

The Challenge of Children

A One-Round Living City Adventure

By Stephanie Zuiderweg

Blurb: A request for help for the Children's Vocational Center comes from a surprising source. A roleplaying adventure for those that like unusual situations.

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

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA 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. For multi-class and dual-class characters, take the highest level and add one for each additional class. 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+

DM's Background

Over the last few weeks, children have been disappearing from the Children's Vocational Center, a school started by Cyradis Pendragon to provide education for children orphaned during the war. Concerned about the disappearance of several of her students, Cyradis has begun her own investigation, with the help of several of her adventuring companions. So far, they've learned nothing.

Shyla, a young orphan turned adventurer, has taken it upon herself to find adventurers to locate her

missing friends. She feels that "mean Cyradis" is doing an inadequate job, and has come up with her own method of investigation. She wishes to hire adventurers to investigate the real way—by getting to the heart of the matter, and risking becoming victims themselves.

The kidnappings were masterminded by Halicynth, a Waukeen specialty priest from Sembia. Using the newly found favor of his goddess in Raven's Bluff, now that she has been brought back to Faerun, he has decided to boost the revenue of his temple using the cheap labor of orphans. He pays them a copper piece a week, which he is carefully putting away for them until their release.

Summary

Introduction: An invisible girl (Shyla) approaches PCs on the street to help her find why and how her fellow students are disappearing.

Encounter One: Shyla meets the PCs and outlines her plan for finding her acquaintances. She gives them a magic item to help them.

Encounter Two: The PCs find themselves inside the Children's Vocational Center with an entirely new perspective on life. How different it is to be a kid again...

Fully integrated into the school, the PCs begin investigating the disappearances. They can learn about the missing children, and the locations in which they disappeared.

Encounter Three: The school bullies try to rough up the PCs, and they must save themselves from trouble without killing "helpless" children.

Encounter Four: The PCs investigate the playground and the covered slide. One of the PCs should be kidnapped; the other PCs can use the information from this disappearance to find the person behind it all.

Encounter Five: The PCs use the device they found on the playground to get into the kidnappers' lair. Then they must actually get to the kidnappers. The kidnapped PC interacts with the kidnapped children.

Encounter Six: This is the big battle between the PCs and the Waukeenar, in which they rescue their comrade and his/her orphan companions.

Conclusion: While the PCs are telling Shyla about their adventure, Cyradis catches her at her

shenanigans. Cyradis and Shyla both thank the PCs for their efforts, and Shyla gets what's coming to her.

Note: Cyradis Pendragon is a Player Character played by Agnes Thompson of CA. The adventure portrays her from Shyla's point of view, and so the personality of Cyradis may be a little different if you run into her during play.

INTRODUCTION

The following boxed text should be read to individual PCs as Shyla approaches them on the street. Try not to give the PCs a chance to interact before the game. Shyla is afraid that "mean Cyradis" will catch her, so she hires each of the PCs separately and away from anyone else. Also, if you know the characters, feel free to adjust the boxed text to allow for their personalities and probable responses.

Going about your daily (or nightly) business, you are surprised to feel a tug on your arm. Looking around, you see nothing, but the tug happens again. "Hello," you hear a small voice say. "Are you a powerful adventurer?"

Whatever the response, Shyla will try to get the PC to admit to being an adventurer of some kind, and then insist on hiring him or her. "I think you'd be perfect," or, "Well, we were all beginning adventurers once," would be standard responses to reluctant PCs.

Shyla will remain invisible throughout this entire interaction, and will try to keep it brief so as not to attract attention. She will also try to give as little information about herself or the mission as possible, including being rude and leaving the PC standing alone on the street talking to thin air, if it comes to that.

Eventually, Shyla will get the PC to meet her (and other adventurers that she's hiring) at an address in the merchant's quarter.

ENCOUNTER ONE

The address to which Shyla directs the PCs is the lab of one of her mentors, Nicodemus Smythe. He has given her access to his lab so that she can learn from his spellbook at her own pace. This is one of the few parts of the city where Shyla feels safe enough to meet with the adventurers.

Shyla has given instructions to the hunchback servant that answers the door to let the PCs into the

foyer of the lab, since she doesn't want them to loiter on the street and be obvious. This is where she will meet them.

The address that Shyla gave you is a ramshackle house down a back alley in the merchant's district. As you approach the door, you see that the house is better cared-for than was apparent at first glance.

Once the PCs knock on the door, the hunchback servant will let them in. The servant will try to make sure that the PCs do not leave the foyer.

After you knock on the door, it opens slightly, and a disfigured face peers out. "Hello," he says, in a voice that matches the face. "Shyla told me to expect you. Come in, come in." The door opens into a wide foyer. The disfigured face belongs to a huge, grotesque hunchback, who tells you, "Pretty Shyla told Grendall to let adventurers in. You wait here for little girl." There are small settees and antique chairs lining the walls, providing ample seating for you and the adventurers that soon join you.

This is the first chance the PCs have to interact. They can talk to one other and look around the foyer while they wait. The foyer is filled with various knick-knacks and gadgets of the sort that an eccentric mage might keep in his home. Grendall will try to prevent the PCs from wandering in the house. If they try, he'll say, "You not go in there. It's dangerous." If they persist despite warnings, he will attack to subdue.

Grendall, hm (F3): Int below average; AL N; AC 5; MV 9; hp 37; THAC0 13 (punching specialization, +2 on chart); #AT 2; Dmg see punching chart +8 (Str 18/00), including KO%; SA nil; SD 8 *stoneskins*; SZ M; ML 19.

After the PCs have settled in a bit and introduced themselves, Shyla will finally show up.

After you've been waiting a few minutes, the door opens. You look up expectantly. You don't see anyone come through for a moment, and then a walking teddy bear steps through the door, which closes by itself. "Hello again," comes the same childish voice that summoned you here. "I guess I should introduce myself." A little blonde girl who looks about 9 years old appears in front of the teddy bear. She wears a miner's hat, with a candle burning in it. "I'm Shyla," she says, "and I want to hire you to rescue some children."

At this point Shyla will relate her plan (see below). This is an interactive roleplaying situation, in which

Shyla will semi-reluctantly spell out the details of the mission.

Shyla's background and personality

Shyla is in general a quiet, shy girl, but she is very confident of her abilities. She was orphaned during the war when she was only five years old. She remembers nothing of her old life -- only that she was taken into a orphanage, which she liked well enough, but then was forced to go to Cyradis Pendragon's Children's Vocational Center when she was seven.

She didn't like being forced to learn things, so she and several of her friends made a break for it, and escaped from the Vocational Center to become adventurers. After the first few adventures, Cyradis' cousin, Jedidiah Smythe, discovered Shyla's shenanigans and reported them to Cyradis.

Afraid of being caught by Cyradis, Shyla spends almost all her time invisible now. She even tried to hire an adventurer (Telrandir, a druid of Silvanus) to protect her from "mean Cyradis."

Because of her background, Shyla is wary of sharing too much information about herself, especially to adults. While hiring the PCs, Shyla will take full advantage of her age and apparent vulnerability. She will try to give only necessary information to the PCs, and will try to take them for everything she can get. Only if the PCs press will Shyla reveal her intelligence, experience, and wealth.

Shyla's situation and plan

Shyla has been continuing her education at the Children's Vocational Center, due to an agreement made between Telrandir, Cyradis, and herself. She has made lots of friends at the school, so she is very distressed at the disappearances. Because she doesn't go to the school on a regular basis, she doesn't know many details. She doesn't think investigating the disappearances herself is the best idea, because "mean Cyradis" might catch her, and be upset with her for putting herself into danger.

Her plan is to have the PCs become children and infiltrate the Children's Vocational Center. She reasons that the only way to catch the criminals is to become intimately familiar with their victims, and even risk becoming one. To that end, Shyla has procured magical pins that will turn the PCs into children so long as they wear them, using a very powerful illusion that will make the PCs seem (even to a person touching them) to be younger and smaller than they really are. Shyla will not tell the PCs how the pins do this, nor where she got them from. If asked, Shyla will say she got the pins through her "connections," which is true.

She got them through some of her adventuring companions, thanks to Melvis Kingfurrow and Nicodemus.

If asked for payment, Shyla will say something like, "Is two platinum pieces each enough? You can buy a year's supply of candy with that!" If the PCs see through her act, she will offer them up to 1000 gp each, plus two of the pins (she has to return the rest), but she will bargain intelligently.

Shyla, hf W6 (fire elementalist): Int 18; AL N; AC 2 (bracers AC 6); MV 12; hp 28; THAC0 16; #AT 1; Dmg 1d4+2 (dagger +2); SA spells; SD spells; SZ M. Str 8; Dex 17; Con 16; Int 18; Wis 12; Chr 9. Age 9 (almost); Height: 4'; Weight 72 lbs; Hair Blonde; Eyes Blue. Saving Throws: PPDM 13; RSW 9; PP 11; BW 13; Spell 10.

Spells (5, 3, 3): Any fire-based, *invisibility*, etc.

ENCOUNTER TWO

The pins are rubies carved in the shape of a smiling child's face. When the PCs put them on, they appear drastically younger. Each PC's apparent age while wearing the pin is derived from that PC's normal apparent (not actual) age, as shown below:

17 or less	7 years old
18 - 20	8 years old
21 - 30	9 years old
31 - 45	10 years old
46 - 60	12 years old
61 - 90	14 years old
91 or more	16 years old

Shyla will take the PCs to the Vocational Center once they have changed their appearance.

Putting on the pins does not change the PCs' appearance in any other way. This means that armor will still look like armor, sexy dresses will look really strange on children, etc. The PCs might wish to change their attire to look more appropriate for the undercover work they're about to attempt. Shyla will strongly recommend that any particularly odd-looking PC, especially one in heavy armor, change clothes. She'll offer some of hers if necessary. (The selection ranges from little dresses and sandals to pants and shirts with boots).

Shyla leads you through the streets of Ravens Bluff to the front door of the Children's Vocational Center. The portion of the Center that's inside town is a large warehouse-like building near the temple district, with

large windows and expansive (for the city) yards. As you approach, a matronly woman steps out of the doorway. "Hello, Shyla," she says.

"Hi Marge! These are my new friends (insert the first names of the various PCs here). They want to go to school, too." Shyla smiles disarmingly at the woman and looks innocent and cute, clasping her hands behind her back and rocking her body back and forth.

"Go right on in, honey. There's always room for more kids at the Center," Marge says.

You go inside. "Okay, now we have to go to class," Shyla announces. She picks up some schedules of classes from Marge's desk, and gives each of you one. "See you later, guys!" is the last thing you hear as Shyla disappears down a corridor, leaving you with your schedules in hand.

The PCs might or might not decide to go to the classes in the schedule. Wing this portion. Below is a list of classes they could go to, and NPC children they could meet -- in class or out, depending on you. There is also a mandatory recess that all students must go to, which will lead to the combat in Encounter 3. You may wish to have the PCs meet Tara the Terror (see Encounter 3) prior to recess, in order to give reason to the combat. It is not necessary that PCs interact with every one of the NPCs listed here, or go to every one of the classes. The PCs should soon figure out that the playground is the place to investigate.

Animal Behavior

This class is led by Rislyn Windrunner, a ranger of Corellon Larethian who teaches the lessons of nature. Rislyn's teaching approach is dry, sarcastic, and indifferent. She values the animals over the children, but her lessons are worth learning. Rislyn's ranger lore is centered around cats, so most of the lessons involve her companion, a lion that she calls "Cat."

This class teaches the basics of dealing with animals (cats, forest creatures, men, etc.): how they behave, where they live, what their tracks look like, how to train them, and any other related topics that Rislyn or the kids feel interested in that day.

Biology

This class is taught by Mr. Khan. Mr. Khan is an ex-sergeant from the war, and occasionally slips into combat flashbacks. He's friendly, but likes the class to be ship-shape and orderly. Students who are out of line end up having to do push-ups or run laps around the school.

This class has several purposes. It teaches battlefield first aid, such as spitting on comrades to bring them back from death's door. The anatomy lessons might help warriors understand the effect of blows (both on enemies and on themselves). Rogues benefit from learning where to land a backstab for deadliest effect.

It is likely that the PCs will encounter Gary "the Bold" in this class, since it teaches skills that a Myrmidon finds useful.

Gary "the Bold"

Gary is a Myrmidon who wants to sail the seas and have great adventures. He likes the orphanage, and is looking forward to the day when Cyradis finally gets Captain Jacques to teach sailing classes.

Gary is a friend of Gedoffry, who disappeared three days ago. Gedoffry and he were at the fort playing Invader and Defender, and Gary -- playing Invader, as usual -- actually broke through Gedoffry's defenses. (Usually Gedoffry wins the game.) To Gary's surprise, he couldn't find Gedoffry anywhere inside the fort, and he swears Gedoffry couldn't have left the fort without being seen.

If asked about any other unusual circumstances around the time of Gedoffry's disappearance, Gary will remember a nice robed man with a strange accent who came by the playground that day. It will be impossible to get any better description of him than that, because Gary didn't think it important enough at the time to pay attention.

Chemistry

Mrs. Neumeyer teaches the basics of chemistry. Mrs. Neumeyer is small, quick, and cheery, her eyes always agleam at the thought of some chemical act of destruction. She is well-liked by her students. She describes things vividly, with hand motions and sound effects.

The chemistry lab has yellowed wallpaper, dark scorch marks, and other evidence of incendiary mishaps.

While many students avow that the class is about how to blow things up (safely), it has a few other purposes. It teaches about the five elements (fire, water, earth, air, and energy) and their different forms. The labs sometimes focus on how the elements can be combined to create new things.

Chemistry is one of Gavin's favorite classes. He likes mixing things up and seeing what happens.

Gavin Parta, Fighter Extraordinaire

Gavin is a bit strange, known for showing off brawn he still hasn't finished developing, and convincing the less intelligent students to do things for him. He fancies himself a fighter, but his approach to life is more like what people expect of a mage or cleric.

Gavin and his friend Jonny often played on the swings together. Mostly, they would swing as high as they could and then jump off, getting a thrill from the short flight. Jonny, though, was always a bit scared of jumping, and only did it because Gavin went first and expected Jonny to follow.

The last time that Gavin and Jonny played the game, Gavin jumped off the swing, turned around, and saw Jonny's swing flailing around as if he'd jumped -- but with Jonny nowhere in sight. Gavin hasn't been around the swings since, but he has told Dennis that swings are like the scales of Tyr and that Dennis should try them sometime.

Home Economics

Home Ec. is taught by Sapphire, a Sharessian who loves to cook. Sapphire is very friendly and helpful, as well as beautiful. She believes in the importance of good clothes and good food. The class teaches basic cooking techniques and recipes, as well as other household skills such as cleaning and mending. The true beauty of the class is how Sapphire teaches her students to find pleasure in these activities and bring pleasure to others.

This class is often frequented by Daffyd, because it gives him free food.

Daffyd the Barbarian

Daffyd is an oversized boy who likes goosing the girls at the Center. He is often seen running around the Center with nothing but a loincloth and his hairy body to preserve his modesty. He can be gentle and likeable, but tends to growl rather than talk.

He is friends with Jonny, Franc, and Thug. If actually convinced to talk, he can tell the PCs about the disappearances of two of his friends. He's missed his friends, but doesn't fully grasp that they're missing.

- “Franc go playground without Daffyd. Me want go, too. Franc not like Daffyd anymore. Me not see Franc for long time.”
- “Thug and Daffyd play reverse see-saw. We play lots, great fun! Get dizzy watching sky. We getting going higher and higher when me drop fast. Thug drop me! Me look round and Thug gone.”
- If asked about any strange people around the Center: “Thug an' I play recess. Hooded man gave

Daffyd candy! Thug not like coin necklace it get sun right in eyes. We chase him 'way.

Martial Arts

Martial Arts is taught by SIRRUS, a monk of Ilmater. SIRRUS is a quiet, introspective man who feels that every person, adult or child, should learn to deal with suffering -- and bring it to those who deserve it.

This is a popular class at the Vocational Center, teaching how to give pain to others... oh, and it teaches you how to fight, too. Martial arts is a difficult form of fighting to learn, so many of the students learn only the basic punches and defensive maneuvers.

Tara and Darren are likely to be in this class. You can use the information given about them in Encounter 3, and have one or both of them be a PC's sparring buddy.

Physical Education

This is playtime on the playground, sometimes inexplicably referred to as recess. Encounter 3 will occur here.

Self-defense

Taught by Antao Windrunner, a ranger/cleric of Solonor, this class is required for any student who doesn't take martial arts or another combat-related class.

Antao's main lesson to his students: “Run away! And if you get caught, get loose and run away.” Antao is lacking in both charisma and tact, but he's very fleet-footed. Of course, if you can't get away you must know how to handle yourself, so Antao teaches the basics of punching and wrestling to his students.

Christine of Gond

Christine is an engineer who loves building things, the bigger the better. She's gruff and tomboyish, and wears comfortable, practical clothes over girlie ones.

Christine, Jean, and Agate hang out together. Their favorite game is Truth or Dare. Christine was the one who dared Jean to go out into the playground when it wasn't recess time. Jean never came back. Christine doesn't know what happened when Agate disappeared, but she does know that Agate felt guilty about Jean's disappearance, and may have gone to look for him.

If Christine is asked about a robed or hooded man seen around the playground recently, she will remember seeing him. She and her friends thought he was scary, so they avoided him.

Other Possibilities

The PCs may opt to spend the night in some of the Vocational Center's dormitories, which will be another opportunity for them to talk to NPCs. This will also give them an excuse to be at the Center in the evening, which is the time when the coin will next activate (Encounter 4).

You can have the PCs encounter Dennis, an important source of information, when and where it fits their investigation. If they wander the halls, they are highly likely to meet him.

Dennis the Hall Monitor

Dennis is descended from a long line of Tyrians. Sent to the Vocational Center at age 12 when his parents died defending the city during the war, he clings to the Tyrian faith as his one connection to his parents. He is very aloof and by the book, and not above using his Tyr-given abilities in his position as hall monitor.

Dennis is reluctant to share his information with the PCs because it makes him look bad. He must be convinced that he should tell the truth because it's the Tyrian thing to do, or that he needs to help bring justice to the children's kidnappers, or something along those lines.

Information Dennis can provide the PCs:

- He saw (on different days) Jean and Franc sneak out to the playground when it wasn't their recess time.
- Franc was the first to go out (about 10 days ago), and Dennis tried to stop him, but Franc just ignored him (he's very put out about that). Franc never came back from the playground as far as Dennis knows, and later that day that he was declared missing.
- When Jean snuck out to the playground, Dennis decided that this time he should follow. By the time he reached the door, Jean was nowhere in sight. Jean was reported missing later that day, too.

Dennis, hm P2. Int Above Average; AL LG; AC 9; MV 12; hp 15; THAC0 19; #AT 2; Dmg see punching chart; SA spells, Tyrian abilities; SD spells; MR nil; SZ M; ML 16; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *command* x2.

ENCOUNTER THREE

Tara the Terror's band of bullies is notorious in the Children's Vocational Center. As the school bullies, they are eager to show all new kids who's boss; which is why, at some point during the PCs' stay at the Vocational Center (preferably in the middle of their investigation), the bullies ambush the party.

This is a well-planned combat. Tara and her friends have watched the PCs since they arrived at the Center, and have discussed how to beat them. They will choose a site that will completely surprise and surround the PCs, and each of their spells will be planned for specific targets. They also tailor their force to guarantee that they outnumber the PCs.

Levels 4-13

Bullies, hm F1 (equal to number of PCs). Int Average; AL N; AC 6 (padded & dex); MV 8; hp 8; THAC0 19; #AT 2 (punching specialization); Dmg see punching chart +1; SA knock-out; SD nil; MR nil; SZ M; ML 13; PPSM 14, RSW 16, PP 15, BW 17, SP 17.

Harmony & Drella, hef W1. Int Very; AL N; AC 4 (*armor* and dex); MV 8; hp 4; THAC0 19; #AT 1 (wrestling specialization); Dmg see wrestling +1; SA spell, wrestling holds; SD none; MR nil; SZ M; ML 14; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Harmony's Spell: 1st: *color spray*.

Drella's Spell: 1st: *spook*.

Darren aka The Nerd, hm Monk1 (of Oghma). Int Above Average; AL LN; AC 8 (dex,); MV 8; hp 7; THAC0 18; #AT 2 (martial arts double specialized); Dmg see martial arts chart +4; SA spells; SD spells; MR nil; SZ M; ML 14; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *cure light wounds* x2, *bless* (precast).

Tara the Terror, hf P1 (of Beshaba). Int Above Average.; AL CN; AC 8 (padded & dex); MV 8; hp 7; THAC0 19; #AT 2 (martial arts specialized); Dmg see martial arts chart +1; SA spell; SD spell; MR nil; SZ M; ML 14; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spell: 1st: *command, faerie fire, cause (rev. of remove) fear*.

Levels 14-25

Bullies, hm F1 (equal to number of PCs). Int Average; AL N; AC 6 (padded & dex); MV 8; hp 8; THAC0 19; #AT 2 (punching specialization); Dmg see punching chart +1; SA knock-out; SD nil; MR nil; SZ M; ML 13; PPDM 14, RSW 16, PP 15, BW 17, SP 17.

Harmony & Drella, hef W2. Int Very; AL N; AC 4 (*armor* and dex); MV 8; hp 7; THAC0 19; #AT 1 (wrestling specialization); Dmg see wrestling +1; SA spells, wrestling holds; SD none; MR nil; SZ M; ML 14; ;PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Harmony's Spells: 1st: *color spray, sleep*.

Drella's Spells: 1st: *spook, fist of stone* (to be cast on Darren).

Darren aka The Nerd, hm W2 (of Oghma). Int Above Average; AL LN; AC 8 (dex,); MV 8; hp 14; THAC0 18; #AT 2 (martial arts double specialized); Dmg see martial arts chart +4; SA spells; SD spells; MR nil; SZ M; ML 14; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *cure light wounds x3, bless* (precast).

Tara the Terror, hf P2 (of Beshaba). Int Above Average.; AL CN; AC 8 (padded & dex); MV 8; hp 14; THAC0 19; #AT 2 (martial arts specialized); Dmg see martial arts chart +1; SA spell; SD spell; MR nil; SZ M; ML 14; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *command x2, faerie fire, cause (rev. of remove) fear*.

Levels 26-37

Bullies, hm F2 (equal to 1½ × the number of PCs). Int Average; AL N; AC 6 (padded & dex); MV 8; hp 16; THAC0 18; #AT 2 (punching specialization); Dmg see punching chart +1; SA knock-out; SD nil; MR nil; SZ M; ML 13; PPDM 14, RSW 16, PP 15, BW 17, SP 17.

Harmony & Drella, hef W2. Int Very; AL N; AC 4 (*armor* and dex); MV 8; hp 7; THAC0 19; #AT 1 (wrestling specialization); Dmg see wrestling +1; SA spells, wrestling holds; SD none; MR nil; SZ M; ML 14; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Harmony's Spells: 1st: *color spray, sleep*.

Drella's Spells: 1st: *spook, fist of stone* (to be cast on Darren).

Darren aka The Nerd, hm W2 (of Oghma). Int Above Average; AL LN; AC 8 (dex,); MV 8; hp 14; THAC0 18; #AT 2 (martial arts double specialized); Dmg see martial arts chart +4; SA nil; SD spells; MR nil; SZ M; ML 14; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *cure light wounds x4, bless* (precast).

Tara the Terror, hf P3 (of Beshaba). Int Above Average.; AL CN; AC 8 (padded & dex); MV 8; hp 18; THAC0 19; #AT 2 (martial arts specialized); Dmg see martial arts chart +1; SA spell; SD spell; MR nil; SZ M; ML 14; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *command x2, faerie fire, cause (rev. of remove) fear*. 2nd: *bane of Beshaba, hold person*.

Levels 38+

Bullies, hm F3 (equal to twice the number of PCs). Int Average; AL N; AC 6 (padded & dex); MV 8; hp 22; THAC0 16; #AT 2 (punching double specialization); Dmg see punching chart +2; SA knock-out; SD nil; MR nil; SZ M; ML 13; PPDM 13, RSW 15, PP 14, BW 16, SP 16.

Harmony & Drella, hef W3. Int Very; AL N; AC 4 (*armor* and dex); MV 8; hp 10; THAC0 19; #AT 1 (wrestling specialization); Dmg see wrestling +1; SA spells, wrestling holds; SD none; MR nil; SZ M; ML 14; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Harmony's Spells: 1st: *color spray, sleep*. 2nd: *invisibility* (precast on Tara).

Drella's Spells: 1st: *spook, fist of stone* (to be cast on Darren). 2nd: *levitation*.

Darren aka The Nerd, hm W4 (of Oghma). Int Above Average; AL LN; AC 8 (dex,); MV 8; hp 25; THAC0 15; #AT 2 (martial arts triple specialized); Dmg see martial arts chart +6; SA spells; SD spells; MR nil; SZ M; ML 14; PPDM 9, RSW 13, PP 12, BW 15, SP 14.

Spells: 1st: *cure light wounds x4, bless* (precast). 2nd: *aid x2*.

Tara the Terror, hf P4 (of Beshaba). Int Above Average.; AL CN; AC 8 (padded & dex); MV 8; hp 25; THAC0 17; #AT 2 (martial arts specialized); Dmg see martial arts chart +1; SA spell; SD spell; MR nil; SZ M; ML 14; PPDM 9, RSW 13, PP 12, BW 15, SP 14.

Spells: 1st: *command x2, faerie fire, cause (rev. of remove) fear*. 2nd: *bane of Beshaba x2, hold person x2*.

Note: Tara will use every possible chance to cast her *bane* on PCs, including, sneaking up on them while she's invisible, or getting them while they're held.

ENCOUNTER FOUR

The PCs investigate the playground...

The playground is full of possibilities. On one side are the swings and seesaws; in the center is the fort, and on the other side are the covered slide and the jungle gym.

At this point, the PCs can investigate or do whatever they choose. This is where Halicynth, the Waukeenar, will kidnap one of the PCs, but only after the previous encounters have at least been touched on.

The key to the kidnapping is a small, coin-shaped disc with the letter D on one side. This disc will activate when someone gets within three feet of the "D" side (i.e. in a half-sphere centered on that side of the coin). This time, Halicynth has the coin fastened inside the roof of the covered slide, so only a PC sliding down the slide or climbing up inside it will trigger the item.

When activated, the disc uses a form of the spell *dimensional folding* to suck anyone within the area of effect into the gate (unless the victim makes a strength check at -8, or is already anchored somehow). The gate stays open for only a few seconds, and then disappears. When a PC is pulled through the gate, roll percentile dice, and consult the aging chart of the spell under the "Studied Carefully" column (5% chance of aging 1-2 years). The PC will not immediately notice aging due to the magical pin, unless the age chance causes the PC's altered appearance to change.

Once the disc has been used, it needs 24 hours (slightly less if you need to speed things up) to recharge. This is how Halicynth is able to have it moved to different locations. It also prevents PCs from immediately following a kidnapped PC, and will give Halicynth plenty of time to play with his victim. The coin pulses slightly to indicate its level of charge; the faster the pulse, the closer it is to activation.

At this point, if a PC (or possibly two) is kidnapped, you will have to split your attention between two groups. The main group should have plenty of opportunity to find the coin and try to figure out how it works; then deal with the captured PC(s).

The other PCs are done with this encounter once they find the coin. They will have 24 hours of wondering what to do before one or more gets sucked into the gate and, hopefully, the rest of them follow through. If, for some reason, the PCs keep a watch on the slide at night, they see a street urchin (named Raymond) sneak over to the slide and climb inside it. They can capture him easily and question him, but all he knows is that some guy paid him a platinum piece to get the disk and move it to a place on the jungle gym. He will be able to give only a vague description of his benefactor, because he/she was heavily cloaked and talked in a whisper. He has been hired to do this every

night for the last several weeks, and is quite proud of that fact.

When handling the kidnapped PC, skip Encounter 5, because Halicynth and his allies are expecting someone. Use the stats (per the appropriate tier) from Encounter 6 during the battle that will probably break out. It should be easy for the Waukeenars to take the PC down. The PC will be stripped of all items, including the pin, and put with the children down in the mine with nothing but a pick and a shovel. The fighters in Encounter 6 are the taskmasters, making sure the children do their work. Here the PC can role-play (remember, he or she now looks like an adult) with the captured kids and begin planning an uprising, or whatever he or she chooses to do.

When the other PCs finally go through the coin's gate, the fighters will herd the kids into stalls, lock them in, and go to assist the spell casters.

Captured Kids

Jean, em W1. Int Genius; AL N; AC 7 (dex); MV 10; hp 3; THAC0 19 (spec. martial arts); #AT 2; Dmg see martial arts chart; SA spell; MR nil; SZ M; ML 13; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Spell: 1st: *reduce*.

Agate, hf P1. Int Except.; AL N; AC 8 (dex); MV 10; hp 7; THAC0 20; #AT 2; Dmg 1d6 (shovel); SA spells; SD spells; MR nil; SZ M; ML 15; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Spells: 1st: *cure light wounds, bless*.

Gedoffry, hm T1. Int Average; AL CN; AC 7 (dex); MV 8; hp 5; THAC0 20; #AT 1; Dmg 1d6+1 (pick); SA backstab; SD PP 30%, OL 25%, F/RT 20%, MS 15%, HS 10%, HN 10%, CW 85%; MR nil; SZ M; ML 10; PPDM 13, RSW 14, PP 12, BW 16, Sp 15.

Thug, hm F1. Int Below Average; AL N; AC 8 (dex); MV 12; hp 13; THAC0 16; #AT 3/2; Dmg 1-6+8 (shovel, club spec., 18/00 str.); SA nil; SD nil; MR nil; SZ M; ML 13; PPDM 14, RSW 16, PP 15, BW 17, SP 17.

Jonny, gm M(I)1. Int Very; AL N; AC 8 (dex); MV 12; hp 7; THAC0 19 (spec. punching); #AT 2; Dmg see punching chart; SA spells, -1 to all saves made against his illusion spells; SD spells, +1 save to all illusion spells; MR nil; SZ M; ML 13; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Spells: 1st: *phantasmal force, enlarge*.

Franc, hm B1. Int Very; AL N; AC 7 (dex); MV 8; hp 5; THAC0 20; #AT 1; Dmg 1d6+1 (pick); SA nil; SD PP 20%, HN 10%, CW 85%, RL 10 %; MR nil; SZ M; ML 10; PPDM 13, RSW 14, PP 12, BW 16, Sp 15.

ENCOUNTER FIVE

After 24 hours, as long as the coin is within the possession of someone in the party, that PC and anyone within 3 feet (see coin description) will be sucked into the gate. The other players will have just a few seconds to follow through. If the group is caught totally unprepared by the activation, have them pass a surprise check if they want to jump through the gate after their companion(s). If not everyone gets through the gate, the party could lose the battle. There should be no way for the PCs to bring any animals or creatures with them into the gate; it isn't large enough, nor does it stick around long enough. If the coin is on the person of one of those pulled into the gate (highly likely), there is no way for the other PCs to follow; in this case, the PC(s) pulled through are probably in for a sound stomping.

When the coin activates, you should also begin locking up the captured kids & PC. If the PC is a thief, or convinces Gedoffry to pick the locks, they might get free and help with the final battle. Gedoffry, or any PC without lockpicks (which should be all of them, unless they have really well hidden lock picks), will have only crude makeshift tools, and so will suffer a -15% penalty. A strong PC, or one who convinces Thug to try to break down the doors, must pass a *bend bars* check to break out.

In the Lair

The *dimensional folded* PCs will find themselves in a 20'×20' room (see **DM Aid #3**). There is nothing here but a door, which is locked. All of the ceilings in this complex are 10'-15' high, and the passages are narrow (approx. 5' across). These rooms and passages appear to be carved out of rock and earth (i.e. part of a mine). The complex is lighted by carefully placed *continual light* stones.

The lock is a delaying tactic. Halicynth uses the time "visitors" spend picking locks or breaking down doors to cast spells in preparation for a fight.

There is a long passageway (approx. 100') leading from the original room. It ends in another locked door. Once the PCs bypass that door, the next room is 10'×20' (down the length of the room to the door). This room has only one other exit, also a locked door. In this room, however, there is a trap.

In tiers 1-3, the trap is mostly mechanical. Specifically, the floor, ceiling, and walls of the room have been coated with grease. That means that this area will function as if a *grease* spell has been cast there. Some possible ways to get by this include using alcohol or a *cantrip* to clean the floor, or just avoiding touching the room (remember, any characters riding the wind will still have difficulties with the grease). Almost any way to get through this room will take several rounds.

In tier 4, along with the grease, the spell *shrieking walls* is cast in the room. Read the spell description in the *Tome of Magic* for specifics. It lasts for 1d4+1 rounds after someone enters the room. Only people in the room hear the shrieking. This shrieking does no harm the first round. After that, any in the room who don't make a reasonable effort to cover their ears will be deafened unless they are higher level than the spellcaster (in which case they'll be stunned).

Beyond the door in this room is a 40' long passageway, which opens into the room where the final battle occurs. However, in tier 3 & 4 this won't be apparent to the PCs, due to an *improved phantasmal force* spell of a continuing hallway that Janna has cast. This is part of an ambush set up by the Wakeenars. At tiers 3 & 4, they will get a round of free attacks on the PCs as the PCs pass down the illusory hallway; in tiers 1 & 2, there should be just a simple surprise check. At higher tiers, a PC sending a *wizard eye* down the hallway will not be alerted to the ruse. *Wizard eye* cannot see through illusions, and the illusory walls and door don't have any openings large enough for the eye to get through.

During this time, any previously kidnapped PCs who have escaped from confinement will have a chance to find their equipment. They (and any children with them) will come to two doors, one to the right and one straight ahead. The one straight ahead is unlocked and leads to the final battle; the other is locked, and contains all equipment taken from the PCs, as well as a secret door that leads out of the mines.

If the PCs and kids try to get into the locked room, they have two rounds before fighting breaks out in the neighboring room. Otherwise, the fight will be starting (i.e. the first round after the ambush round) when they get there. The PCs and kids will have an advantage because they're coming from a direction that Halicynth and crew are not expecting.

ENCOUNTER SIX

The Wakeenars have been alerted to the PCs' presence by the use of the coin. They begin casting the

spells noted as precast at that time, except for those cast at the beginning of the day or earlier in the week. There should be plenty of time for most of the spells to be cast, but watch the time and make sure that's the case. Also, most precast spells last for quite a while, but they will be cast in order of duration (longest first) in case the PCs dawdle too much on their way to the final battle.

When the PCs break through the last room, they will be jumped. The Waukeenars' intention is to take the PCs alive for ransom purposes. The Waukeenars will have surprise at tier 1 & 2 due to their preparations and, at tiers 3 & 4, a whole free round of actions due to the illusory hallway created by Janna. Exact spellcasting strategy varies with tier, and is listed at the end of the tier. The spellcasters will use the boxes placed in the room for cover; the priests will be behind the ones at the far end, and Janna will be near the fighters. Because the boxes are 5' high, they provide 90% cover (see PHB rules on cover).

If a kidnapped PC frees the children, the children will join in the fight; they want to get back at their captors. Add their levels to the party levels when determining the tier to use. Whether or not kidnapped PCs join in the battle, their levels still count for purposes of the tier.

Definitions

Surprise here is the same as in the PHB. Each PC should roll for surprise. Then, the NPCs and any unsurprised PCs decide their actions, roll initiative, and act on their initiative. Surprised PCs can't act until next round.

Ambush is likewise the same as in the PHB. Each PC should roll for surprise. Then, the NPCs have an entire round of free actions. The following round, the NPCs and any unsurprised PCs decide their actions, roll initiative, and act on their initiative. Surprised PCs can't act until the third round.

Roleplaying: Janna and the mercenaries are a mercenary group hired by Halicynth to kidnap and guard kids. They, as mercenaries and Waukeenaar, will do anything to get free if captured. Halicynth will bargain for himself and the priests, while Janna will bargain for her mercenary band.

Levels 4-13

Mercenaries, hm F1 (4). Int Average; AL N; AC 4 (chain and shield); MV 12; hp 8; THAC0 20; #AT 3/2; Dmg 1-8 (longsword); SA nil; SD nil; MR nil; SZ M; ML 13; PPDM 14, RSW 16, PP 15, BW 17, SP 17.

Janna, hf W(E)2. Int Very; AL N; AC 2 (*armor* and *dex*); MV 12; hp 7; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA spells, -1 to all saves made against her enchantment/charm spells; SD spells, +1 save to all enchantment/charm spells; MR nil; SZ M; ML 13; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Magic item: *gray robe of the enchanter* (read item description).

Spells: 1st: *color spray, charm person*.

Halicynth, hm P(Sp)3. Int Except.; AL N; AC 1 (full plate); MV 12; hp 19; THAC0 18; #AT 5/2; Dmg 1-6 +2; SA spells; SD spells; MR nil; SZ M; ML 15; PPDM 10, RSW 14, PP 13, BW 16, SP 15.

Magic item: *staff of speed* +2.

Spells: 1st: *cure light wounds, endure heat* (precast), *endure cold* (precast); 2nd: *hold person, heat metal*.

Precasts are cast in this order: *endure heat* [1.5 hr/lvl] and *endure cold* [1.5 hr/lvl].

Strategy: When the party enters the room, Janna casts *color spray*, attempting to hit as many of the PCs as possible. Then Halicynth, who is behind cover in the rear of the room, casts *hold person*, and the fighters close, dividing into two groups to handle the remaining adventurers. Use whatever spells are appropriate thereafter. Halicynth will close to melee once his offensive spells are cast.

Levels 14-25

Mercenaries, hm F2 (5). Int Average; AL N; AC 4 (chain and shield); MV 12; hp 23; THAC0 18; #AT 3/2; Dmg 1-8 +3 (longsword, spec.); SA nil; SD nil; MR nil; SZ M; ML 13; PPDM 13, RSW 15, PP 14, BW 16, SP 16.

Janna, hf W(E)5. Int Very; AL N; AC 2 (*armor* and *dex*); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells, -1 to all saves made against her enchantment/charm spells; SD spells, +1 save to all enchantment/charm spells, *endure heat*; MR nil; SZ M; ML 13; PPDM 14, RSW 11, PP 13, BW 15, SP 12.

Magic item: *gray robe of the enchanter* (read item description).

Spells: 1st: *color spray, charm person, reduce, burning hands*; 2nd: *hypnotic pattern, protection from paralysis* (precast), *insatiable thirst*; 3rd: *hold person, haste* (precast).

Precasts are cast in this order: *protection from paralysis* [1turn/lvl] and *haste* cast on the mercenaries [3rnds +1rnd/lvl].

Halicynth, hm P(Sp)5 of Waukeen. Int Except.; AL N; AC 1 (full plate); MV 12; hp 32; THAC0 16; #AT 5/2; Dmg 1-6 +2; SA spells; SD spells; MR nil; SZ M; ML 15; PPDM 9, RSW 13, PP 12, BW 16, SP 15.

Magic item: *staff of speed +2.*

Spells: 1st: *cure light wounds x3, endure heat* (precast on Janna), *endure cold* (precast); 2nd: *withdraw, hold person x2, heat metal*; 3rd: *dispel magic, protection from fire* (precast).

Precasts are cast in this order: *endure heat* [1.5 hr per lvl] on Janna, *endure cold* [1.5 hr per lvl], and *protection from fire* [1 trn/lvl].

Strategy: When the party enters the room, Janna casts *color spray*, attempting to hit as many of the PCs as possible. Then Halicynth, who is behind cover in the rear of the room, casts *hold person*, and the fighters close, dividing into two groups to handle the remaining adventurers. Use whatever spells are appropriate thereafter. Halicynth will close to melee once his offensive spells are cast.

Levels 26-37

Note: if the PCs are just barely in this tier, remove Talya, as she is optional.

Mercenaries, hm F4 (5). Int Average; AL N; AC 0 (plate mail and dex); MV 12; hp 44; THAC0 15; #AT 3/2; Dmg 1-8 +5 (longsword, spec., str.); SA nil; SD nil; MR nil; SZ M; ML 13; PPDM 11, RSW 13, PP 12, BW 13, SP 14.

Janna, hf W(E)7. Int Very; AL N; AC 2 (*armor and dex*); MV 12; hp 35 (Con 15); THAC0 18; #AT 1; Dmg 1-4 (dagger); SA spells, -1 to all saves made against her enchantment/charm spells; SD spells, +1 save to all enchantment/charm spells, *stoneskin (5)*; MR nil; SZ M; ML 13; PPDM 13, RSW 9, PP 11, BW 13, SP 10.

Magic item: *gray robe of the enchanter* (read item description).

Spells: 1st: *color spray, light, charm person, reduce, burning hands*; 2nd: *improved phantasmal force, protection from paralysis* (precast), *mirror image* (precast), *insatiable thirst*; 3rd: *hold person, haste* (precast), *protection from good 10' radius* (precast); 4th: *fumble, fire shield (cold)*.

Precasts are cast in this order: *protection from paralysis* [1turn/ lvl], *protection from good 10' radius* [1turn/lvl], *mirror image* [3rnds/lvl], and *haste* cast on the mercenaries [3rnds +1rnd/lvl].

Talya, hf P5. Int Very; AL N; AC 0 (full plate & shield); MV 12; hp 40; THAC0 16; #AT 1; Dmg 1-6+1 (mace); SA spells; SD spells; MR nil; SZ M; ML 14; PPDM 9, RSW 13, PP 12, BW 15, SP 14.

Spells: 1st: *cure light wounds x3, faerie fire, endure heat* (precast); 2nd: *hold person x2, withdraw*; 3rd: *prayer*.

Precasts are cast in this order: *endure heat* [1.5 hr per lvl].

Halicynth, hm P(Sp)8 of Waukeen. Int Except.; AL N; AC 1 (full plate); MV 12; hp 58; THAC0 14; #AT 5/2; Dmg 1-6 +2; SA spells; SD spells & *stoneskin (5)*; MR nil; SZ M; ML 15; PPDM 7, RSW 11, PP 10, BW 13, SP 12.

Magic item: *staff of speed +.*

Spells: 1st: *cure light wounds x3, endure heat* (precast on Janna), *endure cold* (precast); 2nd: *withdraw, hold person x2, heat metal, silence 15' radius*; 3rd: *dispel magic x2, protection from fire* (precast); 4th *free action* (precast), *spell immunity (dispel magic)* (precast).

Cast in the morning: *endure heat* [1.5 hr per lvl] on Janna, *endure cold* [1.5 hr per lvl].

Precasts are cast in this order: *free action* [1trn/lvl], *protection from fire* [1 trn/lvl], *spell immunity (dispel magic)* [1trn/lvl].

Strategy: When the entire party enters the room, still thinking they're in a hallway, they will be ambushed. Halicynth casts *dispel magic* (area effect) on the PCs (remember, *bane of Beshaba* is unaffected by *dispel magic*). Janna and Talya will wait for Halicynth to cast, and then will cast *color spray* and *faerie fire* (respectively), attempting to hit as many of the PCs as possible.

The next round, Halicynth and Talya, who are behind cover in the rear of the room, cast *hold person*. Janna also casts *hold person* as the fighters close, dividing into two groups to handle the remaining adventurers.

Use whatever spells are appropriate thereafter. Halicynth will close to melee once his offensive spells are cast.

Levels 38+

Note: if the PCs are just barely in this tier, remove one or two of Reynard and Talya, as they are optional.

Mercenaries, hm F6 (5). Int Average; AL N; AC -1 (field plate and dex); MV 12; hp 55; THAC0 11; #AT 3 (6 *hasted*); Dmg 1-8 +6 (longsword, spec., str.); SA

nil; SD nil; MR nil; SZ M; ML 13; PPDM 8, RSW 10, PP 9, BW 9, SP 11.

Janna, hf W(E)9. Int Very; AL N; AC 2 (armor and dex); MV 12; hp 44; THAC0 16; #AT 1; Dmg 1-4 (dagger); SA spells-1 to all saves made against her enchantment/charm spells; SD spells, +1 save to all enchantment/charm spells, *stoneskin* (9); MR nil; SZ M; ML 13; PPDM 13, RSW 9, PP 11, BW 13, SP 10.

Magic item: *gray robe of the enchanter* (read item description).

Spells: 1st: *color spray, light, charm person, reduce, burning hands*; 2nd: *improved phantasmal force, protection from paralysis* (precast), *mirror image* (precast), *insatiable thirst*; 3rd: *hold person, haste* (precast), *protection from good 10' radius* (precast), *slow*; 4th: *fumble, fire shield (cold), phantasmal killer*; 5th: *chaos, feeblemind*.

Precasts are cast in this order: *protection from paralysis* [1 turn/lvl], *protection from good 10' radius* [1 turn/lvl], *mirror image* [3 rds/lvl], and *haste* cast on the mercenaries [3 rds +1 rd/lvl].

Reynard & Talya, hm&f P5. Int Very; AL N; AC 0 (full plate & shield); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1-6+1 (mace); SA spells; SD spells; MR nil; SZ M; ML 14; PPDM 9, RSW 13, PP 12, BW 16, SP 15.

Reynard's Spells: 1st: *cure light wounds x3, chant, endure heat* (precast); 2nd: *hold person x2, withdraw*; 3rd: *dispel magic*.

Talya's Spells: 1st: *cure light wounds x3, faerie fire, endure heat* (precast); 2nd: *hold person x2, withdraw*; 3rd: *prayer*.

Precasts are cast in this order: *endure heat* [1.5 hr per lvl].

Halicynth, hm P(Sp)10 of Waukeen. Int Except.; AL N; AC 1 (full plate); MV 12; hp 80; THAC0 14; #AT 5/2; Dmg 1-6 +2; SA spells; SD spells & *stoneskin* (9), *word of recall*; MR nil; SZ M; ML 15; PPDM 6, RSW 10, PP 9, BW 12, SP 11.

Magic item: *staff of speed* +.

Spells: 1st: *cure light wounds x4, endure heat* (precast), *endure cold* (precast); 2nd: *withdraw, hold person x2, heat metal, silence 15' radius, slow poison* (precast); 3rd: *dispel magic x2, protection from fire x2* (precast on Janna and him), *remove paralysis*; 4th: *protection from good 10' radius* (precast), *free action* (precast), *spell immunity (dispel magic)* (precast), *protection from lightning* (precast); 5th: *slay living, cure critical wounds*.

Cast in the morning: *endure heat* [1.5 hr per lvl], *endure cold* [1.5 hr per lvl], *slow poison* [1.5 hr per lvl].

Precasts are cast in this order: *free action* [1trn/lvl], *protection from fire* [1 trn/lvl], *spell immunity (dispel magic)* [1 trn/lvl], *protection from good 10' radius* [1 trn/lvl], *protection from lightning* [1 trn/lvl], *protection from fire* [1 trn/lvl] cast on Janna.

Strategy: When the entire party enters the room, still thinking they're in a hallway, they will be ambushed. Halicynth and Reynard cast *dispel magic* (area effect) on the PCs (remember, *bane of Beshaba* is unaffected by *dispel magic*). Janna and Talya will wait for the other two to cast, and then will cast *chaos* and *faerie fire* (respectively). The fighters will not attack yet.

The next (surprise) round, Halicynth, Reynard, and Talya, who are behind cover in the rear of the room, cast *hold person*. Janna casts *slow* as the fighters close, dividing into two groups to handle the remaining adventurers.

The second round, the clerics cast *hold person*. Janna will cast *fumble* on someone who is not slowed. The fighters will continue to attack.

Use whatever spells are appropriate thereafter. Halicynth will close once his ranged offensive spells (other than *slay living*) are cast. Halicynth will use *slay living* only if he is pressed or either Reynard or Talya is killed.

CONCLUSION

There are many possible endings to the battle.

Conclusion #1: Capture

If any or all the PCs are captured, the Waukeenars will ransom them. Magic items carried by the PCs can be used as part of the ransom. In fact, the kidnappers will start with the items on the PCs, choosing the most powerful ones first. The items used for ransom are chosen by the Waukeenars (aka the judge), not by the PCs. They'll want the most powerful items with the best ability to further their cause, so a *wand of frost* is probably the last choice. If the items on the PCs don't add up to the amount required for ransom, try the following:

Any friends of the PC that are present at the con and brought to the table during the time slot can assist the PC with the ransom. Shyla will give the gold she promised to assist with this. Any specialty priests of Torm or paladins may receive help in their ransom, to

50% of the ransom amount. Any “fellow” priests of Waukeen will be set free, with no ransom except promise of a future favor.

Ransom

1st Tier: 5,000 gp

2nd Tier: 15,000 gp

3rd Tier: 40,000 gp

4th Tier: 100,000 gp

Any PCs unable to pay their ransom will be stripped of all valuables and sold into slavery contract in Thay. The character is out of play.

Remember: the magic items on the PCs captured go first, and then additional assistance can be brought in if more is needed.

Conclusion #2: Success

After capturing or killing the Waukeenar, the PCs can search the compound. They can find some diamonds, as well as any captured kids and PCs who didn't free themselves, or any of the captured PC's equipment that hasn't been recovered. They will find Halicynth's diary (see **Player's Handout**), as well as an exit from the mine compound. This exit, a secret door in the room where captured equipment is stored, leads to a copse of trees in the mountains about half a day's ride from Ravens Bluff. Horses can be found stabled nearby if someone looks for them. If the PCs return to either the Vocational Center or Nicodemus' lab, they will eventually find the invisible Shyla. She will happily give them their reward for helping her friends, including two of the pins. She'll ask for the rest of the pins back; if they aren't given to her, she will hunt down every one of them with the help of a large group of her friends, and the group will not receive any of the pins. While she's thanking them, Cyradis Pendragon, head of the Vocational Center, will catch her.

Suddenly, a large woman bursts through the door. “What have you been up to, Shyla? Why are you giving money to these strangers?” At that moment, she notices the other children. “Jean! Franc! Thug! Agate! Jonny! Gedoffry! I've been looking everywhere for you! Where did you find them?”

At this point, Shyla and the PCs can tell Cyradis the story.

A strange look forms on Cyradis' face as she hears your story. “I can't believe you wouldn't trust me to try to find my own students, Shyla. I should punish you for your reckless behavior!” With those words, she swoops down on the invisible girl and grips her in

a huge hug, the smile on her face making her look more her age. “But all I can say now is, thank you for everything you did. It was a kind and noble act.”

The End

EXPERIENCE POINTS

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. 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 Three:

Getting all information from Dennis relating to the disappearances	50 xp
Getting all information from Christine relating to the disappearances	50 xp
Getting all information from Daffyd relating to the disappearances	50 xp
Understanding what Daffyd is talking about	50 xp
Getting all information from Gavin relating to the disappearances	50 xp

Encounter Four:

Defeating Tara the Terror and bullies.	75 xp
OR	
Defeating Tara the Terror and bullies w/o killing any of them	125 xp

Encounter Five:

Avoiding a PC getting kidnapped	50 xp
Finding the coin	25 xp

Encounter Six:

Getting through first locked door	25 xp
Getting through trapped room	50 xp

Encounter Seven:

Defeating the Waukeenaar & his mercenaries	100 xp
Free the kidnapped children	100 xp
Sum Experience for Objectives	725 xp
Roleplaying Experience	0-500 xp

Total Possible Experience	1,225 xp
For Tier 2	2,450 xp
For Tier 3	3,675 xp
For Tier 4	4,900 xp
Only for kidnapped PC:	0-300 xp
Experience for being kidnapped, roleplaying, and coping (sense of humor).	extra

in the shape of a smiling child's face, and has a jewelry value of 400 gp. The wearer's apparent age depends on his or her normal apparent age, as shown in the table below.

17 or less	7 years old
18 - 20	8 years old
21 - 30	9 years old
31 - 45	10 years old
46 - 60	12 years old
61 - 90	14 years old
91 or more	16 years old

The pin will work five times for up to two hours per use, and then become non-magical.

Fame Award

All PCs involved in saving the kids from the Waukeenaar will gain 1 fame point in general.

If PCs kill any of the children at the Vocational Center, they all acquire an infamy point.

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Encounter Seven:

- 1d6 times tier worth of 300 gp diamonds.
- **Gray robe of the enchanter**—This robe grants its wearer the power to reduce saving throws and magic resistance by -2/10% against the following spells: *charm monster*, *charm person*, *hold monster*, *hold person*, and *chaos*. This robe can benefit only mages of Lawful Neutral, True Neutral, or Chaotic Neutral alignment. Further, as it goes into the outer planes, its effect lessen (the robe loses one "+" of benefit for each plane away from the Prime Material).
- **Staff of speed +2**—This staff functions as a *scimitar of speed +2*.

Conclusion:

- Whatever money that they agreed to have Shyla pay them.
- **(2) Pins of the Urchin**--This special pin will make the wearer appear in every way to be a child, due to a combination of powerful illusion and suggestion magic. Even a person touching the wearer will be deceived. The pin is a ruby carved

DM Aid #1

Unarmed Combat

Punching, wrestling, and martial arts use normal attack rolls against the Armor Class of the target (except for certain armor penalties for wrestling, as listed in the PHB). Normal modifiers to the attack roll are also applied.

Any non-monk using unarmed combat against an armed opponent automatically loses initiative, and the armed opponent gains a +4 bonus to his attack and damage rolls. Only small weapons can be used against an opponent when wrestling.

If the attack roll is successful, consult the following tables to find the result of the attack. Cross-index the character's modified attack roll with the attack form. Any character specialized in unarmed combat can adjust the roll up or down on the chart (usually by 1, except for monks and single-class fighters).

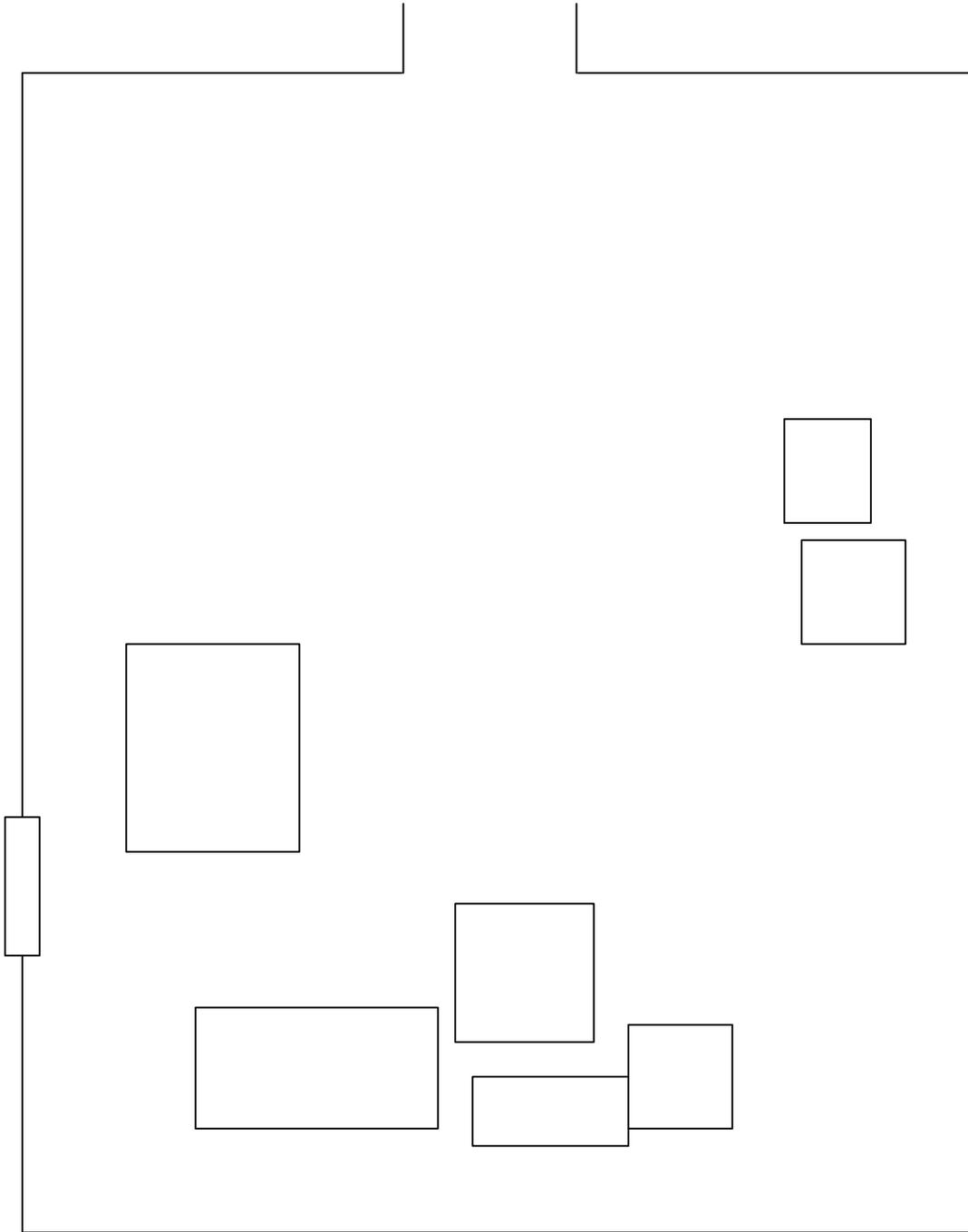
Attack Roll	Punch	Dmg	% KO	Wrestle	Martial Arts Maneuver	Dmg	% KO
20+	Haymaker	2	10	Bear hug*	Head punch	3	15
19	Wild Swing	0	1	Arm twist	High kick	2	10
18	Rabbit Punch	1	3	Kick	Vitals-kick	2	8
17	Kidney punch	1	5	Trip	Vitals-punch	2	5
16	Glancing blow	1	2	Elbow Smash	Head bash	2	5
15	Jab	2	6	Arm Lock*	Side Kick	1	3
14	Uppercut	1	8	Leg twist	Elbow shot	1	1
13	Hook	2	10	Leg lock*	Body-punch	1	2
12	Kidney punch	1	5	Throw	Low kick	1	1
11	Hook	2	10	Gouge	Graze	0	1
10	Glancing blow	1	3	Elbow smash	Body-punch	1	2
9	Combination	1	10	Leg lock*	Low kick	1	1
8	Uppercut	1	9	Headlock*	Body-punch	1	2
7	Combination	2	10	Throw	Knee-shot	1	3
6	Jab	2	8	Gouge	Side kick	1	5
5	Glancing blow	1	3	Kick	Head bash	2	10
4	Rabbit Punch	2	5	Arm lock*	Vitals-punch	2	10
3	Hook	2	12	Gouge	Vitals-kick	2	15
2	Uppercut	2	15	Headlock*	High kick	2	20
1	Wild Swing	0	2	Leg twist	Head Punch	3	30
0 or less	Haymaker	2	25	Bearhug*	Head Punch	3	30

* Hold can be maintained from round to round, until broken. A hold is broken by a throw, a gouge, the assistance of another person, or the successful use of a weapon.

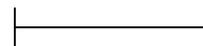
All wrestling inflicts 1 point of damage plus Strength bonus, while holds cause cumulatively 1 more point of damage for each round they are held (ie. damage for the 3rd round of a hold: 1+2+3=6, and for the 6th round: 1+2+3+4+5+6=21).

DM Aid #2

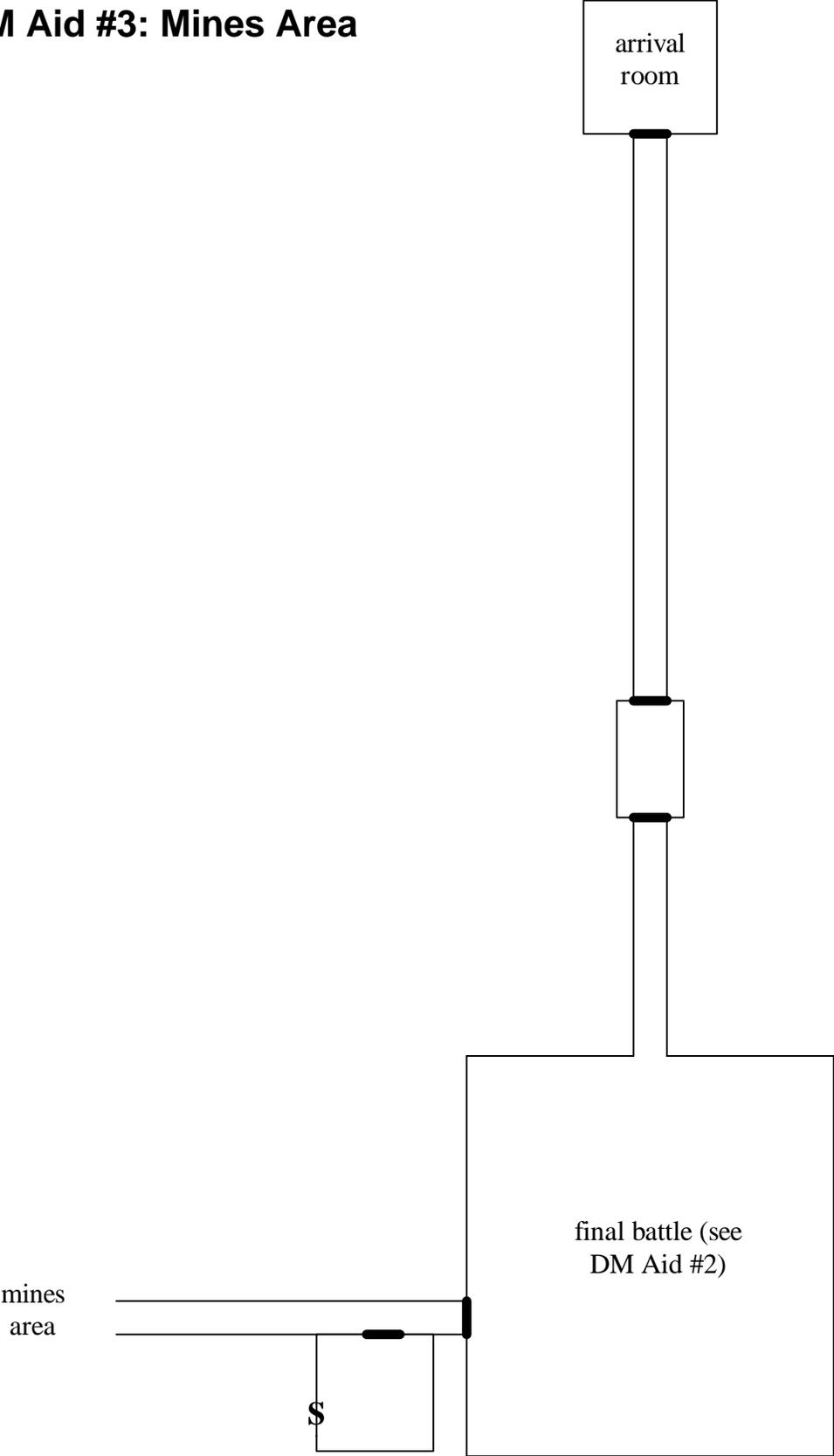
Map of Final Combat



 = Box

10 feet


DM Aid #3: Mines Area



Player's Handout

This appears to be a section of someone's diary or journal. These passages are the most interesting:

Traveling to Raven's Bluff was a stroke of genius. The profits to be made here are unending. Can you believe a city where they actually pay their hard-earned money to take care of someone else's children? This Children's Vocational Center is a gold mine almost as rich as the diamond mine I've found not far from the city.

...

It's hard to keep mining operations low-key and still hire workers. I've hired a small but well-trained mercenary band headed up by an enchanter named Janna. She's quite skilled, and has very tight control over her group. Unfortunately, capable miners are not nearly so tight-mouthed. It's time those kids at the Vocational Center start earning their keep. Since I doubt their caretakers will just sell them to me as they would in Sembia, I have to find another way to get hold of some of them.

...

Food, lodging, and a copper piece a week is quite enough for the rugarats I've managed to get so far. That's certainly more than I'd pay in Sembia for unskilled labor, at least if I planned to keep them for very long. I figure this mine has about one good year of mining left to it, and that will be just enough to bring me back to Sembia with wealth befitting a resourceful Waukeenar.