

Civic Duty

A one round Living City adventure

by Bob Tomihiro

Ravens Bluff is a rich city teeming with adventurers. Do you have what it takes to be one? You will soon find when you are asked to perform your civic duty. This is an introduction to the Living City campaign and is intended for new characters only.

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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.

GM Note

This adventure is designed for new characters only and is not tiered. Because this is for new characters, the adventure is not intended to run as long as a standard RPGA module. It is assumed that approximately one hour will be devoted to creating characters prior to actual play. Usually equipping the character is the last part of creating a character. You may wish to encourage the players to wait until the game is started to buy equipment, since there will be an opportunity to do so in the first encounter.

Although intended for novice players, experienced players may participate in this module, provided they start a new character for this module. You may in fact wish to recruit an experienced player for your table to help the novice players with game mechanics.

Premise

This adventure is intended to introduce new players to the Living City campaign. Unlike most adventures, this module runs in less time because it is expected that the

GM will devote around an hour to helping the players create their characters. In order to facilitate this concept the opening encounter takes place at the market place where the PCs may purchase equipment.

Once shopping time is over, the remainder of this module revolves around a paladin of Helm who has undertaken the duty of patrolling Crow's End, a poor and crime ridden district of the city. The PCs are asked to help, and during their tour of duty, they meet with a family from Kara Tur who is hunted by assassins.

Outline

Shopping Around

This encounter takes place at the market place and is intended to give the PCs a chance to meet as well as finish equipping themselves. Basically, any weapons or armor valued at under 100 gp in the *Player's Handbook* can be had for half price today. The fact is that with Ravens Bluff packed with adventurers, there is a glut of non-magical armor and weapons. Many of these items have come from followers of evil gods, bandits, or even monsters. The quality ranges from poor to average, and most of the pieces have that "used" look. Priests and paladins can acquire up to 50 gp (sale price) in items free. None of the merchants wish to upset any gods and will gladly offer the items in questions as a gift asking only for a prayer or blessing.

PCs can get better quality items at the full prices as listed in the *Player's Handbook*. Also, items which are not armor or weapons are sold at full value.

Modest Proposal

Here the PCs meet Philippe Guisarme, a priest of Helm. Philippe is impressed with the PCs and believes they have a god heart. He will ask them to take his place patrolling Crow's End. In return he will pay them 50 gp each. The PCs are also introduced to the City Watch in that area.

On the Streets

A roleplaying encounter, this is intended to familiarize the PCs with the area and its people. The PCs will meet several denizens of Crow's End. There are several pieces to this encounter which are optional depending on the time remaining in the round. Be sure to only run optional events if there is sufficient time. You may also skip the optional events and return them after the Family Affair encounter if time still permits.

Cry in the Dark

A combat encounter, the PCs must rescue a teen aged boy who is being beaten by agents of the Brotherhood, an order of assassins from Kara Tur.

Family Affair

Both a roleplaying encounter and a combat encounter, the PCs return the boy to his home and discover the reason behind his attack. They must decide how they will help a family of strangers and whether they will face more of the assassins.

Bittersweet Ending

A roleplaying encounter, this wraps up the story. The paladin, Philippe Guisarme, returns and thanks the PCs for their services. He also presents them with a reward for their service.

Note to the GM: Running the City Watch

There are several places in this module where the City Watch may be encountered. While not mentioned explicitly in an encounter, the City Watch does have a presence in Crow's End and will respond to trouble. Because there are not many patrols through Crow's End, the watch will generally take 2d6 rounds to respond when a fight begins. In most cases, they will arrive too late to be of much help. However, with the exception of the Family Affair encounter, you should feel free to have the watch arrive if a battle is going hard against the PCs. If you do this, then you should award the PCs only half experience for that encounter.

Typically, a City Watch patrol consists of five first level fighters and a second level corporal. They are armed with swords and a special club that inflicts subdual damage for 1d4 points. They can of course, blow their whistles to bring more watch patrols if needed.

Assuming the PCs tell the Watch that they are working on behalf of Philippe, the Watch will be more positively inclined. As long as the PCs remain respectful, the Watch will tend to be cooperative. In this module, most of the NPCs encountered in combat are known to the Watch and therefore the word of the PCs will for the most part be sufficient. The PCs will of course be asked to make statements and swear to the truth of them. Paladins will always be believed and will not be asked to swear an oath. Should the PCs kill anyone during the adventure (quite likely) the Watch

will also collect the bodies and take them to the cemetery.

Shopping Around

Present the following to the players:

The city of Ravens Bluff is a sprawling carpet of buildings and streets. For years now, the city has attracted adventurers from all over Faerun. Elves, dwarves, halflings and humans all mix together in this cosmopolitan melting pot. As you make your way to the market, the sounds and smells assault your senses. Young boys shout new at the street corners. Vendors and shopkeepers are all eager for trade and promote their wares loudly. In the heart of the action lies the market place. Most anything that can be sold can be had here. Ringing the marketplace are a number of shops, armorers, weaponsmiths, leather workers, blacksmiths, all have their place here. Within the square of the market place dozens of stalls and carts have been arranged in a haphazard manner. People move slowly among the wares, looking for a special bargain. You notice a few people who seem a bit out of place.

At this point go around the table and have each player describe his or her character. Be sure to emphasize that this is a physical description only, though if a character has any mannerisms which are noticeable, now is a good time to mention them. Once the players have finished describing their characters, give their characters a chance to make purchases. Just about anything listed in the players handbook is for sale here, barring large items such as ships or mounts.

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PCs can get better quality items at the full prices as listed in the *Player's Handbook*. Also, items which are not armor or weapons are sold at full value.

Generally, this should take no more than thirty minutes for everyone to get a chance to buy something. Feel free to roleplay haggling with the characters. In general, anyone with low (under 8) charisma should pay about 20% more than other PCs. Conversely, characters with high charisma (above 15) should pay about 20% less than the other PCs would.

Once the characters have had a chance to equip themselves somewhat, proceed to the next encounter:
Modest Proposal.

Modest Proposal

This encounter may take place either at the market or as the PCs are leaving the market. It is intended to bring them together as a group. Here they meet **Philippe Guisarme**, a priest of Helm. He will take them to the nearby tavern, **The Wyvern's Nest** for a drink.

Present the following to the players:

A man in shining plate armor approaches you. Emblazoned on his breastplate is a large eye set in a sunburst. From his right hip hangs a mace and from his left hip hangs a flail. The man is of average height and somewhat slim in build, though fit looking. His helmet is open and you can see he sports a trimmed beard and mustache. Most striking of all, his dark eyes are shaded by long luscious eyelashes.

The man stands, looking around the market place, watching the crowd. You notice however, that his gaze lingers on you, measuring, the way a smith would judge a piece of steel.

At this point the PCs may well wish to interact with Phillippe on their own. Phillippe will politely introduce himself and once again look over the PC, judging each one. If asked, Phillippe will say that he has a proposal for the character and that he can promise a reasonable payment. If no one approaches Phillippe, he will go to them.

When they meet Phillippe, present the PCs with the following:

“Good day and well met. I am Philippe Guisarme, a Watcher of Helm. I have been watching you and I believe I have a proposal which would interest you. Would you care to join me for a midday meal? There is a fine tavern close by.”

Give the PCs a chance to interact with Phillippe. He will not want to answer too many questions in the market place and will tell them so. Phillippe will suggest going to the Wyvern's Nest, a nearby tavern. When the PCs are ready to go to the tavern, present them with the following:

The tavern is a large two story building made of stone and wood. Above the door is a wooden sign painted with a picture of a wyvern sitting on a nest. You are met at the door by the tavern keeper, a large swarthy man with a bushy mustache. The tavern keeper greets Philippe by name.

“Ahh, paladins are always welcome here. I have not seen you for w few weeks my friend. So you bring my more business yes? These good people I have not met. I am Kovos Durva, please come in and be seated. You would like something to drink yes? And also some good food to eat? Excellent!”

Inside the Wyvern's Nest is a roomy tavern. The taproom has the full height of both stories, with a railed balcony that runs around the perimeter of the room, giving it the feeling of a courtyard. Stairs to the left lead up to the balcony. The wall to the right is taken up by the bar and a series of fireplaces. The back wall is set with large sliding double doors like those on a barn. Currently the doors have been slid open to give easy access to a walled courtyard in back. Fresh meat roasts over fire pits in the yard and the clatter of mugs and conversation fills the air. Kovos leads you to a table in the courtyard and then claps his hands. A comely serving girl comes to the table bearing mugs of ale.

It is traditional in the Wyvern's Nest to throw the mugs and glasses into the fireplace at the end of a toast. The drink prices reflect the extra costs. The ale ranges from average (1 sp a mug) to good(2 sp a mug) to dwarven (4 sp a mug). The wine ranges from table wine (2 sp a cup) to fine wines (1 gp a cup) to Evermead (50 gp a cup) and most anything in between. Kovos Durva is a large, middle aged man with Zakharan features. He has dark curly hair and a big, thick mustache. He and his children run the tavern. The four daughters, **Serina, Athena, Callista, Illya** range in age from 13 to 17 and are all quite attractive and personable. The two sons,

Gregorio and Rudolfo are 19 and 15 respectively. Like their father, they are big men and well muscled. The daughters wait on the customers while the boys tend the bar and other chores. While a certain amount of flirting is tolerated, anyone attempting liberties with the daughters will be dealt with. Other than that, Kovos is a hospitable host.

Give the PCs time to settle and order. Once they are ready, present them with the following:

Philippe's armor creaks a bit as he settles in his chair. He examines the other patrons warily and finally turns to face you. His voice is pitched low and does not carry far.

"My proposal is a simple one. As you can see, I am dedicated to Helm, and as such I taken certain vows and made certain oaths. As part of my duties I patrol a district of the city known as Crow's End. It is a poor, squalid area near the docks, a place ripe for crimes. Now you might think such people would need little protection, themselves having little of worth, but you would be wrong. Life is always precious and there are also those who seek out the helpless. I need your help to patrol this area. You see, I also have vows made to my order, and now I must carry out duties sacred to Helm. Yet I cannot abandon my watch over Crow's End, for that too is a vow I have made. I have spoken with the superior and we have asked the guidance of Helm. It has been determined that if I can find someone to watch in my place, I may perform my duty to Helm with a clear conscience. I must of course, compensate you from my own funds. This I will gladly do. If you would be willing to watch over Crow's End for the next ten day, I will pay each of you 50 piece of gold. I am asking you to help, because I believe you to be good people and worthy of my trust. Will you do this for me?"

Give the PCs a chance to answer. If any PC offers to help without being paid, Philippe will thank the PC. If anyone wishes to be paid up front, Philippe will gladly do so if the PC seems trustworthy.

The PCs may have questions about their duties. Be sure to have Philippe make clear to them that they are acting separately from the City Guard. Philippe will give them a reference to the City Guard detailing their assistance to him. He will point out, however, that they must still obey the laws of the city. Present the players with the following:

"You are acting as private individuals, but in the interests of civic duty and protecting the peace. The City Watch does the best they can, but they are too few to be an effective force everywhere. As you might expect, those with more wealth and position command more of the City Watch's attention. What I have undertook, and you now undertake in my place is to provide a more watchful eye for these people, so that they too might feel secure in their homes and workplaces. Please remember to be respectful to the City Watch. I am afraid over the years an animosity has developed between them and the adventurer community. I trust that you people are wise enough to develop a better relationship with the Watch. You will find that they are good men. Many of them were farmers or tradesmen. They have no special talent with the sword, nor magic at their beck and call. They joined the Watch because someone had to do the job. For them it is a trade like any other, but with more risk than most would take for such a small sum of money."

Once everything is settled present the players with the following:

"I thank you for undertaking this duty in my place. I shall be able to undertake my mission with peace of mind. Please remember to watch after yourselves as well. There are some very bad people in Crow's End. May Helm watch over you and arm you for the task you undertake."

Proceed to the next encounter: **On the Street**

On the Street

This encounter takes place in Crows's End once the PCs have begun to patrol the area. Crow's End is by the docks and is an assortment of sleazy taverns, warehouses, shops, and tenements. Most buildings are constructed of wood. At best the buildings are serviceable. Many are run down or even rotted. The district is mostly populated by lower classes, including fishermen, fishmongers, tavern keepers and tavern girls, and sailors. There are also a number of tradesmen who work in related nautical fields such as making rope, sailcloth, nets, fishing line, boats, and ships. Finally, there is the criminal element which makes its home here, mostly because the city authorities pay less attention to the district.

Present the players with the following:

Crow's End is a poor district close to the docks. The district is a haphazard collection of taverns, warehouses, shops and tenements. Most buildings are made of wood, and are in poor condition. On some, the wood is rotting and very few have a new coat of paint. All manner of folk crowd the streets, from fishmongers crying their wares, to sailors stumbling between taverns, to dirt stained children running and weaving through the throngs. The smell of the sea and of fish is strong in the air, as well as the stench of stale ale and the sweat of unwashed humanity.

Most PCs will be out of place here. It is possible to have a PC who has a sailing background or who grew up on the streets of Ravens Bluff, in which case that PC may be treated differently. For the most part, the people of Crow's End will wonder about the PCs and what they are doing here. No doubt vendors will try to hawk their wares and tavern girls may well call out to them to come in for a drink. The children may well beg a coin or two or perhaps even try to lift a coin. If so, the amount should not be more than a gold piece. Feel free to roleplay with the PCs as much as you like in this encounter, but be sure to leave one hour for the final two encounters. Following are three separate events which you may choose to include or skip depending on the time remaining. Be sure to leave an hour for the last two encounters. All of the events occur while the PCs are patrolling the district. They may or may not happen all in the same day. If the PCs become injured you should give them a day or two to rest before continuing.

After you have run the events you wish, proceed to the next encounter:: **Cry in the Dark.**

Event 1: Bitter Old Woman

Granny Sawyer is an elderly woman with no remaining family. She lives by baking pies and selling them to the tavern's in Crow's End. She usually buys her ingredients in the afternoon when the vendors are eager to sell and go home. She bakes in the morning and delivers her pies around lunch time. Granny Sawyer always has her big wicker basket at hand, whether for carrying the groceries or delivering her pies. She also carries a gnarled wooden cane to help her walk. She has seen much adversity in her life. Her sons were killed in the war and the rest of her family was killed when the priests of Talona attacked the temple of Selune.

Present the players with the following:

An elderly woman approaches you. She carries a large wicker basket on one arm and leans on a gnarled cane with the other hand. Her weathered face is layered with wrinkles, but her dark eye are clear and show a look of intelligence. The woman shakes a bit as she comes near and stops to regain her balance before speaking.

"Here now, and who might you be. I have walked this way for many years and this is the first I've seen of the likes of you. I don't like the look of it neither. You look too young, too eager. I bet you're here to help us, help people like old granny eh? Is that it?"

Give the PCs a chance to respond. They may choose to tell her their story or lie or anything in between. It will be evident to Granny, however, that the PCs are indeed adventurers and are here for some purpose. Continue with the following:

"So you have come to do good have you? Oh I know a thing or two about that. Pretty sure of yourselves aren't ya? Well you had best watch out. You can't tromp on us like the old days. They may say what they like of the old mayor, but Belanor did us folk some good down here. So you just watch where you cast your magic or you'll end up in jail. Old Granny will see to it."

The PCs may well wish an explanation of this or they may argue their intentions with Granny Sawyer. If so, present them with the following:

"Aye, there were others before you who thought to do good. Then as now there be many bad folk in these parts. Back then there were some folk who served Cyric, the Lord of Lies. They caused plenty of trouble down here too. But the worst of the trouble came with adventurers. They came here among our homes and shops and we welcomed them. For who else would help plain people like us, not the watch that's for sure. They went about asking questions and skulking the streets at night, until one day they found those men of Cyric. Then there was a terrible fight and in the midst of it one of those adventurers, not much different than you to my mind, cast a fireball. Well as you can see, the buildings around here are no better than kindling and not only did that evil temple burn, but my house and many others along with it. By the time the Red Ravens came to put out the fire, old Doby had lost both his legs to the flames. His wife never got out of their house. I tell you, it was a hard price to pay for ridding ourselves of a few evil priests.

After all, they never killed one of us. So you think about that before you start casting any magic. there is always a price to pay”

Once Granny has had her say, she will move on. If the PCs have been polite to her, she will give them a smile and say “You be careful now and you will get along well enough around here.” If on the other hand the PCs have upset Granny, she will give them a final warning, “Remember I’ll be watching for you. Any trouble and it’s off to the jail.”

Event 2: Tough Enough

This encounter is a combat. With Philippe gone, some of the local toughs will be thinking they can have their way on the streets. Their first order of business will be to challenge the PCs. There are five rogues who are all first level, except for their leader, Finnegan. They will wait until the PCs are in an alleyway or some other out of the way place. Any PC with Observation may roll to notice the group is being watched and tailed. Any PC with Alertness may roll to recognize an ambush just before the thieves attack. Otherwise, the PCs will need to roll for surprise.

Finnegan, T2: Int Ave; AL CN; AC 5; MV 12; HD 2; hp 14; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; Dex 16; SZ M; ML 12;

Saves: P.P.D. 13; R.S.W. 14; P.P. 12; BW 16 SP 15.

Equipment: Studded leather, short sword, dagger

Thieves (4), T1: Int Ave; AL CN; AC 5; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; Dex 16; SZ M; ML 10;

Saves: P.P.D. 13; R.S.W. 14; P.P. 12; BW 16 SP 15.

Equipment: Studded leather, short sword, dagger

You should make a morale check for the rogues when their leader falls and/or when they are reduced to half their number.

Event 3: Street Brawl

This event can be a combat encounter depending on how the PCs handle the situation.

It all starts with a sailor being tossed through the window of the Old Hag tavern. Shortly thereafter, the rest of the 12 brawling sailors come spilling out to fight in the street.

The PCs can do one of many things here. A wise course of action would be to send one of their party to get the City Watch. If this is done, allow four rounds for the brawl before the Watch returns. On the other hand, the PCs may just wade in and start cracking skulls. Or they may try a more creative solution. A bard for example, may use his ability to help calm the sailors. A paladin might be able to talk sense into the sailors, as might a beautiful female PC. An offer to stand the sailors to a free round of drinks might also calm the situation.

If, however, the PCs choose to attack, then bear in mind that the sailors are not using weapons. You should employ the punching rules and use the chart. If the PCs use weapons, all the sailors will turn on the PCs and will grab what weapons come to hand. This will take the form of daggers and clubs. If the PCs kill any of the sailors, they will be taken to jail and tried for their crime the next day. This will result in one year in prison and the PC is removed from the campaign for that time.

Should the PCs stand by and do nothing, the brawl will carry on for about thirty minutes, during which a number of windows will be broken, vendors will be knocked down, wares will be ruined, and eventually, other sailors in the street will join in.

Sailors (12): Int Ave; AL CN; AC 8; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg punching or 1d6/1d4; SA nil; SD nil; MR nil; Dex 16; SZ M; ML 10;

Saves: P.P.D. 13; R.S.W. 14; P.P. 12; BW 16 SP 15.

Equipment: dagger or club

Cry in the Dark

This encounter takes place in the evening, just after sunset. The PCs may well be headed home or to a tavern. Present the players with the following:

Finished with your patrol for the day, you make your way down fish street when you hear a cry of pain from down a nearby alley. There is a rustling in the darkness of the alley and muffled thumping sounds, but you do not hear the cry again.

A bit heavy-handed, but then so are the men attacking the boy. They have counted on the darkness and remote location of the alley to have some private time for their attack. There are four men in leather armor busy beating a teen aged boy perhaps thirteen years old.

Both the boy and the men have the same exotic features of Kara Tur. The boy has been pummeled heavily with padded mallets and is unconscious. His entire body is a series of bruises. The men are agents of the Brotherhood of the Serpent. They have been tracking one of their order who failed to carry out his mission. The boy is the son of this man. The thugs have been beating the boy to send a message to the boy's father. They have very carefully beaten the boy within a hair of his life.

Thugs (4), T2: Int Ave; AL CN; AC 6; MV 12; HD 1; hp 14; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; MR nil; Con 15; Dex 16; SZ M; ML 10;

Saves: P.P.D. 13; R.S.W. 14; P.P. 12; BW 16 SP 15;

Equipment: leather, padded mallet, dagger

The thugs will tell the PCs to go away and to mind their own business. If the PCs intrude further, the thugs will attack. Should combat ensue, the thugs will fight fiercely and attempt to get free of the alley, then run off. If captured, none of the thugs will answer to interrogation. They cannot be bullied and are more afraid of the Brotherhood than anything the PCs can do. Each thug is marked with the tattoo of a black serpent coiled around his forearms. The serpent looks to be a poisonous viper. The only answer a thug will give is "I serve only my master. He will reward my loyalty."

Assuming the PCs manage to treat the boy enough to revive him, he will tell them his name is Kim Bok and that he lives above the net shop on Crab Alley. If the PCs are unable to treat the boy, they may take him to a temple for healing. Once the PCs are ready to take the boy home, or visit the parents, proceed to the next encounter: **Family Affair**.

Family Affair

This is mostly a roleplaying encounter, but may become a combat encounter. Hopefully the PCs will realize that the odds are ugly if they join the fight. They are free to fetch the City Watch which would at least buy some time for Kim Cho and his family.

Kim Cho and his family live in the rooms above the net shop. Kim Cho was once a member of the Brotherhood of the Serpent. As such, he led a normal life, but was occasionally called upon to train and to assassinate targets as directed by the master of his order. He learned many trades so that he could get into

position without arousing suspicion. Over two years ago, he was called upon to assassinate the second wife and daughter of a nobleman. Kim Cho was unable to perform this assignment. He refused to take an innocent life. All of his other targets had been men whom Kim Cho felt deserved to die. Because he failed to complete his assignment, the Brotherhood marked him for death. Kim Cho was barely able to escape with his family. He thought traveling so far would keep his family safe, but now the Brotherhood have found him.

Present the following to the players:

You make your way to Crab Alley. The net shop is easy enough to find. A number of broken nets are hung outside the shop. A set of rickety stairs on the outside of the building end on a small landing beside a door to the rooms above. You can see the glow of lamplight through a single dirty window. As you approach the door, suddenly it is flung open by a woman with exotic features much like the boy's own. She screams out his name, "Kim Bok," and comes forward to take him in her arms. Tears run down her cheeks as she remarks the damage done to her son's frail body.

A man of thirty of so comes to the doorway and stops. He too exhibits exotic features. His face contorts in agony as he looks upon the boy and he mutters a phrase "they have found us." The man looks up at you and then scrutinizes the alley. Finally he beckons you inside.

This is where the PCs can tell their story. The man Kim Cho is the boy's father. Also present are the boy's mother, Kim Kei and his sister Kim Tsing. The father will want to know what happened. Once he hears of the thugs, he will begin to look very worried indeed. The two women will have an obvious look of fear on their faces. Kim Cho will send his wife and daughter to the kitchen and will then tell the PCs his story and how he came to be here. He is not happy about what he has done in the past, but he knows the Brotherhood will never leave him alone until he is dead. His main concern is for his family.

Present the following to the PCs:

"I had hoped they would not find us this time. I prayed that I would have time to work and earn money, to look for a new life for us. Now I can see it was pointless. No matter where I go, or what I do, they will find me and come for me. It is time I faced them. I have never feared death for myself, but I have

a duty to my family. I cannot win against them all, but if I kill enough of them, they may leave my family alone.”

Allow the PCs to discuss the situation with Kim Cho. If they offer their help, he will ask them to protect his family and help them to go someplace far away. He will not ask them to help him and will tell the PCs that the Brotherhood is too strong.

Once they have had a chance to talk, present the players with the following:

There is a knock at the door and the window shatters as an object is flung through it. Kim Cho stoops down and picks up a dagger whose blade has been etched with the picture of a serpent. He turns to you and says, “Please keep my family safe.” Then he strides to a long chest and flings open the lid. From within he extracts a long sword, a short sword, and a dagger. He hands the short sword to you saying, “Give this to my son, to remember me. Tell him I died as a man of honor.” With that said Kim Cho turns and walks down the stairs to the street. From among the shadows, seven figures emerge. Wearing tight black clothing, the only sound they make is the hissing of steel as they draw their swords. You can see even from this distance that their blades glisten with an ointment of some kind. Kim Cho seems as peace as he faces the figures.

At this point the fight will ensue. To make things easy, Kim Cho will account for five of the men (1 each round) before he falls. He fights two handed style, taking 2 attacks with his sword and one with his dagger. This leaves the PCs with three to face. The poison the men are using is a paralytic and has an onset time of two rounds from the round it is used. A saving throw versus poison is required to avoid the effects. Anyone who becomes paralyzed will continue to be attacked (use only base AC) unless another PC interferes. The Brotherhood plays for keeps. Anyone who becomes paralyzed remains so for 3d4 rounds. If the PCs enter the fight, then they become targets. This is a scripted combat, so Kim Cho will account for one man each round for five rounds before finally succumbing to the poison and taking a death blow. Once a blow has been struck by a sword, it is no longer poisoned.

The City Watch will not arrive for until the end of the 8th round of combat. If however, a PC goes to fetch the City Watch, then it takes only 4 rounds for them to arrive from the time the PC leaves.

If the PCs do not enter the fight, then after Kim Cho is dispatched, the three remaining men will tell them to send out the rest of the family. The PCs may either fight the remaining three or they may attempt to convince the men that the debt has been satisfied. **If the PCs fight at this point, then they face no poisoned blades.**

Brotherhood (8), T3: Int Ave; AL CN; AC 6; MV 12; HD 1; hp 16; THAC0 19; #AT 2; Dmg 1d8/1d4; SA poison; SD nil; MR nil; Dex 18; SZ M; ML 10;

Saves: P.P.D. 13; R.S.W. 14; P.P. 12; BW 16 SP 15;

Equipment: longsword, shortsword

Bittersweet Ending

Present the players with the following:

Finally the end of the week comes and Philippe greets you on Fish Street. Eagerly he pays you the money he had promised and leads you to the Wyvern’s Nest for dinner and some drinks. He asks you to tell him all that happened while he was gone. When he hears of your exploits, he thanks you once again for your help and proposes a toast.

“To the good hearted people everywhere and to those who watch over them. May their minds be clear, their eyes be attentive and their sword arms be strong and skilled.”

With that said, Philippe turns to you and says, “I think you have gone beyond what any of us expected. I have been given a reward by the patron I protected. My oath does not allow me to keep it. I have vowed to give these things to someone who deserves them. I believe Helm would approve if I gave them to you. For to watch in his service is to serve his ends.”

At this point, Philippe will remove several potions from a pouch. He will hand one to each of the PCs. Any character who is a paladin or fighter of lawful good alignment will receive a potion of heroism. All other receive a potion of healing.

Here ends Civic Duty

Experience Summary

General Roleplaying: You should award the roleplaying experience based on how well the players stayed in character and how well they interacted with each other and the NPCs in the module.

Displayed Honorable Traits: this experience should be awarded to the characters if they behaved correctly. Were they respectful to the City Watch? Did they abuse their authority? Did they break laws of the city?

On the Streets

Bitter Old Woman (optional)	50 xp
Tough Enough (optional)	75 xp
Street Brawl (optional)	75 xp

Cry in the Dark

Defeating the assassins	100 xp
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Family Affair

Defeating the assassins	200 xp
Kim Cho (father) survives	200 xp

General Roleplaying 0-300 xp

Displayed Honorable Traits 0-100 xp

Total Award Possible 1,100 xp

Treasure Summary

The list here comprises everything the PCs can take away from the adventure. If it is not listed here, they cannot keep it.

- Equipment they bought in the market (no certs needed, but record the gp spent on the log and sign it)
- Each PC receives 50 gp payment from Philippe, unless the PC refused to take payment.
- Each paladin or LG fighter receives a potion of heroism.
- All other PCs each receive a potion of healing

One page of certs is provided. Print as many as are needed for the characters, and not extras.

Fame Award

Each PC receives 1 point of fame among Lower Class.

If the PCs collected weapons from any of the defeated opponents, they may sell them for one third listed value.

Appendix: Vendor List

This list is not intended to be complete, but only to provide some examples of vendors in the market place. You should feel free to alter names, businesses or create your own.

Weaponsmith:

Duro, is a large strong human man with a bushy black beard. He has a permanent shop with a large forge. He sells most any kind of weapon listed except for bows, arrows, and staves. He has a large selection of swords, daggers, and axes.

Bowyer/Fletcher:

Vladimir, a good-looking half-elven male, dresses in stylish leather clothing. He has a permanent shop as well. Vladimir has any kind of bow listed along with an assortment of arrows and quarrels. He also has several fine staves.

Dealer Dan is a middle-aged human male of average looks, but a fair amount of charisma. A former rogue, he retired from his adventuring ways to become a merchant. Dealer Dan has a fast talking patter and carries and carries a good selection of backpacks, sacks, rope, pouches, scroll cases, mountaineering gear, quivers, lanterns, torches and a few other odds and ends. Dealer Dan has a cart which he drives to the market place. All the leatherwork is his own, everything else he has purchased from other craftsmen.

Leather Worker/Cobbler:

Lynne is a human woman and her husband Korry is a male half elf. They do their work at home and bring the goods to the market place. They carry leather armor, studded leather armor, and boots. Most of their work must be fitted and takes several days to complete.

Dalara is a female halfling who makes and sells cloaks and blankets. Most of her wares are made of wool, but she does have some silk items.

Armorer:

Maglar Smithson is a dwarven male who has his own shop, including a forge. He sells metal armors, including chain mail, plate mail, scale mail, ring mail, and plate armor.

Mindelbrannas Ettlwright is an elderly gnome who sells various strange items, including spell components and writing materials. He has a variety of ink cakes and papers.

Dervennon is a male elf of indeterminate age. He is a silver smith and sells rings, cloak pins, holy symbols, earrings, hair combs, necklaces, bracelets, mirrors, cups, goblets, and eating utensils.

Donna Brightling is a comely human female bard. She has light blonde hair and dresses in a combination of scarlet and forest green. Donna also crafts musical instruments. She mostly carries stringed instruments: lutes, lyres, harps, and mandolins. She has a few flutes carved from wood. Donna sets up under a pavilion and hangs her wares from its poles. When she has no customers, she sits on a stool and plays an instrument. Donna will eagerly demonstrate any instrument to a customer.