

Dangerous Liaisons

A One-round Living City Adventure

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Blurb: A wandering bard from a faraway land desperately needs your protection. It's too bad he won't accept your help! An adventure for tiers 1-5.

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

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

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

A note about the text: Some of the text in this scenario 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:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

DM's Outline:

SCENE I ENTER THE MUSE

The Bard's Guild is hosting a fundraiser for the new Temple of Milil (run by Elassura Narithan, High Mistress of Song; Tantras). The fundraiser consists of a concert given by some of the best bards in the Bluff. A mysterious visiting bard named Valentine raises considerably more money than any of the other

performers. His bardic abilities seem otherworldly. His charisma is electric and his features are perfectly handsome. (Think of Valentine as a medieval Elvis who has hordes of screaming young ladies following him wherever he goes.) During Valentine's concert women throw their jewelry, gems, coins and other personal effects at him. Unfortunately some of the husband's of the women who are enthralled with Valentine are very displeased. In fact one of the husbands has a "literal" axe to grind with Valentine. Valentine is attacked shortly after the concert by a butcher (disgruntled husband) and it will be up to the PCs to intervene and save Valentine. (In actuality Valentine could handle the encounter himself, but he was so bemused by the butcher's awkward attack, that he only attempted to dodge.) After the concert, Victoria Vango, of the New Temple of Milil realizes what a gold mine Valentine could be for fundraising, and quickly organizes another concert with Valentine as a star 5 days hence. The only problem is trying to keep Valentine out of trouble until that time arrives. Because of this, the New Temple of Milil will try to hire the PCs who have "saved" Valentine. The PCs will be asked to protect Valentine until the next concert. The protection of Valentine is twofold: first the PCs need to insure Valentine's safety until the next concert and second, he is to be treated like a VIP to inspire him for his upcoming performance. Unfortunately, Valentine is a great lover of beauty in all its many forms, and will do everything possible to lose his "bodyguards" in order for him to behold the magnificent sights of this land.

SCENE II VALENTINE'S ANTICS

In the Days that follow Valentine plies his talents at many of the local taverns and Inns. The PCs have their hands full extricating the bard from a series of minor disasters --which threaten to interfere with his upcoming concert for the temple. Firstly, after a bawdy performance at an Inn of questionable repute, he attracts the attention of a young noble lady traveling incognito. This attraction results in a meeting that is mistaken for dalliance when Valentine insists on staying at the Inn for the night. Complications ensue when the brother of the Lady's fiancée sends a group of retainers to "protect the lady's virtue"!

SCENE III THE GREAT ESCAPE

After a day of relative calm, Valentine retires to his room early one night. While practicing his lyre, he is apparently magically abducted! The PCs will likely panic and spend the night and much of the following day tearing the city apart looking for the bard. He will turn up at twilight, quite tired out, and smiling like a Cheshire cat. He has just visited a truly beautiful damsel

in distress held in a tower outside of the city limits. He will act as if nothing has happened and will not reveal his whereabouts under any circumstances.

SCENE IV YOU MAKE YOUR BED YOU LIE IN IT

While taking a back road, Valentine is attacked by minions summoned by the jealous Zenobious (the forced husband of the damsel in distress that Valentine visited earlier). After defeating the beasts, Valentine confesses his whereabouts from Scene III to the PCs. Apparently the damsel's oppressor has taken an unhealthy personal interest in Valentine. There's nothing like a jealous, evil, powerful, necromantic mage to spoil your day!

SCENE V RESCUE

This scene can end in one of two ways. Firstly, the PCs may wish to investigate the damsel in distress (or seek vengeance from being attacked) that Valentine visited in Scene III. In this case the climax occurs at the wizards tower. The PCs defeat Zenobious, free the damsel, and head to the performance for the Temple of Milil. Alternately, Zenobious will confront the PCs directly with more of his servants on their way to the performance, if the PCs choose not to go to his tower.

SCENE VI EPILOGUE

Victoria Vango will pay the PCs the agreed upon reward for delivering Valentine safely to the final concert. After the performance, Valentine will express his gratitude by donating his lyre to the party. He will depart for his home shortly thereafter.

Preparing to run the adventure:

Timetable

- **Day 1:** Valentine's first concert in Ravens Bluff. PCs are hired. Valentine lodged where the PCs see fit.
- **Day 2:** Concert at the "Simple Pleasures Bar and Inn"
- **Day 3:** Impromptu concert at the "Snarlin' Marlin." Valentine meets with Lady Aereven.
- **Day 4:** PCs take Valentine to the Ravens Bluff market. Valentine learns of Elayne and escapes the PCs that night at the "Seven Tiger's Inn." Valentine meets with Elayne that night.
- **Day 5:** Valentine rests all day. The PCs are attacked by Zenobious' creatures at night. Valentine tells the PCs where he had been yesterday.
- **Day 6:** PCs attempt to rescue Elayne (Tower Encounter) or the PCs escort Valentine to his concert (Street Encounter). Hopefully Valentine is

alive for his final concert at Lord Blacktree's estate at about dusk.

Note: Because of the many roleplaying opportunities in *Dangerous Liaisons*, you will have to exercise extreme care to make sure the tournament does not run over the allotted time. For this reason, it is HIGHLY recommended that you stick to the suggested time allotment for each scene.

Scene I: Enter the Muse

Theme: Enthralled by a SuperStar

Suggested Music: Juke Box Hero (Foreigner)

Allotted Time: 40 minutes

Special Rules: Non-lethal combat (PCs are attending a concert in their best clothes and will not be carrying weapons. The only way they can be carrying weapons is if they can somehow sneak them in past the guards at the front entrance.)

With the war fading fast from memory, Ravens Bluff has been undergoing a sort of renaissance as it rediscovers the arts, which were put aside during the conflict. Times have been prosperous even by adventures standards, so you do not feel guilty about spending some of your hard earned gold to attend a charity concert being sponsored by the Fellowship of bards at the Ravens Bluff playhouse. All proceeds from this performance are being donated to the building fund for the new temple of Milil. The most renowned bards from all over the province have turned out to do their part, and impress the wealthy patrons who will be in attendance. As an usher in an elegant smoking jacket shows you to your seats, you notice that seemingly via coincidence, you are seated right next to fellow adventurers.

At this time allow the characters to introduce themselves to one another. If the characters feel inclined, they can also order food and drinks from any of the waiters hovering by their chairs, before the concert starts. Any refreshments they purchase will be delivered to them in their seats. The Ravens Bluff Playhouse has a very homely feel to it. It is several stories high, and has many sets at all levels, and a winch to raise/lower them. There are benches for the commoners, seats for the middle class, and private boxes for the nobility. Observant PCs will notice that both Lady Lena Hall (A wealthy grain merchant), and Lady Helen Doyle (a wealthy fruit merchant renowned for her delicious golden apples) are attending in their private boxes, for which they hold season tickets. Ms. Hall and Ms. Doyle have a business rivalry that is well

known to anyone with the local history proficiency, or high fame in the merchant category. Each believes her product superior to the others', and more important to the Bluff. They have wasted endless hours of the local city official's time trying to secure special treatment and taxation for their crop, and corresponding sanctions against the product of their rival. While they appear as proper ladies, their strong personalities coupled with the intensity of their rivalry for one another, have made it difficult for either widow to remarry despite their considerable fortunes. For more information on the Playhouse, and the Fellowship of Bards and its members, refer to *The City of Ravens Bluff*, 1998, p32-35. **DM note:** no weapons of any kind are allowed into the theatre, excepting only the nobility and their bodyguards. The PCs do not fit either of these categories, so they are unarmed and in their finest apparel. Because they are currently unarmed, the upcoming combat should be non-lethal.

As the curtain rises, the audience will be treated to a plethora of fine entertainment. Some of the highlights are as follows:

1. A show of illusions both fearsome and farcical presented by the guilds master illusionist Arrion Weatherspoon.
2. An amazing display of sorcery by Crystal Lifeson and her apprentice, Lady Cassandra.
3. An awe-inspiring demonstration of tumbling by the "Flying Alonso Brothers"—two fervently religious Tormites who live for death defying stunts.

After each performance, a strange ritual occurs. Exceptionally handsome men and women (from the Fellowship of Bards) walk up and down the aisles holding silver plates taking donations from the audience. Those in attendance will be seen placing gold and silver coins, as well as a few small gems into the various offertories. Players may feel as if they are at a service to Waukeen! Throughout the performances, observant PCs (not necessarily those with the proficiency), will notice that Lady Lena Hall, and Lady Helen Doyle, are staring haughtily at one another from their opposing box seats. Even the emotionally challenged can feel the **love** (read haughty antipathy) between them.

The highlight of the performance occurs at the very end.

"And now for your listening pleasure, I present to you from the far off Kingdom of Celon, The one, the only, Valentine!" At this point, a man walks onto the stage wearing a white robe and a simple golden sash around his waist. He is dark featured and appears to be holding an unusual harp made of solid gold. He is

rakishly handsome, his features seem almost perfect, and he exudes an aura of magnetism that draws even Lady Hall's and Lady Doyle's eyes to him. He sits on a simple stool, and deftly begins to play.

At this point have all of the PCs make a save versus spells. He enacted his *friends* spell-like ability just prior to performing. All PCs who fail their saving throws are so engrossed with Valentine's performance that they cannot leave or perform any other task other than watching attentively, until he stops playing. Those who make their saving throws feel that this is the best musical performance they have ever witnessed, and very much want to watch, but are not required to do so. If time allows read the ballad "Seasons of Love" from Appendix B aloud to the players:

Valentine appears to be in his element as he starts to play his lyre and sings a bittersweet tune:

See Appendix B: Season's of Love

When Valentine strikes the final chord a silence falls upon the theatre, broken only by sounds of weeping. A moment later the room bursts into a flurry of action as Lords throw their entire purses onto the passing plates, and some women even remove jewelry from their own person in order to make a donation. The plates quickly become overloaded, and those holding them must make several trips to empty them.

At this point the subtle rivalry between Ms. Hall and Ms. Doyle flares up. Characters who know these NPCs personally understand and appreciate their formal, regal, serious bearing. Unfortunately Valentine, as a demi-god, has such Charisma that Lena and Helen are not able to think clearly and so they act in a manner which, under normal circumstances, would be somewhat contrary to their natures. Enthralled by Valentine tremendous skill and appeal, Lady Hall and Lady Doyle each determine to garner his attention and performance skills for themselves. Once one of these ladies makes an offer to Valentine the other jumps in simply to undermine and outdo the other. This scene is meant to be comic relief. Having people who are well know to be prim and proper acting in such a child-like manner can be most entertaining, so play it up.

Immediately after the performance ends one of Lena Hall's personal retainers strides onto the stage and offer Valentine a token (a sweater woven from the finest golden fleece) while Lady Hall stares at him like a giddy school girl. Seeing this, Helen Doyle flies into a rage, nearly knocking one of her bodyguards from her box as she thrusts an ornate wooden box into his hands. A moment later Lady Doyle's man enters the stage and

proffers the box. The box is filled with exquisite gems for Valentine, who accepts this second gift as graciously as the first. Meanwhile, Lady Doyle stares invitingly at Valentine from behind her fan. At this point Lena Hall nearly explodes as she searches around frantically, desperately, to find some new gift to top her rival. Yet it is not meant to be...

Not about to be outdone by a couple of arrogant rich people, Silke, the butchers wife sitting in the commoners bench, hurls an object encased in her shawl up on the stage. The package lands unceremoniously at Valentine's feet. Putting the nobles' gifts aside Valentine picks up this new offering and displays it to the crowd, as a house key clatters to the floor. A dangerously mischievous looks enters Valentine's eye as he examines the shawl and realizes that the butcher is a very lucky man. At this, every woman in the crowd goes wild. Mayhem ensues as husbands attempt to contain their amorous wives. Unfortunately for Rolf (the butcher), Silke is just too fast for him and has managed to make her way onto the stage. Valentine is smiling at her invitingly--egging her on (for the fun of her husband's reaction, which he comes to regret). Seeing this, Rolf flies into a jealous rage, pulls out a concealed meat cleaver, and charges Valentine with blood lust in his eyes.

At this point allow the PCs to take actions. They may choose to help control the enthralled women, or more likely will attempt to stop the murder about to happen in front of them. If any of the PCs have a base movement greater than 12, they can make a x5 move (sprint), and reach Rolf before he is able to strike. On the following round have Rolf and the PC in question roll initiative. If the PC wins he may attempt to disarm Rolf with a successful "to hit" roll using a -4 modifier for a called shot. If the PCs are unable to reach Rolf before he strikes, Valentine will simply dodge the subsequent attacks. He will make a dance out of it to impress Silke, making Rolf so angry he begins to froth at the mouth. PCs with 12 base movement or less will be able to make it onstage just after Rolf has made his first attack. They may attempt to disarm as above. Alternatively PCs may attempt to engage in non-lethal combat with or without weapons. In this case refer to *Player's Handbook* p 128-130 (black edition). Remember that since weapons are not allowed, the PCs will have to have snuck them in via magical tattoos, or some similar clever means. Spell casters who wish to incapacitate Rolf will have to spend a round getting to the stage in order to cast. The mayhem of the crowd is jostling them constantly preventing spell casting. On the second and subsequent rounds, spell casters may dice for initiative and cast spells normally while on stage.

Note: If any of the PCs employ lethal spells or combat they will be brought up on charges. Refer to

pages 69-75 in *The City of Ravens Bluff* for details. When Rolf is finally subdued, Valentine will refuse to press charges against him, and laughing, will kiss his wife on the cheek directly in front of the man. He will look at the house key contemplatively for a moment before handing it back to Silke. Rolf will remain livid throughout the entire proceeding. Stats for the combat are as follows:

Rolf the Butcher, hm F2: AL NG; AC 8 (leather apron); MV 12; hp 17; THAC0 18; #AT 1; Dmg d4+2 (butchers cleaver); SA Nil; SD Nil; MR Nil; Str 17, Dex 11, Con 15, Int 10, Wis 12, Cha 12; SZ M; ML 12 (enraged).

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Silke the Butcher's wife, hf F0: AL CG; AC 9; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1 (fist); SA Nil; SD Nil; MR Nil; Str 12, Dex 15, Con 14, Int 14, Wis 8, Cha 16; SZ M; ML 9.

Saves PPD 16, RSW 18, PP 17, BW 20, Spell 19

Valentine: See Appendix A.

After settling the matter with Rolf the butcher, you notice that the Play House appears to be largely vacant. Apparently a throng of envious husbands has led their wives and mistresses out of the theatre before any further crisis could ensue. You notice two women; one of them is the High Mistress of Song, Ellassura Narithan (who sponsored the event), approaching you. By Ellassura's side is a posh looking young lady. This second woman is a charismatic beauty of medium height and build. She has black hair and brown eyes and is dressed in a fashionable, high-cut, black, leather dress. It is this second woman who addresses you as they draw near. "My, my look what the cat dragged in, and none too late it seems." At this the two ladies turn to each other and giggle. After a moment the second lady speaks again. "You seem to have handled this situation rather expertly. I am Victoria Vango, a priestess of Milil, and I believe you have already met our hostess Lady Ellassura. We were wondering if you would be willing to do the New Temple of Milil in Ravens Bluff a small favor—in exchange for a suitable amount of coin of course..."

Any PC with the healing NWP will notice that Victoria's ears appear to be wounded. Any PC who makes a successful check with the Disguise NWP will realize that Victoria has mutilated her ears in an attempt to look more human.

Victoria, who speaks for Ellassura, will attempt to engage the party in a mission. She and Ellassura realize that Valentine is a gold mine for fund raising so they

have invited him to come entertain at their next fundraising event, a private party at Lord Charles Blacktree IV's estate. Valentine will happily accept. After tonight however, the priestesses fear that Valentine may inadvertently cause a stir that might attract unwanted attention to him. The New Temple of Milil wishes to hire the PCs as bodyguards, i.e. a form of insurance policy that he makes it to the performance one week hence in one piece. Valentine is a VIP and is to be treated as such. The PCs are not to attempt to goad him into doing anything he doesn't want to do or their reward is forfeit. At tier 5, and only at tier 5, Lady Ellassura will pull aside the highest-level cleric/priest in the party (or other spell caster if they have no clerics) and speak with him/her privately. Lady Ellassura will confide in this PC that her attempts to divine information about Valentine or his future have been completely unsuccessful, as he is shielded in a manor consistent with a divine being. She will inform the character that he is clearly a power of sorts and that she is a bit worried what his true intentions, if any, may be in this region. Should he prove to be a threat to the city she would like the PC and his/her powerful friends in the party to diffuse the situation by any means within their ability, and report back to her immediately.

The New Temple of Milil is willing to pay each PC 500 gp (tiers 1-2), 1,000 gp (tiers 3-4), or 1,500 gp (tier 5) for successful completion of the mission. This fee is non-negotiable. If the PCs accept the mission the ladies will say "Well here he is, guard him." and run off to count the profits from the evening. If the PCs decline to accept the mission the adventure is over.

Note: Both Ellassura and Victoria are exceptionally charismatic (though less so than Valentine), and very comely. Male PCs will have a very difficult time turning them down at ANY price.

Ellassura, High Mistress of Song, Tantras, hf SP Milil 14: AL NG; Stats irrelevant, as any PCs attacking her will be stopped and sentenced to Ill-Water (read: out of play) forever.

Lady Victoria Vango, ef P(Sp)8 of Milil (nobility kit): AL NG; AC 4 (*bracers of defense AC 6, +2 ring of protection*); MV 12; hp 40; THAC0 16; #AT 1; Dmg 1 (fist); SA Nil; SD Nil; Str 8, Dex 13, Con 14, Int 14, Wis 17, Cha 18; SZ M; ML 14.

Saves PPD 5, RSW 9, PP 8, BW 11, Spell 10

NWP Animal lore 5, Artistic ability 20, Song writing 20, Lyric poetry 20, fashion 20, Chanting 21, Heraldry:14, Dancing 14, Etiquette 18, Local history 18, Language Thrassian 14, Musical instruments 14, Harp 14, Harpsicord 14, Poetry 13, Read/write 15, Religion 17, Riding land based 20, Singing 19 Special ability; Feign Death at will

Spells: 1st—*cure light wounds* x4, *call upon faith* (TOM), *faerie fire*; 2nd—*battle song* (F&A), *augury, idea* (TOM), *hold person, mind read* (TOM), *music of the spheres* (TOM); 3rd—*emotion control* (TOM), *song of compulsion* (F&A), *dispel magic, know customs* (TOM); 4th—*tongues, solipsism* (TOM); 5th—*forgotten melody* (F&A)

If the PCs ask Valentine about his song "Seasons of Love," they will find out about his love for Aurora. Aurora is a maiden from his native land of Celon, and he has been trying to get her out of his mind. Unfortunately, he keeps on writing ballads to her. Even traveling to this far off distant land of "the Forgotten Realms" still hasn't made him forget Aurora. Have Valentine sigh as he mentions Aurora, but also show his frustration at being smitten with her. Valentine is a bard and really doesn't want to settle down with anyone. Having such an attraction to a woman is rather disturbing to him.

Scene II: Valentine's Antics

Theme: A rolling stone gathers no moss.

Suggested Music: Romantic medieval/renaissance pieces.

Allotted Time: 50 minutes

Special Rules: non-lethal combat.

When the PCs take custody of Valentine, he will be tired and wish to go to bed. The PCs may put him up in one of their homes, or any available Inn this evening. Valentine will talk to them about being a bard, or his homeland of Celon (improvise) if the PCs attempt conversation.

Important note: Valentine is a lover of beauty, and any female PCs in the group with Charismas of 18 or better will cause him to pay them homage throughout the adventure. He will buy them trinkets, and be most gracious to them. He will not make any kind of advances toward them, as he has a woman in his mind that obsesses him. His appreciation for beautiful PCs will not cause him to change any of his actions as dictated by the text below, but he will fairly compare the beauty of PCs to NPCs.

The following day Valentine will enjoy a brief tour of the city at the hands of the PCs. Let the PCs take him to the places they think are most interesting. If role-played properly this could be a lot of fun. That evening Valentine will perform at the Simple Pleasures Inn, a middle class Inn in the merchant district. This is a scheduled performance so the place will be packed. The Innkeeper has donated the Wedding suite to Valentine

in exchange for his playing. Those in attendance will predominantly be merchants and businessmen, as well as a host of young teenage women who have come to pay idol worship to Valentine.

Valentine will take the stage and will sing some lovely songs with his lyre. As his closing finale, he will sing the **song “All in Green Went My Love Riding/”** You can read it from **Appendix B** if time permits. At the end of the performance, have the PCs make Intelligence checks. Those that make it understand that Valentine is the deer in the poem, and the huntress, his lover, has shot him through the heart, claiming him as her love. If the PCs ask Valentine they will find out that this poem is also about Aurora (he can’t get her out of his mind).

Shortly after this revelation the teenage women in the crowd will surge towards the stage. They want a piece of Valentine’s clothing, a lock of his hair, a string off his lyre, or anything else that is his. Indeed they are little better than a pack of ravenous wolves. Valentine will tell his “bodyguards” to keep them back, as after last night he does not want any problems. (He is actually manipulating the PCs to lull them into a false sense of confidence).

The PCs have two basic methods for resolving the crisis. First they may attempt to use their charisma to calm the crowd. If they attempt this method refer to the standard encounter reaction chart found on p. 140 of the *Dungeon Master’s Guide* (black edition). Have the PC attempting to contain them roll on the “Threatening” column. Remember to take into account Charisma reaction modifiers.

- If a “friendly” result is obtained on the 2d10 roll then the screaming girls are pacified and the encounter is resolved.
- If a “cautious” result is returned on the 2d10 roll, then the women have slowed their advance. This will allow a new 2d10 roll to be made on the “indifferent” column. If a friendly result is obtained this time, the girls become placid as above. If a “cautious” result is returned the charismatic PC can continue attempting to persuade them the following round(s), still in the indifferent column, in the hopes of obtaining a friendly result.
- If at any point in the negotiations the modified 2d10 roll returns a “threatening” or “hostile” reaction then diplomacy has failed and the matter must be resolved by physical confrontation.

If the PCs are unable to resolve the situation with diplomacy, they have 20 ravenous, star-crazed, berserk teenage girls to contain. All are 0 level, and capable of inflicting one point of damage with their nails on anyone who stands between them and their object of affection. If any of the girls are seriously hurt by the

PCs the offending PCs will be brought up on charges and likely removed from the adventure in accordance with the Crime and Punishment rules for Ravens Bluff. When the matter is in hand, Valentine will retire to his suite and ask that the PCs guard his room (from the outside) to keep unwanted fans out.

The next day Valentine will be in good spirits, and he will ask for a tour of the water front and the docks that made Ravens Bluff great. That evening he will decide to give an impromptu performance in the Harbor district at a seedy little Inn known as the “Snarlin’ Marlin.” This may well set alarm bells off in the heads of his bodyguards. The site has not been scouted out, it is in a high crime area, and there are an unusual number of drunk/rowdy sailors in town at the moment. Despite all of these concerns, Valentine cannot be dissuaded from this course of action. He will state simply, “Music is for everyon, not just the rich!” The PCs will have to physically restrain him to prevent this, (charisma will not work) which will cause them to forfeit all payment for the mission. In this scenario Valentine will simply use his thieving skills to get away from the party at first opportunity and return to do the concert WITHOUT the PCs protection.

As the party enters the “Marlin,” any followers of Tyr or members in the City Watch in the party will notice that they could have, at one time or another, arrested every other person in the establishment, for crimes ranging from prostitution to low murder. When the party first enters there is little happening other than a group of drunk sailors singing old mariners tales. The Innkeeper readily agrees to allow Valentine to perform. Several tables are pushed together to form an impromptu stage. There are a number of women in the audience, mostly of ill repute looking to part these sailors from their wages. When Valentine takes the stage--read the bawdy ballad called “**To His Coy Mistress**” found in Appendix B, time permitting.

One of the women in the crowd is actually a noble lady in disguise. Lady Aereven of house Liontower (*The City of Ravens Bluff* p 54), is about to be wed to Lord Roel Ampner (*The City of Ravens Bluff* p 47). The life of a noble lady can be very isolating, as they are not allowed to mingle with those beneath their station. Sadly, the higher one’s station, the fewer “acceptable” people there are to socialize with. While Lady Aereven cares for her sickly suitor Lord Roel, she realizes that once she enters his house, she will be sequestered. With this in mind she has disguised herself as a servant so that she might interact with the commoners. She is a bit naïve, but is having a wonderful time at the Marlin, doing things she would never be allowed to do in polite society.

During the performance she falls under Valentine’s

spell and tells him that she wants to see him after the show. Lady Aereven thinks Valentine is fascinating, and wishes to learn more about him and his homeland, but is unable to do so with all the fans about. The crowd is so loud, that her request is unheard, but Valentine with his lip reading proficiency is able to determine her intent. If a PC happens to be looking in the crowd's direction during the performance (instead of looking at Valentine's performance) then they might be able to understand what she has said. The PC will need to have the non-weapon proficiency of lip reading and will need to make a successful proficiency check to see what she said. Success allow the PC to know she said, "Valentine—I would speak with you in private."

After Lady Aereven has offered to meet Valentine in his room, he will signal to her his room number slyly, in a manner the PCs will not see. Lady Aereven then bribes the unscrupulous Innkeeper to gain access to Valentine's room, where she hides for their rendezvous. (This will be done before Valentine leaves the stage.) After his performance, Valentine will retire to his room and ask the PCs to keep fans out like the previous night. He will not permit his "bodyguards" to search his room. As soon as Valentine is inside, he locks the door and proceeds to talk with Lady Aereven.

At this point have any PCs on guard with the Alertness NWP roll a check at -2. Those without the proficiency may make a Wisdom check at 1/3. Any PC who makes this check will hear a giggling female voice emanating from Valentine's room, and Valentine reciting poetry. After hearing these sounds, but before the PCs can take action, read the following to the PCs on guard:

Suddenly, a most unusual sight catches your attention. Running up the stairs are a group of hard looking men who appear to be military veterans. They are outfitted in matching livery thrown hastily over leather armor. All but one are carrying weapons which appear to have been carefully padded. The leader appears to be holding some type of strange arrow, which hovers just over his palm. It glows progressively brighter as they climb the staircase. As they hit the landing, the arrow rotates of its own volition and points directly at Valentine's door. The leader shouts "get her, she's in there!" As soon as he bellows this you hear the bar fall from Valentine's door, and the tumbler turn as a mage comes out of invisibility. A moment later Valentine's, door flies open as if pushed by magic. Immediately the men surge towards the doorway."

The PCs have inadvertently become entangled in the personal affairs of house Ampner and house Lontower. After the war with Myrkyssa Jelan, House Ampner

mysteriously came into a lot of money. House Lontower, which enjoys an excellent reputation, has fallen on financial hardship. House Lontower's wealth is based principally upon agriculture, but the farms that support it were burned during the war. House Ampner on the other hand has the reputation of scoundrels, but as of late House Ampner has money to burn. Seeing a mutually beneficial opportunity, Lord Amandas Lontower and Lord Noldron Ampner agreed to have their children marry. Luckily the betrothed do have some feelings for one another, but as previously stated, Lady Aereven is naïve and does not realize that speaking to Valentine privately casts the appearance that improper behavior is occurring.

With his family's reputation on the line, and realizing that the poor health of young lord Roel Ampner (the suitor), might cause his daughter Aereven to stray, Amandas Lontower took an unusual precaution. He called in a favor at the Ministry of Art, and had a special magical item—an earring of homing produced. The earring, combined with a specially modified arrow of direction, would allow him to keep track of his daughter at all times prior to the ceremony. When Aereven disappeared from his house, Amandas feared the worst and immediately went to the Ampner estate and turned over the arrow of direction. Since the marriage is in both houses' vested interest, Noldron Ampner chose not to break off the engagement, but rather to send some of his retainers along with his Aunt, Lady Kassitrassa Ampner, to rescue Aereven's "virtue" and give the miscreant who would lead her astray a sound drubbing.

As the encounter currently stands, Kassitrassa cast *knock* and *unseen servant* while invisible, to open the door to Valentine's room. She then became visible as the members of her house charged the door. Any character with the Heraldry NWP will recognize the livery of house Ampner with a successful proficiency check.

Tier1:

Lady Kassitrassa Ampner, hf W3 (Witch kit): AL LE; AC 7 (*armor* spell 11 hits points, +1 *ring of protection*); MV 12; hp 13; THAC0 20; #AT 1; Dmg 1 (fist); SA spells; SD spells; MR Nil; Str 12, Dex 11, Con 15, Int 17, Wis 14, Cha 12; SZ M; ML 14.

Saves PPD 13, RSW 10, PP 12, BW 14, Spell 11.

Spells: *unseen servant* *, *charm person*, *knock* *

*= already cast

Lady Kassitrassa will stay out of the conflict, but will cast her *charm person* spell on any fighter types if the PCs resist.

Lord Henry Walsingham, hm F3: AL N; AC 7

(leather + dex); MV 12; hp 30; THAC0 18; #AT 3/2; Dmg d8+4 (subdual 1/4 real); SA double specialized longsword (+3/+3); SD Nil; MR Nil; Str 17, Dex 15, Con 17, Int 14, Wis 13, Cha 16; SZ M; ML 14.

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

Elite Guardsmen House Ampner (4), hm F2: AL N; AC 7 (leather + dex); MV 12; hp 17; THAC0 20; #AT 1; Dmg d8 (subdual 1/4 real); SA Nil; SD Nil; MR Nil; Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 12; SZ M; ML 13.

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Tier2:

Lady Kassitrassa Ampner, hf W4 (Witch kit): AL LE; AC 7 (armor spell 11 hits points, +1 ring of protection); MV 12; hp 15; THAC0 20; #AT 1; Dmg 1 (fist); SA spells; SD spells, brew calmative poison; MR Nil; Str 12, Dex 11, Con 15, Int 17, Wis 14, Cha 12; SZ M; ML 14.

Saves PPD 13, RSW 10, PP 12, BW 14, Spell 11

Spells: *unseen servant* *, *charm person*, *knock* *, *mirror image*

*= already cast

Lady Kassitrassa will stay out of the conflict, but will cast her *charm person* spell on any fighter types if the PCs resist.

At this tier Lady Kassitrassa also has one dose of calmative poison. If in melee she will extend her gloved hand towards her attacker and blow the powdered poison out of her hand onto the victim. No attack roll is needed. The target must immediately save versus poison or fall asleep for the remainder of the combat. Since this agent is organic in nature rather than magical, elves do not get their standard resistance to sleep/charm when saving versus the effects. Demi-humans who get bonuses versus poisons may apply those modifiers to their roll.

Lord Henry Walsingham, hm F4: AL N; AC 7 (leather + dex); MV 12; hp 40; THAC0 17; #AT 3/2; Dmg d8+4 (subdual 1/4 real); SA double specialized longsword (+3/+3); SD Nil; MR Nil; Str 17, Dex 15, Con 17, Int 14, Wis 13, Cha 16; SZ M; ML 14.

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

Elite Guardsmen House Ampner (4), hm F3: AL N; AC 7 (leather + dex); MV 12; hp 25; THAC0 20; #AT 1; Dmg d8 (subdual 1/4 real); SA Nil; SD Nil; MR Nil; Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 12; SZ M; ML 13.

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

Tier3:

Lady Kassitrassa Ampner, hf W6 (Witch kit): AL LE; AC 7 (armor spell 11 hits points, +1 ring of protection); MV 12; hp 23; THAC0 19; #AT 1; Dmg 1 (fist); SA spells, *charm man I* once per day; SD active *fly* spell, spells, brew calmative poison; MR Nil; Str 12, Dex 11, Con 15, Int 17, Wis 14, Cha 12; SZ M; ML 14.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *unseen servant* *, *charm person*, *knock* *, *mirror image*, *fly* *, *hold person*

*= already cast

Lady Kassitrassa will stay out of the conflict, but will cast her *charm person* spell on any fighter types if the PCs resist. To add additional role-playing and make Kassitrassa seem more mysterious, you may wish to read the verbalizations for her unique abilities found below. If you are comfortable doing so, then simply read off the appropriate rhyme right before you resolve the effects of the power used.

Alternatively Lady Kassitrassa may employ her *charm man I* innate ability at any time to turn the tide of battle in her favor. Upon using this ability all hostile male PCs within 30 ft. must make an immediate save versus spells, or operate as if under the effects of a *charm person* spell for the remainder of the combat.

At this tier Lady Kassitrassa also has one dose of calmative poison. If in melee she will extend her gloved hand towards her attacker and blow the powdered poison out of her hand onto the victim. No attack roll is needed. The target must immediately save versus poison or fall asleep for the remainder of the combat. Since this agent is organic in nature rather than magical, elves do not get their standard resistance to sleep/charm when saving versus the effects. Demi-humans who get bonuses versus poisons may apply those modifiers to their roll.

Optional incantation for *charm man I*. You do not have to use this, but it can add some fun.

Look into my eyes,

I would never tell you lies,

Your mind is weary let me guide you,

rest your conscience deep inside you...

Lord Henry Walsingham, hm F6: AL N; AC 7 (leather + dex); MV 12; hp 60; THAC0 15; #AT 3/2; Dmg d8+4 (subdual 1/4 real); SA double specialized longsword (+3/+3); SD Nil; MR Nil; Str 17, Dex 15, Con 17, Int 14, Wis 13, Cha 16; SZ M; ML 14.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

At this tier Lord Henry also has one dose of calmative poison to be used as above. He will blow it at the first PC who attempts to stop his men from gaining entry to Valentine's room.

Elite Guardsmen House Ampner (4), hm F4: AL N; AC 7 (leather + dex); MV 12; hp 33; THAC0 20; #AT 1; Dmg d8 (subdual 1/4 real); SA Nil; SD Nil; MR Nil; Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 12; SZ M; ML 13.

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

Tier4:

Lady Kassitrassa Ampner, hf W7 (Witch kit): AL LE; AC 7 (*armor* spell 11 hits points, +1 *ring of protection*); MV 12; hp 27; THAC0 18; #AT 1; Dmg 1 (fist); SA spells, *charm man I* once per day; SD active *fly* spell, active *detect invisibility* spell, spells, brew calmativive poison; MR Nil; Str 12, Dex 11, Con 15, Int 17, Wis 14, Cha 12; SZ M; ML 14.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *unseen servant* *, *charm person*, *detect invisibility* *, *knock* *, *mirror image*, *fly* *, *hold person*, *fumble*

*= already cast

Lady Kassitrassa will stay out of the conflict, but will cast her *charm person* spell on any fighter types if the PCs resist. To add additional role-playing and make Kassitrassa seem more mysterious, you may wish to read the verbalizations for her unique abilities found in Tier 3. If you are comfortable doing so, then simply read off the appropriate rhyme right before you resolve the effects of the power used.

Alternatively Lady Kassitrassa may employ her *charm man I* innate ability at any time to turn the tide of battle in her favor. Upon using this ability all hostile male PCs within 30 ft. must make an immediate save versus spells, or operate as if under the effects of a *charm person* spell for the remainder of the combat.

At this tier Lady Kassitrassa also has one dose of calmativive poison. If in melee she will extend her gloved hand towards her attacker and blow the powdered poison out of her hand onto the victim. No attack roll is needed. The target must immediately save versus poison or fall asleep for the remainder of the combat. Since this agent is organic in nature rather than magical, elves do not get their standard resistance to sleep/charm when saving versus the effects. Demi-humans who get bonuses versus poisons may apply those modifiers to their roll.

Lord Henry Walsingham, hm F7: AL N; AC 7 (leather + dex); MV 12; hp 70; THAC0 14; #AT 2; Dmg d8+4 (subdual 1/4 real); SA double specialized longsword (+3/+3); SD Nil; MR Nil; Str 17, Dex 15, Con 17, Int 14, Wis 13, Cha 16; SZ M; ML 14.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

At this tier Lord Henry also has one dose of calmativive poison to be used as above. He will blow it at

the first PC who attempts to stop his men from gaining entry to Valentine's room.

Elite Guardsmen House Ampner (4), hm F5: AL N; AC 7 (leather + dex); MV 12; hp 41; THAC0 19; #AT 1; Dmg d8 (subdual 1/4 real); SA Nil; SD Nil; MR Nil; Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 12; SZ M; ML 13.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

At this tier each guardsmen has one dose of calmativive poison to be used as above. The Guardsmen will use this as their first attack versus any PCs who resist their entry into the room.

Tier5:

Lady Kassitrassa Ampner, hf W8 (Witch kit): AL LE; AC 7 (*armor* spell 11 hits points, +1 *ring of protection*); MV 12; hp 27; THAC0 18; #AT 1; Dmg 1 (fist); SA spells, *charm man I* once per day; SD active *fly* spell, active *stoneskin* spell (6 attacks), active *detect invisibility* spell, spells, brew calmativive poison; MR Nil; Str 12, Dex 11, Con 15, Int 17, Wis 14, Cha 12; SZ M; ML 14.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *unseen servant* *, *charm person*, *detect invisibility* *, *knock* *, *mirror image*, *fly* *, *hold person*, *fumble*, *stoneskin*

*= already cast

Lady Kassitrassa will stay out of the conflict, but will cast her *charm person* spell on any fighter types if the PCs resist. To add additional role-playing and make Kassitrassa seem more mysterious, you may wish to read the verbalizations for her unique abilities found in Tier 3. If you are comfortable doing so, then simply read off the appropriate rhyme right before you resolve the effects of the power used.

Alternatively Lady Kassitrassa may employ her *charm man I* innate ability at any time to turn the tide of battle in her favor. Upon using this ability all hostile male PCs within 30 ft. must make an immediate save versus spells, or operate as if under the effects of a *charm person* spell for the remainder of the combat.

At this tier Lady Kassitrassa also has one dose of calmativive poison. If in melee she will extend her gloved hand towards her attacker and blow the powdered poison out of her hand onto the victim. No attack roll is needed. The target must immediately save versus poison or fall asleep for the remainder of the combat. Since this agent is organic in nature rather than magical, elves do not get their standard resistance to sleep/charm when saving versus the effects. Demi-humans who get bonuses versus poisons may apply those modifiers to their roll.

Lord Henry Walsingham, hm F8: AL N; AC 7 (leather + dex); MV 12; hp 80; THAC0 13; #AT 2; Dmg d8+4 (subdual 1/4 real); SA double specialized longsword (+3/+3); SD Nil; MR Nil; Str 17, Dex 15, Con 17, Int 14, Wis 13, Cha 16; SZ M; ML 14.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

At this tier Lord Henry also has one dose of calmative poison to be used as above. He will blow it at the first PC who attempts to stop his men from gaining entry to Valentine's room.

Elite Guardsmen House Ampner (4), hm F6: AL N; AC 7 (leather + dex); MV 12; hp 49; THAC0 18; #AT 1; Dmg d8 (subdual 1/4 real); SA Nil; SD Nil; MR Nil; Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 12; SZ M; ML 13.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

At this tier each guardsmen has one dose of calmative poison to be used as above. The Guardsmen will use this as their first attack versus any PCs who resist their entry into the room.

Running the Combat:

The strategy for the Ampners is largely the same at every tier. The fighter types will rush in using their calmative poison (if any) as appropriate. Lady Kassitrassa will stay back using her spells as needed. The PCs are not the target of their assault and will only be attacked if they interfere (almost guaranteed). The Ampners are after Lady Aereven, who they will not harm under any circumstances. Valentine on the other hand, they intend to beat and kick until he is black and blue, and unable to perform without magical healing.

If the heroes enter the fray, they will have to use non-lethal combat or be brought up on criminal charges. If this happens they will be removed from the game and perhaps even from the campaign if they commit high murder. Use the non-lethal combat rules as stated in the *Player's Handbook*, especially remembering the -4 to hit penalty for using weapons to subdue. If any of the Ampners or their retainers are killed by a PC, that adventurer earns a point of Infamy and will be brought up on charges as above. Any Knight receiving this point of infamy will also receive a negative chivalry point. If the PCs resort to lethal combat, the Ampners will follow suit in self-defense. In this case the PCs will again be brought up on charges and the Ampners will get off scot-free.

The Aftermath:

If most of the Ampners are down, or they are clearly outclassed by the PCs, they will cease their attacks and attempt to parlay. If treated by the PCs fairly and in a friendly manner, they will insist only that Lady Aereven

leave with them to be taken to her father at the Ampner estate. If they part on such friendly terms, Lady Kassitrassa will give the PCs the *earring of homing*, and the modified *arrow of direction* in compensation, and be on their way. If the heroes attempt to involve the law in this matter, Kassitrassa will NOT give them these items. The PCs will be forced to go down to the city watch station house (leaving Valentine unguarded), and will spend the rest of the night giving statements and sitting around. The Ampners, on the other hand, will be released on their own recognizance and an officer in the watch will be sent to their estate to take their statements. As the Ampners have liberally bribed most of the officials in the city, any charges against them will be summarily dropped. Any charges against the PCs on the other hand are another matter. Welcome to medieval justice...

Scene III: The Great Escape

Theme: Panic, deceit

Suggested Music: Chase (Miami Vice Soundtrack); Helicopter Attack (Tangerine Dream from the album Dream Music)

Allotted Time: 20 minutes

Special Rules: Tracking NWP

Today the PCs will likely spend the beginning of the day with Valentine at the main market in Ravens Bluff. Valentine has told them that he wants to buy some trinkets for his family (and the many women he knows). Valentine will confide in the party that nothing makes a woman happier than a trinket from a far-away land that was bought just for her.

If the PCs ask more questions they will find out the following information about Valentine:

- Valentine loves beauty in all its many forms.
- Valentine has never found the right woman for him and has never settled down.
- The only woman that has truly bewitched Valentine is a woman named "Aurora" (from his homeland of Celon). She is the daughter of a muse and has unearthly beauty, but Valentine is puzzled by her, since she doesn't fawn over him like all of the other women do. One of his reasons for traveling to this realm was to hopefully find a way to put her out of his mind.
- The song that Valentine sang at the first fund raising event was about his feelings for "Aurora."
- Valentine is from a realm called Celon, it is a far-away land that you can only reach through a portal Deep underground in Sarbreen. The citizens of Celon have known about this natural portal for

some time, but most people are afraid to go through it. Valentine on the other hand lives for adventure and just wanted to see if it really did take him to another realm.

- Valentine finds this realm interesting, but finds the names of the gods very funny.
- Valentine's father is a god of his realm called "Apothis." Valentine's mother is a muse (a bard of superhuman abilities). This, of course, makes Valentine a demi-god. (Though he has no followers in the traditional sense. There are just too many demi-gods in Celon!)
- Valentine's father and mother constantly look after him and he was getting tired of it. One of the reasons he went to this realm was to have fun away from his over-protective parents.

While the PCs and Valentine are at the market, Valentine will learn about a woman imprisoned in a wizard's tower against her will. The woman is reputedly the most beautiful woman in this realm. She is also apparently very lonely and her husband (not by her choice) doesn't seem to love her and only wants her as a possession. Valentine of course not only sympathizes with the woman for the treatment she has received from her over-protective (unloving) husband--but Valentine is also beguiled by the description of her being the most beautiful woman in the land. He must gaze upon her, if only for a moment!

The PCs will have a chance of hearing this story while Valentine hears it. The PCs will have to roll their Alertness proficiency or Wisdom at 1/3 to hear the story told by a local vendor. A thief PC who states he is actively using his hear noise ability will be entitled to his standard percent roll to overhear this.

What the Bard does not know however, but local PCs will, is that this has been a long running urban legend in Ravens Bluff. This story first surfaced years ago, and several groups of famous adventurers went to investigate, but never found any evidence of any captives, male or female, in Zenobious' tower. If the heroes learn of this rumor, tell them that a group of adventurers checked this out long ago and it turned out to be false. Have fun and be creative when describing which adventurers inspected it in the past. Preferably pick powerful PC friends of your group who are not currently at the table as the past investigators. Because of his wards, Zenobious was always able to detect when the adventuring groups would come to inspect his abode. Zenobious simply teleported Elayne away at those times, so no evidence was ever found. Eventually adventurers stopped coming, so now he leaves Elayne in the tower at all times.

Valentine will buy some assorted gifts from the

market for his friends back home. He will then eat a late lunch and ask to retire to his room. During lunch Valentine will also try to make sure that the PCs drink a lot of wine, ale or other alcoholic beverages. Some PCs might refuse, but he use his innate friends ability to bump his charisma to 25 and will try his best to charm them into drinking. Since Valentine is extremely charming, have the PCs make a saving throw versus spells if they refuse to drink. The saving throw is made with no modifiers for protective magics as the charm is not magical in nature. This persuasive ability is an effect of his God-like charisma. Valentine wishes to get his "protectors" lulled into a sense of complacency, as he intends to escape their "protection."

Valentine has not had the best time while he has been in Ravens Bluff. It is hard to see the natural and man made wonders of a land if you are always being chaperoned like a child. With this in mind he has decided to "ditch" his bodyguards and make a little trip on his own. Valentine has not even considered that he might need the PCs to protect him and really considers them to be a nuisance. How can he have any fun when the PCs are so heavy handed?

Valentine has decided that he has had enough of their "protection." He will first play some relaxing ballads that will almost lull his bodyguards to sleep. Then he will use his lyre to cast *dimension door*. His lyre will cast *dimension door* when a certain chord is struck. Valentine then plans on escaping his bodyguards and will have fun tonight!

Today has been relatively calm. If only the next three days could go as smoothly as this day has gone. That would make this the most easy assignment that you have ever been on. You have spent the majority of the day being a tour guide for Valentine. Your party even came up with a great idea of disguising Valentine so that he isn't mobbed at every street corner by young girls. Unfortunately for your party, his fame has risen almost meteorically overnight. The young women of Ravens Bluff need to be constantly kept at bay or you might have another situation like Lady Aereven on your hands.

You are now all waiting in Valentine's room at the Seven Tigers Inn as the sun begins to set. Valentine is sitting on his bed and is playing a delightful ballad that has made the entire party feel relaxed and tranquil. You are beginning to enjoy the wonderful music when something extraordinary happens.

As Valentine segues into a new tune a surprised look appears on his face. A moment later Valentine and his lyre mysteriously vanish. The only evidence to

prove that he was there is a small impression in the bed where he had been sitting.

Valentine has used his lyre to cast *dimension door*. He actually isn't too far away. The PCs however will not be able to locate him by any means.

The PCs are now faced with finding Valentine in the vast city of Ravens Bluff. The point of this scene is to let Valentine get away to meet Elayne who is imprisoned in the Tower of Zenobious. Let the PCs look around for clues about Valentine's whereabouts.

The PCs will have the chance to run across the following people, though they will have to find the right people to talk to. Use local history, information gathering, or similar non-weapon proficiencies (or contacts in organizations) to simulate this. Alternatively wisdom at 1/3 may be used. After they have found the right person to talk to make your PCs roll a standard reaction check, with charisma modifiers, to see how much information they get from the NPCs.

NPCs that have seen Valentine:

- **Young Woman--Market Vendor: Tara.** She saw a man fitting Valentine's description running past her stand with a smirk on his face. He seemed very happy.
- **Young Teenage Girl: Jasmine.** She has the wistful look of a starstruck fan. She saw "The Valentine" run on past her. Jasmine has been to most of Valentine's concerts (except the ones in bars where her parents wouldn't let her go). Jasmine will simply talk about how wonderful Valentine is and how gorgeous he is. She'll also let the PCs know that Valentine even touched her momentarily as he ran on past her. <SIGH> Make sure that the PCs get sick of the lovestruck teenager. The idea is to play her as an annoying teenybopper. Jasmine will even try to follow them around in hopes of finding Valentine. The PCs will have to be diplomatic to get rid of her.
- **Older Woman-Flower Vendor: Drucilla.** Dru cannot help but remember the gorgeous young lad who stopped on by her flower stall to buy a bouquet. Valentine said something to her about an incredibly beautiful woman he had to see with his own eyes. Dru can only chuckle at the well-mannered young man who kissed her hand as he left. Saying something about "if she had only been younger... <Oh, it brings back memories...>"
- **Little Boy on the Street: David.** Think of this little boy of eight as a young capitalist in the making. For a silver piece he will give the PCs some information. Unless one of the PCs has a very high Charisma, in which case he will only charge a

copper. David noticed a very handsome man fitting Valentine's description (holding a bouquet of flowers) who just ran past him. The boy even knows the direction Valentine has gone. But that will be another silver piece... The boy will eventually tell them that Valentine headed south.

PCs that make a Heraldry/Local History check will realize that Lady Aereven's home is not south of their present location. Such a PC might logically deduce that looking at her home will yield nothing. If the PCs try to see Lady Aereven, they will find out that Valentine has not been seen there (at least according to Lady Aereven and her servants). If the PCs are forceful enough to look through Lady Aereven's home, the mother will let them. However, they will find nothing.

If the PCs do continue south they will need to use the Tracking proficiency (or similar means) to follow Valentine's trail. If they do not make a Tracking proficiency check, they will fail immediately and will lose his trail. However, allow the PCs to ask local people on the street about Valentine. In time, someone should tell them where an incredibly handsome man with a bouquet of flowers was headed. Eventually, they will get as far as the southern gate of Ravens Bluff before they lose his trail, even if they make their tracking rolls.

At this point, faced with the potential loss of their precious reward money, the adventurers may panic. This is well and good; keep them off-balance. In fact they may spend the rest of the night following the smallest lead, no matter how zany, in an attempt to locate Valentine. It will all be to no avail however. The next morning, Valentine will find the PCs, no matter where they happen to be at the time.

You have nearly given up all hope of finding the elusive bard when suddenly the sounds of sweet music fill your ears. Valentine appears at the edge of your vision singing a bawdy tune. You have seen Valentine sing many times before, but somehow now he is different. There's a mischievous grin on his face and a look of utter happiness glows all about him. As he approaches you he pats one of your party on the back. "Hey, long time, no see! What's on the itinerary for tomorrow...Oops, I mean today! I haven't kept you up all night have I?"

Valentine will make no apologies for his disappearance and he will reveal next to nothing. He will only smile gamely at the party as he sidesteps their questions. Valentine will not lie to the party, but he will refuse to answer any questions that get too close to the truth. Last night he spent several hours in the Company of Elayne talking to her, playing his lyre, and he even composed a

song for her. He gave her the flowers he had purchased from Druscilla, and left hastily when he learned of Zenobious.

When the PCs reveal their grand plans for Valentine's day, he will yawn and tell them he appreciates the thought they have put into this but he is rather tired and just wants to go to bed. He will insist on this, and will sleep until suppertime. After supper Valentine gets it into his head that he would like a night tour of the city. As he leaves with his bodyguards in tow, the unexpected happens.

Scene IV: You Make Your Bed, You Lie In It

Theme: Harsh consequences

Suggested Music: Patriot Games soundtrack

Allotted Time: 50 minutes

Special Rules: None

You and your entire party had double shifts to guard Valentine during the day. Hmm... or were you simply trying to make sure that he didn't run off again? While you and your party paced the room guarding Valentine, he was sleeping soundly. The only thing you heard from him during the night (besides his snores) was his contented murmur that he seemed to be saying to someone. Valentine's face finally contorts when he says in his sleep, "What your...!" And with that Valentine immediately wakes up out of a very deep sleep. "Oh..what..where am I?"

Valentine will now get up and try to get dressed. He seems somewhat distressed by whatever it was that he was dreaming. But he quickly returns to his cheerful old self as he finishes adjusting his toga and stares at his beautiful personage in the mirror. Valentine will stare at his mirror image and make various facial expressions for at least 10 minutes (unless interrupted by a PC). Yes, Valentine is a narcissist.

If any of the PCs ask what Valentine was dreaming he will try to dismiss their questions. If they persist he will simply tell them that he was dreaming of the most beautiful woman in the land and he will sigh softly.

Once Valentine is dressed, and has eaten supper, he will demand to have his "night" tour of Ravens Bluff continue. Valentine will seem genuinely curious about the fair city of Ravens Bluff. Keep in mind that almost everything is new to him here, and he will need the PCs to instruct him on proper etiquette at almost every turn.

Based on past difficulties with transporting Valentine openly, the party may try to disguise Valentine before they leave the Inn. Have the PCs make a Wisdom check to figure out that it would be easier to

transport the bard if he was disguised. Allow the PCs to disguise Valentine (even though he will protest a little). Hats and wigs will work well. However, if they happen to have the Disguise proficiency then they will be able to transform Valentine into a commoner. (Disguising Valentine in this way will make him a little upset, but it should improve the morale of the PCs.)

When the PCs decide to leave the Inn have them make an additional Wisdom check to determine the best way to exit. If one member of the party makes their Wisdom check, they will recall that there is a back door in this establishment that is not so highly trafficked. If for some reason they don't leave through the backdoor, they will run into about 20 crazed teenage girls in the main entrance of the Inn. If Valentine has been disguised then the teenage girls will still stay there waiting with baited breath. If the PCs didn't disguise Valentine then they will have to deal with the 20 crazed teenage girls. Have the PCs use a combination of roleplaying and Charisma checks to keep the crazed teenage girls at bay. Otherwise the PCs will have to deal with a catfight and might suffer minor wounds and scratches while trying to get Valentine out of the Inn.

If the PCs sneak past the crazed teenage girls:

Luckily you have made it out of the Inn without anymore trouble from the increasing number of Valentine's fans. Perhaps if you had known how much trouble this little "protection" job would be you would have surely asked for more gold.

Because you know that Valentine's fans are all over Ravens Bluff, you have decided to continue his tour via back alleyways. You know that taking a direct route down the Main Street might entail a mob scene. After all of your encounters with crazed Valentine's fans you have decided that you will avoid any such encounters if you can.

Unfortunately, even though you have managed to avoid the swarms of crazed fans—you might have ran into something far worse. Right in front of you a dark mist forms and swirls into various shapes. The shapes coalesce and you can make out some non-human outlines. You see their red eyes glint and notice that they are heading directly towards you.

If the PCs run into the crazed teenage girls:

After your last run in with crazed fans, you have decided that you need to do whatever you can in the future to avoid Valentine's followers. Anything you can do, disguising Valentine or taking a backdoor out of an Inn should be your "Modus Operandi" for the rest of this job. Perhaps if you had known how much trouble this little "protection" job would be you would have surely asked for more gold.

Because you know that Valentines' fans are all over Ravens Bluff, you have decided to continue his tour via back alleyways. You know that taking a direct route down the Main Street might entail a mob scene. After all of your encounters with crazed Valentines' fans you have decided that you will avoid any such encounters if you can.

Unfortunately, even though you have managed to avoid the swarms of crazed fans—you might have ran into something far worse. Right in front of you a dark mist forms and swirls into various shapes. The shapes coalesce and you can make out some non-human outlines. You see their red eyes glint and notice that they are heading directly towards you.

Zenobious found the flowers that Valentine had left his "wife." With the flowers he scryed Valentine's exact position and now wants revenge. Zenobious didn't want to dirty his hands if he could have some summoned minions do the job instead. If the minions fail to kill Valentine, then Zenobious is prepared to take his revenge personally. As Valentine is unprepared for this encounter, he will use his hide in shadows (because he is divine it works even when enemies are looking right at him) ability to get out of harms way, and will play no part in the battle.

Tier 1

Gnolls (4): AL CE; AC 5; MV 9; HD 2; hp 12; THAC0 19; #AT 1; Dmg 2d4; SA Nil; SD Nil; MR Nil; Int low; SZ M; ML Fearless (conjured).

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Zenobious conjured these monsters and gave them the instruction to kill Valentine and all who are with him. Since Zenobious then left the area, he can give them no further instructions. This means that the monsters will not attack in a particularly intelligent or organized fashion. It also means that clever characters, especially non-violent types, should be able to outrun or outmaneuver the beasts until the spell duration expires. (10 minutes). Alternatively the monsters can be dispelled with dispel magic. They are considered 6th level for dispelling purposes.

Tier 2

Ogre (4): AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg d10; SA Nil; SD Nil; MR Nil; Int low; SZ M; ML Fearless (conjured).

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

They are considered 8th level for dispelling purposes, and the spell duration is still 10 minutes.

Tier 3

Invisible stalker: AL N; AC 3; MV 12, Fly 12 (A); HD 8; hp 40; THAC0 13; #AT 1; Dmg 4d4; SA Surprise; SD Invisible; MR 30%; Int High; SZ L; ML 14.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Note: unless the PCs have *detect invisibility* in effect when leaving the Inn, or some similar means to passively detect invisible objects, the invisible stalker will automatically gain a surprise round. Those unable to see invisible objects suffer a -2 on attacks rolls. See the monster's description in the Monstrous Manual p 208 (black edition) for more details.

Tier 4

Fire Elemental: AL N; AC 2; MV 12; HD 8; hp 48; THAC0 13; #AT 1; Dmg 3d8; SA cause fire; SD immune to fire, +2 or better weapon to hit; MR Nil; Int Low; SZ L; ML 16.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Earth Elemental: AL N; AC 2; MV 12; HD 8; hp 48; THAC0 13; #AT 1; Dmg 4d8; SA Nil; SD immune to earth, travel through earth, +2 or better weapon to hit; MR Nil; Int Low; SZ L; ML 16.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Note: Earth elementals do -2 damage per die to airborne creatures if they can reach them.

Tier 5

Cornugon Baatezu (2): AL LE; AC -2; MV 9, Fly 18 (c); HD 10; hp 60; THAC0 11; #AT 4; Dmg d4, d4, d4+1, d3 (tail); SA Fear aura in 5' radius (save verses wands or run in fear for 1-6 rounds), Wounding (tail hits bleed for 1 hp cumulative damage per round until treated); SD Regeneration (2 hp/round), +2 or better weapon to hit, 1/2 damage from cold, immune to fire, 1/2 damage from gas, Immune to poison; MR 50%; Int Exceptional; SZ L; ML 14.

Saves PPD 8, RSW 10, PP 9, BW 9, Spell 11

These devils have the following spell like innate abilities: *advanced illusion, animate dead, charm person, infravision, know alignment* (always active), *suggestion, teleport without error, detect magic, ESP, lightning bolt* (3 per day), *produce flame, pyrotechnics, wall of fire* (1/day)

The basic strategy of these creatures will be to take to the air immediately and use their ranged spell-like abilities to best effect. They owe Zenobious a favor, but are not willing to indebt themselves to others of their kind by gating in reinforcements.

After the combat is resolved, read the following text.

As you look over the fallen forms that lie all around you, the dead monsters start to change. The monsters contort and then seem to shift into a mist. The dark mist then swirls and dissipates in front of you. The only evidence that your fight with these creatures even happened is the various wounds that your party has and the blood that still stains the ground.

Valentine only looks at you all sheepishly and then turns his back to you, as if he might be afraid of something.

The PCs will likely have a few questions for Valentine at this point. Valentine will stammer at first and will seem to be in a state of shock. But eventually Valentine will reveal the following information:

- Valentine had left the party yesterday in an attempt to find the most beautiful woman in the land. (Oh and is she beautiful...!)
- He had heard a rumor yesterday at the market that a beautiful woman had been held prisoner in a tower. The tower was outside of town and could be reached by leaving the South Gate of Ravens Bluff.
- Unfortunately, the woman (Elayne) is held prisoner in the tower by a powerful necromancer, called Zenobious.
- Zenobious is insanely jealous, crazed, and ruthlessly persistent according to Elayne
- Elayne was forced to marry the necromancer. Zenobious held her family in captivity and had threatened to kill them if she did not cooperate. She now has no idea as to the fate of her family, or if they are still alive. She assumes that Zenobious kept his promise to her and spared their lives for her hand. (Elayne doesn't know this, but Zenobious never kept his promise.)
- Elayne is sometimes chained up, especially if she has recently attempted any escapes.
- Valentine had used his magical lyre to dimension door into the Tower of Zenobious. Once he was inside he found Elayne, gave her some flowers and spent some time trying to cheer her up.
- In the midst of composing a song to Elayne, a frantic look came over her face and she exclaimed that her "husband" had returned. Using his lyre, Valentine was able to get away before the necromancer found him.
- Valentine assumes that the necromancer somehow found out about his time with Elayne and is now seeking revenge.
- For one of the first times in his life Valentine is a little afraid. He finally realizes that he is on his own and doesn't have his godlike "parents" to protect

him.

Valentine will refuse to talk about the situation until he is safely secured in an inn/residence. His recent brush with his mortality has made him a little paranoid so he has decided to spend the rest of the evening in seclusion. It is during this time he will reveal the above information to the party. The following morning they will have the ability to act upon it. If they attempt to act on these facts that evening Valentine will be too distraught to cooperate and the PCs will have to leave him behind thereby forfeiting their reward.

Scene V: Ambush or Rescue

Theme: Liberty or defense

Suggested Music: Metallica, Damage Inc. (Ambush), A-Team main theme (Rescue)

Allotted Time: 60 Minutes

Special Rules: Special magics in effect at Zenobious' Tower.

The City Watch cannot help regarding Zenobious. The City Watch will tell them that Zenobious has broken no "Ravens Bluff" law since he is outside the domain of "Ravens Bluff." Both the City Watch and other law-abiding agencies have heard of Zenobious and the rumor of the beautiful woman that he has kidnapped. However, they cannot act on rumors—and even if it was true, they couldn't prosecute someone who lives outside of the city limits.

The PCs now have two basic choices. They can hideout until Valentine's next concert and hope that the necromancer does not attack them again. However, if the PCs feel brave enough—they might decide to take on Zenobious at his tower and stop these attacks for good.

If the PCs decide to lie low until the concert

The party has decided that discretion is the better part of valor. Taking on a necromancer in his own home turf was not something the party had in mind when they signed up for a simple "protection" mission. Like most men of Celon, Valentine is very proud and refuses to leave the city or cancel the concert. He is not willing to hide out on another plane of existence, nor in any of the local temples, as the "Pagan" religions of this city unnerve him.

Tomorrow is Valentine's final concert for the Temple of Milil, all the PCs need to do is get him safely to the concert and their mission is finished.

Zenobious will confront the PCs directly with more

of his servants on their way to the performance, if the PCs choose not to go to his tower. By the time the PCs head to Blacktree's estate, it is likely that they will have taken a number of creative precautions to try and insure Valentine's safety while traveling. Nevertheless, the PCs are headed into an ambush that Zenobious has carefully laid for them in an alley on the way to the estate. Describe the situation as appropriate to your characters as it unfolds.

Tier 1

Skeletons (4): Int Non; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d6 (rusty short sword); SA Nil; SD Immune to sleep, hold, charm, fear, mind influencing spells, cold, 1/2 damage from piercing weapons; MR Nil; SZ M; ML Fearless.

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Zenobious, hm W6 (Necromancer): AL CE; AC 5 (*armor spell, +1 ring of protection, Dex*); MV 12; hp 20; THAC0 19; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (4 attacks) (from a scroll); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9;

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, detect invisibility*, spectral hand, stinking cloud, flame arrow, Melf's minute meteors, vampiric touch*

*= pre-cast

As the PCs move down the alley, what appears to be a pile of rubbish ahead will animate into 4 skeletons and rush the party. Finally Zenobious himself will step out of the shadows a good 30 feet behind the skeletons and begin casting spells. This is an ambush round, so no surprise rolls are required. Zenobious will lead with *stinking cloud*, as his minions are immune to its effects (they don't breathe). Run the battle as appropriate from there, remembering that Zenobious is an extremely intelligent opponent. If a priest of Kelemvor manages to take control of his undead, or another priest turns them, Zenobious can choose to spend an entire round taking no other action, but reasserting his control over these minions.

Tier 2

Skeletons (10): Int Non; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg d6 (rusty short sword); SA Nil; SD Immune to sleep, hold, charm, fear, mind influencing spells, cold, 1/2 damage from piercing weapons; MR Nil; SZ M; ML Fearless.

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Zenobious, hm W8 (Necromancer): AL CE; AC 5 (*armor spell, +1 ring of protection, Dex*); MV 12; hp 27; THAC0 18; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD 6 *stoneskins* in effect; MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, detect invisibility*, spectral hand, stinking cloud, summon swarm, flame arrow, lightning bolt, Melf's minute meteors, vampiric touch, enervation, ice storm, stoneskin**

*= pre-cast

As the PCs move down the alley what appears to be a pile of rubbish ahead will animate into 4 skeletons and rush the party. From the sides of the party 6 additional skeletons will emerge from garbage cans and close in. Zenobious himself will step out from behind cover the first round a good 30 feet behind the first 4 skeletons and begin casting spells. This is an ambush round, so no surprise rolls are required. Zenobious will lead with *stinking cloud*, as his minions are immune to its effects (they don't breathe). Run the battle as appropriate from there, remembering that Zenobious is an extremely intelligent opponent. If a priest of Kelemvor manages to take control of his undead, or another priest turns them, Zenobious can choose to spend an entire round taking no other action, but reasserting his control over these minions.

Tier 3

Shadows (10): Int low; AL CE; AC 7; MV 12; HD 3+3; hp 21; THAC0 17; #AT 1; Dmg d4+1+special; SA -1 point strength per hit. Those drained to 0 strength reanimate as shadows. Strength loss returns in 2-9 turns; SD Immune to sleep, hold, charm, fear, mind influencing spells, cold, 90% undetectable except in bright light; MR Nil; SZ M; ML Fearless.

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

Zenobious, hm W10 (Necromancer): AL CE; AC 5 (*armor spell, +1 ring of protection, Dex*); MV 12; hp 34; THAC0 17; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (8 attacks); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, detect invisibility*, spectral hand, stinking cloud, summon swarm, vocalize, dispel magic, flame arrow, lightning bolt, Melf's minute meteors, vampiric touch, enervation, minor globe of invulnerability*, stoneskin**

Bigby's interposing hand, cone of cold, summon shadow

*= pre-cast

As the PCs move down the alley, shadows will emerge from the walls and attack the PCs. Zenobious himself will step out from behind cover the first round a good 30 feet from the PCs and begin spell casting. This is an ambush round, so no surprise rolls are required. Zenobious will lead with *stinking cloud*, as his minions are immune to its effects (they don't breathe). Run the battle as appropriate from there, remembering that Zenobious is an extremely intelligent opponent. If a priest of Kelemvor manages to take control of his undead, or another priest turns them, Zenobious can choose to spend an entire round taking no other action, but reasserting his control over these minions.

Tier 4

Wraiths (6): Int Very; AL LE; AC 4; MV 12 Fly 24(B); HD 5+3; hp 33; THAC0 15; #AT 1; Dmg d6+ drain one level; SA energy drain, those killed by wraiths reanimate as a 1/2 strength wraith; SD +1 or better weapon to hit, Immune to sleep, hold, charm, fear, mind influencing spells, cold, death, poison, paralyzation; MR Nil; SZ M; ML 15.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Zenobious, hm W12 (Necromancer): AL CE; AC 5 (*armor spell, +1 ring of protection, Dex*); MV 12; hp 39; THAC0 17; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (9 attacks); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 10, RSW 6, PP 8, BW 10, Spell 7

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, detect invisibility*, Melf's acid arrows, spectral hand, stinking cloud, summon swarm, vocalize, dispel magic, fireball, fly*, lightning bolt, Melf's minute meteors, vampiric touch, dimension door, enervation, Evard's black tentacles, ice storm, stoneskin*, avoidance*, cloudkill, cone of cold, ironguard*, summon shadow, globe of invulnerability**

*= pre-cast

As the PCs move down the alley, wraiths will emerge from the walls and attack the PCs. Zenobious himself will float out from behind cover the first round a good 30 feet behind the PCs, hovering 20' off the ground, and begin casting spells. This is an ambush round, so no surprise rolls are required. Zenobious will lead with *stinking cloud*, as his minions are immune to its effects (they don't breathe). Run the battle as appropriate from

there, remembering that Zenobious is an extremely intelligent opponent. If a priest of Kelemvor manages to take control of his undead, or another priest turns them, Zenobious can choose to spend an entire round taking no other action, but reasserting his control over these minions.

Tier 5

Wraiths (6): Int Very; AL LE; AC 4; MV 12, Fly 24(B); HD 5+3; hp 33; THAC0 15; #AT 1; Dmg d6+ drain one level; SA energy drain, those killed by wraiths reanimate as a 1/2 strength wraith; SD +1 or better weapon to hit, Immune to sleep, hold, charm, fear, mind influencing spells, cold, death, poison, paralyzation; MR Fearless; SZ M; ML 15.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Spectres (2): Int High; AL LE; AC 2; MV 15, Fly 30(B); HD 7+3; hp 45; THAC0 13; #AT 1; Dmg d8+ drain two levels; SA energy drain, those killed by spectres reanimate as a full strength spectre; SD+1 or better weapon to hit, Immune to sleep, hold, charm, fear, mind influencing spells, cold, death, poison, paralyzation; coated with oil proof against turning so they are unturnable/controllable for 24 hours; MR Nil; SZ M; ML 15.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Zenobious, hm W15 (Necromancer): AL CE; AC 5 (*armor spell, +1 ring of protection, Dex*); MV 12; hp 42; THAC0 16; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (10 attacks); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 10, RSW 6, PP 8, BW 10, Spell 7

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, shield*, detect invisibility*, Melf's acid arrows, spectral hand, stinking cloud, Snilloc's snowball swarm, vocalize, dispel magic, fireball, fly*, lightning bolt, Melf's minute meteors, vampiric touch, dimension door, enervation, Evard's black tentacles, ice storm, thunderlance, stoneskin*, avoidance*, cloudkill, cone of cold, ironguard*, Snilloc's major missile, summon shadow, chain lightning, death spell, globe of invulnerability*, finger of death, power word, stun*

*= pre-cast

As the PCs move down the alley, wraiths and spectres emerge from the walls and attack, from behind and from the sides. Zenobious himself will float out from behind cover the first round a good 30 feet behind PCs, hovering 20' off the ground, and begin casting spells. This is an ambush round, so no surprise rolls are

required. Run the battle as appropriate, remembering that Zenobious is an extremely intelligent opponent. If a priest of Kelemvor manages to take control of his undead, or another priest turns them, Zenobious can choose to spend an entire round taking no other action, but reasserting his control over these minions.

Running the Combat:

Note: Zenobious wants the PCs to suffer a long painful death to appease his appetite for revenge, so he will not use his *death* spell until he is sorely pressed. It is recommended that you run this encounter using speed factors for weapons and spells. High-level spells have long casting times to compensate for their devastating effects.

At all tiers, Valentine will assist the party against the necromancer and his minions. He will sing a battle tune, which will provide the heroes +1 to hit, +1 to damage rolls, and +1 to all saving throws. This modifier is cumulative with all other spells and items possessed by the PCs. If the PCs are in danger of losing the battle Valentine will employ his spells or even physical attacks (a last resort) to their fullest possible effect.

If Zenobious is severely pressed at any tier, he will use whatever means are available to attempt to get away and plot revenge for another time. After he and his minions are defeated, Valentine and crew will be able to reach the concert without further mishap, proceed with scene VI.

If the PCs go to the Wizard's Tower

There is a “damsel in distress” in Zenobious’ Tower and the adventurers have decided to rescue her. There are many reasons to rescue Elayne. Perhaps they thought it was the just and honorable thing to do, perhaps they were simply curious as to what might lie in the evil necromancer’s tower—or maybe they simply wanted a challenge. The PCs will definitely get a challenge if they choose this course of action. You might want to remind them to rest and re-memorize spells before they go after Zenobious. An evil necromancer is not to be taken lightly.

Your party has decided to take upon yourselves the task of fighting an evil necromantic wizard and hopefully rescuing Elayne from her imprisonment in the Tower. You head out of the south gate of Ravens Bluff and then take the left fork in the road. Valentine knows exactly how to get to Zenobious’ Tower and is able to show you the way.

Valentine takes you to an area where you know a bog must reside. A low mist hangs about the ground and a trail seems to wind itself directly into the darkest part of the mist.

Ask the PCs if they wish to continue. If they do describe the scene as getting increasingly dark (even if it is daytime). The trees around them are so dense that even the sky is difficult to see. Brambles will almost seem to grab or snag their cloaks as they walk on past. The air itself seems dank and has the smell of rotting vegetation. Eventually if they follow the trail they will see a single dark tower in the distance. The building itself is made of blackened granite and is a single circular tower. There is an entrance at the bottom of the tower secured with a gate flanked by two (or more see tier) stone gargoyles on either side.

Zenobious has a number of powerful wards erected around his establishment. These are modified forms of *improved skull watches* with some additional properties. The skulls are invisible, can see as if possessing eyes of eagle vision, and absorb detection spells directed at them such as *detect magic*, *detect invisibility*, etc. These types of detection spells will function normally for the caster in all other regards, they will simply fail to detect the skull wards when directed at them without the caster ever knowing. Further, the skulls have a detection radius that extends above and below the surface for one mile. There are two rings of these special skull wards around the tower. The first forms a type of “silent alarm” which will give Zenobious warning of the PCs presence. These skulls will detect the party and allow Zenobious to examine them, but will do nothing to alert the PCs that the wards are present. The second set of wards lies within the maximum spell casting range of Zenobious, that is variable based on tier. The second set of wards also reacts differently to the party’s approach. The first person to enter the inner perimeter (even if flying high in the air), will trigger one of these skulls. The skull will instantly fly up in front of the intruder, become visible, and let out a bone curdling shriek which will not cease until it is destroyed. The skull is AC 5 and has two hit points for every level of Zenobious (check tier). The only way to bypass these skulls is to approach the tower in some type of non-living form (e.g. with *wraithform* active). If the entire party can use such means to mask themselves as undead, then Zenobious will have no warning that they are there until they set off his gate guardians (see below). In this case he will not have had time to cast any of the spells from Demodreads scrolls (see below) but will begin doing so immediately. Furthermore, in this scenario none of his personal precast spells will be in effect.

By now Zenobious is well prepared for the PCs. As soon as one of the skulls in the inner perimeter sounds an alarm he will swing into action. Zenobious has only one window in his tower. It is a special modified glass-steel window treated by the tanar’ri lord Demodread. This window allows those inside to see out, but no one

outside can see in by any means, including *true seeing*, *clairvoyance*, etc. The window is stronger than steel and a foot thick. Additionally, the window is attuned to a special form of nether magic, which can be cast through the window from the inside to the outside. No normal magic may be cast from the outside of the tower, through the window into the interior of the tower. Zenobious' magic is unable to pierce this window, but he has a number of spells on a set of nether scrolls from Demodread that will.

The scrolls are protected by a special ward. If anyone other than Zenobious attempts to manipulate or examine them via any means, they will instantly disintegrate. The spells on these scrolls vary by tier. Zenobious will cast off one or more spells from these scrolls as the PCs close on his tower. The first spell he casts will be centered directly on the inner skull which is shrieking. That way he should be able to affect at least one PC even if they are invisible and/or undetectable by other means. As the party closes, Zenobious will cast the following spells at them through the special window using Demodread's scroll:

Tier 1

Magic missile
Magic missile

Tier 2

Fireball (5 dice damage)

Tier 3

Fireball (10 dice damage)

Tier 4

Fireball (10 dice damage)
Lightning bolt (10 dice damage)

Tier 5

Dispel magic (caster 15th level)
Fireball (10 dice damage)
Lightning bolt (10 dice damage)

It will take 5 rounds for the party to reach the tower gate at speed 24. Because of the marshy surface the PCs must traverse, all overland movement is halved and it is not possible to move faster than a jog.

When the PCs reach the Gate to the tower they see a wicked-looking structure. The tower itself is 3 stories high and 60' in diameter. It is surrounded by a black, wrought-iron fence with sharp points at the top. There is a stone arch above the gate where a number of hideous statues (see tier) are attached, and appear to be leering at the party. Not surprisingly, the statues will animate as the party approaches, and depending on the tier,

Zenobious may have cast other spells from his nether scrolls to bolster them, and will have more spells from these same scrolls to cast during combat.

At all tiers Valentine will assist the party against the necromancer and his minions. He will sing a battle tune that will provide the PCs +1 to hit, +1 to damage rolls, and +1 to all saving throws. This modifier is cumulative with all other spells and items possessed by the PCs. If the PCs are in danger of losing the battle Valentine will employ his spells or even physical attacks (a last resort) to their fullest possible effect.

Tier 1

Gargoyles (2): Int Low; AL CE; AC 8; MV 9 Fly 15 (C); HD 4+4; hp 30; THAC0 15; #AT 4; Dmg 1d3, 1d3, 1d6, 1d4; SA Nil; SD these gargoyles are a bit weaker than normal so can be hit by iron, silver, and magical weapons; MR Nil; SZ M; ML 11.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Zenobious Casts:

Fog cloud

The round after the minions rise and attack, Zenobious will use the *fog cloud* spell he has on one of his nether scrolls. This will cause the party to fight blind in the area (-4 to hit, +4 to ac) unless they have appropriate detection spells in effect to track the gargoyles in the fog. Zenobious' minions are not hampered by the fog in any way. The Gargoyles will take to the air and commence strafing runs on the party.

Tier 2

Gargoyles (4): Int Low; AL CE; AC 8; MV 9 Fly 15 ©; HD 4+4; hp 30; THAC0 15; #AT 4; Dmg 1d3, 1d3, 1d6, 1d4; SA Nil; SD these gargoyles are a bit weaker than normal so can be hit by iron, silver, and magical weapons; MR Nil; SZ M; ML 11.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Zenobious Casts:

Fog cloud (see tier 1)

Tier 3

Gargoyles (4): Int Low; AL CE; AC 8; MV 9 Fly 15 (C); HD 4+4; hp 30; THAC0 15; #AT 4; Dmg 1d3, 1d3, 1d6, 1d4; SA Nil; SD these gargoyles are a bit weaker than normal so can be hit by iron, silver, and magical weapons; MR Nil; SZ M; ML 11.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Earth Elemental: Int Low; AL N; AC 2; MV 12; HD 8; hp 48; THAC0 13; #AT 1; Dmg 4d8; SA Nil; SD immune to earth, travel through earth, +2 or better

weapon to hit; MR Nil; SZ L; ML 16.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Note: Earth elementals do -2 damage per die to airborne creatures if they can reach them.

Zenobious Casts:

Fog cloud

The round after the minions rise and attack, Zenobious will use the *fog cloud* spell he has on one of his nether scrolls. This will cause the party to fight blind in the area (-4 to hit, +4 to ac) unless they have appropriate detection spells in effect to track the gargoyles in the fog. Zenobious' minions are not hampered by the fog in any way. The Gargoyles will take to the air and commence strafing runs on the party. The Elemental is hiding beneath the surface of the ground and will rise up the round after the combat is begun hopefully taking one or more PCs by surprise.

Tier 4

Margoyles (2): Int Low; AL CE; AC 2; MV 6, Fly 12 (C); HD 6; hp 36; THAC0 15; #AT 4; Dmg d6, d6, 2d4, 2d4; SA Nil; SD hit only by +1 or better weapons; MR Nil; SZ M; ML 13.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Enlarged Earth Elemental: Int Low; AL N; AC 2; MV 12; HD 8; hp 48; THAC0 13; #AT 1; Dmg 4d8 (times 2.2); SA Nil; SD immune to earth, travel through earth, +2 or better weapon to hit; MR Nil; SZ L; ML 16.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Note: Earth elementals do -2 damage per die to airborne creatures if they can reach them.

Zenobious Casts:

Haste

Fog cloud

As soon as the margoyles attack, Zenobious will cast *haste* of his nether scroll on all of his minions outside the tower. The round after the minions rise and attack, Zenobious will use the *fog cloud* spell. This will cause the party to fight blind in the area (-4 to hit, +4 to ac) unless they have appropriate detection spells in effect to track the gargoyles in the fog. Zenobious' minions are not hampered by the fog in any way. The Gargoyles will take to the air and commence strafing runs on the party. The Elemental is hiding beneath the surface of the ground and will rise up the round after the combat is begun hopefully taking one or more PCs by surprise.

Tier 5

Margoyles (4): Int Low; AL CE; AC 2; MV 6, Fly 12 (C); HD 6; hp 36; THAC0 15; #AT 4; Dmg d6, d6, 2d4, 2d4; SA Nil; SD hit only by +1 or better weapons; MR Nil; SZ M; ML 13.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Enlarged Earth Elemental: Int Low; AL N; AC 2; MV 12; HD 8; hp 48; THAC0 13; #AT 1; Dmg 4d8 (times 2.2); SA Nil; SD immune to earth, travel through earth, +2 or better weapon to hit; MR Nil; SZ L; ML 16.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Note: Earth elementals do -2 damage per die to airborne creatures if they can reach them.

Invisible stalker: AL N; AC 3; MV 12, Fly 12 (A); HD 8; hp 40; THAC0 13; #AT 1; Dmg 4d4; SA Surprise; SD Invisible; MR 30%; Int High; SZ L; ML 14.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Zenobious Casts:

Haste

Fog cloud

As soon as the margoyles attack, Zenobious will cast *haste* of his nether scroll on all of his minions outside the tower. The round after the minions rise and attack, Zenobious will use the *fog cloud* spell. This will cause the party to fight blind in the area (-4 to hit, +4 to ac) unless they have appropriate detection spells in effect to track the gargoyles in the fog. Zenobious' minions are not hampered by the fog in any way. The Gargoyles will take to the air and commence strafing runs on the party. The Elemental is hiding beneath the surface of the ground and will rise up the round after the combat is begun hopefully taking one or more PCs by surprise.

Once the heroes have defeated Zenobious' exterior guardians they will have to figure out how to gain access to the tower. After Valentine's previous entry, Zenobious has erected a specially modified ward against teleportation so there will be no teleport/blink/dimension door access into or out of the structure. The obvious entrance is through the large oak, ironbound door. It is *wizard locked* and can be bypassed via the standard means. The level of the *wizard lock* spell depends on tier, either 6, 8, 10, 12, 15.

At tier 2 and above the door has a mechanical trap. If a *find traps* spell is in effect, the PCs will know that a trap is above the door. A thief can also search for the trap and find it if they have the proficiency. The trap is sophisticated and requires a thief to make his find/disarm roll at a -10%. When someone tampers

with the door (must be a living being) two small nozzles protrude from either side and spray a freezing chemical mixture over everyone within a 20' cube. Those affected get a saving throw versus breath weapon for 1/2 damage. Damage at tier 2 is 2-12, 3-18 at tier 3, 4-24 at tier 4, 5-30 at tier 5. It takes one turn for the trap to reset.

The alternative, and most effective way, to enter the building is to pierce the walls with *passwall*, *phase door*, or *stone shape* spells. The walls are stone, and 10' thick.

Once inside the adventurers will have to deal with Zenobious proper and all of his undead allies. The interior of the tower is split among three levels. On the ground level are the reception area and a small kitchen. The middle level is occupied by Zenobious' undead alchemical laboratory (talk about icky stuff in the glass tubes!) as well as his library. There is 4,000 encumbrance worth of items on this level which can sold for a total of 1,000 gp if some means can be found to cart it all away. The final level contains Zenobious' master bedroom. It is on this level that Zenobious will await the PCs, as well as his "wife" Elayne, who is chained to the bed. Zenobious' undead allies are all about him; it will be very difficult to take him by surprise. He is prepared to blast anyone who comes up the stairs to the third level, and is ready to shift his strategy as appropriate, if engineering PC's pierce the walls with appropriate magics.

Tier 1

Skeletons (4): Int Non; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d6 (rusty short sword); SA Nil; SD Immune to sleep, hold, charm, fear, mind influencing spells, cold, 1/2 damage from piercing weapons; MR Nil; SZ M; ML Fearless.

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Zenobious, hm W6 (Necromancer): AL CE; AC 5 (*armor spell*, *+1 ring of protection*, Dex); MV 12; hp 20; THAC0 19; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (4 attacks) (from a scroll); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9;

Spells: *chill touch*, *color spray*, *magic missile*, *magic missile*, *protection from good**, *detect invisibility**, *spectral hand*, *stinking cloud*, *flame arrow*, *Melf's minute meteors*, *vampiric touch*

*= pre-cast

Tier 2

Skeletons (10): Int Non; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg d6 (rusty short sword);

SA Nil; SD Immune to sleep, hold, charm, fear, mind influencing spells, cold, 1/2 damage from piercing weapons; MR Nil; SZ M; ML Fearless.

Saves PPD 14, RSW 16, PP 15, BW 17, Spell 17

Zenobious, hm W8 (Necromancer): AL CE; AC 5 (*armor spell*, *+1 ring of protection*, Dex); MV 12; hp 27; THAC0 18; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD 6 *stoneskins* in effect; MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *chill touch*, *color spray*, *magic missile*, *magic missile*, *protection from good**, *detect invisibility**, *spectral hand*, *stinking cloud*, *summon swarm*, *flame arrow*, *lightning bolt*, *Melf's minute meteors*, *vampiric touch*, *enervation*, *ice storm*, *stoneskin**

*= pre-cast

Tier 3

Shadows (10): Int low; AL CE; AC 7; MV 12; HD 3+3; hp 21; THAC0 17; #AT 1; Dmg d4+1+special; SA -1 point strength per hit. Those drained to 0 strength reanimate as shadows. Strength loss returns in 2-9 turns; SD Immune to sleep, hold, charm, fear, mind influencing spells, cold, 90% undetectable except in bright light; MR Nil; SZ M; ML Fearless.

Saves PPD 13, RSW 15, PP 14, BW 16, Spell 16

Zenobious, hm W10 (Necromancer): AL CE; AC 5 (*armor spell*, *+1 ring of protection*, Dex); MV 12; hp 34; THAC0 17; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (8 attacks); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 12, RSW 8, PP 10, BW 12, Spell 9

Spells: *chill touch*, *color spray*, *magic missile*, *magic missile*, *protection from good**, *detect invisibility**, *spectral hand*, *stinking cloud*, *summon swarm*, *vocalize*, *dispel magic*, *flame arrow*, *lightning bolt*, *Melf's minute meteors*, *vampiric touch*, *enervation*, *minor globe of invulnerability**, *stoneskin**, *Bigby's interposing hand*, *cone of cold*, *summon shadow*

*= pre-cast

Tier 4

Wraiths (6): Int Very; AL LE; AC 4; MV 12 Fly 24(B); HD 5+3; hp 33; THAC0 15; #AT 1; Dmg d6+ drain one level; SA energy drain, those killed by wraiths reanimate as a 1/2 strength wraith; SD +1 or better weapon to hit, Immune to sleep, hold, charm, fear, mind influencing spells, cold, death, poison, paralyzation; MR Nil; SZ M; ML 15.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Zenobious, hm W12 (Necromancer): AL CE; AC 5 (armor spell, +1 ring of protection, Dex); MV 12; hp 39; THAC0 17; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (9 attacks); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 10, RSW 6, PP 8, BW 10, Spell 7

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, detect invisibility*, Melf's acid arrows, spectral hand, stinking cloud, summon swarm, vocalize, dispel magic, fireball, fly*, lightning bolt, Melf's minute meteors, vampiric touch, dimension door, enervation, Evard's black tentacles, ice storm, stoneskin*, avoidance*, cloudkill, cone of cold, ironguard*, summon shadow, globe of invulnerability**

*= pre-cast

Tier 5

Wraiths (6): Int Very; AL LE; AC 4; MV 12, Fly 24(B); HD 5+3; hp 33; THAC0 15; #AT 1; Dmg d6+ drain one level; SA energy drain, those killed by wraiths reanimate as a 1/2 strength wraith; SD +1 or better weapon to hit, Immune to sleep, hold, charm, fear, mind influencing spells, cold, death, poison, paralyzation; MR Fearless; SZ M; ML 15.

Saves PPD 11, RSW 13, PP 12, BW 13, Spell 14

Spectres (2): Int High; AL LE; AC 2; MV 15, Fly 30(B); HD 7+3; hp 45; THAC0 13; #AT 1; Dmg d8+ drain two levels; SA energy drain, those killed by spectres reanimate as a full strength spectre; SD+1 or better weapon to hit, Immune to sleep, hold, charm, fear, mind influencing spells, cold, death, poison, paralyzation; coated with oil proof against turning so they are unturnable/controllable for 24 hours; MR Nil; SZ M; ML 15.

Saves PPD 10, RSW 12, PP 11, BW 12, Spell 13

Zenobious, hm W15 (Necromancer): AL CE; AC 5 (armor spell, +1 ring of protection, Dex); MV 12; hp 42; THAC0 16; #AT 3 (darts) or spell; Dmg 1-3 (darts); SA spells; SD *stoneskin* in effect (10 attacks); MR Nil; Str 13, Dex 16, Con 15, Int 18, Wis 16, Cha 11; SZ M; ML 15.

Saves PPD 10, RSW 6, PP 8, BW 10, Spell 7

Spells: *chill touch, color spray, magic missile, magic, missile, protection from good*, shield*, detect invisibility*, Melf's acid arrows, spectral hand, stinking cloud, Snilloc's snowball swarm, vocalize, dispel magic, fireball, fly*, lightning bolt, Melf's minute meteors, vampiric touch, dimension door, enervation,*

Evard's black tentacles, ice storm, thunderlance, stoneskin, avoidance*, cloudkill, cone of cold, ironguard*, Snilloc's major missile, summon shadow, chain lightning, death spell, globe of invulnerability*, finger of death, power word, stun*

*= pre-cast

Running the Combat:

Note: Zenobious wants the PCs to suffer a long painful death to appease his appetite for revenge, so he will not use his *death* spell until he is sorely pressed. Zenobious also does not want to kill his “wife” and make her undead. (Zenobious is attracted to her not only because she is the most beautiful maiden in the land—but because she is the only thing he has around him that is alive. Though he could raise her from the dead, it would destroy what he finds attractive about her.) A *death* spell would make Elayne its first victim. It is recommended that the judge run this encounter using speed factors for weapons and spells. High-level spells have long casting times to compensate for their devastating effects.

The Aftermath:

After defeating Zenobious and his minions, the PCs will be able to search the room and free Elayne. Zenobious keeps his spell books on another plane so they cannot be found. Hidden in a secret compartment in his reading table however, is a *wand of magic missiles* with 25 charges remaining. Elayne knows that Zenobious is very possessive of this table but she does not know why. Then again Zenobious is possessive of just about everything. Elayne is bound to the bed by a magical chain. The chain opens when a command word known only by Zenobious is spoken. The PCs will need to successfully cast *knock*, bend bars, pick locks or employ similar means to free her. Elayne is a ravishingly beautiful 20-year-old human female with fiery red hair. She will be very grateful to be rescued, though she owns no wealth to reward her saviors. Elayne is lawful good, level 0.

Scene VI: Epilogue

Theme: Triumph

Suggested Music: Don Juan Triumphant

Allotted Time: 10 Minutes

Special Rules: None

If the PCs deliver Valentine safely to his final concert:

The PCs should be taking Valentine to Lord Blacktree's estate and after Zenobious' defeat the only obstruction

they might find are hordes of fans if they take a major thoroughfare to the concert.

It is with a sense of relief that you deliver Valentine to his final concert at Lord Blacktree's estate. You are amazed at the size of the crowd that has gathered at this concert. There must be at least 1000 crazed fans waiting for Valentine's appearance. Luckily, you notice that security is much tighter at this event. With all of the city watch guards that you see situated around the stage, you are sure there won't be any trouble this time. Well, that is unless someone really powerful tries to interfere...

You and your companions are treated like royalty at this concert and you find that you are given some of the best seats in the house. Then the lights go dim and a glow appears from the back of the stage. Valentine appears in a silken toga with a gold sash. His short, cropped dark hair is encircled with a golden band of laurel leaves and his entire body glows as if he had bathed in light and gold dust. The audience immediately starts to scream and cheer. It is only the strumming of Valentine's Lyre that stops their screams and gets their rapt attention.

Valentine takes center stage, sits on a single stool and begins to play a honey-sweet tune. The concert continues for at least another two hours while every member of the audience stares enraptured at Valentine and his beautiful music. Valentine then strums the final chord and immediately disappears in a swirl of smoke.

The audience gasps in shock and wonder as the last concert of Valentine comes to an end.

You can allow the PCs to go into shock and attempt to "rescue" Valentine again. However, the heroes might remember that Valentine had tried the same trick on them a few days prior in order to escape their "protection."

As the shaken crowd starts to disperse, the PCs' attention is drawn toward Victoria Vango. Victoria is gesturing to the party to join her backstage. Ask the PCs if they want to follow her or not. Since Victoria has a Charisma of 18, it will be very difficult for male party members to refuse her invitation.

Once Victoria Vango gets them backstage (and makes sure that there are no crazed teenagers following the PCs) the PCs will see Valentine and Elayne again.

Elayne is the first to speak and she is even more beautiful than when the PC's last saw her. It seems that Victoria Vango has dressed her up properly for the concert. Elayne is wearing a revealing, leather dress (similar to Victoria's) and Elayne's beautiful, flowing, copper-red hair is encircled with a golden tiara.

"Thank you so very much for rescuing me from Zenobius' tower. I do not know how long I stayed in that tower as his prisoner. He cast so many spells to maintain my youth, that not even my body shows the effects of his imprisonment. I don't have much to give you except for the wedding ring that Zenobius gave me. Once he put it on my finger I could never take it off--until he died. I found out that the ring was magical one day when I tried to commit suicide. I tried to jump out of the tower, but the ring kept me from plummeting to the death I craved. Instead I fell gently to the ground. Zenobius must have known that I would have attempted this or else he wouldn't have given me this ring. Please take this ring; it might be of use to one of you. I cannot stand to even look at it."

Elayne pulls off the ring in disgust and gives it to the nearest PC. Elayne then gives each male member a kiss on the cheek and a hug to each female member. She then lingers in front of Valentine and kisses him long and passionately.

"I need to return to my home and find my village. I have to know if Zenobius kept his promise. Zenobius said that if I married him my family would live. I only hope that they are still alive. Thank you again and goodbye..."

After a longing look upon Valentine, Elayne leaves the party. Valentine blows her a kiss as she leaves and wishes her luck in her journeys.

Valentine bows. "Thank you so much for all of the help you have given me in the past few days. When I was first told that I was to be under your protection, I saw you as a hindrance to my plans. However, I have learned in these past days that you are honorable and true friends. I might not be here now if it wasn't for you. Valentine smiles, and then bids your party a final farewell and turns to leave. You hope that perhaps Valentine is leaving Ravens Bluff a little wiser than when he first came to your fair city.

After Valentine and Elayne have left, Victoria Vango and Ellassura Narithan, High Mistress of Song, will thank the PCs profusely for all of their help. She lets the party members know that the funds raised from Valentine final concert were well beyond her wildest expectations. Victoria gladly pays each party member the agreed upon reward. The reward was:

- 500 gp (tiers 1-2)
- 1,000 gp (tiers 3-4)
- 1,500 gp (tier 5).

If the PCs ask, they will learn that Valentine will leave

the next day for his home country of Celon. The party can also find out that Victoria Vango has paid for a scout to take Elayne back to her village.

If the PCs cannot get Valentine safely to his final concert:

Since the party has failed to deliver Valentine to his final concert, the party will not receive any gold for their protection of Valentine. However, the PCs will receive any items that they have found in the adventure. Unfortunately for the party, they will also receive Victoria Vango's and Ellassura Narithan's ire. Victoria and Ellassura were relying on Valentine's concert to earn the money needed to build the new Temple of Milil in Ravens Bluff. Without the funds the new temple will be set back several months. All of the adventurers will have to endure a severe tongue-lashing from Victoria and Ellassura. They will also find that the Bard's Guild is charging them extra for any bardic events for the next few months (concerts, etc.). Ah, fame is fleeting...

End of *Dangerous Liaisons*.

Aftermath:

It is possible that one or more PCs may have their life forces snuffed out "instantly and irrevocably" by Zenobious' 6th level *death* spell. The standard means of recovering PCs who have succumbed to this is by a properly worded *wish*. Since this spell is hard to come by in the Living City campaign, a *limited wish* may be used instead. The limitation to this wish however, is that the target PC(s) will permanently lose one point of Constitution, though no resurrection survival roll will be required. PCs can purchase this great magic from the local Wizard's Guild. Pricing should be appropriate for a 7th level spell. Any wizard guild favors turned in by one or more PCs will offer significant discounts to this cost.

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. 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 and 8
Tier 5:	Character levels 9+

Scene I:

Subduing Rolf the butcher	50 xp
Calming the crowd and permitting an orderly evacuation	50 xp

Scene II:

Calming/subduing the crazed teenage girls at the Simple Pleasures Inn	50 xp
Defeating the Ampners	75 xp

Scene III:

Overhearing the rumor about Elayne in the market	25 xp
Finding and questioning relevant NPCs to track Valentine down	50 xp
Tracking Valentine all the way to the South gate	50 xp

Scene IV:

Disguising Valentine to avoid unwanted attention	25 xp
Thinking to leave the Inn via the back door	25 xp
Defeating Zenobious' monsters	100 xp

Scene V:

Defeating Zenobious	150 xp
Destroying Zenobious' undead minions	50 xp
Freeing Elayne	50 xp

Total Experience for Objectives:	750 xp
Roleplaying Experience:	0-500 xp
Award for consistent character portrayal that adds to the fun of the group. You can award different amounts to different heroes.	

Total Possible Experience:	1,250 xp
For Tier 2:	2,500 xp

For Tier 3: 3,750 xp
For Tier 4: 5,000 xp
For Tier 5: 6,250 xp

brighter as the bearer comes closer to the earring's location. The arrow will not work with earrings other than the one attuned to it.

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.

Scene II

- (If the PCs and Lady Amper part on favorable terms): *Earring of homing* and *arrow of direction* (Value 4,000 gp, Unusual): This magical device consists of two parts both of which are required for it to operate properly. The parts are a fine gold earring and a finely wrought arrow that functions similar to an *arrow of direction*. The arrow always unerringly points towards the earring as long as it is within 10 miles. The arrow glows progressively

Scene V

- *+1 ring of protection* (Value 2,000 gp)
- *Wand of magic missiles* (25 charges less those used by Zenobious) (Value 75 gp per charge): This wand casts magic missile spells as a 5th level sorcerer. Each casting drains one charge. The wand cannot be recharged.
- 1,000 gp worth in books and alchemical supplies (tower only)

Epilogue

- (If Elayne was saved) *Ring of feather falling* (Value 2,200 gp)

Gold Awarded:

- 500 gold pieces (Tiers 1-2)
- 1000 gold pieces (Tiers 3-4)
- 1,500 gold pieces (Tier 5)

will be given to **each** PC upon successful completion if the mission.

Fame Point:

The PCs receive one fame point in either Temple or General if they manage to get Valentine safely back in time for his final concert.

Appendix A: Valentine's Background and Stats

Valentine: A chaotic good, demi-human, male bard. He is the product of the union of the god Apothis and a human muse, and is Apothis's unwitting avatar in Celon. Because of his parentage on his father's side, he does possess abilities that reflect his divine heritage. Valentine has traveled to Ravens Bluff because he loves to travel and to learn new songs. He adores beauty in all things, both living and natural. Valentine is happy-go-lucky, charming, incredibly handsome and naïve. Life is simply a fun game to him, and each moment of life must be enjoyed and relished. Valentine has never experienced sadness, longing or need. This is probably because of the constant protection of his father, the god Apothis and his mother, a muse of great power. However, Apothis can no longer help him in this other sphere of existence (the plane called "The Forgotten Realms"). For the first time in his life, Valentine is on his own.

Valentine came to Ravens Bluff through one of the secret portals hidden below in Sarbreen. He returns there at the end of the adventure.

Level 10 Bard

Str:16 Int:14 Wis:11 Con:18 Dex: 18 Cha:21 Com:21

AC -6 (*Bracers of defense AC 2, +2 ring of protection, +2 toga of protection*)

Hit Points 60

THAC016

Dmg 1-3 (fist)

PPD:7 RSW:6 PP:6 BW:10 Spell:7

Read Write: 20 Greek, 14 Common	Artistic Ability: 22
Song Writing: 21	Singing: 22
Lyric Poetry: 22	Dancing: 20
Etiquette: 15	
Musical Instruments: Lyre: 22, Harp:22, Harpsichord:20, Guitar:20	

Poetry, Read/Write, Chanting, Lip Reading, Languages: Greek & Common, Animal Handling, Local History: The city of Celon, Ancient History: Celon, Climb Walls: 50%, Detect Noise: 20%, Pick Pockets: 10%, Read Languages: 50%, Hide in Shadows:90% Move Silently:90%

Note: Valentine's Hide in Shadows, Move Silently skills and Musical Abilities are part of his divine heritage. He also has the innate ability to cast the *friends* spell twice per day and almost always uses this ability when he is about to perform.

Spells: 1st—*change self, charm person, feather fall*; 2nd—*ESP, forget, magic mouth*; 3rd—*hold undead, protection from evil 10-ft. radius*

Golden Lyre: When the proper chord is played it allows Valentine to cast *dimension door*. It was a gift to Valentine from his mother, one of the muses of ancient Celon.

Appendix B: Poetry

Seasons of Love

Brian Hancock
(Performed at the Ravens Bluff Playhouse)

A lonely bird sings tonight,
as the leaves begin to Fall,
they cover the ground without a sound,
and muffle his mournful call.

Then a melody both soft and sweet,
responds to his downcast tune,
he seeks the light amid the night,
and is joined beneath the moon.

Soft light plays upon her face,
below the stars they stand,
and before his death he tastes her breath,
by Luna's gentle hand.

Yet the night must give way,
to mornings stone stern face,
his only haven from Winter's raven,
the memory of her grace.

His lifeblood slowly drains away,
into the dank Abyss,
alone he sits without his wits,
and waits for Hades kiss.

In the darkest depths of despair,
he finds a single thought,
the rains dissolve, the clouds recede,
as he remembers the light she caught.

Then the Spring dawns on him,
and fills his heart with heat,
love has come his battle won,
as once again they meet.

Clear cool water runs in her eyes,
at the hint of Summer's smile,
together they lay and tarry the day,
united for a while.

Once again the seasons change,
to Summer's passionate flame,
their bodies yearn from pleasure's burn,
two pawns in Venus' game.

Apothis races across the sky,
to bathe her brilliant light,
my happiness cannot end,
and yet I see my plight.

Others come to claim the light,
they launch a thousand ships,
at early dawn I watch them die,
as the sun sets on her lips.

But slowly now her image fades,
away from sound and sight,
and now the Summer burns away,
into the blackest night.

To His Coy Mistress

Andrew Marvell
(Performed at the Snarlin' Marlin)

Had we but world enough, and time,
This coyness, lady, were no crime.
We would sit down, and think which way
To walk, and pass our long love's day.
A hundred years should go to praise
Thine eyes, and on thy forehead gaze;
Two hundred to adore each breast,
But thirty thousand to the rest;
An age at least to every part,
And the last age should show your heart.
For, lady, you deserve this state,
Nor would I love at lower rate.

But at my back I always hear
Time's winged chariot hurrying near;
And yonder all before us lie
Deserts of vast eternity.
Thy beauty shall no more be found;
Nor, in thy marble vault, shall sound
My echoing song; then worms shall try
That long-preserved virginity,
And your quaint honor turn to dust,
And into ashes all my lust;
The grave's a fine and private place,
But none, I think, do there embrace.

Now therefore, while the youthful hue
Sits on thy skin like morning dew,
And while thy willing soul transpires
At every pore with instant fires,
Now let us sport us while we may,
And now, like amorous birds of prey,
Rather at once our time devour
Than languish in his slow-chapped power.
Let us roll all our strength and all
Our sweetness up into one ball,
And tear our pleasures with rough strife
Through the iron gates of life:
Thus, though we cannot make our sun
Stand still, yet we will make him run.

All In Green Went My Love Riding

E.E. Cummings
(Performed at the Simple Pleasures Inn)

All in green went my love riding
on a great horse of gold
into the silver dawn.

four lean hounds crouched low and smiling
the merry deer ran before.

Fleeter be they than dappled dreams
the swift sweet deer
the red rare deer

Four red roebuck at a white water
the cruel bugle sang before.

Horn at hip went my love riding
riding the echo down
into the silver dawn.

four lean hounds crouched low and smiling
the level meadows ran before.

Softer be they than slipped sleep
the lean lithe deer
the fleet flown deer.

Four fleet does at a gold valley
the famished arrow sang before.

Bow at belt went my love riding
riding the mountain down
into the silver dawn.

four lean hounds crouched low and smiling
the sheer peaks ran before.

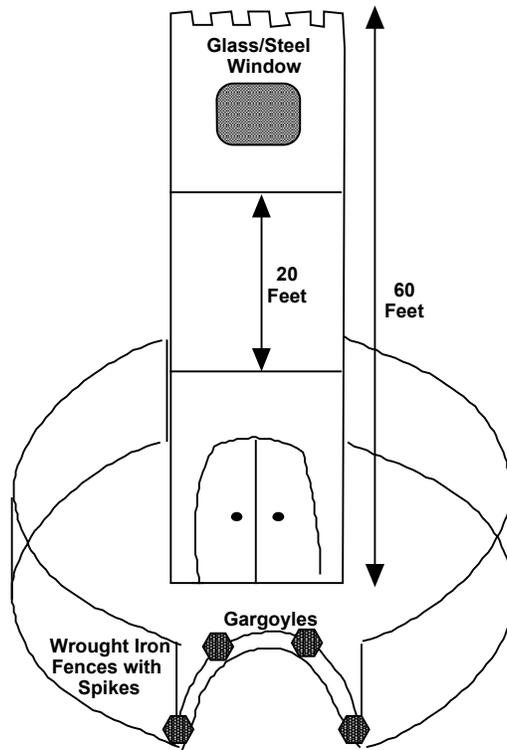
Paler be they than daunting death
the sleek slim deer
the tall tense deer.

Four tall stags at a green mountain
the lucky hunter sang before.

All in green went my love riding
on a great horse of gold
into the silver dawn

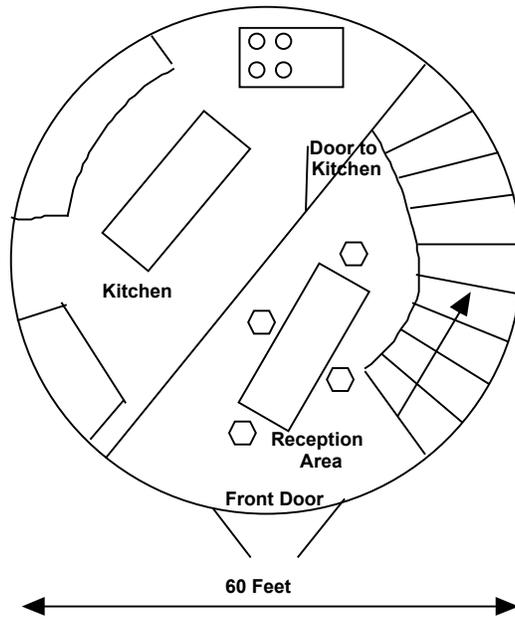
four lean hounds crouched low and smiling
my heart fell dead before.

Dungeon Master's Aide #1: Zenobious' Tower

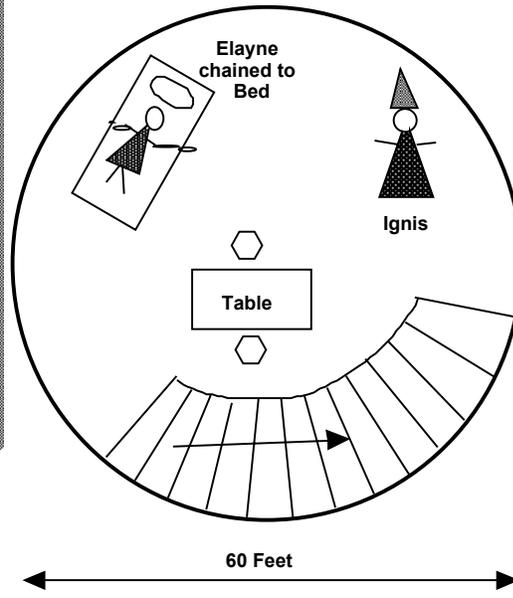


Dungeon Master's Aide #2: Tower Levels 1-3

Level 1:



Level 3:



Level 2:

