

An Average Day in Ravens Bluff

A One-round AD&D Living City Adventure

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Take a break from the hard life of adventuring and share a weekend with some friends. Relax, what could happen? An adventure for tiers 1-3.

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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 capsule their characters for each other and vote. The standard RPGA voting procedures will be used. Complete the judge's summary before you collect the player's 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 their 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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23+	25+	27+	29+

DM's Background

Charlie Madorn is a local adventurer who has had his ups and downs just like any other Ravens Bluff adventurer. But Charlie has a bad habit of cursing Beshaba (goddess of ill fortune) during the downs. He finally cursed her bad luck once too often, and she cursed him back.

Now, Charlie's luck has gone from bad to worse, but he just figures it is just one of those things that can't be helped. But with Tymora (goddess of luck) being the trickster she is, she has decided to use some of

Charlie's misfortune to his benefit (like keeping him alive).

Charlie is a very likeable 1st-level human fighter (he been an adventurer a long time, but with his bad luck he was level drained by a specter). He served in the military during the war, saved the mayor, has done many tasks for the local temples (since he follows all the civic deities), helped small children in trouble, been gated to other dimensions, and guarded a caravan or two. He is just "one-of-the-guys" and is easy for the PCs to identify with. Unfortunately, he has also run afoul of some level-draining undead, hence he is still 1st level.

The PCs meet Charlie in the Wayfarer's Rest tavern. They drink together and get to know each other. When a fight breaks out, the whole group is kicked out and has to find somewhere else to party. They try to find some other taverns, but Charlie's bad luck continues and no one will let them enter. Finally, Charlie invites everyone back to his place to wind up the evening.

On the way to Charlie's house, the group is mugged by street thugs, who assume the PCs are a bunch of drunks. What bad luck?! The PCs and Charlie finally make it to his place and the party continues. Games and stories continue until late in the evening. Charlie invites everyone to stay at his place so they don't have to make it across town at this time of night. Staying is optional.

Shortly after everyone retires, a group of burglars randomly tries to rob Charlie's house. If any rogues survive the scene, the party finds out this was a random hit and case of bad luck. But they might not notice that Charlie's bad luck is contagious and has rubbed off on them as well. If they leave Charlie, the effects of the bad luck stay with them until cured.

The next morning Charlie invites the PCs to breakfast/lunch to thank them for defending his home. He has other errands to run and would enjoy the company. Charlie continues his rounds to a local gypsy/fortune teller (an admitted bad habit of his). The gypsy reveals that Charlie has been cursed, and he is determined to have the Tymora followers at the temple fix it. The PCs should also find out that their fortune has been linked with Charlie's.

At the local temple of Tymora, the PCs have a chance to help lift Charlie's curse. The curse may or may not be removed by a random roll of the dice, but the PCs have an opportunity to sway the odds in Charlie's (and their) favor or not by solving puzzles. Good luck to Charlie.

Party at the Wayfarer's Rest

You and some friends have decided to take a couple of days off and enjoy the spoils of your last adventure. You had heard that the Wayfarer's Rest was a good place to unwind and share adventuring stories, so you decided to try it out.

What you found was a great delight! The bartender, Dranock, is a veteran of the war. Even though he has a severe scar across his face, and his right arm is gone beneath the elbow, he doesn't mind reminiscing about the glories of battles. The prices are reasonable and the room is comfortable. You think this could become a popular hangout for other adventurers.

During the evening, you met a pleasant human fellow named Charlie Madorn and have been drinking with him and others for a while.

This is the standard time for character introductions, but make sure they give a brief adventuring story to account for the time drinking together. You can describe Charlie as:

Charlie is a human fighter with brown hair and is just shy of six feet tall. He dresses rather plainly, but is quite clean as are his weapons. He has told you some stories of his exploits and they seem similar to the rest of the adventuring class of Ravens Bluff.

Be sure that Charlie has something in common with every PC, whether it is opinions or experiences. He should come across as very likeable to both genders of PCs.

After introductions have been made and some time (about 10 minutes) for role-playing has passed, continue with:

Business in the Wayfarer's Rest has picked up since you and the others have been talking. The noise level is starting to rise and it's hard to tell if some customers are reliving old tales, getting tipsy, or really getting riled up. Several of the customers are giving one of the serving girls a very hard time about their drinks.

Charlie immediately gets up to go to her rescue. He intervenes, joking about how his "sister" is always getting the drinks mixed up and asking them to be patient with her. They don't seem to be finding it funny as one takes a swing at Charlie.....

Normally, this encounter could be calmed down without a fight. But Charlie's bad luck has determined otherwise. Unless some charm magic or an *Eldath's origami peace crane* is used, a fight erupts.

The Bar Fight: The Warm-Up

Tier 1:

Fighters (2/PC), F1: Int Ave; AL var; AC 10; MV 12; HD 1; hp 12 each (CON 16); THAC0 22/24; #AT 2; Dmg d2 (or chart); SA knockout; SA nil; SD nil; MR nil; SZ M; ML 12.

No one is fighting with weapons here, so all damage is non-lethal. If the PCs pull weapons, the thugs have to make a morale check and their morale drops to 8.

Tier 2:

Fighters (2/PC), F3: Int Ave; AL var; AC 9 (padded); MV 12; HD 3; hp 31 each (CON 16); THAC0 20/22; #AT 2; Dmg d2 (or chart), SA knockout; SA nil; SD nil; MR nil; SZ M; ML 13.

No one is fighting with weapons here, so all damage is non-lethal. If the PCs pull weapons, the thugs have to make a morale check and their morale drops to 8.

Tier 3:

Fighters (2/PC), F5: Int Ave; AL var; AC 8 (leather); MV 12; HD 5; hp 45 each (CON 16); THAC0 18/20; #AT 2; Dmg d2 (or chart), SA knockout; SA nil; SD nil; MR nil; SZ M; ML 14.

No one is fighting with weapons here, so all damage is non-lethal. If the PCs pull weapons, the thugs have to make a morale check and their morale drops to 8.

After the fight is through,

Dranock yells, "Out, out with all of you. I've seen enough fighting to last a lifetime and I'll have none of it in my tavern!! Don't come back until you can drink in peace."

If Charlie and the PCs refuse to leave, Dranock will call the City Watch and have the group charged with disturbing the peace.

If no fight took place because the PCs used magic to end it, then the evening continues as before. Eventually the place closes, and Charlie invites the PCs home as below.

Charlie will invite the group to go tavern hopping with him to find another place to drink and talk. If the PCs don't go, then he'll invite them to lunch tomorrow at The Kettle of Many Things to thank them for standing up for him in the fight. He will give them the address to his home and have them meet him there about 4 bells past dawn.

If they do go with Charlie, they find that no one else will let Charlie into a tavern. Reasons vary: he caused a fight, ruined a tapestry, broke a keg, ran into a

serving girl and broke her arm, burned a hole in a table, anything that is not really illegal that could be attributed to bad luck (but don't mention the bad luck).

After exhausting their tavern options, Charlie suggests:

“Why don't you guys come over to my place? It's not far and I have ale. It will be quieter than a tavern and we don't have to worry about closing time. And besides, I think you deserve something for helping me out. What do you say?”

If the PCs agree, continue with the section *On To Charlie's Place*. If they aren't interested in continuing the party, Charlie will invite them to lunch again at the Kettle of Many Things. He will ask the PCs meet him at his place at 4 bells past dawn and continue with the section called *Market Mayhem*.

On To Charlie's Place

On the way to Charlie's place the PCs have to pass through a corner of Crow's End. It is not the nicest part of Crow's End, but what do adventurers have to worry about right! This is the obligatory thug attack #2.

If the characters do not go home with Charlie, skip this encounter.

Charlie takes you through the “bad” part of Crow's End, if you can tell it from the “good” part. You notice a black alley cat go by, but things are basically quiet. You are all seasoned adventurers and know the places in Crow's End to avoid. Charlie tells you, “Sorry to have to bring you this way, but it's easier than going around.”

Then Charlie leads you around a corner...and suddenly, he goes down! A thug swings around the corner and says, “There'll be more of that for the rest of ya, if ya don't give up your stuff. I got friends covering ya!”

Charlie is not dead, but he did fall victim to the knockout percentage (bad luck). Prudent PCs will not give up their money or items to local thugs, but this can be resolved with some bribery if the PCs wish.

The Mugging

Tactics: The 2 thieves will backstab the foe with worst apparent AC (Charlie). The fighters will engage the remainder of the party one-on-one. All remaining fighters will attack the most dangerous-looking PC (unless there is a swashbuckler). In tier 3, the priest will cover with spell support

Tier 1:

Fighters (4), F1: Int Ave; AL N; AC 6 (hide); MV 12; HD 1; hp 12 each (CON 16); THAC0 19 (spec); #AT 3/2; Dmg d8+2; SA nil; SD nil; MR nil; SZ M; ML 12.

Thieves (2), T2: Int Ave; AL NE; AC 8 (leather); MV 12; HD 2; hp 12 each; THAC0 20; #AT 1; Dmg d6; SA backstab at +4 to hit, x2 dmg; SD nil; MR nil; SZ M; ML 12.

Thieves' Abilities: PP 45%, OL 20%, F/RT 15%, MS 35%, HS 35%, DN 15%, CW 60%

Tier 2:

Fighters (4), F3: Int Ave; AL N; AC 5 (scale & shield); MV 12; HD 3; hp 31 each (CON 16); THAC0 17 (spec); #AT 3/2; Dmg d8+3 (STR 16); SA nil; SD nil; MR nil; SZ M; ML 12.

Thieves (2), T4: Int Ave; AL NE; AC 7 (leather & DEX 15); MV 12; HD 4; hp 18 each; THAC0 19; #AT 1; Dmg d6; SA backstab at +4 to hit, x2 dmg; SD nil; MR nil; SZ M; ML 12.

Thieves' Abilities: PP 45%, OL 25%, F/RT 20%, MS 55%, HS 50%, DN 15%, CW 60%

Tier 3:

Fighters (4), F5: Int Ave; AL N; AC 3 (banded & shield); MV 12; HD 5; hp 50 each (CON 17); THAC0 13 (spec, bless, STR 17); #AT 3/2; Dmg d8+3; SA nil; SD nil; MR nil; SZ M; ML 12.

Thieves (2), T6: Int Ave; AL NE; AC 6 (leather & DEX 16); MV 12; HD 6; hp 24 each; THAC0 17 (bless); #AT 1; Dmg d6; SA backstab at +4 to hit, x3 dmg; SD nil; MR nil; SZ M; ML 12.

Thieves' Abilities: PP 55%, OL 40%, F/RT 35%, MS 60%, HS 60%, DN 25%, CW 65%

Priest of Beshaba, SpP6: Int High; AL CE; AC 2 (bronze plate, shield, & DEX 16); MV 12; HD 6; hp 38 (CON 15); THAC0 16 (bless, +1 club/ shillelagh); #AT 1; Dmg 2d4+1, SA spells; SD nil; MR nil; SZ M; ML 19.

Spells: (underlined are pre-cast): 1st-shillelagh (8 rd), bless (5 rd), sanctuary, cause light wounds x2; 2nd-hold person, silence 15'R (cast on war hammer to be thrown-9 rd), bane of Beshaba, chant; 3rd-random causalty, dispel magic

Abilities (1/day each): impose -1 to any attack roll or save, Tasha's uncontrollable hideous laughter, and bane of Beshaba

If the PCs look through pockets, they will find a Beshaba holy symbol in more than one thug's pocket. If the PCs can't identify the holy symbol, Charlie can identify it.

Charlie can be brought to consciousness with healing, herbalism, or merely time. He will wake up in just a few minutes and again thank the PCs.

“Lately, I’ve had a glass jaw. Sorry, I wasn’t more help”, Charlie says, a bit embarrassed. “I just haven’t been myself since I was hit by that specter so many times. Well, now I’ve got even more reason to make you a drink or two. Still interested in going to my place?”

If the PCs agree, he takes them to his place. If they don’t, he invites them to lunch tomorrow. He asks them to meet him at his place at 4 bells past dawn. If they ask, they are going to the Kettle of Many Things. He has some errands to run near there.

The PCs have had Charlie’s bad luck rub off on them by now. So the “bad luck” effects will follow them as well. If they decide to leave Charlie and not meet up with him tomorrow, they will have a robbery where they sleep just like Charlie does in *Robbery at Charlie’s Place*.

Charlie’s Place

If the characters are not with Charlie, then skip this encounter. However, the largest group of them that stays together suffers a robbery this night. Use the information in *Robbery at Charlie’s Place* below to run the encounter. Not all PCs have the robbery, just the largest group together.

Charlie has managed to save up enough money from adventuring to afford a two-story house in a decent neighborhood.

Charlie has a tan two-story house with a white picket fence and a horseshoe above the door. It looks like a nice place to retire after adventuring.

“Well, this is my place. I know it’s not much to look at, but it’s paid for. Don’t mind the mess! I haven’t had much company lately.”

He takes you into the typical cluttered “bachelor-pad” with clothes in the chairs, left over food on the table, empty tankards and bottles. But the place is basically clean. “Make yourself at home. Ale, wine, what’s it gonna be??”

If a PC is specifically looking around (observation), they will notice the horseshoe above the door is pointed downward.

Charlie has limited selection of food, but has a liquor selection that any tavern in town would be proud to boast. They are just items he collects while out adventuring. It’s all common drinking stuff, so if they want something really exotic they are out of luck.

Charlie will let the PCs have full run of his home (see map), and offers plenty of space to crash if the PCs get tired.

Charlie has a dartboard and various games (like dice). He claims his favorite drinking game involves a combination of coordination and fortitude. He has a set of 30 wooden plank-shaped blocks that he stacks three at a time in layers offset by 90 degrees (think Jenga).

The point of the game is to pull a block from the lower 5 levels and put it on top without knocking down the stack of blocks. The hard part is that the PC has to take a drink at the beginning of his/her turn.

In game terms, the PC must take a drink (CON check) and move a block (DEX check). Each time a PC misses a CON check, it gives them a cumulative –2 to their DEX check. The first PC that knocks down the blocks will lose, and the PC that moved the most blocks will win (in case of a tie, use paper-rock-scissors).

If any PCs wish to play the game, Charlie will encourage them to play. He won’t tell them in advance, but he will give the winner a decorative dwarven tankard).

After the games are winding down, Charlie announces:

“I’m getting too old for this... I think I’m going to go ahead and crash for the night. You guys are more than welcome to sleep here. It’s probably a bit late to be crossing town in your condition. I’ve got plenty of room if you want to stay here.”

If the PCs stay, continue with *Robbery at Charlie’s Place*. If they decide to leave, Charlie invites them to lunch tomorrow. He will ask the PCs meet him at his house at 4 bells past dawn. When leaving, the PCs may notice some suspicious activity around Charlie’s house with a successful **Observation** check. If they do, they can still get involved in *Robbery at Charlie’s Place*.

Robbery at Charlie’s Place

Charlie’s house has been “randomly” picked by a group of cat burglars for tonight’s hit. This is obligatory thug attack #3. Charlie will sleep through any small occurrence, but he will wake up if there is a major commotion.

If a PC wakes up Charlie, he will go charging down the stairs to protect his home. He will, course, fall victim to the *alarm* and *grease* spells on the stairs. His fall on the stairs will knock him out for the entire combat. It will be up to the PCs to protect Charlie’s belongings.

Any character with **Detect Noise** or **Alertness** has a chance to hear the burglars as they start breaking into the main floor in the kitchen.

If the PC wakes up because of hearing the commotion, read them this:

You are awakened from your sleep by a rattling sound downstairs. As soon as you stop to listen, it is gone.

The burglars will take obvious adventuring loot from Charlie's house for four rounds if they are not noticed or confronted (they are used to working as a team, so they will be quick). Be sure to keep track in case the PCs are waking others up or taking a long time to confront them, because the burglars could be gone before the PCs jump into action.

If they do try to catch a peak at the burglars, PCs will have to be careful of the conjurer on lookout. He is specifically watching the stairs and door (via *alarm* and *grease* spells). The PCs will only see five of them unless they make an **Observation** check to notice the sixth man on lookout.

You see five men dressed in dark clothes going through Charlie's things. They are very quiet and seem to be in a hurry. (with successful Observation check) ***There does seem to be a sixth man watching the stairs and door.***

If 2 or fewer PCs try to attack/confront the burglars, the burglars will try and take them out quietly and quickly (knockout is fine, they're not murderers, just burglars). If more than 3 (including Charlie) confront the burglars, they will try and flee through the kitchen so as not to be caught, with the lookout taking last position.

During this combat, Besheba takes notice of the PCs helping Charlie. She decides to curse them with the *curse of Besheba* (they will be on the bad end of a prayer spell: -1 to all dice rolls). This is in addition to the bad luck already affecting them.

The Robbery: Caught You Sleepin'

Tier 1:

Thieves (6), T2: Int Ave; AL CN; AC 8 (leather); MV 12; HD 2; hp 12 each; THAC0 20; #AT 1; Dmg d6, SA backstab +4 to hit, x2 dmg; SD nil; MR nil; SZ M; ML 15.

Thieves' Abilities: PP 20%, OL 30%, F/RT 25%, MS 30%, HS 30%, DN 15%, CW 60%

Conjurer "Lookout", W1: Int High; AL N; AC 6 (armor spell-9 hp); MV 12; HD 1; hp 5 (CON 15); THAC0 20; #AT 1; Dmg d4, SA spells; SD nil; MR nil; SZ M; ML 15.

Spells: (all cast) 1st-*armor* (up to 9 hp), *alarm* (cast on stairs in rd 1), *grease* (bottom of stairs in rd 2)

Tier 2:

Thieves (6), T4: Int Ave; AL CN; AC 7 (leather, DEX 15); MV 12; HD 4; hp 18 each; THAC0 19; #AT 1; Dmg d6, SA backstab +4 to hit, x2 dmg; SA nil; SD nil; MR nil; SZ M; ML 15.

Thieves' Abilities: PP 35%, OL 35%, F/RT 30%, MS 50%, HS 45%, DN 15%, CW 60%

Conjurer "Lookout", W3: Int High; AL N; AC 5 (armor spell-11 hp, DEX 15); MV 12; HD 3; hp 13 (CON 15); THAC0 20; #AT 1; Dmg d4, SA spells; SD nil; MR nil; SZ M; ML 15.

Spells: (underlined are pre-cast) 1st-*armor* (up to 11 hp), *alarm* (cast on stairs in rd 1), *grease* (bottom of stairs in rd 2), *spook*; 2nd-*Melf's acid arrow*, *web*

Tier 3:

Thieves (6), T6: Int Ave; AL CN; AC 6 (leather, DEX 16); MV 12; HD 6; hp 30 each (CON 15); THAC0 18; #AT 1; Dmg d6, SA backstab +4 to hit, x3 dmg; SD nil; MR nil; SZ M; ML 17.

Thieves' Abilities: PP 45%, OL 50%, F/RT 45%, MS 55%, HS 55%, DN 25%, CW 65%

Conjurer "Lookout", W5: Int High; AL N; AC 4 (armor spell-13 hp, DEX 16); MV 12; HD 5; hp 19 (CON 15); THAC0 19; #AT 1; Dmg d4, SA spells; SA nil; SD nil; MR nil; SZ M; ML 16.

Spells: (underlined are pre-cast) 1st-*armor* (up to 13 hp), *alarm* (cast on stairs in rd 1), *grease* (bottom of stairs in rd 2), *spook*, *burning hands*, *color spray*; 2nd-*Melf's acid arrow*, *web*, *forget*; 3rd-*haste*, *monster summoning I*

If Charlie is hit, he automatically falls into unconsciousness (try not to get him killed). After the situation is settled, whether the burglars have fled or the group has subdued the burglars and called for the City Watch, Charlie will thank them again:

"You guys really are the best!" Charlie says. "I'm sorry there has been so much craziness tonight. This is usually such a quiet neighborhood. You guys are probably tired, if you want to crash.... Offer is still good. I'm going to have to buy you a baron's feast tomorrow to repay you for all the help."

With that, Charlie will retire (again) for the evening. If asked why he might have been robbed, Charlie will say he doesn't know. If the PCs stay the night or not, the rest of the evening passes uneventfully.

Market Mayhem

Charlie lets the party sleep until about 3 bells past dawn. The PCs that have gone there own ways should show up at Charlie's by 4 bells. Once everyone is assembled:

"Thanks again for all the help everyone. I don't know what would have happened to me if I hadn't met all of you last night. But I guess that is just my good fortune to meet all of these good friends.

"Anybody hungry?? Lunch is on me!! I do have to run a few errands along the way...if you all don't mind??"

If the party agrees to go with him on errands, it's just:

- a boring trip to the blacksmith to have his sword worked on
- then on to the stables to check on his horse
- and finally to the grocer to arrange for food to be sent to his home.

Be sure to have fun with the boring details... adventurers just hate to be bored.

If the party is still separated from Charlie, find out what their plans are for the day. If they are going to be out in town you can have them bump into Charlie and friends in town. If they are staying in for the day, have several mishaps happen around their home, such as:

- They stub their toe on a chest.
- Kids playing in the street break the window.
- They chip a tooth on a piece of meat (if they go to a temple to fix it, they run into Charlie).
- While sharpening a weapon, they put a nick in the blade.
- They run out of milk (if they go to the market, they can run into Charlie).
- They break a strap on their armor (if they go to have it fixed, they run into Charlie at the market).

Feel free to toy with the PCs in a way that will most irritate them. Swashbucklers should stain their favorite shirt, etc. They should know that something is very wrong. If they go back to Charlie's and he has already left on his errands, the PCs can notice that a note has blown off the door that details his stops for the day, in case any friends are looking for him. Finding the note requires a successful Observation check (Charlie hung the note on the door, but his "bad luck" blew it off the door).

Truth or Dare

Charlie will lead the group to the tent city just outside of Ravens Bluff that is just made up of large tents and vendors. He will want to stop by one final place before going to lunch, that of his gypsy/fortune teller friend.

The problem is that his bad luck has also affected his memory and he can't quite remember how to find her shop. The PCs will have to help Charlie find his fortune teller friend. Of course, this is complicated by Charlie's bad luck.

"I'm going to stop by and see my friend Asmera. She is a great fortune teller... she foretold some of my greatest adventures. I know it's a bad habit and you guys probably don't believe in it, but I think it's fun. You guys wanna try it??"

He leads you outside the city gates to the tent city. As you walk, you notice that Charlie is starting to look confused. He finally stops and turns around a few times.

"This is going to sound really stupid...but I can't remember exactly where her tent is. I could have sworn it was over here, but that's not right either.

"I know that it's a conical shaped tent. So that could mean that it's a purple, green, blue, red or yellow. The tents of that shape are the gypsy, leather worker, fish vendor, cobbler, and haberdasher. And I think the street names are Molly Lane, Sebastian Drive, Fionna Terrace, Eowyn Avenue and Bubba Street.

1. *Now the green and purple tents are not on Sebastian Drive.*
2. *The Haberdasher is on a female named street, but the tent is a primary color.*
3. *Uncharacteristically, the fish vendor is not in a blue tent, but it is on a female named street.*
4. *The leather worker's favorite colors are purple and green.*
5. *One of the craftsman's shops is in a green tent, and Fiona Terrace is themed in red.*
6. *There isn't a yellow or purple tent on the female named streets.*
7. *None of the colors, shops, or streets start with the same letter*

"I know I'm being a lot of trouble, but do you think you can help me figure this out?!"

Give the players **Handout #1**. With Int checks, you can let them know that Molly, Fiona, and Eowyn are all female names and that red, yellow, and blue are primary colors. Local History can tell them that the leather worker, haberdasher, and cobbler are all craftsmen. The solution is as follows.

Purple-Gypsy-Bubba Street
Green-Fish Vendor-Molly Lane
Blue-Leather Worker-Eowyn Avenue
Red-Cobbler-Fiona Terrace
Yellow-Sebastian Drive-Haberdasher

The real problem is that the puzzle cannot be solved with the clues given. Charlie's bad luck has caused him to remember some things incorrectly. The whole puzzle is actually a waste of time, and the real goal is to figure that out without getting frustrated.

Of course, the tent city is not that big, and by checking all the conical tents the PCs can find the right one without solving the puzzle.

They can also ask people in the tent city for Asmera the fortune-teller, and they will get accurate directions.

When they reach the tent, continue.

You reach a purple tent with stars, moons, and other symbols on it. Charlie opens the flap and motions for you to go inside...grinning all the while. Upon entering the tent, you see a beautiful gypsy woman. She is sitting behind a table with cards on it and seems to be concentrating intensely on them. She looks up and says, "Ah, I knew you would be coming today, Charlie. But I do not know your friends."

Charlie will allow them to introduce themselves. Unless they are shy (yeah right), then he will introduce all of them to Asmera. She will look at each PC intently as they are being introduced and she should make each PC uncomfortable under her scrutiny.

"Would it be possible to get a reading today?," Charlie asks. Asmera smiles and motions for Charlie to sit down across from her at the table. She looks to all of you and says, "Please sit down, your futures are now joined with his."

She gathers up the cards from the table and asks Charlie to cut the cards. She then begins placing them on the table in what seems to be a random order. A frown crosses her face and she looks intently at Charlie as she places the final card, THE FOOL.

"Charlie, you have upset a very powerful force. Your curses have been returned upon you ten-fold. You have been cursed by Beshaba, the goddess of ill fortune, and only the power of Tymora has kept you safe thus far. And only she can lift this blight on your luck."

Charlie looks stunned..."I guess I should go to the temple of Tymora. What do I tell them?"

She looks at Charlie with a hint of sadness. "Charlie, I am afraid that you are not the only one affected by the goddess of ill fortune. Have you known these others long??"

Charlie shows his broad trusting smile, and says, "I haven't known them very long, but we've seen quite a bit of action together."

Asmera tells you, "I am afraid that Charlie's fate is linked with your own... as you too are affected by

the curse. The affects are not as pronounced with you, but his curse will affect all whom he contacts."

Asmera continues, "You will all need to seek the aid of Tymora. Charlie will need help to remove this curse from Beshaba (as he is the most affected), and only you may help him convince the Tymorans that it should be."

"If you wish to help him, Tymora's will should smile upon you. But if you do not... you may have ill fortune follow you all of your days... and may the gods help you with what I have seen! I ask you to look into your hearts and help him if you may. But do not give him false hope or encouragement... for your path may not be an easy one."

Asmera will not answer any questions about her visions of the future. She wants the PCs to do the right thing without knowing the exact consequences.

When you exit the tent, you see Charlie staring into the street. He turns as you come out and says, "Some luck, huh? Sorry to get you involved in this, but it sure does answer some questions. Well, no time like the present. I guess I'm off to the temple of Tymora. Can I give you guys a rain-check on the lunch??"

Charlie will not ask the PCs to come with him. He really hopes they will, but he figures he's asked enough of them already. And he will start over to the temple district. The PCs may have the idea that they don't need to be involved. Any who voices this should have a DM determined "bad luck" occurrence on the way out (one last chance).

If the PCs don't go with him, then begin scoring (and make sure they get their *curse of Beshaba*). If they do, go onto *Tough Luck, Charlie*.

Tough Luck, Charlie

At the temple of Tymora, the clergy will not just "fix" Charlie. They like to make more of a challenge out of it. So they will determine whether or not to cure him based on a die roll (40-60 chance, he's cursed after all). The PCs can, however, influence the odds if they would like by solving puzzles.

There are three puzzles and they can attempt to solve any number of them they would like. For each success, Charlie's die roll is improved by 15%. But for each failure, it is penalized 15%.

Charlie strides right up to the Temple of Tymora, and tells them, "I need to see a priest, I have a curse from Beshaba."

The acolyte pales visibly and ushers all of you inside, then quickly rushes off. Within a few minutes you are asked to come into an antechamber.

Once inside, you are greeted by a gentleman, named "Lucky" (no, this is not the famous adventurer Sir Lucky, but someone else with the same name). He smiles as he sees Charlie come in. "I hear you're having a spot of bad luck. Let's just see what we can do about that!!"

"Charlie, are you a betting man?" Lucky asks.

Charlie doesn't hesitate, "Sure, what's the deal?"

"Good. Tymora favors the bold. Curing a curse of Beshaba is dicey at best... but your friends can skew the odds if you'd like. They look as though they could use some help in the luck department too. We could, in fairness of the wager, give your friends some puzzles to solve. There are 3 puzzles and they can try as many as they'd like. Success will influence Tymora in your favor, and failure will influence her against you."

Charlie looks at the group. "I trust you guys. How many do you want to try?"

Charlie will not influence the PCs as to how many puzzles to solve. He doesn't want his bad luck to rub off on them (even though it already has). If the PCs choose to only do 1 or 2 puzzles, determine them randomly (luck of the draw).

Lucky will give them scrolls with each puzzle on it (**Player's Handout #2**). They can only give one answer for each puzzle they attempt and their answer is final.

Puzzle #1: Answer: Seasons
(Winter, Spring, Summer, Fall)
Puzzle #2: Answer: Cloud
Puzzle #3: Answer: Time

After the puzzles are attempted, determine Charlie's success chance. Then present this:

The priests take you all to a dark room below the temple. It has the symbol of Tymora etched in the floor, and a small altar in one corner. "This is a smaller room we use for special enchantments," explains Lucky. "Since removing the Maid of Misfortune's curses is chancey, we're going to cast the spells down here. Minimizes the damage to the city in case anything goes wrong."

Charlie is asked to sit on the altar and pray earnestly to Tymora for deliverance. "It wouldn't hurt if you prayed too, since it seems Charlie's condition has worn off onto you." Six priests enter the room and surround Charlie and yourselves. They begin to chant earnestly.

You can have one of the players roll the dice. It is meant to have the resolution of the adventure based on a dice roll, but this is luck.

Epilogue

Success: Charlie is Cured

If the die roll is successful,

Charlie jumps up and hugs each one of you in turn. "Thank you, thank you, thank you. I don't know what I'd do without you guys. Hey, let's go back to my place and celebrate. I think I've got just the stuff to show my gratitude. You interested??"

Since Charlie is cured, the PCs are cured too. Charlie gives the characters the *horseshoe of speed* from his doorway,

Failure: Charlie Remains Cursed

Charlie's head drops, but he quickly looks back up and says, "Thanks, you guys gave it your best shot. I guess I'll just have to keep trying. Just wish me luck."

Since Charlie is not cured, the PCs are not either. Give them the *curse of Beshaba* certificates.

The End

Experience Points

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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4

Tier 3: Character levels 5+

Wayfarer's Rest

Defeating bar brawlers: 50 xp
Additional for defeat w/out killing an NPC: 50 xp

On to Charlie's Place

Defeating muggers 100 xp

Robbery at Charlie's Place

Defeating robbers and killing one or more of them in the process 50 xp
Additional for not killing any robbers 50 xp

Tough Luck, Charlie

Each puzzle solved 25 xp

Total Experience for Objectives: 375 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 875 xp

Tier 2: max xp 1,750 xp
Tier 3: max xp 2,625 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Charlie's Place

Dwarven Tankard: This item is a finely crafted tankard made by dwarves of the Realm of Glimmering Swords. It is over 750 years old, and worth 500 gp.

Tough Luck, Charlie

For curing the curse, Charlie gives the characters the following items:

- *Horseshoe of speed*: Alone, it is merely a curio, but if a horse is properly shod with four of these shoes, the magic of these shoes activates and remains active as described here. These iron shoes are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two or more are lost, speed returns to normal.
- *Eversmoking bottle*: This bottle is identical to an *efreeti bottle* except it does nothing but produce fog. The amount of fog is very great if the stopper is pulled out, pouring from the bottle and totally obscuring in a 50,000 cubic foot area in one round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with fog each round until 120,000 cubic feet of space is fogged. This area remains fogged until the everfogging bottle is stoppered. When the bottle is stoppered, fog dissipates normally. This fog reduces the visibility ranges of all types of vision (including infravision) to 15 feet.
- *Stone of good luck*: This stone is a rough bit of polished agate. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.-whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls, spell failure rolls, or magic resistance. This stone will not function if its owner possesses any other *luckstones* or *stones of good luck*.

If the PCs refuse to help Charlie overcome his curse, they continue to have the effects of the curse of Beshaba. Each that refused will receive the following:

- *Curse of Beshaba*: You have attracted the notice of Beshaba for not assisting someone with ill fortune. She wishes you to share in his misfortune. She gives you a mild form of Charlie's curse as follows: you will automatically fail the next three saving throws that will not cause the character's death (she wants you to enjoy the misery). In a life-threatening situation where a saving throw means life or death, the roll is used as normal, with no modifications from this curse. This curse expires as of the start of Gen Con 2001, as Beshaba tires of you if you do not need to make three saving throws between now and then.

Fame Award

None, as no one but Charlie will really be talking about this adventure.

Player's Handout #1: Tent City Information

1. Now the green and purple tents are not on Sebastian Drive.
2. The Haberdasher is on a female named street, but the tent is a primary color.
3. Uncharacteristically, the fish vendor is not in a blue tent, but it is on a female named street.
4. The leather worker's favorite colors are purple and green.
5. One of the craftsman's shops is in a green tent, and Fiona Terrace is themed in red.
6. There isn't a yellow or purple tent on the female named streets.
7. None of the colors, shops, or streets start with the same letter

Puzzle #1

*Each year we die, we siblings four,
And some of us are truly mourned.
But yearly we're reborn once more.
Though some of us are often scorned.
The first a crown of white he wears,
The second dons a mantle floral,
The third his fiery temper flares,
The fourth she wears harvest laurel.*

Puzzle #2

*Without a mouth I drink,
Without sadness I cry.
Without goal I travel,
Without wings I fly.
Without life I'm born,
Without water I die.
Without form I'm formful,
To a child's eye.*

Puzzle #3

*The world's greatest healer, and executioner too,
Whole nations have I toppled, and civilizations slew.
The strongest in the universe, for none can me withstand.
Transforming islands into oceans, and oceans into land.
Equated oft with riches—an understatement dire,
For I have no limitations, and see every funeral pyre.*