

Beautification Day

A One-round LIVING CITY Adventure

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The church of Sune Firehair is sponsoring Beautification Day, a day to clean up and beautify Ravens Bluff, co-sponsored by the churches of Hanali Celanil and Sheela Peryroyl. A party is promised afterwards at the temple of Lliira. A mysterious, unsigned note arrives the day before, warning you to attend and stop those planning on sabotaging Beautification Day – the safety of Ravens Bluff could depend on it.

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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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

DM Background

Demetrius Torr, an evil specialty priest of Cyric, arrived in Ravens Bluff several months ago. For a while, he bided his time getting used to the city and not making his presence known. He knew that others of his religion had tried to take over the city only to be

thwarted by adventurers. He was determined to avoid their mistakes.

Slowly, Demetrius began to make contacts within the city. He made friends with Brillust, a disgruntled transmuter and Derbert, a young fellow priest of Cyric. Together, they forged an alliance with a band of wererats who lived in the sewers beneath Ravens Bluff. They established a base of operation in an isolated chamber within the sewers where they thought nobody would find them.

Months ago, informants alerted Demetrius, Derbert, and Brillust to the Sunites' plans for Beautification Day. The idea repulsed them. They hated Sunites more than the followers of any other good-aligned religion. Both of them remembered the battle Sune and Glasya had fought throughout the city, and they blamed Sune and her priests for causing most of the damage. They resolved to sabotage Beautification Day and humiliate the church of Sune. The fact that the Sunites had to use the facilities at the temple of Lliira made it even better. Demetrius hated happy-happy Lliirans almost as much as those pretty-faced Sunites. They would humiliate both churches in one blow.

They enlisted other disgruntled adventurers and evil priests who were hiding throughout the city. Demetrius had Derbert visit many of them in the disguise of Kudzu, the druid who lived in the sewers. They knew that only Kudzu had knowledge enough of the sewers to find the saboteurs. If they framed him, they could eliminate their greatest foe. They knew they had nothing to fear from the Sewer Patrol.

They found a priest of Talona who had lost a brother (also a fellow priest of Talona) to adventurers near Dark Hollow. The priest devised a disease that could be released in the soil, would spread quickly, and would rot plants throughout the city. The priest also concocted a fast-acting poison to taint the food served at the party after Beautification Day, hoping to kill the volunteers as well as many important city officials. The priest of Talona got his throat cut for his efforts.

Claiming to be the druid, Derbert convinced a naive priest of Gond named Sidney (who tended the fountain at the temple of Lliira) that they were hired by the temple to study the impact of the fountain on the natural beauty of the courtyard. Derbert even showed Sidney official-looking papers to support his claim. Sidney fell for it and took the druid to the access room where Derbert pulled his long sword and forced him to change the pump.

Sidney arranged it so that the pump could be changed from normal flow to sewer flow in only a few moments. Derbert cast a *stone-shape* spell to create the hole into the sewers for the pipe to connect the sewers to the fountain. After checking that the pipe would be long enough, Derbert pulled the pipe back into the chamber so that no one walking through the sewers would find the pipe ahead of time. (Derbert knew that this section of Raven Bluff's sewers had more traffic than most of the streets above ground.) When they were done, Derbert killed Sidney and left his body to rot.

Next, Demetrius decided to forge a note to get adventurers to kill Kudzu for him. He captured a Harper to get his emblem to use as a seal. Demetrius knew that adventurers would take the bait and believe that Kudzu was destroying Beautification Day and eliminate Kudzu for him. He knew that adventurers would never refuse to help a Harper in need even if they hated Sunites as much as he did. The real Harper was tied up and fed alive to rats – Bertha, a priestess of Loviatar they hired to antagonize volunteers, thought of that.

In this adventure, the PCs get the note forged by Demetrius and think that Harpers want them to stop a plot to sabotage Beautification Day. They attend, choose projects to work on, and find themselves stopping several attempts to disrupt the day while meeting eligible priests and priestesses. Little by little, they discover circumstantial evidence that Kudzu is responsible for the disruptions.

With closer examination, holes in the frame-up begin to appear. While Derbert did a good job of impersonating Kudzu, he is not an exact likeness. Rats who have seen Derbert in disguise know that he is not Kudzu. He also uses his long sword, a weapon that druids are forbidden to use. In the note, Demetrius blatantly uses the Harpers' symbol, a move that a real Harper would never do.

The disappearance of the first Harper drew the attention of another Harper by the name of Jonathon. Jonathon, in turn, drew the attention of Demetrius when Jonathon, being a bard, is innocently hired to play at the party after Beautification Day. Derbert has Jonathon killed in De Villars Park while volunteers are present, once again framing Kudzu.

At the party, the fountain in the formal garden erupts with foul sewage from the sewers. The PCs investigate

and find the body of the dead Gondian priest (Sidney) and the altered fountain mechanism. The churches of Lliira and Sune hire the PCs to catch the saboteurs.

The PCs enter the sewers to investigate. They can find a pipe connecting the sewers to the fountain mechanism, the dead priest of Talona, mongrelmen sent by Kudzu (Derbert) to stop the PCs, and rats willing to provide information if the PCs are willing to listen. Eventually, they come face to face with the real Kudzu. By this point, the PCs should realize that Kudzu has been framed. They may strike a deal with Kudzu to eliminate the saboteurs. Kudzu consults with several rats and discovers the location of the saboteurs' hideout.

The PCs follow a white rat named Charlie IV to the lair where they battle and defeat Derbert and Brillust. Demetrius, fearing the PCs are smarter than he originally gave them credit, is conveniently absent at the time of the attack. The PCs find the trio's plans for the disruption of Beautification Day, the framing of Kudzu, and the poisoning of many important people in Ravens Bluff. A later note lists the officials who announced they would attend, including Lady Mayor Amber Lynn Thoden and Deputy Mayor Charles O'Kane.

They also find a note, signed only by "D. T. of Cyric", who congratulates the PCs on their success and apologizes for not being there to greet them personally. The author of the note admits to writing the note encouraging the PCs to participate in the hopes that they would kill Kudzu. With Kudzu gone, he would have been free to use the sewers as his base of operations to create havoc in Ravens Bluff. D.T. promises that he and the PCs will meet again, but next time he will not underestimate them.

Player Introduction

By now all of you have seen the flyers and circulars about the Beautification Day sponsored by the priests of Sune Firehair. Surely, there must be no one in the city who has not. The advertisements seem to be everywhere.

Give **Player Handout 1** at this time.

Some of you may have even planned to participate. Perhaps being around the beautiful and alluring priests and priestesses of Sune Firehair, Hanali Celanil and Sheela Peryroyl was enough of a draw.

Perhaps you are civic-minded enough to actually want to clean up Ravens Bluff. Perhaps some of you were drawn by the line at the bottom of the circular promising a party afterwards at the temple of Lliira for volunteers. The rest of you simply considered the 10th of Mirtul to be a good day to sleep late or be conveniently out of town.

On the morning before the first annual Beautification Day, each of you received an invitation that was hard to refuse. Written in your native tongue for each of you, it read:

Disgruntled person or persons plan to sabotage the activities of Beautification Day. An evil plot is under way of which this is only the first step. You must attend the festivities. Play along with the Sunites' games but keep your eyes open. Tell no one. The safety of Ravens Bluff could depend on it.

The note is unsigned but has a stamp consisting of a harp in the curve of a larger crescent moon with four stars around both. This note is enough for you to change your plans and participate in Beautification Day.

Give out **Player Handout 2** at this time. Anyone making a Heraldry check, anyone with previous contact with Harpers, or anyone who is a Harper recognizes the stamp as the insignia of the Harpers. With a Wisdom check, anyone who is a Harper or with previous contact with Harpers can realize that this is not the way Harpers normally make contact. Only a desperate situation would cause them to be so blatant.

Players can wait until after this introduction has been read to choose spells.

Encounter 1: Welcome Volunteers

Note: the PCs should have time to complete three of the four possible work assignments before Encounter 7 (The Party).

On the morning of the 10th of Mirtul, each of you arrive at the temple of Lliira, the home for the priests and priestesses of Sune while their temple is being rebuilt. A priest directs you to the grass lawn on the southwestern side of the temple where townsfolk and fellow adventurers are gathering for Beautification Day. Several notables of the city are on hand to

volunteer including Lady Mayor Amber Lynn Thoden and Deputy Mayor Charles O'Kane.

After a few minutes wait, a beautiful priestess of Sune with long auburn hair steps up to a platform that has been set up for the occasion.

"Greetings and welcome citizens of Ravens Bluff. Thank you all for coming to our first annual Beautification Day. I am Dame Carlotta de Amourette of Sune, Knight of the Golden Rooster and chairperson for today's activities."

"Today's activities are co-sponsored by the churches of Sheela Peryroyl and Hanali Celanil. Many of their priests and priestesses traveled all the way from Burrowbluff, New Hope, and Highbank Forest just to be with us today. Let's thank them with a round of applause."

Pause for applause.

"I also want to take this opportunity to thank the priests and priestesses of the Tower of Holy Revelry. Their hospitality and generosity in allowing us to make use of their facilities until our own temple is rebuilt has been unbounded and most appreciated. When we first proposed the idea of Beautification Day, they offered us the use of their stunning lawns as a base without the slightest hesitation. To top it off, the Lliiran priests have graciously consented to throw a party for all of us after we finish for the day in their formal garden on the northwest lawn. I think they deserve a warm round of applause."

Pause for applause.

"The first thing I would like you to do is to divide into small groups of four to seven. Someone will come around to ask you your choice of assignment. A coordinator will take you to the appropriate location and supervise the clean up. After you are finished, please return here for another assignment. There are plenty of things to do, so let's get started."

With that, people start dividing up. The (insert number of PCs) of you find yourselves in the same group. Priests are starting to circulate through the crowd and give out assignments. It will be a few minutes before someone comes to you.

Get players to give physical descriptions of their characters at this point. Allow them a few moments to

role-play introductions, but do not allow it to drag on more than a couple of minutes.

Continue with:

“Your group is next,” says a handsome priest of Sune. “We currently have three projects for you to choose from cleaning up DeVillars Park, painting over graffiti on the Bandaged Wound in Crow’s End, or planting flowers near the Skymble Courthouse. Which would you like to do?”

Allow the PCs time to debate. These are the only choices available for now. There were some “more serious” clean up projects in the areas damaged by the battle between Glasya and Sune, but they have already been taken. More projects might be added later in the day.

The group is allowed to ask the affiliation of the coordinators connected with each task. They are Sune Firehair, Hanali Celanil, and Sheela Peryroyl, respectively.

Anyone who successfully rolls their Local History skill knows that the Bandaged Wound is an infirmary that welcomes the injured of all races, creeds, and professions, and even those who cannot pay up front.

If they start taking too long, the priest reminds them that there are a lot of things that need to get done and there are several other groups that he has to get to. After the group makes its choice, go to the appropriate encounter cleaning DeVillars Park (Encounter 2), painting over graffiti (Encounter 3), and planting flowers near the Skymble Courthouse (Encounter 4).

Encounter 2: Picking Up Trash

In a few minutes, a beautiful young Sunite priestess with long red hair and striking blue eyes comes up to your group.

“Hi. I’m Angela Sunshine and I’ll be your coordinator for the clean up of DeVillars Park. I don’t believe I’ve met any of you before...”

Let the PCs introduce themselves if they want. Angela repeats the names of any good-looking male PC aloud. In general, she pays particular attention to human and half-elven males who are good looking and have high

Charismas. Females are looked over and either given beauty tips or snubbed for being too pretty. Dwarves and gnomes are ignored as unworthy and disgusting. Angela tells any halfling or elf male that she hopes he is not too bored with her; another leader might be more to his taste.

The group needs to carry to the park several sacks and pointy sticks for the collection of trash. Angela tries to get the PCs to carry all of the stuff, cajoling and begging if need be; chivalry is rewarded by kisses.

The PCs and Angela walk to the site of their assignment. On the way, she flatters and makes passes at any human and half-elven males who are of decent station (lords of Ravens Bluff and knights get her attention first), are good looking and have high Charismas. Anyone who makes a fame roll in temples also gets special treatment. Any male who responds favorably, but not crudely, to her advances can start dating her and receive a girlfriend certificate (see rewards at end of tournament). In the absence of any favorable targets, she subtly bemoans her luck at being stuck with such an unworthy group.

If this is not their first assignment, Angela asks what they did previously and with whom. She gives subtle put-downs of the other leader(s), and tries to portray her assignment as the best.

Angela Sunshine, hf P(Sp)4 of Sune Firehair AL CG; AC 1 (chain mail + Dexterity of 18); MV 12; hp 24; THAC0 18; #AT 1 or 3; Dmg 1d6+1 (mace) or 1d3 (dart); SA spells, see below; SD Nil; Str 8, Dex 18, Con 12, Int 10, Wis 18, Cha 18; MR nil; SZ M (5’ 4” tall); ML 12.

Spells *bless, command, cure light wounds* x 2, *sanctuary, enthrall, hold person, know alignment, slow poison.*

Specialty priest abilities cast *charm* (as *charm person*) on someone of same race but opposite gender (save at -2) once per day until an attempt fails; cast *love bite* once a day.

Possessions holy symbol of Sune Firehair, chain mail armor, embroidered red robe of the latest style worn over her armor, 12 darts, mace.

Description Angela is conscious about how she looks and how other people perceive her. She always wants to look her best, and will look in a mirror and adjust her hair or make-up if given half a chance. Her clothes are always the latest fashion and she cannot resist a chance to go shopping.

Allow time for role-playing and then go on:

After a brief walk you arrive at De Villars Park or, as it is more commonly called, Fiddlers Green. It is a picturesque wooded area in the center of the temple district. Sections of the park were severely damaged in the battle between Sune and Glasya. Other crews of volunteers are working in those sections.

Angela takes you to the undamaged section where there is still debris from the battle as well as normal litter and garbage. Several couples are wandering through the park taking advantage of the lovely spring weather. Near the bubbling fountain in the center of the park, a lone minstrel plays.

“Look at all that trash!” Angela says. “I wish people would be more careful. You had better get your sacks ready. There’s a lot to pick up.”

With that, Angela hands out sacks and sticks to the PCs, and even starts picking up some of the trash herself. Any PC watching her notes that she is extremely careful not to get herself dirty.

Angela starts friendly contests to see who can get the most garbage or a particularly hard-to-reach piece. She gives them the choice of which games they want to play

- Manually picking up trash using the sticks without magic. The spear proficiency should be used with the sticks. Allow five to hit rolls vs. AC 8 for each participant taking into account any non-proficiency penalties. Calculate each success or failure as the difference between the target number to hit and the actual die roll – add successes and subtract failures. The largest sum wins.
- Hard-to-reach trash. Some trash has blown in the trees and needs to be retrieved. Allow each participant two Dexterity checks one to climb and the other to descend the tree. Climbing walls could be used as a substitute. Convert the amount a percentile skill is made or failed by to d20 equivalents (+5% = +1). Wizards are allowed to use levitate or fly but must use the pointy stick to stab the trash.
- Trash collection by use of magic only. Let the spellcasters use *cantrip*, *unseen servant*, etc. Have each make five Intelligence checks and proceed as above.

Be descriptive but keep things moving. Rewards, in the form of a kiss, are given only to handsome, reasonably

clean males. When the players start getting bored or when you finish the second contest, interrupt them:

Your cleaning is interrupted by screams coming from the far end of the park. “Help! Help! Get them off of me! Get them off of me!”

Get quick actions from the players. When PCs arrive on the scene, continue:

You see a young elven woman lying on the ground desperately trying to beat giant rats off of herself. When you get closer, the rats cease their attack and scamper away.

The PCs can hunt down some of the rats if they wish. Within three rounds, the rats reach drains leading into the sewers where they can escape. Any PC who follows them into the sewers does not find anything of interest.

Giant Rats (12) Int Semi-(2-4); AL N(E); AC 7; MV 12(Sw 6); HD 1/2; hp 3 each; THAC0 20; #AT 1; Dmg 1-3; SA Disease; SD Nil; MR Nil; SZ T (2’ long); ML 5.

There is a 5% chance of a rat bite infecting the victim with a serious disease unless a saving throw vs. poison is made.

The elven woman is badly injured but will survive; a Healing check confirms this. Her name is Ondyna Snowflake. She was strolling through the park to be around nature when the rats surprised her. She managed to kill two of them before they knocked her over. She would have been killed if help had not arrived. Ondyna lives a few blocks away in the Sanctuary (an apartment complex that has one side open to an outdoor garden).

Ondyna extends her thanks to her rescuers but declines any further assistance. She quietly leaves the park after the next incident unless the PCs make an effort to keep her with them.

Ondyna Snowflake, ef, F2: AL NG; AC 5 (studded leather armor + Dexterity of 16); MV 12; HD 2; hp 7 (20 normally); THAC0 19; #AT 1; Dmg 1d6 (short sword); SA Nil; SD Nil; Str 12, Dex 16, Con 10, Int 10, Wis 12, Cha 14; MR nil; SZ M (4’ 11” tall); ML 9.

Possessions studded leather armor, short sword.

Interrupt conversation with the following:

Suddenly, you hear more screams, this time coming from near the fountain. “The bard! He’s been murdered!”

When the PCs go to investigate, they see the minstrel who was playing by the fountain lying face down in it. He is already dead. Nobody saw him being attacked as their attention was drawn to Ondyna’s screams.

If the minstrel is examined, the only marks on his body are found around his neck. A Healing check or Intelligence check at -4 reveals these to be strangulation marks. From the positioning of the marks, the attacker must have been in front of the bard when he was strangled. The minstrel’s lyre and the rest of his possessions are still on his body, indicating that he was not robbed. On his body, he has a permit to play for two hours in De Villars Park; his name is listed as Jonathon. In one of his pockets, the PCs can find a small pin in the shape of a crescent around a small harp surrounded by four stars – this is identical to the imprint that was on their note.

The minstrel can be contacted through a *Speak with Dead* spell or *Raised* at the nearest temple (the temple of Lathander is the closest, but the temples of Ilmater and Lliira are almost as close.) If the PCs can connect his death with the disruption of Beautification Day, a Sunite casts one *Speak with Dead* free of charge at 10th level. If the connection is mentioned in front of Angela, she mentions that someone at the temple could cast the *Speak with Dead*. When talked to, the minstrel reveals the following information:

- His name is Jonathon and he is a Harper.
- Another Harper by the name of Elderberry, a druid of Chauntea, is missing and Jonathon is looking for him.
- Elderberry has been missing about a week.
- The temple of Chauntea knows nothing of Elderberry’s disappearance. They simply assumed that he left town.
- Jonathon did not send the message to the PCs and does not know who did.
- Jonathon thinks that the imprint on the message is a rather blatant attempt to indicate that a Harper sent the note – not the Harper’s way of doing things.
- He does not know of any trouble connected with Beautification Day.
- Coincidentally, he was planning on playing at the Beautification Day party this evening. He is a bard after all.

- Jonathon was slow to react to the screams and was attacked before he could go to help.
- Jonathon did not see who strangled him.
- His attacker was invisible and did not become visible when he was attacked.
- His first indication of the attack was the feeling of being strangled.

Jonathon was attacked by an *aerial servant* that Derbert summoned (one of his special powers). In 1st tier, Derbert does not have this ability; allow any PC who searches the area to find a small pouch with residual amount of *dust of disappearance*. The rats, led by a wererat who did not take part in the attack, were a diversion to distract bystanders. Ondyna was an innocent target who was in the wrong place at the wrong time.

Encounter 3: Painting Over Graffiti

A beautiful young gold elven priestess of Hanali Celanil comes over to your group.

“So, you’re my group? Well, let’s get our stuff and get going. We have a long walk.” she says with a smile. “I’m Alysia Rosebud. What’s your name?”

Anyone who played “The Return” remembers Alysia as the young elven priestess who they rescued from being trampled by the crowd after the Small-temples complex was attacked. If the PC reminds her of the incident, that PC automatically gets special treatment. Males are eligible for a girlfriend certificate from her even if they are human

Alysia pays particular attention to elven and half-elven males who are good looking and have high Charismas. Females are looked over and either given beauty tips or snubbed for being too pretty. Dwarves and gnomes are ignored as unworthy and disgusting. Alysia Rosebud tells any halfling or human male that she hopes he is not too bored with her; another leader might be more to his taste.

The group needs to carry several full paint cans and brushes to the Wounded Bandage. Alysia Rosebud tries to get the PCs to carry all of the stuff, cajoling and begging if need be. Chivalry is rewarded by kisses, even for dwarves.

The PCs and Alysia Rosebud walk to the site of their assignment. On the way, Alysia Rosebud tries to portray her assignment as the best. She flatters and makes passes at any elven and half-elven males who are of decent station (lords of Ravens Bluff and knights get her attention first), are good looking and have high Charismas. Anyone who makes a fame roll in temples also gets special treatment. Any male who responds favorably, but not crudely, to her advances can start dating her and receive a girlfriend certificate (see rewards at end of tournament). In the absence of any favorable targets, she subtly bemoans her luck at being stuck with such an unworthy group.

If this is not their first assignment, Alysia Rosebud asks what they did previously and with whom. She gives subtle put-downs of the other leader(s) – she dies her hair, she wears too much make-up, etc. Alysia holds a grudge against Angela Sunshine (Encounter 2) because she got De Villars Park while Alysia has to go to Crows End.

Alysia Rosebud, e(gold)f P(Sp)4 of Hanali Celanil
AL CG; AC 1 (elven chain mail + Dexterity of 18); MV 12; HD 4; hp 24; THAC0 18; #AT 1; Dmg 1d6+1 (mace); SA spells, see below; SD Nil; Str 9, Dex 18, Con 10, Int 9, Wis 18, Cha 18; MR nil; SZ M (4' 10" tall); ML 11.

Spells *bleed*, *cure light wounds* x 2, *divine romantic interest* x 2, *aid*, *hold person*, *slow poison*, *trip*.

Specialty priest abilities cast *friends* once per day; cast *charm person* on someone of opposite gender (save at -2) once per day.

Possessions miniature golden rose necklace (holy symbol of Hanali Celanil), elven chain mail armor, embroidered golden robe worn over her armor, lasso, mace, shield (slung over her shoulder).

Description: Alysia is a beautiful young elf with a lot of energy and a kind word to say about everybody. She has a warm smile and a cheerfulness that rivals some Lliiran priests. Alysia is flirtatious in an innocent way and a true romantic. She easily attaches herself to a handsome male PC.

Allow time for some role-playing and then go on:

Alysia leads you into the Burnt Gables section of Crows End. She brings you down Iymril Lane until she stops in front of the big red-lettered wooden sign of the Bandaged Wound. You notice that the side of the two-story wooden building is totally covered with graffiti.

“This graffiti is a disgrace. Let’s get started right away,” says Alysia as she hands out paint and paint brushes.

Anyone who successfully rolls their Local History skill knows that the Bandaged Wound is an infirmary that welcomes the injured of all races, creeds, and professions, and even those who cannot pay up front.

Alysia instigates friendly contests to see who can paint the fastest while making the least mess. She gives them the choice of which games they want to play

- Paint the walls manually. Allow Dexterity checks five times for each participant. Calculate each success or failure as the difference between the Dexterity statistic and the actual die roll – add successes and subtract failures. The largest sum wins.
- Creative painting. Allow the PCs a chance to choose how they want to paint. Skills, such as Climbing Walls or Artistic Ability, could be used. Alternatively, a flying wizard could paint an interesting pattern. Have PCs roll five times on the most appropriate ability score (Dexterity for a flying wizard or NWP scores). Convert the amount a percentile skill is made or failed by to d20 equivalents (+5% = +1).
- Painting by use of magic. Let the spellcasters use *cantrip*, *unseen servant*, etc. Have each make Intelligence checks and proceed as above.

Rewards, in the form of a kiss, are given only to handsome, reasonably clean males. Tiran and Chiron Laventhos, the proprietors of the Bandaged Wound, even come out to applaud the PCs’ efforts and hand out drinks and snacks. Any PC watching Alysia notes that she is extremely careful not to get any paint on herself.

Be descriptive but keep things moving. Anyone who rolls a natural 20 spills paint dramatically all over the place. When the players start getting bored or when they finish the second contest, interrupt them:

Your fun is interrupted by a group of thugs walking down the street. They spot your group and head in your direction.

“Look at what we have hear artists,” one of them calls out. “Hey, pretty lady. Are you with these losers?”

They continue to comment on the PCs’ work and quickly start to hit on Alysia and any other female who is at least average looking in the crudest manor. Think

of them as street punks. If the PCs intervene, the thugs draw swords and a battle breaks out. Alysia cowers but helps out with a spell or two if necessary.

The thugs fight until half have been taken out, and then start to make morale checks.

Tier 1:

Street thugs (4), hm F2: Int Average; AL NE; AC 6 (studded leather + shield); MV 12; HD2; hp 20 each; THAC0 19; #AT 1; Dmg 1d8 (long swords); SA none; SD none; MR nil; SZ M (5'-6' tall); ML 12.

Possessions studded leather armor, long sword.

Tier 2:

Street thugs (5), hm F3: Int Average; AL NE; AC 4 (chain mail + shield); MV 12; HD 3; hp 25 each; THAC0 18; #AT 1; Dmg 1d8 (long swords); SA none; SD none; MR nil; SZ M (5'-6' tall); ML 12.

Possessions chain mail armor, shield, and long sword.

Brant, hm T4: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 4; hp 20; THAC0 15; #AT 1; Dmg 1d8 (long sword); SA +4 to hit, 2X damage when backstabbing; SD none; Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5' 6" tall); ML 12.

Thief skills PP 55%; OL 52%; F/RT 40%; MS 43%; HS 35%; DN 15%; CW 88%; RL 20%.

Possessions leather armor, long sword.

Tier 3:

Street thugs (5), hm F4: Int Average; AL NE; AC 3 (banded armor + shield); MV 12; HD 4; hp 30 each; THAC0 16; #AT 1; Dmg 1d8 (long swords); SA none; SD none; MR nil; SZ M (5'-6' tall); ML 12.

Possessions banded armor under robes, long sword.

Brant, hm T6: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 5; hp 24; THAC0 18; #AT 1; Dmg 1d8 +2 (long sword +18 *Strength* from spell); SA +4 to hit, 3X damage when backstabbing, received *strength* spell; SD none; Str 18 (*strength* spell; normal 14), Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5' 6" tall); ML 12.

Thief skills PP 65%; OL 62%; F/RT 50%; MS 57%; HS 47%; DN 20%; CW 92%; RL 30%.

Possessions leather armor, long sword.

Bloud, hm W(T)5: AL NE; AC 2 (*armor* spell + Dexterity of 18); MV 12; HD 5; hp 24; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD pre-cast spell;

Str 8, Dex 18, Con 16, Int 18, Wis 10, Cha 10; MR nil; SZ M (5' tall); ML 12.

Spells in memory: *armor**, *magic missile* x 2, *shocking grasp*, *spider climb*, *darkness* 15' radius, *irritation*, *strength**, *dispel silence*, *Melf's minute meteors*

Possessions robes and staff

Bertha, hf P(Sp)5 of Loviatar: AL LE; AC 1 (scale mail + shield + Dexterity of 18); MV 12; HD 5; hp 40; THAC0 18; #AT 1; Dmg 1d6+1 (mace) or 1d2 (whip); SA spells, see below; SD none; Str 12, Dex 18, Con 16, Int 10, Wis 18, Cha 13; MR nil; SZ M (5' 6" tall); ML 12.

Spells: *command*, *cause fear*, *cause light wounds* x 2, *curse*, *heat metal*, *hold person* x 2, *Loviatar's caress*, *silence* 15' radius, *prayer*

Specialty priest powers: May inflict pain touch by touch of hand or other limb twice a day, cast *whip of flame* once a day, cast *dance of pain* or *whip of pain* once a day, cast *touch of Loviatar* once a day.

Possessions holy symbol of Loviatar, scale mail armor, shield, small skull pin, mace, and whip.

Tier 4:

Street thugs (5), hm F6: Int Average; AL NE; AC 2 (plate mail + shield); MV 12; HD 6; hp 60 each; THAC0 14 (with longsword); #AT 3/2; Dmg 1d8+2 (long sword specialization); SA specialized in long sword; SD none; MR nil; SZ M (5'-6' tall); ML 12.

Possessions plate mail armor, shield, and long sword.

Brant, hm T7: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 7; hp 42; THAC0 16; #AT 1; Dmg 1d8 +2 (long sword +18 *Strength* from spell); SA +4 to hit, 3X damage when backstabbing, received *strength* spell; SD none; Str 18 (*strength* spell; normal 14), Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5' 6" tall); ML 12.

Thief skills PP 70%; OL 67%; F/RT 55%; MS 65%; HS 52%; DN 25%; CW 94%; RL 35%.

Possessions leather armor, long sword.

Bloud, hm W(T)7: AL NE; AC 2 (*armor* spell + Dexterity of 18); MV 12; HD 7; hp 42; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD 7 pt. *stoneskin*, pre-cast spells; Str 8, Dex 18, Con 16, Int 18, Wis 10, Cha 10; MR nil; SZ M (5' tall); ML 12.

Spells in memory: *armor**, *magic missile* x 2, *shocking grasp*, *spider climb*, *darkness* 15' radius, *irritation*, *levitate*, *strength**, *dispel silence*, *Melf's minute meteors* x 2, *stoneskin**, *turn pebble to boulder*.

Possessions robes and staff

Bertha, hf P(Sp)7 of Loviatar: AL LE; AC 1 (scale mail + shield + Dexterity of 18); MV 12; HD 7; hp 70; THACO 16; #AT 1; Dmg 1d6+1 (mace) or 1d2 (whip); SA spells, see below; SD pre-cast spell; Str 12, Dex 18, Con 16, Int 10, Wis 18, Cha 13; MR nil; SZ M (5' 6" tall); ML 12.

Spells: *command, cause fear, cause light wounds* x 2, *curse, heat metal, hold person* x 2, *Loviatar's caress, silence 15' radius, prayer, protection from fire**, *cause serious wounds*

Specialty priest powers May inflict pain touch by touch of hand or other limb three times a day, cast *whip of flame* once a day, cast *dance of pain* or *whip of pain* once a day, cast *touch of Loviatar* twice a day, cast *kiss of torment* once a day.

Possessions holy symbol of Loviatar, scale mail armor, shield, small skull pin, mace, and whip.

Tiran and Chiron Laventhos, the proprietors of the Bandaged Wound, come out at the end of the battle, heal all of the PCs' wounds, and thank them for their help in defeating the thugs.

The thugs, either prisoners or dead, can be questioned; a *speak with dead* spell or normal interrogation provide essentially the same information:

- A brown-robed human who did not identify himself hired them.
- He looked druidic in dress and had the smell of the sewers about him.
- This person paid them to cause trouble for the Bandaged Wound, in particular to paint graffiti everywhere they could.
- He contacted them. They do not know where he is or how to contact him.
- They assume that he lives in the sewers, a place they would rather not visit.
- If Bertha is captured, she knows that a Harper was eaten alive in the sewers a week ago. (It was her idea to feed him to the rats.) The brown-robed man took the Harper's emblem.

Any PC who makes a Local History check knows of Kudzu, the crazed druid who lives in the sewers. He supposedly shuns the outside world, preferring to protect his menagerie of rats.

Bertha, the priestess of Loviatar, has a small (1/2") skull pin on her. It serves to protect her from the *skull of secrets* that guards the saboteurs lair. She does not know its function or the location of the lair. She only knows that the man in brown robes gave it to her and

told her never to take it off. It is distinctive and can be easily traced by a *locate object* spell. It does not radiate magic or evil. Anyone making a Religion check would associate it with Bane, Cyric, or Myrkul – all former gods of the dead.

The PCs still need to finish their painting. All they need to do is to say that they finish the job. Do not waste time having them play more games.

Encounter 4: Planting Flowers

A few moments later, a halfling priestess of Sheela Peryroyl with long straw blonde hair and wearing leather armor comes over to your group.

"I'm Jackie Fancytoes of Sheela Peryroyl, and I'm your new coordinator."

Pause a moment for introductions if the players are so inclined. She glares at anyone who dares laugh at her name. That person is on her black list for the remainder of the project. If the party contains no halflings or gnomes, she refers to herself as Jacqueline and not Jackie.

"So, are you ready to plant some flowers? Do any of you have any experience in agriculture or herbalism?"

She shakes her head but says nothing if no one has either of those skills. She treats any non-druidic PC with those skills with respect although she believes that she knows more about plants than they do. Druids and priests of Chauntea or any other agricultural deity are treated as equals. All other are considered to be unskilled labor.

Continue:

"Let's get going," she says grabbing a bag of trowels. "These plants need to be replanted as soon as possible. Grab a tray or a couple of watering cans. There's enough for everybody to carry something."

Jackie is willing to carry stuff, unlike Angela and Alysia. Of course, if a handsome male wishes to take the bag of trowels from her, she does not refuse. Chivalry is rewarded by kisses, even for dwarves. Anyone who actively avoids carrying anything is put on her black list.

On the way to the Courthouse, Jackie tries to engage the PCs in conversation. She asks what other projects they have done. If this is not their first assignment, Jackie asks what they did previously and with whom. She gives subtle put-downs of the other leader(s). She thinks (and rightly so) that all the rest of the leaders are flighty and a bit weird.

Jackie pays particular attention to any halfling in the party. Females are passed over unless they are halfling or gnome in which case she tries to make friends. Dwarves are ignored as unworthy and disgusting.

Jackie flatters and makes passes at any halfling males who are of decent station (lords of Ravens Bluff and knights get her attention first), are good looking and have high charismas. Any who make a fame roll in temples also get special treatment. If there are no halflings in the party, she is willing to flirt with gnomes provided their Charisma is over twelve. Any PC who rudely refuses her flirtations is put on her black list. In the absence of any favorable targets, she sighs and confines her conversation to the task of planting flowers. Any male who responds favorably, but not crudely, to her advances can start dating her and receive a girlfriend certificate (see rewards at end of tournament).

Any PC who has been put on Jackie's black list is treated coldly and only is spoken to when she cannot avoid it. She watches that PC closely and waits for a mistake to pounce on him.

Jacqueline Fancytoes, halff P(Sp)4 of Sheela Peryroyl: AL CG; AC 4 (leather armor + 18 Dexterity); MV 6; HD 4; hp 25; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells, see below; SD Nil; Str 9, Dex 18, Con 10, Int 11, Wis 18, Cha 18; MR nil; SZ M (2' 10" tall); ML 13.

Spells *bless, create water, cure light wounds* x 2, *locate animal or plant, barkskin, hold person, slow poison, speak with animal.*

Specialty priest abilities analyze and identify domestic grains and garden plants native to Faerun; cast plant sphere spells as if 2 levels higher in experience; *speak with domestic animals* or *speak with plants* three times a day; *entangle* or *reed staff* once per day.

Possessions: mistletoe pinned to shoulder of robe (holy symbol of Sheela Peryroyl), leather armor, embroidered green robe worn over her armor, staff.

Description: Jacqueline is by far the most serious of the three priestesses who are acting as coordinators.

She believes that teaching proper farming methods is her sacred duty, and is not afraid to get a little dirty and pick up a shovel or trowel. Of course, she is not beyond taking a long hot bath to remove every last bit of dirt after she is done.

Allow the players a little time to role-play while walking to the Skymbble Courthouse. After about five minutes or if the players are getting a bit bored, continue:

You arrive at the Skymbble Courthouse, an old brick building along Alan Street and the only civic building in the neighborhood. Jacqueline wastes no time, and begins handing out trowels and potted plants for planting as soon as you get there.

"We have permission from the local officials to plant flowers and make this place look decent. I don't want to hang around too long anyway. I've heard too many stories about Watchmen in this area locking up people 'on suspicion,' and I don't want to be one of them."

Anyone who makes a Local History roll has also heard tales of people being locking up people "on suspicion" and not being charged only to be released a few hours later.

Jackie takes charge of the operation, beginning by giving a short lecture on how to plant a plant. She dictates which plant goes where and describes what each will look like in bloom. PCs who are not considered unskilled labor are welcome to make suggestions. She grabs the trowel out of the PC's hands to plant a flower correctly if the PC is incompetent – the PCs has to deliberately try to screw up or ignore Jackie for this to happen.

After a few minutes of planting, read the following:

As you continue to plant, you notice that several of the flowers look wilted. At first you thought that they just needed water but that did not help. You've come to believe that something is wrong with them.

If they bring this to Jacqueline's attention, she quickly notices that all of the planted flowers are also wilting. After a few unsuccessful attempts to fix the problem, she throws down her trowel in disgust. She leaves the PCs to return to the temple of Lliira for help, leaving the PCs alone to solve the problem.

The PCs need to slow or halt the progress of the disease until help arrives in two turns. Any PC who makes an Observation roll notices that most of the trees and bushes in the area also are suffering from this disease, and the disease seems to be spreading. Removal of unaffected plants prevents the disease from spreading to them. Use of *slow rot*, *cure disease*, or similar spells on the plants slows the disease for five rounds. Application of these spells on the soil around the plants stops the spread for a turn. Pouring *potions of healing*, *extra-healing*, or *sweet water* on the ground slows the disease for a turn. The number of applications needed to cover the entire infected area is equal to twice the tier level: two in 1st tier, four in 2nd tier, etc.

The disease is not a poison, nor is it magical. If a PC makes an Intelligence check, he/she can determine from the area of effect that the disease seems to originate from near the courthouse. An observation check can locate a spot where a small amount of liquid (potion-sized) was poured on the ground.

The PCs might become suspicious of the sewer system since it eventually becomes obvious that the disease is coming from the ground. If and when they attempt to enter the sewers, go to Encounter 8A.

Jacqueline eventually returns with two high-level priests from her church. They quickly diagnose the problem as a soil problem caused by a natural disease, which was spreading at an unnatural rate. In an hour, they have the disease under control, longer if the PCs have not managed to slow the disease's spread. In any case, Jacqueline takes the PCs back to the temple of Lliira for reassignment while the other priests work on the problem.

Marisa Goodfeet, halff P(Sp)13 of Sheela Peryroyl: AL CG; AC -3 (*leather armor* +5 + 18 Dexterity + *cloak of the bat*); MV 6; HD 9+8; hp 80; THAC0 12; #AT 1; Dmg 1d6 (*reed staff*); SA spells, see below; SD Nil; Str 11, Dex 18, Con 16, Int 11, Wis 18, Cha 18; MR nil; SZ M (3' tall); ML 15.

Spells: *bless*, *create water*, *cure light wounds* x 2, *detect evil*, *invisibility to animals*, *locate animal or plant*, *aura of comfort*, *reed staff*, *barkskin*, *enthrall*, *goodberry*, *hold person* x 2, *Sheela's entangle*, *slow poison*, *cure disease* x 2, *helping hand*, *plant growth* x 2, *remove curse* x 2, *cure serious wounds* x 2, *neutralize poison* x 2, *repel insects*, *weather stasis*, *rainbow*, *royalberry*, *heal*, *liveoak*

Specialty priest abilities: analyze and identify domestic grains and garden plants native to Faerûn; cast plant sphere spells as if 2 levels higher in experience; *speak with domestic animals* or *speak with plants* at will; *entangle* or *reed staff* once per day; *Sheela's entangle* or *plant growth* once per day; *hold plant* or *plant door* once per day; *anti-plant shell* or *anti-animal shell* three times per tenday; *charm plant* or *sunray* once per tenday.

Possessions: mistletoe pinned to shoulder of robe (holy symbol of Sheela Peryroyl), *boots of elvenkind*, *cloak of the bat*, *leather armor* +5, *necklace of adaptation*, *ring of three wishes*, *ring of plant control*, *phylactery of faithfulness*, *staff of curing*, *incense of meditation*, embroidered green robe worn over armor, blade of grass.

Jerome Tickletoes, halfm P(Sp)10 of Sheela Peryroyl: AL CG; AC 3 (*leather armor* +3 + *cloak of displacement*); MV 6; HD 9+2; hp 68; THAC0 14; #AT 1; Dmg 1d6 (staff); SA spells, see below; SD Nil; Str 11, Dex 14, Con 16, Int 11, Wis 18, Cha 16; MR nil; SZ M (3' tall); ML 15.

Spells: *bless*, *create water*, *cure light wounds* x 2, *invisibility to animals*, *locate animal or plant*, *barkskin*, *enthrall*, *goodberry*, *hold person* x 2, *slow poison*, *cure disease*, *plant growth*, *remove curse* x 2, *cure serious wounds* x 2, *neutralize poison*, *repel insects*, *weather stasis*, *rainbow*, *royalberry*.

Specialty priest abilities: analyze and identify domestic grains and garden plants native to Faerun; cast plant sphere spells as if 2 levels higher in experience; *speak with domestic animals* or *speak with plants* at will; *entangle* or *reed staff* once per day; *Sheela's entangle* or *plant growth* once per day; *hold plant* or *plant door* once per day; *anti-plant shell* or *anti-animal shell* three times per tenday.

Possessions mistletoe pinned to shoulder of robe (holy symbol of Sheela Peryroyl), *boots of the north*, *leather armor* +3, *periapt of health*, *ring of free action*, embroidered green robe worn over armor, *staff of woodlands*, *cloak of displacement*.

Encounter 5: Party Set Up

After a short wait, a handsome priest of Lliira with long flowing straw blond hair walks up to your group.

"Hi! I'm Jacob. What's your name?"

Let the PCs introduce themselves if they would like. Anyone who seems serious or reluctant is encouraged

to smile and be happy. After introductions are finished, Jacob continues:

“I’m so glad you’re willing to help with the set up. We’ll make this as fun as possible. Come on over to the formal garden. We’ve got tables and chairs to set out. A little later, we’ll be bringing out food. If you like, you can get a snack ahead of time.”

Unlike the three priestesses, Jacob does not actively try to flirt with female PCs. In fact, he is slow to notice that someone is actually hitting on him. His main focus is to keep everyone happy. It is possible to get him interested in a relationship, but the female PC has to be the aggressor. Any female PC who makes a fame check in temples can expect preferential treatment from him. If the PC is insistent but not rude or crass, they can start dating and the PC receives a boyfriend certificate (see rewards at end of tournament).

Jacob Eversmile, hm P(Sp)4 of Lliira: AL CG; AC 6 (18 Dexterity); MV 12; HD 4; hp 25; THAC0 18; #AT 2; Dmg punching/kicking damage; SA punching/kicking specialist, spells, see below; SD Nil; Str 9, Dex 18, Con 10, Int 9, Wis 18, Cha 18; MR nil; SZ M (5’ 9” tall); ML 9.

Spells: *create water*, *cure light wounds* x 2, *emotion read*, *hold person*, *messenger*, *mind read*, *slow poison*.

Specialty priest abilities: utter *soothing word* once a day; cast *bliss* or *unseen servant* once a day; punching/kicking specialist (+2 on attack rolls, +1 on damage, and +1 chart bonus), bonus for weapons in defense rule when attacking an armed opponent is reduced to +1 attack and damage.

Possessions: gold necklace with three stars in a triangle (holy symbol of Lliira), skin-tight yellow, red, orange robe with plunging neckline, lasso.

Description: Jacob is a bubbling bundle of energy and excitement. He acts as if he is on a continual sugar rush. Think of him as a hyper Richard Simmons and you won’t be far off.

Allow a minute or two for role-playing, then continue:

After a brief walk, you arrive at the formal garden with its tall yew ledges, multicolored annuals and bubbling fountain.

“Would you like to set up those three tables in a row near the temple, right over there. I need to go inside to get tablecloths. If you finish before I get back, you can start setting up a few chairs on the edge of the garden and a few around the fountain. Remember,

have fun! I’ll be right back. While I’m inside, I’ll have the kitchen send out some goodies.”

Let the PCs start setting up in the manner that they see fit. Give them a couple of minutes to role-play if they are willing, and then continue:

As you finish setting up the second table, you hear someone call out, “Shoo. Shoo. Get away you crows. Stop eating those pies!”

A few moments later, you see three crows land nearby. They don’t seem to be acting quite right.

Anyone who makes a Healing proficiency at -2 or a veterinary Healing check realizes that the birds are sick. If someone tries to catch them, they do not fly away but try to escape by running. Another veterinary Healing check or Healing check at -2 indicates that the birds have been poisoned. They die within three rounds unless action is taken; *neutralize poison* is effective but *slow poison* does nothing to effect the poison. Jacob returns five rounds after the crows land near the PCs.

Crows (3) Int Animal; AL N; AC 7; MV 1; HD 1-2 hp; hp 2 each; THAC0 20; #AT 1; Dmg 1; SA Nil; SD Nil; MR Nil; SZ T (1’ long); ML 8.

These crows have been poisoned and are incapable of flight until cured.

The PCs should make the connection between the shooing away of the crows and the poisoning. The crows were sampling pies that were left on the windowsill to cool. They should alert either Jacob or another priest to check the food being prepared for the party.

Half of the food intended for the party has been poisoned. If the PCs track the poison further, they find that the first two bags of flour and sugar in the Lliiran pantry are poisoned. Both were used in the preparation of last night’s meal and nobody complained, so they must have been tainted sometime today. The pantry is left unlocked and dozens of people have access to it. Anyone who makes a Tracking roll at -5 finds a few rat prints but not enough to follow anywhere.

Pay attention to the manner in which the PCs alert the priests. If they speak of poisoning in front of more than one or two people, they could cause a commotion. They can talk to Jacob in private. If they talk to another priest of Lliira or a Sunite, they should take him or her aside to avoid causing trouble. All other priests are unavailable as they are around Ravens Bluff.

Any Sunites involved in Beautification Day can be found or on the southwestern lawn. Any attempt to speak with one of them on the lawn causes other volunteers to overhear and cause a commotion. The priest must be convinced with a Charisma check to go inside or to another section of the grounds where he or she can be spoken to in private. Require another Charisma check to convince the Sunite to be discreet in informing others of the poisoning.

If the poisoning is reported, it can be neutralized, the tainted food removed, and the party goes on without a hitch. If the PCs do not report the poisoning, several priests and dozens of volunteers are poisoned, and a few die despite *neutralize poison* spells being cast. If the PCs cause a commotion, some volunteers quit working and leave the grounds; much convincing is needed to get them to return. Dozens of others refuse to attend the party and the temple of Lliira has its reputation somewhat tarnished.

PCs can get the fame point in temples mentioned at the end of the tournament only if they report the poisoning without causing a commotion (provided they play this encounter).

Encounter 6: Reassignment

Use this encounter as a transition between the first & second and second & third projects. Do not use this encounter if the group returning from their third project. Instead, use Encounter 7 (The Party).

Note: the PCs should have time to complete three of the four possible work assignments before Encounter 7 (The Party).

Having completed your project, you return to the grounds of the temple of Lliira for another assignment. A few other groups have also returned for reassignment but most are still out beautifying Ravens Bluff.

(Angela, Alysia, Jackie, Jacob) thanks you for all of your help and wishes you good luck on your next project. She/he excuses herself/himself, as she/he has to report in.

A few moments later, a handsome Sunite priest carrying a clipboard walks up to you. "Back for another assignment?" he asks.

Wait for a reply, hopefully a favorable one. Use the appropriate name for their last coordinator. Feel free to expand on the farewell depending on how the project went and the relationship the PCs had with their coordinator.

We still have cleaning DeVillars Park, painting over graffiti in Crow's End, or planting flowers near the Skymbble Courthouse. We also need a group to help with setting up for the party. Which would you like to do?"

Eliminate the group's last project from the list. If they are returning for their third and final project, they have only two choices left.

Allow the PCs time to debate. There were some "more serious" clean up projects in the areas damaged by the battle between Glasya and Sune, but they were taken quickly.

The group is allowed to ask the affiliation of the coordinators connected with each task. They are Sune Firehair, Hanali Celanil, Sheela Peryroyl, and Lliira, respectively.

If they start taking too long, the priest reminds them that there are a lot of things that need to get done and there are several other groups that he has to get to. Each reassignment should take place fairly quickly in real time so as not to take away from the actual encounters.

After the group makes its choice, go to the appropriate encounter cleaning DeVillars Park (Encounter 2), painting over graffiti (Encounter 3), planting flowers near the Skymbble Courthouse (Encounter 4), helping set up for the party (Encounter 5).

Any PC who has been injured on any of the assignments is healed fully by the various priests at the temple free of charge.

Encounter 7: The Party

After completing your third project, you return to the temple of Lliira for the festivities to follow a long day of work. When you arrive, the party is already underway in the formal garden area. Hungry volunteers are ravaging three long tables of food and drinks near the temple building. Deputy Mayor O'Kane and a few other volunteers already have their meals and are strolling through the gardens. Others

are relaxing by the bubbling fountain in the center. Lady Mayor Amber Lynn Thoden's group has yet to return from their last assignment.

At this point, about an hour and a half should be left in the round. If more time is left, the PCs can be allowed to role-play the banquet a bit; otherwise, the encounter proceeds quickly. In any case, allow the PCs to hear a rumor or two about the other project that they did not choose:

Encounter 2 (Picking up Trash)

- Rats attacked an elven woman at Fiddlers Green.
- The bard who was going to perform here tonight was killed there while people went to aid the woman.
- His attacker was not caught.
- Some say that the bard was really a Harper.

Encounter 3 (Painting over Graffiti)

- Street thugs attacked the group that went to repaint graffiti at the Bandaged Wound.
- They captured one of the thugs and he claimed a druid had hired him.
- Some people think that the mad druid who lives in the sewers was behind the attack.

Encounter 4 (Planting Flowers)

- The group that went to Skymble Courthouse almost lost all of their plants to a rare rotting disease.
- Their coordinator had to come back here to get help to combat it.
- It could have destroyed all of the plants in Ravens Bluff if it had not been stopped.
- Some say that a priest of Talona had to have been involved.

Encounter 5 (Party Set Up)

- The food for this party was poisoned.
- If the group that helped with the set up had not spotted some crows eating the food, we all could have died.
- Thankfully, the priests of Lliira were able to neutralize the poison and replaced the tainted food without causing a commotion.

The Fountain

After a few minutes of small talk, continue with the following:

Suddenly, the water from the fountain in the center of the garden changes from crystal clear to filthy

sewage-filled water! It is spraying everywhere, covering several people who were relaxing by the fountain. Some priestesses are screaming as the filth has ruined their best dress. Many volunteers are running for cover. Others are hurrying out of the formal gardens. Several priests of Sune are in a total panic as the end of their day is being ruined. The priests of Lliira are doing their best to maintain order and prevent their garden from being trampled by panicked partygoers.

Give the PCs a few moments to react. After a few rounds have gone by or the PCs start investigating the fountain, continue with the following:

The fountain is pumping out filthy water and sewage at an alarming rate. A nozzle or two has stopped spraying, probably clogged from a chunk of sewage, but that has done nothing to stop the flow.

The PCs are welcome to try to stop the flow by whatever means they wish or go on with what they were doing. After a few minutes, interrupt them with:

(Insert PC name) notices that one of the Sunite priestesses is hurriedly looking for something in the area near the fountain.

Pick the PC randomly. Give the players a chance to react; wait about five seconds. If the PCs do not go over in that time, the priestess (whose name is Clarice) runs over to them and begs for help.

“There’s an access door to the fountain’s mechanism nearby, but I can’t get it open. We can shut off the flow from there. You’ve got to help!”

Clarice the group a door that is concealed in some bushes near the fountain. It is locked but can be opened by an Open Lock roll at +25% or other means such as prying it off or a *knock* spell. On the other side of the door, there is a metal ladder leading down into the fountain’s control room.

While the PCs are trying to work, the priestess babbles on:

- She knows about the access door because she used to meet a priest of Gond there when he came to maintain the fountain. She does not recall his name.
- Their relationship broke up about a week ago after he stopped coming to the fountain.
- She has not tried to contact him at the temple as it was his choice not to see her anymore in that he

stopped coming to the fountain. A priestess has her pride after all.

Clarice, hf P(Sp)3 of Sune Firehair: AL CG; AC 8 (16 Dexterity); MV 12; HD 3; hp 20; THAC0 18; #AT 3; Dmg 1d3 (dart); SA spells, see below; SD Nil; Str 8, Dex 16, Con 12, Int 8, Wis 16, Cha 18; MR nil; SZ M (5' 3" tall); ML 10.

Spells: *bless*, *cure light wounds* x 2, *sanctuary*, *enthral*, *know alignment*, *love bite*.

Specialty priest abilities: cast *charm* (as *charm person*) on someone of same race but opposite gender (save at -2) once per day until an attempt fails; cast *love bite* once a day.

Possessions holy symbol of Sune Firehair, embroidered red robe of the latest style, 12 darts.

Description: Clarice is a young, innocent, romantic woman who is also fickle and vain. She is afraid of the unknown and does not normally like adventurers except when they are rushing to her aid.

Once a PC goes down the ladder, read the following:

Inside, you find the fountain's pump mechanism. Its piping has been rearranged with a large intake pipe now leading through a hole in the ground into the sewers below. A holding tank of clean water sits disconnected nearby.

On the far side of the pump, the decaying body of a human male wearing the regalia of a Gondian priest lies in a pool of dried blood. His throat was cut. Several rats are nibbling on his remains. Between the sewer gas and the decaying body, the stench in this room is unbearable.

The rats do not put up a fight when the PCs approach the body, but scamper down the pipe back into the sewers. Given the opportunity, they climb back up the pipe later to continue eating.

A successful Engineering roll reveals that the pipes were set up to be quickly changed from normal flow to pumping sewer water. Another Engineering roll or Intelligence at -4 in the absence of that skill determines that the pump originally was setup to recirculate water through the fountain from a holding tank. Once the pipe is disconnected, the sewage stops flowing.

A Spellcraft roll can determine that the hole allowing the pipe access into the sewers was made by a *stone-shape* spell. The hole is not large enough to allow anyone to climb down into the sewers, but there are

several manhole covers nearby. When the PCs enter the sewers, go to Encounter 8B.

A Healing check can determine that the Gondian priest has been dead a couple of days. Another Healing check reveals that the body is not badly eaten, suggesting that the rats have had access to the chamber for only a short time. The only access to the chamber for the rats is the hole for the pipe.

If allowed to enter, Clarice screams and breaks into tears. She can identify the priest as her former lover, and now recalls that his name was Sidney. When the PCs start to consider what to do next, Clarice suggests that the temple of Lliira would be more than happy to cast a *speak with dead* spell on Sidney to find out what happened to their fountain.

Through a *speak with dead* spell, the PCs can learn the following:

- A druid contacted Sidney a week ago.
- The druid claimed to have been hired by the temple to study the impact of the fountain on the natural beauty of the courtyard.
- The druid even showed official-looking papers signed by the high priestess of Lliira to support his claim. (The paper was a forgery.)
- Sidney brought the druid to the access room where the druid pulled his long sword and forced him to change the pump.
- He arranged it so that the pump could be changed from normal flow to sewer flow in only a few moments.
- The druid cast *stone-shape* to create the hole into the sewers.
- Someone was down in the sewer to make sure the pipe was long enough to reach.
- The pipe was pulled back into the chamber after they were finished.
- After he was finished, the druid killed him.
- Sidney does not know anything about druids; he only knows the druid was one because the druid told him.
- He can give a description of the druid.
- Sidney can give detailed instructions on how to reconnect or shut off the pump properly.

Any PC who makes a Local History check knows of Kudzu, the crazed druid who lives in the sewers. He supposedly shuns the outside world, preferring to protect his menagerie of rats. The description that Sidney gives of the druid is close to, but not an exact match to, the rumored description of Kudzu.

If asked, the temple of Lliira knows nothing of any druids nor did they commission any studies as lame as the one Sidney mentioned. They affirm that the fountain mechanism is a Gondian device and was maintained by priests of Gond. The church of Lliira is willing to cast a *Speak with Dead* spell free of charge on the dead Gondian priest at 10th level if the PCs do not have the capacity and they ask.

The priests have an interest in finding who ruined their party, and are willing to hire the PCs to do so, if the PCs report back. They are willing to pay the PCs 400 gp if they can apprehend the saboteurs. They are willing to raise the fee to 800 gp if the PCs press the issue.

The Warning

The coordinator they got along best with (Alysia Rosebud, Angela Sunshine, Jackie Fancytoes, or Jacob Eversmile) comes up to the party after the PCs meet with temple officials, start heading for a sewer entrance, or start considering entering the sewers directly from the fountain room. The DM should modify this encounter as needed to fit the situation.

(Alysia, Angela, Jackie, or Jacob) *comes up to you.* (Alysia, Angela, Jackie, or Jacob) *peers down the ladder into the room below the fountain. She/he is covered with sewage from the fountain and her/his clothes look disheveled; otherwise, she/he looks unhurt.*

Substitute the sentence in parenthesis for the first sentence if the PCs are considering entering the sewers directly from the fountain room. Use the first name of the coordinator that the PCs get along with best and the gender appropriate pronouns. Continue:

“Are all of you all right?”

Let the PCs reply if they wish.

“I saw you go towards the fountain, but did not see you again. I was worried...”

Pause for a breath or two as if the NPC is sizing up the situation, then continue:

“You’re not going into the sewers... Are you?”

Wait a moment to let the PCs give an answer if they wish. Even if they do not give an answer continue:

“Well, be careful of that mad druid who lives in that filthy place. Whatever you do, do NOT mention the druid named Thought to him. He’s so insane that there’s no telling what he’d do. He’d probably go berserk and sic all of his nasty rats on you.

“I heard that they had a battle a while back in which Kudzu was killed. After he was raised, he ran back into the sewers. I heard that he’s more paranoid than ever now.”

It is important that the PCs understand the warning, as Kudzu will do exactly as the warning states if Thought is mentioned. The party should reassure Alysia, Angela, Jackie, or Jacob in some way that they would be careful before leave for the sewers.

Encounter 8: The Sewers

This encounter covers the three most likely entry points into the sewers. Manhole covers are easy to find and can be removed by a Strength check.

When the PCs enter the sewers, find out what they are using for light; it will be needed to travel anywhere in the sewers. The use of torches is not advisable since there is the possibility of flammable sewer gas; anyone who has been down in the sewers before (most PCs) or those who make a Wisdom check would realize this.

Once in the sewers, the PCs can travel from one location to another. Since all three are on main sewer lines that meet near the temple of Lliira, it is likely that they will visit them all. The one leading to Skymble Courthouse is a few blocks east of the one that the temple of Lliira is on. If they travel a few blocks north, they can join up with the sewer line going by the Bandaged Wound. Allow Direction Sense rolls to discover these interconnections. In the absence of that skill, allow anyone who has been in Ravens Bluff for at least two years a Wisdom check at –3 to recall this information.

A: At the Courthouse

You descend into the sewers near the Skymble Courthouse. It is a fairly large sewer line running north and south. There is a channel of filthy water running down the center and a raised walkway on each side of tunnel. Dozens of side passages lead off in different directions.

The channel of flowing water is about a foot deep. Let the PCs walk in the sewers for a few minutes, then continue:

In the distance, you notice a lump on one of the walkways.

The lump is the badly eaten body of a Talonian priest. As the PCs approach, the rats scamper a short distance away and wait for the group to leave. A Healing check reveals that the priest's throat has been cut.

If the PCs can connect the priest's death with the disruption of Beautification Day, a Sunite casts one *speak with dead* spell free of charge at 10th level. Through this spell or one of their own casting, the group can learn:

- A man in brown robes hired the priest to cause disease through the area and disrupt the Sunite plans for their Beautification Day.
- He did not need much persuading and eagerly did the deed.
- After he finished his task, someone, presumably the man in brown robes, cast a *hold person* spell on him. He was in an alley near Skymbble Courthouse at the time.
- His throat was slit by someone from behind. He did not see his murderer but assumes it was the man in brown robes.
- The priest does not know the name of the man in brown robes. He had never seen him before.
- He does not know if the man in brown robes was a druid. He has never seen Kudzu, the druid who lives in the sewers.
- He can give a description of the man in brown robes.

Any PC who makes a Local History check knows of Kudzu, the crazed druid who lives in the sewers. He supposedly shuns the outside world, preferring to protect his menagerie of rats. The description that the priest gives of the druid is close to, but not an exact match to, the rumored description of Kudzu.

If a *speak with animals* is cast, the PCs can question the rats:

- The body was dumped here yesterday by a man in brown robes and by several ratmen.
- The man was not Kudzu, the sewer druid, but the man could have been trying to look like him.

- The ratmen and the man in brown robes went south along the tunnel.
- They do not know where they went and did not follow them as they had a meal waiting for them.
- The rats are anxious for the PCs to leave so they can resume their meal.
- They have never seen this man before.

A Tracking roll does not uncover anything. If the PCs search nearby alleys, they can find one with dried bloodstains in it.

B: The Temple of Lliira

You descend into the sewers near the temple of Lliira. It is a fairly large sewer line running east and west. There is a channel of filthy water running down the center and a raised walkway on each side of tunnel. Dozens of side passages lead off in different directions. Several rats scamper in the darkness but never come closer than a couple of yards from you.

This probably will be the PCs' starting point in their search of the sewers. Allow the PCs to start searching for the hole in the sewers connecting to the pump. They can find it quickly. Continue:

A long metal pipe is sticking out of a hole in the ceiling. The other end is submerged in the channel of filthy water. A low hum can be heard from above.

The pipe is connected to the pump mechanism, which runs the fountain at the temple of Lliira. It can be cut with a saw or hacked through with a sword. It can be moved out of the channel with a Bend Bars roll at twice the normal skill. Once the pipe is removed, the flow of sewage out of the fountain stops.

If a PC makes a Tracking roll on one of the walkways, he sees some dried human-sized prints heading east; these disappear after a few yards.

PCs also observe rats in the sewers. If they use a *speak with animal* spell, they can learn the following information from the rats

- The rats saw a human leaving the scene.
- The human was wearing black armor and a brown cloak.
- They did not see anyone in brown robe.
- He was accompanied by two or three wererats in ratman form.
- They have seen both the human and the ratmen before at various locations through out the sewers.
- The human was not Kudzu.

- They headed east and then turned north up ahead (the passage to Skymbble Courthouse).
- The rats did not follow them any further and do not know where they were going.

The PCs are then left to following the passageways trying to find the one leading to the saboteurs. This section of the city is loaded with passages, and it is easy to go astray. Fortunately, most side passages have locked gratings across them to prevent the PCs from going that direction. Both the east/west and north/south lines are main tunnels and do not have gratings of any kind. After a few minutes of searching, go on to Encounter 9 (Kudzu Appears).

C: The Bandaged Wound

Near the Bandaged Wound, you descend into a sewer that seems to be running east and west. The sewer line is flooded with about two feet of filthy, disgusting water; there are no walkways in this section of sewer. Dozens of tunnels and side passages lead off of this tunnel.

Allow the PCs to search as much as they want. After a few minutes of failure or when they start to give up, read the following:

From the distance, you spot a group of misshapen, mutated humanoid creatures clad in rags charging down the tunnel after you! These creatures are screeching and growling and doing their best to appear fierce.

Get quick actions from players. If the PCs wish to fight, they can make quick work of the mongrelmen; however, with some persuasion the mongrelmen can be convinced not to attack; require Charisma checks as well as a reasonable excuse.

The use of magic in a showy way before the mongrelmen reach the group would force them to make morale checks. Even if they made the checks, they would be more eager to hear the PCs out. Allow Charisma rolls at +2 to +5, depending on how impressive the PCs were.

Tier 1:

Mongrelmen (5): Int Low.; AL LN; AC 5; MV 9; HD 1; hp 8 each; THAC0 19; #AT 1; Dmg 1-4; SA Nil; SD Camouflage, Mimicry, Pickpockets (70%); MR Nil; SZ M (5'-7' tall); ML 10.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms.

Camouflage allows them to hide themselves and their items. Their base chance with one turn of preparation is 80%. Each turn thereafter increases their chance by 1% up to a maximum of 95%.

Tier 2:

Mongrelmen (6): Int Low.; AL LN; AC 5; MV 9; HD 2; hp 16 each; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Camouflage, Mimicry, Pickpockets (70%); MR Nil; SZ M (5'-7' tall); ML 10.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms.

Camouflage allows them to hide themselves and their items. Their base chance with one turn of preparation is 80%. Each turn thereafter increases their chance by 1% up to a maximum of 95%.

Tier 3:

Mongrelmen (7): Int Low.; AL LN; AC 5; MV 9; HD 3; hp 20 each; THAC0 17; #AT 1; Dmg 1-8; SA Nil; SD Camouflage, Mimicry, Pickpockets (70%); MR Nil; SZ M (5'-7' tall); ML 10.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms.

Camouflage allows them to hide themselves and their items. Their base chance with one turn of preparation is 80%. Each turn thereafter increases their chance by 1% up to a maximum of 95%.

Tier 4:

Mongrelmen (8): Int Low.; AL LN; AC 5; MV 9; HD 4; hp 25 each; THAC0 17; #AT 1; Dmg 1-10; SA Nil; SD Camouflage, Mimicry, Pickpockets (70%); MR Nil; SZ M (5'-7' tall); ML 10.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms.

Camouflage allows them to hide themselves and their items. Their base chance with one turn of preparation is 80%. Each turn thereafter increases their chance by 1% up to a maximum of 95%.

The mongrelmen can be questioned once pacified or captured. They are hard to question as they are of low intelligence and easily frightened. They talk in a debased common mixed with grunts, whistles, growls, and gestures. The mongrelmen tend to all talk at once and repeat themselves frequently.

Take advantage of leading questions. The mongrelmen want to please the PCs and not to be killed, so they tell PCs exactly what they want to hear. They make up stuff to please the PCs, but instantly change it if the PCs are not pleased. The PCs might have to resort to magic (such as *detect lie*, *zone of truth*, *mind read*, *ESP*, etc.) to find the truth.

Amongst everything the mongrelmen make up there is some truth:

- Kudzu told them to attack a group of invaders into his domain.
- He told them where they could find the PCs.
- None of them have ever seen Kudzu.
- They assumed it was he. After all, he looked like a druid and he's the only druid in the sewers.
- None of them have ever seen a druid before, but the man looked like one.
- He wore brown robes and had a druid symbol around.
- None of them can remember what the symbol looked like, but it was Kudzu so it must have been a druid symbol.
- They saw him in a passage to the west a few minutes ago. He was with several giant rats.
- None of the mongrelmen can recall just where the spot was.

Any PC who makes a Local History check knows of Kudzu, the crazed druid who lives in the sewers. He supposedly shuns the outside world, preferring to protect his menagerie of rats.

If the PCs have some method of viewing the image of the "druid symbol," such as a *memory read* spell, and make a Religion check, they can identify it as the holy symbol of Cyric.

Encounter 9: Kudzu Appears

This encounter occurs only after Encounter 7 (the Party) has taken place and the PCs have entered the sewers. Give them a few minutes to explore the sewers, then interrupt with the following:

You suddenly come upon scores of giant rats marching in rank and file and blocking your way. They seem to be led by a rather good-sized rat. Five feet from you, the rats halt their advance. While you are still pondering your next actions, the lead rat changes into a hunched over elderly human male

with a shuffling gait. His hair, skin, and robes are all stained brown from life in the sewers.

"You are strangers. Who are you? What have you done with my children?"

Pause for the PCs' answers. If asked about his children (rats), he only replies that some are missing and the PCs must have taken them.

This is Kudzu, the crazed druid who lives in the sewers of Ravens Bluff. If nobody has done so yet, a Local History check informs the PC about him. He supposedly shuns the outside world, preferring to protect his menagerie of rats.

Only after the PCs have done their best to convince him that they know nothing about his children does Kudzu continue questioning them:

"Why are you trespassing? (Why are you seeking me?)" he asks. "Who sent you?"

If the PCs have been openly mentioning his name, replace his question with the one in parenthesis.

Kudzu interrogates the PCs as to their intentions. His sentences are short. Periodically, he stops in the middle of a thought and talks to his rats. He cares nothing about the surface world, and will quickly lose interest in the PCs unless they get right to the point. Having little exposure to "surface people," his diplomatic skills are a bit lacking.

Kudzu is suspicious of the PCs and everyone else who wanders in his sewers. He is paranoid of their intentions and expects them to attack. Any druids are questioned as to who their superiors are and why they are spying on him. He suspects them of working for a druid named Thought whom he hates (although he will NEVER mention Thought to the PCs). Ever since his death (which he refuses to speak of), Kudzu wants nothing but to be left alone.

After the PCs explain themselves, Kudzu can tell the PCs the following:

- Someone has entered his domain and is residing down in the sewers.
- He has not bothered to find out about the person since that person has not bothered Kudzu.
- A few hours ago, one of his children (the rats) told him that someone has been impersonating him. He assumes that it is the new person living in the sewers.

- This person must be the one responsible for the incidents that the PCs speak of. Kudzu maintains that he is innocent of the crimes.
- He has made a few attempts to find this person, but has not found him yet. He must live in an out-of-the-way, abandoned section of the sewers.

Kudzu (Cudzu), hm D15: AL N; AC 1 (*barkskin* spell + *ring of protection* +2); MV 12; hp 81; THAC0 12; #AT 1; Dmg 1d6 (club); SA spells; SD pre-cast spells; Str 7, Dex 10, Con 8, Int 13, Wis 15, Cha 15; MR nil; SZ M; ML 18.

Magic Items: *ring of protection* +2

Spells: 1st level - *bless*, *animal friendship* x 2, *cure light wounds* x 3, *curse*, *locate animal or plant*; 2nd level - *augury*, *barkskin**, *charm mammal*, *flame blade*, *heat metal*, *speak with animals* x 2; 3rd level - *choose future*, *meld into stone*, *protection from fire**, *stone shape*, *summon insect*; 4th level - *cure serious wounds* x 2, *neutralize poison*, *protection from lightning**, *thorn spray* x 2; 5th level - *age object*, *animal growth*, *mulch*, *transmute rock to mud*.

Druidic abilities: +2 to all saving throws vs. fire and electrical attacks; can identify plants, animals, and pure water with perfect accuracy; pass without trace through overgrown areas at normal movement rate; immune to charm spells of woodland creatures; can shape-change into reptiles, birds, and mammals up to three times a day. Each animal form can be used only once.

Possessions brown robes, waterskin, walking stick, club, pouches.

If any PC attacks Kudzu, read the following:

In response to your attack, Kudzu shape-changes and disappears into the rancid, murky sewer water. His legions of rats advance upon you!

Attacking Kudzu

The rats attack only those who attack Kudzu or attack them. They fight until the PCs either disperse the pack or retreat up a manhole cover. A dispersed pack is immediately replaced by another pack unless the rest are already occupied or dispersed. Assume that the party can find a manhole in three rounds.

In the second round of attack, the pack attempts to overbear its target. The pack gets a to-hit bonus of N-5 against gnomes and halflings and a bonus of N-9 vs. humans, dwarves, elves, and half-elves, where N is the number of rats in the pack. This takes into account the number of rats attacking and their size difference

between the rats and their target. Assume an undamaged pack contains twenty rats.

Giant Rat Packs (10 packs): Int Semi-; AL N(E); AC 7; MV 12; HD 5; hp 40; THAC0 20; #AT 1; Dmg 5; SA Disease; SD weapons ineffective (see below); MR Nil; SZ T (2' long); ML 5.

There is a 5% chance of a rat bite infecting the victim with a serious disease unless a saving throw vs. poison is made.

A pack attacks as one entity of 5 HD, and covers a 10 x 20-foot area. Weapons have little effect on a pack, but area of effect spells and some other attacks (such as flaming oil) are effective. Ignore shields when a pack attacks. After a pack hits, ignore Dexterity bonuses in later rounds as they are crawling on the victim.

When a pack has lost its hit points, it is considered dispersed and unable to inflict mass damage.

After escaping the rats, the PCs are left to find the saboteur's lair alone. They should be able to find the chamber after 1d4 days of searching.

Mentioning Thought

If anyone in the party mentions Thought to Kudzu, he becomes hysterical:

Spies!" he screams at you. "I knew you were spies!" In response to his shrieks, his legions of rats advance upon you!

Kudzu casts *mulch* in the first round, then shape-changes and leaves.

The rats attack as in the "Attacking Kudzu" section, but everyone in the party is considered a target and not just the one who mentioned Thought.

Working With Kudzu

If the PCs realize that they and Kudzu have a common enemy, they can strike a deal with him. If they promise to eliminate their common enemy, Kudzu attempts to locate the enemy and guides the party to them. The party must agree to leave to sewers soon after the enemy has been destroyed and not try to locate Kudzu again.

Once Kudzu and the PCs come to an agreement, he questions them about the new intruder into his domain. He wants to know everything that they know about

him, in particular what locations he has been seen. Once Kudzu is satisfied, continue:

Having finished questioning you, Kudzu turns to the rats. He squeaks to them for several minutes. Some of the rats leave and return, perhaps with new information. At one point, he leans his head against the slimy tunnel wall and seems to be talking to himself. Eventually, he turns back to you.

“My children have located the trespassers,” he says. “They are in a small chamber off a side passage from a north/south-running sewer line. If you swear to keep Charlie IV safe, I will ask him to lead you to them.”

Wait for agreement from the PCs. Kudzu then repeats the question to be sure:

“Do you promise to keep Charlie IV safe? He must not disappear like my other children. Do I have all of your oaths that you will protect him?”

Wait for the PCs to agree again. Kudzu insists that each PC agree to protect Charlie. Once they have, quickly continue with the following:

Kudzu transforms into a giant snake and leaves with the rest of the pack. A small white rat stands on its hind legs in front of you. It squeaks at you and then starts off slowly down the tunnel.

The PCs should start to follow the rat at this point. Charlie IV is a special rat, more intelligent than most. If PCs played “Spirit of the Night,” his great-grandfather, Charlie I might have led them to the temple of Cyric. Charlie IV waits for the PCs if they fall too far behind.

If they somehow manage to lose Charlie, they are left to find the hideout on their own. With a little luck, they should be able to find the chamber even without the rat’s help after 1d6 hours of searching.

Continue with Encounter 10 (Skulls and Signal Wires).

Encounter 10: Skull and Signal Wires

Charlie IV leads you along several tunnels until it reaches a main sewer line. A channel of filthy, rancid water runs down the center. There is a raised walkway

on each side of the tunnel. Charlie IV scampers along the left-hand walkway. He bypasses several side tunnels until he turns left, then right and then left again into a series of lesser tunnels.

Anyone who makes a Direction Sense check knows that the main sewer line runs north and south and probably leads to the Skymble Courthouse. If anyone can speak with animals, Charlie IV tells the group that this is the side passage leading to the trespassers. The entire journey from when they left Kudzu until this point takes an hour and a half.

After what seems like an eternity, Charlie IV pauses in front of a small side passage. He stops and squeaks at you briefly before continuing on. The side passage is flooded with about two feet of filthy, disgusting water. There are no walkways in this tunnel.

Allow the PCs to make preparations if they want.

There are three thin trip lines submerged in the tunnel. These trigger alarms which alert the saboteurs to the party’s presence. They can be stepped over safely if the PCs make Dexterity checks at +2. Thieves who are brave enough to swim underwater in sewer water can remove them using their Remove Traps skill.

Continue with the following:

You travel a short distance until Charlie IV stops on a piece of debris stuck to the wall and squeaks quietly to you. He seems to point ahead. You see that the passageway opens up, possibly into a chamber, ahead. There is light coming from that direction.

If anyone can speak with animals, Charlie IV can tell the group that the chamber ahead is the lair of the trespassers. There are several humans inside and (in 3rd and 4th tiers).a few who can change into rats

Note any noise the PCs make as sound travels very well and alerts the saboteurs to their presence. Keep track of how many rounds the PCs take to prepare before proceeding. In 1st and 2nd tiers, go to Encounter 11 (The Saboteurs). In 3rd and 4th tiers, continue with the following:

As you start to approach, the passageway opens up to the image of a floating skull trailing black flames. Its eyes are burning flames. “You do not belong here,” it says. “Leave immediately or face the consequences!”

The *skull of secrets* was created weeks ago to act as a guard for the saboteurs' lair. It is similar to a wizard's magic mouth spell; it delivers a warning to anyone who is not wearing a small bone pin who comes within twenty feet of it. When anyone not wearing a pin comes within ten feet of it, it attacks. The *skull* was cast at 8th level in 3rd tier and 10th level in 4th tier. It lasts until dispelled or it speaks and uses its breath attack.

The PCs are twenty feet away from the *skull* at this point and twelve feet away from where the passageway opens up. The light from the chamber extends ten feet into this tunnel, so the *skull* is just outside of that light. The *skull* is not visible with just infravision; the warning would come from an invisible source.

If any PC is wearing the small skull pin from Bertha, the priestess of Loviatar, in Encounter 3, that PC does not trigger the effects of the *skull*. Everyone else in the party does, however.

If the PCs have a *silence* spell in effect, they do not hear the *skull's* warning. They are still blasted by its fire breath when they get within ten feet of it.

Get the PCs' responses. PCs with Religion who make a check realize that this image is associated with Cyric. If they then make a Spellcraft roll, they can identify the floating skull as a *skull of secrets* (Cyric spell, Pr 4) and realize its danger.

If any PC approaches within ten feet of it, use the following:

The skull suddenly darts so that it is chest level with you. It breathes out a cone of fire, one foot wide and ten feet in length, striking you and continuing down the passageway! After it breathes, the skull slowly fades away until it is no longer visible.

Skull of Secrets (1): Int Non-; MV 18 (A); #AT 1; Dmg 3d4 (magical fire); SA magical fire; SD cannot be harmed or touched with anything except a dispel magic spell; MR N/A; SZ T (1' long); ML N/A.

This is magical fire causing 3d4 points of damage (no saving throw) on the target and anyone immediately behind him/her within ten feet of the *skull*. It ignites all flammables. In addition, there is a 40% chance that the cone ignites the flammable sewer gas in the corridor. If ignited, an explosion results causing an additional 1d6 hit points of damage per tier (3d6 in 3rd tier, for example) to everyone within a five-foot radius.

Allow a save vs. breath weapon for half damage. The sewer gas replenishes in four rounds.

Keep track of how long the PCs take to deal with the *skull*. The saboteurs become aware of the PCs' presence as soon as the *skull* speaks. All rounds thereafter count as rounds the saboteurs have to prepare for the PCs' arrival. If a *silence* spell is in effect, the saboteurs only learn of the PCs' presence when the fire breath is used.

When the PCs are finished with the *skull*, go to Encounter 11 (The Saboteurs).

Encounter 11: The Saboteurs

The number of NPCs in this encounter depend on the tier. Describe only those appropriate for the tier.

In 1st tier, use the leader, the thieves, and the four guards.

In 2nd tier, describe the leader, the wizard, and the four guards. The two thieves are *invisible* until they attack.

In 3rd tier, use the leader, the wizard, the four guards, and three rat-creatures (were-rats in ratman form). The two thieves are *invisible* until they attack.

In 4th tier, use the leader, the wizard, the four guards, and five of the rat-creatures. The two thieves are invisible by means of *dust of disappearance*.

The passage ends in a circular chamber. Two inlets pour filthy water into a shallow pool that occupies about half of the room. Two narrow walkways, one on each side of the chamber, allow passage to the area beyond the pool.

On the far side, you see those responsible for the disruption of Beautification Day. A man wearing black armor under a long brown cloak is standing in the back of the chamber; he seems to be the leader of the group. He is talking to a human wizard. Between the two of them and you are four guards (and two thieves). There are also (number by tier) humanoid, rat-creatures armed with short swords.

Give out **Player Handout 3** at this time.

The chamber has a diameter of roughly sixty-five feet. The ceiling is twenty feet high. A *continual light* stone in the rear illuminates the entire chamber and ten feet

down the tunnel. Given the shape of the chamber, there are no shadows for anyone to hide in.

If the PCs have made attempts to be especially quiet and they have not set off any of the three alarms or the *skull* (Encounter 10), make surprise checks for the saboteurs. The saboteurs attack at their first opportunity.

If the PCs were not especially quiet, the saboteurs are expecting them. If they pause for a round before entering the chamber, triggered the *skull*, or set off any of the alarms, the saboteurs have a chance to make preparations. The normal sound of walking in armor gives the saboteurs one round of preparation before the PCs attack, more if the PCs spend a round or two in preparation. If an alarm has been set off, Derbert and Brillust get a chance to cast all of the spells listed below.

If the PCs encountered the *skull* (3rd and 4th tiers), the saboteurs get the number of rounds to prepare that the PCs took to deal with the *skull*. See Encounter 10 for details.

The spellcasters make the following preparations if they get a chance Derbert casts *bleed* unless he has *prayer* in which case he casts the latter. He then casts *free action*, *protection from fire*, *protection from lightning*, *protection from good*, *15' radius*, and *dark aura* in that order. In tiers where he does not have a given spell, he casts the next one. Brillust casts *haste* on the entire group in 3rd and 4th tiers.

The pool is only two feet deep. There is not much current in the pool, but the bottom is slippery. Anyone attempting to cross it, except the ratmen, must make Dexterity checks to avoid slipping unless they are being careful and take extra time to cross. The ratmen's clawed feet allow them to grip the bottom, so they do not need to make any checks.

The inlets are fast moving but fairly narrow. They can be jumped by anyone who makes a Dexterity check at +2. Anyone with the Jumping proficiency can cross them without a check. Require another Dexterity check from anyone who fails their first to keep themselves from falling.

The chamber contains a fair amount of flammable sewer gas, and in higher concentration than in the passageway (Encounter 10). Any fire spell has a 15% chance per spell level of igniting it. If ignited, an explosion results causing an additional 2d6 hit points

of damage per tier (6d6 in 3rd tier, for example) to everyone within a five-foot radius. Allow a save vs. breath weapon for half damage. If the spell, such as *Melf's minute meteors*, sends fire across the room, roll a separate check for each five feet the fire passes through. The sewer gas replenishes in four rounds.

The Battle

DM Handout 1 is a diagram of the beginning of the battle.

The saboteurs use their superior placement to their advantage. They let the PCs charge them while they use spells and missile attacks to weaken them. The two thieves direct bow attacks against PC spellcasters unless it looks as if they can get an opportunity to backstab. Guards F2 and F4 fire their crossbows at the PC spellcasters until forced to drop them and enter melee. The two remaining guards try to hold off the PC warriors long enough for the missile attacks to make a difference.

In 3rd and 4th tiers, the ratmen engage any PC trying to cross the pool while they are still in the water. They also help the two guards who engage advancing PCs. If the battle is going against them, the ratmen do not hesitate to run away and save their own hides.

In the tiers where Brillust is present, he uses his *haste* spell in the first round, followed by *web* and *Snilloc's snowball swarm* while the PCs are grouped on the other side of the pool. When the PCs start to advance, he uses his *grease* to cause them to slip. After that, Brillust casts his most effective spells at the most threatening targets. He has a *dispel silence* spell in 3rd and 4th tiers, which he uses immediately if it becomes necessary. If the need arises in 4th tier, he uses *Bowgentle's fleeting journey* to teleport one of the thieves or fighters to get a quick backstab or back attack against an annoying wizard or priest.

When Brillust runs out of spells or the PCs have ruined more than one of his spells, he resorts to his *wand of illusion*. He keeps his *illusions* simple, duplicating spells that he thinks would work the best. His first choice might be *grease* or a damage-causing spell like *magic missile*. If he starts getting into trouble, he might duplicate *lightning bolt* or a small fireball.

Derbert, the priest of Cyric, uses his spells intelligently at the best target. He knows that he is the only priest present (Demetrius is absent when the PCs arrive) and so must balance his castings between self-protection

and aiding his forces. His first action is to cast *bless* or *prayer* in tiers that he has it. His next action is to cast *protection from fire* followed by his *dark aura* innate ability in tiers that he has it. Derbert follows that with *free action* (if he has it) unless someone becomes a nuisance. In that case, he casts *hold person*, *heat metal*, *hesitation*, or *command* against him, whichever he thinks will be most effective. He directs his *silence* spell against PC spellcasters.

Tier 1:

Guards (4), hm F1: Int Average; AL NE; AC 4 (chain mail + shield); MV 12; HD 1; hp 10 each; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA none; SD none; MR nil; SZ M (5'-6' tall); ML 10.

Possessions chain mail armor, shield, long sword, light crossbow, and quiver with 12 bolts.

Bert and Erggle, hm T1: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 1; hp 6 each; THAC0 20; #AT 1 or 2; Dmg 1d6 (short sword or short bow); SA +4 to hit, 2X damage when backstabbing; SD none; Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5' -6' tall); ML 12.

Thief skills: PP 40%; OL 40%; F/RT 25%; MS 25%; HS 20%; DN 10%; CW 85%; RL 0%.

Possessions: leather armor, short sword, short bow, quiver with 12 arrows.

Derbert, hm P(Sp)4 of Cyric: AL CE; AC 3 (banded mail + shield); MV 12; HD 4; hp 25; THAC0 18; #AT 1; Dmg 1d8+2 or +3 (*long sword +1/+3 vs. lawful creatures + 17 Strength*); SA spells, see below; SD see below; Str 17, Dex 10, Con 12, Int 17, Wis 18, Cha 10; MR nil; SZ M (5' 10" tall); ML 15.

Magic Items: *long sword +1/+3 vs. lawful creatures*

Spells: 1st level - *bless*, *cause light wounds*, *command*, *cure light wounds* x 2; 2nd level - *heat metal*, *hesitation*, *hold person* x 2.

Specialty priest powers: +1 to saving throws vs. spells using illusion/phantasm magic; unaffected by fear and other emotion-altering spells; cast *black talon* once a day.

Possessions: holy symbol of Cyric, long brown cloak, black banded armor, shield, sling with 12 sling bullets, and sack with 420 gp.

Tier 2:

Guards (4), hm F2: Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 2; hp 20 each; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA none; SD none; MR nil; SZ M (5'-6' tall); ML 10.

Possessions banded armor, shield, long sword, light crossbow, and quiver with 12 bolts.

Bert and Erggle, hm T3: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 3; hp 15 each; THAC0 20; #AT 1 or 2; Dmg 1d6 (short sword or short bow); SA +4 to hit, 2X damage when backstabbing; SD none; Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5' -6' tall); ML 12.

Thief skills PP 50%; OL 48%; F/RT 35%; MS 37%; HS 30%; DN 15%; CW 87%; RL 0%.

Possessions leather armor, short sword, short bow, quiver with 12 arrows.

Derbert, hm P(Sp)5 of Cyric: AL CE; AC 3 (banded mail + shield); MV 12; HD 5; hp 30; THAC0 18; #AT 1; Dmg 1d8+2 or +3 (*long sword +1/+3 vs. lawful creatures + 17 Strength*); SA spells, see below; SD see below; Str 17, Dex 10, Con 12, Int 17, Wis 18, Cha 10; MR nil; SZ M (5' 10" tall); ML 15.

Magic items: *long sword +1/+3 vs. lawful creatures*

Spells: 1st level - *cause light wounds*, *command*, *cure light wounds* x 2; 2nd level - *heat metal*, *hesitation*, *hold person* x 2, *silence 15' radius*; 3rd level - *prayer*, *protection from fire*.

Specialty priest powers: +1 to saving throws vs. spells using illusion/phantasm magic; unaffected by fear and other emotion-altering spells; cast *black talon* once a day; *summon aerial servant* once per month (used in Encounter 2).

Possessions: holy symbol of Cyric, long brown cloak, black banded armor, shield, sling with 12 sling bullets, and sack with 420 gp.

Brillust, hm W(T)4: AL NE; AC 2 (*armor spell + Dexterity of 18*); MV 12; HD 4; hp 16; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD Nil; Str 10, Dex 18, Con 16, Int 18, Wis 13, Cha 16; MR Nil; SZ M (5' 7" tall); ML 13.

Magic items: *wand of illusion*

Spells in memory: 1st level - *armor**, *color spray*, *grease*, *magic missile*; 2nd level - *irritation*, *Snilloc's snowball swarm*, *web*.

Possessions: robe and staff

Tier 3:

Guards (4), hm F4: Int Average; AL NE; AC 3 (banded mail + shield); MV 12; HD 4; hp 40 each; THAC0 16; #AT 3/2; Dmg 1d8+2 (long sword); SA specialized in long sword; SD none; MR nil; SZ M (5'-6' tall); ML 10.

Possessions: banded armor, shield, long sword, light crossbow, and quiver with 12 bolts.

Bert and Erggle, hm T5: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 3; hp 30; THAC0 18; #AT 1 or 2; Dmg 1d6 (short sword or short bow); SA +4 to hit, 3X damage when backstabbing; SD none; Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5'–6' tall); ML 12.

Thief skills PP 60%; OL 57%; F/RT 45%; MS 50%; HS 41%; DN 20%; CW 90%; RL 25%.

Possessions leather armor, short sword, short bow, quiver with 12 arrows.

Wererats (3): Int Very; AL LE; AC 6; MV 12; HD 3+1; hp 25 each; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA surprise; SD hit only by silver or +1 or better weapons; MR see below; SZ S-M (3'-6' tall); ML 11.

Wererats can transform into three forms human, giant rat, and human-sized ratman. In their ratman and giant rat forms, only silver or magical weapons can harm them. Anyone injured by a wererat has a 1% chance per point of damage of becoming a wererat.

Derbert, hm P(Sp)8 of Cyric: AL CE; AC 2 (plate mail + shield); MV 12; HD 8; hp 64; THAC0 16; #AT 1; Dmg 1d8+2 or +3 (*long sword +1/+3 vs. lawful creatures + 17 Strength*); SA spells (see below); SD 7 pt. *stoneskin*, spells (see below); Str 17, Dex 10, Con 12, Int 17, Wis 18, Cha 10; MR nil; SZ M (5' 10" tall); ML 15.

Magic items: *long sword +1/+3 vs. lawful creatures*

Spells: 1st level - *cause light wounds, command, cure light wounds x 2, faerie fire*; 2nd level - *heat metal, hesitation, hold person x 2, silence 15' radius*; 3rd level - *meld into stone, emotion control, prayer, protection from fire*; 4th level - *cloak of fear, free action, protection from good 10' radius*.

Specialty priest powers: +1 to saving throws vs. spells using illusion/phantasm magic; unaffected by fear and other emotion-altering spells; cast *black talon* once a day, *summon aerial servant* once per month (used in Encounter 2), create a *dark aura* or *skull of secrets* once a day.

Possessions holy symbol of Cyric, long brown cloak, black plate mail armor, shield, sling with 12 sling bullets, and sack with 420 gp.

Brillust, hm W(T)7: AL NE; AC 2 (*armor spell + Dexterity of 18*); MV 12; HD 7; hp 42; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD 7 pt. *stoneskin*,

pre-cast spells; Str 10, Dex 18, Con 16, Int 18, Wis 13, Cha 16; MR Nil; SZ M (5' 7" tall); ML 13.

Magic items: *wand of illusion*

Spells in memory: 1st level - *armor**, *color spray, grease, magic missile x 2*; 2nd level - *irritation, Melf's acid arrow, Snilloc's snowball swarm, web*; 3rd level - *dispel silence, haste, Maximilian's stony grasp*; 4th level - *solid fog, stoneskin**

Possessions: robe and staff

Tier 4:

Guards (4), hm F5: Int Average; AL NE; AC 2 (plate mail + shield); MV 12; HD 5; hp 50 each; THAC0 15; #AT 3/2; Dmg 1d8+2 (long sword); SA specialized in long sword; SD none; MR nil; SZ M (5'-6' tall); ML 10.

Possessions plate mail armor, shield, long sword, light crossbow, and quiver with 12 bolts.

Bert and Erggle, hm T6: AL NE; AC 4 (leather + Dexterity of 18); MV 12; HD 6; hp 36 each; THAC0 18; #AT 1 or 2; Dmg 1d6 (short sword or short bow); SA +4 to hit, 3X damage when backstabbing; SD none; Str 14, Dex 18, Con 13, Int 10, Wis 10, Cha 12; MR nil; SZ M (5'–6' tall); ML 12.

Thief skills: PP 65%; OL 62%; F/RT 50%; MS 57%; HS 47%; DN 20%; CW 92%; RL 30%.

Possessions: leather armor, short sword, short bow, and quiver with 12 arrows.

Wererats (5): Int Very; AL LE; AC 6; MV 12; HD 3+1; hp 25 each; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA surprise; SD hit only by silver or +1 or better weapons; MR see below; SZ S-M (3'-6' tall); ML 11.

Wererats can transform into three forms human, giant rat, and human-sized ratman. In their ratman and giant rat forms, only silver or magical weapons can harm them.

Anyone injured by a wererat has a 1% chance per point of damage of becoming a wererat.

Derbert, hm P(Sp)10 of Cyric: AL CE; AC 2 (plate mail + shield); MV 12; HD 9+2; hp 74; THAC0 14; #AT 1; Dmg 1d8+2 or +3 (*long sword +1/+3 vs. lawful creatures + 17 Strength*); SA spells, see below; SD 8 pt. *stoneskin*, see below; Str 17, Dex 10, Con 12, Int 17, Wis 18, Cha 10; MR nil; SZ M (5' 10" tall); ML 15.

Magic Items: *long sword +1/+3 vs. lawful creatures*

Spells: 1st level - *cause light wounds, command, cure light wounds x 3, faerie fire*; 2nd level - *draw upon holy might, heat metal, hesitation, hold person x 2,*

silence 15' radius; 3rd level - emotion control, meld into stone, prayer, protection from fire; 4th level - cloak of fear, free action, protection from good 10' radius, protection from lightning; 5th level - flame strike x 2.

Specialty priest powers: +1 to saving throws vs. spells using illusion/phantasm magic; unaffected by fear and other emotion-altering spells; cast *black talon* once a day; *summon aerial servant* once per month (used in Encounter 2); create a *dark aura* or *skull of secrets* once a day.

Possessions: holy symbol of Cyric, long brown cloak, black plate mail armor, shield, sling with 12 sling bullets, and sack with 420 gp.

Brillust, hm W(T)9: AL NE; AC 2 (*armor* spell + Dexterity of 18); MV 12; HD 9; hp 54; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD 8 pt. *stoneskin*, pre-cast spells; Str 10, Dex 18, Con 16, Int 18, Wis 13, Cha 16; MR nil; SZ M (5' 8" tall); ML 13.

Magic items: *wand of illusion*

Spells in memory: 1st level - *armor**, *color spray*, *grease*, *magic missile* x 2; 2nd level - *irritation*, *Melf's acid arrow*, *Snilloc's snowball swarm*, *web*; 3rd level - *dispel silence*, *haste*, *hold person*, *Maximilian's stony grasp*; 4th level - *ice storm*, *solid fog*, *stoneskin**; 5th level - *Bowgentle's fleeting journey*, *cone of cold*.

Possessions: robe and staff

After the Battle

The PCs are free to search the saboteurs' camp as much as they want. They have few possessions, only what they are carrying.

Derbert's long sword is a *long sword +1, +3 vs. lawful creatures*. He also has a sack with 420 gp in his possession. The brown robe that has been mentioned so many times can be found a few feet from where he was standing.

The wizard Brillust's clothing is remarkably clean compared to the rest of the saboteurs, indicating that he resides someplace in Ravens Bluff itself. They can recover his *wand of illusion* which has seven charges left. The wand is not available in 1st tier since Brillust does not appear there.

PCs can find Demetrius' plans for the disruption of Beautification Day and the poisoning of many important people in Ravens Bluff. A later note lists the officials who announced they would attend, including Lady Mayor Amber Lynn Thoden and Deputy Mayor

Charles O'Kane. Next to the plans, the PCs find a small sack with a note addressed to each of them. The sack and note radiate no magic and are not trapped. Inside the sack, the PCs find a Harpers' emblem. If they read the note, give them Player Handout 4 (Note Left for the PCs).

If Brillust or Derbert are captured, they verify what is written in the note and identify D.T. as Demetrius Torr. They both maintain that he is the mastermind behind their plan to disrupt Beautification Day and framing Kudzu. Any captured guard, if questioned, informs the PCs there was another priest of Cyric who seemed to be in charge but never communicated directly to them; the guards received their orders only from Derbert.

Conclusion

After defeating the band responsible for spoiling Beautification Day, you climb out of the nearest manhole and make your way back to the Tower of Holy Revelry. On the northwest lawn, you return to what is left of the party; now only a few priests and priestesses trying to clean up the mess that the fountain caused.

Dame Carlotta, the Beautification Day chairperson, and several other priests and priestesses come over to you. Noticing your filthy condition from your exploits in the sewers, they keep their distance. "I trust you have apprehended those responsible for this disaster," says Dame Carlotta expectantly. "What did you find?"

Allow the PCs to tell the story of their exploits in the sewers. If they defeated the saboteurs, continue with the following:

Dame Carlotta smiles. "You have done quite well for yourselves. We will pay you what we had agreed upon and give you something extra."

A young priestess places sacks with your reward and an amulet on a chair nearby, and then darts away before any of you can get too close.

"Since you are already dirty," Dame Carlotta continues, "would you be willing to help us clean up this mess? We can promise you nice warm baths with personal assistants from whichever temple (Lliira, Sune, Hanali Celanil, or Sheela Peryroyl) you wish and a good meal afterwards. What do you say?"

If they failed to defeat the saboteurs, read this:
Dame Carlotta sighs heavily. "Well, you did what you could. We will have to alert the Sewer patrol as to their location. They will have to deal with them. We will still pay you what we offered you."

A young priestess places sacks with your reward on a chair nearby, and then darts away before any of you can get too close. Taking your reward, you leave for your lodgings to eat and get cleaned up.

The next day, you hear that the Sewer patrol found the chamber with the remains of your battle with those responsible for the spoiling of Beautification Day. The survivors had fled however, and are still at large in the vicinity of Ravens Bluff.

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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Encounter 2

Questioning Jonathon, the minstrel who was strangled in the park 100 xp

Encounter 3

Defeating the street thugs 100 xp

Encounter 4

Slowing or halting the spread of the disease on their own 100 xp

Encounter 5

Warning about the poisoned food without causing a commotion 100 xp

Note Experience points should be rewarded for only three of Encounters 2-5, not all four.

Encounter 7

Stopping the polluted fountain 50 xp
 Questioning Sidney, the dead priest of Gond 50 xp

Encounter 8

Questioning rats in the sewers any time they were present. 50 xp
 Questioning the mongrelmen 50 xp
 Questioning the dead priest of Talona 50 xp
 Not alerting the saboteurs to their presence before Encounter 11 50 xp

Defeating the saboteurs in their hideout 200 xp
 Cooperating with Kudzu and not attacking him 100 xp

Total Experience for Objectives: 900 xp
 Roleplaying 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

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these

will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

- *Amulet of perpetual youth* – from the temple of Sune, for apprehending those who ruined their dinner. Absorbs 15 years of natural and magical aging before it is useless. It cannot be recharged.
- *Long sword +1, +3 vs. lawful creatures* – from Derbert, the priest of Cyric. Acts as a *long sword* – 2 if used by someone of a lawful alignment.
- *Wand of illusion* – from Brillust, the wizard. The wand has 7 charges. It cannot be recharged. (Not available in 1st tier.)
- Girlfriend at the temple of Sune Firehair – The PC has a girlfriend in the temple of Sune Firehair and therefore receives castings of any priest spell from the spheres of healing or necromantic of 4th level or lower at half price from the temple. These castings must be on the PC who has the girlfriend. The PC must keep his girlfriend happy. He cannot date or flirt with anyone else or lose his girlfriend immediately. In addition, the PC must buy a gift worth at least 50 gp (100 gp for knights and 500 gp for lords of Ravens Bluff) for his girlfriend in every tournament the PCs is played, or lose his girlfriend. This certificate is valid for one year from date of issue after which the girlfriend becomes bored with the PC and leaves him. It is non-transferable, and the girlfriend does no adventure with the PC.
- Girlfriend at the shrine of Hanali Celanil – The male PC has a girlfriend in the church of Hanali

Celanil and therefore receives castings of any priest spell from the spheres of healing or necromantic of 4th level or lower at half price from the elven deities' shrine in Hallow-Halls. These castings must be on the PC who has the girlfriend. The PC must keep his girlfriend happy. He cannot date or flirt with anyone else or lose his girlfriend immediately. In addition, the PC must buy a gift worth at least 50 gp (100 gp for knights and 500 gp for lords of Ravens Bluff) for his girlfriend in every tournament the PCs is played, or lose his girlfriend. This certificate is valid for one year from date of issue after which the girlfriend becomes bored with the PC and leaves him. This certificate is non-transferable, and the girlfriend does no adventure with the PC.

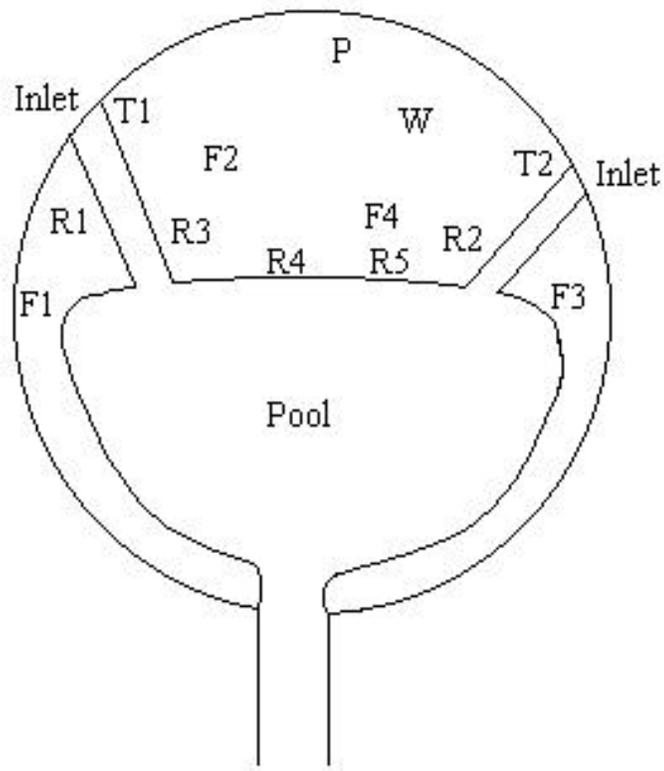
- Girlfriend at the shrine of Sheela Peryroyl – The male PC has a girlfriend in the church of and therefore receives castings of any priest spell from the spheres of healing or necromantic of 4th level or lower at half price from the halfling deities' shrine in Hallow-Halls. These castings must be on the PC who has the girlfriend. The PC must keep his girlfriend happy. He cannot date or flirt with anyone else or lose his girlfriend immediately. In addition, the PC must buy a gift worth at least 50 gp (100 gp for knights and 500 gp for lords of Ravens Bluff) for his girlfriend in every tournament the PCs is played, or lose his girlfriend. This certificate is valid for one year from date of issue after which the girlfriend becomes bored with the PC and leaves him. It is non-transferable, and the girlfriend does no adventure with the PC.
- Boyfriend at the temple of Lliira – The PC has a boyfriend in the temple of Lliira therefore receives castings of any priest spell from the spheres of healing or necromantic of 4th level or lower at half price from the temple. These castings must be on the PC who has the boyfriend. The PC must keep her boyfriend happy. She cannot date or flirt with anyone else while possessing the certificate or lose the certificate immediately. In addition, the PC must buy a gift worth at least 50 gp (100 gp for knights and 500 gp for lords of Ravens Bluff) for her boyfriend in every tournament the PCs is played, or lose her boyfriend. This certificate is valid for one year from date of issue after which the boyfriend becomes bored with the PC and leaves her. It is non-transferable, and the girlfriend does no adventure with the PC.

- 400-800 gp each from the temple of Lliira as payment for apprehending those who ruined their party.
- 420 gp from a sack carrying by Derbert, the priest of Cyric (Encounter 10).

Fame Point Award

PCs who participate in Beautification Day projects and successfully defeat the saboteurs receive One Fame Point in Temple. If Encounter 5 (Party Set Up) is played, the PCs must also report the poisoning without causing a commotion.

DM Handout 1
Saboteurs' Lair



|-----|
5 ft.

F1-4 – guards 1-4

R1-3 – wererats 1-3 in ratman form (Tier 3 & 4)

R4-5 – wererats 4-5 in ratman form (Tier 4 only)

P – Derbert, human specialty priest of Cyric

T1-2 – thieves 1-2

W – Brillust, human wizard (Tiers 2 - 4)

First Annual Beautification Day

Sponsored by the church of Sune Firehair

Co-sponsored by the churches of Hanali Celanil and Sheela Peryroyl

**Civic-minded volunteers needed
To clean up and beautify Ravens Bluff**

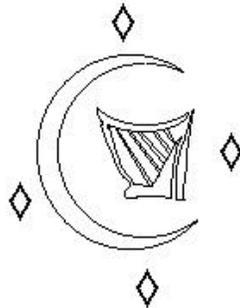
**Meet on the grounds of the temple of Lliira
10th of Mirtul at 9 Bells**

Party to follow at the Tower of Holy Revelry for volunteers

Player Handout 2

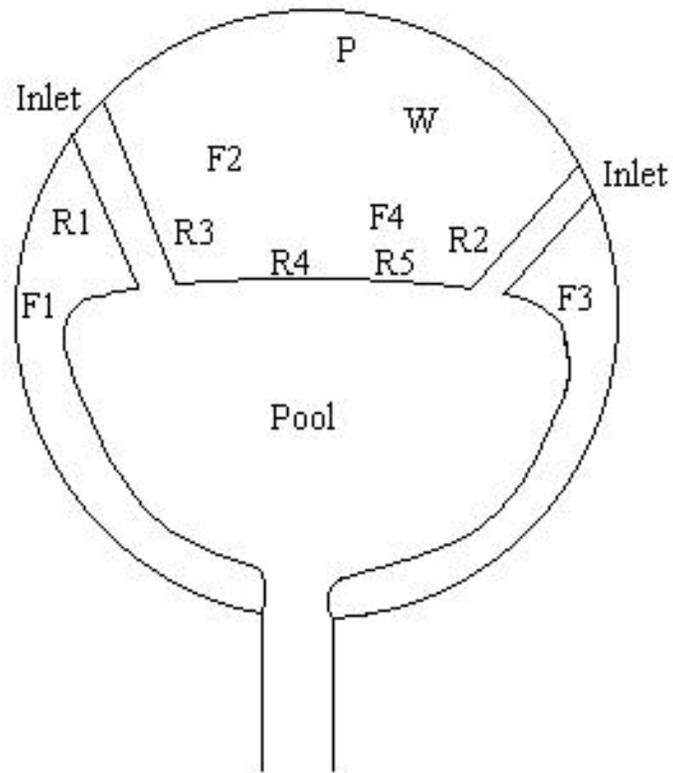
Note Found under Your Door

Disgruntled person or persons plan to sabotage the activities of Beautification Day. An evil plot is under way of which this is only the first step. You must attend the festivities. Play along with the Sunites' games but keep your eyes open. Tell no one; the safety of Ravens Bluff could depend on it.



Player Handout 3

Saboteurs' Lair



|-----|
5 ft.

F1-4 – guards 1-4

R1-3 – ratmen 1-3 (Tier 3 & 4)

R4-5 – ratmen 4-5 (Tier 4 only)

P – human priest

W – human wizard (Tiers 2 - 4)

Player Handout 4

Note Left for the PCs

Congratulations adventurers! You have out-done yourselves this time in defeating my colleagues. Too bad I could not be there to see you in action myself, but I had business to attend to. I would have loved to be there to greet you.

You are far more intelligent than I thought not taking the bait and eliminating that madman. I hope by now you realize that I wrote the note that sent you to that little party that all those pretty people were having. I hope you did have fun with their fun and games.

If only you had done your job, things would have been so much easier now. With that madman gone, I would have been free to use the sewers as a base of operations to wreak havoc upon this fair city. Now it seems that my colleagues have all suffered the fates that have fallen to most of the evildoers of this fair city. Do you now how hard it is to get good (well evil actually) people to do your bidding. And we had such a good (evil again) caper going.

No matter! There is always tomorrow, as those sickly sweet Lathanderites are fond of saying. I promise to have another matter for you to participate in shortly. (This time please do your job as it is given and do not improvise.)

Do not worry your pretty little heads. We will meet again. Next time, I will NOT underestimate your abilities.

D. T. of Cyric