

BABY'S GOT BLUE EYES

A one round Living City Tournament

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

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

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

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

Tier Structure

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

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

Knightly Award

There is a chivalry point available in this tournament. However, the PC knights, squires, and / or knight-squires will have to perform very specific actions to obtain the point. That is detailed at the end of the tournament in the treasure and point summary section. Please read carefully.

In addition, since the PCs will be caring for an infant, keep in mind that the baby has 2 hit points and that death's door will apply to her.

GENERAL PLOT

A man named Mallory Stanobloff has come to Ravens Bluff. He is a master of disguise and he is looking for the last known living member of a rival family, in order to kill her. She is a threat to his family taking control of the island of Orlumbor just off the Sword Coast by Waterdeep. The renowned mage, Delshara Windhair, sent the child, Tatiana Windwalker, away to protect her from those who wish her dead and has aided in getting Mallory Stanobloff exiled. The current ruler was hand-picked by the former ruler before he was killed in the blood feud between the two families. Tatiana is still a baby and has been put in the care of a "good" vampire. Delshara believed this would dissuade Mallory from trying to get to the child. She was wrong.

The vampire, Cassandra Flame, has been on the run for many months, over land and sea, and has just arrived in Ravens Bluff with the child. Tatiana is to be delivered to a druid residing in Ravens Bluff known as Kudzu. However, Mallory is hot on her trail and will kill her as she leaves her boat that has just docked. Hopefully, the PCs will step in and thwart Mallory's plans of killing Tatiana by taking the child to safety. However, Stanobloff will do whatever is necessary to see that the child dies!

DM BACKGROUND

The PCs will start out in the Shark Fin Tavern, located on the docks. It will be just past dark when all the "fun" begins. Cassandra Flame will be just leaving her boat and trying to find accommodations when Mallory will strike. Using a heavy crossbow, Cassandra will be shot in the back with a sharpened wood stake. When the PCs (hopefully) rush out at the sound of her screams, they will see her lying in a pool of blood and the baby next to her. Much information can be obtained by checking the bags. However, Cassandra will shrivel up and turn to dust, so she cannot provide any information.

The PCs will have to see Tatiana to safety. However, since the war has taken its toll, finding a place to secure the child will not be easy as most of the orphanages are filled to beyond capacity. The churches will refuse to take the child since no one in the party can vouch that the child is not tainted with vampire blood, and the priests will get a strange aura from the

child. There is one person in Ravens Bluff willing to take the child, Kudzu, the druid of the Sewers. He actually has knowledge of Tatiana, Cassandra, and the child's homeland. Of course, Mallory will try to kill the child with every chance he can.

ENCOUNTER One NOW THAT'S ENTERTAINMENT

Ah, the ending of yet another long day. Tonight, you find yourself at the Shark Fin Tavern. Even though the day has been draining, you felt good food, drink, and stories would be the way to spend the evening. Among the patrons, you found yourself settling down in the company of...

The Shark Fin is a sailors' bar on the docks. It used to be a warehouse. It is published in LC4: *Port of Ravens Bluff*.

Have the characters introduce themselves and share a story with the others. Allow for some role-playing here. This should be a "get to know you" time.

Once the PCs have interacted for a while, proceed with the encounter.

While sharing your stories, it seems you have lost track of the time. Glancing out the window, you notice it is dark and has begun raining lightly. A low rumble of thunder and the flash of distant lightning shows that the docks are deserted tonight. Oh, well, what better way to spend an evening than in good company. It looks as though a few patrons have started a card game and the targets on the wall have been cleared for knife and dart games. "Who wants to play?" is heard from a halfling by the targets. Darts already in his hand, he throws a couple. There are also a couple of humans and dwarves at the bar. One of the dwarves hollers for the barkeep to get another round. You notice they each finish their drinks in one swallow.

The halfling's name is Twitter Surefoot, a wandering mercenary specialized in darts. He's pretty good. His THACO at the target is a 9. PCs may also join in a card game. If anyone starts drinking with the group at the bar, have them make CON checks at full for the second drink then -1 for the third and fourth, -2 for the fifth and sixth, and so on. Please keep track of which PCs

are getting drunk. If any PCs would like to try to entertain, have them roll against the proper proficiency or against Charisma to see how much of a tip they get (between 1-20 silver pieces). If the check is failed, patrons will tell them to sit down until they get some talent.

Again, this is a chance for a little role-playing. Give each PC a chance to do something. After about 15 minutes real, time,

Cutting into the din of the tavern, a blood curdling, unearthly scream that would make even the most seasoned adventurer's hair stand on end! All activity stops abruptly. For a heartbeat, no one moves. It seems that no one wants to be the first to find out what happened.

At this point, the PCs should rush out the door, **go to Encounter 2A**. However, if they don't, they hear the cry of a baby. If they go to investigate, **go to Encounter 2B**. If they do nothing, someone else eventually checks it out and describes the grisly scene. Eventually they will have to check, or stay in the bar for the tournament. When they go, proceed to **Encounter Two Description**.

ENCOUNTER 2A DID YOU SEE WHAT I SAW?

Rushing out the door, you immediately see a woman's body with a large piece of wood protruding from her back. She is lying prone on the street in a pool of blood. There is a small basket just in front of her and two small backpacks to the side. As you pass through the door, a youngish man swings a sword down and cuts her head off!

This guy, Elwin, is a 1st level thief with 5 hit points. He was hired by Mallory Stanobloff to finish off the vampire and recover the child. On the next round Elwin will try to grab the basket and head for an alleyway. He will not make it, since if the PCs do not come out some patrons will and will hold him for the watch (at least, until the body turns to dust, at which point the people will believe his story and let him go).

The woman, Cassandra, is a vampire, and as soon as her head is cut off her body begins to turn to dust. This

takes two rounds, because no holy wafers have been used. Her head does not turn to dust, and she can regenerate from her head if it is not destroyed.

Elwin says, when questioned, that he was hired by someone named Stanley (an alias) to cut off the head of this vampire when Stanley shot it with a wooden stake. It was kidnapping children and that should not be. He was charmed, and believes this wholeheartedly, and has done no wrong (in fact, he deserves a commendation for destroying a vampire, and will say so).

If PCs attempt to find the source of the wood that killed Cassandra, they will have little luck. However, with an Investigation, Observation, or WIS at half check, they will spot a small gold charm with a picture of an island and the word “STANOBLOFF” on the back.

ENCOUNTER 2B

WHERE DID THAT COME FROM?

Standing in the silence of the tavern, you now hear the faint crying of a baby. Some of the patrons begin moving out of the Shark Fin to see what is going on. Looking out the door, you see a small basket and two backpacks on the street. The crying seems to be coming from the basket. A crowd has gathered around a smallish man, and it is just dispersing.

Encounter Two Description

When the PCs begin to check the area, refer to the detailed description of what can be found.

Basket: There is a baby in the basket. It appears to be human. It is dressed in finely made cloths and wrapped in a rich velvet blanket. Around the child’s neck is a gold chain with a pendant. The pendant has a picture of an island and the word “WINDWALKER” inscribed on the back. There is a small pouch hidden under the child.

Pouch in Basket: In this pouch, there are 20 gold coins and two gems. Both gems will radiate magic if a *detect magic* spell is cast on them. One is an Aquamarine with the spell *raise water* cast at 17th level on it. The other is a Sapphire that has an *airy water* spell cast on

it at 17th level. These were sent with Tatiana by Delshara for safety. If the PCs somehow manage to figure out the command words for the spells, they will function. The Aquamarine command word is “drown” and must be tossed into the water being affected. The Sapphire command is “submerge”.

Backpacks: One contains adult cloths and a small book. The other contains small drinking skins with milk in them, baby cloths, a gourd on a stick (rattle), and a soft toy resembling a dolphin.

Small Pouch on the ground: It has 10 gold pieces and 5 platinum pieces inside.

Cassandra’s empty clothes: Fine quality except for the hole in the back of the cloak and shirt.

Cassandra’s Dagger: A finely crafted weapon, obviously worth a fortune and very old. There is a nice-sized diamond surrounded by six rubies on the pommel. It is crafted of silver and detects as magic. It is a normal dagger against a normal opponent. However, it has two other properties:

- 1) It turns to wood when used against Vampires and is +1 to hit and damage
- 2) The blade will begin to bleed when in the presence of a shape-shifter, such as a were-creature, and acts as a silver *dagger* +2 against shapechanging creatures.

Cassandra’s Book: This is Cassandra’s diary. There are several entries. When the PCs take the time to read it, give them **Player Handout #1**. This is where the identity of the child is revealed. It also makes mention of a druid located in Ravens Bluff, however, no name is given. In addition, it also has details on how Mallory Stanobloff has already tried to kill them.

As the PCs are checking things out...

A large raven flies just over your heads. It makes a loud cry then flies on northward. The light rain is starting to soak your clothes.

The raven, Stanobloff, flies away. Direction is not important, and any PCs who follow see a normal-looking raven do normal raven-like things, such as take shelter.

The choice for the PCs is what to do with the child and the information they have found. There are many possible solutions...

- 1) They may try to leave the child at an orphanage or one of the temples. **Go to Encounter 3A or 3B.**
- 2) They may try to find out more about the druid mentioned in Cassandra's diary. PCs can make Local History checks to know of Kudzu (Sewer Brigade PCs know of him automatically). Or the player can just remember. Basically, a successful check will have the PC remembering stories of a powerful druid living deep in the Ravens Bluff sewers.
It could be dangerous to venture into the sewers at night. At least one PC should know this and insist on waiting till morning. But, they could try going now. When the PCs decide to go into the sewers, **go to Encounter Five.**
- 3) Another option is leaving the child with the City Watch, **go to Encounter 3C.**
- 4) The PCs may wish to keep Tatiana and adopt her, **go to Encounter Four.**

ENCOUNTER Three NO VACANCY

OPTION A (ORPHANAGE)

Knocking on the door a few times with no response, you come to the conclusion that most of the occupants of this home are asleep. After a few minutes, you see a light come on in a window near the door.

A sleepy feminine voice on the other side of the door answers your repeated knocking. "Do you have any idea what time it is? Who's there?"

Once a PCs says a name, theirs or not, the door will open slightly.

The door opens and a disheveled woman can be seen. "How can I help you?" she says in a sleepy voice.

After the PCs state their business, the child they have needs a home, the woman will let them know that her rooms are full from the losses of the war.

"Well, all of my beds and most of the floors are occupied. The war has left many children alone. I guess I could squeeze one more in. There are some older children who could look after the babe. I don't

suppose you could also make a donation to help feed and cloth the child for the next 13 years or so?"

It doesn't matter which or how many orphanages the PCs go to, the response will be the same. If the PCs leave the child, regardless of whether or not they make a donation, **go to Encounter Four.**

OPTION B (TEMPLE)

The Temple of (whichever one the PCs have chosen) is quiet tonight. The rain driving most to their beds early. Knocking on the door brings immediate response. The door opens and you are greeted by a young man wearing the symbol of (the god of the temple currently at). He looks a bit tired but smiles all the same. "Greetings, how may I be of service to you this night?"

Once the PCs state their business, the cleric will ask to see the child.

"Oh, my, what do we have here? What a lovely child. Well, we are not really taking in abandoned children. Most of the temples have been caring for families still somewhat intact and referring the children to the orphanages. But, I guess this is an interesting situation. I suppose we could care for the baby for a short time. You do realize our supplies and funds are running short from the war. Maybe you could leave a donation to show the other priests that there is the means of raising this child. Please don't misunderstand, it is not our custom to solicit but, other than healing and what tithes are made from followers, we have no other source of income."

It doesn't matter which or how many temples the PCs go to, the response will be the same. If the PCs leave the child, regardless of whether or not they make a donation, **go to Encounter Four.**

OPTION C (CITY WATCH)

Finding the nearest City Watch post is easy enough. Although wet, you feel rather confident they can help you.

Entering, you find a man sitting behind a small desk filling out papers. He stops and looks up. "Well met, I am officer Webster, how may I help you?"

Please check for fame or infamy (City Government and/ or City Watch) at this time to determine how Officer Webster is going to react to the PCs.

- 1) If he knows them by their fame in a positive way, or there is a knight or Watch member in the group, he will be more than happy to take the infant to an orphanage with minimal questions for his report, of course. **Go to Encounter Four.**
- 2) If any of the PCs have a history of “run-ins” with the watch, he will be very cold and uncooperative telling them to get out before he arrests them on a trumped up charge.
- 3) If Officer Webster doesn’t know of them at all, he will ask many detailed questions, mention a missing persons report, then refer them to the orphanages or temples.

ENCOUNTER Four WHAT HAVE I DONE?

At last, in bed after a long day. Thankfully, a place was found for the child. What a cute one she was. Oh, well, better get some sleep, another long day tomorrow. You drift into a deep sleep.

Give each player a dream from *Player Handout #2*.

Once the dreams are over, the group has to get back together. This will be easy to do. Each PC should be out looking for the others after the dreams. They need to find Tatiana and take her to Kudzu. Even if they do not relay the dreams of last night, the quest is the same. Once the PCs meet up and get the baby back, **go to Encounter Five.**

ENCOUNTER Five WHICH WAY DO WE GO?

Once reaching the decision to try to find Kudzu, druid of the sewers, you realize you have no idea where to begin looking. Well, you do, the sewers, but they are vast and he could be anywhere.

Okay, they can get this information from another druid in town. Other sources of information will point them to finding a druid. If there is a druid in the group, that PC knows to go to the druid gardens.

DRUID GARDENS: There is a druid in the city, Lady Morra Starson, who will help the PCs. She is

currently in the Gardens training her chicken, Skippy. Late the other night, she was approached by a large sheep dog carrying a scroll tube. Inside contained information she found very strange but decided to hold onto because the note said someone may come looking for it. It was a map of the sewers.

The PCs can know of this place by asking at temple of Chauntea, the Watch barracks, their knighthood halls, or anywhere else for that matter.

Reaching the Druid Gardens of Ravens Bluff, you are greeted with one of the strangest sights you have ever seen. There is a pretty half-elfin woman with a chicken. You can tell she is obviously half-elf by her strong elfin features and blazing red hair. Both she and the chicken are dressed rather stylishly. The woman is wearing deep green robes trimmed in gold with a pin in the shape of a chicken on her left shoulder. The chicken is wearing chain mail armor, metal talons, and a hat with a golden feather plume. It seems she is giving him commands.

A successful Heraldry or Local History check will reveal that Morra Starson is a Knight of the Golden Roosters, current Chair of the Knight’s Council.

If any of the PCs comment on cooking the chicken, Lady Morra will get very mad. And does she have a temper. Of course, Skippy (the chicken), is now wearing a *ring of fire resistance*. But she still takes offense at the remark and has no problem letting the PCs know that. In addition, as a knight, Lady Morra will chastise anyone for threatening her pet, even if it was in jest.

In general, she is an easy-going woman. Her pet peeves include anyone putting down or insulting Knights of the Golden Roosters and knights in general, people threatening her family, and anyone making a move to (or jokes about) cook Skippy.

Once the PCs say something to Lady Morra, she will stop with Skippy’s training, put him on his leash, and greet them (nicely if they haven’t been rude or insulting). She will also recognize a knight if there is one in the party.

“Well met. I am Lady Morra Starson, Druid of Silvanus, and this is Skippy. How may we be of help?”

After the PCs reveal that they are looking for Kudzu, she will ask them to follow her further into the maze of the Gardens.

“Please, allow me to show you a bit of the Maze here at the Gardens. It is quite lovely. Just watch your step, the ground is a bit slippery after the night’s rain.” She leads you into the Garden pointing out various plants along the way. Skippy is constantly at her side. The birds are singing and the fragrance of the Gardens is sweet. This really is a tranquil place.

After walking a ways, Lady Morra stops to address you. “How funny you should come along. My cousin in the City Watch has told me he stays with the Sewer Brigade to one day meet the druid Kudzu. The other night, as I was returning from a meeting at the Roost, a sheep dog started following me. He had a scroll tube in his mouth. I didn’t realize it until I stopped to ask him why he was tagging along. The dog came up to me and dropped the tube at my feet. Inside was a note stating that someone may be looking to deliver a package to Kudzu and should be given a map.”

She stops for a moment and looks around. “Do you get the feeling we are being watched?” she asks. “I guess I’m just a bit unnerved by this coincidence. Anyway, here is the map. I, personally, try to stay out of the sewers as much as possible. A bit on the dirty and smelly side for me. But, if one must...”

Give the players *Player Handout #3*.

Lady Morra will comment to any Golden Rooster knights in the party that they should take extra clothes into the sewers, to stay looking their best of course.

Mallory Stanobloff has been in the shape of a sea gull during this meeting. He is going to try to steal the map while in bird form unless the party has tucked the map away for safe keeping. If they have stashed the map, the seagull form of Mallory will try to make a swipe attack at Tatiana if present or a PC if she is not.

Have everyone roll for surprise with a -4 penalty. (Lady Morra is surprised) Success means they will have one action before nothing is possible.

All of a sudden, a sea gull that was picking at the ground springs to flight in your direction. It tries to (insert appropriate action).

If anyone has Cassandra’s dagger, they can notice that it is bleeding as the seagull attacks.

The PCs may attempt an attack on the bird if not surprised. However, the bird currently has an active

stoneskin spell which protects against 5 attacks (he earlier hired a wizard at the Wizard’s Guild to cast it on him). If Mallory was attacking Tatiana, he will hit her for 1 pt of damage, she only has 2. He will be unsuccessful in getting the map or hitting a PC. No matter what type of pursuit the PCs try, they will be unable to follow Stanobloff, he blends in with the other sea gulls in the air.

After adjusting her robes and glancing at Skippy, Lady Morra asks, “Friend of yours?”

After a few moments of explanation, if the PCs choose to give one, Lady Morra will take her leave and bid the PCs good luck.

“I must get back to work with Skippy before services.” She escorts you out of the Garden. “Good luck to you. Be careful, with someone capable of disguising his appearance, you never know who your opponent is. May Silvanus be with you and watch over you.” With that, she turns and leads Skippy towards one of the animal pens, utters an incantation and goes inside.

ENCOUNTER Six

A MAN WITH A MISSION

Leaving the Gardens, the PCs will encounter the first battle with a group of mercenaries who were sent to kill Tatiana by Mallory Stanobloff. Little will they know, until it’s too late, that one of them is Mallory himself.

A bit disturbed by the attack of the sea gull, you leave the Gardens in search of the sewer entrance indicated on the map.

As you move through the streets, you can’t help but feel you are being watched. Looking around, you notice a man in chain armor following your group. He nods his head. At that moment, chaos breaks out. You hear screams from people in the street as several men surround your group, weapons at the ready.

There will be no opportunity for missile fire unless it is *magic missiles*. The mercenaries will close immediately. Please note that area of effect spells will catch innocent bystanders trying to get out of the way in the first 2 rounds of combat.

Total Levels 6-13

Fighters (4), hm F1: Int Avg.; AL N; AC 5 (leather + Dex.); MV 9; hp 11; THAC0 19 (Str); #AT 3/2; Dmg 1-8 + 2 (Long Sword + Str); SZ M; ML 11

Priest, hm P2 of Istishia: Int Avg.; AL N; AC 3 (Chain + Dex.); MV 9; hp 18; THAC0 19 (Str.); #AT 1; Dmg : 2-4+2 (Str+ Morning Star), or by spell; SZ M; ML 12

Spells: 1st level—*faerie fire, create water* (over the PC carrying Tatiana), *entangle, magic stone*

Mage (2), hm W2: Int High; AL N; AC 6 (Dex); MV 9; hp 12; THAC0 20; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells #1: 1st level—*color spray, magic missile*.
Spells #2: 1st level—*magic missile* x 2

Mallory Stanobloff, hm D5: will not attack, will leave before fight is over to escape capture.

Total Levels 14-25

Fighters (4), hm F3: Int Avg.; AL N; AC 3 (Chain + Dex.); MV 9; hp 32; THAC0 16 (Str & Splz); #AT 3/2; Dmg 1-8 + 4 (Long Sword + Str+ Splz); SZ M; ML 11

Priest, hm P5 of Istishia: Int Avg.; AL N; AC 3 (Chain + Dex.); MV 9; hp 45; THAC0 17 (Str.); #AT 1; Dmg : 2-4+2 (Str+ Morning Star), or by spell; SZ M; ML 12

Spells: 1st level—*faerie fire, create water* (over the PC carrying Tatiana), *entangle, magic stone, command*; 2nd level—*heat metal* x 2, *hold person* x 2, *produce flame*; 3rd level—*dispel magic, protection from fire* (active)

Mage, hm W3: Int High; AL N; AC 6 (Dex); MV 9; hp 18; THAC0 20; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*color spray, magic missile*; 2nd level—*stinking cloud*

Mage, hm W4: Int High; AL N; AC 6 (Dex); MV 9; hp 24; THAC0 19; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*magic missile* x 2, *grease*; 2nd level—*insatiable thirst, levitate* (to be used on the PC carrying Tatiana... Raise the PC 30 feet and release the spell doing 3-18 dmg.)

Mallory Stanobloff, hm D7: will not attack, will leave before fight is over to escape capture.

Total Levels 26-37

Fighters (4), hm F5: Int Avg.; AL N; AC 0 (Plate & Shield); MV 9; hp 54; THAC0 14 (Str); #AT 3/2; Dmg 1-8 + 4 (Long Sword + Str+ Splz); SZ M; ML 11

Priest, hm P6 of Istishia: Int Avg.; AL N; AC 1 (Plate); MV 9; hp 52; THAC0 15 (Str.); #AT 1; Dmg : 2-4+2 (Str+ Morning Star), or by spell; SZ M; ML 12

Spells: 1st level—*faerie fire, create water* (over the PC carrying Tatiana), *entangle, magic stone, command*; 2nd level—*heat metal* x 2, *hold person* x 2, *produce flame*; 3rd level—*dispel magic, protection from fire* (active), *cause disease, cause blindness*

Mage, hm W4: Int High; AL N; AC 6 (Dex); MV 9; hp 24; THAC0 19; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*color spray, magic missile*; 2nd level—*stinking cloud, web*

Mage, hm W5: Int High; AL N; AC 6 (Dex); MV 9; hp 30; THAC0 19; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*magic missile* x 2, *grease*; 2nd level—*insatiable thirst, levitate* (to be used on the PC carrying Tatiana... Raise the PC 30 feet and release the spell doing 3-18 dmg.); 3rd level—*dispel magic*

Mallory Stanobloff, hm D7: will not attack, will leave before fight is over to escape capture.

Total Levels 38-56

Fighters (4), hm F8: Int Avg.; AL N; AC 0 (Plate & Shield); MV 9; hp 90; THAC0 11 (Str & Splz); #AT 2/1; Dmg 1-8 + 4 (Long Sword + Str+ Splz); SZ M; ML 16

Priest, hm P8 of Istishia: Int Avg.; AL N; AC 3 (Chain + Dex.); MV 9; hp 68; THAC0 15 (Str.); #AT 1; Dmg : 2-4+2 (Str+ Morning Star), or by spell; SZ M; ML 12

Spells: 1st level—*faerie fire, create water* (over the PC carrying Tatiana), *entangle, magic stone, command*; 2nd level—*heat metal* x 2, *hold person* x 2, *produce flame*; 3rd level—*dispel magic* x 2, *protection from fire* (active), *summon insects*; 4th level—*protection from lightning* (active), *produce fire, cure serious wounds*

Mage, hm W6: Int High; AL N; AC 6 (Dex); MV 9; hp 38; THAC0 19; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*jump, magic missile x 2, reduce*; 2nd level—*stinking cloud, Melf's acid arrow*; 3rd level—*lightning bolt, hold person*

Mage, hm W7: Int High; AL N; AC 6 (Dex); MV 9; hp 45; THAC0 18; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*magic missile x 2, enlarge, grease*; 2nd level—*insatiable thirst, levitate* (to be used on the PC carrying Tatiana... Raise the PC 30 feet and release the spell doing 3-18 dmg.), *flaming sphere*; 3rd level—*lightning bolt, hold person*; 4th level—*stoneskin* (active, 6 attacks)

Mallory Stanobloff, hm D9: will shape-shift into a small dog and get out.

Total Levels 57 +

Fighters (5), hm F10: Int Avg.; AL N; AC 0 (Plate & Shield); MV 9; hp 101; THAC0 9 (Str & Splz); #AT 2/1; Dmg 1-8 + 4 (Long Sword + Str+ Splz); SZ M; ML 16

Priest, hm P8 of Istishia: Int Avg.; AL N; AC 3 (Chain + Dex.); MV 9; hp 68; THAC0 15 (Str.); #AT 1; Dmg : 2-4+2 (Str+ Morning Star), or by spell; SZ M; ML 12

Spells: 1st level—*faerie fire, create water* (over the PC carrying Tatiana), *entangle, magic stone, command*; 2nd level—*heat metal x 2, hold person x 2, produce flame*; 3rd level—*dispel magic x 2, protection from fire* (active), *summon insects*; 4th level—*protection from lightning* (active), *produce fire, cure serious wounds*

Mage, hm W7: Int High; AL N; AC 6 (Dex); MV 9; hp 45; THAC0 18; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*jump, magic missile x 2, reduce*; 2nd level—*stinking cloud, Melf's acid arrow*; 3rd level—*lightning bolt, hold person*; 4th level—*confusion*

Mage, hm W7: Int High; AL N; AC 6 (Dex); MV 9; hp 45; THAC0 18; #AT 1; Dmg 1-6 or by spell; SZ M; ML 12

Spells: 1st level—*magic missile x 2, enlarge, grease*; 2nd level—*insatiable thirst, levitate* (to be used on the PC carrying Tatiana... Raise the PC 30 feet and release the spell doing 3-18 dmg.), *flaming sphere*; 3rd level—*lightning bolt, hold person*; 4th level—*stoneskin* (active, 6 attacks)

Mallory Stanobloff, hm D9: will shape-shift into a small dog and get out.

As the fight ends, you hear the familiar sound of a City Watch whistle approaching (unless the Watch was already there for some reason).

The officer leading is Officer Webster. If the PCs recognize him, use their fame roll from before for his reaction. If the PCs have not encountered him, please make a check against fame and/ or infamy (City Watch, Government categories) to see how he will deal with the PCs. PC knights and watchmen have positive responses if he knows they are such.

- 1) Positive reaction: he will listen, get his report and clean up the “mess.”
- 2) Negative reaction: he will hassle the PCs, ask very detailed questions, and tell them to make sure they clean up the “mess.”
- 3) If he doesn't know them: he will ask detailed questions and clean up the “mess.”

If Tatiana survived the fight, it will take several rounds to calm her down.

If Tatiana was killed in the fight, the PCs may take appropriate actions to have her brought back. The cost will be 10,000 less (or whatever the PCs can truly afford) than the normal cost due to the fact that she is an infant. If the PCs find Lady Morra Starson to aid in the child's being brought back, she will take care of the cost on her own. However, if the PCs fail to save her, they will be plagued by dreams for three or four nights. The dreams eventually go away, but the tournament is over; skip to **Encounter 11C**.

ENCOUNTER Seven DOWN THE DRAIN

Wary after meeting up with the mercenaries, you make your way cautiously to the sewer entrance behind the Temple of Mystra. Opening the grate, your senses are assaulted with the odor from below. The strong scent of the sewer gas is almost too much. You hear the flowing of the sewage.

Allow the PCs to take whatever precautions they feel necessary then continue. Keep in mind that lighting a

torch would be a bad thing, as is any fire at this point. The gas is what flammable, and will cause a minor explosion in the sewer doing 2d6 points of damage per tier (so 8d6 on tier four). Save vs breath weapon for half damage. If the save is failed, the PCs must save for their possessions vs normal fire (not magical fire). The gas will replenish in four rounds due to the constant flowing of sewage.

Making your way south, mucking about, you have become very smelly and dirty. In several areas, smaller pipes near the top of this main one have opened up pouring sewage all over you. The baby you are caring for seems to be taking this all pretty well. However, she begins to cry.

Tatiana is hungry. If the PCs think to use one of the small skins with milk in it, that will settle the child down. Nothing other than some sort of “baby food” will get her to stop crying. Rations will not be consumable for such a young person.

The bad smell continues to be very strong. Following the instructions has brought you to the last tube. “Follow this until you are found,” the note said. There just seems to be one problem, you are at a T-intersection junction and haven’t been “found” yet. The directions didn’t mention this, or how to proceed.

The PCs can go left or right from here. As the PCs try to decide what to do, have someone make an Observation or WIS at half check to notice a small head peeking out of one of the pipes draining sewage into the main passage. There is a kobold up there waiting to set a spark to the methane in the sewers. Mallory has promised him all the magic items the PCs are carrying as payment. This kobold actually understands Common, though he cannot speak it. If attacked, he will spend the first round trying to spark the flint and steel. Whether successful or not, he will duck back into the small tube and try to escape. The tube is 3’ diameter and nearly impossible for a human to squeeze into.

If the party notices the kobold, they may attack or try to reason with it. Regardless, he will try to spark the flint and steel. If the PCs stop him from doing that, skip the following and **go to Encounter Eight**.

Just as you were trying to figure out what to do, you see a tiny spark out of the corner of your eye. A kobold with flint and steel...

Ask the PCs what they are doing. The only way to avoid damage is to drop under the flowing sewage, completely submerging oneself. There is no time for spells or combat if the kobold was unnoticed. Keep in mind that Tatiana only has 2 hit points and death’s door applies to her. All exposed PCs take 2d6 points of damage per tier, save vs breath weapon for half damage.

ENCOUNTER Eight NOW WHAT? THROUGH THE WALL, OF COURSE.

The progress of the PCs is being held up by an *illusionary wall* directly in front of them. With an Observation or Intelligence check (and careful searching), they will notice that the sewage is actually flowing through the wall. That is reason enough to believe it’s not really there.

Once through the wall, the PCs will be in an area of the sewers none have ever been in before.

Continuing on, you pass two more large pipes leading off the one you have been walking through. Hopefully, it won’t be much longer until you are “found.” Tatiana begins crying again.

Food will not pacify the child this time. The baby wants to play. If the PCs give Tatiana a toy (either the stuffed animal or the rattle), she will quiet some. Of course, like most people, she also wants some attention. The PCs should be able to figure it out because she will continually drop whatever toy they give her (easily recovered). Whether or not they respond by stopping or plodding ahead, the following attack will ensue. However, if they have not stopped to calm the little girl, she will continually cry. Again, remember that death’s door applies to Tatiana.

A crystal ooze(s) or ochre jelly(s) is about to attack the party. In this atmosphere, they are 75% invisible. Have a PC that states they are watching out make an Observation check at -4, or a check against half WIS, to see the Ooze or Jelly one round before it attacks. Choose the PC to be attacked randomly.

Crystal Ooze appears glassy with a slight milky swirl. Ochre Jelly looks like a giant amoebae.

Total Levels 6-13

Ochre Jelly (1); Int Non; AL N; AC 8; MV 3; HD 6; hp 30; THAC0 17; #AT 1; Dmg 3-12; SA Nil; SD See below; SZ M; ML 10

Lightning bolts will divide the creature into one or more smaller jellies, each doing one-half normal damage, fire-and cold- based attacks have normal effects.

Total Levels 14-25

Ochre Jelly (2); Int Non; AL N; AC 8; MV 3; HD 6; hp 36; THAC0 15; #AT 1; Dmg 3-12; SA Nil; SD See below; SZ M; ML 10

Lightning bolts will divide the creature into one or more smaller jellies, each doing one-half normal damage, fire-and cold- based attacks have normal effects.

Total Levels 26-37

Crystal Ooze (1); Int Animal; AL N; AC 8; MV 1 or Sw 3; HD 4; hp 28; THAC0 17; #AT 1; Dmg 4-16; SA See Below; SD See Below; SZ M; ML 10

Total Levels 38-56

Crystal Ooze (2); Int Animal; AL N; AC 8; MV 1 or Sw 3; HD 7; hp 55; THAC0 14; #AT 1; Dmg 4-16; SA See Below; SD See Below; SZ M; ML 10

Total Levels 57+

Crystal Ooze (3); Int Animal; AL N; AC 8; MV 1 or Sw 3; HD 7; hp 68; THAC0 14; #AT 1; Dmg 4-16; SA See Below; SD See Below; SZ M; ML 10

The victim of a successful hit must save vs. poison or become paralyzed. In addition, wood and cloth must also save vs. acid after the 2nd round exposed or be destroyed. When prey is reduced to -20 hit points, it is completely consumed.

Immune to acid, cold, heat, and fire. Weapons inflict only one point of damage, if they are wood, the weapon must make a save vs. acid or be destroyed. Weapons inflict one point of damage only.

ENCOUNTER Nine

**IT'S A BIRD; NO, ITS A
DOG; NO, ITS THAT GUY**

Finally defeating the gooey opponents, you come around a bend and into an open area the size of a

common room at an inn. The baby has finally quieted down. You notice that the pipe goes into the earth. Easily stepping around the opening, you get out of the muck you have been walking in for hours. Suddenly, a voice comes out of no where, "It would be much easier if you would just let the child die."

With those words, a man steps from the wall itself. His clothes just seem to blend with the surroundings. Casually taking a step forward, he speaks again, "Give the child and her possessions to me. All of her family were traitors against our crown and our land will not be at peace again until she is dead."

This is not who the PCs are to be found by, it is Mallory Stanobloff. He has every intention of killing Tatiana, and the PCs for the trouble they have caused him.

If the PCs have read Cassandra's diary, they will know this is the traitor. If they have not read the diary, they could give Tatiana to Mallory. In the case that happens, **go to Encounter 10B.**

The PCs may try to reason with Mallory, that will be impossible at this time since he is completely mad. They may attack him, in which case, he will fight to the death... better to die a hero in the eyes of your family than to fail and be disowned.

In combat, his first attack will always be to try and kill Tatiana. The PCs are nuisances in comparison. He only has to do 12 points of damage, so at high tiers she could die pretty quickly. Do not hold back on this; make the PCs work hard to keep her alive.

Total Levels 6-13

Sewer Rats (20); Int Low; AL N; AC 8; MV 18; HD 1-1; hp 1; THAC0 20; #AT 1; Dmg 1 (see below); SA nil; SD nil; MR nil; SZ S; ML special.

The rats are under the control of Mallory Stanobloff and will continue to swarm the PCs until they die or Stanobloff dies. He is using them as a shield and they will swarm the PCs. If a PC is swarmed, he will take 1 point of damage (no save or avoiding) each round until the rats are gotten rid of.

Mallory Stanobloff, hm D5: Int High; AL N; AC 1 (*barkskin*, Dex.); MV 12; hp 40; THAC0 18 (*Scimitar*) / 20 (*Dagger*); #AT 2 or by spell; Dmg 1d8+2, 1d4+2; SA spells; SD nil; MR nil; SZ M; ML 16
Magical Items: *scimitar* +2, *dagger* +2

Spells: 1st level—*cause fear, animal friendship* (used), *create water* x 2, *entangle*; 2nd level—*heat metal, hold person, barkskin* (active for 9 rounds), *speak with animals* (used); 3rd level—*dispel magic, stone shape, protection from fire* (active)

Total Levels 14-25

Sewer Rats (30): Int Low; AL N; AC 8; MV 18; HD 1-1; hp 1; THAC0 20; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML special.

Mallory Stanobloff, hm D7: Int High; AL N; AC 1 (*barkskin, Dex.*); MV 12; hp 56; THAC0 16 (Scimitar) / 18 (Dagger); #AT 2 or by spell; Dmg 1d8+2, 1d4+2; SA spells; SD nil; MR nil; SZ M; ML 16

Magical Items: *scimitar +2, dagger +2*

Spells: 1st level—*cause fear, animal friendship* (used), *create water* x 3, *entangle*; 2nd level—*heat metal* x 2, *hold person* x 2, *barkskin* (active for 11 rounds), *speak with animals* (used); 3rd level—*dispel magic, summon insects, stone shape, protection from fire* (active); 4th level—*free action* (active), *giant insect*

Total Levels 26-37

Sewer Rats (40): Int Low; AL N; AC 8; MV 18; HD 1-1; hp 1; THAC0 20; #AT 1; Dmg 1 (see below); SA nil; SD nil; MR nil; SZ S; ML special.

Mallory Stanobloff, hm D7: Int High; AL N; AC 1 (*barkskin, Dex.*); MV 12; hp 56; THAC0 16 (Scimitar) / 18 (Dagger); #AT 2 or by spell; Dmg 1d8+2, 1d4+2; SA spells; SD nil; MR nil; SZ M; ML 16

Magical Items: *scimitar +2, dagger +2*

Spells: 1st level—*cause fear, animal friendship* (used), *create water* x 3, *entangle*; 2nd level—*heat metal* x 2, *hold person* x 2, *barkskin* (active for 11 rounds), *speak with animals* (used); 3rd level—*dispel magic, summon insects, stone shape, protection from fire* (active); 4th level—*free action* (active), *giant insect*

Total Levels 38-56

Sewer Rats (50): Int Low; AL N; AC 8; MV 18; HD 1-1; hp 1; THAC0 20; #AT 1; Dmg 1 (see below); SA nil; SD nil; MR nil; SZ S; ML special.

Mallory Stanobloff, hm D9: Int High; AL N; AC 0 (*barkskin, Dex.*); MV 12; hp 81; THAC0 15 (Scimitar) / 17 (Dagger); #AT 2 or by spell; Dmg 1d8+2, 1d4+2; SA spells; SD nil; MR nil; SZ M; ML 16

Magical Items: *scimitar +2, dagger +2*

Spells: 1st level—*cause fear, animal friendship* (used), *create water* x 3, *entangle*; 2nd level—*heat metal* x 2, *hold person* x 2, *barkskin* (active for 13 rounds), *speak with animals* (used); 3rd level—*dispel magic, summon insects, stone shape, protection from fire* (active); 4th level—*free action* (active), *giant insect*; 5th level—*flame strike*

Total Levels 57+

Sewer Rats (50): Int Low; AL N; AC 8; MV 18; HD 1-1; hp 1; THAC0 20; #AT 1; Dmg 1 (see below); SA nil; SD nil; MR nil; SZ S; ML special.

Mallory Stanobloff, hm D9: Int High; AL N; AC 0 (*barkskin, Dex.*); MV 12; hp 81; THAC0 15 (Scimitar) / 17 (Dagger); #AT 2 or by spell; Dmg 1d8+2, 1d4+2; SA spells; SD nil; MR nil; SZ M; ML 16

Magical Items: *scimitar +2, dagger +2*

Spells: 1st level—*cause fear, animal friendship* (used), *create water* x 3, *entangle*; 2nd level—*heat metal* x 2, *hold person* x 2, *barkskin* (active for 13 rounds), *speak with animals* (used); 3rd level—*dispel magic, summon insects, stone shape, protection from fire* (active); 4th level—*free action* (active), *giant insect*; 5th level—*flame strike*

Whether if Tatiana is alive or not, **go to Encounter 10A**

ENCOUNTER 10A **BUT WHAT ABOUT THE GIRL**

You still have this child and there is no sign of a druid. Or was that him?

The PCs will have to wander further to be found. When they do continue. If they just leave the baby here, then it is found by the sheep dog (below) and the PCs are never contacted while in the sewers. Go to Encounter 11A once they emerge.

You still haven't been "found," so you continue making your way deeper into the sewers. After another hour or so of walking, the smell of wet dog assaults your senses. No wonder, there is a large sheep dog sitting in the middle of the tunnel. He is dirty and wet looking.

Fuzz, is actually another druid working with Kudzu. He has been watching the PCs to make sure Tatiana was delivered safely. If the PCs approach, he will bark softly and meet them.

As you continue, the dog makes a soft sound, soft for a dog this size, rises and approaches. He sits in front of you, looks up and barks once more in that “soft” tone.

The person with Cassandra’s dagger will begin to notice that it is bleeding after a couple minutes, unless that PC is looking at it (in which case the bleeding is noticed right away).

The PCs should get the hint that he wants the baby. If they don’t, he will move off to a wall, nudge a rock, pull out a piece of paper, and return to the PCs, giving them *Player Handout #4*.

When the PCs put the baby down with her possessions, Fuzz (the dog) will inspect things. If things seem in order (her possessions look accounted for), Fuzz will pick up the items, put them in the basket, pick up the basket, and leave the area.

If the PCs are unwilling to hand over the baby, Fuzz transforms into human form and explains the situation to them (Kudzu is elsewhere, and sent him to get the baby.) Truth magics will show that he is telling the truth. He will try to convince them as best as he can, and will depart without the baby if they flatly refuse. They can keep the baby and wander in the sewers for hours, and then he will approach them again.

If Tatiana was delivered alive, **go to Encounter 11A**; if she was dead, **go to Encounter 11B**.

ENCOUNTER 10B

OOPS!!!!

Fuzz, the sheep dog is actually another druid working with Kudzu. He has been watching the PCs to make sure Tatiana was delivered safely. Since the PCs do not have the baby and Fuzz knows they gave her to Mallory Stanobloff, he will give the PCs a note from Kudzu. The PCs will encounter Fuzz no matter which way they go in the sewers. Adjust the text if necessary.

The smell of wet dog assaults your senses. No wonder, there is a large sheep dog in the middle of

the tunnel. He barks at you, picks up a piece of paper in his mouth and brings it to you.

Give the PCs *Player Handout #5*.

The person with Cassandra’s dagger will begin to notice that it is bleeding after a couple minutes, unless that PC is looking at it (in which case the bleeding is noticed right away).

Go to Encounter 11C when they emerge from the sewers.

ENCOUNTER 11A

OH, GOLLY, GEE WIZ

Leaving the sewers, you still aren’t quite sure what has happened. You found this baby, took her to a druid in the sewers, nearly getting killed in the process, and... for what? Not even a thank-you.

The PCs can now choose to go anywhere they want. If they do not go to the docks (which is likely), then a small boy or girl brings them a note saying that they are wanted at the Shark Fin tavern.

As you walk along the docks, you see a strange ship just put in. What a magnificent sight. And that flag, what colors. A beautiful island with a blazing sun in the back.

Not even a heraldry check will reveal what land represents. It is the flag of Orumbor, the island nation Tatiana is from. This ship was purchased by Delshara after using her magic to get to Marsember

Walking into the Shark Fin brings on a sense of normalcy to an otherwise strange day.

Allow the PCs a brief time to role-play if time permits. They may be able to get into a card, dart, or drinking game if they wish. There is food and drink. As in the beginning, if a PC wishes to entertain, make the appropriate ability checks (1-20 sp. tip).

The tavern suddenly goes silent. Turning to see why, you can’t help but notice the stunningly beautiful woman standing near the door. She seems to radiate confidence. The dark flowing hair, the strong features, her garb, all scream wealth and sophistication.

She approaches the bar and motions the keeper over. In hushed voices the speak briefly. She places several gold on the bar and goes down a hallway. Slowly, conversation resumes in the tavern.

A moment later, the bar keep approaches your group. "The lady would like to meet with you in the second room down the hall."

When the PCs decide to join the woman, continue.

Entering the room, you see the exotic-looking woman seated at the head of a long table. Next to her is a sheep dog. "Please, sit down. We have much to discuss."

The dog is Fuzz again, and the dagger bleeds again. If the PCs get upset, rowdy, or otherwise insulting and will not calm with her reassurances that all their questions will be answered, the woman and the dog will vanish. If the PCs do as asked, continue.

"Allow me to introduce myself, I am Delshara Windhair. I was sent as a representative of the Island of Orumbor, off the Sword Coast near Waterdeep. I have it on good authority that you are the ones responsible for delivering the infant, Tatiana Windwalker, to her new caretaker. For this, I am greatly in your dept. Tatiana has been graced by the gods and will be the next great peace-keeper in our land. She has much to learn to fulfill her destiny; this would not be possible if not for your selfless actions."

"Now, please, tell me what has happened to Cassandra? She is the woman who was sent to deliver Tatiana. My friend here," she motions to the dog, "tells me that she was not with you."

Again, allow for role-playing if time permits. Delshara will also answer any questions the PCs have. Improvise with the information given at the beginning. When appropriate, continue.

"I cannot thank you enough for what you have done for our lands. But know that you have our gratitude." She pulls out (# of PCs) sheets of parchment with fine writing and inscribes your names, one on each sheet. She hands these to you. "If you need our aid in the future, contact Lady Morra Starson or Kudzu." She looks at the dog, "Come on Fuzz, we must be going." With that, she waves her arm and disappears. The last thing you hear is the bark of a large dog.

ENCOUNTER 11B WE DID WHAT?

Leaving the sewers, you still aren't quite sure what has happened. You found this baby, but she ended up dying while you were taking her to a druid in the sewers that no one has ever actually seen, nearly getting killed yourself in the process. What do you know about protecting something that small and helpless, not as much as you thought.

The PCs can now choose to go anywhere they want. If they do not go to the docks (which is likely), then a small boy or girl brings them a note saying that they are wanted at the Shark Fin tavern.

As you walk along the docks, you see a strange ship just put in. What a magnificent sight. And that flag, what colors. A beautiful island with a blazing sun in the back.

Not even a heraldry check will reveal what land represents. It is the flag of Orumbor, the island nation Tatiana is from. This ship was purchased by Delshara after using her magic to get to Marsember

Walking into the Shark Fin brings on a sense of normalcy to an otherwise strange day.

Allow the PCs a brief time to role-play if time permits. They may be able to get into a card, dart, or drinking game if they wish. There is food and drink. As in the beginning, if a PC wishes to entertain, make the appropriate ability checks (1-20 sp. tip).

The tavern suddenly goes silent. Turning to see why, you can't help but notice the stunningly beautiful woman standing near the door. She seems to radiate confidence. The dark flowing hair, the strong features, her garb, all screams wealth and sophistication.

She approaches the bar and motions the keeper over. In hushed voices the speak briefly. She places several gold on the bar and goes down a hallway. Slowly, conversation resumes in the tavern.

A moment later, the bar keep approaches your group. "The lady would like to meet with you in the second room down the hall."

When the PCs decide to join the woman, continue.

Entering the room, you see the exotic-looking woman seated at the head of a long table. Next to her is a sheep dog. "Please, sit down. We have much to discuss."

The dog is Fuzz, and Cassandra's dagger bleeds again. If the PCs get upset, rowdy, or otherwise insulting and will not calm with her reassurances that all their questions will be answered, the woman and the dog will vanish. If the PCs do as asked, continue.

"Allow me to introduce myself, I am Delshara Windhair. I was sent as a representative of the Island of Orlumbor, off the Sword Coast near Waterdeep. I have it on good authority that you are the ones responsible for delivering the infant, Tatiana Windwalker, to her new caretaker. For this, I am greatly in your dept. Please, do not fret over the fact that she was not breathing when you last saw her. She will be fine, this I can assure you. Tatiana has been graced by the gods and will be the next great peace-keeper in our land. She has much to learn to fulfill her destiny; this would not be possible if not for your selfless actions."

"Now, please, tell me what has happened to Cassandra? She is the woman who was sent to deliver Tatiana. My friend here," she motions to the dog, "tells me that she was not with you."

Again, allow for role-playing if time permits. Delshara will also answer any questions the PCs have. Improvise with the information given at the beginning. When appropriate, continue.

"I cannot thank you enough for what you have done for our lands. But know that you have our gratitude." She pulls out (# of PCs) sheets of parchment with fine writing and inscribes your names, one on each sheet. She hands these to you. "If you need our aid in the future, contact Lady Morra Starson or Kudzu." She looks at the dog, "Come on Fuzz, we must be going." With that, she waves her arm and disappears. The last thing you hear is the bark of a large dog.

ENCOUNTER 11C

AT LEAST IT'S OVER

The PCs can choose to go anywhere they want after they leave the sewers. If they do not go to the docks (which is likely), then a small boy or girl brings them a

note saying that they are wanted at the Shark Fin tavern.

As you walk along the docks, you see a strange ship just put in. What a magnificent sight. And that flag, what colors. A beautiful island with a blazing sun in the back.

Not even a heraldry check will reveal what land represents. It is the flag of Orlumbor, the island nation Tatiana is from. This ship was purchased by Delshara after using her magic to get to Marsember

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The tavern suddenly goes silent. Turning to see why, you can't help but notice the stunningly beautiful woman standing near the door. She seems to radiate confidence. The dark flowing hair, the strong features, her garb, all screams wealth and sophistication.

She approaches the bar and motions the keeper over. In hushed voices the speak briefly. She places several gold on the bar and goes down a hallway. Slowly, conversation resumes in the tavern.

A moment later, the bar keep approaches your group. "The lady would like to meet with you in the second room down the hall."

When the PCs decide to join the woman, continue.

Entering the room, you see the exotic-looking woman seated at the head of a long table, and she does not look happy. Next to her is a sheep dog. "Please, sit down. We have much to discuss."

The dog is Fuzz, and Cassandra's dagger bleeds again. If the PCs get upset, rowdy, or otherwise insulting and will not calm with her reassurances that all their questions will be answered, the woman and the dog will vanish. If the PCs do as asked, continue.

"I understand that you are the ones responsible for handing Tatiana Windwalker over to her assassin. Is this true?"

If the PCs try to lie, Fuzz will bark and become very upset. Delshara knows the truth and will state so if necessary.

“I can’t say I am pleased with what has happened. The child was blessed by the gods and destined to become the next peace-keeper in our lands. This is a very sad day for me and my people. However, I cannot fully place the blame on you. There was a woman, Cassandra, with Tatiana, what has become of her?”

She is, of course dead, however, the PCs may not know this and can plead ignorance on the subject.

“You will understand if I do not thank you. I feel partially at fault, I should have seen to the matter myself. Excuse me, please, but I have important matters to take care of at home.” With that, the woman waves her hand and disappears with the dog.

The End

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.

Encounter Five:

For getting information from Lady Morra 50 xp

Encounter Six:

Defeating the mercenaries 100 xp
Tatiana is not hurt in the fight 50 xp

Encounter Seven:

Stopping the Kobold 50 xp

Encounter Eight:

Defeating the ooze or jelly 75 xp

Encounter Nine:

Defeating Mallory Stanobloff 200 xp
Bonus pts if Tatiana is unharmed 50 xp

Encounter 10A:

If the PCs give Tatiana AND her possessions to the dog 50 xp

Total Experience for Objectives: 625 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,125 xp

For Tier 2: 2,250 xp

For Tier 3: 3,375 xp

For Tier 4: 4,500 xp

For Tier 5: 5,625 xp

TREASURE SUMMARY

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

Encounter Two:

- *Silver dagger* — this dagger is a normal silver dagger most of the time, with no magical bonus. It has two special properties, though:
 - 1) It turns to wood when used against Vampires and is +1 to hit and damage
 - 2) It is +2 to hit and damage against shape-shifters; and the blade will bleed whenever the weapon is in the presence of shape-shifters (whether in the sheath or not)
- 20 gold pieces
- 5 platinum pieces

The following items belong to Tatiana. The PCs will only have them if they did not leave them with her!!!

- *Enchanted aquamarine gem* has a *raise water* spell stored at 13th level. The spell can be used once. The gem is worth 100 gp

- *Enchanted sapphire gem* has an *airy water* spell stored at 13th level. The spell can be used once. The gem is worth 100 gp
- 20 gold pieces

Encounter Nine

- *Scimitar* +2
- *Dagger* +2

Encounter 11 A or B:

- Favor of the Kingdom of Orlumbor (one for each PC)

Fame and Infamy Awards

One Fame point in Merchant, Temples, or City watch. Player's choice.

If the PCs turned Tatiana over to Mallory Stanobloff, award 1 Infamy Point.

Knightly Honor

PC knights, squires can receive one Chivalry point for behaving appropriately to NPCs in this module. A knight character must have, directly or indirectly, been involved with all FOUR of the following actions to receive a chivalry point

1. Making sure that Tatiana was turned over to Kudzu.
2. Keeping Tatiana from harm. If Tatiana was ever injured or died while in the care of the party, the knight must have made every attempt to have her healed
3. Showing proper respect for Lady Morra Starson.
4. Showing proper respect for Delshara Windhair.

If a Knight or squire was in a party that turned Tatiana over to Mallory Stanobloff, he or she *cannot* receive a chivalry point!! Give them a -1 chivalry point!!

PLAYER HANDOUT #1

Entry 1 *I set sail today with Tatiana Windwalker. Delshara said it was imperative that I keep her safe on the journey to Ravens Bluff and the druid of the Sewers. Kind of strange, but who am I to question. Delshara is powerful and trusted completely by the people and the former crown. It was she that saw my life spared when the “devil” entered my blood. I have confidence that I will be able to see the child delivered safely.*

Entry 2 *Gone for three weeks, the land journey started five days ago. I thought he would have tried something before now. Of course that little thing of ambushing us with a group of mercenaries last night was interesting. It’s a good thing he was shocked to find Tatiana’s escort to be a vampire. Maybe this will be an advantage, as Delshara thought. It might make it more difficult for him to find others willing to kill a baby if they know she is guarded by the “walking dead.” But, if Stanobloff continues to believe I can kill him at will, he shouldn’t bother us for a while.*

Entry 3 *Five weeks away, the traveling has been difficult lately. Trying to keep my true identity secret for long periods is not easy. At least my disguises have held up so far.*

Tatiana has seemed almost depressed as of late. She must be old enough to know that I am not her mother. Of course, the rhythm of a heartbeat when I hold her is not something she can feel. It has been difficult to get her to sleep. The child is my responsibility and I will see her to her destination no matter what. If this can be done, perhaps the gods will take mercy on my soul.

Entry 4 *Two months have passed since Tatiana and I left Orlumbor. Mallory Stanobloff has found us again. This time he had the temples of that little town on his side. Even though I am not really among the living, I still feel as though I am. The damage they inflicted nearly destroyed me forever. I almost feel guilty for feeding on that woman in the asylum. I didn’t take any more than necessary to heal and she will not remember it in the morning. Hopefully, I can manage to find small animals on the ship to sustain me until reaching Ravens Bluff. We set sail in the morning.*

Entry 5 *I know Stanobloff is on the ship that has been following us to Ravens Bluff. I saw him myself last night. Sometimes I am grateful for my current state. I have made a plan to lose him once we dock tomorrow. I just hope that he won’t be on the dock after dark, no one in their right mind would be from what I have heard about my destination.*

I will find the writer as soon as I can after dark. I understand, from the gossip on the ship that he is a kindred spirit. Maybe he will be able to help me get Tatiana to the druid.

PLAYER HANDOUT #2 (Dreams)

Dream #1 Falling into a deep sleep is not difficult tonight. Your sub-conscience has taken you to a time when innocence was still routine. Life was still new and beautiful. The love and affection so warm... Suddenly, you feel as though you have been torn into many small pieces. The serenity lost forever. You feel totally helpless and alone.

You awake with a feeling of dread about the child that you found last night.

Dream #2 Sleep comes easily this night. Dreams take you to a place long forgotten, childhood. The tranquillity of being with family and those who love you. A peaceful time. Then things grow dark. You open your eyes to the horror of your family being killed. The pain is unbearable. Being ripped from your home, a sense of deep loneliness is all that remains.

You awake with a feeling of dread about the child that you found last night.

Dream #3 Drifting off in your bed, the dream-world takes control. Things couldn't be more perfect. Laughing and playing, the carefree days of childhood. Then, all of a sudden, a drenching rain starts falling. But this is not water, it is the blood of your family. You have nothing left, no one to turn to. You are helpless and alone.

You awake with a feeling of dread about the child that you found last night.

Dream #4 Falling into a deep sleep is not difficult tonight. Your sub-conscience has taken you to a time when innocence was still routine. Life was still new and beautiful. The love and affection so warm... Suddenly, you feel as though you have been torn into many small pieces. The serenity lost forever. You feel totally helpless and alone.

You awake with a feeling of dread about the child that you found last night.

Dream #5 Sleep comes easily this night. Dreams take you to a place long forgotten, childhood. The tranquillity of being with family and those who love you. A peaceful time. Then things grow dark. You open your eyes to the horror of your family being killed. The pain is unbearable. Being ripped from your home, a sense of deep loneliness is all that remains.

You awake with a feeling of dread about the child that you found last night.

Dream #6 Drifting off in your bed, the dream-world takes control. Things couldn't be more perfect. Laughing and playing, the carefree days of childhood. Then, all of a sudden, a drenching rain starts falling. But this is not water, it is the blood of your family. You have nothing left, no one to turn to. You are helpless and alone.

You awake with a feeling of dread about the child that you found last night.

PLAYER HANDOUT #3

Follow the path and the child will be safe. The journey will be dangerous, You are Tatiana's protectors.

Enter the sewers through the grate just behind the Temple of Mystra. Go South past four tube junctions. At the 5th, turn left. Stay in that tube until you reach the 2nd junction. Take the right tube. Follow this until you are found..

PLAYER HANDOUT #4

This is a friend of mine, please leave the baby with him along with her possessions. You have done what was needed to ensure that the child, Tatiana Windwalker, fulfills her destiny. I am extremely grateful as are her people! May the gods be with you.

PLAYER HANDOUT #5

You have failed! The task of protecting a babe and seeing her to safety was too tough?. The child was innocent and is now dead. She was blessed by the gods and you have given her over to an assassin. Tatiana Windwalker will not be able to fulfill her destiny because of your mistake!

Maybe the next time you neglect to learn the truth, it will be you who dies. Leave this place and never return. I will know if you do!