

# **Annie Would I Lie To You**

**A One-Round AD&D Living City Tournament**  
The second module in the CatCompilation series

**by Gregory A. Dreher**

ADVANCED DUNGEONS & DRAGONS, AD&D, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 1998 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 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 SUMMARY

This adventure is set during the final day of the first Greengrass celebration following the war's end. At the dawn of spring, all of Ravens Bluff comes to celebrate a rebirth, with the celebration led by the temples of Lathandar, Lliira, and Sune.

There have been struggles among the temples as to the "proper" direction of the Greengrass celebration, and this struggle is mentioned in a special edition of the Trumpeter. The Trumpeter also mentions some

rumors and gossip about the many attendees of the celebration, whom the PCs may meet.

Above everything, the struggle between Shar and Sune continues, with one of Shar's favorite strategies to weaken Sune being converting Sune's followers to herself, through the actions of Sharess worshippers who long ago fell under Shar's control. (In the past, Bast, now known as Sharess, fell under the influence of Shar. While many followers of Sharess left, others willingly went into Shar's waiting arms. For more information on this relation, see the entry for Sharess in Powers and Pantheons.) Isabella, a top priestess of Shar within Ravens Bluff and one originally following Sharess, plans on converting several Sunites before the coming of dawn.

During the afternoon, the party can first take part in many challenges which enterprising citizens have set up in the temple district (Scenes 1.1-1.5). Following these scenes, the party has prime access to the dance floor at the temple of Lliira, for an evening of fun, dancing, boasting, and role-playing (Scene 2).

During the night, several people start acting strange (Scene 3), including Annie, the waitress who originally appeared in *Who's To Blame*. Agents of Shar have drugged the supply of fine wine being consumed at the temples; this drug causes those affected to act on long-suppressed desires, no matter how small the desire is. Even some of the party may become affected.

Rumors floating around the temple, a nobleman's plea, and a heated exchange over a trivial matter (Scene 4) may lead the party to investigate the source of the drugged wine. The shops involved in the production of the casks as well as the drugs can be visited (Scene 5), and the home of Isabella can be found (Scene 6). The party can further investigate an underground complex (Scene 7) and save a street kid who got in way over his head.

Late in the night, Annie is kidnapped, led out of the temple while extremely drunk by some bumbling assistants of Isabella. Her absence is pointed out, very uncharacteristically, by Lord Jarred Innsbruck, who saw Annie being led out. He asks the party to save her. The party can also find out that some Sunites are missing as well.

The party sets out to rescue the Sunites and Annie. After first getting information from a group of drunken revelers (Scene 11) and a woman of the night (in more ways than one) (Scene 12), the party must either avoid or fight through an ambush (Scene 13). Following this encounter, the party must defeat Isabella and her allies (Scene 14) to rescue Annie and the Sunites.

## **IMPORTANT: MODULE STRUCTURE**

This module is split into four parts. Warn your table that this module is designed to be a **role-playing** module, and they should choose characters appropriately. Part of the module is designed for those players who are not as much into the role-playing, however.

Part 1, containing Scene 1, consists of a variety of challenges for the adventurers of the city, offering a chance to show off their skills and perhaps, if they want to take a risk, gain a unique item.

Part 2, containing Scenes 2 and 3, describe the goings-on at the temple of Lliira throughout the night. Scene 2 introduces a number of NPCs acting normally, and Scene 3 shows them under the influence of the drugged wine. These scenes are just suggestions of how to demonstrate the impact of the drugged wine. **You need not use any of the NPCs outlined here. Feel free to use ones the PCs at your table are familiar with.** There are also additional sketches of other party-goers in the DM's Aids; some may be familiar due to their appearances in other modules. As a guideline, have the party meet the kinds of NPCs they want to meet. Focus on the role-playing, and have fun. If your party is into the role-playing, you can spend most of the module here.

Part 3, consisting of Scenes 4 through 7, serve as an alternate way to learn of the drugged wine, for parties more interested in action than role-playing. Begin each group in Part 2, but introduce Part 3 if they crave a more action-oriented module.

Part 4, consisting of Scenes 10 through 14, contains the concluding scenes. By now aware of the drugged wine, a reported kidnapping leads the party to the agents of Shar, who are trying to corrupt two influenced priestesses of Sune before the drug wears off.

## **PART 1**

### **Scene 1 "A fine day to relax"**

PCs could be here for any of a number of reasons. Most should be happy to enjoy a day off, a day to recover from the trials and tribulations of being an adventurer. Clerics may be tending to duties with the temple. Those people who do not party easily could have been asked to patrol the area and watch for disturbances.

PCs who reunited the Innsbrucks in *Who's To Blame* have been invited to meet with them this evening. They

have prime access to some of the best dancing area at the temple of Lliira, and want to share it with those PCs and their companions.

*It's a fine day, and even after a week's worth of Greengrass celebration, no one in the city wants to slow down. After a year of war, the people are obviously overjoyed to enjoy a new spring, a new renewal for the land and its people.*

*This fine afternoon, hundreds mill about the temple district. It seems every alley and street corner is filled with merchants, entertainers, and shopkeepers, manning stalls offering just about anything you could want. A few catch your attention....*

In addition to the scenes below, there are many street kids hawking the latest Trumpeter (costs 2 cp; the adventurers' standard tip of 50 gp is optional). Pass out **Players' Handout 5** to any PC picking up a Trumpeter.

Other kids, being paid by the operators of these challenges, are offering coupons good for free entry into any one of these challenges. The coupon allows the bearer to be eligible for any of the prizes, but a PC using these coupons goes after all PCs paying normally. **One and only one coupon is passed out to each PC who has not exceeded 2<sup>rd</sup> level in any class. These coupons are not transferable.** (This allows new PCs to participate as well.)

Note: It is possible to participate in any of the challenges by paying a gold piece, but PCs doing this are only eligible for parting gifts no matter how well they do. **Only PCs who pay in magic have a chance at magical prizes.**

Recommended order of running these encounters, once PCs decide which challenges they want to take: The Puzzlesmith, Ravens Bluff Standup, The Cleric's Turn, For Troubleshooters. This way, while certain PCs are working or planning, you can go on to others. While these challenges have certain classes in mind as participants, they are open to anyone.

Each of these contests has a top magical item prize. Only one of each prize exists, and the first PC to win it gets it. Other PCs have to choose from the other prizes, even if they qualify for the top prize.

It is recommended that you only allow each PC to enter a contest once. If the PCs spend their time here, getting magical goodies, they will not reach the end of the

adventure (where most of the experience award is earned).

## Scene 1.1: "Jelan's End"

Gravamaris, a loud and flashy mage, has created a miniature arena to show off his prodigious talents and to make some money off the local adventurers. Knowing many of the city's adventurers wanted a shot at the enemy warlord, Myrkyssa Jelan, he created a way for them to do so, if only in an illusion.

Myrkyssa Jelan was captured at Winter Fantasy 1998 and executed by disintegration. Everyone knows this. Therefore, no one believes this is really Jelan. It is simply a game, using a known villain as opponent. Keep in mind that no one is pretending here.

*You hear a loud voice booming through the crowds. "Adventurers! So you think you're great? Great enough to bring down Myrkyssa Jelan? I don't think you have what it takes! If you beg to disagree, then why don't you try it out yourself in my Arcane Arena of Bountiful Battle!"*

*Approaching, you see a tall, strong man in red and silver robes, standing before what appears to be a cylindrical glass wall. Inside you see an image of a human woman, whose imposing presence belies her average height. Battle-worn plate armor tinged red covers her muscular build like a second skin. Her brown hair hangs to her shoulders, and frames a face that might be considered attractive if not for the steel gray eyes, which hold an unmistakable malevolent gleam. Could this be Myrkyssa Jelan? She seems to be looking directly at you, sneering, deriding your skill and prowess!*

(A note on Jelan's appearance: This is not what the real Myrkyssa Jelan looks like. Some adventurers have seen her either in her capture or trial, and know. Gravamaris has not seen her. If pressured, he will admit that the appearance was his creation, based on what he thought Jelan might look like.)

This scene allows power gamers and experienced players a chance to show off for fun and prizes. The rule of the challenge is as follows:

*"Bring down Jelan as quickly as possible! There are no restrictions. Use any weapons or spells. Prepare any spells or items you want. Have your friends throw enchantments on you or loan you their items. Anything goes! Jelan never played by the rules, so why should you?"*

The entry fee is at least one magic item, paid by the person who will actually be doing the fighting, or 1 gp just to have fun. Players may donate more than one magic item. If multiple individuals wish to participate in the challenge, the person who pays the greater percentage of their magic items owned gets first shot at Jelan and the unique item. Only the person actually fighting receives the reward at the end, regardless of how many PCs helped him or her.

The player participating must select an appropriate level of challenge, setting the power of the magical Jelan on these three scales:

How tough? 1) As tough as a strong man. 2) As tough as an ogre. 3) As tough as a horse. 4) As tough as a giant. 5) As tough as a great adventurer.

How tough to hit? 1) Like a seasoned veteran. 2) Like an armored landshark. 3) Like a noble dragon. 4) Like a powerful tanar'ri. 5) Like a great adventurer.

How resistant? 1) Like a stout halfling. 2) Like a sturdy dwarf. 3) Like a mighty giant. 4) Like a magical being. 5) Like a great adventurer.

These settings correspond to hp, AC, and saves as follows:

<u>Average</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
hp	10	20	40	60	80
AC	5	0	-4	-7	-10
Saves	12	10	7	4	2

Jelan is an illusionary construct, and does not attack back. After the PC brings down Jelan, compute his or her score as follows: Sum up the numerical values of the three settings, and deduct two for each round the fight lasted beyond the first. Then, award prizes! A player can select a lower prize if he or she desires.

### Prizes:

14 or 15 points: *Wendraz's wondrous weapon.*

11 to 13: *Cube of liquid enhancement* or *Ines' Travel Bag.*

XX to 10: Potion choice: *chance, resilience, or healing.*

Below XX: A lovely parting gift.

XX is the level the PC counts as plus 1, capped at 8.

Remember, PCs who paid a gold to enter get a parting gift no matter how well they scored.

Examples: Murk the Mighty goes against the toughest Jelan possible, taking all settings at 5 for 80 hp, an AC of -10, and saves of 2. That is worth 15 points. However, he only scores 77 damage in the first round, and takes 2 rounds to drop Jelan. Thus, he scores 13 points, and opts for the cube, to improve his drinking.

Noni the Novice isn't as good, and chooses settings 2, 2, and 5 before beating up on an AC 0, 20 hp Jelan. He scores two hits and drops Jelan in one round. He scores  $2+2+5=9$  points, and takes a potion.

## Scene 1.2: The Puzzlesmith

*You see a small tent offering shade from the spring sun. Under the tent is a small, scholarly-looking man. He monitors several people, all busily scribbling on loose sheets of parchment. One of these people, a man who looks to be a powerful mage, throws down his quill in disgust and storms away.*

*The man watching the proceedings looks to you. "Welcome, adventurer(s). Do you care to take the Puzzlesmith's Challenge?"*

To any player who answers affirmatively, read the following rules:

- The entrance fee is one magic item or 1 gp
- The contestant must solve three puzzles as quickly as possible
- The contestant may receive no outside help

The player may use reference books if his or her character has high Intelligence: 1 book for Intelligence 14-15, 2 books for Intelligence 16-17, 3 books for Intelligence 18 or higher. Once a book is opened, it counts as a source. No other player can offer advice, and others who wish to take the challenge may not look on.

A contestant scores  $30-n$  points,  $n$  being the number of minutes spent solving the puzzles. The prizes are as for Jelan's End, save for the top prize being a *ring of apprentice wizardry*, earned for any score 14 or above.

If multiple players wish to do this challenge, go in order of the character who gives the greatest portion of his or her magic items as the admission fee. For example, a 2<sup>nd</sup> level character donating 1 of 2 items beats out a character with 40 items dropping 2, 3, 5, even 15 items.

Read the following to a contestant:

*"Good luck, and remember that the solution is seldom a singular thing. More or less may be all you need."*

The three puzzles are:

- The acrostic (**Players' Handout 1**). There is only one solution to this puzzle.
- The addition puzzle (**Players' Handout 2**). There are multiple possible solutions to it.
- The quiz question (**Players' Handout 3**). There is no solution, and the puzzlesmith wants as his answer that there is no answer. **DM's Aid 1** lists clues for you to give out, based on the PC's Intelligence.

The solutions are in **DM's Aid 1**.

## Scene 1.3 "The Clerics' Turn"

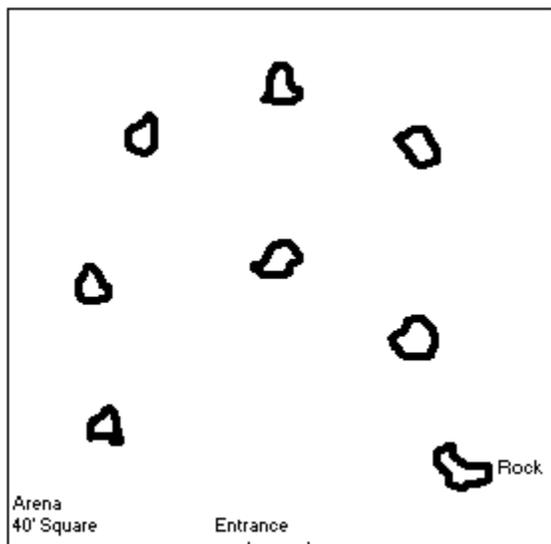
*A square arena, at its center appearing to be a desolate plane of cracked ground and boulders, faces you. In its center is a young priest of Lathandar concentrating and forcing back several dark shadowy forms. Several townsfolk watch as his faith triumphs.*

*A middle-aged man dressed in a white-speckled black cloak gazes at you. "Do you seek to test your faith against the legions of the unlife?" he asks you.*

Heading this challenge is Mirn, a powerful mage billing himself as a minister of Ao. When he interacts with PCs, he speaks in questions whenever possible.

The undead faced here are illusionary constructs, and do not attack anyone participating in the challenge.

Allow the PC to precast spells and choose the number and type of undead he or she will face, up to reasonable limits imposed by the size of the arena (inside, it is 40 foot square chamber with a 40 foot ceiling). The player's goal is to turn, trap, or slay all the undead inside. Scatter the undead as you see fit, concealing some behind rocks. Only undead which can see the priest can be affected. Encourage clever PCs by allowing them to put good ideas to use; for example, taunting intelligent undead to bring them out of hiding could work.



The priest or paladin must score 10 points plus 20 points times his or her level to “win.” One undead turned or defeated counts for a number of points equal to its order on the undead turning chart in the *Player’s Handbook* (for example, a skeleton is 1, a ghaſt 6, and a vampire 10). 30 points are subtracted for each round beyond 3 needed to defeat the undead; a 30 point bonus is awarded for defeating the undead in less than 3 rounds.

The admission fee is a magic item, or 1 gp. A “winning” PC gets a *cube of liquid enhancement* or *Ines’ travel bag*. A “losing” PC gets a selected potion or a lovely parting gift if losing by 40 or more points. In addition, the PC who scores the greatest percentage of his or her required score gets the *amulet of enhanced turning*.

Remember, PCs who paid a gold to enter get a parting gift no matter how well they scored.

Example: Carin, a 1<sup>st</sup> level priest, and Frida, a 2<sup>nd</sup> level priest, both try for their minimums. Carin chooses 10 ghouls for 30 points; Frida chooses 10 wights for 50 points. Both get lucky and defeat them in 2 rounds. Carin scores 60 points (200% of required), and Frida scores 80 points (160% of required). Carin receives the *amulet*.

## Scene 1.4 "For Locksmiths and Troubleshooters only!"

*Under a colorful awning, you see an elderly gnome standing on a wooden footstool, amidst several chests.*

**"Greetings, greetings! I am Bizelbiz, and I have a wonderful challenge for anyone who fancies himself a troubleshooter! How quick can you find my nicest diamond? It's in one of these chests. Be careful! There are traps everywhere, and you wouldn't want to set off any of my traps, now would you? Hmmm?"**

The gnome is jovial and always animated, especially when talking about his challenge. It is "a challenge for those who are nimble of mind as well as nimble of finger."

The challenge is as follows:

There are five chests, made of iron, wood, silver, bronze, and stone. Inside each is a key of a different color (blue, green, yellow, purple, and red), and a box made of a different kind of wood (oak, teak, sandalwood, pine, and mahogany). Inside one of the boxes is a diamond. Each box and each chest has a complex lock, which must be picked to be opened. For each lock, one of the keys can be used to make the lock easier to pick, but ultimately each lock must be picked. No magic spells like *knock* may be used.

The entry fee is a magic item, or 1 gp. If multiple PCs wish to do this challenge, the PC offering a greater percentage of his or her magic items gets to try first.

It takes an open locks roll to open any lock. A find traps roll will identify the trap mechanism (the same mechanism in each lock), allowing the player to open locks without fearing setting off the trap.

Use the following modifiers for the open locks roll:

- +10% if the right key is used
- 20% if the wrong key is used
- 10% if the player has 3 or 4 thief levels
- 20% if the player has 5 or 6 thief levels
- 30% if the player has 7 or more thief levels

If no find traps roll is made, any roll of 96-00 and any roll failed by 25 or more sets off a needle trap; the needle is coated with a mild numbing poison which will make the troubleshooter's rolls for skills using his or her hands be at -2/-10% per poisoning, for 2 hours.

Bizelbiz offers some hints to direct clever thieves in the right direction. Give anyone taking the challenge *Players' Handout 4*.

The goal is to find the diamond in the shortest time possible. Combine the actual time the player spends looking over the handout and thinking with the following:

4 minutes per attempt to open a lock using the right key.

8 minutes per attempt to open a lock without using a key.

12 minutes per attempt to open a lock using a wrong key.

6 minutes if a find traps roll is made.

Both failed and successful open lock rolls count the same amount of time. Of course, opening a lock will take longer if the first attempt doesn't work.

The PC is eligible for one prize among the prizes s/he qualifies for, based on the time it takes for him or her to find the diamond (he or she may take any lower-ranking prize, as well):

24 minutes or less: *Terrin Thule's thieves' tools*

32 minutes or less: *cube of liquid enhancement* or *Ines' travel bag*

40 minutes or less: a selected potion

Over 40 minutes: a lovely parting gift.

Remember, PCs who paid a gold to enter get a parting gift no matter how well they scored.

In addition, any participating PC may take a fine box like the five boxes inside the chests.

## Scene 1.5 "Ravens Bluff Standup"

This encounter allows bards and other entertainers to have some fun and possibly win a nice prize.

*You see a makeshift stage, with a sizable crowd gathered in front of it. They are watching a pair of entertainers. They are juggling sharp knives while reciting some ribald limericks. The crowd is greatly enjoying themselves.*

*A banner above the stage proclaims "Ravens Bluff Entertainer's Gathering" and "Proceeds to benefit city reconstruction."*

There are no rules to this challenge. The PC must get on stage and entertain the crowd. It is a charity event, and any participant is asked to donate as much as their means will allow. If a magic item is donated as well, the PC will be eligible for a special prize. The PC may designate a favorite temple or charity to receive his or her donation.

The player may do the entertaining himself or herself, by role-playing, so long as what s/he is doing is something his or her character could do. For players who lack the talents their PCs have, go ahead and roll dice. The player must still describe in as much detail as possible what his or her character is doing.

After each performance, the emcee will thank the participant by name and announce his or her donation to the city's reconstruction efforts, to the cheers of the crowd.

One participant, who won't necessarily be one of the PCs, will be declared the winner, getting a special cane. The winner is determined by audience reaction. The audience reaction is based on a die roll against the relative proficiency used, with modifiers, to determine a score.

-Begin with the number rolled, if the check is successful. If you found the description vivid or were amused by the role-playing, allow one reroll of a failed proficiency check. If you were stunned by the PC's role-playing or description, allow the better of two rolls. If the PC's actions caused other tables to laugh or passerbys to watch in interest, feel free to assign the d20 roll.

- If the PC is doing multiple things, tied together in an interesting way, add 3 if a proficiency check against one of those other skills being used is successful.
- Add 2 for a sizable cash donation (relative to the PC's means) or 5 for a donation equal to all the money the PC has (only add one of these modifiers).
- Add 1 for a permanent magic item donated, 2 for multiple items donated, or 6 for a donation in excess of one-tenth the PC's total items, minimum two unless the PC has 5 or fewer items (only add one of these modifiers).

Example: Lara tells a beautiful poem about a unicorn frolicking in a glen, while dancing steps tied to the words. She rolls 13 (a successful artistic ability: poetry roll) and also makes a dancing roll. She also donated half the contents of her purse and two magic daggers, which were two of 12 magic items. She scores  $13+3+2+6=24$  points.

An NPC will score the following: 14 at Tier 1, 16 at Tier 2, 20 at Tier 3, 24 at Tier 4, 28 at Tier 5. The highest-scoring PC must equal or exceed that score to win the *cane of the upper class* (the NPC conceding in the event of a tie). Losing PCs get a selected potion.

## PART 2

### Scene 2 "Dancing the night away"

Assuming some of the party follows the Innsbrucks into the temple of Lliira, read the following now; otherwise, wait until the party finds its way here.

*Already, the dance floor is packed, though the sun hasn't even set. Conversation intermingled with proud boasting and shouts intermixes in the hall, echoing off the beautiful marble walls. You can see remarkable spreads of food and drink strategically positioned throughout the temple.*

*Standing by the altar are an interesting couple. A stalwart gentleman in rose-colored formal robes stands beside an incredibly attractive woman in a skin-tight outfit of red, orange, and yellow. "Greetings, all," the man says, his voice surprisingly carrying over and supplanting the din. "As we all continue to celebrate Greengrass and the dawn over all life which spring is, please take the time to contemplate your inner rebirth," he continues, fidgeting uncomfortably as hundreds of eyes watch him.*

*"And don't forget to enjoy it!" his companion exclaims, jumping down from the dais. She pulls the man down, catching him quite by surprise. Immediately, a ten-piece band strikes up a lively tune, and the Lliiran and Lathandarite lead the crowd into the evening's first dance.*

There are endless supplies of small finger foods and fine wine being carried around on trays by servants (and some revelers, too). The wine is drugged. As you role-play the following scenes, be sure to offer food and wine to the party. Secretly roll saving throws versus poison for anyone drinking the wine. There are penalties to the roll, as follows:

- First glass: -1
- Second glass: -3
- Third glass: -6
- Fourth glass: -10
- Fifth glass: -15
- Sixth glass: -21
- Seventh glass: -28

And so on.... (the formula is  $-\sum_{i=1}^n i$  where n is the number of drinks)

To anyone who failed their saving throw, give them a copy of **Players' Handout 6**.

### Scene 2.1 "Ever-vigilant"

*Amidst hundreds of revelers, dressed in a variety of fine party clothes, two figures look quite out of place. A lone figure, dressed in brilliant, shining plate armor emblazoned with the holy symbol of Helm, stands vigilantly along the wall of the temple. He is positioned next to a table with glasses of goat's milk. Further down the wall, another man in plate armor stands; his armor features the holy symbol of Torm. He stands vigilantly next to a plate of chocolate chip cookies.*

Travis, the paladin of Helm, and Tanner, the paladin of Torm, are both off temple duty today. However, they are choosing to remain true to the greater cause of vigilance, through guarding the temple area and the revelers against trouble.

The milk and cookies used to be on the same table; however, as the paladins don't trust each other (a rivalry between followers of Helm and Torm), they each took one of the items to guard personally.

Both have a secret desire to have just a little bit of fun.

### Scene 2.2 "An uncomfortable situation"

Not everyone is used to such partying. Some, like Annie, find that the situation goes against their practical nature.

Annie looks pretty good, and is wearing a good, but not exceptional, ball gown. She will be approachable, but will not approach many PCs. She likes adventurers who have a strong practical side, and will approach those who have businesses or who use craft skills.

### Scene 2.3 "Lovers Dance"

Anyone who has played *Who's To Blame* or another module with the Innsbrucks will recognize these two as the Innsbrucks.

*The revelers seem more than eager to dance with all comers. However, one couple stays together for*

*dance after dance, taking breaks together on occasion. An occasional person comes up and asks for a dance, but that person always leaves without a partner.*

## Scene 2.4 "Good Girls Don't"

Also in attendance at the party are two young girls, spending most of their time talking with each other and drinking. They drink a lot.

**Cassie, hf D9 of Mielikki:** Int Genius; AL N; AC 5; MV 12; hp 62; THAC0 17; #AT 1; Dmg 1-6; SA spells; SD spells; Str 6, Dex 8, Con 16, Int 18, Wis 18, Cha 18; MR nil; SZ M; ML 15. Save vs. Spells: 10

Spells: 1st level - *cure light wounds* x3, *create water*, *entangle*, *detect magic*; 2nd level - *woodsword* x2, *charm person or mammal* x2, ~~*slow poison*~~, *spek with animals*; 3rd level - *cure disease*, *call lightning*, *meld into stone*, *prayer*; 4th level - *sticks to snakes*, *giant insect*, *call woodland beings*; 5th level - *flame strike*.

Cassie looks to be 11 years old. She is wearing nice clothing and unbelievable quantities of gaudy jewelry.

**Mayumi, hf D7 of Mielikki:** Int Average; AL N; AC - 1; MV 12; hp 50; THAC0 15; #AT 1; Dmg 3-10; SA spells; SD spells; Str 6, Dex 18, Con 16, Int 10, Wis 18, Cha 16; MR nil; SZ M; ML 15. Save vs. Spells: 13

Spells: 1<sup>st</sup> level - *cure light wounds* x3, *create water*, *entangle*; 2<sup>nd</sup> level - *woodsword*, *flame blade*, ~~*slow poison*~~, *chant*; 3<sup>rd</sup> level - *cure disease*, *call lightning*; 4<sup>th</sup> level - *cure serious wounds*, *sticks to snakes*.

Mayumi appears to be 8 years old. She is dressed in much simpler attire, without the jewelry; she does, however, carry a large pouch of gems.

Both girls are fun-loving, independent, and heavy drinkers. They aren't yet affected by the alcohol, due to their precast *slow poison* spells. However, they will be affected by the drugs shortly. While they love being adventurers, they secretly miss the comfort of being normal girls.

## Scene 2.5 "Aiming for the Top"

Mina and Serena are here, continuing their search for the perfect husband. Perhaps one of the PCs will fit their criteria!

*A pair of cute young women approach you. They look almost identical in appearance, and wear similar ball gowns. The style of their very long blond hair is the main difference between them; the hair of one hangs straight in back, and the other has her hair in twin ponytails.*

*"We saw you on the dance floor and we were wondering," the one with her hair loose begins, "since you're such a good dancer..."*

*"And you're so good looking!" the other chimes in.*

*"... if you'd like to dance," the first continues, elbowing the other.*

What do they want in a prospective husband? Great looks, charm, strength, a keen mind, wealth, title, property, etc. As they dance, they will ask about these things, and in most cases will leave after one dance, not impressed with the PC.

## Scene 3 "Something's wrong here"

The crowd is just as loud and energetic before, though its energy has been shifted in an undetectable way. Certain people the party may or may not have seen before can be found to be acting differently. By comparing their present actions to their behavior seen before or reported in the Trumpeter, the party may deduce that something strange is going on. For example:

*As the night wears on, most people are showing no signs of wearing out. Among them, curiously, is the priest of Lathandar who opened the ceremonies.*

*For a few people, the party has been too much. They lean against the walls, or sit anywhere where people aren't dancing. Among them is an attractive woman in an orange, yellow, and red skin-tight outfit--the same priestess of Lliira who started the dance! She is sitting in one of the few chairs here, asleep.*

### **Scene 3.1 "Just one dance"**

*Above the din, you hear an unmistakable clanking noise: the sound of plate armor in motion. Looking towards the sound, you see two figures, followers of Helm and Torm respectively, enjoying a dance with two attractive women.*

*After the music stops, the two men thank their dates and return to the wall. They return together, to a large table with both milk and cookies on it.*

If asked about the dance, either man will say he wanted to do one dance. If asked why they are standing guard together now, they will state they both seek to protect the revelers and the milk and cookies, and so should stand guard together.

### **Scene 3.2 "Last chance"**

In the interim, Annie spent a good portion of her savings on some illusionary enhancements to her beauty, to be sure to attract attention to herself.

*Your attention is drawn to the band, whose members have been joined by a beautiful woman in an elegant ball gown. She begins to sing, fitting the words perfectly to the music.*

She is singing Start, a song which is found in the appendix. Sing if you dare!

*A well-dressed nobleman pushes his way to the front of the crowd. "Annie, I love you!" he exclaims. Suddenly, many of the other men in the crowd follow: "We love you! You're wonderful! Sing on!"*

The first man to yell out is none other than Lord Innsbruck, who, for all he claimed, was at least somewhat interested in Annie.

*As she finishes the last word of the song, cheers erupt from many of the onlookers. As she stands, unearthly beauty radiating from her, men reach out to help her down off the stage. She takes no one's arm, instead turning and walking off the back of the stage.*

### **Scene 3.3 "Just want to have fun"**

*As the beautiful red-haired woman sings on stage, the dancing picks up even more. Bodies are bumping into you from all directions. You almost lose your balance as an attractive woman with sandy brown hair bumps into you.*

This person will be recognizable as Lady Innsbruck, dancing with someone other than her husband.

### **Scene 3.4 "I want my mommy!"**

Cassie and Mayumi will go to separate party members.

*Your dancing is interrupted by a light tug at your clothes. You see one of those little girls. She is crying, "I want to go home. I'm tired. I want my mommy!"*

Cassie and Mayumi will act like normal scared girls. After adventuring for so long, they missed living the simple, safe life of normal girls, and they are acting on this secret desire.

However, acting on their requests will reveal some problems. For one, neither girl has a home in the city, nor do they have parents (they actually live on their own in the woods, or stay at an inn in town). If asked questions which lead them to think about it, they will reveal these facts, and be very confused about their feelings.

### **Scene 3.5 "Calling all men"**

*A stream of golden hair hits you as one of those two cute young women spin around in the latest round of dance. The man she's dancing with, however, is somewhere on the other end of the beauty spectrum.*

Here, these two are dancing with the kind of men they normally avoid like the plague.

## **PART 3**

For players who prefer action to roleplaying, the following scenes describe an investigation the party can take to learn about the drugged wine.

## Scene 4 "What's the big deal?"

A small ruckus and rumors floating through the temple might attract the attention of the party, and if not, the nobleman seeking help certainly will. While the ruckus and rumors seem to be different cases, both will lead to the same place.

### Scene 4.1 "There arose such a clatter"

A PC or group of PCs will notice a situation seemingly blown way out of proportion.

*Over the din of the crowd, you hear a loud thud, and the sound of cracking wood. Over by the entrance, a split cask is leaking fine wine over the temple floor. Surrounding the cask are two people, an imposing dark-haired woman, and a cowering young man being berated by her.*

If PCs immediately investigate, they can speak to the woman; otherwise, she will depart. Her name is Riana, and she is an associate of the people contracted to supply the temple with wine for this celebration. She is upset because this buffoon dropped the cask; the company won't get paid for it and more importantly, the people won't get to enjoy the wine the traders specially ordered for the celebration.

While this is true, losing one cask out of the hundreds shouldn't cause her to lose her temper like that. She is actually upset in that the cask was filled with drugged wine, and she wants to be sure the followers of Sune drink enough.

**Riana, hf F/(T)/SpP(Shar):** Stats available in Scene 13 and vary by tier. She is currently under the influence of a potion which prevents mind-reading, ESP, alignment detection, and similar effects from working.

**Garith, hm T1:** AL NG; stats unimportant. Role-playing: He is 16 years old, and trying to make it on his own after losing much of his family during the war. He thinks of himself as a coward and a weakling, and is deathly afraid of screwing up. This delivery job

was one of his best-paying jobs in a long time, and now he's afraid he'll never be hired again.

Before departing, Riana will toss her cloak in anger in Garith's face. He will ask around (starting with anyone who investigated first), looking for anyone who might be a mage, to beg for a *cantrip* spell to clean the cloak (and maybe get back in favor with Riana). Eventually he will reach anyone in the party who looks like they might be a mage (or he will ask someone near one of the party if no one looks the part).

Garith can reveal more details about the job. He was first hired to cart the barrels from the coopers to Riana, meeting her at the merchant district. He was later contacted again to work this night, carting several loads of full casks from the merchant district to the temple. He noticed that he went to different areas in the merchant district for the two jobs; he thought that was odd but didn't dare question the woman.

Garith can provide directions to the cooper (Red Oak Coopers), or their logo can be found burnt into the cask. Information can be found in Scene 5.1.

### Scene 4.2 "I heard a rumor."

*The band takes a breather, fiddling with their instruments and having a few drinks themselves. Conversation soon fills the silence.*

All sorts of interesting rumors fill the air, being spread in the vicinity of the PCs. These mostly concern the latest possible threat to the city, who might be:

- a disgraced knight, thrown out for cowardice, plotting to strike at the leaders of the knights
- a strange cult abducting children for use in its rituals (different people might say that they are worshippers of Loviatar, Malar, Cyric, Sharess....)
- a disreputable adventure, well known for his lecherous behavior, plotting to kidnap the women who spurned his advances
- anything else that the party might be amused by.

Each rumor refers to the staging area of these villains, passed on among those who are adventurers with groans and eyes rolled back: an underground headquarters entered through the sewers, in some alley somewhere in the less reputable part of town. They figure any investigation on their part can wait until after the party.

Further asking around will give more details on the area the party may investigate, a lower-class residential area a notch above Crow's End. This investigation is covered in Scene 6.

### Scene 4.3 "Can't you do something?"

This scene will help get more mercenary parties on the right track.

*As the night's events continue to skew even stranger, you are accosted by a finely-dressed nobleman. "You're adventurers! You've got to be able to do something! I'll give you everything I'm carrying!"*

If asked what he needs, he will point to his wife.

*"Look, she's dancing with some young man! And she won't stop! It must be some foul magic. Find out what!"*

Role-playing: Lord Masterson is a very capable noble who ordinarily sees to most things himself. However, the devastation of the war on his estates and the uncertain future for the nobles under the new Lady Mayor has been stressing him, and he secretly wants someone else to handle things for once.

PCs with Heraldry or Local History, or who are lords of the city, will know how Lord Masterson normally acts.

Lady Masterson, who entered into her arranged marriage at age 16, secretly misses youthful explorations of romantic love, and is acting on those desires now. As with her husband, she is affected by the drugs.

Lord Masterson is carrying 60 pp and 6 1000-gp star sapphires. He will not give any money until the party finds out something.

### Scene 5 "A little legwork"

These scenes cover the leads the party may investigate.

## Scene 5.1 "Red Oak Coopers"

*Red Oak Coopers is located in an unremarkable building in the port district. The storefront is neatly kept, though scraps of wood litter the alleys near the rear of the shop. Strangely, despite the time of night, there is a light inside.*

*Entering, you see a young clerk, dressed in a very nice party dress. She is wringing a now-abused piece of cloth. Her cross expression brightens as you enter. "Great, you're here! I've got your barrels all ready to be delivered to port."*

**Elizabeth, hf 0-level:** Stats unimportant.

Role-playing: Elizabeth will be happy only so long as she thinks the party is who she is waiting for. Once it is revealed that this is not the case, she will be bitter, going off on a tirade ("The night is half-over, everyone in Ravens Bluff is celebrating, and here I am, stuck waiting for people, when I am supposed to be enjoying myself! It's been 5 hours already, and still they haven't shown up. Pretty soon, I won't care how important these shippers are, they're not going to ruin my attempt to participate in the best party of the year." Etc.)

Elizabeth is a clerk, stuck waiting here when she'd rather be partying. An important client's ship is coming in late tonight, delayed by weather and a sea serpent attack, and is in desperate need of new barrels to replace ones lost and damaged. The ship is making an emerging docking in Ravens Bluff before continuing on to Calaunt. Elizabeth happened to be tending the shop, ready to close and head straight to the temple district, when she received a magically-transmitted message from the ship. And so she waits....

Elizabeth will help the party find more information on the order Garith referred to. The wine casks were ordered by someone named Isabella, from Winter Sun Traders, and were scheduled to be picked up. However, she does have a contact address for Isabella, a small home in the same area of town that the rumors in Scene 4.2 pointed to.

### Scene 5.2 "Just chillin'"

*The information in the ledger in the home leads you to a small home, one of many tightly packed in this area. You see an unusual sight for this area, a small garden at the rear of the house. A small wooden*

*plaque engraved with a mortar and pestle is an indication that you're probably in the right place. There is no sign of activity in the home.*

This is both the home and shop of Leylon, the proprietor. He is currently asleep, but can be roused by knocking multiple times and waiting about 5 minutes.

*The door is finally opened by a young man, wearing a comfortable-looking robe. A dreamy look seems permanently etched on his face. "Hey, come in, let's relax. Always glad to have some company to chill with."*

**Leylon, hm 0-level:** Stats unimportant.

Role-playing: He is impossibly relaxed. Nothing bothers him; he never gets worked up about anything. He is very friendly, offering samples of the herbs he grows to demonstrate how wonderful they can be. He sells herbs which help in healing, drawing out poison, curing hangovers, soothing burns, and of course, sleep aids.

If asked about the Arunas root, read on:

*"Yeah, that's great stuff. Perfect for taking the edge off a stressful life, you know? All natural, helps you get to sleep, without any need for spells or the like. It's my favorite. Care for a sample before buying?"*

The sample is more potent than normal. If a PC ingests the herb, he will feel incredibly relaxed, like nothing is worth bothering with. It will hurt focus in combat, eliminating to-hit bonuses and half of damage bonuses (rounded up) due to non-magical Strength and specialization. (Example: A specialized fighter with an 18/01 Strength, normally getting +2/+5 from those, will be reduced to +0/+2.) However, it will give its user an unmodifiable 10% chance to throw off the effects of any mind-affecting spell. These effects last only for this module.

Leylon can confirm that Isabella bought a good supply of Arunas root. He doesn't know what for; he assumed it was to help her relax, as she looked very tense. He doesn't know anything about powdered lapis lazuli.

## Scene 5.3 "Great Scott!"

*You find Lloyd's shop in a two-story building at the edge of the merchant shop. A sign advertises magical*

*reagents and components. There is a light coming from inside.*

Let the party knock on the door.

*After a brief wait, the door is opened by a man covered in fine gray ash. He is not far into middle age, but his hair is completely white, and sticking out in all directions. He looks at you with wild eyes. "My word! What is it?"*

**Lloyd, hm W11:** Stats unimportant. Spells include *teleport* and *wall of force*.

Role-playing: Lloyd is a lot like a mad scientist. He considers himself a magic researcher, who also sells spell components to support his research. He is capable of working through the night on just the thrill of discovery. He cares little for his appearance.

Lloyd's shop is without barriers; tables, shelves, glassware, boxes, crates, barrels, and the like are strewn everywhere in a completely haphazard fashion. There is a cot in one corner. The second story is a proper living area, which he rarely uses.

He remembers every detail about Isabella's purchase of the powdered lapis lazuli—what time of day, how much, what she was wearing, etc. If the party asks, she did not mention why she wanted it, but Lloyd knows the magical properties inherent in lapis lazuli: it is reputed to boost courage and morale.

If the party mentions the combination of powdered lapis lazuli and Arunas root, read on:

*Lloyd's eyes get even wider, and he looks like he was struck by lightning. "Great Scott! Boosting courage and relaxing one's thoughts at the same time! There's no telling what might happen! People would do things without thinking about the consequences. No worries about propriety, or decency; all those barriers come down. My word! What kind of madman would think of that?"*

And that is the essence of the drug: to give people the courage to act on their thoughts while muting any worries about acting in a different fashion than normal.

## Scene 6 "Wrong Side of Town"

Parties may come here looking for Isabella's home, adjacent to the alley described below, or they might be searching the alleys for an entrance to the sewers, to investigate the rumors they heard.

### Scene 6.1 "Man of Shadows"

PCs making a successful Observation check notice this figure on the roof of the building on the right side of an alley; he is idly tossing a dagger in one hand. He will make his presence noted once the party enters the alley, anyway.

*A figure, dressed in black, is barely noticeable on the roof, next to the alley. You catch the faintest glint of steel. "Adventurers, huh? Isn't it dangerous to be walking in this part of town? You never know when some thugs might jump you. You know?"*

Role-playing: Dirk is cocky and completely sure of himself. He enjoys talking, and making the occasional snide comment to those people he doesn't like. Dirk will not take a hostile, confrontational stand; he does not want to engage in combat and will fight only in self defense. He dislikes the good adventurers of Ravens Bluff, for what he perceives as their hypocritical lives. And so he has a plan....

Dirk will claim to just be enjoying the fine night air, contemplating the mysteries of the universe in solitude. In actuality, he was speaking to a mage friend, who teleported to a guard outpost about 10 minutes away. The mage is getting some City Watch members to investigate a disturbance at the party's current location.

Dirk will hint that the inhabitant of the house on the left side of the alley (Isabella's house) is an evil figure. "Wouldn't it be good to find out what she's up to?" he might say. He has no proof of any wrongdoing, but will gladly offer suggestions as to what might be going on. Dirk has a personal hatred of followers of Shar, but would rather turn the party against them than take any actions himself.

**Dirk Ithbreeiur, hm T17:** AL NE; AC -11 (*bracers of defense AC 2, cloak of protection +4, ring of*

*protection +4, Dexterity*); MV 12; hp 90; THAC0 -8 (*long sword +5*) and -7 (*dagger +5*); #AT 2 and 1, Dmg 1-8+19 (*long sword +5, Strength, specialization*) and 1-4+17 (*dagger +5, Strength*); SA backstab x5 damage; SD immune to 1<sup>st</sup>-5<sup>th</sup> level illusions, cloak also functions as a *cloak of displacement* for 1 round's attacks; Str 24, Dex 21, Con 17, Int 23, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Anything: 2 (scarab save: 11)

Magic Items: *long sword +5, dagger +5, cloak of protection +4, ring of protection +4, bracers of defense AC 2, mask of combat* (allows him to fight as a fighter), *scarab of protection, yo-yo of fate* (20 inches), *girdle of storm giant strength, cones of communication*. All stolen from various temples and followers of Tyr. If anyone else holds these items, their owners will come for them and take them back.

Powers granted by Mask: *heal 1/day, teleport without error 1/day, divine non-detection*.

Dirk, a master thief, became a favorite of Mask after a daring theft from a temple of Tyr. He continues to do daring thefts, and Mask approves of the fame his actions bring him.

### Scene 6.2 "Breaking and Entering"

Dirk's goal is to get the party to enter Isabella's home illegally, knowing that the City Watch will arrive soon (fifteen minutes after he starts talking with the party). And so the party may find themselves in a compromising situation....

There is one door to Isabella's home, and windows in front and back. All are locked. The interior consists of two rooms: a main room with chairs, a desk, a fireplace suitable for cooking, and cupboards; and a bedroom with a bed, dresser, washbasin, and chamber pot. In the unlocked, untrapped drawer of the desk is a ledger. Two pages will be of interest to the party; pass out Players' Handout 7. This information will lead the party to Scenes 5.2 and 5.3.

Remember that any open locks or find traps rolls take 1d10 rounds. If the party sought approval for their investigation from a local watch post, there will be no problem. Otherwise, if the party is visibly active in the home when the watch arrives, read on:

*The harsh light of a continual light coin is revealed just outside the home. Blinking into the light, you see two young men, dressed in City Watch*

*uniforms. “Ravens Bluff City Watch, state your business here!”*

Dirk teleports away at this time.

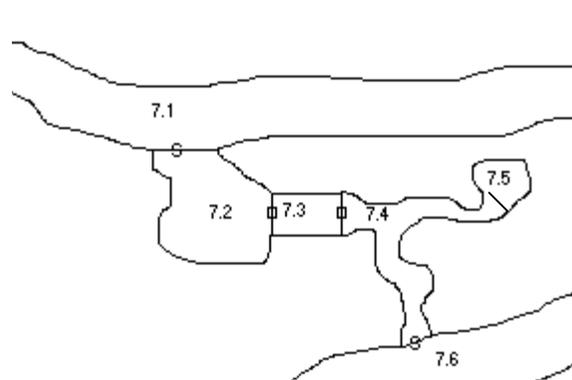
Kersey and Porter are two privates in the City Watch, and are the highest ranking Watch members in the area, the majority of the watch pulling rank and getting off this night to go party. They are concerned about doing everything correctly, by the book; however, they are not completely familiar with the details of the law. Still, they do recognize unauthorized entry as a crime.

It is up to the party how they want to respond. They can claim to be part of a secret investigative force, or to be investigating a crime. The Watch members can be duped, but they will want some kind of evidence to back up such claims. They can admit that they are wrong. The Watch members will take their names and statements, and release them if they put up one-quarter of their magic items as bail (or all their money if they have no magic; otherwise, the module is over for the PCs). Potential punishments are covered in the Conclusion. They can truthfully claim to have authority to investigate, if they can show City Watch credentials and can demonstrate suspicion of a crime going on. This must be something beyond “People at the temple are acting weird.” (“Yeah, they’re drunk, so what?”) The more details of strange behavior, and the more notable the person reported as being drugged, the better. An affected PC also serves as a potential demonstration of the crime going on.

## Scene 7 “Underground Hideout!”

Either by following the rumors, or by investigating the alley, or with noting the last ledger entry, the party will find themselves entering the sewers. Isabella did establish this hideout, but it didn’t suit her needs, and she abandoned it months ago. She wrote that last ledger entry to try to sucker anyone investigating her into following a red herring.

*This alley is filled with a small amount of the debris which normally accumulates in alleys. The edge of a sewer grate is visible. Sighing as the familiar smell reminds you of the inevitable, you give the grate a tremendous heave. With little protest, the grate is dislodged.*



### Area 7.1: Sewer Tunnel

*The foul, muck-filled water slowly flows through the dark sewer. At a slight bend in the tunnel, the muck appears to flow towards the south wall.*

The party will have little trouble finding the secret door.

### Area 7.2: Antechamber

*Pushing the door aside, you enter what appears to be a natural cabin, roughly twenty feet in diameter. A door is visible to the southeast; the words “Sticks and Stones” are painted above the door.*

There is a combination mechanical/magical trap by the door. It will activate when anyone enchanted with *stoneskin* enters the five foot square area in front of the door, flinging darts (five times the tier number) through the room, with a THAC0 of 20. The darts are spread evenly among the PCs. They do 1 hp of damage on a hit, and remove *stoneskins*.

### Area 7.3 Passage

*Beyond the door is a passage little more than five feet wide and eight feet long. The words “The Quick and the Dead” are painted above the door.*

There is a *glyph* trap, cast at Isabella’s mage level (see Scene 14). It is activated when anyone enchanted with *haste* comes within two feet of the door, causing the passage to fill with electricity. All in the passage take the following damage, save for half:

- PC level 1-2: 1d6 damage
- PC level 3-5: 2d8 damage
- PC level 6-7: 3d10 damage
- PC level 8-9: 4d12 damage
- PC level 10-12: 5d12 damage
- PC level 13+: 5d20 damage

#### **Area 7.4: Refuse**

*The floor of this natural passage is covered with thick layers of decaying plant matter and dung. Large mushrooms thrive in the darkness. The odor is easily worse than the sewer.*

There are some creatures waiting to attack here. Roll for surprise; the otyughs are never surprised.

#### **Tier 1 (PC levels 4-13):**

**Immature Otyugh:** Int Average; AL N; AC 3; MV 6; HD 3; hp 14; THAC0 17; #AT 3, Dmg 1-6/1-6/1-2; SA grab, disease; SD never surprised; MR nil; SZ M; ML 14. Save vs. Spells: 16

#### **Tier 2 (PC levels 14-25):**

**Otyugh:** Int Average; AL N; AC 3; MV 6; HD 6; hp 34; THAC0 15; #AT 3, Dmg 1-8/1-8/2-5; SA grab, disease; SD never surprised; MR nil; SZ M; ML 14. Save vs. Spells: 14

#### **Tier 3 (PC levels 26-37):**

**Neo-Otyugh:** Int Average; AL N; AC 0; MV 6; HD 9; hp 66; THAC0 11; #AT 3, Dmg 2-12/2-12/1-3; SA grab, disease; SD never surprised; MR nil; SZ L; ML 17. Save vs. Spells: 11

#### **Tier 4 (PC levels 38-56):**

**Neo-Otyugh:** Int Very; AL N; AC 0; MV 6; HD 12; hp 93; THAC0 9; #AT 3, Dmg 2-12/2-12/1-3; SA grab, disease; SD never surprised; MR nil; SZ L; ML 17. Save vs. Spells: 10

#### **Tier 5 (PC levels 57+):**

**Neo-Otyughs, mated pair (2):** Int Very; AL N; AC 0; MV 6; HD 12; hp 96; THAC0 9; #AT 3, Dmg 2-12/2-12/1-3; SA grab, disease; SD never surprised; MR nil; SZ L; ML 17. Save vs. Spells: 10

Otyughs will smash their opponents with their tentacles. Neo-otyughs will attempt to grab; a PC hit by a tentacle will suffer 2-4 squeezing damage that round and in subsequent rounds, will be used as a shield, bettering the neo-otyugh's AC by 1. Each round, if the neo-otyugh rolls a successful attack versus a grappled PC's AC (without Dexterity bonuses), it has forced the creatures attacking it to hit the grappled PC. A grappled PC may break free by struggling a round and rolling a successful Open Doors check (PCs with an 18 Strength succeed automatically).

#### **Area 7.5: Trapped victim!**

*The battle over, you hear the sound of light tapping on metal, soon turning to pounding. It is coming from that dark tunnel!*

*The tunnel is very narrow, and soon ends in a rusting iron door, closed tight. A rust-tinged screen in a small panel near the top of the door is the only way to see what might be beyond.*

The door can be opened with a successful open doors, or the lock can be picked (with a 20% bonus to the roll).

*A street kid, maybe 8 years old, cowers in one corner of the makeshift cell. "Are they gone?" he squeaks.*

**E.G., hm T2:** Stats unimportant.

E.G. is a street thief and war orphan; his parents were merchants who lost their life in a fire. He is smart, but nosy and annoying. He is fascinated by magic, and will be drawn to mages and thieves in the party.

E.G. will relate his tale, interspersed with hints on how desperate his situation is (he is hoping there are some generous adventurers rescuing him). He had sneaked into Isabella's house, saw the ledger, and wanted to see the magic item in the cell. However, the otyughs tried to attack him, and he fled into the cell, shutting the door and accidentally locking it. He has been there for about 20 hours.

E.G. can tell the party about what's in the ledger. He clearly remembers two entries, a seller of magic reagents named Lloyd, and the apothecary named Leylon (who the older kids say has all sorts of good stuff).

## **PART 4**

The party now knows something is going on, either by having observed the wine's effects on the party-goers, or by learning about the effects of the root and gemstone combination from Lloyd. Just after the PCs returns, or at a suitable break in the party if the PCs never left, Lord Innsbruck makes his distress known.

### **Scene 10 "Kidnapping!"**

This scene occurs around three bells past midnight.

*You hear a loud voice shouting over the general noise of the temple. "Annie? Annie? Oh no, she was taken! She was kidnapped!"*

*Lord Innsbruck stumbles towards you, looking you in the eye. "You're adventurers! You must be able to save my dear Annie!"*

Information Lord Innsbruck can relate:

- He saw a couple of men helping Annie outside to get some fresh air. She had been drinking. But then, she didn't come back, so he figures she must have been kidnapped.
- They left through the front door.
- He didn't get a good look at the men. They were humans, he thinks, dark hair, and not dressed too well.

If his wife is mentioned, Lord Innsbruck will look briefly perplexed, then will go back to worrying about Annie. ("How can you mention anyone else when Annie is in trouble?")

If the party asks around, they can hear rumors of some Sunites leaving the celebration with an unidentified man.

## Scene 11 "Roll Out the Barrel"

*As you leave the temple of Lliira, you hear a drunken chorus from up ahead. Soon, one of the voices is replaced by an anguished scream.*

*Rounding the corner, you see a towns person lying under a heavy keg. Another is trying to lift the barrel off of him, while nearby four others are singing raucously and chugging from clay mugs.*

The drunkards saw several of the Sunites leaving, and decided to follow them, bringing the party with them. However, they lack the coordination or intelligence in their current inebriated state to move a heavy keg.

Answers to PC questions:

Where are you going?

*"We's shaw all zhese pretty Soon-hic-Sunites going off to their own party, and we's want to go party wish zem! So we brought sum-hic-someshing to shpice up zhe party!"*

Where did they go?

*"Down to zhe ware-hic-warehouse dishtrict! I bet's zhere's lots of wild parties zhere!"*

Who did you see going there?

*"Zhese are zhese two pretties, wish real red hair, and they were wish zhis one guy. Zhat's good odds for us! Zhen zhere wazh zhis pretty one, who wazh real drunk, and two guys were helping her walk! That's defin-hic-definitely a party we's don't want to mish!"*

What did those two guys look like?

*"Aw, zhem's nothing compared to us! Zhey weren't shtuds like us!"*

(Further pressing for details will get that they did have dark hair.)

Of course, helping get the barrel off the poor drunk guy would be a very nice thing to do. The barrel contains more of the drugged wine from the temples.

## Scene 12 "Temptation I"

*"There are too many prostitutes in Ravens Bluff."*

—Elizabeth Licholai

The journey to the warehouse district takes about 10 minutes.

*Walking through the shadowy streets, dark from the moonless night, you finally reach the warehouse district. The light from the lighthouse in the nearby harbor shines down in patches among the tall buildings. Taking full advantage of one of the illuminated areas is a buxom, raven-haired young human woman, dressed in a black and purple outfit even more revealing than the ones you saw frequently at the celebration. She smiles as you approach.*

This is Chantree, a follower of Sharess brought into Shar's fold. She knows everything of what is going on with the corruption of the Sunites. Her role is to stop or delay any adventurers who may be getting too close, and if she can have a little fun while doing so, all the better.

Chantree will first target handsome swashbuckler-type men with her attentions, but will attempt to interest anyone, even women, for a few hours of fun (just perfect for keeping the party from saving the Sunites). Her rates are reasonable for what the PC can pay.

If she gets any party member into her room (at an inn down the street), she will do just about anything the PC wants, for as long as she can get away with. Be mindful of younger gamers at your table or nearby! She will not attack any PC while vulnerable unless that PC is a follower of Selune or Sune.

She will also be willing to reveal where it was that the Sunites were heading, for a fee (100 gp per tier). She will lie and tell the party the location of the ambush in the next scene. If she notices a follower of Tyr, she will phrase her response like, "They could be at..." so as to not technically lie.

When the party leaves, she will summon a *creature of darkness* to follow them. This being will alert either of the groups in the next two scenes of the party's arrival, if the party gets there within the seven minute duration of the spell.

**Chantreeé, hf SpP(Sharess/Shar)7:** Int Highly; AL NE; AC 6 (Dexterity); MV 12; hp 20+5 per tier; THAC0 15; #AT 1, Dmg 2-5 (dagger); SA spells; SD spells; Str 17, Dex 18, Con 11, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 13. Save vs. Spells: 12

Granted powers: *darkness* four times per day; *blindness*, *continual darkness*, *forget* once per day; +1 to hit, damage, and saves in darkness (not included above).

Spells: 4th level - *creature of darkness*; others as you see fit (see Scene 13 for suggestions).

## Scene 13 "A False Rescue Mission"

Chantreeé's directions lead the party to an abandoned warehouse near the docks. The journey takes three minutes. Herein does not lie the party's goal.

*You approach a run-down warehouse at the edge of the wharf district. Several planks are cracked, warped, or missing completely. The large wooden doors are slightly open, a rusted chain lying in a pile by the ground.*

If the party creeps up to peek in, read on:

*Looking through the cracks, you see two red-haired women inside. They sit tied to chairs, their heads slumped forward. They do not appear to be moving.*

This is an illusion, and parties can try to disbelieve if they state a reason. If the illusion is disbelieved, the warehouse will appear to be totally empty.

Hiding inside, cloaked by the darkness and shadows, are a number of enemy thugs. When the party gets fully into the warehouse (30 feet wide, 40 feet long, 20 foot ceiling), they will attack. All can see perfectly well in the darkness which permeates the building (caused by their at-will powers; for dispelling purposes there are as many *darkness* spells cast upon the center of the warehouse floor as the enemies can cast).

If the party makes noise or otherwise makes their presence known, the enemies precast as many spells as they can. The *creature of darkness* may also alert the enemies and allow them to start precasting their spells.

### Tier 1 (PC levels 4-13):

**Kaeli, hf SpP(Shar)3:** Int Highly; AL NE; AC 5 (chain); MV 9; hp 14; THAC0 18; #AT 1, Dmg 4-9 (mace, Strength); SA spells; SD spells; Str 17, Dex 13, Con 11, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 15. Save vs. Spells: 15

Granted powers: *darkness* two times per day; *blindness* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good*, *command* x2, *bless*; 2nd level - *heat metal*, *silence 15' radius*, *aid*.

**Riana, Terrina, Kerrita, hf F1/SpP(Shar)2:** Int Highly; AL NE; AC 5 (chain); MV 9; hp 12; THAC0 18; #AT 1, Dmg 3-10 (long sword, Strength); SA spells; SD spells; Str 17, Dex 13, Con 13, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 15

Granted powers: *darkness* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good*, *command* x2, *bless*.

### Tier 2 (PC levels 14-25):

**Kaeli, hf SpP(Shar)7:** Int Highly; AL NE; AC 2 (chain, Dexterity); MV 9; hp 38; THAC0 14; #AT 1, Dmg 5-10 (mace, Strength) or 2-8 (*darkbolt*); SA spells; SD spells; Str 18, Dex 17, Con 15, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 15. Save vs. Spells: 11

Granted powers: *darkness* four times per day; *blindness* once per day; *continual darkness* once per day; *forget* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good*, *command* x2, *bless*, *cure light wounds*; 2nd level - *heat metal*,

*silence 15' radius, aid, hold person x2; 3rd level - protection from fire, emotion control (courage), prayer; 4th level - free action, darkbolt.*

**Riana, Terrina, Kerrita, hf F3/SpP(Shar)4:** Int Highly; AL NE; AC 2 (chain, Dexterity); MV 9; hp 39; THAC0 15; #AT 1, Dmg 5-12 (long sword, Strength); SA spells; SD spells; Str 18/71, Dex 17, Con 16, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 13

Granted powers: *darkness* twice per day; *blindness* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - protection from good, command x2, bless, cure light wounds; 2nd level - hold person x2, silence 15' radius, aid.

### **Tier 3 (PC levels 26-37):**

**Kaeli, hf SpP(Shar)9:** Int Highly; AL NE; AC 0 (chain, shield, Dexterity); MV 9; hp 63; THAC0 14; #AT 1, Dmg 5-10 (mace, Strength) or 2-8 (*darkbolt* or *whip of Shar*); SA spells; SD spells; Str 18, Dex 18, Con 16, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 15. Save vs. Spells: 11

Granted powers: *darkness* five times per day; *blindness* once per day; *continual darkness* once per day; *forget* once per day; *nightmare* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good, command x2, bless, cure light wounds x2*; 2nd level - *heat metal, silence 15' radius x2, aid, hold person x2*; 3rd level - *protection from fire, emotion control (courage), prayer, whip of Shar*; 4th level - *free action, darkbolt, protection from lightning*; 5th level - *slay living*.

**Riana, Terrina, Kerrita, hf F4/T5/SpP(Shar)6:** Int Highly; AL NE; AC 0 (chain, Dexterity, *armor of darkness*); MV 9; hp 48; THAC0 14 (long sword) and 16 (short sword); #AT 2, Dmg 6-13 (long sword, Strength) and 6-11 (short sword, Strength) or 2-8 (*whip of Shar*); SA spells, backstab x3 damage; SD spells; Str 18/81, Dex 18, Con 16, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 13

Move Silently and Hide in Shadows: 95%

Granted powers: *darkness* three times per day; *blindness* once per day; *continual darkness* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good, command x2, bless, cure light wounds*; 2nd level - *hold person x2, silence 15' radius x2, aid*; 3rd level - *emotion control (courage), whip of Shar, armor of darkness*.

### **Tier 4 (PC levels 38-56):**

**Kaeli, hf F7/SpP(Shar)12:** Int Highly; AL NE; AC -3 (chain, shield, Dexterity, *armor of darkness*); MV 9; hp 88; THAC0 11; #AT 3/2, Dmg 7-12 (mace, Strength) or 2-8 (*darkbolt* or *whip of Shar*); SA spells; SD spells; Str 18/56, Dex 18, Con 18, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 15. Save vs. Spells: 10

Granted powers: *darkness* six times per day; *blindness* once per day; *continual darkness* twice per day; *forget* once per day; *nightmare* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good, command x2, bless, cure light wounds x3, endure cold*; 2nd level - *heat metal, silence 15' radius x2, aid, hold person x3*; 3rd level - *protection from fire, emotion control (courage) x2, prayer, whip of Shar, armor of darkness*; 4th level - *free action, darkbolt, protection from lightning, mental domination*; 5th level - *slay living, memory wrack*; 6th level - *reverse time, blade barrier*.

**Riana, Terrina, Kerrita, hf F7/T7/SpP(Shar)8:** Int Highly; AL NE; AC -1 (chain, Dexterity, *armor of darkness*); MV 9; hp 68; THAC0 10 (long sword) and 12 (short sword); #AT 5/2, Dmg 8-15 (long sword, Strength) and 8-13 (short sword, Strength) or 2-8 (*whip of Shar* or *darkbolt*); SA spells, backstab x3 damage; SD spells; Str 18/00, Dex 18, Con 16, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 11

Move Silently and Hide in Shadows: 95%

Granted powers: *darkness* four times per day; *blindness* once per day; *continual darkness* once per day; *forget* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good, command x2, bless, cure light wounds*; 2nd level - *hold person x2, silence 15' radius x2, aid*; 3rd level - *emotion control (courage), whip of Shar, armor of darkness, protection from fire*; 4th level - *free action, protection from lightning, darkbolt*.

**Spectre:** Int Highly; AL LE; AC -1 (*armor of darkness*); MV 15, Fl 30 (B); HD 7+3; hp 56; THAC0 13; #AT 1, Dmg 1-8; SA drain 2 levels; SD immune to sleep, charm, hold, cold, poison, paralysis, +1 or better weapon to hit; MR as per SD; SZ M; ML 15. Save vs. Spells: 13

This spectre has been summoned by and is under the control of Kaeli. She will have it stay in the background until the PCs are occupied, then send it to strike with surprise and from behind, if possible. Shar has granted the spectre protection from *armor of darkness* as if Kaeli had cast it.

### **Tier 5 (PC levels 57+):**

**Kaeli, hf F10/SpP(Shar)14:** Int Highly; AL NE; AC -3 (chain, shield, Dexterity, *armor of darkness*); MV 9; hp 131; THACO 7; #AT 3/2, Dmg 9-14 (mace, Strength) or 2-8 (*darkbolt* or *whip of Shar*); SA spells; SD spells; Str 18/00, Dex 18, Con 18, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 15. Save vs. Spells: 9, Save vs. Paralysis: 4

Granted powers: *darkness* seven times per day; *blindness* once per day; *continual darkness* twice per day; *forget* once per day; *nightmare* once per day; *shadow door*, *veil*, or *eyebite* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good*, *command* x2, *bless*, *cure light wounds* x3, *endure cold*; 2nd level - *heat metal* x2, *silence 15' radius* x2, *aid*, *hold person* x3; 3rd level - *protection from fire*, *emotion control (courage)* x2, *prayer*, *whip of Shar* x2, *armor of darkness*; 4th level - *free action*, *darkbolt*, *protection from lightning*, *mental domination* x3; 5th level - *slay living*, *memory wrack*, *repeated action*; 6th level - *reverse time*, *blade barrier*; 7th level - *unholy word*.

**Riana, Terrina, Kerrita, hf F8/T9/SpP(Shar)10:** Int Highly; AL NE; AC -1 (chain, Dexterity, *armor of darkness*); MV 9; hp 88; THACO 9 (long sword) and 11 (short sword); #AT 5/2, Dmg 8-15 (long sword, Strength) and 8-13 (short sword, Strength) or 2-8 (*whip of Shar* or *darkbolt*); SA spells, backstab x4 damage; SD spells; Str 18/00, Dex 18, Con 18, Int 13, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 10

Move Silently and Hide in Shadows: 95%

Granted powers: *darkness* five times per day; *blindness* once per day; *continual darkness* twice per day; *forget* once per day; *nightmare* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good*, *command* x2, *bless*, *cure light wounds* x2; 2nd level - *hold person* x3, *silence 15' radius* x2, *aid*; 3rd level - *emotion control (courage)*, *whip of Shar*, *armor of darkness*, *protection from fire*; 4th level - *free action*, *protection from lightning*, *darkbolt*, *mental domination*; 5th level - *slay living*, *repeated action*.

**Spectres (2):** Int Highly; AL LE; AC -1 (*armor of darkness*); MV 15, Fl 30 (B); HD 7+3; hp 56; THACO 13; #AT 1, Dmg 1-8; SA drain 2 levels; SD immune to sleep, charm, hold, cold, poison, paralysis, +1 or better weapon to hit; MR as per SD; SZ M; ML 15. Save vs. Spells: 13

These spectres have been summoned by and are under the control of Kaeli. She will have them stay in the background until the PCs are occupied, then send them to strike with surprise and from behind, if possible. Shar has granted the spectres protection from *armor of darkness* as if Kaeli had cast it.

Tactics: Cast precast spells as the PCs dawdle or prepare themselves; begin with AC-improving spells, then *emotion control*, then *prayer* or *bless*, then other protection magic. Have Kaeli attempt to turn any paladins in the party, particularly those wielding holy swords. Cast *blade barrier* horizontally, at a height of 2.5 feet, over the 30'x20' area which leaves a horseshoe area 10' wide in which the NPCs can cast spells safely. Cast *reverse time* on a PC which has succeeded in doing a lot of damage, then attack with surprise using thieves and spectres. *Forget* can also be used to get surprise.

After the combat, the PCs find one item of interest, a scrap of parchment on Kaeli's body with "Mermaid's Kiss" and "30 minutes after dawn" written on it. The Mermaid's Kiss is a trading ship docked in the Ravens Bluff port; a PC in the Harbor Patrol or with Seamanship or Navigation would recognize the ship's name. A successful local history roll will reveal this information as well. It's up to them to go to the true location of the missing Sunites and Annie.

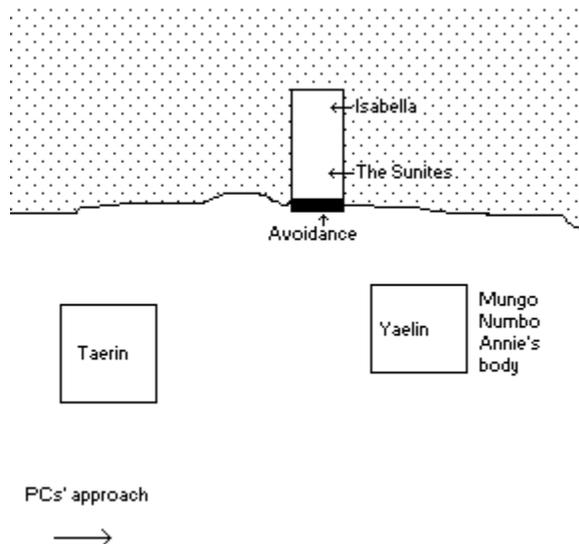
## **Scene 14 "Temptation II"**

The *Mermaid's Kiss* can be found at the docks; it is a five minute walk from Chantree's area or a three minute walk from the previous scene. The two Sunites and Isabella, the priestess of Shar responsible for the coercion attempt, are standing at the next pier past the Mermaid's Kiss; the pier is 10' by 20' and juts out into the harbor. The others hide behind shacks or on the rooftops, in shadows, and generally out of the way.

*Your investigation brings you to the docks. At first, the area seems completely devoid of action. Then, the light from the lighthouse briefly illuminates three figures standing on a pier just beyond a docked merchant ship. The red hair and striking beauty of the two facing out to sea are unmistakable. The third figure, looking towards land, seems to remain cloaked in darkness; her actions are barely visible. You can tell, however, that the two red-haired figures look to be imitating the actions of the third figure.*

Here Isabella is engaging the Sunites in a ritual which, come dawn, will corrupt them to the worship of Sharess, a small step towards making Shar more powerful relative to Sune.

The final battle commences here, and both sides should be expecting combat. The enemy should not be surprised, especially if the *creature of darkness* alerted Isabella.



### **Tier 1 (PC levels 4-13):**

**Isabella, hef W(E)3/SpP(Shar)3:** Int Highly; AL NE; AC 4 (*bracelets of beauty's defense*); MV 12; hp 14; THAC0 18; #AT 1, Dmg 4-9 (mace, Strength); SA spells; SD spells, 30% resistant to sleep and charm; Str 17, Dex 13, Con 13, Int 16, Wis 18, Cha 16; MR nil; SZ M; ML 12. Save vs. Spells: 11 (10 versus enchantment/charm spells)

Magic Items: *amethyst of abjuration, emerald of enchantment, bracelets of beauty's defense*

Granted powers: *darkness* twice per day; *blindness* once per day; +1 to hit, damage, and saves in darkness (included above).

Priest Spells: 1st level - *protection from good, command x2, bless*; 2nd level - *heat metal, silence 15' radius, hold person*.

Wizard Spells: 1st level - *grease, burning hands, sleep*; 2nd level - *scare, ray of enfeeblement*.

**Mungo and Numbo, hem F1:** Int Average; AL NE; AC 4 (chain, shield); MV 9; hp 7; THAC0 18; #AT 3/2, Dmg 4-11 (long sword, specialization, Strength); SA nil; SD 30% resistant to sleep and charm; Str 17, Dex 13, Con 13, Int 10, Wis 12, Cha 10; MR nil; SZ M; ML 12. Save vs. Spells: 16

**Taerin and Yaelin, hem W(T)2:** Int Genius; AL NE; AC 6 (*armor* spell, 11 points); MV 12; hp 7; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA spells, SD spells, 30% resistant to sleep and charm; Str 10, Dex 13, Con 13, Int 18, Wis 13, Cha 12; MR nil; SZ M; ML 12. Save vs. Spells: 12 (11 versus Alteration spells)

Spells: 1st level - *magic missile, burning hands*.

### **Tier 2 (PC levels 14-25):**

**Isabella, hef W(E)5/SpP(Shar)5:** Int Highly; AL NE; AC 2 (*bracelets of beauty's defense, Dexterity*); MV 12; hp 34; THAC0 16; #AT 1, Dmg 4-9 (mace, Strength); SA spells; SD spells, 30% resistant to sleep and charm, active *protection from fire* spell; Str 17, Dex 16, Con 15, Int 16, Wis 18, Cha 16; MR nil; SZ M; ML 12.

Save vs. Spells: 11 (10 versus enchantment/charm spells)

Magic Items: *amethyst of abjuration, emerald of enchantment, bracelets of beauty's defense*

Granted powers: *darkness* three times per day; *blindness* once per day; *continual darkness* once per day; +1 to hit, damage, and saves in darkness (included above).

Priest Spells: 1st level - *protection from good, command x2, bless, cure light wounds*; 2nd level - *heat metal, silence 15' radius, hold person x2, aid*; 3rd level - *protection from fire, prayer*.

Wizard Spells: 1st level - *grease, burning hands, sleep, enlarge, taunt*; 2nd level - *scare, ray of enfeeblement, Tasha's uncontrollable hideous laughter*; 3rd level - *suggestion, #y*.

**Mungo and Numbo, hem F3:** Int Average; AL NE; AC 0 (splint, shield, Dexterity); MV 9; hp 23; THAC0 16; #AT 3/2, Dmg 6-13 (long sword, specialization, Strength); SA nil; SD 30% resistant to sleep and charm; Str 18/03, Dex 16, Con 16, Int 10, Wis 14, Cha 10; MR nil; SZ M; ML 12. Save vs. Spells: 14

**Taerin and Yaelin, hem W(T)4:** Int Genius; AL NE; AC 4 (*armor* spell, 13 points, Dexterity); MV 12; hp 19; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells, SD spells, 30% resistant to sleep and charm; Str 10, Dex 16, Con 15, Int 18, Wis 16, Cha 12; MR nil; SZ M; ML 12. Save vs. Spells: 12 (11 versus Alteration spells)

Spells: 1st level - *magic missile, enlarge, burning hands, color spray*; 2nd level - *Aganazzar's scorcher, levitate, detect invisibility* (one), *glitterdust* (other).

### **Tier 3 (PC levels 26-37):**

**Isabella, hef W(E)7/SpP(Shar)7:** Int Genius; AL NE; AC 0 (*bracelets of beauty's defense*, Dexterity); MV 12; hp 51; THAC0 14; #AT 1, Dmg 4-9 (mace, Strength); SA spells; SD spells, 30% resistant to sleep and charm, *stoneskin* (6 hits), active *protection from fire* and *protection from lightning* spells; Str 17, Dex 18, Con 16, Int 17, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 9 (8 versus enchantment/charm spells)

Magic Items: *amethyst of abjuration*, *emerald of enchantment*, *bracelets of beauty's defense*

Granted powers: *darkness* four times per day; *blindness* once per day; *continual darkness* once per day; *forget* once per day; +1 to hit, damage, and saves in darkness (included above).

Priest Spells: 1st level - *protection from good*, *command*, *bless*, *cure light wounds* x2; 2nd level - *heat metal*, *silence 15' radius*, *hold person* x2, *aid*; 3rd level - ~~*protection from fire*~~, *prayer*, *emotion control (courage)*; 4th level - ~~*protection from lightning*~~, *darkbolt*.

Wizard Spells: 1st level - *grease*, *burning hands*, *sleep*, *enlarge*, *taunt*; 2nd level - *scare*, *ray of enfeeblement*, *Tasha's uncontrollable hideous laughter*, *levitate*; 3rd level - *suggestion* x2, ~~*fly*~~; 4th level - *polymorph other*, *fumble*.

**Mungo and Numbo, hem F6:** Int Average; AL NE; AC -3 (full plate, Dexterity); MV 9; hp 65; THAC0 11 (long sword) and 14 (short sword); #AT 3/2 (long sword) and 1 (short sword), Dmg 7-14 (long sword, specialization, Strength) and 5-12 (short sword, Strength); SA nil; SD 30% resistant to sleep and charm, *stoneskin* (6 hits); Str 18/52, Dex 18, Con 18, Int 10, Wis 16, Cha 10; MR nil; SZ M; ML 12. Save vs. Spells: 12

Granted powers: +1 to hit, damage, and saves in darkness (included above).

**Taerin and Yaelin, hem W(T)7:** Int Genius; AL NE; AC 2 (*armor* spell, 15 points, Dexterity); MV 12; hp 38; THAC0 17; #AT 1; Dmg 2-5 (dagger); SA spells, SD spells, 30% resistant to sleep and charm, *stoneskin* (8 hits); Str 10, Dex 18, Con 16, Int 18, Wis 18, Cha 14; MR nil; SZ M; ML 12. Save vs. Spells: 11 (10 versus Alteration spells)

Granted powers: +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *magic missile* x2, *enlarge*, *burning hands*, *color spray*; 2nd level - *Aganazzar's scorcher* x2, *levitate*, ~~*detect invisibility*~~ (one), *glitterdust* (other); 3rd level - ~~*fly*~~, *lightning bolt*, *haste*

(one), *slow* (other); 4th level - ~~*improved invisibility*~~, *fumble*.

### **Tier 4 (PC levels 38-56):**

**Isabella, hef W(E)10/SpP(Shar)9:** Int Genius; AL NE; AC 0 (*bracelets of beauty's defense*, Dexterity); MV 12; hp 77; THAC0 14; #AT 1, Dmg 5-10 (mace, Strength); SA spells; SD spells, 30% resistant to sleep and charm, *stoneskin* (8 hits), active *protection from fire* and *protection from lightning* spells; Str 18, Dex 18, Con 16, Int 18, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 9 (8 versus enchantment/charm spells)

Magic Items: *amethyst of abjuration*, *emerald of enchantment*, *bracelets of beauty's defense*

Granted powers: *darkness* five times per day; *blindness* once per day; *continual darkness* once per day; *forget* once per day; *nightmare* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good*, *command* x2, *bless*, *cure light wounds* x2; 2nd level - *heat metal*, *silence 15' radius* x2, *aid*, *hold person* x2; 3rd level - ~~*protection from fire*~~, *emotion control (courage)*, *prayer*, *whip of Shar*; 4th level - *free action*, *darkbolt*, ~~*protection from lightning*~~; 5th level - *slay living*.

Wizard Spells: 1st level - *grease*, *burning hands*, *sleep*, *enlarge*, *taunt*; 2nd level - *scare*, *ray of enfeeblement*, *Melf's acid arrow*, *Tasha's uncontrollable hideous laughter*, *levitate*; 3rd level - *suggestion* x2, *flame arrow*, ~~*fly*~~; 4th level - *polymorph other*, *fumble*, *improved invisibility*; 5th level - ~~*chaos*~~, ~~*avoidance*~~ (precast on a plank at the border of the pier with land), *feeblemind*.

**Mungo and Numbo, hem F8:** Int Average; AL NE; AC -3 (full plate, Dexterity); MV 9; hp 91; THAC0 8 (long sword) and 11 (short sword); #AT 2 (long sword) and 1 (short sword), Dmg 10-17 (long sword, specialization, Strength) and 8-13 (short sword, Strength); SA nil; SD 30% resistant to sleep and charm, *stoneskin* (8 hits); Str 18/00, Dex 18, Con 18, Int 10, Wis 18, Cha 10; MR nil; SZ M; ML 12. Save vs. Spells: 10

Granted powers: +1 to hit, damage, and saves in darkness (included above).

**Taerin and Yaelin, hem W(T)10:** Int Genius; AL NE; AC 2 (*armor* spell, 18 points, Dexterity); MV 12; hp 52; THAC0 16; #AT 1; Dmg 2-5 (dagger); SA spells, SD spells, 30% resistant to sleep and charm, *stoneskin* (8 hits); Str 10, Dex 18, Con 16, Int 18, Wis 18, Cha 15; MR nil; SZ M; ML 12. Save vs. Spells: 9 (8 versus Alteration spells)

Granted powers: +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *magic missile* x2, *enlarge, burning hands, color spray*; 2nd level - *Aganazzar's scorcher* x3, *levitate*, ~~*detect invisibility*~~ (one), *glitterdust* (other); 3rd level - ~~*fly*~~, *lightning bolt, flame arrow, haste* (one), *slow* (other); 4th level - ~~*improved invisibility*~~, *fumble, wall of ice*; 5th level - *wall of force, transmute rock to mud, cone of cold*.

### **Tier 5 (PC levels 57+):**

**Isabella, hef W(E)14/SpP(Shar)14:** Int Genius; AL NE; AC 0 (*bracelets of beauty's defense*, Dexterity); MV 12; hp 87; THAC0 10; #AT 1, Dmg 5-10 (mace, Strength); SA spells; SD spells, 30% resistant to sleep and charm, *stoneskin* (10 hits), active *protection from fire* and *protection from lightning* spells; Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18; MR nil; SZ M; ML 12. Save vs. Spells: 7 (6 versus enchantment/charm spells)

Magic Items: *amethyst of abjuration, emerald of enchantment, bracelets of beauty's defense*.

Granted powers: *darkness* seven times per day; *blindness* once per day; *continual darkness* twice per day; *forget* once per day; *nightmare* once per day; *shadow door, veil, or eyebite* once per day; +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *protection from good, command* x2, *bless, cure light wounds* x3, *endure cold*; 2nd level - *heat metal* x2, *silence 15' radius* x2, *aid, hold person* x3; 3rd level - ~~*protection from fire*~~, *emotion control (courage)* x2, *prayer, whip of Shar* x2, *armor of darkness*; 4th level - *free action, darkbolt, ~~protection from lightning~~, mental domination* x3; 5th level - *slay living, memory wrack, repeated actions*; 6th level - *reverse time, disbelief*; 7th level - *unholy word*.

Wizard Spells: 1st level - *grease, burning hands* x2, *sleep, enlarge, taunt*; 2nd level - *scare, ray of enfeeblement* x2, *Melf's acid arrow, Tasha's uncontrollable hideous laughter, levitate*; 3rd level - *suggestion* x2, *flame arrow* x2, *slow, ~~fly~~*; 4th level - *polymorph other, fumble, greater malison, improved invisibility, minor globe of invulnerability*; 5th level - *chaos, ~~avoidance~~* (precast on a plank at the border of the pier with land), *feeblemind* x2, *ironguard*; 6th level - *death fog, Forest's fiery constrictor, mass suggestion*; 7th level - *power word, stun, charm plants*.

**Mungo and Numbo, hem F13:** Int Average; AL NE; AC -3 (full plate, Dexterity); MV 9; hp 133; THAC0 3 (long sword) and 6 (short sword); #AT 5/2 (long sword) and 1 (short sword), Dmg 10-17 (long sword, specialization, Strength) and 8-13 (short sword,

Strength); SA nil; SD 30% resistant to sleep and charm, *stoneskin* (10 hits); Str 18/00, Dex 18, Con 18, Int 10, Wis 18, Cha 10; MR nil; SZ M; ML 12. Save vs. Spells: 7

Granted powers: +1 to hit, damage, and saves in darkness (included above).

**Taerin and Yaelin, hem W(T)13:** Int Genius; AL NE; AC 2 (*armor* spell, 21 points, Dexterity); MV 12; hp 61; THAC0 16; #AT 1; Dmg 2-5 (dagger); SA spells, SD spells, 30% resistant to sleep and charm, *stoneskin* (10 hits); Str 10, Dex 18, Con 16, Int 18, Wis 18, Cha 15; MR nil; SZ M; ML 12. Save vs. Spells: 7 (6 versus Alteration spells)

Granted powers: +1 to hit, damage, and saves in darkness (included above).

Spells: 1st level - *magic missile* x3, *enlarge, burning hands, color spray*; 2nd level - *Aganazzar's scorcher* x3, *Melf's acid arrow, levitate, ~~detect invisibility~~* (one), *glitterdust* (other); 3rd level - ~~*fly*~~, *lightning bolt* x2, *flame arrow* x2, *haste* (one), *slow* (other); 4th level - ~~*improved invisibility*~~, *fumble, wall of ice, fire shield, thunder lance*; 5th level - *wall of force, transmute rock to mud, cone of cold* x2, *Bigby's interposing hand*; 6th level - *death fog, disintegrate, true seeing*.

Tactics: As the party approaches, one of the mages, hidden on a nearby roof, spots the party and signals his friend. Then they begin casting spells (assuming a high enough tier):

Round 1: Both cast *improved invisibility*.

Round 2: The party is within sight of Isabella. One casts *haste* on Mungo and Numbo (who are hidden behind a building), and the other (flying far above) casts *slow* on the party.

Round 3: Initiative. Mungo and Numbo come out and attack. Isabella abandons her ritual with the Sunites, takes to the air, and either turns paladins in the party or casts *emotion control*. The mages circle the perimeter of the battlefield, far above, casting *fumble* on non-slowed PCs, area effect spells, or defensive spells as appropriate.

Round 4 and beyond: Cast spells and fight as appropriate. All 3 spellcasters are in the air. Isabella may wish to cast *improved invisibility*.

This final battle is meant to be dangerous for any group of PCs; feel free to tone down the tactics or drop the party a tier if they are not that powerful.

## Conclusion

*The battle over, the two beautiful Sunites get back up. They look around the vicinity, quite perplexed. "Wha... what were we just doing?" one asks the other. "It felt like the right thing to do, but... why?"*

After enough discussion with the party, the Sunites (Jalinda and Mindara) will recall they finally acted upon their deep, secret desires to join the followers of Sharess in worship. A search of the bodies here, with their holy symbols of Shar, will show all how close they were to being tricked into hurting Sune's faith.

Annie can be found behind a nearby shack, bound and unconscious. She can be revived easily.

Searching the bodies, the party can recover a total of 180 gp, a 500 gp ruby, an 800 gp sapphire, a 1200 gp diamond, and the enemies' equipment and unused spell components. The PCs can find Isabella's *bracelets of beauty's defense* and two magical gems.

The party will be summoned to the temple of Sune the next morning (well, after the clergy wakes up, which will be more like early afternoon). Read on:

*You are greeted by Alain Hierith, a very handsome heartwarrior. His red robes highlight a well-muscled frame, and his long chestnut hair shows not the slightest hint of grey. Yet you suspect he is far older than he appears.*

*"Ah, welcome, friends," he begins. "You have done the temple a great favor by preventing Jalinda and Mindara from being corrupted. It seems that the exquisite wine at our wonderful celebration had been horridly drugged, and all sorts of people had been acting on suppressed desires. I fear that by dawn, it would have been too late to save these young heartwarders.*

*"Remember always Sharess' past. Shar wooed Sharess and her faithful, offering a darker pleasure. Only intervention by Sune herself served to break this link, and while Shar was unsuccessful in assuming the powers of Sharess, many worshippers had already been forever lost to the Dark Dancer.*

Some PCs may wish to collect the payment promised them by Lord Masterson in Scene 4.3, after they finish investigating. By that time, he will be recovered from the effects of the drug. He will protest vehemently, arguing that he would never make that offer normally, and that he was drugged. If the party insists, he will ask each PC if they think he should reward them, if

they think it is fair. He will divide the money among those players who insist on payment. Note who accepts payment; these PCs will receive an Infamy point in Upper Class for taking advantage of a drugged nobleman.

For PCs arraigned on charges of breaking and entering, their trials will be the next day. Due to the serious crimes being investigated, the punishment for breaking and entering will be lessened, but the judge will point out that all punishment could have been avoided by seeking the assistance of the City Watch. The punishment will be a 1,000 gp fine or one month in the Comptor. All arraigned receive an Infamy point in City Watch.

**So ends Annie Would I Lie To You.**

## 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.

### PART 2

#### Scene 3

Realizing PCs or NPCs seen acting strangely	25 xp
Figuring out why	25 xp
Roleplaying	0-300 xp

### PART 3

#### Scene 4

Getting information from Garith	25 xp
---------------------------------	-------

### Scene 5

Getting information from Elizabeth	25 xp
Learning about Arunas root	25 xp
Learning about powdered lapis lazuli	25 xp
Learning how the drug works	50 xp

### Scene 7

Defeating the otyughs	100 xp
Rescuing E.G.	25 xp

### PART 4

### Scene 11

Getting information from the drunks	25 xp
-------------------------------------	-------

### Scene 12

Not getting sidetracked by Chantree	25 xp
-------------------------------------	-------

### Scene 13

Defeating the ambush	150 xp
-or-	
Avoiding the ambush	200 xp

### Scene 14

Defeating Isabella and her followers	100 xp
Rescuing the Sunites in time	100 xp

Total Experience for Objectives (2,4)*:	800 xp
Total Experience for Objectives (3,4)*:	725 xp
Roleplaying Experience:	0-250 xp

\*The party gets the experience from Part 4 and the experience either from Part 2 or Part 3, whichever is higher, and not both. The smaller total is for Parts 3 and 4.

<b>Total Possible Experience:</b>	<b>1,050/975 xp</b>
For Tier 2:	2,100/1,950 xp
For Tier 3:	3,150/2,925 xp
For Tier 4:	4,200/3,900 xp
For Tier 5:	5,250/4,875 xp

In addition, any PC who role-plays well being under the influence of the drug gets a flat XP bonus of 300 xp.

## Treasure Summary

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

One or more of these items from the challenges at the beginning of the module:

1. *Cube of liquid enhancement* \*

2. *Potion of chance* \*
3. *Potion of potent healing* \*
4. *Potion of resilience* \*
5. A lovely parting gift
6. A box from Bizelbiz
7. *Wendraz's wondrous weapon*
8. *Ring of apprentice wizardry*
9. *Amulet of enhanced turning*
10. *Terrin Thule's thieves' tools*
11. *Cane of the upper class*
12. *Ines' travel bag*

180 pp, 500 gp ruby, 800 gp sapphire, 1200 gp diamond, equipment, and spell components from Isabella and company

*Emerald of enchantment*

*Amethyst of abjuration*

*Bracelets of beauty's defense*: from Isabella

\* Only one certificate is provided for each item, even though several PCs could walk away with the potions from the contests.

### Fame Award

- 1 Fame Point in Temples or Upper Class, if the Sunites are saved
- 1 Infamy Point in Upper Class, if the party holds Lord Masterson to his promised payment despite him being drugged
- 1 Infamy Point in City Watch, if the party is caught illegally breaking and entering

## APPENDIX

### Start

Performed by Synaptic  
Complete Lyrics

Song available on the EP release Start. Contact Synaptic  
c/o This Life Productions, P.O. Box 11750, Chicago, IL  
60611; email muso@interaccess.com

Too long I've covered in the corner  
Too long I've hidden in the dark  
Too long I've waited for the future to arrive  
Now it's time I found a better reason to survive

To trust inner vision  
Release inhibition  
And test the brittle barriers that keep me in my place  
Depend on emotion  
Release an explosion  
Of energy and ecstasy  
Last chance to start the dance

Too long I've given my excuses  
Too long I've stayed a step behind  
Too long I've seen the possibilities go by  
Now I'm taking hold of one and giving it a try

To trust inner vision  
Release inhibition  
Summoning the power that I know I hold within  
Depend on emotion  
Release an explosion  
Of energy and ecstasy  
Last chance to start the dance

Too late to turn away  
Too late to wonder why  
Too late to be afraid  
Too late, the hour is nigh  
To lose is not the end  
To win is just a start  
To play is all I need  
To tear my world apart

And trust inner vision  
Release inhibition  
And step across a boundary that I've never dared before  
Depend on emotion  
Release an explosion  
Of energy and ecstasy  
Last chance to start the dance

(Mike Benning)

Copyright © 1996 Mike Benning (BMI)

# The Trumpeter



*The Newsletter of  
Ravens Bluff  
Special Edition*



## **Greengrass Festival Commences**

*Temples Join Forces for Huge Celebration*

To celebrate the arrival of spring, the temples of Lathandar, Lliira, and Sune have joined forces in this year's Greengrass festival. The grand celebration is sure to be even grander, being the first following the end of the war. Now is truly a time for all to celebrate a new dawn.

Tonight is the final night of the celebration, and it is certain to last all night and perhaps even longer. The Lliirans, in particular, are showing no signs of slowing down, and as long as the food and wine keep coming, neither will many of the townsfolk. Even Morninglord Graeme Longshadow, the representative of the temple of Lathandar responsible for the festival, has vowed, "I will see through the festival to its most holy conclusion at dawn."

All sides put down talk of struggles among the temples, particularly between the Lliirans and Lathandarites. "Absolutely not!" exclaimed Joydancer Maura Windhill, seneschal at the temple of Lliira and responsible for the festival at her end. "We would dare not let such unsettling thoughts interrupt the High Revel," she said, in between dances and glasses of wine. Still, the subject of the appropriate way to welcome each dawn during the week's celebration apparently remains an issue for the temples.

### **The next generation of adventurers?**

With tanar'ri, baatezu, dragons, death knights, disenchanters, and baneliches appearing everywhere, it would seem that nothing should surprise adventurers these days. Yet huge surprises await many an adventurer in whom they may be journeying with. Many people, who seem far too young to undertake the responsibilities of adventuring, are doing so nonetheless. While many a great hero first swung a sword or slung a spell in

their teens, the new heroes in their early teens or even younger are pushing things considerably.

Some say that this is the inevitable result of so many adventurers calling Ravens Bluff and its environs home. "Without a doubt, hearing the exploits of adventurers is one of the few bright point in these orphans' days," said Battle Chaplain Alicia Stronghome, who oversees the war orphans at the temple of Tempus. Others claim that many may not actually be children. "Certainly, a *potion of longevity* is a powerful item, much sought by those who seek a perfect appearance, but the potency of any given potion can never be known ahead of time," said Arturos Hamnar III of the Ministry of Art.

### **Society News**

by Jacinth Moonspring

Ah, there is nothing like the coming of spring to bring about a fresh batch of gossip.

On a happy note, I'm glad to hear that one of my favorite families, the Innsbrucks, has been reunited. It always touched me to see the true love in their relationship, so I was as stunned as any when Lord Jarred Innsbruck sought to end his marriage. Thanks to the intervention of some adventurers, though, the charm spell placed on Lord Innsbruck was discovered and defeated, and they enjoyed a happy reunion.

*Players' Handout 5: Trumpeter*

### Players' Handout 2: Puzzle 2 from the Puzzlesmith

AVEN  
+AVEN  
-----  
DONUT

Each letter is a digit from 0 to 9. No digit is repeated, and the first digit of no number is zero. Choose numbers to make the addition correct!

### Players' Handout 3: Puzzle 3 from the Puzzlesmith

"State the odd perfect number of the lowest magnitude which is known to exist."

### Players' Handout 4: Bizelbiz's Clues

1. The stone chest won't have the diamond, but it will have a key which makes getting the diamond from its box easier.
2. The green key is in the same chest as the diamond, and it helps open the silver chest and the teak box.
3. Neither the pine box nor the key that helps open the pine box are inside the stone chest.
4. The yellow key helps open the bronze chest.
5. The iron chest contains the teak box and the purple key, which helps open the stone chest and the pine box.
6. The key that helps open the oak box is in the same chest as the pine box.
7. No key is in the chest it helps open, nor is any key in the same chest as the box it helps open.
8. No key helps to open both a chest and the box inside the chest.
9. By the above, the blue key cannot be in the iron chest.

## **Players' Handout 6**

You have come under the influence of the fine wine being served here. Not the wine itself, but rather some drug in the wine. You don't know anything about the drug, but your actions will reflect its influence on you.

The drug causes you to act upon long-suppressed secret desires. Is there anything you don't normally do because it isn't appropriate to your station, your social group, or your religion, yet you'd like to do it? Well, that seems like a great thing to do now. Your inhibitions just aren't strong at all. The drug will not force you to do anything you are seriously opposed to.

## **Players' Handout 6**

You have come under the influence of the fine wine being served here. Not the wine itself, but rather some drug in the wine. You don't know anything about the drug, but your actions will reflect its influence on you.

The drug causes you to act upon long-suppressed secret desires. Is there anything you don't normally do because it isn't appropriate to your station, your social group, or your religion, yet you'd like to do it? Well, that seems like a great thing to do now. Your inhibitions just aren't strong at all. The drug will not force you to do anything you are seriously opposed to.

## **Players' Handout 6**

You have come under the influence of the fine wine being served here. Not the wine itself, but rather some drug in the wine. You don't know anything about the drug, but your actions will reflect its influence on you.

The drug causes you to act upon long-suppressed secret desires. Is there anything you don't normally do because it isn't appropriate to your station, your social group, or your religion, yet you'd like to do it? Well, that seems like a great thing to do now. Your inhibitions just aren't strong at all. The drug will not force you to do anything you are seriously opposed to.

## **Players' Handout 6**

You have come under the influence of the fine wine being served here. Not the wine itself, but rather some drug in the wine. You don't know anything about the drug, but your actions will reflect its influence on you.

The drug causes you to act upon long-suppressed secret desires. Is there anything you don't normally do because it isn't appropriate to your station, your social group, or your religion, yet you'd like to do it? Well, that seems like a great thing to do now. Your inhibitions just aren't strong at all. The drug will not force you to do anything you are seriously opposed to.

## Players Handout 7

Entries dated two days ago

Wine casks

Arunas root (200g)

Powdered lapis lazuli (100g)

On hand, filled

Leylon (apothecary)

Lloyd's (reagent shop)

Entries dated one day ago

*Shar's cloak of night*

Moonstones (50, to be crushed)

Warded, locked in underground hideout below

Locked in hideout below

## DM's Aid 1: Puzzle Solutions

### Puzzle 1

The clues are (in order) Illwater, Mutton, Tureen, Thorn, Cuff, Aber's Way, Sieve, Seen, Crown, Otyugh, and Feed.

The acrostic solution is:

"Ravens Bluff City Watch: We're there two minutes after you no longer need us."

### Puzzle 2

```
AVEN 5346
+AVEN +5346
-----
DONUT 10692
```

This is one solution. All correct solutions will have D=1. Look for the two AVEN numbers to be identical, for the N digit to match above and below, and for no other number to get repeated. Don't forget to check the addition!

### Puzzle 3

"State the odd perfect number of the lowest magnitude which is known to exist."

Hint for characters with Intelligence 13+: A perfect number is one whose factors, excluding itself, sum to itself.

Hint for characters with Intelligence 16+: 6 and 28 are the two lowest perfect numbers.

Hint for characters with Intelligence 18+: Where  $p$  and  $2^p - 1$  are prime,  $2^{(p-1)}(2^p - 1)$  is a perfect number.

The answer is that there is none. No odd perfect numbers are known to exist.

## DM's Aid 2: Solution to the Troubleshooter's Challenge

The diamond is in the mahogany box, inside the wood chest.

<u>Chest</u>	<u>Iron</u>	<u>Wood</u>	<u>Silver</u>	<u>Bronze</u>	<u>Stone</u>
Key Inside	Purple	Green	Blue	Red	Yellow
Key to help open	Blue	Red	Green	Yellow	Purple
Box inside	Teak	Mahogany	Oak	Pine	Sandalwood
Key to open box	Green	Yellow	Red	Purple	Blue

How the clues help the challenger:

By 1, the diamond is not in the stone chest. By 2 and 7, the diamond is not in the silver chest. By 2 and 5, the diamond is not in the iron chest. So the troubleshooter may guess at this point and open one of the two remaining chests, looking for the green key.

The troubleshooter may start by getting the key in the stone chest, thanks to 1. Since the yellow key helps open the bronze chest, by 4, the troubleshooter knows that the diamond is in the wood chest (by 8).

If the troubleshooter opens the bronze chest and finds the red key, s/he can identify that this key will help open the wood chest. The green key opens the silver chest by 2, the yellow key opens by the bronze chest by 4, and the purple key opens the stone chest by 5. The blue key cannot be in the iron chest by 9, and that could be for two reasons: the blue key helps open the iron chest, or the blue key helps open the box inside the iron chest. Since the

iron chest contains the teak box (by 5) which the green key helps to open (by 2), the first reason must be the reason for 9. Thus the red key is left to help open the wood chest.

## DM's Aid 3: NPCs

### Lady Melissa Innsbruck

Human Female, Age 28  
3rd level Bard/5th level Mage  
Sandy brown hair, blue eyes

Str: 8                      Int: 17  
Dex: 15                    Wis: 11  
Con: 13                    Cha: 16

**Proficiencies:** Short sword, dagger, etiquette, dancing, singing, harp, read/write common, spellcraft.

Melissa Brookhaven always wanted to travel the Realms as a singer and musician, but she came from a noble family with a rich tradition of magic. Against her family's wishes, she left home at age 18 to apply her bardic skills. Through two years of adventuring, she found herself unhappy with her inability to be successful in this matter. She returned home to study at the Wizard's Guild.

In her adventures, she met a charming warrior, Jarred Innsbruck. He was surprisingly cultured, and always tried to cheer her on in her bardic dreams. When she left the adventuring life, he continued as an adventurer, but took the time to meet with her in between his journeys.

Melissa found her thoughts of Jarred were occupying her mind more and more. A year after leaving the adventuring life, she convinced her family to allow her to marry Jarred, who wasn't prepared to take "no" for an answer. They moved into a small estate which her family's wealth provided.

Just under a year after their marriage, Melissa gave birth to Jessica and Alexander. Since that time, she has retired from active membership in the Wizard's Guild, being content to raise her twin children and participate in the social scene.

**Role-playing:** Melissa is polite, proper, and very kind and easy-going. She is self-conscious, and often thinks things are much worse than they are. Her fear of being a lousy bard made her decision to stop her adventuring life very easy. She has grown more in love with Jarred over the years, and after almost losing him, she wants to be with him even more.

However, her married life is not as exciting as her adventuring life was, and she secretly desires to see if she can turn heads as she could back when she was an adventuring bard.

### Lord Jarred Innsbruck

Human Male, Age 30  
4th level Fighter  
Brown hair, brown eyes

Str: 17                      Int: 13  
Dex: 15                    Wis: 10  
Con: 14                    Cha: 17

**Proficiencies:** Long sword, short sword, dagger, etiquette, read/write common, speak halfling, speak elven, survival/forest, herbalism.

Jarred Innsbruck was born the first son of a trader, and while his father tried to teach him about the family trade, he had no desire to be a trader. The only part of trading that he liked was the travel. He longed to be able to travel the Realms without having to worry about some business. Thus, he decided to become an adventurer.

Jarred used Ravens Bluff as the center of his adventures, but roamed a good portion of the realms in 6 years of adventuring. He found himself to be a competent fighter, but knew he could never handle very dangerous battles.

His adventuring companions included one Melissa Brookhaven, whom Jarred adventured with for one year. He was instantly attracted to her, and tried to develop a strong friendship without frightening her off. She retired from adventuring shortly, but he maintained contact with her. He soon found his attraction to be a mutual feeling, and after some troubles with her family, married her seven years ago.

The now-Lord Innsbruck has been working with the Merchant's Guild in a liaison position, trying to keep craft guilds, wealthy merchants, nobles, and the city government in a state of partial harmony. He has been remarkably able at helping the Merchant's Guild attain its goals, and he has many friends and connections throughout the city.

**Role-playing:** Lord Innsbruck is normally talkative, outgoing, and friendly. He likes to lead the direction of any conversation. He is determined and driven to succeed in anything he sets his mind on.

While he loves Melissa, he secretly desires to play the field once again.

**Mina and Serena**

Human Females, Age 18

0-Level

Blond hair, blue eyes

Str: 9/7

Int: 12/10

Dex: 15/7

Wis: 14/11

Con: 10/18

Cha: 14/13

**Proficiencies:** Etiquette, read/write common, oratory, disguise.

Mina and Serena are waitresses. They have worked not only to become successful waitresses, but to become cultured and genteel. They share a common, deep-seated desire to marry into the nobility. They hope that, by working at an establishment which attracts a noble crowd, they will catch the eye of some handsome, young, and rich noble's son.

These two girls do a pretty good job as waitresses at Sasati's. They have attracted the gazes of most of the men who visit Sasati's, available or not, but everyone they've met has no desire to marry a waitress, even a desirable one.

Both have contemplated becoming priestesses, Mina of Lathandar and Serena of Selune, but neither girl thinks they would be successful.

**Role-playing:** Mina and Serena are gossipy and chatty, and very easy to approach and talk to. They are snobbish about appearance, and have very high standards about men. Serena is somewhat clumsy and forgetful, and Mina is honest and determined. Secretly, though, they want anyone to come and sweep them off their feet.

**Annie**

Human Female, Age 23

0-Level

Red hair, green eyes

Str: 9

Int: 13

Dex: 16

Wis: 14

Con: 12

Cha: 15

**Proficiencies:** Etiquette, read/write common, dancing, local history, singing.

Annie has been working for eight years as a waitress, the last three at the Gamelan Inn. She came from a poor family, and has few resources to fall back upon. She works hard and saves what she can.

She realizes that marriage may be the only way her life will improve. She hopes to find someone with the derring-do of an adventurer, while still having practical skills and experience to fall back on. She often serves adventurers without the latter and merchants without the former. Few people stay long enough for her to develop any form of relationship with her.

**Role-playing:** Annie is down-to-earth and honest, and respects people who just are who they are. She normally judges people based on what they are like when drunk, since she thinks there will be less in the way of pretenses in that case. She is fairly wise in the way of the world, and occasionally becomes glum when she realizes her life may never be better than this.

### **Assorted NPCs**

There are many interesting people attending the festivities. The party may meet some of these people, or feel free to add characters you or the party members know.

**James, hm F3:** Tall, strong, fairly handsome. Likes strong women, preferably warriors. Loud and the life of the party; he likes to make boasts and challenges. This is an image he feels he has to maintain, and secretly just wants to quiet down and chill.

**Julio, hm F(swashbuckler)4:** Dark-haired, average height, very handsome. Seeks to woo the pretty girls with his skills in poetry, dance, and song. Secretly, he wants to settle down with a girl just like Mother.

**Chantress, ef W7/F6:** Long blond hair, fair-skinned, thin, and a very attractive young elf. A noble lady who insists on acting proper, she secretly wants to cut loose and have a great time.

**Jessica, hf W1:** Soft-spoken, demure, introverted. She will approach people with similar personality traits for conversation or dancing. Secretly, just once, she wants to be the life of the party.

**Erica, hf F9/W12:** An adventurer interested in being the absolute finest warrior. Will brag about the monstrous creatures she has taken down effortlessly and the great treasures she has acquired. She will have a story which is superior to any a PC comes up with. Secretly, she realizes how her life is a pathetic display, and she will reveal this conclusion once under the influence of the drugs.

**Simon, hm T2:** An average young man of about 16 years, he will hit on most of the women in the party, and very badly at that. Secretly, he realizes he still needs to grow up, and won't be so obnoxiously bold once affected by the drugs.

**Melinda, hf F2:** A short but strong woman, with black hair. Has a slightly whiny voice and can get annoying quickly. Likes big, strong warrior types. Secretly realizes she needs to work on her charm, and will ask for advice along those lines.

## New Items

*Wendraz's wondrous weapon:* This item appears to be a metal pole. Upon command, it can take the form of any type of melee weapon its wielder desires of size M or S. However, it can take only two forms, and once those two are chosen, it can only switch between those two forms. When a form is chosen, write its name in ink on the certificate. The weapon is +2. The wielder may choose to make the weapon out of any material; once two materials are chosen, the weapon must be made of one of these two materials at all times. No game benefit or penalty is gained from this choice, aside from being able to affect creatures affected by a certain material (e.g. cold iron or silver).

GP value: 15000 plus 5000 for option not yet selected. XP value: One-fifth of GP value.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

Weapon Style 1

---

Weapon Style 2

---

Material 1

---

Material 2

---

*Ring of apprentice wizardry:* This ring allows a wizard to cast any of the following spells once per day each: *cantrip*, *comprehend languages*, *detect magic*, *read magic*, and *write*. The spells must be in memory for the wizard to cast them, but they are not exhausted from memory when used. For example, a wizard who had memorized *cantrip* could cast one *cantrip* from the ring and another from memory. The ring must be worn for 24 hours before it functions. If this ring is owned by, used by, or knowingly kept in the possession of a PC with a *ring of wizardry* for more than one minute, both rings crumble to dust. The ring is worth 12,700 gp, and has an XP value of 2540.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

*Amulet of enhanced turning:* While this amulet is worn, a priest or paladin who turns undead for which his or her turn result is "T" may consider the result to be "D" instead. This uses one charge. The amulet has

10 charges, and cannot be recharged. This amulet has a gp value of 14,000, and an XP value of 2900.

This amulet is consecrated to only the deity listed below, and will not function if used by a follower of another deity. The winner of this item must choose the deity immediately. If no deity is written below, destroy this certificate. \_\_\_\_\_.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

*Terrin Thule's thieves' tools:* This small black pouch contains a set of thieves' tools consisting of five items:

1. A set of skeleton keys; if used on a lock, the keys grant +5% bonus to the open locks roll
2. A sharkskin glove; if worn, it grants +5% to a pick pockets roll
3. A scroll on the structure of codes; any PC who reads this scroll while examining a code gains +5% to a read languages roll to decipher the code
4. A small piece of wood tipped with soft cotton; if used to clean the PC's ear, it grants +5% to his or her next hear noise roll
5. A fine oil; if used to clean a PC's thieves' tools, the tools may be used during the next hour to disarm one magical trap at the thief's normal find/remove traps roll, with a -25% penalty to the roll.

Each item may be drawn from the pouch and used once per adventure, and only one of each item can be drawn at a time (so only one glove can be out of the pouch at a time). They magically replenish the next adventure if used up. This item has a value of 11000 gp and an XP value of 2200.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

*Cane of the upper class:* This fine walking cane, black and topped with a beautiful diamond, is appropriate for any high-class social function. It has 4 functions.

[] It grants the dancing proficiency at skill 12, or gives +2 to the score of a PC who already has the dancing proficiency

[] Inside the shaft of the cane is a blade, which may be wielded as a *rapier +1*

[] The diamond may store a 1st or 2nd level spell. This spell must be one its owner has cast into it, and this function may only be used by the cane's owner. The spell may only be released in a high society party setting.

[] By tapping the diamond, an immaculately-dressed waiter appears, carrying a silver tray on which rests two fine crystal champagne glasses and a silver

champagne bucket, filled with ice and a bottle of excellent champagne. The waiter, glasses, bottle, and silver items disappear after an hour, or as soon as they are separated from the cane's owner by more than 50 meters. Only one waiter can appear at a time.

One person can only own or use one of these canes. This item has a value of 12500 gp and an XP value of 2500.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

*Cube of Liquid enhancement:* This platinum cube, when placed in a magical potion (not oil or ointment), doubles the potency of the potion for 30 minutes. During this time, only half the normal amount of the potion need be consumed to take full effect. Thus, one potion affected by the cube could be used for full effect by 2 PCs. If the altered potion is not used within 30 minutes, the effect wears off. Each use of the cube on a potion takes a charge. The cube starts with 12 charges. If used on any form of alcohol, it doubles the potency, up to 190 proof; this use does not take a charge. The cube cannot be recharged, and loses all magical ability once the charges are expended. The cube is worth 1000 gp plus 500 gp per charge remaining; XP value is one-fifth this value.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

Potion selection: Choose one potion (all have a GP value of 850 and an XP value of 350):

- Resilience. This potion lasts 1d4+4 hours after it is consumed. The first time the imbiber is brought below 1 hit point during this duration, the potion's magic restores the character to 1 hit point as if magical healing were applied, so the character can act as normal, and does not lose spells in memory. There is no further effect.
- Potent Healing. This potion heals 2d8+2 hp when imbibed.
- Chance. This potion takes effect 1 hour after it is consumed and lasts for 24 hours past that. While the potion is in effect, the PC may reroll one die roll of any type. Afterwards, the potion has no further effect.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

Lovely Parting Gift

Choose one (all have a GP value of 1):

- Kewpie doll dressed in a City Watch uniform
- Golden Chicken action figure: A chicken doll dressed in fancy plate armor, with a sword and shield
- The Big Book of Undead pop-up book; shows standard undead only
- Glass globe with miniature blades inside; these blades spin when the globe is shaken

Fine wood box from Bizelbiz: This is a sturdy wooden box, interior dimensions 10" by 6" by 4". It makes all item saving throws as thick wood with a +3 bonus. It has a high quality brass lock, which assigns a -20% penalty to all open lock attempts made against it.

*Ines' travel bag:* This stylish, high quality leather travel bag functions as a *bag of holding* which can hold 125 lbs of weight, and 20 cubic feet of volume. It can only hold non-magical clothing and accessories. It weighs one-tenth the weight of its contents, up to a maximum of 15 pounds. Its value is 15,000 gp and has an XP value of 3000.

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

*Bracelets of beauty's defense:* These gold bangles of the finest quality serve to protect natural beauty. They function as *bracers of defense* with an AC rating based on the wearer's Charisma.

Charisma 5 or less: AC 10    Charisma 12-13: AC 6  
Charisma 6-7: AC 9        Charisma 14-15: AC 5  
Charisma 8-9: AC 8        Charisma 16-18: AC 4  
Charisma 10-11: AC 7      Charisma 19+: No effect

As these bracelets protect natural beauty, they do not function on a wearer with a Charisma higher than 18. While these bracelets are worn, no magical bracers will function. They have a value of 19,000 gp, and an XP value of 3800.

Amethyst of Abjuration:

This item is an amethyst of 500 gp value. It may store any one abjuration spell of up to fourth level. If no spell is stored in it, the user may capture any abjuration spell of up to fourth level which takes effect within 10 meters of the user. This amethyst may only be used by a wizard capable of casting abjuration spells (thus, transmuters and illusionists may not use it). It will absorb and release one spell, after which it becomes

non-magical. It has a value of 4000 gp and an XP value of 800.

Spell stored: \_\_\_\_\_

#### Emerald of Enchantment

This is an uncut emerald, of 100 gp value as a gem, which grants its possessor +1 to saving throws versus spells from the enchantment/charm school. It may be used once to absorb any spell from the enchantment/charm school which takes effect within 10 meters of the holder of this stone. Absorbing a spell stops it from taking effect, and causes two things to happen immediately. The holder of the gem takes X damage, and the gem becomes cut into an emerald of 100 times X gp value. X is the level of the spell plus 1, squared. For example, a mage's *hold person* spell nullified by the emerald will inflict 16 damage on its holder and make the emerald worth 1600 gp as a gem. Once a spell has been absorbed, the gem becomes non-magical. Further, the absorbed spell cannot be released; it is used up in cutting the gem.

Spell nullified: \_\_\_\_\_ Value of the emerald: \_\_\_\_\_ gp

The magic of the emerald adds 1000 gp to its value as a gem. It has an XP value of 500.

The Living City PC known as \_\_\_\_\_

received free admission into one of the challenges during play of the event *Annie Would I Lie To You*

This PC, who has not exceeded 3<sup>rd</sup> level in any class, is able to do a single challenge without paying the standard admission fee. This certificate may be attached to an item won in a challenge in lieu of magic items paid for admission, and the item won is still valid.

