

Cravings

A One Round AD&D Living City Adventure

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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. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

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

DM's Introduction

Talyin and Tyrali Ironleaf are expecting a baby. Talyin is a mage who needs to get spell components for his spells to help his mate get through her first labor.

The PCs are needed to retrieve said items from various locations in and around the city. Tyrali will not let her mate out of ear shot, and he is starting to get that bedraggled look of a desperate prisoner.

The PCs meet Talyin at his Grand Manor in the Mages district. He gives them a list of riddles which was divined to determine what will be needed for Tyrali and the baby. Talyin warns them to be careful.

The PCs now have several options as to how to fill this list. Each encounter details what they could get and from whom. In this non-linear module, the encounters

happen when the PCs solve the riddles and go to the location. (*Note: The market place they visit has Ten Stalls, and the thief attacks after the party decides to leave the market place.*)

When visiting the Wizard D'Marrisau, the PCs interrupt a summoning spell and it goes awry. They battle monsters, and D'Marrisau gives them a Rapier that he has just completed. The Rapier has one drawback: whenever it is used in combat it taunts your opponents. (As per spell.)

After they return, Talyin thanks them and is rewarding them when an alarm goes off and the babies are being delivered.

A special DM's handout details the search for each riddle. The riddle gives the location (sometimes) and item needed. Also note that there is NO provision for carrying said items!

PC Introduction;

Whiley, a Halfling, is in a terrible hurry to deliver messages to all the PCs. The letters have a Magic Mouth spells on it as well. Talyin knows who he is hiring so they should have no excuses. Whiley is distracted and forgets to introduce himself or explain who he works for. All he remembers right now is that he's hungry and **SHE** (the boss's wife) is eating everything in sight. He is as broad as he is tall. (3ft.), has a deep southern drawl, and needs to deliver all these messages.

Shortly after your morning activities, you receive a letter from a Halfling. He tells you that a mage is in a spot of trouble and wants help from any that can help him. At the bottom of the letter is an address. It is located on the corner of Ravens Way and Thorin Ave.

Give them **Players Handout #1**. After the PCs read the letter, give them a minute then read the following:

It takes you a few minutes to place this mage, but all you can recall was a large wedding and reception last year during the war. You wonder what he wants with you.

If PCs don't want to go, then adventure is over for them.

The Ironleaf Manor

As you approach the address found on the note, you notice several other people heading for the same gate. The Ironleaf estate bustles with people coming and going. The halfling that you met this morning sits in

the shade of a large elm tree. He is finishing his mid morning snack and is looking for something when he notices that you're looking at him.

"It's about time you all got here. The boss is starting to have fits, and it doesn't sit well when a mage has fits, if you know what I mean."

Whiley now remembers to introduce himself and his employer. He will tell the PCs the following

- *SHE is eating everything in sight
- *She is the boss's wife. Her name is Tyrali, and she is VERY pregnant and has the worse case of munchies anyone has ever seen, especially odd since she is an elf!

Whiley will lead them into the house, straight into the Library. He motions for them to have a seat and assures them that Talyin will be there shortly.

Library:

The large, 30' by 30' library features a desk with a huge mirror behind it. Two of the walls have volumes of books and maps of the realms.

Floating off to the side of the PCs is Jeepers, (Improved Servant, *see spell in treasure summary.) Jeepers acts as a proper butler should, and will offer a drink to them. Then, a programmed illusion of Talyin appears and informs the PCs that he will arrive shortly.

This place is spotless. Books are in order, papers in different trays on the desk, and the fireplace is well lit. A large, floor-to-ceiling, ornate mirror is mounted on the wall behind the desk. A Butler is dusting the chairs. With a start, you realize that he has no legs!

The Thing wanders over to the table and lifts a glass and carafe of wine in your direction. It wears a suit jacket and gloves and a mask of a middle-aged man, complete with white hair. A loud noise brings your attention back to the center of the room. An elf sits behind the desk. He has the look of someone about to drop over. He says:

"Jeepers is offering you some wine. I'm still working on giving him a voice."

"We will get to business shortly, I know you through various stories that I have heard, but I do not believe that you know each other. So feel free to introduce yourselves, I'll be there soon." With that, the image behind the desk fades.

Give the PCs a few moments to introduce themselves to each other. Please note the sex and age of each PC. While the PCs interact, those who are above the racial Mature age will be served from a selection of fine chilled wines, but those underage get only milk or juice. No exceptions! Aside from this limitation, each PC getting a drink will find to their delight that it's their

favorite drink.

Talyin is a Moon Elf. He has been in Ravens Bluff for several years, and with the exception of his wedding has managed to stay out of the limelight. He stands 5' 6" and weighs about 130lbs. He looks run down, with bloodshot eyes and his golden hair is unkempt.

As you settle down to your drink and look about the room, the door swings open and in sweeps the Elven Mage Talyin.

His clothes appear to be unkempt, and there are wrinkles around his eyes. He paces back and forth for a minute and then sighs a small sigh.

"Thank you all for coming on such a short notice. I'm Talyin Ironleaf. My wife and I are having our first child, and the cravings are getting worse."

He holds up his hands and stalls all comments.

"Let me start at the beginning. When we found out that we were with child, our hearts were full of joy, but as time went, on her attitude has gotten worse. I know that happens, but she also started going through other changes as well. I finally contacted several different temples and they all agreed that something wasn't quite right. They have pursued different auguries and other means of communion, but all they got were these riddles. I have a list of them that I don't have the time or energy to figure out. This is where I need your help."

Give them **Players Handout # 2**. Give the PCs a minute to respond. Talyin knows the following:

1. Some of the items are spell components.
2. Some are for her or the child.
3. There is a warning about danger in looking for these items.
4. He will be grateful and express hope that they will do this in the kindness of their hearts. He plans to give them some gifts later if they agree.

"You have the list, and here is a pouch of gems. I don't know how much time we have, or the expense of these things, so do the best that you can. You should try to hurry, please."

After Talyin gives the PCs the list, a loud screeching scream of "SweeeetHeaaaart I need thee!!! Now!!!" Hearing this, Talyin's eyes narrow like a frightened rabbit, and he runs from the room.

Any PC trying to follow him realizes that he ran through the Wall Mirror, and that they cannot make it through. No matter what they try they cannot follow him.

The pouch of gems is worth 4,000gp and should be more than enough to cover all expenses. Unless a PC makes an Appraisal check, they will not know the value of the gems. There are 4 Emeralds valued at 500gp

each, 1 Diamond worth 1,000gp Diamond, 5 Opals worth 100gp each and 5 piece of Jade each valued at 100gp.

Should the PCs stay here too long or start raising a ruckus, then Jeepers shows them to the door. Please refer to the DM's list; it describes the encounters for each of the items. Some items are available at more than one location; therefore, the beginning of each encounter lists what is available there. PCs will have a hard time getting everything. They can bring the items back ever so often or keep everything until the end.

The thief encounter happens while in the Market. All relative checks will be listed after each item. (This is a reminder that this module is non-linear.)

#Encounter A: Briar's Patch#

Items available here: Blueberries, Acorns, Pine Cones

It is a new Druid's Grove outside the city. A successful local history check or a cleric circle member making a successful religion check would know the location. Any follower of Chauntea knows of Briar's Patch automatically.

Arriving at the Patch, the PCs will meet a young druid by the name of Dunsil. He is about 5'6" and very skinny. He is struggling with two large baskets of acorns.

- His job is to gather the different fruits to be delivered.
- He will be happy to have someone carry them for him.
- He needs to get these ready for the Market Day. (A clue for riddle # 5.)
- *He wants to be very helpful, and can try to help with the riddles, but he will always get them garbled.

Following the clues have led you to a patch of land outside of the city. It is on the northeast section of town known as the Government District, just east of the Temple District. This is the newly consecrated grove to Chauntea. Thus far, Briar's Patch is quiet.

Upon entering the patch, you see several large oaks, and four pine trees. You hear a noise off to the side.

Going around the oaks you see a young man struggling to carry two baskets of what appear to be nuts. He smiles at you and promptly drops the baskets.

Dunsil is clumsy, but eager. He is supposed to gather the acorns and put them in storage. He will give the PCs some if they help him with his chores. He needs to pick some berries (blue, of course) and will award the PCs a gallon for their efforts.

There are four pine trees here, so the PCs only need

four pine cones. They are in the trees and all over the ground. They can pick up what they need without taking them from the trees. It takes an hour with help from all PCs to complete these tasks. For each PC not helping, add a 1/2 hour. Have fun with this encounter since it is manual labor, so play up the backbreaking tediousness of the work!

Encounter B: The Market Place

Items available here: Dwarf's Beard, Quilt, Thief's Antidote, King's Blood.

All the stalls that have the items the PCs are looking for are in **Bold Print and Underlined** as well as the stall that has the magic hand axe! The thief encounter takes place as the PCs leave the Market Place. Local History proficiency or successful Intelligence checks will help PCs to remember that Market Day has just started.

It is another day at the market, the crowds are thick, and the smells of baked goods mix with exotic perfumes. Merchants are hawking their wares.

"I got cheese, I got cheese," yells one merchant.

Another yells about linens and lace -- all the things to put to grace.

Yet another is shouting about pearls and mugs and pewter and jugs.

Ten stalls can be seen when PCs enter the Market. All items come from either the Player's Handbook, or Aurora's Whole Realms Catalogue.

Stall #1 *Pippin's Cheese and Some*
Cheese Imports.

Pippin Longtooth is a Tallfellow halfling that wears his hair in a ponytail/topknot. He enjoys describing his food, and eating. He has the widest assortment of cheese around. Each of following in 1 lb. size, only 20 lbs. in stock.

Wheels of Arabellan Cheddar 2gp

This cheese is from the Sea of Fallen Stars, made in Arabel and shipped to Suzial. Excellent for traveling.

Wheels of Chessentan Lotus 4gp

Hails from the far east, a great novelty, and is mixed with flower petals (mostly roses and honeysuckle).

Wheels of Damarite Red 5gp

Bloodchesse from the lands of Bloodstone, Damarite is made of goat's milk, giving it a sharper harder taste.

Blocks of Elturian Grey	6gp
This heavy whitish sheep cheese with black veins, is also known as stonework or Dwarfcheese.	
Nutmeg Cheese Platter	3gp
Cheese Cream	5gp / 6 ounce dish

Stall #2 *Tinker {Dwarf's Beard}*

Pots & Pans, Gadgets Galore.

Berl Barrel Master, Dwarf, LG, is a very good tinker. He stands 5' and tops 200lbs. with brown hair a fine, long beard.

He can fix or polish anything in just a few rounds. He'll offer to shine any armor greater than Chain mail for the cost of 5gp. He will have the armor polished in five rounds plus 1 round per AC better than 5. Of course the PC has to take the armor off.

If the PC's approach Berl about his fine beard and explain what they need, then he gets a strange glint in his eye and says for a kiss from a *Lady* he'll gladly part with a lock of hair, but for a man it will take a 1,000gp.

Stall #3 *Baker's Stall*

Sherry is a young human female. She is selling her father's fresh baked goods.

Fresh Baked Breads	5 sp / loaf
Sourdough 2-lb. loaf	15 sp.
Pot Pies (chicken, beef, pot luck)	1 gp
Tarts (apple, cinnamon, cherry, blueberry, lemon)	3 sp/each

Stall #4 *Linens and Lace*

Vinney DeMaub is a gruff, but happy guy, a retired fighter turned housekeeper. Who knew that Vinney had such a flare for this? Vinney owns and runs this place. He has the following:

Winter Blankets, various colors	5sp
Summer Sheets Set, various	3sp
Table Covers various designs, colors	5gp
Bolts of Material = 9 yards, various colors	
Home Spun	5sp per sq yd
Wool	1gp per sq. yd
Velvet	3gp per sq. yd
Lace	5gp per sq. yd
Silk	8gp per sq. yd

Stall #5 *Axe and Sword {Magic Axe}*

Ja'Har Sheruk (pronounce as spelled) is the owner. He has entered Ravens Bluff and is trying to sell these items off in order to start a new weapons shop. Thus far, he has not done well. Standard Weapons out of Players handbook and Fighters guide. His stock is limited and he has only these items:

Swords:	(# Available)	Cost
Dagger	(8)	2gp
Claymore	(2)	25gp
Saber	(3)	17gp
Broadsword	(3)	10 gp
Falchion	(4)	17gp

Bludgeoning:

Hammer, War	(2)	2g
Mace, Ft	(3)	8gp
Morning Star	(1)	10gp
Staff, Iron Bound	(5)	3gp

Axes:

Battle Axes	(3)	5gp
Hand Axes (*)	(5)	1gp
Throwing Axes	(6)	1gp
Two Headed Axe	(1)	15gp

*Special Note one of six of these axes is of exceptional quality, and short of casting *detect magic*, nobody can tell otherwise (*hand axe +1*) This axe must be bought by one of the PCs to be included as treasure at the end of the module.

Stall # 6 *Wine and Steins {Knowledge}*

Willard P. Presshard is a human, middle aged man and a wine merchant. He sells imported wine and has a small collection. If anyone is interested in *exotic* and rare wine, he had two bottles that he bought from Sharkey and sold to Mijel Morigan. He will not sell to minors due to the Watch.

His stock:

Arabellan Dry;	Cask	3 gp
This fine red wine is very dry and should be served at cellar temperatures.		
Berduskan Dark;	Cask	3gp
A dark wine with a heavy, sweet, and burning flavor. Black in color with a high alcohol content.		
Blood Wine;	Cask	5gp
A product from Aglarond, it has a heavy body and deep-red tone.		
Evermead;	Bottle	30gp
This is Elven mead.		
Wine, Spiced, several flavors	Cask	2 gp

Stall # 7 *Fruits & Vegetables*

Jack is a young human, male. He is bored and just wants to sell all of his goods.

Apples, Oranges, Squash, Melons, Cucumbers,	
Beans.	Price: 5sp for 3
Dates, Plums, Strawberries, Cherries, Grapes,	
Blackberries, and Blueberries.	Price: 3sp per qt.

Stall #8 *Gems and Jewelry*

Thornton Grumblebur is a Chaotic Good Gnome. He is fair as far as he is concerned--he only charges 20% to trade Gems for Gold or Gold for Gems. In case anyone tries to rob him, his bodyguards, Gar and Tar, step forward and assist.

Gar and Tar, body guards, 9th level fighters: AL CG; AC -3, MV 12; hp 75, THACO 8, #AT 3; Dmg 1d6+ 8 (Short Sword Specialist, 18/00 Strength); MR Nil; SZ M; ML 15; (plate mail, short swords).

Stall # 9 *Tabards and Gowns*

Marcee is a half-elf tailor. She has various items of clothing that can be bought here. Items can be bought as is, or specially made. An assortment of colors and styles is available, but a bit expensive. All items are linen, velvet is double price, silk is triple.

Cote: Linen, sleeved and sleeveless. Available in white, tan, brown, and black. Price: 3-7 gp depending on size, from gnome to human.

Doublet: All doublets are fronted by a row of buttons and contain comfortable joints for shoulders and elbows. Price: 3-10 gp.

Dresses: Varied colors and prices. Price: 5 gp-100 gp

Stall # 10 *Misc. MaGee's {Quilt}*

Molly MaGee is an old and happy lady. Her children are grown and married. She likes to sit in the market and gossip while selling her wares. Her stall is an assortment of odds and ends. She has three beautiful, handmade Quilts. She wants 500 gp, but can be bartered down to 200 gp.

She will be happy to talk at length to the PCs about the following:

- She knows that the wine seller is dealing in exotic and possibly illegal goods.
- She believes that the Dwarf is a dirty old man.
- She likes cheese, but Pippin's is too gamey (somewhat tainted) for her.
- She likes to stop by at Morigan's to see what the competition carries. She can give directions, and knows that Mijel is the owner of Morigan's Spell Components (Riddle # 4).

She will talk the PCs ears off!

In addition, the PCs can purchase one quilt that is special from Molly. This lovingly and expertly crafted quilt has a background of midnight blue with tiny silver stars sewn into it. The 8 panels of the quilt show the transitions between phases of the moon as it progresses through the month, each so brilliantly detailed that it

almost seems as though the moon has been drawn down from the sky. Value: 500 gp. Molly will sell it for as low as 350 gp if the PC bargains very well and/or makes a Charisma check by more than half.

Encounter B 2: Thief

As the PCs get tired of the market and start to leave, Hiram the Thief attacks. He has been watching the PCs since they entered the Market. He was hired by an old enemy of a PC, but also thought he'd gain some wealth. The PC in question should be a fighter type.

Hiram the Thief, 6th level thief: AL CN; AC 2, MV 12; hp: 18, THACO 18 (14 from surprise); #AT 1; Dmg 1d4 (backstab for 1d4 x 3, SA Poison save vs. poison or be paralyzed for 1d10 turns); MR Nil; SZ M; ML 10; SD Invisibility, Free Action, Haste, Armor.

The Market is busy as ever, and you haven't had a chance to look at the other side. Just as you start to leave, an argument begins between the Weaponsmith and a customer. (Pause.) Suddenly, a sharp pain erupts between (PC's name) ribs, causing a wracking spasm.

PCs scanning the crowd will see a small man, with incredible speed, duck into the alley near the back of the market. The party should realize that throwing any kind of magic or using ranged weapons will likely cause some harm to the bystanders. Chasing him is one option, tending the wounded PC is another.

Encounter B3 Bump and Shove

As they chase the thief, he ducks into a twisting alleyway. Any attempts to fly up and over will have the PC lost, as the thief wanders between, under, and around buildings and walkways. The best way to pursue him is by foot.

Here, they run into Master Bard Arulis. He is on his way to help find a smuggler. First a young man runs into him, and then these people have the nerve to mistreat him as well. He will only tell them where the thief went after they give a donation or solve his riddle. In response to any violence or threat of violence upon him, he will slip into the shadows because he has just cast shadow walk before the party ran into him.

Turning the corner, you almost run into a beggar. Now you have a problem. There are three streets from which to choose, and they all curve around. The thief is not in sight. The beggar is upset with your rude manners and is asking you for a donation.

The Riddle: **Player Handout #3**

**“So you're choosing your way
Tho you might stray**

**Right or wrong
A path awaits
I hope you don't debate
Going isn't to wait
Home is just ahead
Tarry not or you'll be dead."**

The answer is Straight. He just wants to tease them a little, and if they don't get the answer, he will berate them on not paying attention in class, and then point them on their way. Note that going left or right they will lose their target. If, by chance, they ask him for help with the riddles, he is in a hurry but can solve riddles #1, 4, 6, or 8. He can tell them where to find those items as well.

Encounter B4 Good Boy, Heal

Items for list: One vial of Antidote (from Thief) and a small cloth soaked in King's blood.

The PCs hear a fight up ahead, and when they turn a corner they see the thief and a large dog. The thief is under the dog, and the dog has his paws upon the man's chest.

As you run down the alleyway, you come upon a strange sight. A brown dog is straddling the thief. His teeth are on the thief's neck. A dagger protrudes from the animal's side. The dog glances at you and releases the thief, who crawls toward you, pleading: "Please, protect me from that wild creature!" The dog collapses with a whimper and a snarl.

Any PC helping King will notice that there is a dog collar with a nameplate. It simply says "King." He has been poisoned as well, and cannot move. If PCs search the thief, they find three vials of *antidote*. They need one for their friend, one for King, and one for the list.

Turning the thief over to City Watch will yield a reward of 500gp for his capture.

Encounter C: OOPS!

Item; Package from Zorlan to Talyin; Magical Rapier

This is a major fight, the only one in the module, so let them have it. D'Marrisau has a *package* to be given to Talyin. PCs just need to get this package and leave. Except, it is not that simple. D'Marrisau was a swashbuckler, who is now a Mage. Nothing is simple around him!

He is about 5'10" 165 lbs., dark hair, blue eyes. He is a 7th level Swashbuckler and a 9th level Wizard. He is more than a bit absent-minded and speaks with a heavy French accent.

Zorlan D'Marrisau's house is in the Government District. He has a medium size house that is his for as

long as he holds the title of General. It sits back from the road. There doesn't appear to be anyone home.

He is in the middle of combining a summoning spell and an *alter reality* spell when the PCs arrive.

You find yourselves in front of a well kept house, and a large sign.

It says (via Magic Mouth, in a French Accent)

"Welcome to the house of Zorlan D'Marrisau, Commander of Ravens Bluff 's Finest, Founder of the Beginning Adventurers Benevolent Equipment Society."

There is a large ornate knocker on the bronze door.

The PCs are on their own here. The doorknocker is quite loud, but no one answers it. The door is unlocked and unguarded. If they go in, they hear a loud argument coming from the other end of the hallway.

The Mage is arguing with himself about the effects of casting that combined spells and taking extra precautions. Suddenly, it gets quiet. If they call out, or go into the room, then they hear the sound of breaking glass, and a loud "**OOPS!!!**"

You see a spacious Laboratory, jumbled with beakers and flasks and pentagrams. One of the pentagrams has been ruined by some liquid spilt upon it, and something is forming in front of you!

See Map of Lab. **Player Handout # 4.**

The PCs have one round before something solid emerges. They cannot target the Horrors until they are solid. If they remember riddle # 6, then hopefully they will have the clue to be quiet. These Hook Horrors are modified by tier because of the nature of D'Marrisau's casting, and protection from evil will not work because of this.

Tier 1

Young Hook Horrors (3); AL N; AC 6; MV 9; HD 3+3; hp 18; THACO 17; #AT 2; Dmg1d4, 1d4; MR Nil; SZ L; ML 19; SD: Never Surprised, Blind so sight based spells have no effect. SW; if silenced, they have a -4 to hit.

Tier 2

Young Hook Horrors (One Per PC); AL N; AC 4; MV 9; HD 5; hp 21; THACO 15; #AT 2; Dmg 1d6, 1d6; MR Nil; SZ L; ML 19; SD: Never Surprised, Blind so that sight based spells have no effect. SW; if silenced they have a -4 to hit.

Tier 3

Hook Horrors (One per PC); AL N; AC 3; MV 9; HD

6; hp 35; THACO 14; #AT 2; Dmg 1d8, 1d8; SA; If both hooks hit then beak attack is automatic for 2d6; MR Nil; SZ L; ML 19; SD: Never Surprised, Blind so that sight based spells have no effect. SW; if silenced they have a -4 to hit.

Tier 4

Hook Horrors (One per PC); AL N; AC 1; MV 9; HD 7; hp 50; THACO 13; #AT 2; Dmg 1d10, 1d10; SA: If both hooks hit then beak attack is automatic for 2d6; MR Nil; SZ L; ML 19; SD: Never Surprised, Blind so that sight based spells have no effect. SW; if silenced they have a -4 to hit.

As each Horror is defeated, it will vanish back to where it came from.

After defeating the last horror, you hear a low groan coming from the far corner.

As you approach, a man stands up. He is dressed in the latest fashions, and is holding his head.

D'Marrisau is waiting for the party to explain themselves.

- “What have you done?” he wants to know.
- He will insist that since they interrupted his spell, they can clean up the mess. “Well are you going to help clean up this mess or should I send for the guards!?”
- For their help in getting rid of the “monsters” he will bestow a rapier upon a Swashbuckler, a fighter, or a thief in that order. If two or more PCs are from the same category, then he will give it to the one of lower level. He will say that it is of a magical nature and should prove of use against many opponents.

It is a +1, +3 vs. Larger than Man-sized, (Humanoids Only), Rapier of Taunting. It has the ability to taunt any L size Humanoid in their own tongue. Wielder has no control of this when used in combat.

- He can solve riddles # 2, 3, 4, 7, 10. He will only answer the first two of them he is asked. He will not admit that he knows any of the others.
- D'Marrisau also gives them the package to give to Talyin, warning them it isn't to be tampered with. It has a glyph on it that goes off if opened. Electrical Damage of 2d4/tier. Inside is two special jars of KO's Ointment

Encounter D: Morigan's Complete Components

Items for list: Fish, fresh and alive (15) and a Stein of Blowfish Wine.

Local History, any spell caster, or merchant knows of this shop. (Mijel, a 10th level wizard, is the owner.) He also has some spell components for sale. Mijel is quite helpful.

The small stone building boasts a large glass window and an intricately painted sign shaped like a stylized, open spellbook with “Morigan's Complete Components” lettered in gold leaf across the “pages.” Displayed in the window you see plants and flowers, glass aquariums and terrariums filled with fish, grasshoppers, crickets, spiders, snakes, and other tiny creatures.

Inside, the shop seems to be overly neat. The store is fitted with floor-to-ceiling shelves and cabinets of solid, polished oak. At one time, they would have been packed with spell components, but being a major contributor to the war has dropped the supplies.

- Mijel is a slight and unassuming man that dresses neatly in a plain, clean tunic and trousers. He wears a leather apron, and ties his silvery brown hair back into a ponytail.
- He will greet any spellcaster by name as long as they have said that they shop here.
- When ask about fins and tails, he will look a little puzzled until they repeat or show the message to him. He only has two dozen gold fish and thirty herrings. 2 sp per gold fish, and 1sp per herring.
- He has no special items left.
- He can help with some of the riddles, if necessary. He can solve riddles # 2, 4, 6, 10

There is a 25% chance that he has any component that they want beside the fish. These he sells them for any price he can get.

Spell Component List:

Fish:	Bugs:
Gold Fish 2 sp	Crickets (12) 1 sp
Herrings 1 sp	Grasshoppers (12) 1 sp
	Spiders (12) 1 sp

Reptiles:

Snakes, various kinds, non poisonous 1 gp
Turtles, snapping 1 gp
Frogs 2 sp
Lizards 1 ep

Normal Stuff:

Sheared Wool 1 sp per ounce

Tiny Bells	5 cp per bell
Candle Wax	1 gp/ lb
Fine cured / Blessed Leather	1 gp each
Coal, dust	1 sp by the ounce
Bat Guano	1sp per packet
Sulfur	1 ep per pack
Poison Ivy	1 sp per leaf
Rotten Eggs	1 gp per egg
String	1 cp per foot
Powdered Iron	10 gp per pack
Powdered Silver	10 gp per pack
Powdered Diamond	100 gp per pack
Iron filings	1 gp per pack
Stein of Blow Fish Wine	1,000 gp

Parts of any creature listed above at the price for a whole creature.

Encounter E: Sharkey's Bar & Grill

The following items from the list are here: Blowfish Wine, Coral, Live Fish.

Sharkey's Bar & Grill is a unique social spot located underwater at the base of the Ravens Bluff harbor. At Sharkey's, all manner of aquatic humanoid life forms come to drink, eat, and socialize. The bar is considered *neutral territory* and all disputes should be left at the door. Sharkey's Bar & Grill is fully detailed in LC4, *Port of Ravens Bluff*.

PCs with Local History or members of the Harbor Patrol automatically know of this place. Anyone from the Harbor (e.g. sailors) or anyone who is up on the latest fashions could know about Sharkey's with a successful Charisma check. A ferryboat is available to take them there.

You arrive down at the docks, and sure enough there is the ferry service to Sharkey's Bar & Grill.

This ferry service is run by Pete, Bill, and Todd. They are brothers, and good seaman. These boatman will take PCs out to Sharkey's for 5gp each, and for 50gp each, they have a weak version of waterbreathing, good for 1D6 turns.

The trip out went pretty smooth, and the brothers where pleasant enough. Diving down into the depths, you see a host of colored lights pointing out Sharkey's Bar & Grill. You see three entrances from here: left, right, and center.

If the PCs enter the left door, a group of Sahaugin rudely tell them to go in through the center door. A

group of Sea Elves will do the same on the right. The center door is for surface dwellers.

You are greeted at the door by the headwaiter, Treffle Hoosh. He can take you to several of the tables either by the walls, in the middle of the room (about 15' off the floor), or up top. Looking around the room and bar, you can see that there are several beings already here enjoying the food and drinks. In addition to the Merman bouncers and waiters, the Sea Elf and Mermaid waitresses, there are a couple of groups enjoying themselves.

At this point, Treffle introduces the waitress Shelly, the Mermaid. She hands you a menu, and asks if this is your first time at Sharkey's. **Player's Handout #5.** Then, she will take any orders, and comment on the menu, the drinks (especially the exotic Blowfish Wine), and the other customers. She will also mention the souvenir shop. The menu has the following:

Drink Syrups:	Cost
Light Ale	2 sp
Bitter Ale	2 sp
Sweet Wine	5 sp
Sour Wine	5 sp
Sharp Brandy	1 gp
Candy Brandy	1 gp
Stiff Liquor	2 gp
Sweetened Liq	2 gp
Blow Fish Wine*	10 gp per glass

*warning could be poisonous to some patrons; drink at your own risk.

Food Items:	
Fish:	
Sashimi	1sp
Fish Fillet	1sp
Live Whole Fish	3sp
Mollusks:	
Scallops(6)	1sp
Clams (6)	3sp
Oysters (6)	3sp

Sharkey's Special

Shark Steak	3gp
Large Snails (6)	5sp
Whole Squid	5gp

Crustacea:

Jumbo Shrimp (12) Live	2gp
Whole Crab or Lobster, Live	3gp
Giant Crab Leg	5gp
Whole Giant Crab or Lobster	15gp

Salads:

Seaweed Salad	1sp
Kelp Salad	1sp
Worm and Grub Salad	5sp
Chef's Salad(a mixture all salads)	1gp

Exotica:

Plankton Soup	3sp
Brine Shrimp Soup	5sp
Half Chicken	3gp
Beef Steak	5gp

The Merfolk speak Common, the Sea Elf speaks Elven, and the Aquatic Dwarves speak a version of Dwarven. All others speak their own tongue, which the Merfolk know.

The bartender is a Merman, named Jedahi; he can sell any adventure a bottle of Blowfish Wine, but gives them a stern lecture on not letting anybody but themselves drink it as they have to sign a waiver that the drink could be poisonous to their system, but pleasing to the palate, if they survive. -4 save vs. poison or get nausea and lose 2 Con point a hour until cured. 1,000 gp. If any of the staff are asked, they can tell the PCs that the whole bar is made of coral, and they sell it in the souvenir shop.

The Aquatic Dwarves are eating and playing dice. If approached in a friendly manner they will let anybody in on the dice. If a PC wants to dice for hair, the Dwarves give them a grin and wager the PC's head of hair for a lock of their beard.

Underwater Dice game: There are three white (d6) Bone Dice with air pockets in them. The shooter holds them in hand and then "throws" the set onto an overhead board. Winner is the one who can roll the lowest. The dice players only drink ale. Conversation: Coral is made from creatures, interesting how those tiny buggers make such fine rock.

Several humans are lounging around enjoying the drinks and food, they don't know about the wine, or riddles.

Souvenir Shop has all those trinkets that people enjoy: Ships in a Bottle, Sunken Ship Maps, mugs with slogans on them, pieces of drift wood with little animals, coral that has been polished (different sizes and prices, only one that is one hand's worth of stone, priced 500 gp.) The PCs can also buy a blue coral necklace. This lovely piece of jewelry has platinum fittings, and is made of polished branches of sea-blue coral. Silvery pearls are strung between the branches. Value: 500 gp, but the shop will sell it for as low as 450 gp if the PC bargains well. The shop will start at 550 gp, as they know the value of the necklace.

Encounter F: Temple of Lathander

Item Needed; Mid-Wife, Lathanderan Priest.

One of the clues leads to the Temple of Lathander.

There, PCs will meet a priest of Lathander. He will be very interested in Talyin's story, and will look over anything the PCs want. He will give a clue to any riddles the PCs haven't guessed yet. He will also offer some minor healing, but PCs have to pay 100 gp a spell level. Plus he can do neutralize poison on a PC only if they need it and profess faith with Lathander.

You make your way to the Temple of Light. There, the full glory of dawn is displayed and caught by the windows and shows many scenes of Creation, Birth, Laying to Rest, Marriage Ceremonies, and Planting.

You can see two sweeping stairs that lead up, and as you approach, a Dawn Priestess greets you and wants to know your needs.

The Dawn Priestess's name is "Sunny Weather" and she will want to know the PCs needs, especially if they appear injured in any manner. Upon mention of a birth, or of an Elven birth, she perks up and says that one of Morning Lords is in, and she'll take you to him.

You are ushered into a room that is decked out in beautiful pastel colors, but the most stunning view is of the eastern skyline. A voice politely coughs behind you.

"I know it is elegant, but Sunny said that you are here about an Elven child?"

You see standing before you a Morning Lord in his red ceremonial robes, and holding a large bright peacock fan.

This is Sunlord Tris Dawnwatch. He has just recently arrived in Ravens Bluff. It seems that he is seeking a child that is to be born of both noble and rogue blood. Hearing out the PCs he will go at once to Talyin's address. He is able to help with any remaining riddles that the PCs have.

Final Encounter:

Read the following text to the players, then have them fill out the score sheets.

Having gathered up these items, you finally head back to Ironleaf Manor. What a day it has been! Monsters, swimming, running around town- and this was supposed to be a normal day!

After Jeepers shows you into the Library, Talyin greets you and looks over the items you have brought.

Shaking his head you hear him muttering: "Fish, blueberries, lock of hair, what to do, what to do?"

He runs his fingers through his hair and thanks you for a job well done. He gathers up the items and the priest, and departs.

Turning just before the mirror he says, "I haven't forgotten you. Within the week, I wish you to return to get your payments and reimbursements as promised.

The PCs receive a letter telling them that Talyin and Tyrali had twin boys! That they are invite to a party, where Talyin will pay them a 100 gp each and throw in a *quilt of warmth* as extra thanks.

So ends Cravings.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38+	Tier 4

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 A:

Helping Dunsil	50 xp
Finding	
Acorns	25 xp
Blueberries	25 xp
4 Pine Cones	25 xp

Encounter B:

Solving Riddle	25 xp
Healing King	100 xp
Turning in Thief	50 xp
Finding Antidote	25 xp

Encounter C:

Defeating Horrors	175 xp
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Encounter D:

Finding Coral	25 xp
Finding Blow Fish Wine	25 xp

Encounter E:

Buying 15 Fish	25 xp
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Total Experience for Objectives:	575 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,075 xp

For Tier 2:	2,150 xp
For Tier 3:	3,225 xp
For Tier 4:	4,300 xp

Treasure Summary

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

Encounter One

- Any left over gold from the gems is the PCs' to keep (4,000 gp minus expenses)

Encounter B

- *Hand axe +1*
- 500 gp reward for turning in the thief.
- Encounter B, Stall 10 - Mother MaGee's Quilts: Moon quilt. This lovingly and expertly crafted quilt has a background of midnight blue with tiny silver stars sewn into it. The 8 panels of the quilt show the transitions between phases of the moon as it progresses through the month, each so brilliantly detailed that it almost seems as though the moon has been drawn down from the sky. Value: 500 gp

Encounter D

- *Rapier of taunting +1, +3 vs. larger than man-sized humanoids.* It can *taunt* (as the wizard spell) any humanoid of larger than man size when faced in battle. PC has no choice but to fight with it once drawn from its sheath.

Encounter E

- Blue Coral Necklace. This lovely piece of jewelry has platinum fittings, and is made of polished branches of sea-blue coral. Silvery pearls are strung between the branches. Value: 500 gp

Final Encounter

- *Quilt of warmth:* Usable only by female PCs, it allows a PC to be comfortable in weather ranging from -10 degrees to 110 degrees, and gives a +2 to saves vs. cold, fire, and lightning based attacks if it is wrapped around body at that time. It cannot be worn, it must be used as a sleeping wrap. A man can only use it when a female shares it with him.

- *Keoghtum's ointment* (2 doses)—left over from D'Marrisau's packet to Talyin
- 100 gp per PC.

Players Handout #1

“(your name here), Please stop by Ironleaf Manor at Ten Bells this morning, I need you to run a errand for me. There might be a bit of trouble along the way so be careful.”

Talyin

P.S. The Manor is on the corner of Ravens Way and Thorin Ave.

Player's Handout # 2

1. *Please mister bear don't throw me in there--with thorns, and brambles all atangle; please, please don't throw me in there ...*
A bushel of corn, with acrown for their own, _____
and sad berries, not cherries, in a container of a fourth, _____
From the trees always green, one fruit from each that grows in the front. _____
2. *The home to thousands, never far from a coast, and a host to the wettest bar in town...* _____
One hand's worth in stone is what is desired. _____
3. *A Dwarf's Pride cut in mourning, but not in the morning* _____
No force to gain, only a gentle hand can claim. _____
4. *Food for thought is what I need; you will need to ask Mijel for this breed* _____
Fins and tails I want them all. Figure about 3x5 should do us all. _____
5. *Not a blanket, not a stole but a comfort from the cold. In this place I am sold.* _____
Good for snuggling and on the bed made by Grandma from Grandpa's old clothes _____
6. *If to mage you must go, then stop and chat with D'Marrisau, but take this warning:* _____
Horrors from the deep do wonders to one's sleep; so shush them all, and that should keep those creatures from your feet. _____
7. *The blood of this monarch is noble and pure; a swatch from a bandage will do.* _____
He can be found roaming this town, for he has no throne, just an old bone. _____
8. *Did you know that a man can be a wife? This one wants to be neither first nor last, and is always there to greet the morning's glory. You will find him on the second story.* _____
9. *From me is a key that will unlock your misery. Catch me fast or not at all; it will be quite a feat to move at all.* _____
10. *Swelling isn't part of my pride; I do it to save my hide. I'm tasty and tart if you survive, but deadly to those who imbibe. One stein is all that is needed, anything more is mistreated* _____

**“So you’re choosing your way
Tho you might stray
Right or wrong
A path awaits
I hope you don’t debate
Going isn’t to wait
Home is just ahead
Tarry not or you’ll be dead.”**

Players Handout #4

Drink Syrups:

Light Ale	2sp	Bitter Ale	2sp
Sweet Wine	5sp	Sour Wine	5sp
Sharp Brandy	1gp	Candy Brandy	1gp
Stiff Liquor	2gp	Sweetened Liquor	2gp
Blowfish Wine	50gp (a glass)	Warning: Could be poisonous to some patrons. Drink at your own risk.	

Food Items:

Fish:

Sashimi	1sp
Fish Fillet	1sp
Whole Fish (Live)	3sp
Sharkey's Special Shark Steak	3gp

Mollusks:

Scallops (6)	1sp
Clams (6)	3sp
Oysters (6)	3sp
Large Snails (6)	5sp
Whole Squid	5gp

Crustacea:

Jumbo Shrimp (12) Live	2gp	Whole Crab or Lobster, Live	3gp
Giant Crab Leg	5gp	Whole Giant Crab or Lobster	15gp

Salads:

Seaweed Salad	1sp	Kelp Salad	1sp
Worm and Grub Salad	5sp	Chef's Salad (mixture of all salads)	1gp

Exotica:

Plankton Soup	3sp	Brine Shrimp Soup	5sp
Half Chicken	3gp	Beef Steak	5gp

DM's Handout

This DM's list describes the encounters for each of the items. Some items are available at more than one location. At the beginning of each encounter, a list shows what items are available. PCs will have a hard time getting everything. If they decide to split up, remind them of the danger warning.

The thief encounter happens while in the Market. All relative checks will be listed after each item. Please remember that this is a non-linear module.

The List

1) *Please mister bear, don't throw me in there--with thorns, and brambles all atangle; please, please don't throw me in there...* **Encounter A: Briar's Patch.** It is a new Druidic Grove outside the city. A successful Local History check or a clerical circle member with a successful religion check would know the location. Any follower of Chauntea knows this automatically.

A bushel of corn, with acrown for their own, and sad berries, not cherries, in a container of a fourth. From the trees always green, one fruit from each that grows in the front. **Items: Acorns (one bushel), Blueberries (one quart), Pine Cones(4)**

2) *A home to thousands, never far from a coast, and a host to the wettest bar in town...One hand's worth in stone is what is desired.* The riddle refers both to Sharkey's and to Coral. **Encounter E: Sharkey's Bar & Grill; Item: Coral, 5 lb.** Anyone with Local History or members of the Harbor Patrol know of this location automatically. Anyone from the Harbor (e.g. sailors) or anyone who is up on the latest fashions can know of this location if they make a successful Charisma check. A ferryboat is available to take customers there.

3) *A Dwarf's Pride cut in mourning, but not in the morning. No force to gain, only a gentle hand can claim.* **Item: A lock of hair from a Dwarven beard, given freely;** If no Dwarves in party see Market place (**Encounter B**) or Sharkey's (**Encounter E**).

4) *Food for thought is what I need; you will need to ask Mijel for the breed. Fins and tails, I want them all. Figure about 3x5 should do us all.* **Encounter D: Morigan's Complete Components; Items: Fish, Fresh, and Alive (15);** A Local History check will decipher the clue. Any spellcaster or merchant knows of this shop which is run by Mijel.

5) *Not a blanket, not a stole, but a comfort from the cold, in this place I am sold. Good for snuggling and on the bed, made by Grandma from Grandpa's old clothes.* **Encounter B (Market Place); Item: Quilt** as many as they want. A successful Local History or Intelligence check will let a PC remember that the

Market Day has just started.

6) *If to a mage you must go, then stop and chat with D'Marrisau, but take this warning: Horrors from the deep; do wonders to one's sleep; so shush them all; and that should keep those creatures from your feet.*

Encounter C: D'Marrisau; Item: He has a package for Talyin. It is sealed and glyphed. (One needs to be a Swashbuckler or a Mage to get a +4 on Local History to know of this Mage. Any member of the mages guild, ranking officer of the army, or any Knight will also know him, and where to find him.

7) *The blood of this monarch is noble and pure; a swatch from a bandage will do. He can be found roaming this town, for he has no throne, just an old bone.* **Encounter B. 3: Market place; Item: Blood from King, Dog Defender of Ravens Bluff.** King will be in encounter B-3, holding the thief in place. Any member of the City Watch has a chance to know him based on their Fame in City Watch. PCs can also check under Government or General Fame.

8) *Did you know that a man can be a wife? This one wants to be neither first nor last, and is always there to greet the morning's glory. You will find him on the second story.* **Encounter F: Temple of Lathander; Item: A priest who is a midwife;** Proficiency checks in Healing, Religion, or Animal Husbandry will provide appropriate clues to struggling PCs.

9) *From me is a key that will unlock your misery. Catch me fast or not at all; it will be quite a feat to move at all.* **Encounter B2: Market Place; Item: The thief is carrying the antidote for the different poisons that he uses.** After PCs decide they want to leave the market place, they encounter the thief. Of course, they will not know where or how this encounter takes place and will be having a fit trying to figure it out!

10) *Swelling isn't part of my pride; I do it to save my hide. I'm tasty and tart if you survive, but deadly to those who imbibe. One stein is all that is needed, anything more is mistreated.* **At Encounter D or E; Item: Bottle/Stein of Blowfish Wine.** A bottle of imported wine is offered, but it comes with a warning that "blowfish wine is divine, and can lead to one's decline." If any PC has a proficiency in winemaking, give him/her the appropriate clues.