.
- Paid 500 gp in "protection"
- Lost 300 gp in inventory

Attitude towards PCs: They are nervous at first, but once convinced the PCs mean them no harm, they will converse freely with them. Offering them pastries and donuts as payment for catching the villains.

Views on other owners:

- Wycke - nice guy, been in business long time, very polite stops in every morning to say hi, and buy a pastry.
- Serge - He knows how to party; youngster with style!
- Madame - don't mess with her; doesn't enjoy practical jokes, and her curses are pretty nasty.
- Ephram - nice old guy, but couldn't eat very much sugar. Been here for years.
- Malishar - tried his potions a couple of times, 50/50 whether they worked. He left before his place had even finished burning.

Clue Available: Rojak noticed that the thugs were carrying mining tools, and had on miners' boots. They also had the smell of people who had recently been underground.

Secretly roll a Dex check for the first PC entering the shop. If made, he or she dodges the pie, which then strikes the second PC through the door in the face.

Laughter greets you as you step into this pastry shop. A halfling runs out of the back of the shop, laughing hysterically. He is quickly followed by a dwarf. With a shout the dwarfs throws a pie at the halfling, who adeptly tumbles aside. The pie sails through the air, striking (insert PC name) in the face!!

The two Continue to laugh, that is until they recognize you. Their humor turns to anger, as the dwarf steps forward claiming “You’re here too early! It’s only been four days! We can’t come up with anymore gold! It’s too soon!”

4D. Malishar’s Magicks.

DM Info:

The PCs can go into the building. Looking around they may find the remains of what once may have been a lab. There are signs here that this is where the fire started.

A burnt out shell is all that remains of what was obviously a magic shop. The wood seems to have burned recently.

4E. Ephram’s Antiquities.

DM Info:

Looking in through the windows, the party can see that the place has been cleaned out. Searching inside they will find nothing of immediate value. Investigating the basement they might find a secret door. Behind that door they will find a cache which Ephram has left behind until his return. Taking anything, the PCs will later be wanted for theft if it is reasonable that the crime can be traced back to them.

The front door to this shop is locked, and an “out of business” sign hangs in the window. Looking through the window, you can see that the shelves and display cases are empty.

Ephram’s Hidden Cache:

- Set of 4 silver candle holders (1,200 gp).
- Antique mahogany rocker (1,500 gp).
- Portrait of Elminster (300 gp).
- Cherry dining table & 8 chairs (2,000 gp).
- Crystal chandelier (4,500 gp).
- 3 Kara-Turan rugs (1,500 gp each).
- Ruby encrusted dagger (3,450 gp).
- Portrait of Lorien Keltree Darkarrow (1,000 gp).
- Adamantine full plate (20,000 gp)

- A Harper pin set w/ diamonds (10,000 gp), no magical powers.

4F. Madame LaTachia’s.

DM Info:

If the PCs go here first, the shop will be closed. She will be open after they have visited two of the three other shops.

- Madame LaTachia (pronounced: La TEA-sha), owner (hef B7, age 62, AL N, AC 10, hp 32). She wears bright silks and plenty of jewelry.
- She is not a fraud, and any disrespect, or thievery will result in her curse: PC will automatically fail all saves for remainder of this adventure. (See **DM Aid # 2**). Stealing her *crystal ball* (which is real!) will result in her curse being permanent (see cert).
- She will not discuss the other owners.
- Paid 200 gp in “protection.”

Attitude towards PCs: She realizes that things are not as they seem and the PCs mean her no harm. She is willing to help them, *to an extent*.

If the PCs come here before visiting at least two of the other shops, read the following:

You approach a building which appears to be more of an older home than a place of business. Above the door is a wooden sign proclaiming this as Madame La Tachia’s. Below her name is what appears to be the carving of a closed eye.

Checking the door, they will find it is locked. If they knock, there will be no reply. If they return here or come here after checking the other shops, the eye will be open.

You approach a building which appears to be more of an older home than a place of business. Above the door is a wooden sign proclaiming this as Madame LaTachia’s. What appears to be the carving of an eye is below her name.

Lighting is dim inside. The walls covered by silks. A small round table with two chairs stands before you, a crystal ball sitting atop it. Silks part as an old gypsy woman steps through. She stares at you intently and says “You are not who you appear to be. Or perhaps, now that I see you, the others were not who they appeared. Sit, tell me of what you know.” She gestures at the table, were there are now (insert # of PCs) chairs sitting across from hers.

Madame LaTachia will speak with the PCs and then gaze into her crystal ball. Depending on how many, and which of the clues they tell her, she will be able to tell them the following:

If they tell her the clue from . . .

Wycke:

“Seek the house of the one who took the Black Lord’s place. Shadows lurk there which plot your destruction.”

Serge:

“I see trees of iron once wrought for beauty. Now a twisted forest is all which remains.”

Baker Boys:

“I am getting the vision of a once beautiful place. Now fallen, it masks what you seek. The place which you seek is ruin within ruin. Go to the newly wasted in order to find the long forgotten.”

After coming out of the trance, and regaining herself, Madame LaTachia excuses herself, “I can tell you nothing further. I wish you luck in capturing the impostors. Now I must rest.” With that she rises from the table and departs through the silks where she entered.

Madame LaTachia can give the party these visions, but she is unable to interpret them. Local History could tell them that the NW portion of the city was most damaged by the war. Sections of it are still under reconstruction.

5. Wizard’s Woe.

Here the party can speak with a wizard who was swindled. He was attempting to trade for a special wand, and received something entirely different.

DM Info:

The mage is named Samman. He is a middle-aged man wearing red robes. If the PCs attempt to determine if he’s from Thay, he will be vague. Let them jump to any Conclusions they wish.

Samman can be found sitting in front a tent in an empty lot in the residential district. He was attempting to purchase a *wand of elemental transmogrification*. He wanted to use it to build his dream home. Instead he received a *wand of illusion* which had only one charge left. In return for the wand, he gave up a *flying carpet*.

He posted a note on the board at the Wizard’s Guild about the item he was looking for. He was later approached by a messenger and a meeting was arranged. He met the PC’s double at the Seven Tiger Inn where, after some mild haggling, a bargain was agreed upon. The deal was closed the following day at the Trende Cafe in the Merchant’s District.

Attitude towards PCs: In a word, **rude**. He will berate them for trying to destroy his dream. He will go on to taunt them. After Convincing him of their true identity, he will be a little more cooperative.

Clue Available: Samman can tell the PCs that the person he met mentioned that he had been staying in the northwestern part of the city. Samman thinks this is unusual since most of that part of the city is in ruins from the war.

Walking through the residential area, you eventually come to a neighborhood known to be home to many of the wizards of the city. Turning onto Diviner’s Drive you see a rather unusual sight ahead. There, in a lot which would normally hold a large home, a man sits before a tent. Getting closer, you can tell that it is the address which you seek.

The mage stirs a pot over an open fire. Seeing your approach, he stands tall. Straightening his dark red robes he calls out, “Here to gloat? Well say your peace. For while you may have won this round, I will not be denied. I will see my dream fulfilled. I will have my home!”

Samman, hm, F7/W(I)7: AL NG; AC -4; MV 12; hp 42; THAC0 11; #AT 2; Dmg 1d8+3, 1d6+3 (Str+ Long & Short Swords +2); SA nil; SD nil; MR nil; Str 17, Dex 18, Con 16, Wis 12, Int 17; Cha 12; SZ M; ML 17;

Items: *bracers of defense* AC 3; *ring of protection* +3; *long sword* +2, *short sword* +2.

Spells: *color spray*, *magic missile*(x2), *shield*, *wall of fog*, *levitate*, *strength*, *stinking cloud*, *web*, *lightning bolt*, *Melf’s minute meteors*, *slow*, *minor globe*, *wall of ice*.

6. Honor is Forged Like Steel.

Here the party will meet a dwarven weapon-smith. He is accomplished in the long lost art of song-smithing. It was through this method that he spent decades created the magical weapons the rogues took from him. He is packing to leave Ravens Bluff when the party arrives. He will not turn to face them until

after they inform him they are there to look into the matter. Once seeing them, he is immediately even more gruff.

DM Info:

Should there be knight(s) and/or squire(s) in the party, then they will be the ones which he will target as directly responsible for taking the weapons. In order for them to make restitution with him, they must repay him in magical weapons. For each knight in the party, they must put forth +3 in magical weapons. For each squire, it takes +2. (So if there's a knight and a squire, they must come up with a total of +5 in magical weapons.)

Song-smithing is an ancient dwarven craft for creating weapons of great power.

He lost the following weapons:

- *Stone Splitter* - a +3 war hammer which could crush rock into dust.
- *Flame Quencher* - a +3 axe which made its wielder impervious to heat and fire attacks. It also did triple damage to fire-based creatures.
- *Icicle* - a long sword whose blade turned clear during forging. It was +2/+5 vs cold based creatures. It gave its wielder the same effect as wearing a *ring of warmth*. It could also produce a *Cone of cold* once per day at 12th level.
- *Starshine* - a +4 mithril short sword which could detect lycanthropes and their true nature. It also had the ability to produce the spells *faerie fire*, *starshine*, *moonbeam*, and *lightning bolt*.

Gehorg Diamondforge, dm F8: Int high; AL NG; AC -4; MV 12; hp 82; THAC0 11; #AT 2/1; Dmg 1d8+5, 1d6+5 Axe & Short Sword; SA nil; SD nil; SZ M; ML 17.

You come down the street towards the smithy, but you note there is no smoke coming from the chimney. Entering the shop, you see a dwarf is busy packing his belongings. His back stays turned to you as he calls out, "I'm closed! I'm leavin' this wretched city and its lawlessness behind."

7. Band on the Run.

As the party is leaving the last stop on their list of victim(s), they will be spotted by an old lady who recognizes them. She will immediately start calling for the Merchant Watch! As she starts to cause a scene, they will hear somebody whistle. Looking in

that direction, they will see a young boy. He will be starting to run down an alley, away from the commotion, and waving for them to follow. He will lead them down one block, around a corner, and into an abandoned warehouse through a secret entrance.

DM Info:

Treat this as a situation where the PCs have to do something and they have to decide what they are going to do RIGHT NOW! They do not get time to discuss it. If they delay for more than a round or two, a Merchant Watch patrol will round a corner up the street and quickly move to quell the disturbance.

Walking back through the streets of Ravens Bluff, you come to a "T" intersection. To the left you can see several children playing. One of them runs past your group. Just beyond them you see an old woman sitting on a crate. She looks up from her knitting and an expression of recognition comes to her face. She immediately stands, and starts calling for the Merchant Watch!

Pause here to see what the PCs will do. If they do something silly, like casting *silence 15' radius*, or *hold person* on her, Continue with one of these. Otherwise drop down to the next box text descriptor.

She's silenced:

The woman begins jumping up and down, and pointing at you! People around her are stopping and turning to look in your direction.

She's held:

The woman freezes in place, her left arm outstretched, and a frail finger pointing at you! People all around are stopping to check on her. Many begin turning to look in your direction, while another runs off the other direction.

Continue here:

As the commotion begins to grow, you hear a whistle from your right. The boy who ran past is at the head of an alley and waving for you to follow.

Farther beyond the old woman a Merchant Watch patrol turns onto the street you've entered. The Watch pulls up short as they spot you. Their leader calls out, "Halt!"

Find out what they are going to do. They have to decide NOW! There's no time for discussion.

If the PCs follow Billy, Continue with the following:

Avoiding the Merchant Watch as Judge Mulgany advised, you quickly follow the lad. Glancing over your shoulder as you turn the corner, you note the children have entangled themselves among the guardsmen, and are providing an adequate delay for your escape. The boy has picked up the pace, and turns right at the next corner. Rounding it you are shocked to see he's led you into a dead end!

The boy seems to be fiddling with a cobblestone, and before you can speak, a secret door swings open in the wall on your right! "Ins we go!"

If the PCs decide to surrender, or fight the guards, another group will arrive from behind them. Then a third squad ... Eventually they will be captured. When this occurs, go to **Encounter 12, Conclusion A**.

If the PCs run a different direction, they will have to rely upon the clues from the merchants to find the lair. They will have to search the NW portion of the city. They will have to specifically inform you they are looking for a place that is in ruins, and has something which was once wrought iron that was shaped as a tree. Most likely they will be looking for a gate in a fence. A Local History check at half will allow one of them to remember passing a home once like that. However, they will not specifically remember where. For the group that meets these criteria, impress upon them they have less than an hour until sunset when they get to the mansion. Adjust the box text in Encounter 8 for their arrival.

Merchant Guard (6 per squad), hm F5: Int avg; AL LN; AC 3, chain & Dex; MV 12; hp 45; THAC0 16; #AT 1; Dmg d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12.

Sergeant (1 per squad), hm F7: Int avg; AL LN; AC 1, chain, shield, & Dex; MV 12; hp 45; THAC0 15; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; SZ M; ML 12.

8. Billy the Mite.

From Billy, they can learn a big piece to the puzzle they're trying to solve, the location of the hideout!

Picture Billy as one of the street kids from the musical *Oliver!* A young, street wise survivor, with a Cockney accent.

Billy will try to get in with the group. His pitch is simple, he's seen them working the town and wants a piece of the action. Since he's just saved them from being "pinched," he thinks they owe him.

Billy has previously followed one or two of them to where he thinks their hideout is located. He can give them directions, or lead them there. What Billy won't readily admit is that he loses the person he's following every time in the same general area. What he doesn't know is that the way in he has found, is not the correct way in.

If the PCs trick Billy into leading them there, then he will make his escape when the floor collapses in the next encounter. If they Convince him to tell them the way, it will cost them. A kid has to make a livin' ya know.

Billy the Mite, hm T4: Int high; AL CG; AC 6; MV 12; hp 28; THAC0 19; #AT 2; Dmg 1d4 (x2) daggers; SA backstab; SD nil; MR nil; Str 14, Dex 18, Con 15, Int 13; Wis 12, Cha 15SZ M; ML 12.

T'was a close un. G'thing me mates were there ta lend a hand. Ya know, I's seen you blokes werkin' roun 'ere. Whadda ya's say bout cuttin me in on a piece o' de action? It only seem fair, now that I's helped you from bein pinched, n' all.

After role-playing with Billy, Continue with the appropriate opening line:

Following the directions from Billy . . .

OR

Following Billy . . .

. . . through the back streets and alleyways of the Merchant's District, you eventually make your way undetected to a portion of the city yet to be rebuilt. Once beautiful homes and prosperous shops lie in ruins from either aerial bombardment or fire. Picking your way up a rubble-lined street, you stop at a corner. Looking to the right you see where a large stone home used to stand, its seCond story front lying barely above the first. Iron wrought railings twisted from the collapse.

If the party has Billy led them to the location, when they get there, he'll stop and point it out as being,

O'er there. Thru that claps'd balCony, and into the bock room. There be de door ya's be usin.

If the party asks him about what's inside, he'll tell them:

Dunno. Tain't po-lite goin into somebody's place uninvited n'all.

9. Falling for You.

The party is about to enter the ballroom in what was once the home of a wealthy merchant. It is 200' from the entrance to the doorway Billy points out/spoke of. The home was pummeled by catapult during the war and ruined. It also made the entire area is unstable. However it will take the weight of the party to make it collapse. Thus if one person scouts ahead, nothing will happen.

You may have to deal with a PC scouting ahead. The door, it is not trapped or locked. No sound will be heard from the other side. Opening it, they can see into another room.

Essentially, there is a very well hidden path down to the abandoned temple somewhere in the house.

What happens next depends upon how the enters the mansion. If they walk in, Continue with Encounter 10. If they are all flying, go to Encounter 11.

As they are about to enter, Continue with the following:

Looking into the abandoned home, you see what once must have been a grand ballroom. Its marble floor now lays covered with dust and debris.

10. Mirror, Mirror on the Wall.

The good news is the party has entered an area above the rogues' hideout in an abandoned temple of Cyric.

The bad news is the entire area is completely unstable. They will fall through the floor and into another chamber which is a different entrance into the hideout.

The worse news, this was one of the trapped entrances to the temple area. Once they fall into this chamber, the room will be come well lit, revealing several mirrors. Of course these are *mirrors of opposition*.

On the plus side, the mirrors are cracked and will shatter. Unfortunately for them, not before an exact image of each member the party steps out.

DM Info:

There will be only one mirror per party member! AND only one image per PC!

From the *Dungeon Master® Guide* “. . . an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all of the items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his items disappear completely.”

If a PC tries to aid another PC keep in mind there is absolutely no way they can tell the original from the duplicate. Thus if they should swing at one, give them a 50/50 chance of hitting the PC, and not the image. This is also true for a mage who casts a spell like *magic missile* since they have to choose their target.

Going across the ballroom floor to the door which Billy mentioned, the floor suddenly gives way beneath you!

After a short fall, you rise from the cold stone floor. Light begins to emanate from the walls revealing you are now within a octagonal room. The only feature of note is the (insert # of PCs) cracked mirrors mounted on the walls. Upon seeing your reflection you see yourself moving out of the mirror towards you. As it steps out of the frame, the glass shatters and falls to the floor. But now before you is your mirror opposition.

The party now has their combat encounter. If they win, go to **Encounter 14, Conclusion C**. If they lose, go to **Encounter 13, Conclusion B**.

11. Rogues' Gallery.

The party has avoided falling into the room of mirrors, and has found the stairs into the thieves' lair.

Searching the house thoroughly you found little evidence that anyone has even been through here, let alone used it as a hideout. As daylight is beginning to wane, signaling your time is running out, (pick a PC at random) calls out from the kitchen that s/he has found a secret door!

Pause here to allow the PCs to make plans, and do whatever preparations before entering.

You carefully go down the narrow stairs. Ahead you can see light coming from beneath a closed door.

Once they decide to enter the room, Continue with the following:

Going through the door you enter what appears to have once been a temple. The strange drawings on the walls show that this was not used in celebration to one of the good gods of Faerun.

Across the room you see a male human, gnome, and elf seated at a table playing cards. A beautiful elven woman steps through a door on your right.

Upon seeing you, the man and gnome stand. The elf leaps high, and latches onto a chandelier. Vaulting himself through the air, he lands in front of the woman, and draws his weapons.

The party now has their combat encounter. If they win, go to **Encounter 14, Conclusion C**. If they lose, go to **Encounter 13, Conclusion B**.

Tier 1: Levels 6-13:

Rundell, hm P(Sp)2 of Mask: AL NE; AC 4, leather; MV 12; hp 16; THAC0 20; #AT 2; Dmg 1d6 short sword, 1d4 dagger; SA nil; SD nil; MR nil; Str 14; Dex 18; Con 14; Wis 18; Int 14; Cha 15SZ M; ML 12. Saves: PPD: 10; RSW: 14; PP: 13; BW: 16; S: 15.

Spells Available: *cause fear, command, cure light wounds x2, darkness* (granted power), *light*.

Moamar, gm, T2: AL CN; AC 4, leather; MV 6; hp 16; THAC0 20; #AT 2; Dmg 1d6 short swd, 1d4 dagger; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 16; Wis 9; Int 16; Cha 12; SZ M; ML 12. Saves: PPD: 13; RSW: 14; PP: 12; BW: 16; S: 15.

Elizza, ef, W1/T1: AL CN; AC 6; MV 12; hp 7; THAC0 20; #AT 2; Dmg 1d6 short sword, 1d4 dagger; SA backstab; SD nil; MR nil; Str 11; Dex 18; Con 16; Wis 10; Int 16; Cha 18; SZ M; ML 12. Saves: PPD: 13; RSW: 11; PP: 12; BW: 15; S: 12.

Spell Available: *Sleep*.

Marella, hem, F1/T1 (Swashbuckler): AL CN; AC 4, leather; MV 12; hp 11; THAC0 20/18; #AT 2; Dmg 1d6+2 rapier & Str, 1d4+2 main-gauche; SA nil; SD nil; MR nil; Str 16; Dex 18; Con 18; Wis 10; Int 15; Cha 17; SZ M; ML 12. Saves: PPD: 13; RSW: 11; PP: 12; BW: 16; S: 15.

Tier 2: Levels 14-25:

Rundell, hm P(Sp)4 of Mask: AL NE; AC 4, leather; MV 12; hp 32; THAC0 18; #AT 2; Dmg 1d6 short sword, 1d4 dagger; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 14; Wis 18; Int 14; Cha 15; SZ M; ML 12. Saves: PPD: 9; RSW: 13; PP: 12; BW: 15; S: 14.

Spells Available: *cause fear, command, cure light wounds x2, darkness* (granted power), *detect magic, light, find traps, hold person, shadow door* (granted power), *silence 15' radius, wyvern watch*.

Moamar, gm, T5: AL CN; AC 4, leather; MV 6; hp 30; THAC0 18; #AT 2; Dmg 1d6 short sword, 1d4 dagger; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 16; Wis 9; Int 16; Cha 12; SZ M; ML 12. Saves: PPD: 12; RSW: 12; PP: 11; BW: 15; S: 13.

Elizza, ef, W3/T4: AL CN; AC 6; MV 12; hp 23; THAC0 19; #AT 2; Dmg 1d6 short sword, 1d4 dagger; SA backstab; SD nil; MR nil; Str 11; Dex 18; Con 16; Wis 10; Int 16; Cha 18; SZ M; ML 12. Saves: PPD: 13; RSW: 11; PP: 12; BW: 15; S: 12.

Spells: *sleep; charm person; knock*.

Marella, hem, F3/T4 (Swashbuckler): AL CN; AC 4, leather; MV 12; hp 32; THAC0 18/16; #AT 2; Dmg 1d6+2 rapier, 1d4+3 main-gauche & Str; SA nil; SD nil; MR nil; Str 16; Dex 18; Con 18; Wis 10; Int 15; Cha 17; SZ M; ML 12. Saves: PPD: 13; RSW: 14; PP: 12; BW: 16; S: 15.

Tier 3: Levels 26-37:

Rundell, hm P(Sp)6 of Mask: AL NE; AC 2, leather; MV 12; hp 48; THAC0 16; #AT 2; Dmg 1d6+2 *short sword* +2, 1d4+2 *dagger* +2; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 14; Wis 18; Int 14; Cha 15; SZ M; ML 12. Saves: PPD: 7; RSW: 11; PP: 10; BW: 13; S: 12.

Spells Available: *cause fear, command, clw* (x2), *darkness* (granted power), *detect magic, light, charm person, find traps, hold person, shadow door* (granted power), *shadow monsters* (granted power), *silence 15' radius, wyvern watch, protection from fire, remove curse*.

Magic Items: *ring of protection +2, short sword +2, dagger +2*.

Moamar, gm, T6: AL CN; AC 2, leather; MV 6; hp 36; THAC0 16; #AT 2; Dmg 1d6+2, 1d4+2; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 16; Wis 9; Int 16; Cha 12; SZ M; ML 12. Saves: PPD: 10; RSW: 10; PP: 9; BW: 13; S: 11.

Magic Items: *ring of protection* +2, *short sword* +2, *dagger* +2.

Elizza, ef, W5/T6: AL CN; AC 4; MV 12; hp 26; THAC0 16; #AT 2; Dmg 1d6+2, 1d4+2; SA backstab; SD nil; MR nil; Str 11; Dex 18; Con 16; Wis 10; Int 16; Cha 18; SZ M; ML 12. Saves: PPD: 10; RSW: 10; PP: 9; BW: 13; S: 10.

Magic Items: *ring of protection* +2, *short sword* +2, *dagger* +2.

Spells: *sleep*; *charm person*; *spider climb*; *spook*; *knock*; *invisibility*; *hold person*.

Marella, hem, F5/T6 (Swashbuckler): Int Avg; AL CN; AC 2, leather; MV 12; hp 40; THAC0 14; #AT 2; Dmg 1d6+4 rapier +2, 1d4+4 main gauche +3; SA nil; SD nil; MR nil; Str 16; Dex 18; Con 18; Wis 10; Int 15; Cha 17; SZ M; ML 12. Saves: PPD: 9; RSW: 10; PP: 9; BW: 11; S: 11.

Magic Items: *ring of protection* +2, *rapier* +2, *main gauche* +3.

Tier 4: Levels 38-56:

Rundell, hm P(Sp)7 of Mask: AL NE; AC 2, leather; MV 12; hp 55; THAC0 16/15; #AT 2; Dmg 1d6+2, 1d4+3; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 15; Wis 18; Int 14; Cha 15; SZ M; ML 12. Saves: PPD: 5; RSW: 9; PP: 8; BW: 11; S: 10.

Spells Available: *cause fear*, *command*, *cure light wounds x2*, *darkness (granted power)*, *detect magic*, *light*, *charm person*, *find traps*, *hold person*, *shadow door (granted power)*, *shadow monsters (granted power)*, *silence 15' radius*, *wyvern watch*, *protection from fire*, *remove curse*, *neutralize poison*, *demi-shadow monster (granted power)*.

Magic Items: *ring of protection* +2, *short sword* +2, *dagger* +3.

Moamar, gm, T8: Avg; AL CN; AC 4, leather; MV 6; hp 56; THAC0 15; #AT 2; Dmg 1d6+2, 1d4+2; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 16; Wis 9; Int 16; Cha 12; SZ M; ML 12. Saves: PPD: 10; RSW: 10; PP: 9; BW: 13; S: 11.

Magic Items: *ring of protection* +2, *short sword* +2, *dagger* +2.

Elizza, ef, W6/T7: AL CN; AC 0, bracers; MV 12; hp 42; THAC0 15; #AT 2; Dmg 1d6+2, 1d4+2; SA backstab; SD nil; MR nil; Str 11; Dex 18; Con 16; Wis 10; Int 16; Cha 18; SZ M; ML 12. Saves: PPD: 10; RSW: 7; PP: 9; BW: 11; S: 8.

Magic Items: *ring of protection* +2, *short sword* +2, *dagger* +2, *bracers of defense* AC 6.

Spells: *sleep*; *charm person*; *spider climb*; *spook*; *knock*; *invisibility*; *dispel magic*; *hold person*.

Marella, hem, F6/T7 (Swashbuckler): AL CN; AC 2, leather; MV 12; hp 65; THAC0 13; #AT 2; Dmg 1d6+4, 1d4+4; SA nil; SD nil; MR nil; Str 16; Dex 18; Con 18; Wis 10; Int 15; Cha 17; SZ M; ML 12. Saves: PPD: 9; RSW: 10; PP: 9; BW: 11; S: 11.

Magic Items: *ring of protection* +2, *rapier* +2, *main gauche* +3.

Tier 5: Levels 57+:

Rundell, hm P(Sp)9 of Mask: AL NE; AC 1, leather, Dex, & Ring +3; MV 12; hp 72; THAC0 14/13; #AT 2; Dmg 1d6+3, 1d4+3; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 14; Wis 18; Int 14; Cha 15; SZ M; ML 12. Saves: PPD: 4; RSW: 8; PP: 7; BW: 10; S: 9.

Magic Items: *ring of protection* +3, *short sword* +3, *dagger* +3.

Spells: *cause fear*, *command*, *clw (x3)*, *darkness (granted power)*, *detect magic*, *light*, *charm person*, *find traps*, *hold person (x2)*, *shadow door (granted power)*, *shadow monsters (granted power)*, *silence 15' radius*, *wyvern watch*, *dispel magic*, *protection from fire*, *remove curse*, *csw*, *neutralize poison*, *true seeing*, *demi-shadow monster (granted power)*.

Moamar, gm, T10: AL CN; AC 0, Bracers; MV 6; hp 53; THAC0 14; #AT 2; Dmg 1d6+2 short sword +2, 1d4+2 dagger +2; SA backstab; SD nil; MR nil; Str 14; Dex 18; Con 16; Wis 9; Int 16; Cha 12; SZ M; ML 12. Saves: PPD: 4; RSW: 8; PP: 7; BW: 10; S: 9

Magic Items: *ring of protection* +2, *short sword* +2, *dagger* +2, *bracers of defense* AC 6.

Elizza, ef, W8/T9: AL CN; AC -2, Bracers; MV 12; hp 46; THAC0 13; #AT 2; Dmg 1d6+3, 1d4+3; SA backstab; SD nil; MR nil; Str 11; Dex 18; Con 16; Wis 10; Int 16; Cha 18; SZ M; ML 12. Saves: PPD: 10; RSW: 6; PP: 8; BW: 10; S: 7.

Magic Items: *ring of protection* +3, *short sword* +3, *dagger* +3, *bracers of defense* AC 5.

Spells: *sleep*; *charm person*; *spider climb*; *spook*; *knock*; *invisibility*; *stinking cloud*; *clairaudience*; *dispel magic*; *hold person*; *dimension door*; *stoneskin** (7 left).

Marella, hem, F8/T9 (Swashbuckler): AL CN; AC 2, leather; MV 12; hp 50; THAC0 10; #AT 2; Dmg 1d6+4, 1d4+4, rapier & main-gauche; SA nil; SD

nil; MR nil; Str 16; Dex 18; Con 18; Wis 10; Int 15; Cha 17; SZ M; ML 12. Saves: PPD: 8; RSW: 8; PP: 8; BW: 10; S: 9.

Magic Items: *ring of protection* +2, *rapier* +2, *main gauche* +3.

12. Conclusion A: Arrested!

This is one of three possible Conclusions. Read this one if the PCs were arrested by the Merchant Watch in Encounter 7.

The Merchant Watch patrolmen take you back to the court house where they laugh at your tale as you insist your story be verified by Judge Mulgany. You are unceremoniously stripped of your items, and thrown into a jail cell. After a couple days, you are brought before some unknown magistrate. As your trial is about to begin, Judge Mulgany and Sir James arrive. They speak with the judge, who then pronounces that new evidence has been brought forth clearing your names. He declares you free to go.

Judge Mulgany thanks you for your efforts. He informs you that there has been no further crimes committed since your arrest. So he thinks the culprits have fled with the loot they have amassed.

Here ends *Alter Egos*.

13. Conclusion B: They Got Away!

This is one of three possible Conclusions. Read the appropriate text. One is if the party was defeated by their mirror images, the other if by the real culprits.

13 B-1. The Mirror Images Win.

You awake in total darkness. Eventually someone produces some light, and the unsettling surroundings remind you of where you are. Searching through the rubble, you can find signs in the next room that it was being used as a base, but those who were hiding out here, and all their loot are long gone.

Now not only do you have to report back to Mulgany that you failed, but they added insult to injury by taking some of your belongings with them! Such is the life of an adventurer.

At this point have each PC roll randomly for one item of theirs which has been taken by the thieves. Void these items' certificates. They should be items that would have been readily visible / easily picked up from their fallen body as a thief passed by making his escape (weapons, helms, pouches, rings, etc.).

Here ends *Alter Egos*.

13 B-2. The Rogues Win.

You awake in total darkness. Eventually someone produces some light, and the unsettling surroundings remind you of where you are. Those who were hiding out here, and all their loot are long gone.

Now not only do you have to report back to Mulgany that you failed, but they added insult to injury by taking some of your belongings with them! Such is the life of an adventurer.

At this point have each PC roll randomly for one item of theirs which has been taken by the thieves. Void these items' certificates. They should be items that would have been readily visible / easily picked up from their fallen body as a thief passed by making his escape (weapons, helms, pouches, rings, etc.).

Here ends *Alter Egos*.

14. Conclusion C: Gotcha!

This is one of three possible Conclusions for the module. Read this one if the PCs were successful and bring the impostors in.

After knocking yourself out, you search the next room, the ceiling there has collapsed as well. Within the rubble you find four unconscious people, three men - a human, a half elf, gnome, and a beautiful elven woman. Searching further you find a cache of all the stolen loot in a side room.

Pause here to see what the party will do. Give them **Player Handout # 2**, and ask them what they are going to do with all of it.

You return to Judge Mulgany's office with your evidence in hand, and prisoners in tow. The magistrate rises from his Conversation, greets you warmly, and asks for your report.

If time permits, play out them giving their report. But you must finish with the following:

After hearing your tale, the judge has the guards lead the real culprits away, and you hear him order your wanted posters taken down, and each of the Watch barracks notified.

He then expresses his gratitude, "You have done an outstanding service for the city, and you have my sincere thanks. However, there is one last formality which I must impose upon you." He then gestures to Sir James who steps forward.

"Each of you will be required to truthfully answer one last question. Your response will be magically verified. I must warn you that if you refuse to answer, you will be assumed guilty and shall suffer the consequences. Who shall be first?"

Once you step forward, Sir James produces a scroll, and begins casting. A steel gray hammer appears above your head. Judge Mulgany then asks, "Do you swear you have returned all items which were found in the hideout and kept nothing that does not belong to you?"

Sir James is casting *hammer of justice*. It is found in *Faiths & Avatars* on page 171. If a PC lies and keeps an item, that PC must return the item and forfeit payment. If the PC refuses to return the item, he or she is charged with theft, convicted, and sent to Golden Ball for the rest of their days (about 5, as the guards are given special instructions regarding that PC). The PC loses ALL property and magical items (which are confiscated and later used to pay other adventurers), and can return to play after dying if he or she can be restored to life successfully.

Note that the items in Ephram's cache are not covered under this spell, and may be kept if the PC is good at covering traces of his or her participation in the theft.

A few days later you receive a note requesting you to meet Judge Mulgany in his chambers.

Note - the PCs do not have to return. Those that do not may not claim any reward!

The judge addresses those of you gathered, "I wish to again thank you for your efforts in ending the crime spree which recently plagued our fair city. These items were not claimed by any of the victims. I spoke with the city on your behalf, and have received authorization to award them to you for a job well done."

Here ends *Alter Egos*.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Finding their wanted posters:	25
Getting Wycke's clue:	50
Getting Serge's clue:	50
Getting Rojak's and Culwen's clue:	50
Getting Madame LaTachia's clue:	50
Getting Samman's clue:	50
Avoiding the Merchant Watch:	50
Following Billy to do so:	25
Defeating Mirror Images or rogues:	100

Total Experience for Objectives:	450 xp
Roleplaying Experience:	0-800 xp

Total Possible Experience: 1,250 xp

For Tier 2:	2,500 xp
For Tier 3:	3,750 xp
For Tier 4:	5,000 xp
For Tier 5:	6,250 xp

Treasure Summary

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

From the Criminals:

- Wand of Alter Self (20 charges).
- Main Gauche +3.
- Gnomish Leather Armor. Only wearable by a gnome, it grants a non-magical +1 to AC and adds no penalty to rogue abilities for wearing it.
- A Ring of Holiness. Usable only by a cleric or druid, it allows them to learn one extra 1st level priest spell per day of their choosing. If the ring is removed however, the wearer loses that extra spell from memory and cannot recover it that day by putting on the ring again.

Any additional items which the PCs keep from the haul are stolen goods which have to be returned to their rightful owners. Otherwise, they will be charged by Mulgany for the theft.

Fame Award

One point in Merchants or City Government, PC's choice.

Any PC who assaulted a member of the City Watch will receive one **INFAMY** point in the City Watch category. Any knight or squire who received negative chivalry will receive a corresponding **INFAMY** point(s) in the City Watch category.

Knightly Honor

Awarded only to members of the **Knight's of the Lady: The Medallion of Discretion**. You will need to read this description to them:

This tastefully designed medal depicts silk curtains hanging from a finely crafted gold rod. The curtains are being drawn open by a pair of white gloves. It is awarded for the truth being revealed, thus clearing false accusations against an innocent.

Chivalry

Any knight or squire will receive a **NEGATIVE** chivalry point for either of the following (only one negative chivalry point can be received for these):

- Assaulted a member of the City Watch;
- Took, or knowingly allowed anyone else to take, items from Ephram's hidden cache, or the amassed loot of the impostors.

Any knight or squire who killed a member of the City Watch must be reported to the Knight's Council as quickly as possible. PLEASE! Inform the Knight's Council of any wrong doing by filling out the attached sheet.

City Watch Penalty

Any PC City Watch member who attacks a member of the city watch, or the merchant watch, during this adventure will be fired from the City Watch. This is in addition to being charged for murder. Note this on the summary form attached and on the Who's Who form.

Gypsy's curse

Any PC who steals Madame LaTachia's crystal ball suffers from this curse. If more than one PC is involved in the theft, get more certs because they all suffer from it.

The gypsy's curse: You have stolen Madame LaTachia's crystal ball! For that she has placed a curse upon you which only a deity, or the gypsy herself, can remove. From this day hence any time you need to make a saving throw, you will fail !!! (equivalent to rolling a "1") Items in your possession will receive normal saving throws, but they will have to make such saving throws anytime a damaging spell affects you, as you will fail your saving throw for the spell. This curse can be removed only by the surrendering three temple boons and favors (all uses of these, so if a boon allows five spells to be cast for you it all five count as one boon, not as five boons), or by three boons used by friends on your behalf.

DM Aid # 1: The PCs' Stats

PC # 1:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

PC # 2:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

PC # 3:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

PC # 4:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

PC # 5:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

PC # 6:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

PC # 7:

AC _____ THAC0 _____ & _____

Damage: _____ & _____

Hit Points: _____

Saves: _____ / _____ / _____ / _____ / _____

The Victims List

William Wycke.
Owner of Wycke's.
6 Curios Circle. (off Merchants Way)

Ephram Livingston.
Owner of Ephram's Antiquities.
2 Curios Circle.

A. Malishar.
Owner of Malishar's Magicks.
4 Curios Circle.

Serge.
Owner of Bouquet Boutique.
5 Curios Circle.

Rojak Hammersmith & Culwen Furryfeet.
Owners of The Bakers Boys.
1 Curios Circle.

Madame LaTachia.
3 Curios Circle.

Samman.
12 Diviner's Drive.

Gehorg Diamondforge.
10 Sword Point.

DM Aid # 2: Gypsy Curses, Temporary

Pass these out to the players whose characters incur the curse from Madame LaTachia.

The Gypsy's Curse

You were rude to, insulted, or treated poorly Madame LaTachia. The gypsy lady has declared that you shall see what it is like to run out of luck, and so you shall! For the rest of this adventure, you have a gypsy curse upon you. As a result, you will automatically roll a "1" on all of your saving throws. Items in your possession receive their normal saving throws. This curse can not be removed by any boon or PC spell.

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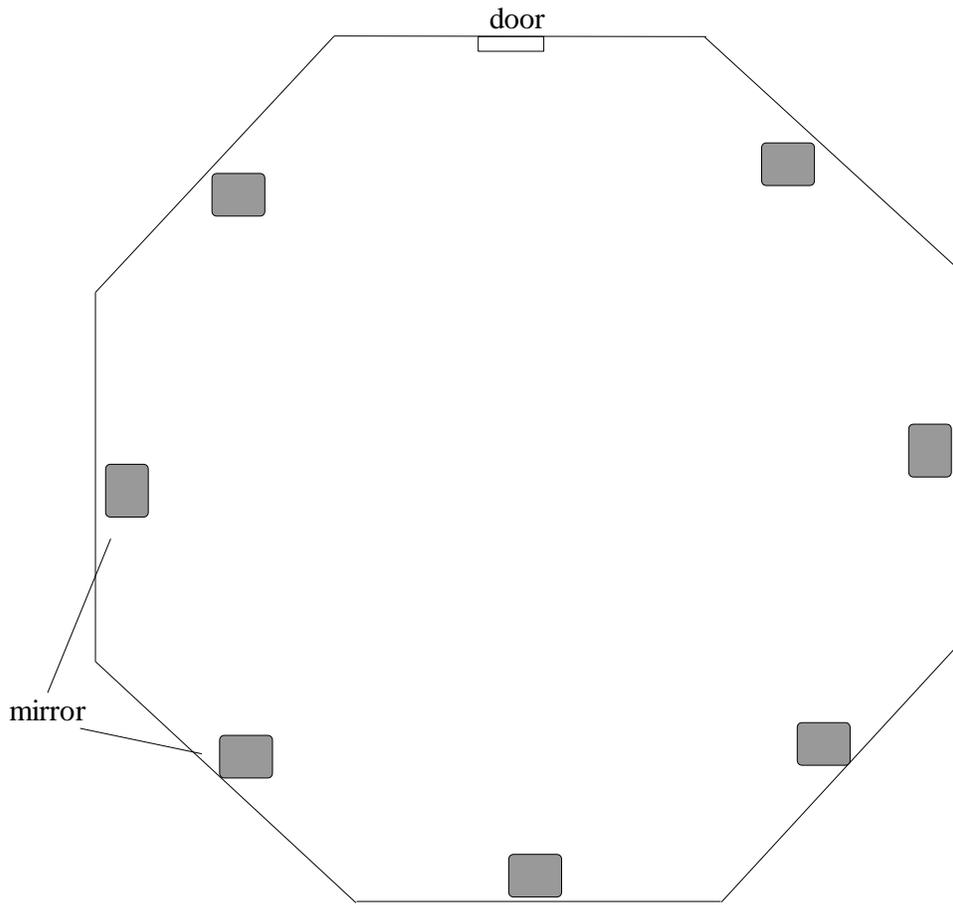
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Player Handout # 2: The List of Loot!

The following are the more notable items found in the side closet untouched by the collapse of the floors from the house above. Each is tagged.

- * A fine cherry box containing 4 parts to a sword, the tag reads “pieces to Nivek Sorel's holy sword”.
- * A small box of each: rubies, sapphires, diamonds, emeralds.
- * 2 boxes of assorted other gems.
- * A chest of platinum pieces.
- * A chest of gold pieces. (Note - other denominations are scattered about on the floor.)
- * Boots of Speed.
- * Flying Carpet.
- * Girdle of Dwarvenkind.
- * Girdle of Fire Giant Strength.
- * Ring of Elemental Command.
- * Ring of Regeneration.
- * Ring of Shocking Grasp.
- * Ring of Shooting Stars.
- * Ring of Wizardry - 3rd level.
- * Rod of Flailing.
- * Rod of Rulership.
- * Scroll - Protection from Acid.
- * Scroll - Protection from Red Dragon Breath.
- * Scroll - Protection from Electricity.
- * Scroll - Protection from Fire Elementals.
- * Scroll - Protection from Water Elementals.
- * Scroll - Protection from Petrification.
- * Staff of the Woodlands.
- * Tome of Understanding.
- * Wand of Elemental Transmogrification.
- * Wand of Fireballs.
- * Wand of Conjunction.
- * Wand of Frost.
- * Wand of Wonder.

DM Aid # 3: The Mirror Chamber.



Remember - There is only one mirror per PC, even though 7 are shown.