

# **Court of Thieves**

**A One-Round Living City Tournament**

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

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

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

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

## Tier Structure

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

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

## Synopsis for the DM

No guild of thieves may legally exist in Ravens Bluff. Occasionally some like minded thugs and ruffians attempt to band together into organized crime syndicates, but none seem to last long before they are destroyed by the city watch or some outraged group of stalwart adventurers. Since the very nature of such a union is to conduct illegal activities, the fact that such a guild is illegal would seem beside the point. With the rebuilding of the ravaged city, there is no better time than the present for the emergence of yet another such

clandestine organization. It is still relatively new, but the order of Ezzo Tattoo is growing fast.

Such a network thrives on secrecy and the ability of its members to move about undetected, and so it would seem that control of certain buildings within the city limits might prove advantageous for such a group. It is with this thought that this new organization means to acquire the old Empyre Theatre. As a historical building located near some of the older wealthy buildings of Ravens Bluff, its accessibility and nostalgic aura make it an ideal crime hub. Illicit activities are easily contrived in such an old building under the cover of a dramatic production company. The only problem would seem to be that the owner means to sell the old establishment to an actual dramatic troupe. Considering the actual muscle of a guild comprised primarily of thugs, this is only a minor obstacle.

The owner of the building, Findle Egbert, has recently been contacted and explained his "options" by guild "negotiations" experts. With the previously scheduled closing of the current dance production, ironically titled "Court of Thieves," ownership of the building should quietly transfer to the holdings of the thieves guild.

There is just this little nuisance of a contract drawn up a couple of years ago between Mr. Egbert and a gnome by the name of Godebo Lumpfish. It seems that as the producer of "Court of Thieves," Lumpfish had leased the building with an option to purchase it at the end of the production's run. Unfortunately, Mr. Lumpfish has chosen to exercise the purchasing clause of his contract. Unless persuaded to drop the issue, Lumpfish will need to be dealt with in a manner similar to that of Mr. Egbert.

The PCs enter the story on closing night of "Court of Thieves." Godebo Lumpfish wishes them to investigate into the identity of whoever it is that has Fildle Egbert so scared that he would break his contract.

Beginning their investigation at the Empyre Theatre, the PCs may follow the glamorous dance troupe to their closing night party. There one of the dancers will leave early in a suspicious manner to travel to a nearby tavern to make contact with the guild. They may also investigate the penthouse apartment of Mr. Egbert and find that he has been kidnapped by unknown forces who have left a rather exotic creature behind to deter investigators. Following either trail will lead them to an underground tunnel to the catacombs of Ezzo's thieves guild.

In order to get Ezzo Tattoo to release Mr. Egbert, the PCs may help him retrieve a magical rod of terror from an undead creature at the bottom of an old

abandoned well. The untrustworthy Ezzo does not plan to fulfill his part of the bargain, and so the PCs will have a fight on their hands either way.

## Player Introduction

Begin the adventure by reading the following aloud to the players.

*As you went about your business today, you were approached in the street by a man dressed in colorful garb. At first you were amused by the man's clothing, but you soon realized that he had singled you out for a reason. "A message for you," he said as he handed you a small parcel. Then, while taking his leave he intoned, "Please consider Master Lumpfish's request as you enjoy the show this evening."*

The parcel is small, consisting of a note wrapped around a theater ticket. The note reads:

*Greetings,*

*Your services have been recommended to me by a reputable source, and I would like to discuss your possible employment later this evening. Please come and see the show, and then meet me backstage afterward. This note will serve as your backstage pass.*

*Sincerely,*

*Godebo Lumpfish*

The ticket is for this evening's closing night performance of Ekoj Atton's "Court of Thieves," the hottest ticket in town. This is the final scheduled performance of this two-year running show. DeVia Dirkdancer herself will reprise her leading role of Serina for the first time since her rescue from wartime captivity. Proceeds from this performance are to be donated to The House of the White Bear, a charitable institution specializing in feeding Ravens Bluff's poor. Characters choosing to attend receive the following description.

*When you arrive at the Old Empyre Theatre, you are pleasantly surprised to find that your seat is quite good, just left of center and near the orchestra pit. Many of the most important and philanthropic citizens of Ravens Bluff are present for this final performance.*

*The production is well conceived, and energetically performed. Its plot centers around the*

*character of Serina, a warrior princess, who succumbs to the charms of Randall, a master thief. By the end of the performance Serina, played by DeVia Dirkdancer, is reduced to the status of a harem dancer to the den of thieves led by Randall. Disillusioned and dishonored, she ends the performance by systematically slaying each of her captors in a wild night of passionate dancing.*

*At the curtain call, the cast receives a standing ovation, and the curtain falls on this production for the final time. The patrons slowly exit by the front doors. The backstage door looms conveniently nearby.*

## Encounter One Backstage at the Old Empyre Theatre

The dressing rooms and offices of the Empyre Theatre are actually underneath the stage area (see map). The places beyond the stage area entrance, whether above or below ground, are collectively known as backstage. To get backstage, one must go up on stage and walk down the stairs hidden from the audience by the side curtains.

PCs entering the backstage area will be momentarily stopped and questioned by burly stage hands. They graciously allow anyone to pass who presents a copy of Godebo's letter. Characters refusing to show the letter are asked to leave, and may end up drawing attention to themselves. This sort of attention in turn brings Godebo Lumpfish upstairs from his office, and he will invite them in. While intimidating to look at, the stage hands should not be much trouble to get around for any group of adventurers.

**Stagehands (4) hm F1:** AL NG; AC 10; MV 12; HD 1; hp 8 each; THAC0 20; #AT 1; Dmg 1-4; SA nil; SD nil; MR nil; SZ M; ML 8

There are three backstage areas of interest to the PCs.

**Area #1:** This is the common string of dressing rooms which is actually one large room, curtained off into separate areas for male and female performers. Many costumes hang from rods suspended from the ceiling. Most of the minor cast can be found here in various states of costume, removing make-up, and generally in a state of reveling chaos. "Court of Thieves" has had two spectacular years of production, and these actors and dancers have quite a lot to celebrate. Most of the principal players are not here, having left in costume for the closing night party. The only principal cast

member remaining backstage is DeVia Dirkdancer, and she has her own dressing room.

**Area #2:** This individual dressing room has a golden star on the door with the name "Ima Bellevir" in its center. It is normally the dressing room reserved for the current star, who for most of the run of this production has been Ima Bellevir, DeVia's former understudy. This evening DeVia was asked to dance the final performance in the lead role that she originally made famous. Therefore, tonight this dressing room is hers while Ima sat in the audience. Since DeVia has not publicly performed this role for many months, she does not plan to attend the closing night party at the House of the White Bear in costume. Instead, she and Ima plan to attend the party in matching formal evening dresses as a sign of their continued solidarity.

If the PCs enter this room, they find DeVia in the process of removing her stage make-up and changing into her party dress. Many flower arrangements are strewn throughout the room with cards from various fans and well wishers. The most noticeable arrangement is the one from Godebo Lumpfish. It consists of several dozen red and white roses arranged in the form of a star with the letters "DD" at the center. Other arrangements of note bear cards from Sir Askelon, Zzyx Femur, and Syrrion Soulblade.

DeVia will notice anyone entering the room, but continues getting ready for the party whether they stay or leave. She steps behind a changing screen if necessary. She always takes time to talk with her fans and sign autographs on request, so if the PCs wish to strike up a conversation they may. It becomes obvious in a few moments that DeVia is in a bit of a hurry to leave for the closing night party.

If the PCs linger here, a flower delivery will be made to this dressing room. A dozen violet colored carnations are brought to the door by one of the stage hands. The card reads as follows.

*Many more glorious performances,*

*I hope to see you dance in this place again.*

*Jena D*

If the stage hand is questioned about the delivery, he will tell the PCs that it was delivered through the back entrance about a quarter of an hour earlier by a nondescript halfling. DeVia will think nothing of it other than being the appreciated well-wishing of a satisfied fan.

DeVia has no knowledge of the plot, but is a rather colorful character herself. Whenever DeVia appears in a module, she is in the position to grant one or more favors to her fans. Some of the PCs may have certificates from the previous module *Cat and Mouse* that entitle them to a favor from her. Bearers of these certificates will be immediately recognized by her. PCs may redeem their favors now if they wish. DeVia also always grants favors to any of her "knights." These valiant PCs have pledged themselves to her and bear the unofficial title of "Knight of the Dancing Dirk." (Their proof of membership in this organization is in the form of a personal printed love sonnet to DeVia that they must produce from their character records on demand. For more information on DeVia, see her web site at <http://members.tripod.com/~Dirkdancer/>)

Present favors grantable by DeVia Dirkdancer:

- DeVia consents to scheduling a dance lesson with the PC, after this adventure.

OR

- She invites and personally accompanies a PC to the closing night party, or to a future party or event of their choice.

- She will also personally introduce the PC to anyone in the production cast, later at the party.

Redeemed certificates should be collected, while her "knights" may choose one favor, gratis. Players with certificates, wishing to forgo any of DeVia's present favors, may save their certificates for redemption in a later adventure.

**DeVia Dirkdancer, hef T5:** AL CG; AC 6 (Dex bonus); MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA nil; SD nil; MR nil; SZ M; ML 12.

**Area #3:** This room is the office of Godebo Lumpfish, the producer of this show. The PCs have been invited here to meet with Godebo, and should eventually end up in this crowded little chamber to hear his offer.

*This office would appear overcrowded even with no one inside. Shelves line the walls from floor to ceiling, and are piled to overflowing with papers, books, costume pieces, stage props, bits of colored string, juggling implements, several pairs of shoes, indecipherable magical notions, and any other bit of flotsam under the sun. There does appear to be a central path to a spectacularly unkempt desk, behind which sits Godebo Lumpfish, a brightly dressed gnome. He must stand on his own chair to be seen over the clutter.*

*"Welcome, welcome," he says as you enter. "Please, please, have a seat," he intones as he gestures around to the clutter. There may be a chair or two under all that stuff.*

Once the PCs have made their introductions and either found a chair, or decided to stand, read them Godebo's offer:

*"Now I hope you will take my offer to heart," Godebo continues. "I have heard that each of you possess some ability in acquiring information. And that is just what I need, and quickly. You see, this historic theater may be in jeopardy. We have only been leasing this place from a Mr. Findle Egbert. When I originally signed the lease, it was for two years with the option to buy at the end of that time. When I made it clear last week that I did intend to purchase this landmark building, Mr. Egbert mysteriously withdrew his offer.*

*"Legalities aside, he has given me no reason of his own, but I have come to believe that he is being pressured by another party who wishes to purchase it. I need to know who this individual or individuals may be, and I wish to convince them to release Mr. Egbert from their influence so that I may purchase this building.*

*"Upon successful completion of this task, I can pay you each three hundred pieces of gold for your trouble. Please, please, consider my offer."*

Godebo has had quite some time to get to know Mr. Egbert, and has some theories and possible information gathering techniques. The PCs will need to engage him in further dialogue to get this information:

- He is afraid that whoever is pressuring Mr. Egbert to sell the theater, plans to tear the structure down and erect a gambling parlor. This is only Godebo's fear, but he will mention that he has heard rumors to this effect.

- There is another rumor that has gone around for many years that there is a secret tunnel under the theater. Where it leads is anyone's guess. Godebo realizes that these first two suspicions are possibly contradictory, but he will explain away the inconsistencies by asking, "What better way to expose a secret passage than to level the building?" This is another false rumor, but contains part of the seed for the plot. Godebo believes that one of the cast members may have been planted by whoever is trying to purchase the theater. He caught Arthur Primrose, who played Randall this evening, suspiciously snooping

around the hall yesterday morning. He might have been searching for such a passage. Godebo can show them where. PCs wishing to attend the closing night party as Godebo's special guest need only ask.

- Mr. Egbert was invited to the closing night party, but he declined, claiming failing health. Neither did he show up for the final performance this evening. He may be ill, or he may be using the excuse as a cover for meeting with the mysterious purchasing agent in question. Godebo will furnish the address of Mr. Egbert's apartment for those who wish to seek him out.

- Godebo is sure that his contractual agreement will hold up in the Ravens Bluff courts. His main concern is that the building may be demolished by any new owner before such matters could be resolved. Losing the Emyre Theatre would be a great blow to the city, which has lost enough historical sites during the war. This production has also been an exciting and lucrative venture for him, and he wishes to continue with other productions.

If the PCs choose to take Mr. Lumpfish's offer, he will be elated and send them on their way with his gratitude. If they decline, he will nod understandingly, and see them to the door.

PCs examining the place in the hall where Godebo says Arthur Primrose was acting suspicious may find a small 100 gp diamond wedged between two of the old wall boards. The diamond is difficult to see, and requires a successful roll either against the observation nonweapon proficiency or to detect secret doors. If the PCs detect for magic, this gem radiates a faint aura of an indistinguishable nature. This aura lasts for the rest of the adventure, and then fades leaving the stone behind. Godebo knows of no useful reason for the presence of this stone.

From here the PCs should either go to the closing night party (Encounter Two) or Mr. Egbert's apartment (Encounter Three). PCs accompanying DeVia Dirkdancer to the party should leave immediately after talking to Godebo Lumpfish if they wish to ride in her hired carriage.

## **Encounter Two**

### **Closing Night Party at the House of the White Bear**

The closing night party is held at the *House of the White Bear Soup Kitchen*. Godebo Lumpfish is friendly with the people who run the establishment and has

orchestrated more than one of their fund raisers. It is convenient that the building's main room is ideal for a party facility. With the tables moved aside and the lanterns trimmed low the soup kitchen serves this purpose well. PCs may find the dancing nonweapon proficiency an asset during this encounter.

PCs arriving in closed carriages will be met by reporters until their identity (or lack thereof) is confirmed. PCs accompanying DeVia Dirkdancer find attention centered on her, and the curiosity on them. By morning this attention will result in an effective +1 to all fame categories for that character for the rest of this adventure.

The party will already be underway when any PC gets there. The same stage hands from the theater bar the way of any uninvited guests. Fortunately, they recognize any PCs who earlier came backstage. If Godebo or DeVia invited the PCs, they can get inside without incident.

Practically the entire cast and crew of the production are inside, with a small ensemble of musicians from the production's orchestra playing continuous dance music. Also present are reporters from the Ravens Bluff Trumpeter and several individual guests of the cast members. Conspicuously absent are Godebo Lumpfish himself, and Findle Egbert.

There is possible information to be gleaned here by following Arthur Primrose, but most of the guests and cast are unimportant to the plot. Some of the more colorful party goers are outlined here:

- DeVia Dirkdancer (black hair hef 5' 2" tall) is here primarily to be seen by the press. To this end she will continually smile, and dance with just about everyone. She and Ima bellevir are wearing identical black low cut evening gowns, and act like old friends whenever they are near each other.
- Syrrion Soulblade (silver hair em 5' 11" tall) is here as the personal guest of DeVia Dirkdancer. He is extremely tall for an elf, and he usually appears quiet and brooding. Syrrion also claims to be one of DeVia's Knights of the Dancing Dirk. (If one or more PCs accompany DeVia to the party, Syrrion will not be in attendance.)
- Arthur Primrose (dark haired hm 5' 10" tall) will usually be found around the punch bowl. If confronted with the diamond from Encounter One, he will make an excuse about thinking he saw something between the boards himself. "Whatever it was, I couldn't extract it." Arthur is a member of the thieves guild, and bears a tattoo to that effect on his right foot. He knows the

basic plans and layout of the guild, but will not tell them to anyone unless he is convincingly threatened. His task was to place that diamond at the end of the hallway to act as a magical homing beacon for a digging team that is expanding the guild's system of tunnels under the city. He leaves early and rides his horse to the Inn of the Laughing Ya'yah (Encounter Four) in order to send a message to the guild that Godebo has hired a group of adventurers. (His statistics are included in Encounter Four in case the party runs him down in or around the Inn.)

- Ima Bellevir (platinum blond hf 5' 5" tall) is quite overcome by emotion. This production was her big break, and now its run is over. She has no plans for what to do next, and is relying on Godebo's generosity. If he cannot keep the theater, she has no other employment prospects. She and DeVia Dirkdancer are wearing identical black low cut evening gowns, and act like old friends whenever they are near each other. Ima is apparently in awe of DeVia, who she credits with beginning this entire production.
- Garreth the Slipper (sandy haired hm 5' 5" tall) likes to complain. He will be the first to point out the irony of a dance troupe party consisting primarily of dancing. Among other things, the punch is really too sweet, and there is always too much smoke in these inadequately ventilated facilities. He can always find something to complain about.
- Beorn Ellis (black haired hm 5' 11" tall) is a bit of a snob when it comes to menial labor. He has theory about artistic hierarchies. "Have you ever noticed how there are children who play music brilliantly? Never do we see a great child painter, and if one does not study dance from an early age, they will never be a brilliant performer. Yes, some art forms do require more sacrifice and talent than others."
- Ester (black haired hf 5' 6" tall) does not like the choice of this establishment as a place for a party. She is not only sure that she saw a rat outside scrutinizing her, but she also knows for a fact that it is one of those horrid wererats that hang around DeVia. Ester is also privately known among the dance troupe as the queen of gossip and rumors. She is obviously not a fan of either DeVia or Ima, although she does like Ima better.

There are many cast members and guests to interact with. However, as far as Godebo's mission goes, the only one here of consequence is Arthur Primrose.

## Encounter Three

### Findle Egbert's Apartment

Findle Egbert is the last heir to a family fortune that has diminished to the point of obscurity. Heralds and scribes may remember the family crest, but no one else would. The Egbert fortune now basically consists of two buildings and the revenue that they produce. The Empyre Theatre (see map) is old and needs a great deal of repair work. Also, with the fickle nature of audiences, it cannot be counted on to generate income with any consistency. Findle has considered selling it many times, and he did mean to sell it to Godebo Lumpfish at the end of the current production. When the thieves guild threatened him bodily harm if he did not sell the theater to them, he complied.

The other building that he owns is an old apartment tenement. It has been remodeled many times since it was first built, and now houses a tavern in the mostly hollowed out shell of the first floor. Collectively, the building is known as the Inn of the Laughing Ya'yah (see map). Findle's deceased father named the inn, and no one seems to know what the name means. Findle lives in the converted top floor penthouse assessable from both inside and outside the building by separate staircases.

When the PCs arrive, read them the following description:

***Mr. Egbert seems to be quite affluent indeed. His apartment seems to be the entire top floor of the charming old Inn of the Laughing Ya'yah. Logically the apartment should be accessible from the inside via a staircase, but there seems to be a steep, narrow, and rickety second set of stairs around the side of the establishment.***

If the PCs decide to enter the lower part of the establishment, skip to Encounter Four. If they plan to go up the side stairs, then check each character's weight. Single party members on the outside stairs are relatively safe, but a combined weight of 500 lbs or more will cause the stairs to detach at the top, bringing them and the landing at the top of the stairs crashing down. Falling damage should be calculated at 1d6 per building story fallen. The building is 4 stories tall.

The stairs angle up to a small landing suspended next to a door to the upper apartment. This door is locked, but there are nearby windows that are not latched. Those wishing to peer directly into a window will need to scale the wall away from the platform. From the outside PCs can see that there is an internal

light source present, a log burning in the fireplace. No one will answer the door.

Those peering inside will see that all is not right in the living area. Papers are scattered across the floor as if they have been thrown there, and there is a large chair that has been overturned that lies broken in the center of the room. Those entering the apartment will find that most of the initial destruction is confined to this room and the main hall. Findle Egbert was surprised here by three members of the thieves guild. He struggled, but was carried off and sent down the dumbwaiter shaft to the catacombs below.

After abducting Mr. Egbert, the thieves sent a rather exotic guardian back up the dumbwaiter shaft to guard the place until they return. It will be resting in a back portion of the apartment, out of sight, when the party enters. The thieves maintain control over this guardian through the judicious use of *charm monster* spells. Due to its dragonlike nature and low intelligence it seems to also be highly susceptible to the influence of *potions of evil dragon control*. In a dangerous sort of way it has even become a sort of mascot for the guild.

#### **Party Tier 1**

**Behir (1):** AL NE; AC 6; MV 12; HD 5; hp 35; THAC0 15; #AT 2 or 4; Dmg 1d4 / 1d3 or 1d4/3 x 1d4; SA lightning bolt (10 points damage); SD Immune to Electricity, poison; MR nil; SZ L (15' Long, 1.5' diameter); ML 15.

Inside the belly of this creature are three 100 gp garnets, and a *ring of shocking grasp* which was undigestible from a previous victim.

#### **Party Tier 2**

**Behir (1):** AL NE; AC 5; MV 15; HD 7; hp 50; THAC0 13; #AT 2 or 5; Dmg 1d6/1d4 or 1d6 / 4 x 1d4+1; SA lightning bolt (14 points damage); SD Immune to Electricity, poison; MR nil; SZ L (22' Long, 2' diameter); ML 15.

Inside the belly of this creature are three 100 gp garnets, and a *ring of shocking grasp* which was undigestible from a previous victim.

#### **Party Tier 3**

**Behir (1):** AL NE; AC 4; MV 15; HD 9; hp 63; THAC0 11; #AT 2 or 6; Dmg 2d3/1d4 or 2d3 / 5 x 1d6; SA lightning bolt (18 points damage); SD Immune to Electricity, poison; MR nil; SZ G (30' Long, 2.5' diameter); ML 15.

Inside the belly of this creature are three 100 gp garnets, and a *ring of shocking grasp* which was undigestible from a previous victim.

## **Party Tier 4**

**Behir (1):** AL NE; AC 3; MV 15; HD 12; hp 80; THAC0 9; #AT 2 or 7; Dmg 2d4 / 1d4+1 or 2d4 / 6 x 1d6; SA lightning bolt (24 points damage); SD Immune to Electricity, poison; MR nil; SZ G (40' Long, 3' diameter); ML 15.

Inside the belly of this creature are three 100 gp garnets, and a *ring of shocking grasp* which was undigestible from a previous victim.

## **Party Tier 5**

**Behir (1):** AL NE; AC 2; MV 15; HD 15; hp 100; THAC0 5; #AT 2 or 7; Dmg 2d4 / 1d4+1 or 2d4 / 6 x 1d6; SA lightning bolt (30 points damage); SD Immune to Electricity, poison; MR nil; SZ G (40' Long, 3' diameter); ML 15.

Inside the belly of this creature are three 100 gp garnets, and a *ring of shocking grasp* which was undigestible from a previous victim.

Property damage from dispatching the creature notwithstanding, the PCs should be able to tell that it entered the apartment through the dumbwaiter shaft. There is also some recently dried blood inside the top of that shaft, marking it as the place through which Mr. Egbert was lowered. Searching through the rest of the apartment may prove an interesting exploration into Findle Egbert's life, but will prove fruitless in locating him. All evidence leads to the dumbwaiter shaft.

Please note that the freshly preserved remains of a behir are quite valuable in the preparations of certain magical inks. A successful spellcraft non-weapon proficiency skill roll will reveal this information to any given PC. If the party makes a concerted effort to collect the remains of the creature within 4 hours of its death, they can sell most of it to the Ministry of Art for 1000 gp. If this price is waived, and the PCs pay an extra 1000 gp in value for services rendered, a special suit of behir scale armor can be made for one PC.

## **Encounter Four**

### **The Inn of the Laughing Ya'yah**

The Inn actually consists of a tavern in the mostly hollowed out bottom floor of an old building, and the nine apartments including a top floor penthouse above. While Findle Egbert owns the building, the tavern below is leased and run by Kieth Baptiste, who also works as the bartender. When the PCs enter the establishment, read them the following:

*You walk into a rather large room which comprises much of the first floor of this building. It is evident that most of the original walls have been removed from this floor to create space for the patrons. The building's original support structure forms several timber columns throughout the place, and vision across the room is further obscured by a central kitchen, bar and stairway area.*

If the PCs follow Arthur Primrose to this establishment, he walks calmly down the stairs to the cellar in order to deliver his message. If he knows that he is being followed, he will move quickly try to beat the PCs to the catacomb entrance in hopes of losing them in the twisting passages below. If the PCs enter this establishment in order to gain access to the penthouse apartment, Primrose will not be present.

**Arthur Primrose, hm F3:** AL NG; AC 10; MV 12; HD 3; hp 18; THAC0 18; #AT 1; Dmg 1-4; SA nil; SD nil; MR nil; SZ M; ML 10

The bartender on duty tonight is the proprietor, Kieth Baptiste. He is very aware that shady individuals have been using this building as a cover, and he does not like it. Individuals from the thieves guild have threatened him and intimidated his patrons. Mr. Egbert has compensated him for missing stock from the cellar by lessening the rent, but lost customers are priceless. The tavern has had few lively evenings recently. Tonight is no exception.

There are only a few patrons here, and they are very quiet. PCs trying to mingle will seem out of place, but information that can be learned from Kieth and the present clientele.

- Recently there has been a definite falling off in business at this tavern. Occasionally a rough and argumentative group shows up that scares patrons away. (True)
- This place used to have a lot of tenants, but now the only one remaining is the man who lives in the penthouse. (True)
- Earlier tonight the whole building shook like there was an earthquake. (True, the attack on Findle Egbert and the insertion of the Behir were quite noisy.)
- There is a tunnel under the outhouse out back that leads to an underground lair (False)

- Something shady is going on in the basement of this place, but no one knows what. (True)
- Jena Darkstar, the notorious robber, came through here a few nights ago. (May be true, but immaterial.)

Players approaching the penthouse from inside will find a locked door at the top of the staircase. There is no mundane method to see inside from the stairwell, and no one will answer the door. See Encounter Three for details of what lies inside. The stairs down to the cellar lead to Encounter Five.

## Encounter Five

### Into the Catacombs Beyond the Cellar

*The cellar of this building serves as storage for the tavern above, and it is evident that something or someone has made a mess of it. There is a wine rack in the corner with several smashed bottles on the floor nearby, and opened boxes of food stuffs are strewn about the place. From the ceiling, an old dumbwaiter pulley system dangles.*

PCs searching around can easily discover the corner entrance to a series of catacombs below the building. The tunnel to the catacombs is long and winding, but except for a few tight and damp spots, it is uneventful. The walls of the initial tunnel are rough hewn, perhaps from a *dig* spell or actual mining. After about a half of a mile of lightless twisting corridor, it opens out into the dark and cavelike pocket shown on the map of the catacombs. These catacombs are keyed on the map and are detailed below. Unless otherwise noted, the walls of this region appear to be of igneous volcanic origin with cavelike pockets like large air bubbles. The floor is uneven and most of the caves are about 30 to 40 feet below street level.

It was almost ten years ago that Ezzo the Cutpurse avoided a contingent of the city watch by ducking down an old well on the edge of town, and inadvertently discovered the ancient natural catacombs below. The tunnels and caves may have been present when the well was originally dug, but they do not show up on any city planning maps. Ravens Bluff's extensive sewer system does not reach far enough in this area of the city to have revealed them earlier. He has used these old tunnels as a hideout ever since.

The first obstacle that the PCs encounter is a metal reinforced wooden door that bars their way through the

tunnel into the catacombs beyond. The door is locked but untrapped, and knocking on it will have no effect except to immediately alert the thugs in Catacomb Area #1. It can be picked normally or knocked in with a successful open doors roll.

**Catacomb Area #1:** This part of the catacombs serves as an informal meeting area for the guild. Unless the PCs take specific precautions to avoid detection, their presence will have been detected by the occupants of this area. Heavy armor will clank loudly, but any reasonable precautions against noise will allow the PCs to go undetected.

If the PCs have been detected:

*You have entered an area of these caves where several tunnels converge into one large cavelike pocket. The fact that others have been here before you is evidenced by the bed rolls lined against the walls, and the still smoldering embers of a recently doused fire pit.*

If the PCs have *not* been detected:

*You quietly approach a lit pocket within this twisting tunnel where signs of habitation are present. Several individuals gather here around a fire in the center of a large cavelike pocket formed where several tunnels converge.*

There are several thugs gathered here. Normally they will be gathered near the light of a small fire or lantern, playing a game of chance. If alerted, they douse the fire, and hide in the tunnel entrances in order to ambush intruders.

Until now the PCs may have had had a clear trail to follow, but they have no evidence aside from their own inferences of who these people are. Thugs lying in wait for ambush will seek the most opportune time to attack to achieve maximum surprise effect. If the PCs do manage to approach undetected, the thugs immediately attack in overconfidence.

#### **Party Tier 1**

**Thugs, F1 (6):** AL various E; AC 7; MV 12; hp 8 each; THAC0 20; #AT 1; Dmg 1d6 (Shortsword); SA nil; SD nil; MR nil; SZ M; ML 12;

**Thug Leader, F2 (1):** AL NE; AC 6; MV 9; hp 16; THAC0 19; #AT 1; Dmg 1d6+1 (Shortsword+STR); SA nil; SD nil; MR nil; SZ M; ML 12

The Thugs and their leader carry a total of 150 gp.

### **Party Tier 2**

**Thugs, F2 (6):** AL various E; AC 6; MV 9; hp 16 each; THAC0 19; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; MR nil; SZ M; ML 12

**Thug Leader, F4 (1):** AL NE; AC 5; MV 9; hp 32; THAC0 17; #AT 1; Dmg 1d6+1 (shortsword+STR); SA nil; SD nil; MR nil; SZ M; ML 12

The Thugs and their leader carry a total of 150 gp.

### **Party Tier 3**

**Thugs, F5 (6):** AL various E; AC 6; MV 9; hp 35 each; THAC0 16; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; MR nil; SZ M; ML 12

**Thug Wizard, W4 (1):** AL CE; AC 8 (DEX Bonus); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (Dagger); SA magic use; SD nil; MR nil; SZ M; ML 12

Spells: (1st) *burning hands, magic missile, charm person*, (2nd) *invisibility, web*

Unless the PCs fully surprise the thugs, the wizard will enter combat invisibly. If the PCs are surprised, the wizard will first attempt to web the entire party, and then become invisible later.

**Thug Leader, F6 (1):** AL NE; AC 4; MV 9; hp 45; THAC0 15; #AT 1; Dmg 1d6+1 (shortsword+STR); SA nil; SD nil; MR nil; SZ M; ML 12

The Thugs and their leader carry a total of 150 gp.

### **Party Tier 4**

**Thugs, F6 (6):** AL various E; AC 5; MV 9; hp 40 each; THAC0 15; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; MR nil; SZ M; ML 12

**Thug Wizard, W6 (1):** AL CE; AC 7 (DEX Bonus); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 (Dagger); SA magic use; SD nil; MR nil; SZ M; ML 12

Spells: (1st) *magic missile x 2, burning hands, charm person*, (2nd) *invisibility, web*, (3rd) *hold person, vampiric touch*

Unless the PCs fully surprise the thugs, the wizard will enter combat invisibly. If the PCs are surprised, the wizard will first attempt to web the entire party, and then become invisible later.

**Thug Leader, F7 (1):** AL NE; AC 4; MV 9; hp 60; THAC0 14; #AT 3/2; Dmg 1d6+2 (shortsword+STR); SA nil; SD nil; MR nil; SZ M; ML 12

The Thugs and their leader carry a total of 150 gp

### **Party Tier 5**

**Thugs, F7 (6):** AL various E; AC 5; MV 9; hp 45 each; THAC0 14; #AT 3/2; Dmg 1d6 (shortsword); SA nil; SD nil; MR nil; SZ M; ML 12

**Thug Wizard, W8 (1):** AL CE; AC 7 (DEX Bonus); MV 12; hp 26; THAC0 18; #AT 1; Dmg 1d4 (Dagger); SA magic use; SD nil; MR nil; SZ M; ML 12

Spells: (1st) *magic missile x 2, spider climb, charm person*, (2nd) *flaming sphere, invisibility, web*, (3rd) *blink, hold person, vampiric touch*, (4th) *confusion, phantasmal killer*

Unless the PCs fully surprise the thugs, the wizard will enter combat invisibly. If the PCs are surprised, the wizard will first attempt to web the entire party, and then become invisible later.

**Thug Leader, F9 (1):** AL NE; AC 4; MV 9; hp 72; THAC0 12; #AT 3/2; Dmg 1d6+2 (shortsword+STR); SA nil; SD nil; MR nil; SZ M; ML 12

The Thugs and their leader carry a total of 150 gp

PCs searching these thugs will find the noted treasure and may notice that each enemy bears a similar tattoo on some part of their body. Some of the tattoos are more noticeable than others, and none are found in the same bodily place. This is the mark of the thieves guild of Ezzo Tattoo. Should a guild member ever prove unfaithful to the organization, it is the duty of all other members to seek the forcible removal of the offending party's tattoo.

**Catacomb Area #2:** This part of the tunnels has been converted into a makeshift holding cell. Since there are no bars, prisoners are normally tied to a ring set into the floor. Findle Egbert is bound, gagged, and tied here. If the PCs went to the closing night party and did not come straight here, then Godebo Lumpfish will be held here in a similar fashion. Both of them have been knocked unconscious prior to being brought here, and neither of them is in any condition to engage in combat.

**Catacomb Area #3:** The Behir from Encounter Three is normally kept in this part of the catacombs. The

beast was originally located in the surrounding countryside during the war. Ezzo, the guildmaster, originally drugged the creature and brought it to these catacombs through the old well entrance (catacomb Area #4). It has since grown a great deal, and it has become a sort of mascot for the guild. It is a very dangerous creature that grows more appendages as it gets older. Ezzo envisions his organization as having similar qualities. Since it was probably dispatched in Encounter Three, it will not be present in its cell. If it was not dispatched in Encounter Three, it will be here waiting.

The two stone walls that are noted on the map are about 3' thick, and the iron bars have a large padlock that is unlocked.

**Catacomb Area #4:** This is part of the shaft of an old well. There is 5' diameter hole in the ceiling that connects some 30' above with an old boarded up well house in a back street alley on the outskirts of town. The well continues down for another 50' before ending in an underground pool. Several years ago many Ravens Bluff citizens became sick from the water, so no one uses this well any longer. A knotted rope ladder dangles from above, allowing the well shaft to serve as a primary entrance for these catacombs. The air from the hole reeks of corruption. Down the well shaft is Encounter Six, while traveling up the well shaft leads to a small courtyard between old buildings above.

**Catacomb Area #5:** This is the planning room, where the guild holds its meetings. If they could, the thugs from Catacomb Area #1 will have sent a message that strangers were coming. Otherwise, any previous battle sounds within the catacombs would alert the occupants of this room. Unless entirely silent in their approach, the PCs will be expected.

*Again the corridor widens out into a large cavelike area. Unlike the rest of the catacombs, this place seems opulently furnished. Tapestries line the walls and carpets cover the floor, creating an almost warming effect in the cool underground environment. By the light of evenly spaced lanterns, you see several interestingly dressed individuals throughout this room. On the far side of the chamber sits a raised dais, on which sits an opulently decorated throne. Sitting in semi regal state upon this seat is a large man wearing a black silk robe. Between the folds of his clothing, you can see that his skin is covered with several tattoos of various shapes, colors and size. As you enter, he waves away some figures who had been speaking to him, and he beckons you forward.*

The man on the throne is Ezzo Tattoo, the self proclaimed master of this guild of thieves and thugs. He is wary of the PCs' intentions at all times, but he does not wish to appear weak here in his own catacombs. He will be impressed with prowess of any party that has survived this far, and instead of attacking intruding PCs outright, he attempts to bargain with them. There are certain services that he will even be willing to perform in exchange for the cooperation of such brave adventurers. To this end he attempts to make the PCs comfortable, offering drinks and food, etc.

PCs bringing Godebo's message will be given certain conditions to meet should they want Ezzo to release his hold over Findle Egbert. Freeing Mr. Egbert from his coerced agreement is not what Ezzo had planned, but if the PCs agree to do a task for him, he tells them that he will agree to let Mr. Egbert sell to Godebo. The task seems simple enough. The PCs must climb down the well in Catacomb Area #4 and retrieve a magical rod that he knows to be in the water below. Unfortunately, several individuals that Ezzo sent have never returned. He does not wish to talk specifically of how he knows the rod is down there. What lies down the well shaft is explained in Encounter Six.

Ezzo knows that it would be foolish to allow the PCs to leave alive. He will tell them whatever he thinks will get them to help him, while plotting their demise. If they do not agree to help in this manner, he feigns understanding of their plight, and later has his troops listed below (without wererats) ambush the PCs on their return trip through the catacombs. Ezzo will not be present for such an ambush, having conveniently escaped from the catacombs with the wererats through the old well shaft.

Ezzo will offer membership in his organization to any PC of lawful neutral or true neutral alignment willing to pass the initiation. The initiation consists of the imposition of a tattoo on some portion of the PCs body. The PC should also furnish some identifying symbol that will in turn be tattooed on Ezzo. His own flesh is sort of a living roll of thieves and thugs. Suffice it to say that should a joining PC ever cross the guild, it would be the duty of every loyal guild member to remove the PCs tattoo along with the appendage which it adorns. Membership has few advantages, but it does have its price. Joining is not necessarily an evil act, however it should quickly become apparent that required guild activities will compromise PC ethical standards.

The "figures" speaking with Ezzo as the PCs entered are wererats, emissaries from another leader in Ravens Bluff, Danja the Wererat King. They have no

stake in any battle here unless attacked. If combat breaks out, they will first attempt to escape. However, if a PC attacks one of them, they will stay and fight.

### **Party Tier 1**

**Ezzo Tatoon, T10 (1):** AL NE; AC 4 (DEX bonus and Leather Armor); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA backstab x4, +1 to hit with missile weapons (2 daggers); SD nil; MR nil; SZ M; ML 14

Ezzo carries 10 pp

**Guild Thieves, T1 (7):** AL Various Evil; AC 6 (Dex AC bonus and Leather Armor); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA backstab x2; SD nil; MR nil; SZ M; ML 12

**Wererats (2):** AL N; AC 6; MV 12; HD 3+1; hp 17 each; THAC0 15; #AT 2; Dmg 1d6 (shortsword)/1d4 (dagger); SA nil; SD +1 or better or silver weapons to hit; MR nil; SZ M; ML 12

### **Party Tier 2**

**Ezzo Tatoon, T10 (1):** AL NE; AC 4 (DEX bonus and Leather Armor); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA backstab x4, +1 to hit with missile weapons (2 daggers); SD nil; MR nil; SZ M; ML 14

Ezzo carries 10 pp

**Guild Thieves, T2 (7):** AL Various Evil; AC 5 (Dex AC bonus and Leather Armor); MV 12; hp 9; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA backstab x2; SD nil; MR nil; SZ M; ML 12

**Wererats (2):** AL N; AC 6; MV 12; HD 3+1; hp 17 each; THAC0 15; #AT 2; Dmg 1d6 (shortsword)/1d4 (dagger); SA nil; SD +1 or better or silver weapons to hit; MR nil; SZ M; ML 12

### **Party Tier 3**

**Ezzo Tatoon, T10 (1):** AL NE; AC 4 (DEX bonus and Leather Armor); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA backstab x4, +1 to hit with missile weapons (2 daggers); SD nil; MR nil; SZ M; ML 14

Ezzo carries 10 pp

**Urdo the Magnificent, W7 (1):** AL CE; AC 10; MV 12; hp 25; THAC0 19; #AT 1; Dmg 1d6 (Quarterstaff); SA magic use; SD nil; MR nil; SZ M; ML 12

Spells: (1st) *burning hands, shield, chill touch, charm person*, (2nd) *invisibility, darkness 15'r, ray of*

*enfeeblement*, (3rd) *invisibility 10'r, fireball*, (4th) *charm monster*

Among Urdo's possessions is one of his spell books which contains the spells *burning hands, shield, chill touch, charm person, invisibility, darkness 15'r, know alignment, invisibility 10'r, suggestion, fireball, charm monster, and stone skin*. He prefers to attack from surprise, and will attempt to cloak his allies and himself in invisibility prior to anticipated combat.

**Guild Thieves, T4 (9):** AL Various Evil; AC 5 (Dex AC bonus and Leather Armor); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA backstab x2; SD nil; MR nil; SZ M; ML 12

**Wererats (4):** AL N; AC 6; MV 12; HD 3+1; hp 17 each; THAC0 15; #AT 2; Dmg 1d6 (shortsword)/1d4 (dagger); SA nil; SD +1 or better or silver weapons to hit; MR nil; SZ M; ML 12

### **Party Tier 4**

**Ezzo Tatoon, T10 (1):** AL NE; AC 4 (DEX bonus and Leather Armor); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA backstab x4, +1 to hit with missile weapons (2 daggers); SD nil; MR nil; SZ M; ML 14

Ezzo carries 10 pp

**Urdo the Magnificent, W9 (1):** AL CE; AC 10; MV 12; hp 35; THAC0 18; #AT 1; Dmg 1d6 (Quarterstaff); SA magic use; SD nil; MR nil; SZ M; ML 12

Spells: (1st) *burning hands, shield, chill touch, charm person*, (2nd) *invisibility, darkness 15'r, know alignment*, (3rd) *invisibility 10'r, suggestion, fireball*, (4th) *charm monster, stone skin*, (5th) *chaos*

Among Urdo's possessions is one of his spell books containing *burning hands, shield, chill touch, charm person, invisibility, darkness 15'r, know alignment, invisibility 10'r, suggestion, fireball, charm monster, and stone skin*. He prefers to attack from surprise, and will attempt to cloak his allies and himself in invisibility prior to anticipated combat.

**Guild Thieves, T5 (4):** AL Various Evil; AC 5 (Dex AC bonus and Leather Armor); MV 12; hp 25; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA backstab x3; SD nil; MR nil; SZ M; ML 12

**Thugs, F5 (5):** AL Various Evil; AC 5; MV 9; hp 32 each; THAC0 17; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; MR nil; SZ M; ML 12

**Wererats (6):** AL N; AC 6; MV 12; HD 3+1; hp 17 each; THAC0 15; #AT 2; Dmg 1d6 (shortsword)/1d4 (dagger); SA nil; SD +1 or better or silver weapons to hit; MR nil; SZ M; ML 12

### **Party Tier 5**

**Ezzo Tatoon, T10 (1):** AL NE; AC 4 (DEX bonus and Leather Armor); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d4 (dagger); SA backstab x4, +1 to hit with missile weapons (2 daggers); SD nil; MR nil; SZ M; ML 14  
Ezzo carries 10 pp

**Urdo the Magnificent, W11 (1):** AL CE; AC 10; MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d6 (Quarterstaff); SA magic use; SD nil; MR nil; SZ M; ML 12

Spells: (1st) *burning hands, shield, chill touch, charm person*, (2nd) *invisibility, darkness 15'r, know alignment, web*, (3rd) *invisibility 10'r, suggestion, fireball, wraithform*, (4th) *charm monster, phantasmal killer, stonewall*, (5th) *chaos, cloudkill, feebleshield*

Among Urdo's possessions is one of his spell books which containing *burning hands, shield, chill touch, charm person, invisibility, darkness 15'r, know alignment, invisibility 10'r, suggestion, fireball, charm monster, and stone skin*. He prefers to attack from surprise, and will attempt to cloak his allies and himself in invisibility prior to anticipated combat.

**Guild Thieves, T6 (4):** AL Various Evil; AC 5 (Dex AC bonus and Leather Armor); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA backstab x3; SD nil; MR nil; SZ M; ML 12

**Thugs, F6 (5):** AL Various Evil; AC 5; MV 9; hp 45 each; THAC0 16; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; MR nil; SZ M; ML 12

**Wererats (8):** AL N; AC 6; MV 12; HD 3+1; hp 17 each; THAC0 15; #AT 2; Dmg 1d6 (shortsword)/1d4 (dagger); SA nil; SD +1 or better or silver weapons to hit; MR nil; SZ M; ML 12

Aside from treasure to be found on the individuals, there are many rugs and tapestries throughout this area. The twenty tapestries are worth 30 gp each, while the thirty rugs are valued at 20 gp per carpet. PCs searching the dais and throne area may find a secret compartment under the throne. It is locked but not trapped, and contains 100 gems each of 10 gp value. Forcing entry will shatter half of the gems.

**Catacomb Area #6:** This section of the tunnels once again appears to be rough hewn rather than naturally formed. Ezzo has had some of his guild at work here on and off for many months. Eventually he had hoped to connect this tunnel with the backstage area of the Empyre Theatre. To this end, he had Arthur Primrose plant a magical gem in the main hall below ground to act as a sort of magical homing device for his digging teams when they got near. There are digging tools left sitting around at the end of this long tunnel, but the workers are not here right now. Neither are they close enough to utilize the homing gem yet. Ezzo's plan is far from completion.

## **Encounter Six Down the Old Well Shaft**

When first attempting to utilize these catacombs as a hideout, Ezzo had a partner in crime named Vidkun. The two of them were normally civil, but neither trusted the other. It was the root of this distrust that eventually proved to be Vidkun's downfall.

Having robbed a nearby temple, Vidkun and Ezzo had sought quick refuge in the catacombs one night. Not wishing to share the magical treasure that they had stolen, Ezzo cut his partner's rope when Vidkun was over half way down the shaft. The middle-aged thief plunged to his death in the wet darkness below. When Ezzo later checked their stashed loot, he discovered that the magical rod that they had stolen was missing. Vidkun had stolen it, no doubt secreting it away somewhere on his person. The rod went down in the inky and silent blackness along with Vidkun.

Not long after Vidkun fell to his untimely demise down the well, Ravens Bluff citizens in this small area of town started becoming ill. Tracing the vile sickness back to this well, they condemned it as a health hazard and boarded it up.

Unknown to Ezzo, although Vidkun did die in the now murky well waters, his own hatred for his former partner has fueled his dreaded unlifeline in the well chamber below. Unable to physically scale the walls and escape the confines of his earthly prison, he waits for Ezzo to come and retrieve the *rod of terror* that they stole from the temple so many years ago. Several of Ezzo's agents have come to retrieve it, but he has slain every one, bonding them to his service in their own hideous unlifeline.

PCs lowering the final 50 feet down the well shaft will be very aware of the unhealthy reek of rot and decay that grows in intensity as they descend. At the bottom of the dark descent there is another

catacomblike chamber that connects nowhere but with the well shaft.

Vidkun is very aware of anyone entering the chamber from above, and will have his minions attack as soon as someone comes out of the 50 foot high hole in the ceiling. Vidkun himself still carries the rod and he will use it against the PCs if his side of the battle seems to be going poorly. It should also be noted that since this place is in fact Vidkun's Tomb and the place where he was murdered, he and his minions cannot be turned here by clerical PCs.

### **Party Tier 1**

**Vidkun, Ghast (1):** AL CE; AC 4; MV 15; HD 4; hp 18; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA paralysis; SD nauseating stench; MR as undead; SZ M; ML 14.

Equipment: *rod of terror*

**Thieves, Zombies (3):** AL N; AC 8; MV 6; HD 2; hp 9 each; THAC0 19; #AT 1; Dmg 1d8; SA Nil ; SD Nil; MR as undead; SZ M; ML Special

### **Party Tier 2**

**Vidkun, Ghast (1):** AL CE; AC 4; MV 15; HD 4; hp 25; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA paralysis; SD nauseating stench; MR as undead; SZ M; ML 14. Equipment: *rod of terror*

**Thieves, Zombies (6):** AL N; AC 8; MV 6; HD 2; hp 9 each; THAC0 19; #AT 1; Dmg 1d8; SA Nil ; SD Nil; MR as undead; SZ M; ML Special

### **Party Tier 3**

**Vidkun, Wight (1):** AL LE; AC 5; MV 12; HD 7; hp 40; THAC0 13; #AT 1; Dmg 1d4; SA Energy Drain ; SD Hit only by silver or +1 or better magical weapon; MR as undead; SZ M; ML 14.

Equipment: *rod of terror*

**Thieves, Ghasts (6):** AL CE; AC 4; MV 15; HD 5; hp 18 each ; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8; SA paralysis ; SD nauseating stench; MR as undead; SZ M; ML 14

### **Party Tier 4**

**Vidkun, Wight (1):** AL LE; AC 3; MV 12; HD 8; hp 50; THAC0 13; #AT 1; Dmg 1d6; SA Energy Drain ; SD Hit only by silver or +1 or better magical weapon; MR as undead; SZ M; ML 14.

Equipment: *rod of terror*

**Thieves, Wights (5):** AL LE; AC 5; MV 12; HD 4+3; hp 25 each; THAC0 15; #AT 1; Dmg 1d4; SA Energy Drain ; SD Hit only by silver or +1 or better magical weapon; MR as undead; SZ M; ML 14

Note: If Vidkun is dispatched prior to the wights, each of those remaining will become 8 HD wights with the same statistics that Vidkun has, including an extra 25 hit points each.

### **Party Tier 5**

**Vidkun, Wight (1):** AL LE; AC 0; MV 12; HD 10; hp 70; THAC0 11; #AT 1; Dmg 1d8; SA Energy Drain ; SD Hit only by silver or +1 or better magical weapon; MR as undead; SZ M; ML 14.

Equipment: *rod of terror*

**Thieves, Wights (5):** AL LE; AC 3; MV 12; HD 7; hp 40 each; THAC0 13; #AT 1; Dmg 1d4; SA Energy Drain ; SD Hit only by silver or +1 or better magical weapon; MR as undead; SZ M; ML 14

Note: If Vidkun is dispatched prior to the wights, each of those remaining will become 10 HD wights with the same statistics that Vidkun has, including an extra 30 hit points each.

There is no honor lost in Ezzo's ranks. Ezzo will make plans to double cross the PCs as soon as he believes they will help him get the rod. PCs coming back up the well shaft will be met by Ezzo and his minions from Catacomb Area #5 (minus the wererats). No matter what agreement he may have made with the PCs, he will attempt to get the rod and then use it against them. Pushing the PCs back down the well shaft would seem his easiest alternative. If Urdo the Magnificent is present (for tiers 3-5), he will have cast an *invisibility 10'r* on Ezzo's henchmen, in order that they may attack with surprise more easily. Parties not actively watching their backs or looking for ambushes could be prone to surprise on a roll of 1-5 on a six sided die, allowing invisible thieves to use their backstab ability in a coordinated surprise attack.

## **Encounter Seven Back at the Empyre**

The PCs may have physically rescued Godebo from confinement in the catacombs in Encounter Five. If so, the meeting afterward will be after he has been rendered some medical attention. Findle Egbert will have had his injuries looked after as well, and would like to thank the heroic PCs for saving him.

*"Tell me, tell me then," Godebo intones. "Tell me your tale while I count out your well earned wages." So saying, he begins to push neat little piles of coins from his side of the desk to yours. "I am sure that you have much to relate to us of your daring heroism. Yes, It may even be worthy of an opera." After scrutinizing your group for a brief moment, he asks, "Can any of you sing opera?"*

*"Oh, never mind," He continues, "here then is your well deserved earnings. But, then again, maybe you are more of an entrepreneurial group. It seems that I have a limited number of stockholder shares available under the new ownership of the Old Emyre Theatre."*

Godebo will certainly pay the PCs the money that he offered them, but the shrewd gnome is always ready to make a deal. In exchange for their promised wages, Godebo will gladly provide them with newly minted stockholder certificates in the Emyre Theatre.

**Here ends the adventure.**

## Experience

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 4-13	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 One

Finding the diamond hidden in the hall 50 xp

### Encounter Two

Following Arthur Primrose 50 xp

### Encounter Three

Circumventing the collapse of the outside stairs 100 xp

Defeating the Behir (there or in Encounter Five) 200 xp

### Encounter Four

Mingling and getting rumors 50 xp

### Encounter Five

Approaching Area #1 undetected 50 xp

Defeating the Thugs in Area #1 100 xp

Defeating the Thieves in Area #5 (there or in Encounter Six) 200 xp

### Encounter Six

Defeating the undead 100 xp

Total Experience for Objectives: 900 xp

Role-playing Experience: 0-500 xp

**Total Possible Experience:** 1,400 xp

For Tier 2: 2,800 xp

For Tier 3: 4,200 xp

For Tier 4: 5,600 xp

For Tier 5: 7,000 xp

## Treasure Summary

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

### Encounter One

- A favor from DeVia Dirkdancer for any PC who asks for one. This favor may be in the form of a personal dance lesson series which can be used to train in the Dancing nonweapon proficiency. This takes a proficiency slot. OR DeVia accompanies the PC to a party or event of the character's choosing. This second alternative grants the PC +1 fame point in the most appropriate category for the duration of the event. In later modules, DeVia always recognizes a character bearing this certificate. This certificate is not transferable.
- 300 gp each if the conditions of the offer are met (see encounter for details)
- A 100 gp diamond

### Encounter Three

- Three 100 gp garnets
- A *ring of shocking grasp*
- Properly preserved (within 4 hours), the remains of a behir are worth about 1,000 gp to the Ministry of Art. If the PCs instead pay 1,000 gp and utilize the behir's remains, they can have an armorer for the Ministry of Art craft a special suit of armor from its scales.

### Behir Armor

If a PC chooses, an armorsmith can fashion Behir into impressive, ornate, non-magical scale mail for twice the cost of creating normal scale mail. This scale mail has an AC of 5.

### Encounter Five

#### **Catacomb Area #1**

- 150 gp

#### **Catacomb Area #5**

- Twenty tapestries worth 30 gp each
- Thirty rugs valued at 20 gp each
- 100 gems each of 10 gp value
- 10 pp

### tier 3+

- Urdo the Magnificent's traveling spell book containing the spells *burning hands*, *shield*, *chill*

*touch, charm person, invisibility, darkness 15'r, know alignment, invisibility 10'r, suggestion, fireball, charm monster, and stonewalk.*

#### Encounter Six

- A *rod of terror* with six charges

#### Encounter Seven

- Shareholder stock in the Emyre Theatre (in place of the 300 gp fee from Encounter One). This stock entitles the bearer to season tickets for all productions at the Emyre Theatre, and voting rights on the shareholder board. In addition, the owner of this stock gains +1 fame point when dealing with members of the Fellowship of Bards, Performers, and Artists. This stock is transferable and bears an initial face value of 300 gp. The value will fluctuate as the status of the Theatre rises and falls.

**Player Handout #1 (A letter from Godebo Lumpfish)**

Greetings,

Your services have been recommended to me by a reputable source, and I would like to discuss your possible employment later this evening. Please come and see the show, and then meet me backstage afterward. This note will serve as your backstage pass.

Sincerely,

Godebo Lumpfish

## Player Handout #2 (Ballet Program)

# Court of Thieves

by Ekoj Atton

### Cast

Serina (a warrior princess)	DeVia Dirkdancer
Randall (advisor to Warbridge)	Arthur Primrose
Wardina (Serina's captain of the guard)	Ester
Warbridge (a rival warlord)	Beorn Ellis
Toufka (Randall's thief captain)	Garreth
Amazons	Ilyana Cromworth, Deidre Forester, Elise Warr, Barda Timner, and Rae
Thieves	Tor Cameron, Wanda Oric, Falchon, Heris Wooman, and Ekker Roadgar

Never before has Ravens Bluff seen Ekoj Atton's work performed for so long running a production. This final performance represents a new horizon for the lasting arts of Ravens Bluff. Here in the historical site of the old Empyre Theatre it is most appropriate to present entertainment rooted in our rich traditions. In Atton's day, much of the production would have been immediately fathomable, if a little dry. As a traditional ballet, this piece has not been performed since it originally debuted. Now, with a modern interpretation, we present to you what is thought to be the definitive reassessment of this historic work.

Scene 1: Serina, princess leader of an Amazon warrior band, opens the story with an assertion of her battle prowess. At war with a neighboring army, she confronts the general Warbridge in single combat on the field. Together they dance a startling frenzied battle, each with dual weapons. Thus this movement has claimed the title of "Serina's Scimitars." A surprise ending to this scene shows Atton's subtleties. Warbridge is not beheaded as we might expect by Serina. Instead he commits suicide when faced with emasculation.

Scene 2: Defeated, Warbridge's confidants are judged by the powerful Serina. Randall, an advisor to Warbridge, remains stoically silent when faced with his accusers, and Serina finds his demeanor a challenge. Slowly she draws out his story of loss and pain, and gradually comes to respect him as a man, rather than treat him as an enemy. She does not sentence him to death, but rather marks him with her symbol and exiles him as an outcast.

Scene 3: Randall, now outcast and without allies, travels the back streets and alleyways, gathering a few faithful followers from among the lowest of thieves. He slowly builds his troupe into an organized unit, and sets his sight on Serina's town.

Scene 4: With the help of his cohorts, Randall poses as a visiting prince in order to gain access to Serina's palace. When in her presence, he unmask in a startling display. Both honored by his persistence and outraged at his audacity, Serina pulls her scimitars and attacks the revealed exile. Unable to defeat her in combat, Randall wages a continuing battle of retreats, playing on Serina's sense of honor. When he loses one of his paired weapons, she obliges by throwing one of hers away. When he is disarmed, she throws her other sword down. Their bare handed wrestle eventually turns into a passionate embrace, as Serina the warrior princess discovers her romantic superior in Randall.

### Intermission

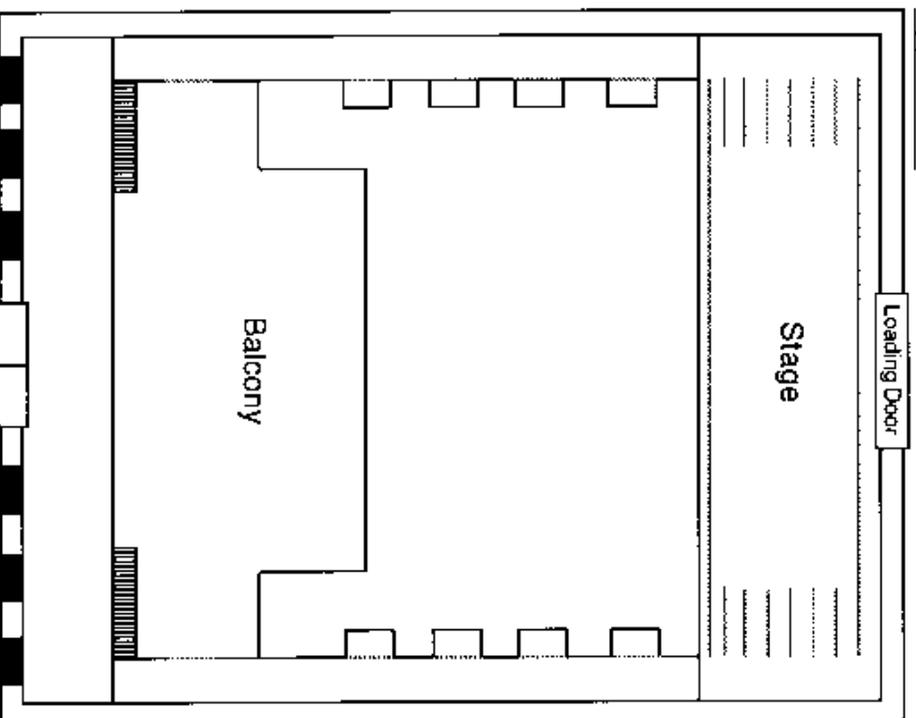
Scene 5: Invited by her new love Randall, Serina decides to join him on a journey to his new kingdom. Intrigued, she assembles an honor guard of her mightiest warriors, and joins him in a trek through the wastes. Along the path to the would be kingdom, thieving allies of Randall skulk through the night, stealing the weapons of Serina's guard. By the end of their journey, the guards are weaponless and unable to defend their princess from the band of thieves that beset them on the road. Serina does no battle, instead honorably admitting the defeat of her heart, and handing over her own weapons to Randall.

Scene 6: Serina's guards are made to stand on trial, and are each in turn is sentenced to servitude in Randall's harem. Finally Serina is placed on trial with Randall as her judge. She begins her trial as stoic as he did in scene 2. Gradually he draws out her life story, ending in her undying love for him. He seems moved by her story, but just before he might release her from captivity, the ghost of Warbridge visits to remind him of his humiliation. Randall instead sends Serina to her harem chamber to serve his court of thieves.

Scene 7: Serina stoically goes to her room and curls up in a sheet, spending hours weeping for her love lost. Abruptly, she changes her demeanor, and wraps herself in the sheet to hide her shame and dishonor. Beckoning to one of the thief guards, she uses her cunning to lure him aside and incapacitate him with the sheet. Taking two daggers from the guard, she begins a night of passionate harem dancing where she selectively singles out each of her captors and dispatches them in a passionate frenzy. Ending with Randall, she pursues him with single mindedness until she finally traps him deep within his own domain. First she offers him the same fate as Warbridge, but changes her heart. Rather than dishonor the memory of her one love, Serina instead beheads the now stoic Randall.

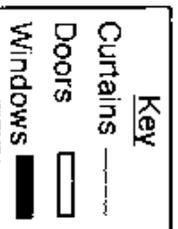
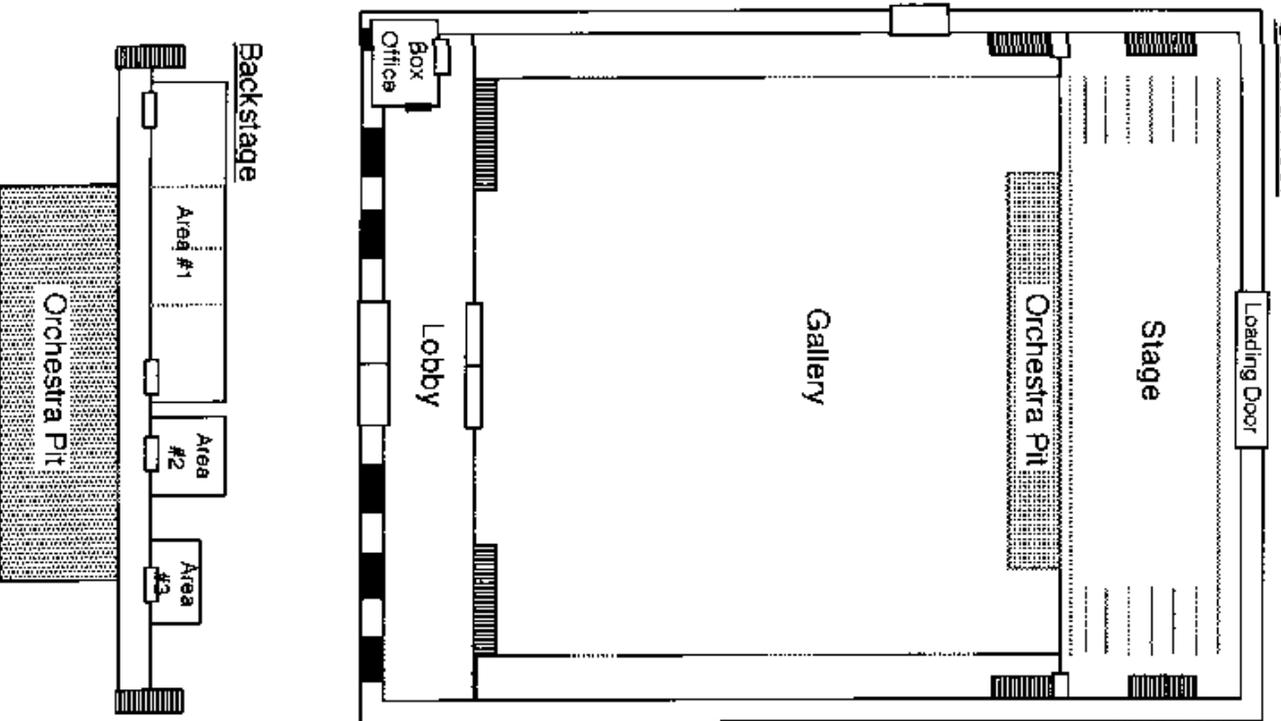
# The Old Empyre Theatre

## Upper Floor



The Empyre Theatre is one of the oldest standing wooden buildings in Ravens Bluff. The Empyre Theatre continues a rich tradition, providing a forum for entertainers from all over the realms. Currently Showing is a local production of Ekoy Atton's "Court of Thieves" which was subsequently choreographed by our own legendary Devia Dirkdancer. Devia only performs the part of Serina occasionally for charity benefits, leaving the regular performances to her former understudy, Ima Bellevir.

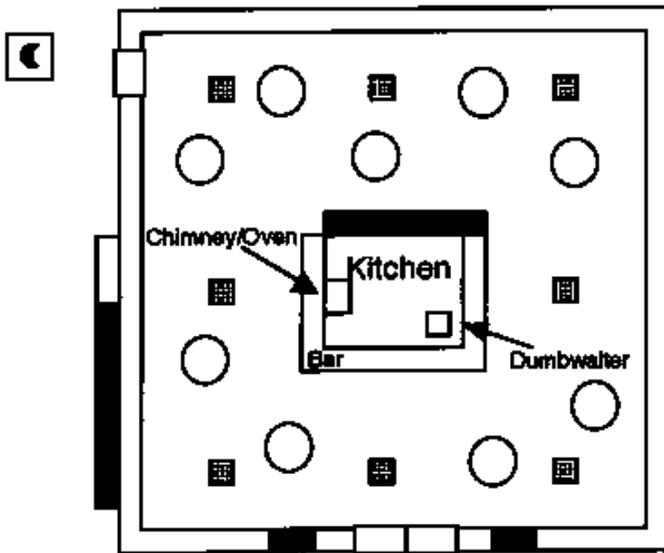
## Ground Floor



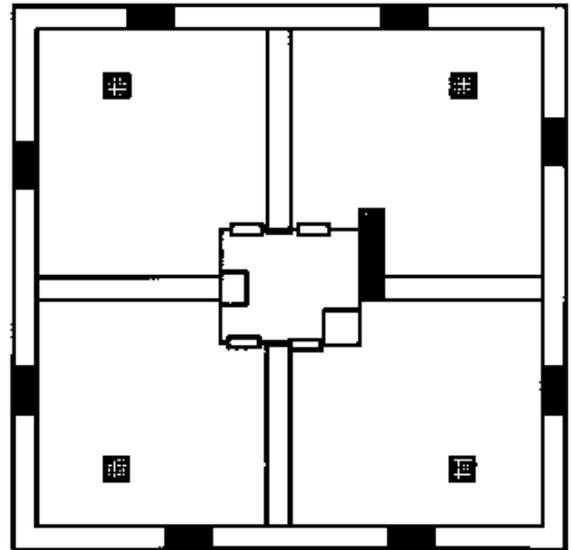
1" = approximately 30'

# Inn of the Laughing Ya'yah

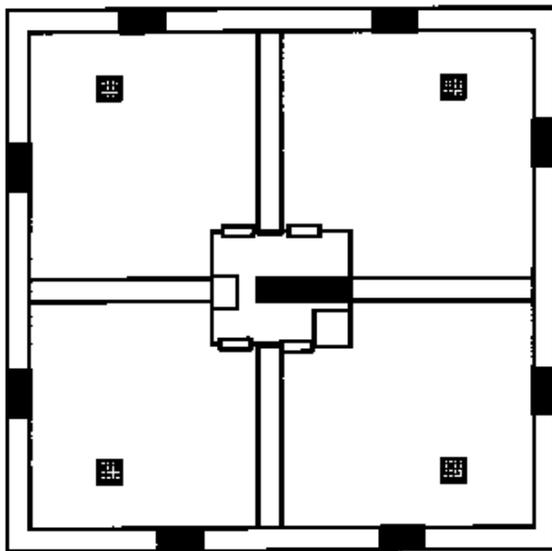
Ground Floor



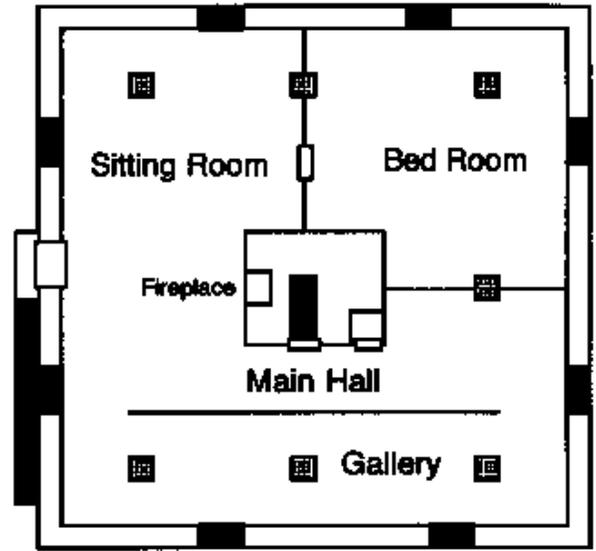
First Floor



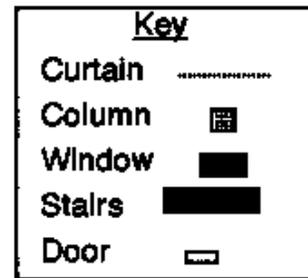
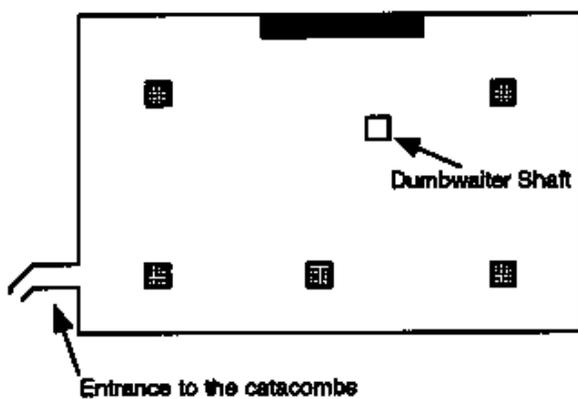
Second Floor



Top Floor

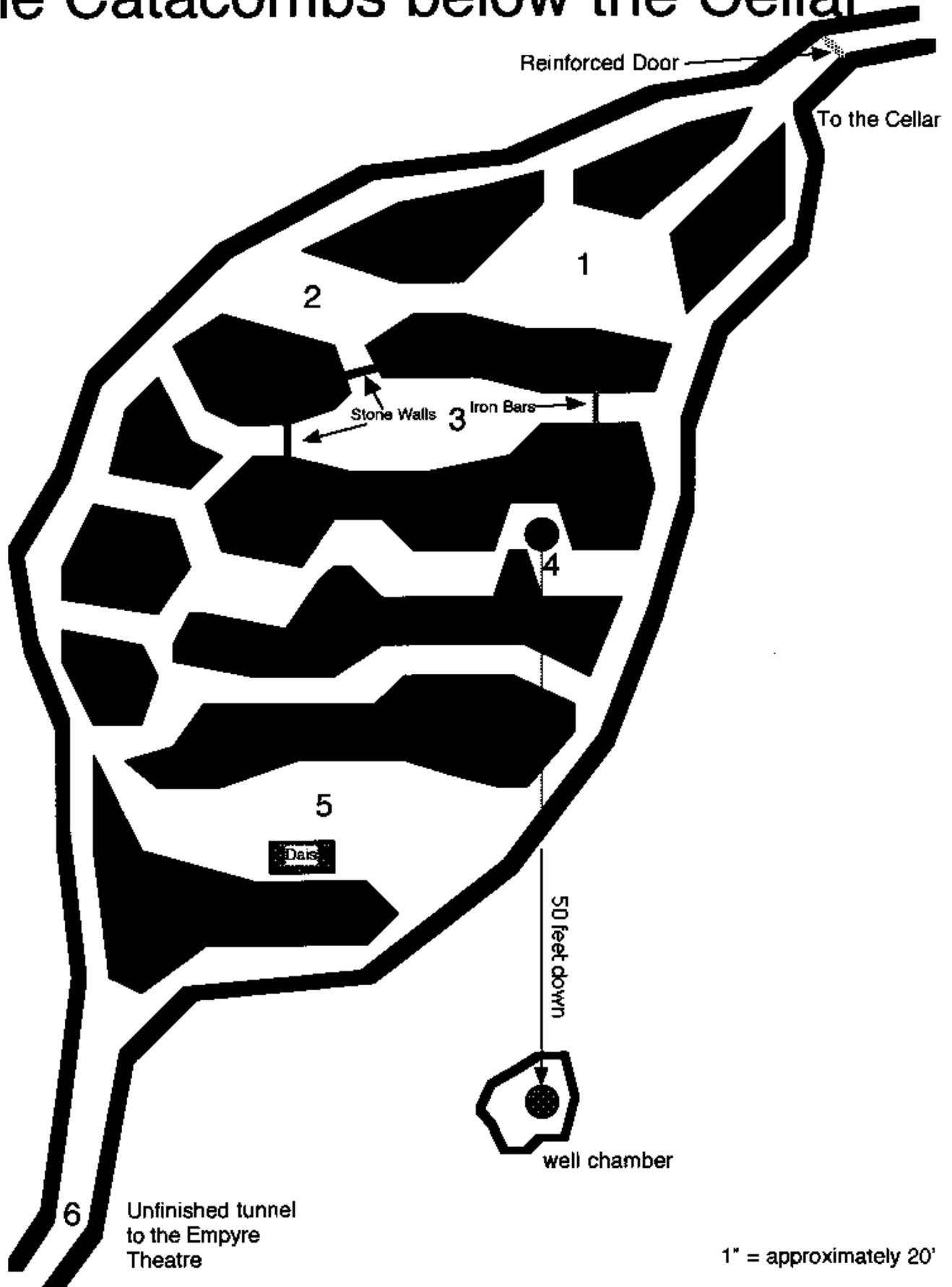


Cellar



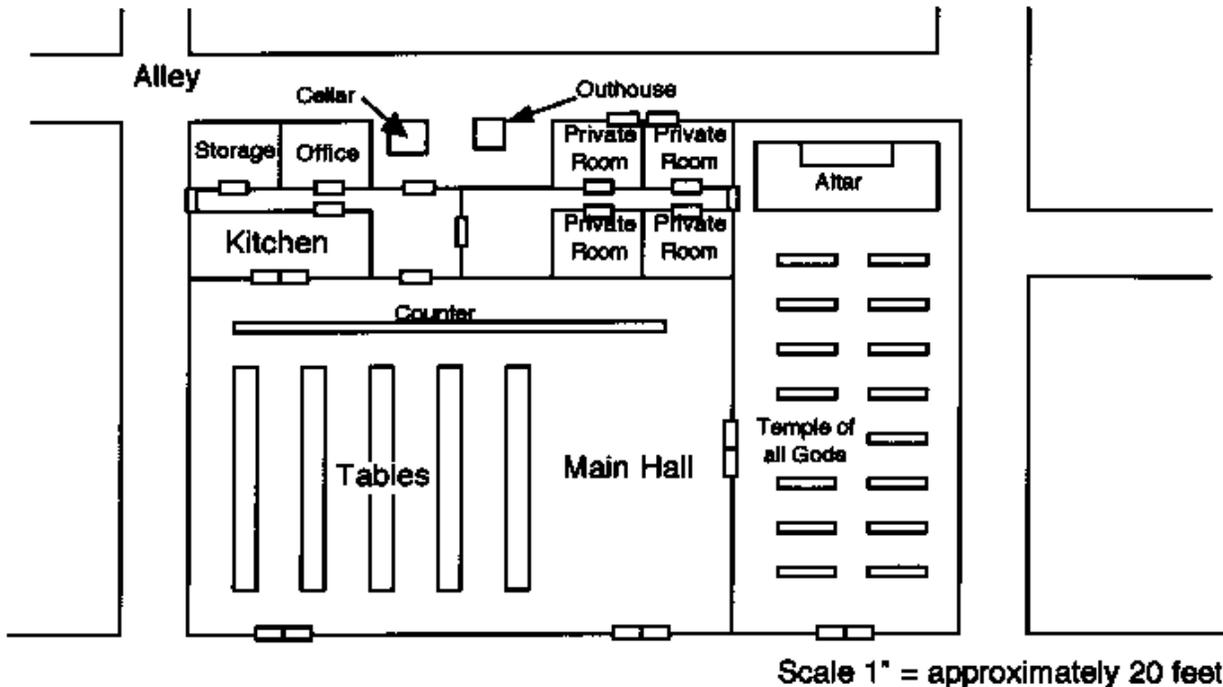
1" = approximately 20'

# The Catacombs below the Cellar



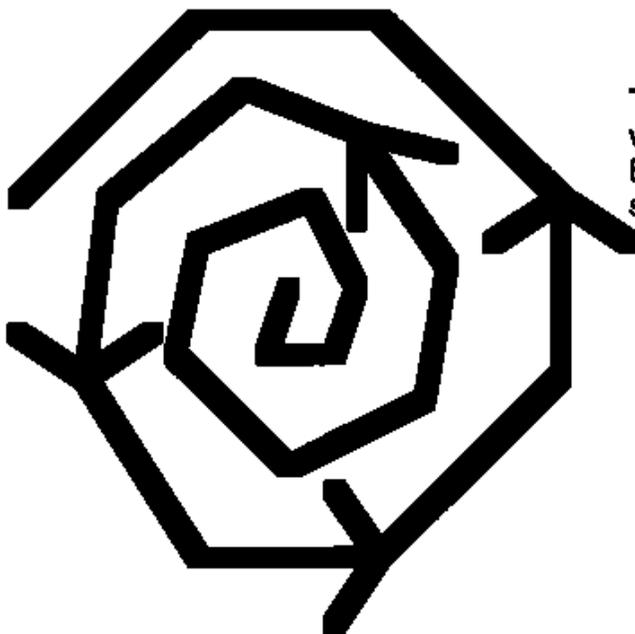
1" = approximately 20'

# House of the White Bear Soup Kitchen



This charitable establishment concentrates its efforts on the feeding of Ravens Bluff's poor. The attached temple is uncharacteristically pantheistic, honoring all good deities.

# The Thieves Guild Tattoo



This twisting motif represents Ezzo Tattoo's vision of the guild. Based on the idea of the Behir, the guild twists in upon itself and sprouts new legs as it matures.