

Grimm Revelations

The Cracked Jewel Saga X

by

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A One-Round Living City Tournament set in Procampur

Blurb: As things get worse in the Jewel of the Vast, the Star Guard clamps down on crime. Sometimes, the crimes are made up. A mysterious patron invites you to a meeting, which leads you deep into the political intrigue currently afoot in Procampur. Procampur Cracked Jewel Saga 10.

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

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

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

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

Tier Structure

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

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

Native Procampan PCs

This is a great time for players to start native Procampan PCs. If they are thinking about starting another character, encourage them to do this. It is not required, but the timing of this chance is good.

Native PCs will know certain things about the Nobles, City, and outlying areas of Procampur that PCs from Ravens Bluff would not. This has been incorporated into the module as several *Local History (Procampur)* NWP checks. Should there be no Procampan PCs present, give those PCs that have the normal *Local History* NWP a chance to know the information, but

success is determined to be by ½ the PC's current NWP check.

Note that Ravens Bluff PCs who use the *Etiquette* non-weapon proficiency in Procampur during this adventure will suffer a -2 penalty to all attempts, due to unfamiliarity with the city and the customs of the nobles therein.

Reaction of Procampur NPCs to Ravens Bluff PCs

Most Procampan NPCs will look at adventurers from Ravens Bluff as almost the same they would native Procampan. The difference is that honors, knighthoods, governmental positions, and so forth which Ravens Bluff PCs have carry no weight at all in Procampur. NPCs will not be patronizing of non-native characters, but any boasting of deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampan natives, but there will not be enough of a difference in attitude to be offensive.

Reaction from the Diamond Legion (City Watch) and the Star Guard (Nobles District)

The Diamond Legion and the Star Guard are two completely different entities.

The Diamond Legion is responsible for the Procampur as a whole, maintaining constant vigilance against any type of crime (with the exception of the Nobles District). They are always courteous to both Procampan and visitors alike, though they will react accordingly should their kindness be taken for granted. While their numbers are seen throughout the streets of the city, realistically they cannot be everywhere at once. Roll a 1d6 and consult the chart below to figure out the reaction time the Diamond Legion has in responding to a type of crime.

Crime	Subtle	Careful	Normal	Noisy	Obnoxious
Menial	x10 turns	x5 turns	x3 turns	x7 rounds	x5 rounds
High	x5 turns	x3 turns	x10 rounds	x5 rounds	x3 rounds
Capital	x2 turns	x1 turn	x7 rounds	x3 rounds	x1 round

The Star Guard, on the other hand, is solely responsible for policing the Nobles District. Their attitude is quite the opposite of the Diamond Legion when speaking to Procampan and visitors alike. They believe if you are not a Procampan Noble, then you have no business in the Nobles District. However, they will let PCs pass if they 1) are a Noble PC, 2) working for a Noble (has a Grimm shield, etc.), 3) has a Pass to the Nobles District, or 4) desire to enroll in either the Greyson Institute (Bardic College) or the Sividia

Academy of Magic Arts. Once a noble is known to the Guard, they will treat them with the respect they deserve (they will recognize the PC once the Noble Certificate is presented to the Judge).

What Has Gone on Before

This last year has been a chaotic time in the lawful city of Procampur. The Thultyrl announced his desire for marriage, and there was no shortage of volunteers for the position. But Rendeth's search for a bride has brought nothing but bad luck. His first fiancée, Lady Constantine Grimm, was murdered, and just as he was celebrating his betrothal to Alissa Wyndsong, a series of assassination attempts occur, with the final one nearly succeeding and causing Rendeth to be bedridden. While Rendeth is incapacitated, Alamondh has taken over the regency of Procampur, and has run a very tight ship. The Diamond Legion was disbanded, with all of its duties being assumed by the Guardians of the Star Sapphire. The Star Guard has been vigilant to say the least, and vigilantes to be more accurate, arresting many and closing down such institutions as the Fraternity of Venturers and the Society of Entertainers and Providers. Alissa Wyndsong is a wanted criminal in the city, and has disappeared (*The Stolen Crown*) from sight, and all ambassadors have been instructed to request help in apprehending her from the governments they are assigned to. Alamondh's strict rule has cut down crime to nearly nothing, or at least none is reported, but has removed all joy and openness in the city, as nearly everyone is suspected of being an ear for the new, strict government.

Module Summary

In the opening, the PCs will be approached by a messenger who asks them to go to the Weary Prince for a meeting with an unknown person. When they arrive at the assigned meeting place, they will find Lord Alaric Grimm waiting for them. He will offer to hire the PCs to investigate and try to prove the innocence of his father, who is being charged with the murder of a member of the Star Guard. If the PCs accept, he will send them to the estate of Lady Consul Reilly, where the body of the Star Guard member was found. Here they will find that the Star Guard member was out to retrieve a book. They will also find out that the Star Guard member was killed by gnolls. The PCs can either track the gnolls to their liar or will be directed to it, where they will find actual body of the Star Guard member and an old man. They will also find the book, which will report that Alissa Wyndsong is actually the illegitimate daughter of Lord Consul Augustus Grimm.

When this is reported to Lord Alaric Grimm, he will ask the PCs to provide proof of this. The PCs can go to one of three places to get this proof, The Hannith estate, the Greyson Institute and Shrine of Denier. If they go to Shrine of Denier, they will meet some Priests of Siamorphe. They will be asked to help with a slight problem by the priests of Denier before the Priests can possibly help them. At the Hannith estate, they will have to survive the lunacy of the Hannith family, before they can ask for Lord Consul Hannith's help. In both of these, the PCs will be asked what questions for a spell to find out if the information in the book is correct. (The Priests of Siamorphe will use a *Commune* spell, while Lord Consul Hannith will use a *Contact Other Planes* spell. If the PCs want to cast the spells they can.) At the Greyson Institute they can try to convince Lilika Ausbein by showing her book, which will help in reminding her.

Once the PCs get one or more of these people to accompany them to Lord Grimm to convince him, he will ask them to go to the Gilded Cage to face a ghost who has driven him and anyone who has entered out of the room. There, they will meet the ghost of Alissa's mother, who will nearly kill Lord Alaric Grimm. It will be the PCs job to find out how her ghost can be put at rest. The PCs will gather the rest of the Grimm family to confront Lord Consul Augustus Grimm, where they will have to convince him to admit to his parenting of Alissa Wyndsong. Here they will find out that Lord Consul Grimm is not well, but once they get his admission, the Grimm family will pledge themselves to helping Alissa and Rendeth return.

Encounter 1: A secret hiring:

The tension on the city streets is easily noticed as people try to continue with their daily lives in a normal manner. Some of the foods and goods Procampans have become accustomed to for their daily lives have become scarce ever since the disbandment of the Society of Entertainers and Providers and the disappearance of Alissa Wyndsong. Alamondh has ordered the rationing of basic needs until the embargo has ended. The rationing does not apply to the nobles or the Star Guard. There is little talk on the streets and squads of Star Guard soldiers stand on street corners, glaring at passerbys. As you sit in your rooms, you hear a knock at the door.

Allow the PCs to answer the knock on the door. If they do not, the pounding will continue until they answer.

A man on plain clothes stands in front of you. Upon your opening the door, he addresses you. "Good day. I

am here to deliver a message to you. I do not know who it is from, for it was delivered to me by another messenger. Here is the message.” He hands you a scroll.

The messenger will wait until he is sure the PCs have read the message. If the PCs can not read, he will open the scroll and read the message.

Dear adventurers,

I am in need of some discrete assistance. You shall be rewarded well for your services. If you are willing to listen to my proposal, go to the Weary Prince Inn and ask for Room 9.” There is no signature on the message.

If the PCs do not agree to go, the tournament is over. If the PCs agree to go, read the following.

You arrive at the Weary Prince, possibly Procampur’s finest and costliest inn, and even from first glance, you can see why. The door is opened by a doorman who is almost big enough to be an ogre, but is as friendly as your next door neighbor. The red carpeted lobby just inside the doors welcome you into a luxuriant room with felt covered couches and a solid oak front desk. The walls are covered with painting and trimmed with gold leaf and mithril designs. Two boys and girls, all in purple and gold uniforms stand along side the front desk and a middle-aged man stands in the same type of uniform behind the front desk. As you approach, all the employees bow and the man behind the desk smiles. “Greetings, my Lords and Ladies. How my your humbles servants be of service to you?”

If the PCs say they are going to room 9, he will bow and in humble, flowering phrases tell them they are expected and to go up the stairs, then take the left hallway and go down to the fifth door on the left. If asked about rooms, he will give the going room rates of 25 gp per night for a single room, 40 gp per night for a double and 60 gp per night for a quad. All prices include a hot bath, dinner, a bottle of wine with some fruit and cheese and breakfast in the morning. When the PCs knock on the door to room 9, they are instructed to enter in a firm, commanding voice.

As you enter the luxurious room, a man watches you from a corner. His head turns as you walk in, his steel gray eyes watching you. His dress is simple, a pair of trousers, simple shirt and some dirty boots, but his bearing marks him as both a noble and a leader of men. Those who have met him and most of those who have not recognize him as Lord Alaric Grimm.

Allow time for the appropriate greetings, but no more than three or four minutes.

I am glad you came. My father is under investigation for the murder of a member of the Star Guard, who was on a mission. I personally believe him to be innocent, but the so called proof being gathered by the Star Guard can be convincing to those who do not know better or have their own reasons for believing in my father’s guilt. I wish to hire you to find the evidence of his innocence. I shall pay each of you 500 gold pieces. Do you accept?”

If the PCs try to negotiate, he will go as high as 1,000 gp per person, but no higher. Play Lord Grimm as an intelligent negotiator. He is willing to pay in gold or platinum coins only. If other special arrangements are asked for, the highest he will go is 500 gp

If asked why he is not using the Star Guard, he will tell the PCs that they have been assigned by Alamondh to find evidence against his father, so he can not use them. If asked why Alamondh is able to give commands to the Star Guard, Alaric will say that Alamondh is the acting ruler of Procampur and can command any of the Armed Forces as he sees fit. If pushed on any of these points, Alaric will admit that it seems like his control of the Star Guard is slipping away and that the troops are getting more disruptive and rowdy.

If the PCs ask where the body was found, Alaric will tell them it was out near the Lion’s Den, the estate of the family Reilly. If asked if he means the Noble House Reilly, he will give a cold “yeah” response. He will tell the PCs that she lives outside the city. If he is asked to see the body, Alaric will tell the PCs that they will not be able to see the body as the body is being examined by Alamondh. It would give away the fact that Alaric has called in independent investigators, which would appear as if he lacked confidence in the troops under his command.

If asked if he knew the dead guard’s mission, he will say it was to retrieve a book from Lady Consul Reilly and to take it to the Shrine of Denier. He does not know why they wanted the book, but he knows that there are some Priests of Siamorphe visiting the Shrine doing research on the noble families of Procampur. If asked, Lord Grimm will tell the PCs that Siamorphe is the Patron of Nobles.

If Alaric is shown the bracelet from “The Stolen Crown”, he will deny ever seeing it. If asked if it could have possibly been Lady Constantine Grimm’s, he will say no one in his family would dare own such a cheap bracelet. He will have no idea of who could be the

person with the initials C.G., nor how the Grimm coat of arms got on there, but he will claim that anyone could copy the coat of arms onto an item.

Encounter 2: The lion's den

The spring air fills your body and your souls as you ride or walk outside the city. Few of the Guardians of the Star Sapphire step outside the city. And the smiles on people's face show their appreciation for this. Greetings are exchanged as you pass on by and soon you find yourself in front of Lady Consul Ellyn Reilly's manor. At the rocky ground where the entrance gates are two unarmed guards in green, white, and gold suits of leather armor. They wear no weapons, but leaning on a nearby wall within easy grabbing distance are double-handed battle axes. "Good day travelers." the guard on the right says, "And how may we help you?"

If the PCs ask to see the location of the Star Guard's murder, the Reilly guard will tell them that they will need to speak to Lady Consul Reilly. If the PCs ask to see Lady Consul Reilly, they will be instructed to go up the walkway and knock. As they leave, they will be told with a chuckle not to mind Smythe, a good man if a little too tight in the collar. If asked who Smythe is, they will say he is the butler.

"You walk up a marble path, rose bushes and olive trees lining the walk way. In front of you is a stairway up to a marble porch in front of a large mansion. On each side of the stairway is a marble statue of a lion on all fours. Next to the doors are two more guardsmen. These guardsmen are in the same uniforms as those at the front gates, but their axes are holstered to their belts. As you approach, one of the guards reaches behind him to a rope and pulls on it. A loud roar is heard, and a few minutes later the doors open. A man in a green and gold tuxedo stands before you, and in a haughty voice, asks, "May I help you."

The butler's name is Smythe. Play him as a haughty, straight-laced, prim and proper butler. If asked to see Lady Consul Reilly, he will ask if they have an appointment. If they say yes, he will lead the to see Lady Consul Reilly. If not, he will ask their business. Once the PCs state their business, he will ask them to say there and he will close the doors. Five minutes later he will return and ask the PCs to follow him.

You are lead through the modestly and sometimes tastefully decorated mansion of Lady Consul Reilly, until you are let into a large gaming room. Large windows allow the light to shine in, along with huge

skylights. A full bar sits along the left wall along with a rack of sticks for the pool table in the middle of the room. On the right wall is a dartboard, currently with a multi-punctured picture of Alamondh, and a strange device that produces music. It is currently playing one of the last songs written by Alissa Wyndsong before her disappearance from Procampur. At the pool table, Lady Consul Ellyn Reilly leans across it, one leg in the air, lining up her finger behind the cue ball for a shot. Smythe announce "Lady Consul Reilly, these ... (in a disdainful tone) adventurers wish to speak to you, and put your leg down. It is unladylike, as is the game you are playing." Lady Consul Reilly straightens up. "I am just keeping my skill up, Smythe. Now, get these lads and lasses a drink." Smythe heads to the bar, muttering, "A lady in your position should use the terms ladies and gentlemen, not lads and lasses." Lady Consul Reilly turns to you, and with a smirk say, "You may call me Ellyn. How may I help you?"

Lady Consul Reilly will answer any questions placed to her honestly, except for questions about who Alissa really is. She will avoid answering those questions as delicately as possible, and at most will say "I can not tell you." (Lady Consul Reilly accepted a geas never to tell anyone of Alissa's background.) If she is shown the bracelet from "The Stolen Crown", she will look surprised and say that she has seen Alissa with it almost from the night they met, almost seventeen years ago. She will tell the PCs that Alissa was very attached to that bracelet, saying it was given to her by her mother.

If she is asked about the book the Star Guard soldier came to retrieve, she will tell the PCs that it was a diary from her days as a member of the Blades of Song, an adventuring group that Alissa Wyndsong, Zinzann Allison and her, along with others were members. If asked who the other members of the Blades of Song were, she will tell the PCs they were Staern Bladebreak, Magardi Slimhands and Calton Fieldman. If Ellyn is asked why the book was wanted, she will say that the background of one of the members of the Blades of Song is of importance, considering the recent events in Procampur. She will not elaborate on that. If asked the fates of the Blades of Song, she will tell the PCs that Magardi was murdered three years after the Blades of Song disbanded, Zinzann Alison was recently killed in a duel, Staern Bladebreak is spending time at the Temple of Torm and Calton Fieldman lives in his beloved woods.

When asked about the dead Star Guard Member, she will tell them that a couple of the Lionhearts, the family's bodyguards, found the body. She will allow them to be interviewed. The PCs can find out the following information from the guards.

- The body was found on the outside of the East wall of the manor.
- The body was found sometime just past dusk the night before last.
- He was killed with sharp, slashing weapons.
- It appears he was ambushed.
- His weapons were missing.
- The book was missing from the body as well.
- No easily removed valuables were found on the body.
- The men who found the body did not see the attackers.
- This was all told to the Squad of Star Guard members investigating the murder.

DM Note: If any PC casts a detect charm on the guards, they will notice a residue of a charm spell. (Hypnotic Pattern, cast by a 10th level mage.) If dispelled, they will say that the body they had found was not that of a Star Guard member, but of a groll.

If asked, Lady Consul Reilly's men will take the PCs out to the site where they found the body. If they do, read the following:

Lady Consul Reilly's men take you outside the estate and along the walls until you reach an indented patch of grass along the east wall. "This is where the body was found," one of the guards tells you. They nod, then leave you to your investigation.

The PCs can check around the area, but not find much, unless there is someone with the tracking NWP. If someone tries to track, have him/her make a roll vs. their *Tracking* NWP at -3 (due to age of tracks). If they succeed, they will find tracks heading out to the east. If they do not have a tracker, or none of the trackers succeed, or once they have found the tracks and are about to leave, read the following.

As you examine (or about the leave) the site, a man quietly walks into your group, moving very silently. "Do not believe what you see, for your eyes may deceive you." He says in a quiet voice.

If/when asked his name, the man will say he is Liam Reilly. If a PC makes a roll against their *Local History (Procampur)* NWP, they will know that he is Lady Consul Reilly's brother, but not much more is known about him. He can provide the following information about the murder if he is asked.

- The guard was attacked by some gnolls, who were led by a human mage.

- The guard killed one of the gnolls before he was killed
- The gnolls took the dead guard's body, but not that of their companion
- The gnoll's body was found by a couple of guards on the Reilly estate.
- The creatures headed to the east.
- When the Star Guard came out, they did a very quick look over of the site, then talked to the guards who found the body, alone.
- The Reilly estate guards were much friendlier to the Star Guard squad members after the private interview than before the interview.

If the PCs ask why Liam did not help the guard, he will tell them that he felt that there was a higher power helping the evil creatures, one that would destroy him if he tried to help. (This is a lie, he did not feel like getting involved, especially since he was not getting paid to be involved).

If a Detect Evil spell is cast on Liam, they will detect him as evil. If they through a know alignment spell on him, he will detect Neutral Evil.

If needed, he will tell the PCs that he believes the creature's camp is about 4 miles away to the east in a cave in the forested foothills. This is only to be told if the PCs are totally lost.

Encounter 3: Friends in need

The tracks left by the gnolls are fairly easy to follow, as they made no obvious attempts to conceal them. The track leads off into the foothills, and soon you find a cave with two gnolls sitting in front of it.

If the PCs ask to check, have them make an intelligence check at ½. If they succeed, they will notice that the gnolls are asleep. Allow the PCs a chance to make up a plan to sneak up on the creatures, or eliminate them from a distance. If it is a decent plan, give the gnolls a surprise roll at -6, if only half way decent, or they PCs are being noisy, give them a surprise roll at -3.

Gnolls (2): Int Low(5-7); AL CE; MV 9; HD 2; hp 12; AC 5; THAC0 19; #AT 1; Dmg 1d8 (Battle Axe); SA None; SD None; MR Nil; Size L; Morale Steady (11).

If the PCs are able to eliminate the gnolls in one round, then they will not be able to give an alarm. If the gnolls are able to survive one round, they will give a shout, and everyone from the caves will come out and join the combat.

If the PCs are able to eliminate the gnolls and sneak up on the cave, read the following.

You peer into the cave and see its a fairly deep cave, by your estimate 50' by 50', though you can not tell its exact dimensions because of its irregular sides. Inside you see more gnolls gathered around an old man and another human in normal clothes away from the cluster reading a book. The gnolls seem to be saying something to the old man and laughing.

If any of the PCs speak Groll, they will gather that the Gnolls are taunting the old man, saying they are going to eat him next. If anyone asks if they recognize the old man, ask them if their characters have been involved in any previous Procampur tournaments. If so, they can roll against their intelligence. If they succeed, or if the PCs recognize him without the roll, they will know it's the crazy old man from the other Procampur tournaments.

If the gnolls are not warned, make a surprise roll for the Gnolls at -2. Underlined spells are pre-cast if the gnolls are not surprised.

Tier One:

Gnolls (3): Int Low (5-7); AL CE; MV 9; HD 2; hp 12; AC 5; THAC0 19; #AT 1; Dmg 1d8 (Battle Axe); SA None; SD None; MR Nil; Size L; Morale Steady (11).

Flind (1): Int Average (8-10); AL LE; MV 12; HD 2+3; hp 16; AC 5; THAC0 17; #AT 2; Dmg 1d4 (flind bar); SA flind bar; SD None; MR Nil; Size L; Morale Steady (12).

Meolin, hm W3: AL NE; AC 8 (Dex); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA Spells; SD Spells; Str 7, Dex 16, Con 11, Int 16, Wis 12, Cha 11; MR Nil; SZ M; ML 15.

Spells Memorized: 1st level- *charm person, sleep*; 2nd level- *ray of enfeeblement*.

Tier Two:

Gnolls (5): Int Low (5-7); AL CEMV 9; HD 2; hp 12; AC 5; THAC0 19; #AT 1; Dmg 1d8 (Battle Axe); SA None; SD None; MR Nil; Size L; Morale Steady (11).

Flind (2): Int Average (8-10); AL LE; MV 12; HD 2+3; hp 16; AC 5; THAC0 17; #AT 2; Dmg 1d4 (flind bar); SA flind bar; SD None; MR Nil; Size L; Morale Steady (12).

Meolin, hm W5: AL NE; AC 4 (Dex, *armor*); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA

Spells; SD Spells; Str 7, Dex 16, Con 11, Int 16, Wis 12, Cha 11; MR Nil; SZ M; ML 15.

Spells Memorized: 1st level- *charm person, sleep, armor, color spray*; 2nd level- *ray of enfeeblement, Melf's acid arrow*; 3rd level - *fireball*.

Tier Three:

Gnolls (8): Int Low (5-7); AL CE; MV 9; HD 2; hp 12; AC 5; THAC0 19; #AT 1; Dmg 1d8 (Battle Axe); SA None; SD None; MR Nil; Size L; Morale Steady (11).

Flind (3): Int Average (8-10); AL LE; MV 12; HD 2+3; hp 16; AC 5; THAC0 17; #AT 2; Dmg 1d4 (Flind Bar); SA Flind Bar; SD None; MR Nil; Size L; Morale Steady (12).

Meolin, hm W7: AL NE; AC 3 (Dex, *armor*); MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD Spells; Str 7, Dex 17, Con 11, Int 17, Wis 12, Cha 11; MR Nil; SZ M; ML 15.

Spells Memorized: 1st level- *charm person, sleep, armor, color spray*; 2nd level- *ray of enfeeblement, Melf's acid arrow, web*; 3rd level - *fireball, protection from normal missiles*; 4th level- *fumble*.

Tier Four:

Gnolls (10): Int Low (5-7); AL CE; MV 9; HD 2; hp 12; AC 5; THAC0 19; #AT 1; Dmg 1d8 (Battle Axe); SA None; SD None; MR Nil; Size L; Morale Steady (11).

Flind (5): Int Average (8-10); AL LE; MV 12; HD 2+3; hp 16; AC 5; THAC0 17; #AT 2; Dmg 1d4 (Flind Bar); SA Flind Bar; SD None; MR Nil; Size L; Morale Steady (12).

Flind Leader: Int Average (8-10); AL LE; MV 12; HD 3+3; hp 24; AC 5; THAC0 17; #AT 2; Dmg 1d4 (flind bar); SA flind bar; SD None; MR Nil; Size L; Morale Steady (12).

Meolin, hm W9: AL NE; AC 2 (Dex, *armor*); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD Spells; Str 7, Dex 18, Con 11, Int 18, Wis 12, Cha 11; MR Nil; SZ M; ML 15.

Spells Memorized: 1st level- *charm person, sleep, armor, color spray*; 2nd level- *ray of enfeeblement, Melf's acid arrow, web*; 3rd level - *fireball, protection from normal missiles, flame arrow*; 4th level- *fumble, phantasmal killer*; 5th level - *chaos*

DM Note: A flind bar has a special attack. Each successful hit requires the target to make a save vs. Wands or have their weapon entangled in the chain and torn from their grasp.

If the characters defeat the gnolls, they will find the body of the guard, minus an arm, next to the old man. If the PCs ask the old man about the guard, he will tell them in a meek quiet voice that the gnolls said the boss bones wanted the body and the book from the guard, and he would reward the gnolls if he got them.

A search of the cave will reveal the following:

- 1 book
- 1 long sword
- 1 suit chain armor
- 1 shield with the Star Guard device
- a bag of 10 gp
- a bag of 260 gp
- *oil of disenchantment*
- *potion of healing*

If the PCs read the book, they will find it is the Diary of Lady Consul Ellyn Reilly. In this book she describes her arrival to Procampur the first time while she was wandering the Vast in search of adventure, to the starting to the adventuring company the "Blades of Song", all the way up until their scouting mission for the Diamond Legion against the Sembian siege that gained Ellyn her noble position. Many of these stories have been sung by bards, especially Alissa Wyndsong, but these descriptions are more down to earth and less embellished.

The most interesting part that they will find will be references to a bard, a wild young girl named Calynden. If the PC doing the reading is skimming or otherwise not reading carefully, have the player make a roll against either Observation or (Intelligence -4) to spot the crucial passage below. If a careful reading is being made, then the passage is found without any roll needed. The passage of interest is:

13 Mirtul 1356: Today our bardess came up to me and told me she was going to change her name. She said that Grimm was hardly a name that would bring a joyful image. She asked me what I thought of the name Alissa Wyndsong, but I saw in her eyes that she had already made up her mind. Under circumstances like this, I could do nothing but agree it was a good name...

If any of the gnolls or the mage are captured alive, they will quickly confess to the murder of the Star Guard member. They will say that they were hired by humanoid with the head of a falcon.

Encounter 3A: Home again, home again

DM Note: Play this encounter ONLY if the PCs try to bring a prisoner into the city.

As you approach the gates to the city with your prisoner, those waiting to get in make way for you. Unfortunately, the Star Guard does not. They block your way, and the squad leader speaks to you in a gruff voice. "Where do you think you are going with that? Slaves are not allowed in Procampur."

The Star Guard members will not let the PCs in through the gates without either handing over the prisoner (and the Star Guard member's body if the PCs have it) or he PCs "purchasing" a permit for the prisoner at 200 gp per tier. If the PCs retort that they are on a mission from Lord Alaric Grimm (their boss), the guards will quip back that he should be willing to reimburse the PCs, him knowing he is not above the law. If the PCs pay the fee, they will get a slip of paper with a Star Guard insignia on it and a hand written note saying the holder of this permit has the right to bring in one prisoner who must be kept chained at all times.

Encounter 4: Double Trouble

Going back to the Weary Prince, the doorman allows you in, and the man at the front desk tells you that your return was expected. Going back to Room 9, you indeed see that Lord Alaric Grimm is awaiting you. After you close the door, he looks at you and asks. "What have you to report?"

If the PCs have brought a gnoll prisoner or the mage prisoner with them, the people around them will give the appropriate looks of disgust with a little fear, but will not disturb the PCs.

If the PCs tell what they know of the attack on the Star Guardsman, Lord Grimm will nod his head solemnly and tell them that hearsay evidence is nice, but its not enough to prevent his father from being convicted and possibly even being executed. If they bring the body of the dead guardsman, he will look confused and wonder aloud who or what Alamondh is examining.

If the PCs bring a gnoll or the mage with them and get it to talk, the prisoner will admit that the gnoll band had killed the guard, on the orders of a man with a face of a falcon. If asked if the man with the falcon head had a name, it/he will answer Falcon. If the PCs asks Lord Alaric Grimm if he knows anything about this Falcon, he will say yes, enough to know that it was not the

Falcon who gave the orders, but an impostor. He will claim that, having investigated the Falcon's crime, he knows it is not the Falcon's style. If pushed, he will admit he is the Falcon, but only as a last resort.

If the PCs do not mention the book, Alaric will ask if they found it. If the PCs mention the book or admit to have found it, Alaric will ask if they know what it contains that is so important. If the PCs tell Alaric that they have not looked at the book he will raise an eyebrow and comment that he thought all adventurers were the curious type. He will ask to see the book. If the PCs refuse, he will shrug his shoulders and suggest they take it to the Shrine of Denier. If the PCs let Alaric read the book, he will start scanning it. As he does, he will start visibly getting upset. If asked why, he will say that some wench is using the Grimm name. A few moments later, Alaric will mutter "That can't be!" and slam the book shut. If asked what is wrong, (or something like that), Alaric will reply.

"According to this book, I have an illegitimate sister. And her name is <insert dramatic pause> Alissa Wyndsong!"

If the PCs bring this to Alaric's attention, or ask him about this, Alaric will deny it, wondering out loud how anyone can think that that brazen bardess could ever be related with the Noble Family Grimm. (If anyone mentions Harvinder Rasquell Grimm, he will say that they try not to claim Rascal as a member of the Family). If the PCs try to convince him that the book is correct, he will say that he needs more proof than the word of an ally of Alissa. If the PCs agree with him, he will think for a minute and then ask them if they can help prove the book wrong. If asked how much he would pay, he will offer 100 gp each. He will say it is a simple job, with no risk. If the PCs ask who he would believe, or whom they should get proof from, Alaric will say the best, most believable people would be the Priests of Denier who hold the birth records of the city; Siamorphe, the patroness of nobles; House Hannith; or one of the schoolmasters. Alaric will tell them that it will be much more believable if it comes from the lips of those people, and not second hand. If he is asked for a pass to the noble's district, he will give each PC one good for one day. If asked, Lord Grimm will tell the PCs there is no headmaster at the Sividia Academy of Magic.

DM Note If the PCs go to the Sividia Academy of Magic and ask for the headmaster, they will be informed that the position of Headmaster is vacant. They will not be able to get anyone from there to provide evidence on this.

Encounter 5: Making book

The Shrine of Denier is bigger than most shrines in Procampur, though smaller than the grand temples of the city. Its simple exterior belays its importance to Procampur, for inside those walls are some of the most important records of the city. The records of the births of Procampur are kept here. As you walk into the main hall of the shrine, you see several people sitting and talking amongst themselves. They are wearing deep purple robes of the finest silk, with cuffs and collars of fur. Clearly visible on each is a silver circlet adorned with miniature golden suns. As you look at them, a priest in a tan tunic with a stiff circular collar, breeches and a medium length black ornamental cloak walks up to you. He looks at you as he says, "Hello, I am Glyphscribe Ardent. Can I help you?"

If the PCs ask, let them make two rolls against the Religion (Faerun) NWP. If they make one, ask them which priest they want to identify. If they ask about the priests in purple, they will be identified as Highborns (Specialty Priests of Siamorphe). If they ask about the one in tan, he will be identified as a Glyphscribe (Specialty Priest of Denier).

If the PCs give Ardent the book, he will enthusiastically thank the PCs, and ask them if they could wait for a few minutes. He will take the book over to the priests of Siamorphe, then after a few minutes return to the PCs.

If the PCs ask the Priests of Siamorphe their names, the priests will introduce themselves as Dyl En and Cher Din. If the PCs ask Dyl En and/or Cher Din to come with them, the Highborns will ask where and why. They will not leave the shrine without those questions being answered. If the priests are asked to say that Alissa is from House Grimm, or any other noble family or just from a noble family, they will tell the PCs that they will need to confirm that she is of noble blood for themselves.

When the priest of Denier returns to the PCs:

"I know you are all busy people, but I was wondering if you could give us a hand. You see, a few years ago we had a slight problem of several of our Applicants not quite being as blessed by Denier as they needed to be. So some of our birth records got mis-recorded. Normally, we would take the time to straighten this mess out, but all of our priests are busy with their mission of writing, especially for the courts and those in need. Would you be willing to help?"

The priest will not offer any reward, and if asked for a reward, he will offer to teach read/write common. If the PCs already have the read/write Common NWP, then the priest will say he has nothing to offer them. If the PCs ask what is mostly being written by the Priests, Ardenoth will tell them mostly wills. If the PCs agree, Ardenoth will tell the PCs the following

- The mother's first names are Aelithreil, Bethany, Cortnay and Gione. The Fathers last names are Armstrong, Bailey, Codwell, and Grimm, The child's first names are Antoni, Bretni, Calynden and Goruth.
- None of the initials will match, and no child shared either mother or father.
- The children are listed by their father's last name.
- Aelithreil gave birth to her child after the one fathered by Codwell, but before Bretni was born.
- The child of Armstrong was born after the child whose mother was Gione who was born after Calynden.
- Neither Bailey (whose child's mother's name is not Cortnay) or Antoni (whose father's last name is a noble's name) was born first or Last.

If the PCs ask, the priests will be able to tell them that the noble names on the list are Grimm and Bailey.

The answers are:

Bethany - Codwell - Goruth
Aelithreil - Grimm - Calynden
Gione - Bailey - Antoni
Cortnay - Armstrong - Bretni

The most important answer for the PCs to get is the Aelithreil line. If the PCs do not take too long, allow them to finish the puzzle for the bonus experience bonus points. If not, allow them to continue with just the Aelithreil line of answers.

As you finish your help for Ardenoth, he approaches you with Char Din and Dyl En in tow. They look at you and ask, "Have you read this book? There is some rather startling information in it, if it is true."

If the PCs have not read the book, the priests will tell them about Alissa Wyndsong possibly being a member of the Grimm family. If the PCs have read the book, Char Din will say that the news of Alissa possibly being a member of the Grimm family is startling, but just might be the reason they are there. He says that they are going to cast a commune spell to find out if this is true, but they are having problems coming up with the

proper questions. They will ask the PCs help in this. If the PCs offer to cast the spell, he will be appreciative, as he is tired from all the travel he has been doing. He will say that he can ask nine questions, but that they should be yes or no questions. Let the PCs come up with the question. Once they come up with the questions, compare it with the facts that they can get from the following list.

The facts that can be gained.

- The book tells the truth.
- The book talks about a Procampan Noble
- The book accurately describes the name change
- The bracelet has the heraldry of a Procampan Noble on it
- The Heraldry is of House Grimm
- C.G. does not stand for Constantine Grimm.
- The bracelet belonged to a person of noble blood.
- The person belonged to House Grimm.
- Alissa's birth name was Calynden Grimm.

Once these things are determined, Char Din and Dyl En will nod their head and say that they are convinced of Alissa's noble blood and lineage. If the PCs ask them to go with them to meet with Lord Alaric Grimm, they will agree. If the PCs ask, they can get a copy of Calynden's birth certificate with the seal of the Temple of Denier.

Encounter 6: Dance of the Nobility

DM Note: If this is the first time the PCs are going into the Nobles District, run the first part of this encounter.

You walk up to the entry gate of the Nobles District, where you are stopped by a small woman whose face is the contenance of determination. She wears the uniform of the Star Guard, as do the squad that stands behind her, and on the squad leader's shield is a red tower underneath a red gem on a field of silver. In a no nonsense tone of voice, she asks "May I see your passes?"

If the PCs ask if they recognize the gate guard, have them roll against their *Local History (Procampur)* with a +1 bonus. If they succeed, they recognize the squad leader as Lady Gillian Grimm. If the Players recognize her as Lady Gillian Grimm from the description given, good enough, no roll needed. If the PCs give Lady Grimm any trouble, the squad of Star Guardians will surround them and try to intimidate the PCs into cooperation.

When/if the PCs show Lady Grimm the passes from Lord Alaric Grimm, read the following.

Lady Grimm holds up arm with a closed fist in front of her to the rest of her squad as she leads you to the side. In a low voice, she asks, “So, my brother has hired you on a mission. What does he have you doing?”

If the PCs look back to see what the squad of Star Guard soldiers are doing, they will see that the squad has returned to performing normal gate duty.

If the PCs try to avoid telling Lady Grimm about the mission, she will try half heartedly, but in a firm voice, to get an answer, but will give up after a few minutes. If the PCs tell Lady Grimm they are searching for a previously unknown relative of hers (or of the Grimm Family), she will inquire whom the relative is. If the PCs at any time tell Lady Grimm that the relative is Alissa Wyndsong, Lady Grimm will look shocked for a second, then regain her serious demeanor, telling the PCs that they made a wild statement, and that they will need evidence to back up that claim.

Once the PCs explain their mission or able to evade the question, Lady Grimm will allow the PCs to go returning to her duty.

DM Note: If this is the PCs second place in the Noble’s District they visit, then start here.

Walking through the Nobles District you can see the effects of the changes even here. Some houses are enjoying newfound prosperity, such as House Kailin and House Piniago, while others seem to be in decline such as House Seabury. The most striking example of the changes is the eeriness of the empty house of the former noble family Allison. As you approach the Greyson Institute, you see the courtyard has several members of the Star Guard on patrol and a couple students sitting around studying. When any of the students touch a musical instrument or starts to sing, however, one of the soldiers is quick to quiet the student. Entering the college, you find yourselves in front of a podium, with a couple of students sitting behind it. One of the students looks at you, and in a bored voice asks “Can I help you?”

If the PCs say they are here about enrolling into the college, they will be told that no enrollments are being accepted. If they say they wish to speak to Lilika Ausbein (or the headmistress of the school) they will be asked if they have an appointment. If the PCs say no, they will be told that Lilika sees no one without an appointment. Allow the PCs a few moments to haggle a

way in, but do not allow them to succeed. As the effort winds down, read the following.

As you argue with the student, A door in the hall behind the podium opens and an older, beautiful woman slips out of it. Walking at a determined pace that is very graceful, she starts heading for the door.

If the PCs ask, have them make a roll vs *Local History (Procampur)* at -4. If they succeed, they will recognize the woman as Lilika Ausbein. If the PCs do not recognize her, have one of the students wish her a good eve, calling her Headmistress Ausbein. If the PCs intercept her or call out to her, she will stop and ask if what they want is important. If the PCs say it is, she will ask them into her office.

If the PCs say they have an appointment, one of the students will leave and go to a doorway in a hall behind the podium. He will disappear for a minute, then return to the PCs and tell them that Headmistress Ausbein will see them.

You enter the comfortable office. Large shelves filled with books line the walls and a large desk sits opposite the door, in front of a window. On one wall are small portraits of the former headmasters and head mistresses of the Greyson Institute, looking over the office as if watching the performance of the current head of the school. Lilika looks at you, studying you for a second before softly asking “What do you wish to discuss with me?”

If the PCs ask Lilika anything about Alissa’s background, Lilika will tell the PCs that she has no more idea about Alissa’s background than anyone else. The first she had ever heard about Alissa was sixteen years ago when she arrived to the city. She will say that Alissa has never been enrolled in the Greyson Institute.

If the PCs show Lilika the bracelet from “The Stolen Crown”, read the following.

Lilika takes the bracelet from you and looks it over. She then looks at you with a sad expression in her eyes, and in a voice tinged with sorrow, “I remember this bracelet. A student many years ago wore it. She disappeared one night. I take it you found Calynden’s body?”

If the PCs tell Lilika that Calynden is not dead, she will ask where Calynden is living, and if she has learned any discipline. If Lilika is told Calynden is living in Procampur, Lilika will reply that is impossible, as Calynden would be widely known by now, being very capable of drawing attention to herself. If asked what

Calynden's last name was, Lilika will say that Calynden claimed it was Grimm, but since House Grimm denied any connection to her, neither her nor the staff was to use that name.

If Lilika is told that Alissa and Calynden are the same person, she will deny the truth of it (unless she has been shown proof of it previously), saying there is no way anyone as undisciplined as Calynden could become as accomplished of performer as Alissa is rumored to be.

If shown the book from House Reilly, she will start reading it, nodding her head from time to time. If asked, she will confirm that the behavior reminds her of the Calynden Grimm she knew. After a few moments, she will ask the PCs if they believe the entry that shows the name change. Allow the PCs to answer. If the PCs give a decent reason why they believe its true, Lilika will tell them it is an acceptable possibility. If the PCs present several good reasons, or any good reason and have the bracelet, Lilika will be convinced.

If the PCs ask about Alissa's/Calynden's time at the Greyson Institute, read the following.

“Yes, I remember her. I remember almost all the students that come through here. She was very talented and had the possibility of becoming a great bard, if she would take the time to practice. She always seemed to be daydreaming through her academic courses. She would always be breaking the rules, especially curfew.” Her voice then becomes a little haughty. “Then there were those awful...women who would come to visit. How they got into the Nobles district, I will never know, but they would come waltzing in with their cheap perfume and gaudy dresses, distracting the students and telling Calynden they had gifts from home. It's a good thing for the Institute that I finally got their visits just before Calynden disappeared (left) from the Institute.

If Lilika is asked about the women who would visit Calynden/Alissa or of Calynden/Alissa's home, Lilika will tell the PCs that Calynden was raised in a house of ill repute in the Port District. If asked the name of the house of ill repute, Lilika will say she does not remember, but that its not important, as the business does not exist. She will tell the PCs it was closed down years ago, when the building was bought. If asked who bought it, she will say Alissa Wyndsong. If she is asked where it was located, she will tell the PCs that the building was bought out and is now occupied by the Gilded Cage.

If Lilika is convinced about Alissa and Calynden being the same, she will agree to accompany the PCs to try to convince Lord Alaric Grimm if they ask.

Encounter 7: The Hannith Family

DM Note: If this is the first time the PCs are going into the Nobles District, run the first part of this encounter.

You walk up to the entry gate of the Nobles District, where you are stopped by a small woman whose face is the contenance of determination. She wears the uniform of the Star Guard, as do the squad that stands behind her, and on the squad leader's shield is a red tower underneath a red gem on a field of silver. In a no nonsense tone of voice, she asks “May I see your passes?”

If the PCs ask if they recognize the gate guard, have them roll against their *Local History (Procampur)* with a +1 bonus. If they succeed, they recognize the squad leader as Lady Gillian Grimm. If the Players recognize her as Lady Gillian Grimm from the description given, good enough, no roll needed. If the PCs give Lady Grimm any trouble, the squad of Star Guardians will surround them and try to intimidate the PCs into cooperation.

When/if the PCs show Lady Grimm the passes from Lord Alaric Grimm, read the following.

Lady Grimm holds up arm with a closed fist in front of her to the rest of her squad as she leads you to the side. In a low voice, she asks, “So, my brother has hired you on a mission. What does he have you doing?”

If the PCs look back to see what the squad of Star Guard soldiers are doing, they will see that the squad has returned to performing normal gate duty.

If the PCs try to avoid telling Lady Grimm about the mission, she will try half heartedly, but in a firm voice, to get an answer, but will give up after a few minutes. If the PCs tell Lady Grimm they are searching for a previously unknown relative of hers (or of the Grimm Family), she will inquire whom the relative is. If the PCs at any time tell Lady Grimm that the relative is Alissa Wyndsong, Lady Grimm will look shocked for a second, then regain her serious demeanor, telling the PCs that they made a wild statement, and that they will need evidence to back up that claim.

Once the PCs explain their mission or are able to evade the question, Lady Grimm will allow the PCs to go returning to her duty.

DM Note: If this is the PCs second place in the Noble's District they visit, then start here.

DM Note: Feel free to plug in any shtick from the "Adams Family" that you feel is appropriate.

House Hannith is one of the grandest manors in all of Procampur, with a picturesque view of the harbor. As you walk up to the manor, you hear an explosion and feel the ground shake a little bit. Moving on, you reach the porch, where you see a large rope. When you pull on the rope, you hear a loud gong. The door opens, and behind it you see a tall man in a dark tuxedo, with stitches in his forehead. He looks at you, and in a deep drawn out voice, asks "You rang?"

If the PCs ask to see Lord Consul Hannith, the butler will growl deeply and then ask the party to wait for him.

A few minutes later, a woman in a long black dress shuffles out to meet you, followed by her servant. Her long black hair is matched by what appears to be a soot stain on one side of her face. She nods at you, and in a gentle voice, says "Good day, gentlemen and gentlewomen (whatever is appropriate), I am High Lady Quianna Hannith. I understand you wish to speak to my husband. Please walk this way.

Any response about not being able to shuffle or walk like her or any attempts to walk like her will be met with a smile. If she is asked about the smudge on her face or the explosion, she will explain that her husband and her were working on a formula for a potion of fire immunity that was not quite right. She will be rather light hearted about it, and if the PCs look carefully at her, they will find no injuries.

You walk down a few hallways and out a back door. The garden is an exquisite display of flowers, all of dark hues of purple, blue, red and you swear you can even see some black flowers. High Lady Hannith accepts your compliments with practiced grace as she leads you to a clearing. Approaching the clearing, you see several brooms and dust pans sweeping up pieces of broken glass from next to the building. The High Lady takes you through a wooden door that somehow survived the blast into a room that the wizards would recognize as an alchemical laboratory. Inside, more brooms, mops and cloths clean up the mess as a man, about five and a half feet tall, with graying hair and dark, mischievous, twinkling eyes is brushing the last

bit of soot off his pants, while he is puffing on a cigar. "Ah, good day gentlemen (and ladies). I am Salvador Hannith. I understand you have a few questions for me." he says as he shakes your (pick a PC, any PC) hand, leaving some soot on your hand as he releases his grip.

If the PCs ask about the explosion, Lord Consul Hannith will chuckle and say it was a slight miscalculation in the formula, though he does not know exactly what. If asked about the damage to the place, he will laugh saying that the force of explosions can not be accurately gauged without some damage, and that some of the greatest discoveries are found by mistake.

If either Hannith is asked about Alissa's background, they will answer that they have not been able to find out anything about her background, even with all of their families' massive magical resources. Lord Consul Hannith will mention that he could find out a lot more if he had something of emotional value to her. If shown the bracelet, he will smile and talk about casting a *Contact Higher Planes* spell.

If the PCs show the Hannith's the book from Lady Consul Reilly, each of the Hanniths will take a look at it. After a few minutes, they will start chuckling. If asked what they are laughing at, Lord Consul Hannith will mention the fact that one of the people Lord Consul Augustus Grimm hates the most is his daughter. They will commit that thought he protested too much. Lord Consul Hannith will ask if he can use the book to confirm if what they have just read is true. If asked how, he will say by casting a *contact other planes* spell. If Salvador Hannith is going to cast a *contact other planes* spell, he will ask the PCs what questions he should ask. If the PCs ask him why he is asking them, he will tell them that he is still feeling a little dizzy after the explosion. Once the PCs have decided on the (7) questions to be asked, Lord Consul Hannith will cast the spell, unless one of the PCs want.

DM Note: Any questions asked directly about Alissa will get no answers.

- The book tells the truth.
- The book talks about a Procampen Noble
- The book accurately describes the name change
- The bracelet has the heraldry of a Procampen Noble on it
- The Heraldry is of House Grimm
- C.G. does not stand for Constantine Grimm.
- The bracelet belonged to a person of noble blood.
- The person belonged to House Grimm.

If the answers point out a strong possibility of Alissa being the illegitimate daughter of Lord Consul Augustus Grimm, the Hanniths will look at each other and wonder aloud if Lord Consul Grimm should be confronted with this. If ask why he should not be or if suggestions are made that he be confronted will bring the following response.

“The problem is, Lord Consul Grimm has not been well for the last few years, ever since his wife died at the end of the Plague of ‘67. The first several months after her death, Lord Consul Grimm was not seen outside his manor, and when I did see him, his breath reeked of alcohol. Finally, Alamondh aided him, and Lord Grimm recovered somewhat. Yet, he will claim that some of his actions in the noble consul were done on the council of High Lady Katherine, such as the time he proposed all tax collectors wear pink uniforms.”

If the Hanniths cast the *contact other planes* spell, and find out with a reasonable assuriaty that Alissa is Lord Consul Grimm’s daughter, the Hanniths well agree to accompany the PCs to meet Alaric.

Encounter 8: Third Times the Charm

You once again return to the Weary Prince, with people’s eyes falling upon you in consideration of your company. The doorman, clerk and bell people all go in to their deepest toadying mode when you arrive and immediately escort you back to room 9. As you arrive, Lord Alaric Grimm bows to each of those accompanying you. Lord Grimm then turns to you. “This is an interesting group of people you have brought here. Tell me why you have assembled them.”

DM Note: The reaction of the crowds and even Lord Alaric Grimm will be different depending on the persons accompanying them.

Crowd’s reaction:

Priests of Siamorphe: curiosity with a little respect.

Lord Consul/High Lady Hannith: deep respect and admiration. (House Hannith is one of the three oldest and most powerful noble houses in Procampur)

Lilika Ausbein: absolute amazement and awe (Lilika is well known as a recluse, and to see her in public is nearly a miracle.)

Lord Alaric Grimm’s reaction:

Priests of Siamorphe: respect for their religion and knowledge

Lord Consul/High Lady Hannith: respect of an equal, but a little cool and formal

Lilika Ausbein: professional respect but personal disinterest

Allow the PCs to ask each NPC they brought with them to explain why they say Alissa is a member of the Grimm family or allow them to summarize themselves. The Priests of Siamorphe will emphasize that they have received word from Siamorphe, Patroness of Nobles, that Alissa is of the Grimm family line. The Hannith Family will tell the PCs that they have used their magic to determine that the book tells the truth and that the bracelet that the PCs have was owned by a member of the Grimm Family. Lilika will say that the behavior of the girl in the dairy is too similar with the Calynden she knew and the dates of the disappearance and the return of Alissa are too accurate for coincidence. Also allow the PCs to speak on the subject, then make a reaction roll with the following modifiers.

Roll 2d10 and adjust with modifiers

Modified Die Roll	Mob:
3 or less	Friendly
4-9	Cautious
10-15	Threatening
16+	Hostile

Speaking PCs Charisma: + or - reaction modifier

Speech by PC: + 2 to -2, depending on speech, judges discretion

Brought the Priest of Siamorphe to Lord Grimm: -2

Brought Lord Consul/High Lady Hannith to Lord Grimm: -2

Brought Lilika Ausbein to Lord Grimm : -1

Birth certificate from the Temple of Denier: -2

Two out of the Three pieces of evidence: -1

All of the pieces of evidence: additional -1

Reaction Results:

Hostile: If not all the people were visited, Lord Alaric Grimm will require additional proof. Have the PCs go to the places they missed. If all the people were visited, Lord Grimm will throw everyone out. End of Tournament.

Threatening: Hesitantly believes that Alissa is his half sister, but is not happy about it.

Neutral: Hesitantly believes that Alissa is his half sister, but accepts it.

Friendly: Openly and fully believes that Alissa is his half sister.

After the PCs convince Alaric that Alissa is his half sister, he will ask the PCs what else they know about her and her past. If the PCs do not know or do not tell about where Alissa/Calynden grew up in, Lilika (if there) will volunteer that Calynden was raised in a house of ill repute in the Port District. If asked the name of the house of ill repute, Lilika will say she does not remember, but that its not important, as the business does not exist. If she is asked where it was located, she will tell the PCs that the building was bought out and is now occupied by the Gilded Cage. If asked who bought it out, she will say Alissa Wyndsong.

After finding out this important information (or just after the convincing Alaric if Lilika is not there), Lord Grimm will thank the NPCs and ask them very politely to leave. Then read the following.

Lord Grimm watches as the others leave, then turns to you. "This does explains some things. I would like to retain your services for a little while longer. I shall double your retainer. Do you agree to this?"

If the PCs agree to do this or ask what he services he requires.

"When closing down the Gilded Cage, I heard some disturbing reports from those guards who tried to enter Alissa Wyndsong's room. The members of the Star Guard who would enter the room reported feeling a deep bone chilling cold and the need to leave the room immediately. The guards would quickly retreat from the room. Run away in fear is more appropriate, with their faces pale and their eyes wide. I decided to inspect the room. When I entered the room, I felt a deep sharp pain in my chest. I heard a female's voice that warned me 'As your father denied my daughter and I, I deny you. Leave now and never return.' I quickly conducted a strategic retreat. I asked my father about this accusation, but he denied everything this voice said as ludicrous. Now that I have some idea about what she is talking about and who she might be, I must return to the room and find out what she wants. Will you come with me?"

If the PCs do not agree to do this, end the tournament. If the PCs agree to accompany him, Lord Grimm will leave and go to the Gilded Cage.

Encounter 9: The Way to Peace.

The Gilded Cage is looking a bit less grand as you approach it. The banners and pennants that are so familiar no longer fly off the roofs and walls, and all the decorations have been removed. The Star Guard have posted several members at the door, and they immediately snap to attention when Lord Alaric Grimm walks up. Lord Grimm asks you to stay back for a moment, and he walks up to the guards at the door. As Lord Grimm and the guards at the door have a discussion, another squad of Star Guardians, led by a rather large, imposing female walks up to you. "Well, what have we got here. A bunch of loiterers, I would say. Move along, before ya gets into trouble."

If the PCs want to know who is harassing them, let them make a roll vs. intelligence at +1. If the roll is successful, they will recognize the squad leader as Lt. Mercaila Detrich. (If the player recognizes her from previous tournaments, close enough). Lt. Detrich and her squad will question the PCs and they will not believe that the PCs are with Lord Grimm. (He would not be seen with such ruffians.) Allow this questioning and harassment to continue for a few minutes. Try to get the PCs (and players) nervous about them being arrested. For the first few minutes, Lord Alaric Grimm will be busy and unavailable. After a few minutes, Lord Grimm will return and tell Lt. Detrich to back off and that the PCs are with him. Lt. Detrich will at first resist, showing some resentment, but will back down. Play up the tension between Lord Grimm and Lt. Detrich. After Lt. Detrich and her squad leaves, continue.

The once vibrant lobby of the Gilded Cage is now barren, its contents removed by the Star Guard as 'evidence'. Lord Grimm leads you through the room and up several flights of stairs to the top floor of the building. He leads you towards a corner of the building to a door that is marked in big red letters "KEEP OUT". Lord Grimm stops and turns to you. "This is the room that I had the encounter with the voice. Are you ready to enter?"

Allow the PCs to make any preparations they want or need to make, then continue.

Lord Grimm opens the door and waits until you enter before he enters. You see a lavishly furnished bedroom, with a four poster bed made of Cormyrian oak, a desk and a chest of drawers also made of Cormyrian oak. Silk curtains hang from the canopy and paintings along the wall. Suddenly, Lord Grim

grabs at his chest and keels over, his face twisted in pain. As you look, an apparition of a woman appears, and you hear a feminine voice screeching. "I warned you never to return. Now you must die."

Revenant: Int Average(8-10); AL N; MV 9; HD 8; hp 64; AC 10; THAC0 13; #AT 1; Dmg 2d8; SA paralyzation; SD see below; MR see below; Size M; see below

Description: The revenant appears as a spectral, decayed version of its appearance at the time of its death. Its pallid skin is drawn tightly over its bones. The flesh is cold and clammy. The sunken eyes are dull and heavy-lidded, but when the revenant faces his intended victim, the eyes blaze with unnatural intensity. The revenant bears an aura of sadness, anger, and determination.

Special attacks: Paralyzation, only effects those the revenant is after. (This case, House Grimm).

Special Defenses: If a revenant is dismembered, the severed parts act independently, as though guided by the revenant's mind. The revenant's willpower causes the parts to reunite. It can also regenerate 3 hit points of damage each round, except for fire damage. It is immune to acid and gas. Although a revenant's body can be cut apart by normal or magical weapons, the damage is temporary and does not destroy the revenant. Only burning destroys a revenant -- the original body must be completely consumed and reduced to ash.

Although it is undead, the revenant is motivated entirely by self-will. Therefore, as it is not inherently evil

IMPORTANT DM's NOTE: A revenant is not evil, and is not effected by holy symbols or holy water. They can NOT be turned by priest, clerics, specialty priests or paladins.

There are two ways for the PCs to save Lord Alaric Grimm. The PCs can kill the revenant (the bad solution) or they can talk to the revenant. They have 10 rounds to either kill the revenant or start discussions before Lord Grimm dies. Should the PCs take the latter route, they can find out the following information as Alaric lays on the floor in massive amounts of pain.

- The revenant's name is Aelithreil
- She is the mother of Calynden/Alissa
- The father of Calynden/Alissa is Lord Consul Augustus Grimm
- Aelithreil and Lord Consul Grimm were lovers while Aelithreil was a servant at the Grimm Estate.
- When the previous Lord Consul Grimm discovered the relationship, he fired Aelithreil and sent out a letter to all other noble houses that got Aelithreil

blackballed from working at any reputable establishment in Procampur.

- Aelithreil finally found work at a brothel.
- Lord Augustus Grimm continued to secretly visit her until she became pregnant.
- Aelithreil died several years after Calynden's/Alissa's birth.
- Lord Augustus Grimm never admitted his fathering of Calynden/Alissa
- To release Aelithreil's spirit, the family Grimm must acknowledge Calynden's/Alissa's birth and position in the family.

If the PCs agree to try to get the Grimm family to acknowledge Calynden/Alissa's position in the family, Aelithreil will release Lord Grimm, then tell them to leave. Once Lord Grimm is out the door and has caught his breath, he will agree to do that and ask the players to accompany him, as long as any other information gained is kept in confidence. He will not offer any more payment, though.

Encounter 10: The Gathering

With Lord Grimm leading the way, there are no problems passing through the gates to the other districts of the city. Convincing Lord Grimm's relatives to accompany him is a little more difficult. Lady Gillian Grimm is on gate duty, and is reluctant to leave her duty post. Lady Sophia Grimm is in a bar that is filled with former Diamond Legion members and is suspicious that this is another attempt to get her into the Star Guard. Finding Lord Harvinder Rasquell Grimm involves a lot of bar hopping, but he is eventually found feeding his lion cub in a park, and he is suspicious of Lord Alaric trying to turn him into a warrior.

DM Note: If you have time and desire to, go ahead and role play the above, having the PCs trying to convince the Grimm family members to come along. If you do not choose this or after the PCs convince the NPCs to accompany them, continue.

Once you are able to gather the brethren of Lord Alaric and head off to the Grimm Estate. Lord Consul Augustus Grimm is found in a library, reading a book. Lord Alaric approaches him. "Father, we must talk." Lord Grimm replies, "About what?" to which Lord Alaric replies "You daughter, Alissa." Lord Consul Grimm's face shows a mix of shock and surprise, then returns to normal as he spits out "What do you mean? Where did you hear that lie?!" which Alaric responds with, while pointing at you, "These good people have found proof of your fathering of her." Lord Consul

Augustus turns to you, and in a snarl, “What makes you declare such accusations?!”

Allow the PCs to present their case. The family members will support the PCs with varying enthusiasm (Alaric and Sophia the least and Harvinder the most) but Lord Consul Grimm will grunt out disbelief at each point. When the PCs are done, continue.

Lord Alaric turns to his father and speaks. “Father, how can you deny this in the face of these facts? While I have no love for Alissa, it is clear that she is your daughter, and that it is our duty to support her. What would High Lady Katherine say about your behavior?”

Allow the PCs a chance to ask who High Lady Katherine is/was and to react. If anyone asks for a *Local History (Procampur)*, allow them to make a roll. If they make the roll, they will know that High Lady Katherine was Lord Consul Augustus Grimm’s wife who died at the end of the Plague of 1367.

Lord Consul Grimm looks at everyone and sneers. “What would you know of Katherine? She was my wife and would fully support...” He suddenly looks over his left shoulder. “Katherine? Katherine ...but...but she is...”

Allow the PCs to take some action if they wish. If the PCs cast a detect evil, detect magic, detect invisibility or any other detect other than True Sight or Detect Undead, they will detect nothing. If they cast True Sight or Detect Undead, a revenant will be detected or seen, but it is not near Lord Consul Grimm, but behind the party. If it is a true sight cast, the revenant will be recognized as Aelithreil. Once again, do not linger at this point.

Lord Consul Grimm continues to make weak objections to no one in particular, but eventually he will hang his head. “Yes, Kat, if that is your wish, I shall announce that she is my daughter, and help her.” With this, Lord Consul Grimm leaves the room.

Epilogue

Lord Alaric Grimm nods to you. “I thank you for your help. Please accept the reward I offered.” He holds out a full bag. Once you take the bag, he walks you out of the library where a servant is standing. “My servant will escort you out. Please remember that besides the fact that Alissa is a member of family Grimm, you promised not to tell about anything else you saw. Thank you again for your help.” The servant

bows to Lord Alaric, then escorts you to the door. As you leave the estate of the Grimm Family, you hear the voice of Aelithreil speak to you. “My daughter is now provided for and she can claim her heritage. I can now rest. There are a couple of items in Alissa’s room that I have saved. You may have them, as she no longer uses them. As you have given me peace, go in peace.”

End of Grimm Revelations.

Experience Point Summary

Experience is calculated as follows for Living City events:

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

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

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have bumped up combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Encounter 2

Finding the trail of the Gnolls:	50 xp
Discovering that the Guards were charmed	25 xp

Encounter 3

Defeat the Gnolls	100 xp
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Encounter 5

Figuring out the Aelithreil - Grimm - Calynden line of the puzzle	25 xp
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Encounter 6

Convincing Lilika that Calynden and Alissa are the same person	25 xp
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Encounter 8

Convincing Lord Grimm that Alissa is his sister	100 xp
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Encounter 9

Finding out how to put Aelithreil's revenant to rest and agreeing to do it	100 xp
OR	
Finding out how to put Aelithreil's revenant to rest	50 xp
OR	
Killing Aelithreil's revenant	10 xp

Encounter 10

Convincing Lord Consul Grimm to acknowledge Alissa as a member of the Grimm family	50 xp
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Bonus

Finishing the puzzle in Encounter V:	50 xp
Giving questions in Encounters V and/or VII that are useful	50 xp

Total Experience for Objectives:	575 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	1,075 xp
For Tier 2:	2,150 xp
For Tier 3:	3,225 xp
For Tier 4:	4,300 xp

Treasure Summary

If it's not listed here, the PCs cannot keep it. This is a house rule which overrides what the characters may actually acquire from the scenario.

Encounter I

- 500 gp each

Encounter III

- 270 gp
- *Oil of disenchantment*
- *Potion of healing*

Encounter VIII

- Additional 500 gp each

Epilogue

- Lute of quality. Gives +1 to *Musical Instrument (mandolin)* non-weapon proficiency rolls. Worth 500 gp. (non-magical)
- *Makeup of Presence*: When applied, give +1 to all Charisma-related rolls for the rest of the encounter. However, if the container is broken while there are still any applications, the PC will get -1 to all Charisma-related die rolls for the rest of the tournament. 3 applications. Applying the makeup

takes three rounds, during which no other action can be taken (including defense).

Noble Recognition Certificate

In Procampur, advancement in society comes through recognition and patronage by the nobles and other important people of the city. In this adventure, the PCs could have gained positive recognition from any of the following:

- Lord Alaric Grimm
- Lady Sophia Grimm
- Lady Gillian Grimm
- Lord Consul Salvador Hannith
- High Lady Quianna Hannith

Other NPCs in the adventure either did not interact significantly with the PCs or are not that helpful in social advancement.

Give PCs the recognition certificates and check the names of people they achieved positive recognition from during the adventure. Later, the PCs can use this recognition to advance socially and politically in Procampur.

Fame Award

1 Fame Point may be taken by each PC in one of the following Procampur categories: Nobles or Temple categories.

DMs Appendix I: Important NPCs

Lord Alaric Grimm: (Encounters 1, 4, 8-10)

Lord Alaric Grimm is the commander of the Star Guard and the oldest son of House Grimm. His support for Alamondh has started to wane, especially with the murder charge against his father. However, he is a professional soldier, and will never allow this to be seen in public.

Keywords: Military bearing, direct, straight to the point, business like.

Lady Consul Ellyn Reilly: (Encounter 2)

Lady Consul Reilly has not been a noble for long, and has not forgotten her roots as an adventurer. She still takes the time to relax and to practice her magical arts. She does not take her station too seriously, and enjoys watching those who do have their egos deflated.

Keywords: Irreverent, playful, a little crude, intelligent, open.

Lord Liam Reilly: (Encounter 2):

Lord Liam Reilly is the brother of Ellyn Reilly. A very quiet man, he has been known to suddenly appear and disappear. What is not known to anyone in Procampur is that he is one of the deadliest assassins in the Iron Throne. Not one to mess around with, and any who make him an enemy does not live long. He is evil, and does detect so.

Keywords: Confident, quiet, assured, observant, pragmatic.

Lilika Ausbein: (Encounter 6)

A woman who has lost little of her grace and beauty in aging. She has become a recluse ever since an accident during a difficult routine left her partner severely injured. She blamed herself for the accident, even though it was actually her partner's fault. She started to withdraw from dancing publicly, first performing only solo, then not performing at all. She still enjoys to perform and enjoys teaching as well. She is a perfectionist when it comes to herself, but is patient with those willing to put the effort into learning. When she is not rehearsing, she has a very easygoing charm to her.

Keywords: relaxed, official, long-memory, graceful, talented

Lord Consul Salvador Hannith: (Encounter 7)

One of the leading mages and most powerful nobles in Procampur, Lord Consul Hannith is intense when in the Noble's council, debating for what he believes in. However, on his off time, he tends to be very much relaxed, known to enjoy a good glass of wine, a good cigar, and a dance. He has a little bit of a wacky side to

him, but even then it is not wise to underestimate the dangerous side of this man. He has been married for well over 40 years, and is still deeply in love with his wife.

Keywords: Outgoing, industrious, open minded, large sense of humor, romantic

High Lady Quianna Hannith: (Encounter 7)

High Lady Hannith is a quiet subtle woman who lives her life at the side of her husband. Her hobbies include flower gardening and helping Lord Consul Salvador with his magic experiments. She is ever the lady, and is very knowledgeable, able to speak more languages than most Glyphscribes. She is older than her husband, more practical, but still very deeply in love with him.

Keywords: Quiet, unassuming, romantic, ladylike at all times.

Lady Gillian Grimm

The youngest daughter in House Grimm, Gillian Grimm earned her position in the Star Guard mostly through her hard work and not just through family connections. She takes her job seriously, but holds her loyalty to the city higher than to anything else.

Keywords: Quiet, Intense, Cynical, Professional, Inquisitive, Very Dry sense of humor.

Lady Sophia Grimm:

The oldest living acknowledged daughter of Lord Augustus Grimm, Sophia has the mind and the ability to become one of the greatest generals in Procampur. Unfortunately, she was born during a time when her father would not allow her to join the Diamond Legion, and she refused to join the Star Guard, thinking they were second rate. She spends her time hanging around with some of the former members of the Diamond Legion.

Keywords: Inquisitive, quick-thinker, logical, inspiring.

Lord Harvinder Rasquell Grimm:

The youngest son of the Grimm family, he is the black sheep of the family. Weakened by the plague of '67 to the point of being unable to follow the family tradition of being a warrior, he has taken to being a bard, and a bit of a dandy, but he takes his duties as of noble to help people very seriously. He actually is willing to admit that he enjoys the songs of Alissa Wyndsong, which does not endure him to his family. His constant companion is a lion cub he named after his late sister, Constantine.

Keywords: Friendly, outgoing, roguish, helpful, a little flirtatious.

Lord Consul Augustus Grimm:

The head of the Grimm Household, Lord Grimm is not a well man. Ever since his son Alaric was released by the Diamond Legion and his wife died, Lord Grimm has acted a little peculiar. He does not trust anyone he does not know well, and feels that the city is out to get his family. He strongly dislikes Alissa Wyndsong.

Keywords: Bitter, senile, paranoid, on occasion delusional.

Player Character Information

Reaction of Procampur NPCs to Ravens Bluff PCs

Most Procampur NPCs will look at adventurers from Ravens Bluff as almost the same they would native Procampans. The difference is that honors, knighthoods, governmental positions, and so forth which Ravens Bluff PCs have carry no weight at all in Procampur. NPCs will not be patronizing of non-native characters, but any boasting of deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampur natives, but there will not be enough of a difference in attitude to be offensive.

Native Procampur PCs

This is a great time for players to start native Procampur PCs. If they are thinking about starting another character, encourage them to do this. It is not required, but the timing of this chance is good. Native PCs will know certain things about the Nobles, City, and outlying areas of Procampur that PCs from Raven's Bluff would not. This has been incorporated into the module as several *Local History (Procampur)* NWP checks. Should there be no Procampur PCs present, give those PCs that have the normal *Local History* NWP a chance to know the information, but success is determined to be by ½ the PC's current NWP check.

Note that Ravens Bluff PCs who use the *Etiquette* non-weapon proficiency in Procampur during this adventure will suffer a -2 penalty to all attempts, due to unfamiliarity with the city and the customs of the nobles therein.

Procampur Character Creation

Character generation for Procampur characters is identical to the guidelines for all Living City Character generation (with some exceptions). Select weapon and non-weapon proficiencies. Procampur characters start with *Local History (Procampur)*, which they must purchase. Select a kit, if one is desired. Natives to Procampur have more of a restriction on the types of kits they can select. The following kits are available in Procampur:

<u>Fighter</u> :	Cavalier, Myrmidon, Noble Warrior, Swashbuckler
<u>Ranger</u> :	Mountain Man, Pathfinder, Sea Ranger, Seeker
<u>Paladin</u> :	Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Notary
<u>Wizard</u> :	Academician, Militant Wizard, Patrician, Peasant

<u>Priest</u> :	Nobleman Priest, Scholar Priest, Peasant Priest
<u>Druid</u> :	Hivemaster, Natural Philosopher, Wanderer
<u>Thief</u> :	Adventurer, Cutpurse, Investigator, Swashbuckler, Swindler, Troubleshooter
<u>Bard</u> :	Gallant, Loremaster

At this point of time, these are all the kits that are available for native Procampur PCs. This list will probably be expanded in the future.

Fame in Procampur

Fame Points work the same in Procampur as it does in Ravens Bluff, but just because a PC is very famous in Ravens Bluff does not necessarily mean the same PC is even heard of in Procampur or vice versa. With this being the case, for every five points of Fame that the PC has acquired in a specific fame category, one point of fame is placed in a similar Procampur fame category. All fractions are dropped. (ex. A current LC PC has 13 fame points in the City Watch category. This is converted to 2 fame points in the Diamond Legion category.) Fame points in categories that don't have a Procampur counterpart are not transferable. The reverse works the same for fame earned in Procampur, for every five points of fame earned in Procampur, only one is counted in Raven's Bluff.

Here is the list of fame categories for both cities:

<u>Ravens Bluff</u>	<u>Procampur</u>
Lord (and Deputy) Mayor	(None)
(None)	Thultyrl & Hamayarch
City Government	City Government
City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class	Poor Class
(None)	Port District
General	General

Characters native to Procampur begin with one fame point in each category, except for the Thultyrl & Hamayarch and Port District categories. In an enclosed city such as Procampur, it isn't uncommon to see the same faces from time after time.

Procampur Campaign Information

The citizens of Procampur are hard working and honorable. They live by a code of duty, honesty, and responsibility, tempered by kindness. Like their City,

the Procampan way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in It's Place," is a common Procampan saying.

Most Procampans spend at least two, most often four years, in service to the City. Young men are strongly encouraged to join the Diamond Legion to learn duty and responsibility. Until they do, the young men of Procampur are not considered men, but boys, afraid to take responsibility for themselves or the community, and not fit to raise a family. Young women often volunteer in programs that help maintain the Diamond Legion and the District of the Poor. Many women join the Diamond Legion itself and serve with distinction.

The average Procampan is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many tutor's homes on Tutor's Turn in Service District. Others are taught by volunteers in the taverns and dining gardens in the afternoon, after the children have cleaned up the place from the night before. Older children are apprenticed, join the Diamond Legion as squires, or attend the city's two great schools: the Academy Arcane and the Greyson Institute, a bardic college of great repute.

All of this prevalent duty and responsibility may make Procampur seem like a dull place. To the contrary, Procampans enjoy a good time. Since the streets are safe and well lit at night, many journey out after the hard day's work to the Service District's many restaurants, taverns, and theaters, or to a small nearby tavern. The streets of Procampur are alive with activity in the late evenings. The crowds rarely get rowdy however, since the Diamond Legion is always present, most often sending would-be trouble makers off in different directions or home instead of arresting them. Also, the Procampans are a polite crowd, since many have spent their childhood's keeping the city clean, and the rest too "civilized" to make a spectacle of themselves.

The exceptions to all of this can be found in the Port District. There, those that would rather live quickly and die young gather. The order of the city penetrates even here. During the day the district functions like the others. At night, the District is a rowdy place, where the streets are filled with cocky and dangerous people, most of them armed and looking to show off. The Diamond Legion is present here too, but often arrive after one party has bested the other, and often both are arrested.

Criminal activities of all sorts are strongly discouraged. The Diamond Legion is ever present and often stops Procampans that they do not recognize or they find suspicious. Most hauling and other services require permits, and Procampans are careful to keep

these available. Procampans are generally tolerant of these questions and periodic checks, as they are deemed necessary for a safe and civilized society.

Procampans are proud of Procampur. The city has stood unconquered for two thousand years. It is a shining example of a well ran, prosperous and civilized city. This pride occasionally leads to arrogance by the citizens. Some will look down at the other cities, thinking of them as uncivilized barbarians" or "chaotic messes with no history." Most truly believe that not only is Procampur the "Shining Jewel of the Vast" but the "Shining Jewel of Toril".

Crime and Punishment

Crime and punishment are taken very seriously in Procampur. The Guard of the Star Sapphire, was recently reactivated on the advice of the Hamayarch to police the Nobles District. The Diamond Legion and the Proctors have kept laws and order in Procampur for over 1600 years, which is something that not only the Diamond Legion is proud of, but so is the average Procampan.

Many activities that might be frowned upon or made illegal in other cities are legal and regulated in Procampur, with the exceptions of thievery, smuggling, forgery, and racketeering. Gambling in the taverns is a common sight. In the Service and Port Districts, both men and women can find escorts to pass the time with in certain establishments. Some places offer exotic drinks and smoking herbs. Begging is legal in the Poor District, but strictly forbidden in other parts of the city. Since the city offers lodging and care for these people, most beggars turn to work to make a living. Other nefarious activities, such as smuggling, forgery, thievery are treated harshly. Still, some individuals persist in making a living in the shadows.

Ever since its founding, Procampur has had to struggle against brigands and thieves of all types. Because of this, the average Procampan has no tolerance for thieves. Any person caught with his or her hands in someone else's pocket or taking goods that do not belong to them are handed over to the Diamond Legion, sometimes in worse shape than when they were caught. The punishments in Procampur are very severe, not just for theft but for all crimes, and include severing of the thief's hand, crushing a forger's fingers, and magical branding of careless spellcasters.

As can be expected with a city with a fervent hatred of thieves, Procampur has never had a Thieves Guild. All attempts to start a Thieves Guild have been discovered through undercover operations. The reaction to the organization of a Thieves Guild has always been to execute its leadership, or, quite literally, "Cutting off the head of the snake."

Criminal punishments in Procampur are all done in public and are not kept under the carpet. The criminal is

paraded down the public streets of Procampur. This rowdy parade is lead by Dreaded Harbinger, who carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet that is sure to get everyone's attention. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping, and he is followed by the last four. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampans throw garbage at the criminal, and a bit misses its intended target and hits the unfortunate escort.

When the Way's End is reached, the prisoner is led to a raised platform, where the Marshall of Discipline is waiting in a long, heavy, black cloak. When the criminal arrives, the cloak is removed. He wears black slacks and shirt, and a simple black hood. If the punishment is execution, the Marshall will wear a silver amulet of Kelemvor around his neck. The Harbinger once again announces the criminal's name, crime and the sentence to the crowd. Then the punishment is performed. During violent punishments, the alarum is struck once, at the moment of punishment. The atmosphere is very grave in the courtyard, often silent. All vendors are prohibited in the area, and no music is played. The tone is kept somber, and the whole event is treated as a warning to all.

Identification in Procampur

Procampur is a very lawful city that is strictly segregated and carefully patrolled. These patrols, and the guards at both the interior and exterior gates, frequently ask about the business of the people. Procampans are used to this behavior, knowing that only through order can the city prosper. To make things easier, the natives of the city proper are given a magically placed, green, dime-sized permanent mark of the seal of Procampur on the inside of their right forearm, which are visible only within the walls of Procampur. These marks are placed by government mages within one month of the birth of a child, or upon the lawful naturalization of a foreigner. Only the Thultyrl's mages know the spell to place or remove these marks, and the only other way to alter them in any way is to use a Wish spell. Trusted foreigners (usually traders), who have been vouched for by a noble house, receive an identical red mark. This honor gives certain foreigners almost the same level of respect and trust from law enforcement and government officials as normal citizens have. However, other visitors, who have no mark, are often distrusted by natives and officials, which translates into a -2 automatic reaction adjustment for all foreign PCs in Procampur, except in

the Port District which caters to visitors or when accompanied by a citizen. The only time these marks are ever changed is in the event of a citizen being exiled from the city. On these rare occasions, the Hamayarch himself turns the mark black, and makes it visible outside of the city walls. Within the city, the black mark glows with baleful light, identifying exiles without a shadow of a doubt to everyone in sight range.

Lifestyles in Procampur

PCs in Procampur have to pay for their room and board, and they have the option of choosing as lavish or as minimal a lifestyle as they want. However, the more costly one's lifestyle, the nicer clothes, perfume, accessories, etc. one can afford. Thus, unless the situation warrants caution or hostility to wealth, a costly lifestyle will afford a positive reaction adjustment on the initial reaction roll, as outlined below.

To make the upkeep of lodging and general expenditures easy, each player must pay for their character's lifestyle at the beginning of each module they play. This payment only affects this module, and the characters will be required to pay the same rate to maintain their chosen lifestyle at the beginning of the next module. For example, if a character chose to squander all of her resources one module to buy a Middle Upper class lifestyle, and then ran out of funds, the next module she might have to buy a much less costly one.

Aside from the costs and modifiers, all specifics of a lifestyle are up to the players' discretion, within reason. Whether the character rents a house or an apartment, what sorts of things he or she purchases or wears, all are up to the player's imagination. Some possible interpretations and guidelines follow the table below. The only restrictions are in location. Non-native PCs can live only in the Port District, and native PCs are considered adventurers, and thus can live in the Adventurers district, or the Port district if they so choose.

Lifestyle costs are as follows:

Class Level	Procampans Cost	Visitor Cost	React Mod
Upper Upper	10,000	15,000	+3/+1 to Fame
Middle Upper	5,000	7,500	+3
Lower Upper	1,000	2,500	+2
Upper Middle	500	750	+1
Middle Middle	50	75	0
Lower Middle	25	50	0
Upper Lower	10	25	-1
Middle Lower	5	10	-2
Lower Lower	1	5	-4

Lifestyle covers lodging in the appropriate districts, food expenses, and clothing. Specific and special expenditures such as gifts or special feasts are added

expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such specific purchases must be handled through the Procampur administration (RPGAHQ and UCC). Those players that have PC-owned businesses in Raven's Bluff are considered to have "bachelor pad status." They are considered to begin with a base of Lower-Middle status and can build from there. The cost to rise to a higher Lifestyle Level is the difference between the level desired and the base level. (At present, PCs are not allowed to own businesses in Procampur.)

which are dirty and ratty, and are often reduced to begging for food. This is basically a subsistence lifestyle, and much of their time is taken up trying to find food and shelter to stay alive.

Examples:

Upper Upper Class: This is the most lavish lifestyle available, lived only by certain nobles. This is a the lap of luxury.

Middle Upper Class: This lifestyle is enjoyed by many nobles and very wealthy merchants.

Lower Upper Class: This is the lifestyle of many very successful merchants and some of the less wealthy noble families. Members of this class can easily change their wardrobe each season and never wear the same thing to a party (or on an adventure) more than once.

Upper Middle Class: This is the lifestyle of many merchants and some of the most successful craftsmen. These people are able to keep up with fashion, but are likely seen wearing the same outfits from time to time.

Middle Middle Class: This is the lifestyle of many craftspeople and some less successful merchants. These folks have nice but relatively unremarkable clothes, enough to always have a clean and socially acceptable outfit to wear. They can still afford to eat out, or host small parties every so often.

Lower Middle Class: This is the lifestyle of the average craftsman or a successful laborer. They wear clothes which are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat themselves every so often. This is the base social class for those PCs who own their own business in Raven's Bluff.

Upper Lower Class: This is the lifestyle of most common laborers. Often, their clothes have patches or ratty spots from wear, but they are serviceable and they have several of each article of clothing. These people live in relative comfort, but with no frills.

Middle Lower Class: This is the lifestyle of the lowest skilled of workers. They are not able to bathe very often due to their circumstances, and are lucky to have two or three sets of clothes which are serviceable. These folks sometimes have to pinch coppers to make ends meet, and they cannot afford any kind of luxury.

Lower Lower Class: This is the lifestyle of the homeless beggars. They own the clothes they wear,

Player Handout 1

1. The years involved are 1341, 1342, 1343 and 1344. The mother's first names are Aelithreil, Bethany, Cortnay and Gione. The Fathers last names are Armstrong, Bailey, Codwell and Grimm, The child's first names are Antoni, Bretni, Calynden and Goruth.
2. None of the initials will match, and no child shared either mother or father.
3. The children are listed by their father's last name.
4. Aelithreil gave birth to her child after the one fathered by Codwell, but before Bretni was born.
5. The child of Armstrong was born after the child whose mother was Gione who was born after Calynden.
6. Neither Bailey (who is not Cortnay) or Antoni (whose father's last name is a noble's name) was born first or Last.

Grimm Revelations DM Summary Sheet

To be completed by the judges running this event at the Weekend in Procampur convention and returned to Jay Fisher at 2690 Drew Street Apt 1108, Clearwater, FL 33759

- | | | |
|---|-----|----|
| 1. Did the PCs break the charm on Lady Reilly's guards? | Yes | No |
| 2. Did the PCs capture any gnolls or the mage? | Yes | No |
| 3. Did the PCs find the proof of Lord Consul Augustus Grimm's innocence? | Yes | No |
| 4. Did the PCs take up Lord Alaric Grimm's offer to find proof of Alissa's birth? | Yes | No |
| 5. Which pieces of evidence did the PCs present to Lord Alaric Grimm? | Yes | No |
| 6. Did the PCs kill the revenant of Alissa Wyndsong's mother? | Yes | No |
| 7. Did the PCs put Alissa Wyndsong's mother to rest? | Yes | No |