

Close Quarters

A W.M. Ranke Adventure

A One-round Living City Adventure

By J. Allan Fawcett

"The author would sincerely like to thank Rembert Parker for years of fun with "Loot the Castle" that helped prove just how much fun adventures can be. I hope in some small way, to capture just a bit of the spirit that went into those adventures... thanks!"

The city of Ravens Bluff has been nearly completely rebuilt following the war, and life is almost back to normal (whatever normal is). However, W.M. Ranke, one of the city merchants, has a bit of a problem with some lost workers. He's looking for a few heroes to help with his remodeling project. The task seems simple enough—but after all, this is Ravens Bluff... An adventure for tiers 1-4.

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of Wizards of the Coast, Inc. RAVENS BLUFF and LIVING CITY are trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario may not be reproduced without approval of the RPGA Network.

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

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

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

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

Tier Structure

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's Background

This adventure takes place entirely within the city limits of Ravens Bluff. Consequently, the actions the PCs take will be covered by the applicable city laws. During the war, Ravens Bluff suffered great losses in terms of people and resources. It was during the period of reconstruction that a clever merchant named W.M. Ranke was able to acquire vast amounts of land within the city. Unfortunately for him, many of these holdings

were fairly old homes that were left unoccupied for quite some time. With things somewhat back to normal in Ravens Bluff, W.M. Ranke has realized that now is the right time to sell his holdings. W.M. Ranke has realized that many of his properties are very unpopular sites and are often fraught with rumors and strange happenings. In order to capitalize on the hot real estate market, W.M. Ranke must get his holdings ready for sale. He has decided to contract a group of surplus war heroes to assist him perform house cleanings.

This adventure focuses on the efforts of a group of heroes in their attempts to clear one of W.M. Ranke's more troublesome properties, Halfdane manor. The heroes are hired by W.M. Ranke for a small fee with the understanding that they must not destroy the home in the process. W.M. Ranke has already hired a maid and carpenter to fix the place up, but they have not been heard from for two days. The Merchant Guild is putting pressure on W.M. Ranke to figure out what is going on. The heroes have up to two days before the contractual buyer arrives from Arabel. The heroes will be challenged by the fact that the entire adventure takes place in a manor home they cannot destroy with large scale magic such as lightning bolts, fireballs, etc. In addition, all of the items within the house legally belong to W.M. Ranke, and if the heroes wish to keep any items they find, they must either steal them (and violate city laws) or negotiate purchase prices from W.M. Ranke during the epilogue.

Players Introduction

Read the blurb on the cover to the players when they sit down. Based on this information, they should determine which characters they will play, what spells to select, and what (if any) magical items they wish to bring along.

Once the players have had an opportunity to introduce themselves to one another and to select their heroes, the adventure may formally begin. At the start, all of the heroes are finishing the evening meal at a local inn. They may be together (if they know one another from previous adventures), in small groups, or they could be alone. Regardless, W.M. Ranke will enter the inn looking to hire a group of adventurers to assist him in his problem with the lost workers.

It has been a fairly long time since the war around Ravens Bluff ended. The citizens have managed to rebuild the city to some of its previous splendor, and many of the famous inns have been refurbished and take in a steady crowd of local merchants, retired soldiers, and adventurers alike. Tonight is like many other nights—business is fairly slow. The inn is

moderately crowded and the food is fine, but the rumors of adventures seem to be few and far between.

Among the many patrons to come into the inn this evening is a moderately well-dressed man in a dark blue cloak with a circular red and white clasp. He seems to be making his way from table to table, talking with people for a few moments, shaking his head in obvious disappointment, and moving to the next. After a few minutes, he shakes his head in utter disgust as he heads to the bar. Grabbing a large mug, he bangs it loudly on the bar to gain the attention of everyone in the place.

“My apologies for the interruption, ladies and gentlemen, but I admit to being at wit’s end. My name is W.M. Ranke and several friends of mine from the guild halls have informed me that this establishment is often frequented by those of an adventurous nature. The task I have is a simple one, I require the assistance of several persons to help me in a small venture over the next two days. If any of you are interested, please join me at my corner table and let us discuss the business at hand.” The man then places a coin on the bar, smiles politely at the barkeep, and makes his way to a table near the corner of the room.

Allow the heroes the chance to converse with W.M. Ranke. Established groups may wish to present themselves en masse, while smaller groups or individuals will probably stagger their arrival. He is looking for anywhere from 4-7 adventurers to assist him, and he will carefully interview any candidate before revealing the nature of the deal. He is very interested in any connections his potential employees have to the merchant guilds or temples in the area. Heroes may attempt a *Fame* check using either of these ranks or a *Charisma* check to determine his initial reaction to their approach. Any successful check indicates that W.M. Ranke is favorably disposed to the hero and asks them to please wait until other suitable candidates have arrived. Heroes that fail either of these checks will still have to win him over, which can be done by providing any form of voucher of past services or any favorable hero vouching for the potential candidate.

Also, these heroes may simply provide convincing statements why they are able to assist (after all, the task is a simple one...) in this venture.

Unfortunately, this is the adventure, so if the PCs don’t bite, they are done. Have the players choose other characters that would be interested, or end the game if no one has a character that would be interested.

W.M. Ranke is a shrewd (most would say cheap) businessman. He is not the kind to waste words and will not provide the sales pitch until he is sure that he has

enough potential employees to solve his problem. He is very frugal and will be insulted if the heroes assume that he is covering their drinks. In fact, the innkeeper knows his nature and will charge the heroes for anything they order! Once he has enough candidates, W.M. Ranke will make his pitch. GMs should weave the following details into his story.

Several days ago W.M. Ranke hired a couple of workers to clean out an old home that he purchased. The two workers were a guild-recommended carpenter (a dwarf named Selon) and a serving girl from a nearby inn (Megan). The two were paid half of their fee in advance to prepare Halfdane Manor for the arrival of its new owner. They were supposed to be finished with their task two days ago and have not returned for payment. A runner was sent to the house and reported no sign of the workers, although the carpenter’s wagon was parked out front. W.M. Ranke doubts the runner ever entered the home but since the workers did not respond to any calls he assumes that something is amiss. The carpenter’s guild is placing a great deal of pressure on W.M. Ranke to find Selon, and has suspended all pending work until the journeyman is found – they firmly believe that finding Selon is W.M. Ranke’s responsibility.. Since W.M. Ranke’s main business is real estate speculation, this work stoppage is a major inconvenience.

W.M. Ranke is in a bit of a jam and is far from the adventuring type. On the advice from several other guild members, he has decided to hire a group of adventurers to look into what happened and to find the missing workers. Given the previous owners, W.M. Ranke is afraid the house may be haunted and has neither the time nor the courage to check things out for himself. In addition, he would like them to fully inspect the house for any safety hazards that would trouble the new owner. W.M. Ranke is willing to offer the heroes up to 100 gp each for their services (his initial offer is 25 gp) plus a letter of reference from him regarding the quality of their work. He will be willing to provide half payment for the job at the site tomorrow morning.

There are two business terms that W.M. Ranke is unwilling to negotiate. First, they must not damage the house – any damages will be the responsibility of the heroes, and they must pay for the damages. Second, they are not to remove any items from the house without returning them directly to W.M. Ranke. As the current owner of the house, all items are his until such point that the sale of the home goes through in two days time. Removing any items would be unlawful and would be an act of theft!

He does not think that the nature of his acquisition of the home is relevant to the task at hand and will decline to answer questions regarding how he acquired the home. He will tell the heroes that the home was

purchased shortly after the war and that the previous owner, an elderly man named Gergovian Halfdane, disappeared and was declared dead. Other details are trade secrets his is unwilling to discuss. For more details on W.M. Ranke, see the NPC description at the end of the adventure.

If the heroes agree to the contract, W.M. Ranke informs them to meet his associate at the home (he will provide them directions) early tomorrow morning. He will bid the heroes good night, leave three silvers for his drinks (not much of a tip), then leave the inn and the heroes behind.

The heroes are free to continue to interact with one another and the innkeeper and his two serving girls (Helen and Pilla) as long as they wish. The following morning, the heroes are expected to meet W.M. Ranke's associate at Halfdane Manor but they may wish to do any number of things first. Some of these options are outlined below. If there is no descriptive text to assist the GM, they should use the existing NPCs and rules benefits from Ravens Bluff to address potential questions.

Early Investigations:

If the heroes wish to investigate any parts of W.M. Ranke's story before meeting at the house, they may attempt many alternative avenues of investigation. Of course, some of these investigations may be time consuming which may make them late for their appointment at Halfdane Manor. If the heroes wish to check things out before their scheduled meeting, GMs should remind them that they have no proof they have been hired and will most likely be viewed as trespassers and be apprehended by the city watch. The watch patrols the area and PCs that try to enter in advance will be noticed by the watch. Those who are caught entering the house will be thrown in jail for 24 hours and fined 2 gp. Such an arrest may preclude that hero from participating in the rest of the adventure. In addition, anyone arrested will also lose 1 *Fame* point with the City Watch or gain 1 *Infamy* point if they do not possess fame with the city watch.

Relevant facts are provided below, and GMs should note that this information may be available from any number of sources including official records, **Local History NWP** checks, contacts at guildhalls, temples, etc. In addition, some of this information may be available through magic—such as *divination*, etc. During the investigations, the heroes may learn the following things at the GMs discretion:

- W.M. Ranke is an established merchant who has been in the city for a couple of years. He moved to

Ravens Bluff shortly after the war and has been very involved in the acquisition and sale of real estate. Most notably old homes and other buildings, seldom undeveloped land.

- He owns at least 6 other homes within the city, all acquired within the past 24 months. All homes were purchased from the city and deposits were paid for in gold and gems, while he still maintains an outstanding balance with the city government. So far, all of his payments to the city have been prompt and complete.
- Halfdane Manor has been vacant since before the war. During the war many of the city's records were lost or destroyed. Until the recent sale, the home has belonged to a member of the Halfdane family as far as anyone remembers.
- Gergovian Halfdane was the last known surviving member of the family. He was last seen a few months before the war and has not been seen since. He was declared a casualty of war and since no heir could be found, the city assumed ownership of the land and holdings. He never married.
- The Halfdanes were an odd family rarely participating in the city functions. Many of the citizens feared the family and believed that they were responsible for failed gardens, skin rashes, and other neighborhood mishaps.
- The family estate was sold intact to W.M. Ranke for 60,000 gp about 5 months ago. There is no record how the transaction was negotiated – simply a bill of sale with the stamp of the office of the exchequer is in the file.
- Attempts to snoop in the house will meet with very mixed results. Since most of the house is unlit, this will foil most magic of this nature. In addition, the entire lower section of the home (the basement) is built with a layer of lead in the walls to prevent just such magical intrusions!

Herald S. Preston, Esquire

This encounter takes place in front of the home when the heroes arrive, sign the contracts and begin their investigations. If the heroes arrive late due to any of their investigations, they will find Mr. Preston waiting in his ornate carriage outside the fence. He is dressed in fine clothing, wears expensive looking jewelry, and carries a large leather folder. He is rather tall, 6'1", and wears his jet-black hair slicked back and tied in a long pony tail. When the heroes approach, he will greet them with a great deal of familiarity. Preston is extremely busy with Mr. W.M. Ranke's business ventures and cannot afford to waste time dallying with the heroes. If they are late, Mr. Preston is obviously very annoyed but

will not do anything to jeopardize the agreement between his employer and the heroes. Preston is not able to authorize any additional funds or payment. He will remind the heroes that they made an agreement with W.M. Ranke and that the verbal agreement is binding (in his mind anyway).

Mr. Preston requires all heroes to sign a service contract before giving them permission to enter the home. The terms of the contract are simple and a sample is provided below.

Be it known that _____ (designee) does hereby agree to provide professional services to W.M. Ranke from the date of this agreement for two days. The services provided are to include a thorough search of the premises and grounds of Halfdane Manor with the express purpose of discovering the fate of two wayward employees, Selon and Megan. In addition, these services include an inspection of the premises and grounds to discover and deal with any creatures or objects that would be a threat to the owner of the premises. Additional services may be negotiated as needed between the parties.

The designee of this agreement acknowledges that any and all damages to the house resulting from activities relating to the aforementioned investigation are solely the responsibility of the designee. Furthermore, all items that do not possess free will contained within the premises and grounds are the express property of the owner and removal of any such items constitutes theft punishable under the applicable laws of Ravens Bluff.

Payment for these services is to include _____ gold. Half of this amount is payable at time of agreement while the balance is paid upon successful completion of the terms of this contract. In addition to the financial payment, a letter or reference describing the actions of the designees will also be filed at the Guild Halls of Ravens Bluff.

Signed: W.M. Ranke

Any hero who is unwilling to sign the agreement would be an unlawful entrant to the premises. Mr. Preston will not hesitate to contact the city watch to protect Halfdane Manor from trespassers! If he is forced to contact the watch, they will arrive in a matter of minutes and anyone who refused to sign the contract and entered the premise will be thrown in jail for 24 hours and fined 2 gp. Such an arrest may preclude that hero from participating in the rest of the adventure.

Once the heroes have received the pre-payment and signed the contracts, Preston will give them the keys to the home and bid them farewell. He will let them know that they should return to the inn from the previous

evening to settle any outstanding business with W.M. Ranke.

The Fall of Halfdane Manor

Halfdane Manor is one of the city's older homes and, until recently, was inhabited by the members of the Haldane family. This eccentric bunch dabbled in the arts of sorcery, alchemy, and astrology over the years and occasionally one of the family would become quite adept. Unfortunately, the last member of the family, Gregoivan, was gifted with brilliance, but not common sense. Many of his pursuits were quite reckless, and eventually one of his experiments went wrong, resulting in the freeing of several creatures. These creatures overwhelmed the old mage and still live in the house today.

These creatures have all settled quite comfortably in the home over the last few months, although they have been growing restless and hungry. The arrival of the workers provided the creatures with their first meal in quite a while, and they are looking for more. Each of the creatures presents a unique type of threat to heroes of each tier and they use their unique abilities to their best advantage.

Gregoivan met his eventual end at the hands of the creatures guarding his laboratory (either the ooze or trapper). His remains (or some part thereof) will be recoverable by the heroes in the final encounter. If any of the heroes are able to cast the spell *past life* (and are at least 7th level with the appropriate personal effects based upon level) or similar magic to view his last moments, use the following description:

Images

Dressed in a simple house robe, an elderly man with dark brown eyes and patches of gray hair slowly comes into view. His clothes are simple and he wears slippers in place of boots or shoes. He wears small wire glasses low on his nose, as if he has trouble seeing small objects.

Last Moments

The scene unfolds around you is a magician's lab. There are candles burning and books and vials everywhere. Turning to one side a small bottle falls to the side... "Oops". The small vial tumbles to the floor shattering in hundreds of pieces, releasing a gray fog which quickly fill the room. Suddenly all goes completely dark, and it is impossible to breathe...

The Manor Home

Halfdane Manor is an extremely elegant home in the western portion of the city. The home is on a fairly large portion of land. The home is a split-level building with a stone foundation and an upper level made from stout wood dyed a rich brown color. The grounds were obviously once well tended but are now overgrown. There are several doors and windows throughout the home but all of the windows are covered with heavy shutters.

A map of the home is provided at the end of the adventure. This map has the various encounter numbers clearly marked and outlines the placement of the doors and windows. The heroes will be able to enter the home from any of these access points, however the front door is the most logical entry point.

Special Notes Regarding Combat:

If the PCs engage in combat within the home, GMs should be very careful to enforce spacing rules and spell effects. The home is fairly large, but most of the rooms are small and will require the PCs to employ close quarters fighting tactics. GMs should closely monitor weapon sizes and spacing of both monsters and PCs alike.

If the PCs use destructive spells GMs **must** enforce the penalties for collateral damage they would incur – this is part of the challenge of this event. For example, the *burning hands* spell or similar fire spells will undoubtedly start secondary fires within the home creating large problems for the heroes. *Lightning bolt*, *fireball*, and other large area-of-effect spells will cause massive amount of damage to the home as well as the casters in such a small space. In addition, GMs need to enforce any financial penalties for damaging the home as outlined at the end of the adventure.

Outside The Home

The manor home is a fairly large structure located in the northwestern part of the city. A simple iron wrought fence separates the grounds from the city proper. The home is a split-level structure with a solid stone foundation. Beautiful wooden siding makes up the second floor and matching shutters cover the windows around the home.

The main gate is open and you can see a small wagon with carpentry and other supplies parked near the home. A tarp that once covered the wagon lies nearby, probably blown by the strong winds. The front door appears to be secure and is closed.

The PCs are free to examine the home and walk the grounds. There are two doors into the home – the front door and a door into the kitchen. All of the windows

have the shutters drawn and latched from the inside. PCs that wish to enter the home through a window will have to disable the shutters that can be done with a few minutes' effort and only some minor damage to the home.

The wagon near the home belonged to Selon, the dwarven carpenter. The wagon is small enough to be pulled by a lone person (a strong one) and is filled with planks, a pair of mallets, 2 boxes of nails, a few small pots of pitch, a saw, and other normal carpentry tools. There is also a broom, two pails, soap, and several cleaning rags. If the heroes look closely (no roll required), they will see several tracks around the wagon including two human sized footprints (the runner and Megan) and a set of smaller boot prints (Selon). Selon and Megan's tracks mill about the cart and then lead to the front door.

Ground Floor

1. Anteroom

The front door opens into a large anteroom and a long hallway. There is a little light coming in through cracks in the shutters, however the light from the doorway provides ample illumination. The room is very clean and the cobwebs have all been swept away from this area. A tarnished brass coat rack sits just inside the door and you can see the two traveling cloaks hanging on the hooks, one is a soft purple while the other is a dark brown in color.

A series of doors lead into other areas of the home while a large ornate wooden staircase leads to the upper level.

The cloaks belong to the two workers and here hung here when they came inside. PCs that look carefully will find strands of hair needed to cast the TOM spell, *past life* or similar magic. If cast, they will be able to determine what each of the workers looked like (1 per spell), and the last moments of their life if they are at least 7th level. These spells reveal the following:

Images

Selon appears to be a well-built dwarf balding a bit on top, with shining brown eyes and a bit of mischief in his smile. Dressed in brown working clothes, he is seen carrying carpenter tools and appears to enjoy working with his hands. A large golden hoop earring hangs from his left ear, adding a bit of sparkle to his face.

Megan appears to be a cute young woman of about 16 years of age. She dresses in scullery clothes that manage to hide most of her innate charm, but still some of her youthful energy seems to peek through. She has brown hair, green eyes and wears a small gold locket around her neck.

Last Moments

Selon is calling for Megan from outside by the wagon. When she does not respond, he walks back into the house to look for her. He turns to his left and enter the second door into a dimly lit room. There is movement to his side...pain...and darkness.

Megan is whistling softly to herself as she finishes sweeping the anteroom. She watches Selon step outside, picks up her mop and rags, and enters the second room to her left near the front of the house. It is dark since only a little light is coming through the shutters. There are large couches around and the morning sun is casting shadows all about the place. She shudders slightly and is then enveloped in darkness...

Due to the careful cleaning efforts of Megan, there are no tracks to be found anywhere inside this area. The PCs will be able to search the home in any fashion they choose, however those PCs that received the visions will know that the two missing people were last seen heading into the sitting room. Unless the PCs are using light sources, the house is considered to be barely lit, confounding infravision but providing limited light (-1 to **awareness** and **observation** NWP related checks). If the PCs do not have a light source, there are supplies on Selon's wagon as well as candles that can be lit to provide light.

2. Sitting Room

Located at the front of the home, this room poses perhaps the greatest danger the heroes will face in the entire adventure. Several of Halfdane's more powerful creatures are loose in this area and have already claimed two victims, Selon and Megan. When the heroes enter the room, the monsters (depending on the tier) will move into attack position or use their innate abilities to effect the PCs. Use the following description of the room.

The door leading to the front room in the house is similar to the others found in the home. It is made of stout carefully stained wood and a small tarnished brass door handle slides smoothly releasing the latch on the door.

Inside, you see a well-appointed room. Dim light from shuttered windows plays across the area creating wide shadows. Throughout the room there are several couches and chairs, and numerous tapestries hang on the walls depicting wildlife and other artistic scenes. A brandy stand sits at the end of one of the couches, its fine crystal bottles and glasses covered in a thick layer of dust. A small amount of the dark liquid is visible despite the dust.

The area immediately in front of the door is clear of dust, as is swept away with a quick circular stroke of a mop. In the center of the room are a mop and a pile of rags and something shiny seems to be catching a bit of light from under one of the couches.

What happens next depends upon the PCs' actions and the tier that they are playing in. GMs should note the effect upon all of the creatures' statistics if the heroes are using a light source such as a *continual light* stone or similar spell or object. If the PCs are Tier 1 or 2, the creatures will attempt to use their ability to move without being detected to sneak up and attack the heroes, possibly with surprise (determine normally). If the heroes are Tiers 3 or 4, the cloakers immediately use their subsonic moaning ability inflicting a sense of Unease (see below) on the heroes. The cloakers are hiding on the wall behind the tapestries and will not be detected unless the heroes actually move the tapestries, at which time the cloakers will continue their attacks as outlined below. Note that all of these creatures are intelligent, or at least cunning, and will attack when their advantage is greatest.

Remember the effects of close quarter combat and the potential for secondary damage from large spell or spell-like effects upon the house during this encounter.

Tier 1:

Shade: Int High; AL NE; AC 6; MV 12; HD 5 (Rogue); hp 19; THAC0 18; #AT 1; Dmg 1-8; SA None; SD Hidden in shadows (85%), Immune to sleep, charm, and hold; MR 20%; SZ M; ML 13

Exposing the creature to bright light reduces the creatures' hp to 12 and -2 to hit rolls. May backstab for x2 damage if it strikes with surprise

Tier 2:

Shadows (4): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 18 each; THAC0 17; #AT 1; Dmg 2-5+special; SA Strength drain; SD +1 or better weapon to hit, Immune to cold, 90% undetectable in all but bright sunlight; MR Immune to sleep, charm, and hold; SZ M; ML

Each hit drains 1 point of strength for 2D4 turns. Humanoids drained to 0 strength die and become shadows

If successfully turned, these creatures retreat to the areas of shadow such as under couches, etc. If cornered and unable to hide or flee, they will continue to attack.

Tier 3:

Cloakers (2): Int High; AL CN; AC 3(1); MV FL 15; HD 6; hp 38; THAC0 15; #AT 2 + special; Dmg 1-6/1-6 + special; SA Engulf attack, moaning, manipulate

shadows; SD appear as tapestries when encountered, Engulf; MR Nil; SZ L; ML 14

Engulfing Attack: Victims of a successful melee hit are wrapped in the cloak and are hit automatically each round for 1d4 + unadjusted AC. At this time, its tail attacks other targets twice per round for 1-6 pts per attack. Tails are AC 1 and can but cut off if they suffer 16 hp (these wounds do not count against the creature's hp total). Any attacks made against a cloaker with an engulfed victim inflict half damage to the cloaker and the other half to the victim (including spells). Area effect spells affect both creatures equally. Engulfed victims can only attack the creature with small sized weapons in hand when they were first attacked.

Moaning Attacks: All effects can be countered with a *neutralize poison* spell

1. Unease – Range and area of effect are 80 feet around the creature and causes a –2 penalty to all attack and damage rolls. Exposure for 6 rounds forces a hypnotic trance preventing further action. There is no save vs. this effect.
2. All creatures within 30 feet save vs. spells or flee in terror for 2 rounds as a *fear* spell
3. A 30' long 20' wide cone causing nausea and weakness rendering all who fail a save vs. poison to become incapacitated for 1D4+1 rounds
4. A *Hold person* on any one target within 30 feet lasting for 5 rounds. A successful save vs. spells negates this effect.

Shadow Manipulation: Two effects are possible. 1) Obscure opponents' vision to improve its AC to 1 or to produce a mirror image effect creating 1D4+2 duplicates. These powers are negated by a *light* spell

Tier 4:

Cloaker (3): Int High; AL CN; AC 3(1); MV FL 15; HD 6; hp 48; THAC0 15; #AT 2 + special; Dmg 1-6/1-6 + special; SA Engulf attack, moaning, manipulate shadows; SD appear as tapestries when encountered, Engulf; MR Nil; SZ L; ML 14.

See Tier 3.

Optional Tier 5:

If the heroes are exceptionally powerful (levels 45+, significant number of dual class characters, etc.) add one additional cloaker attached to the ceiling (for a total of 4). This creature will also attempt to use its unease power unless the others are destroyed at which time it will attack or flee using all of its abilities. Use the same statistics found in Tier 4 above.

Once the battle is over, the PCs will be able to search the area more thoroughly. Upon careful inspection, the

PCs will find what remains of Selon and Megan. Megan's items including the mop, rags and her small locket can be found in the pile near the center of the room. The locket is a simple golden heart with a clasp. Inside, is a small etching of her family (Megan with her departed mom and dad). The locket is worth 15 gp.

Located under one of the couches are Selon's remains, including his tool belt and his earring which was catching the light. These items are easily retrievable and were placed under the couch to lure future victims into the area. His tools are very high quality and well maintained but mundane. The earring is a fine golden hoop that is worth 35 gp. In addition to its monetary value, the earring is also enchanted and acts as a *ring of feather falling*. This item will be given to the PCs by the guild if they attempt to return it to Selon's family as their token of gratitude (See Epilogue). Otherwise, the earring is not to be given out with the treasure certificates.

The couches and chairs are all of exquisite quality and craftsmanship. The whole area is dusty and in need of a good cleaning, but it is obvious that this was once a very nice sitting room. The ample windows would provide great natural light once the shutters are opened to allow the light inside. The brandy set is valuable (50 gp), but belongs to W.M. Ranke. The brandy in the bottle is of high, but not exceptional quality and can be consumed by the PCs if they so desire. The tapestries are well made but not of outstanding quality. Some depict scenes of the founding of the city while others are simply woodland depictions.

Other than the personal effects of the two missing craftsmen and dealing with some of Halfdane's freed creatures, there is nothing else of value in this chamber.

3. Study

Located behind a locked door directly across from the main anteroom is Gregovian's study. This room has many books, a few couches and chairs, but no windows. Unless the PCs have a light source, this room will be completely dark when they enter. The door is locked and may be opened in any number of ways including using the keys given them by Herald, picking the lock, breaking down the door, or magical means. Using force will cause some damage to the house for which the PCs will be held responsible. Once they enter the room, read the following description assuming the PCs have light, if not, alter the description accordingly:

The door swings open revealing a large study. From floor to ceiling are massive oak bookshelves covering most of the walls. Those walls without shelves are adorned with paintings, both large and small. These

paintings all appear to be portraits and there are small plaques tacked to a few of the frames.

A candelabra sits on an end table near a large leather chair and several tall ornate candelabras are located in the various corners of the room. Many of the candles are new, although some seem to have been used. The entire floor of the chamber is coated with a thick layer of dust.

This room is where Gregovian spent many hours involved in non-magical study. The books are well worn, but kept in good condition. There are a large number of topics covered ranging from histories of famous people and places, poetry (romantic, lyric, and ballad), politics, religion, wildlife, hunting, and even a small collection of children's books. Some of the books are valuable and the entire collection is worth about 2,000 gp. Among the more valuable texts are a political satire, *Das Mayor* (worth 150 gp) which spoofs the first mayoral games of Ravens Bluff, and one of the kids books *Where Have all the Monsters Gone* (worth 100 gp) that tells a story about a young girl who goes in search of missing monsters.

If the PCs take the time to read the children's book, they will discover that the monsters left the little girl's home when she was no longer afraid of them. Anyone who reads this book will feel uplifted and receive a +1 bonus on all saving throws vs. fear for the duration of the adventure. The PCs may attempt to purchase these books from W.M. Ranke at the end of the adventure (See Epilogue & Certificates at the end of the adventure).

The portraits are of members of the Halfdane family. Any PC who conducted early investigations or who has seen pictures of the family members will recognize their distinctive hawk-like features and dark eyes. There are six portraits in all, the largest is of none other than Gregovian himself, dressed in fine silk robes and carrying an ornate wooden staff looking down at the painter. Judging from the background of the portrait, it appears that the painting was painted in this room. Of the remaining five portraits, only two others have name plates and they date back nearly 100 years. The paintings are all of men, and they look remarkably similar to Gregovian. Their name plates read Kennath and Allonian. Their grim countenances look down upon the world and it also appears that their portraits were painted in this room.

Hidden within this room is one of the two secret entrances to the lower level of the home. GMs should note that any elf or half-elf that enters the room may automatically discover this door without actively looking for it (1 on 1d6 chance). If the PCs are actively looking for a secret passage, determine their chance of success normally.

If the PCs are very clever, they will notice that the paintings of the three named figures are looking down. By triangulating the approximate line of sight for each of the paintings, the PCs will find the door automatically. If they only use one or two of the paintings as anchors for their search, add 1 to their chance of success on the 1d6 secret door detection check (1-3 on d6 for two of the paintings). The door is hidden in the floor, partially underneath one of the large couches and covered by a large oriental area rug. Once the door is discovered, the opening mechanism is easily detectable. The door is neither locked nor trapped. A strong wooden ladder leads down the short distance to the lower landing below (Lower Level, Area 1).

4. Dining Room

Accessible from either the anteroom, kitchen or one of the two outside windows, this room is truly magnificent. The hallmark of the home, the dining room is a massive chamber that could easily seat 18 guests around its massive table. When the PCs enter, there will be some light from the closed shutters in addition to any light they bring with them. Upon entering the area, read or paraphrase the following description:

This area is obviously a dining room and is, despite the dust, a marvel to behold. The room is one of the largest you have seen in the home and a huge table dominates the center of the area. The table appears to be cherry or perhaps a dark oak of some type. Fine carvings adorn the legs, and matching carvings can be found on each of the chairs. There are easily enough chairs for well over a dozen guests.

On top of the table sit three large candelabra covered with tarnish. A linen tablecloth now yellowing with age covers most of the table's surface. A set of massive cabinets matching the table sit along one wall and crystal and dishes can be seen inside their glass doors. A beautiful crystal chandelier hangs from the ceiling, its arms covered with cobwebs from long periods of neglect.

The dining room is truly a splendor to behold, but holds little of value for the PCs. If they are interested, they may attempt to purchase the crystal and china from W.M. Ranke at the end of the adventure. These items are valuable and there is service for 24 between the two cabinets. Each setting is worth 200 gp, making the entire collection worth 4,800 gp. Although high quality and available for purchase, these items are not "certed." The candelabra are also highly valuable, but belong to W.M. Ranke. These items are made of silver and the three items on the table are worth 250 gp each.

The only item that poses a danger to the PCs in this room is the chandelier, and only if they are exceptionally foolish. The chandelier is old and has not been used in so long that its support cords have grown weak and frayed. If anyone attempts to climb onto it, or otherwise disturbs it, the ropes will break and it will come crashing down on the table, destroying both items. Anyone caught underneath the chandelier must make a saving throw vs. death or suffer 1d6+1 hp per tier of damage. In addition, the flying glass will also inflict 1d4 attacks vs. anyone in the room (THAC0 17). These attacks inflict 1d3 points of damage. The chandelier will not detect as a trap since the chandelier is not rigged to intentionally fall to harm the heroes. Those who inspect the ropes will notice their condition and should be able to avoid any unfortunate accidents. PCs that cause the chandelier to fall will be forced to compensate W.M. Ranke for the loss – the chandelier is worth 600 gp while the table is worth 1200 gp.

There are two doors leading into and out of the dining room. The first door leads back into the anteroom while the other door is obviously a service door (it swings on hinges without a latch) and opens into the kitchen area.

5. Kitchen

This area of the home is also very large for the size of the home. The kitchen is well equipped and designed to provide service for the many guests the Halfdane's entertained in the early years. As the years past, the kitchen was used less and less frequently, and now much of the area is obviously closed for storage. Only a few cabinets and pots are out and covered with dust.

There are windows on both sides of the room, providing some light through the shutters. There are three possible ways into this room. A door from the anteroom leads into this chamber as well as a service door from the dining room. The third door, a servants' and delivery door, is locked from the inside and can be opened with the keys provided by Herald. In the northwestern corner of the room, a small stairway leads to the underground pantry. When they enter the kitchen, read or paraphrase the following description:

This room, obviously a kitchen, has not seen much use recently. There are large counters and cabinets along the walls and there are a number of pot racks hanging from the ceiling of the room. The main stove and oven are large and covered with a layer of dust and some grime from the last times they were fired up. A small pile of wood sits near a small stair that leads to a cellar.

Located within the kitchen area, the PCs will find numerous pots, pans, knives, and other cooking utensils. A few barrels and other vats for storage contain some dried meats and fruits. There are a number of spices also located throughout the kitchen. The quality of items within the kitchen is fairly simple. Gregovian was not much of an entertainer and he preferred simple foods that can be found throughout the area. The items within this room were stored in their daily places, but provide no indication to being packed for an extended absence. The spices, dried meats, and other kitchen items have been lying unused for about 6-10 months since Halfdane's disappearance.

The stairway in the corner of the room leads down fairly deep underground (about 15 feet) before ending in a single wooden door. The area underneath the kitchen is considerably cooler and appears to be a root cellar or pantry.

5a. Pantry

The pantry is secured behind a well made, unlocked oaken door. The area is dark and much cooler than the rest of the house. The pantry is large (nearly 30' long) but narrow. Several shelves line both walls and hold numerous jars of preserves, pickled fruits and vegetables, and other household stores. Bags of flour, salt, pepper and a few other assorted spices can also be found in this area.

Near the back of the pantry there is a space for a few small kegs of ale and cheap wine. Near the kegs is a large wine rack with only a few (5) bottles left. These bottles are not exceptional although they are moderate quality (value = 5 gp each).

The wine rack hides a secret door leading into the lower level of the home (Area 3 – Lab). The door is detectable by searching with normal means (1 in 1D6 chance). GMs should remember the innate abilities of elves and half-elves allow them an additional 1 in 6 chance if searching (1-2D6) or a 1 in 1D6 chance for just walking by. If discovered, it is obvious that this door has not been used in years. There is a thick layer of dirt in the door seam and it requires a significant effort to pull the door open.

The door is both locked and trapped. The trap's difficulty and danger vary by tier. These traps can be detected by normal or magical means, and are triggered by opening the door. Opening the door with a *knock* spell will also result in the activation of the trap. All gas or spore traps fill the back twenty feet of the pantry. All of the gas traps will affect an area for 2 rounds before dissipating and becoming harmless. The spore traps have special effects that are explained below. Consult the following table for effects:

Tier 1: Poorly Hidden +5% to F/R Traps

Caustic Vapor – this gas is highly acidic in its content and causes intense burning sensations in the eyes, nose, and throat. Those PCs in the area of effect suffer 2D4 points of damage (save vs. breath weapon for half damage)

Tier 2: No Modifier to F/R Traps

Poison Gas – this gas is released and fills the back portion of the pantry. The gas is noxious and dangerous. All PCs in the area suffer 3D6 hit points of damage, a successful saving throw vs. poison reduces the damage by half. Those affected by the gas (failed save) are also weakened by the gas resulting in a –1 to all attack and damage rolls for 1D4 hours.

Tier 3: Well Hidden -5% to F/R Traps

Brown Mold Spores – these spores are released and affect all heroes within 20' of the secret door. These heat-draining spores inflict 4D8 hit points of cold damage to each victim. This damage may be reduced or negated by items or spells that protect from cold such as a *ring of warmth*, *endure cold*, etc. Otherwise, there is no saving throw to avoid or lessen this effect.

Tier 4: Expertly Hidden -10% to F/R Traps

Russet Mold Spores – these deadly spores are released in the area and affect all PCs within the area. PCs within the area of effect suffer 5D4 points of damage and must immediately make a saving throw vs. poison or become infected with spore sickness. Those infected with sickness are immediately paralyzed and will die in 5D4 rounds unless a *cure disease* spell or other magic with this effect (paladin ability, *Keoghtum's ointment*, etc.) is used upon them. Slain heroes will undergo a transformation and will become covered with russet mold in 1D4+20 hours, at which time they become a mold man. This transformation must be stopped with a *cure disease* before it is complete in order to resurrect the PC.

If the traps are detected, they can be avoided using a successful remove traps roll, however the gas and spore sacks cannot be removed without triggering their effects. This is a danger that the PCs should communicate to W.M. Ranke at the end of the adventure. To be completely safe, the PCs could find a way to detonate the traps without harming themselves such as using an *unseen servant*, etc. If they do not think of this, W.M. Ranke will contact the ministry of magic to purchase an *unseen servant* spell.

Once the door traps are dealt with, the PCs will face a door with a complicated lock. The lock may be picked by normal means or with spells such as *knock*.

Of course, the PCs may also break the door down if they cannot unlock it. If the PCs break down the door, W.M. Ranke will charge them 20 gp to have it replaced. The door opens to the laboratory on the lower level of the home (Area 3).

Upper Level

The upper level of the home is well appointed, but has obviously not been used in years. There are no signs of activity, and a thick layer of dust can be found over nearly everything on this floor. The PCs can enter this part of the house either by traveling up the stairs in the anteroom or by entering any number of the windows marked on the map.

The hallways are carpeted with thick rugs, usually a dark burgundy in color that shows signs of several years of use. Upon arrival on the landing of the upper level, the PCs will see three doors. Two of these doors lead to the guest rooms and the third (at the end of the hall) leads to the master bedroom of Gregovian Halfdane. Each of the encounter areas is linked to a numbered room on the map.

1 & 2. Guest Bedroom(s)

The two guest bedrooms are very well decorated and contain nearly identical furnishings. When Gregovian decided to decorate this area, he simply found a woodworker he liked and purchased two sets of identical furniture. The linens and color schemes show a bit more creativity, although they are also from the same shops in Ravens Bluff. The first room is decorated in dark blues with highlights of yellow, and the second room is decorated in a rich red color with white highlights on pillows, curtains, etc.

Both rooms show no signs of use and have obviously not been cleaned by Megan. Each room contains a large bed, a wardrobe, a chair, a cedar chest and a nightstand. All of the cabinets are empty except the cedar chests that contain extra sets of blankets, towels, and linens. The windows to these areas are also shuttered closed, allowing only a little light from the outside to shine in.

3. Master Bedroom

The master bedroom is truly unique. A massive open styled suite, there are small areas sectioned off for reading, bathing, and of course, sleeping. The room is very well decorated with expensive linens and tapestries hanging from the walls. A trio of windows let in a little light through the closed shutters. The door is closed, but unlocked. There are no traps anywhere within the

master bedroom. When the PCs enter, read or paraphrase the following description:

Upon opening the door, you see a large room that is obviously the master bedroom. There are closed windows on each of the outside walls that would brighten the place up nicely if opened. To your utter amazement, a very small fire burns in the corner of the room, casting light throughout the room but no heat or smoke! There do not appear to be any ashes falling from the logs and there is no spare pile of wood next to the fire.

Inside the room you find a number of pieces of furniture. To one side, there is a large washbasin and a massive tub that appears to be made of copper for bathing. In another part of the room is a pair of comfortable looking chairs and an end table with another brandy set, a lone glass sits on the table.

A massive set of wardrobes stands along the far wall. These two cabinets appear to match the table and chairs from the dining room and are of exquisite workmanship. They appear large enough to hold an extensive array of clothes.

Dominating the room is a massive four-poster bed with a dark green canopy and sheets that are starting to yellow that were once bright white. The covers and pillows also are green and white and lie about the strewn across bed. There is a small nightstand to the left of the bed from which a soft blue light is emanates from its single drawer.

Depending upon the PCs tier, there may or may not be creatures within this room. If the PCs are in the third or fourth tier, a group of ethereal thought eaters (see below) are nearby slowly feeding on the *continual fire* in the corner of the room. When the PCs enter, these creatures will immediately move towards them and begin to feed on their inherent magic, causing the fire to spring back to a more roaring blaze in front of their very eyes! GMs should note which PCs are being effected by the creatures and track their consumption of magical or intellectual energies.

Tier 1 and 2 No Creature Encounter

Tier 3:

Thought Eaters (2): Int Not ratable; AL N; AC 9 (on ethereal plane); MV 6; HD 3; hp 15 each; THAC0 N/A; #AT 0; Dmg See below; SA Absorption; SD Ethereal existence; MR Absorb; SZ S; ML 6

These creatures exist on the ethereal plane and cannot be attacked except on the ethereal plane

Their attack form is to drain spells either in memory, active, or being cast (primary) or intelligence

(secondary). They each drain up to 2 spell levels per round and can drain up to 18 spell levels before being sated or up to 9 points of intelligence. Their combined available spell level consumption is 36 total levels or 18 points of intelligence.

Lost spells may be memorized normally but intelligence loss is permanent until cured with *restoration* spell

Tier 4:

Thought Eaters (3): Int Not ratable; AL N; AC 9 (on ethereal plane); MV 6; HD 3; hp 15 each; THAC0 N/A; #AT 0; Dmg See below; SA Absorption; SD Ethereal existence; MR Absorb; SZ S; ML 6

See Tier 3.

These creatures will continue to feed on the PCs active and in-memory spells first and then move to intelligence. Thought eaters are capable of feeding on wizard or clerical spell alike and show no preference for either type of magic. They will not leave the room for fear of getting too far away from their secured food supply, the *continual fire*. If the fire is dispelled by the PCs, the creatures will continue to follow them on the ethereal plane until they are sated or the adventure ends. When these creatures are feeding on PCs, the victims feel odd and will be aware that their knowledge of spells is slipping away.

The items within the room may be of interest to the PCs, but will not provide any true clues to what happened to Gregovian. If they think to use divination magic to learn more about his life and death, refer to the images and last moments provided earlier in this adventure. The items within the bedroom are all mundane, but very nice, with the exception of the fire and the nightstand.

The fire is a form of *continual light* spell modified by Gregovian. This spell creates a continual fire that provides limited light (20' r) and a small amount of heat, and can be used to ignite other flammable items. The material component is a specially prepared log that services as the focus for the spell. Unlike other continual effects spell, this fire may be extinguished by normal means including smothering, water, etc. This item is a novelty and belongs to W.M. Ranke, he is unwilling to sell it since it lends character to the home.

The drawer to the nightstand is locked, but the PCs will find the key on the floor, just underneath the bed if they look carefully. The drawer is lead shielded and resists all attempts at scrying and detection spells. Inside, the PCs will find a small vial of blue liquid that casts a soft glow (5' r). The vial contains a magical liquid capable of reducing illness and neutralizing

poisons. The liquid has a soft flavor of mint and the bottle contains several doses of the draught (see treasure certificates). Of course, this item technically belongs to W.M. Ranke's and the PCs must purchase it from him at the end of the adventure.

Lower Level

The lower level of the house was a closely guarded Halfdane family secret. There are no records of the excavation on file with the city and none of the city's craftsmen have ever been inside the home to investigate. The entire underground portion of the home is reinforced stone. The doors are all made of stone (with the exception of the one in the study), and there are locks the doors.

The areas have absolutely no light and the PCs will be forced to find a light source of their own (lanterns, the glowing bottle from the bedroom, etc.). The lower level of the home is divided into three main areas, a landing, a library, and a laboratory. The house panty, although technically part of the lower level, is described as part of the kitchen above.

1. Landing

Access to this room is most likely gained from the secret door in the ceiling leading to the study (Area 3 above). The other two doors lead into the other areas on the lower level. The landing area is quite safe and simple. A sturdy wooden ladder leads to the ceiling door and the other doors are made of stone. When the PCs arrive in the area, it will be quite dark unless they have a light source. Once in the landing with appropriate light, use the following description:

This area of the house is dusty but has obviously seen lots of use over the past few years, although not recently. There are two large stone doors leading out of the room. There are a couple of small shelves on which sit a small lantern, tinderbox, and a couple of small flasks of oil.

The items on the landing are normal and can provide light if the heroes do not have any light sources of their own. The doors to the other two areas are locked tightly and none of the keys the heroes have will open these doors. The north door leads to the library and the west door leads to the laboratory. The doors may be picked by rogues (normal chances) or opened by magic or force. None of the doors are trapped although the PCs may suspect otherwise!

2. Library

Behind the door leading north out of the landing is the Halfdane library. The room is fairly large and there are no windows or other doors leading out of the area. There are several book shelves on each of the walls as well as piles of candles and writing materials scattered throughout the room.

The stone door slides open silently revealing its high quality construction. Inside, is another reading room. Unlike the other reading room, this area does not have comfortable chairs, instead a sturdy desk and numerous candles can be found lying around the room. The area is a mess and piles of books and other supplies lie haphazardly around the chamber.

Upon the desk are several piles of paper, candles, and a small book. One of the piles of paper is held in place by a valuable looking green-white stone.

This room contains the collected wisdom of the Halfdane family on many magic-related subjects such as astrology, rune stones, alchemy, folk magic, and others. All of the texts on the shelves are very old and well worn, but not especially valuable. There are over 200 different books contained within this library that house a fair amount of information about magic, ranging from unreliable at best to blatant falsehoods at worst. The bulk of knowledge within these texts is anecdotal, coming from many handwritten journals of unknown mages, scholars, and travelers.

Buried underneath the various papers on the large desk are a few items that may be more interesting to the PCs. On the desk is a small book relating to the magical properties of extra-dimensional spaces such as bags of holding, flat boxes, etc. A single passage of the book is marked with a silk mark that describes a theory for making such items free from the passage of time while not interfering with normal life functions. The theory turned out to be false, and when Gregovian tested it, he caused the accident that freed many creatures held in stasis and thus ended his own existence.

The stone on the desk is dark green in color (matching the bed sheets in the master bedroom) and is flecked with white highlights. It is about the size of a golf ball, although it weighs almost a full pound. The stone is magical and could have saved Halfdane had he not forgotten and left it here! The stone is a spell gem that contains a *dimension door* spell (see item certificate at the end of the adventure). This item, like the others within the house, technically belongs to W.M. Ranke and the PCs will need to purchase it or suffer penalties outlined at the end of the adventure if they steal it.

The remaining items in the lab may be interesting to the PCs but are not especially valuable. GMs should

feel free to elaborate on the descriptions provided here, but cannot include additional items of value. GMs should also be aware of the time remaining in the round and encourage groups that are running out of time that they have fully explored this area in a timely manner.

3. Lab

This room is the site of the final encounters for the adventure, however it is possible that the PCs will stumble upon this area before the end of the adventure. The door to the area from the landing is locked, while the pantry door is trapped (see area description for more details). Regardless, this area contains a powerful creature that was let loose when Gregovian botched an experiment. The creature(s) then attacked and overwhelmed the mage. Due to the types of creatures, only a few bone fragments can be found revealing the fate of the lord of Halfdane manor.

When the PCs enter the room (from either door), read or paraphrase the following description:

The door opens up to reveal a well appointed, and fairly large, laboratory. There are a couple of counters along the walls and a few broken bottles lying on the floor just inside the door. There are several candle holders with nothing but piles of wax in their holders. The entire area is a bit cold and the dampness from the ground seems to be seeping into this chamber.

Located in the middle of the chamber is a large wooden pedestal. Upon the pedestal is a large closed, leather bound book. Its quality is obvious even from this distance due to the soft reflection of gold coming from its gilded pages.

The creature encounters are keyed to the location on the map included at the end of the adventure. GMs should note that given the poor light and the natural camouflage of the creatures, they will most likely strike with surprise in the first round. All creatures are assumed to be 95% invisible through their natural means and neither creature radiates heat detectable with infravision. Apply a surprise modifiers equal to a minus 1 per tier (ie: -1 at Tier 1, -2 at Tier 2, -3 at Tier 3, and -4 at Tier 4).

If the PCs enter through the pantry, the gray ooze will slither along to within range and attack them near the pedestal. At the higher tiers, the trappers will wait until they attempt to leave through the other door and then envelop anyone who steps upon them. At tier 4, the PCs are faced by a trapper at the door and an ooze near the pantry! It is possible, however unlikely, that the tier 3 & 4 parties may avoid fighting these creatures – although they will have failed to execute the full terms

of their agreements. The creatures are fierce and extremely hungry and will attack until killed. Use the following statistics based upon the PCs' total levels when the adventure started.

Tier 1:

Gray Ooze: Int Animal; AL N; AC 8; MV 1 or drop; HD 3+3; hp 12 each; THAC0 17; #AT 1; Dmg 2-16; SA Corrode metal; SD Immune to spells, fire, and cold. Lightning spells and weapons cause full damage; MR Nil; SZ M; ML 20

Corrodes metal (chain mail in 1 round, plate mail in 2 rounds). Metal weapons may corrode and break (save vs. acid) for each attack.

Tier 2:

Gray Ooze: Int Animal; AL N; AC 8; MV 1 or drop; HD 3+3; hp 12 each; THAC0 17; #AT 1; Dmg 2-16; SA Corrode metal; SD Immune to spells, fire, and cold. Lightning spells and weapons cause full damage; MR Nil; SZ M; ML 20

Tier 3:

Trapper (1): Int High; AL N; AC 3; MV 3; HD 12; hp 72; THAC0 9; #AT 1 area of effect up to 2 creatures; Dmg 4+base AC of victims; SA Suffocate in 6 rounds; SD 95 % invisible, Immune to heat and cold; MR Nil; SZ L; ML 20

Any attacks made against a trapper with a engulfed victim inflict half damage to this creature and the other half to the victim (including spells). Area effect spells affect both creatures equally. Engulfed victims can only attack the creature with small sized weapons in hand when they were first attacked.

Trappers will not release their victims unless they are reduced to 1 hp or less

Tier 4:

Gray Ooze: Int Animal; AL N; AC 8; MV 1 or drop; HD 3+3; hp 27; THAC0 17; #AT 1; Dmg 2-16; SA Corrode metal; SD Immune to spells, fire, and cold. Lightning spells and weapons cause full damage; MR Nil; SZ M; ML 20

Trapper (1): Int High; AL N; AC 3; MV 3; HD 12; hp 84; THAC0 9; #AT 1 area of effect up to 3 creatures; Dmg 4+base AC of victims; SA Suffocate in 6 rounds; SD 95 % invisible, Immune to heat and cold; MR Nil; SZ L; ML 20

Once the creature(s) are dealt with, the PCs will be able to investigate further. Located near one of the counters they will find a small bottle and some glittering dust that lost its magic in the accident several months ago. The

PCs will also find very small fragments of bone under some of the counters where Gregovian fell during the creature's attacks.

The beakers and vials are all of good quality and suitable for use in magical research. There are a few items on the counters and shelves that are obviously herbs and other magical components, all of which have become ruined due to prolonged exposure to the damp air. The PCs may find some minor components to simple spells (cantrip, etc.), but nothing exceptionally valuable or rare.

The large book in the center of the room is the Halfdane family spell book. Over the years many of the family members dabbled in the mystic arts, and a few were even accomplished mages. This book is all that remains of their family knowledge. The family mystic sigil has faded with the death of the last mage and the book is safe to handle. The book is large, weighing nearly 8 pounds, and has rich paper with its edges gilded in gold. The leather is of fine quality and well cared for. If handled by a mage with the read magic spell or ability, the spells it contains can be determined (See Certificate). Of course, this book is very valuable to W.M. Ranke (although he is unsure of its true value), and the PCs will have to bargain for it!

Epilogue: Dealing with W.M. Ranke

Once the PCs have completed their search of the home, they will be visited by W.M. Ranke and Mr. Preston. They will listen to the PCs' report and question them thoroughly regarding the search through the house. Their primary interests are to 1) Make sure that the house is safe and intact, 2) Learn the fate of Selon and Megan, and 3) Insure that they did not steal anything.

W.M. Ranke and Preston are both shrewd merchants and will be able to see through most lies based not only the tales being told, but also the reactions of the others present. They have no desire to cheat the PCs, but they will not tolerate them stealing anything that the contract does not entitle them to. The PCs will be required to pay for any damages to the house. The major costs are outlined in the adventure summary below. If the heroes completely destroyed the home, they will be required to pay the equivalent expense of 60,000 gp or face 1 year in debtor's prison (these characters will be excluded from play for 1 year from the date of the adventure).

W.M. Ranke is also shrewd enough to know that he can sell a few of the items the PCs may have found within the house for a bit of extra cash since they were not specifically mentioned in the purchase agreement for the home. He does not know specifically what the

items do, but does have a sense of their value. The price for each of these items should be multiplied by the party's Tier Ranking (1-4). These items include:

- *Where Have all the Monsters Gone* (Children's Book: +1 saves vs. fear): 50-200 gp
- Crystal and China set valued at 4,800-19,200 gp.
- Potion of Blue Liquid (Halfdane Handy Remedy): 100 – 400 gp
- Spell stone with *Dimension Door*: 200 – 800 gp
- Halfdane Family Spell Book: 250 – 1000 gp

If the PCs do not think of it, Mr. Preston will suggest that they return to the guild hall with him to attest to the fate of the workers. Herald will speak on their behalf and the guilds, having found no will or heir on file for Selon, will give them the earring as a token of their gratitude.

PCs that attempt to steal items from the home will find themselves in a great deal of trouble. Since theft of this nature is neither a good or lawful act, all Living City PCs will have alignment conflicts if they attempt to steal from W.M. Ranke. GMs simply need to remind them that this is the case and not distribute certificates for any stolen items. PCs that insist on this course of action **will be** discovered, either by W.M. Ranke or by other PCs who turn the offenders in. These PCs will be thrown in prison for 1 year (as outlined above) and kicked out of any knighthood, clerical circle, or magical circle to which they belong!

The End

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+

Early Investigations

Conducting any investigations: 50 xp

Halfdane Manor: Investigations

Level One:

1. Sitting Room: Defeating the Monsters	100 xp
2. Study: Finding the secret door	100 xp
5a. Pantry: Avoiding the trap	50 xp

Level Two:

3. Master Bedroom: Finding the remedy	50 xp
---------------------------------------	-------

Lower Level:

3. Laboratory: Defeating the monsters	100 xp
---------------------------------------	--------

Total Experience for Objectives: 450 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 950 xp

For Tier 2: 1,900 xp

For Tier 3: 2,850 xp

For Tier 4: 5,000 xp

For Tier 5: 3,800 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.

Items which can be purchased from W.M. Ranke

- *Where Have all the Monsters Gone* (Children's Book: +1 saves vs. fear) (costs tier x 50 gp): A popular children's story, this book tells the tale of a young girl named Sara who was always afraid of the monsters that lived in her cellar. One day, she gathered her courage and went to the cellar when her mother needed some roots, but was unable to go down the steps due to a broken foot. When she discovers there were no monsters in the cellar after all, she learns that the monsters left when she lost her fear.

The reader of this book gains immunity to fear effects during the duration of the tournament. If the reader is a bard, and the book is read out loud, then all beings that hear and understand the story gain +4 to saves vs. fear for the duration of the tournament, while the reader gains immunity. This book may only be read six times before losing its magic.

- Chandelier (costs 600 gp)
- Table (costs 1,200 gp)
- Crystal and China set valued at 4,800 gp.
- *Halfdane handy remedy* (costs tier x 100 gp): The contents of this vial represent the pinnacle of the Halfdane family's magical achievements! The ornate crystal vial is filled with a magical blue fluid that provides a small amount of light equivalent to a *light* spell with a five-foot radius when held out in the open. In addition, this fluid has the ability to reduce stomach pains and alleviate discomfort. There are two doses of remedy in the vial, and if consumed each dose will heal 1D4 hit points of damage and eliminate any poison in the blood stream (effectively neutralizing a hang-over or

other unpleasant effects from over indulgence)! The only side effect is that the remedy induces sleep for 8 hours (no save). Persons who fall asleep cannot be awakened except by dispelling the magic of the remedy, which cancels the beneficial effects.

- *Stone of escape* (costs tier x 200 gp): This magical stone is large and perfectly round. Measuring about 2 inches in diameter and weighing nearly a pound, it is a beautiful dark green color with bright white highlights. The stone is always clean and no attempt to mire its surface will succeed, except for throwing it down. When thrown, the spell stone shatters and activates a dimensional gate for the user only equivalent to a *dimension door* spell. This stone may only be used once.
- Spellbook (costs 250 gp): This magical tome is a massive book weighing nearly 8 pounds and is not suitable for traveling. The book has a fine leather cover that is well cared for and the edges of its rich paper are gilded in gold. The book contains a number of magical spells readable with the *read magic* spell. These spells include:
 - First Level: *charm person, read magic, detect magic, sleep, jump, color spray, comprehend languages, Tenser's floating disk, wall of fog*
 - Second Level: *alter self, invisibility, blur, ESP, knock*
 - Third Level: *slow, dispel magic, clairvoyance, clairaudience, fly*
 - Fourth Level: *stoneskin, polymorph other, polymorph self*

Conclusion

- Up to 100 gp per PC payment

Other Rewards

- Selon's *earring of feather falling* (only if the PCs attempt to return it to the guilds): This magical golden earring is fashioned as a simple golden hoop. Made of finely polished gold that never tarnishes, this ring radiates a faint *Alteration* magic if detected. This magical item will only function when worn properly by any humanoid race. The earring must be attached to a character's ear, nose, or navel in order for its magic to be effective. It functions as a *ring of feather falling*, and counts against the character's number of rings in effect. It must be visible to function (i.e., if worn in the navel, the navel must be exposed). In addition, when worn by a dwarf, this ring will always function and is not subject to the normal chance for magical item failure for this race. The earring has 6 charges, and cannot be recharged. Each time the feather fall power is activated, mark off one charge.

Penalties

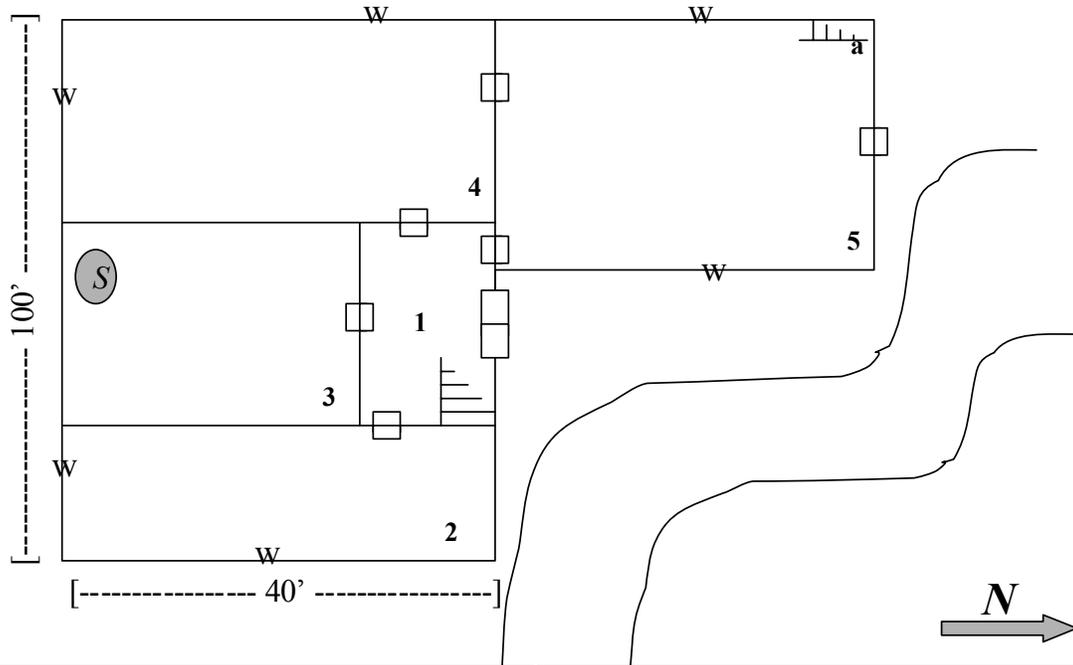
- PCs must pay for house damage (typically 100-1,000 gp per room or part of a room damaged – the more the damage, the more they should pay)
- PCs who steal from the house are thrown into Nevin Street Comptor for 6 months (36 time units), and gain an Infamy Point. Knights and squires gain a negative Chivalry Point.

Fame Award

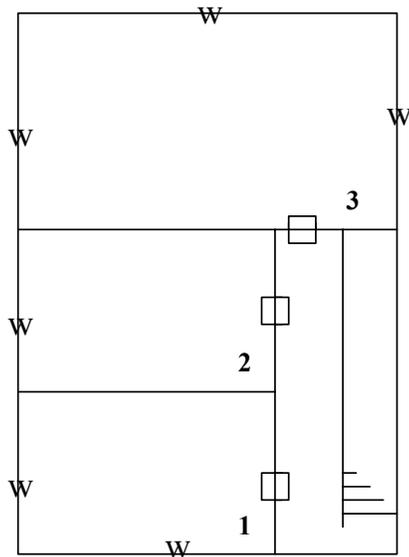
Letter of Reference from W.M. Ranke for each hero (+1 Fame with Merchants)

Close Quarters

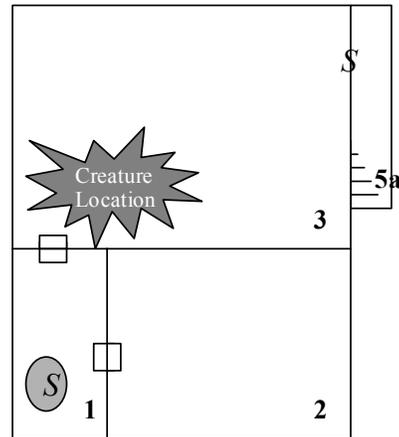
Halfdane Manor Map - Main Floor



Upper Level



Lower Level



Player Handout 1: Contract

Service Contract

Be it known that _____ (designee) does hereby agree to provide professional services to W.M. Ranke from the date of this agreement for two days. The services provided are to include a thorough search of the premises and grounds of Halfdane Manor with the express purpose of discovering the fate of two wayward employees, Selon and Megan. In addition, these services include an inspection of the premises and grounds to discover and deal with any creatures or objects that would be a threat to the owner of the premises. Additional services may be negotiated as needed between the parties.

The designee of this agreement acknowledges that any and all damages to the house resulting from activities relating to the aforementioned investigation are solely the responsibility of the designee. Furthermore, all items not of free will contained within the premises and grounds are the express property of the owner and removal of any such items constitutes theft punishable under the applicable laws of Ravens Bluff.

Payment for these services is to include _____ gold. Half of this amount is payable at time of agreement while the balance is paid upon successful completion of the terms of this contract. In addition to the financial payment, a letter or reference describing the actions of the designees will also be filed at the Merchant Guild Hall of Ravens Bluff.

Signed: W.M. Ranke
