

Heart of Mohammed

A Two-round AD&D Living City Adventure

Round One: Return of the Hands

by Robert Wiese

Whispers abound in the gnomish community, and suddenly the name of the most infamous adventurer in Ravens Bluff's history is on everyone's lips again. But why, and what is behind this sudden resurgence of a dead adventurer? Can you lay Mohammed's reputation to rest once and for all? An adventure for tiers 1-5.

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

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

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

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

Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

Important Note about the PCs

Find out before you start which PCs have participated in the events of the adventure *Copycat*. Find out from them what happened, and how the adventure was resolved. Characters that have participated in that adventure should be brought along, if the player has one. Glora Varro would rather hire PCs she knows, and will remember the PCs who helped her free her uncle in *Copycat* as reliable

and worthy of her "business." If there are no such PCs, then maybe one such recommended the PCs that the players decide to use. Try to get some that were in *Copycat*, though. Some reactions of NPCs go better if there are PCs who resolved *Copycat* successfully.

Also, find out which PCs present participated in the events of the adventure *A Spell of Bad Weather* (war adventure #2). You should be prepared for their reactions to Miriel Smith, and Miriel will remember most of them (especially if they claim to have captured her, as she was not officially captured in the campaign).

Check to see if any PCs participated in the events of *Hands of Mohammed*, the scenario where the gnome thieves made their appearance. These PCs might remember things that other PCs won't know about how the Hands operated. Such information is scattered through the text.

There is a link between the pirates of this scenario and the Thayan slavers (or so Miriel claims) from the Chains That Bind series (the series begins with *First Link*). Just so you know.

Lastly, GLORA WILL NOT HIRE ANY PCs WITH MORE THAN 5 INFAMY POINTS, OR WITH INTELLIGENCE SCORES LESS THAN 8. She needs to depend on the characters, and those who are known to be not so bright, or to cause a lot of trouble, are a risk she does not feel like taking. Inform any players that they cannot bring characters which fail these requirements.

Reference Notes

This work was written before the Wizards of the Coast product *Cloak & Dagger* became available. *Cloak & Dagger* details the city of Westgate "as never before." The version of Westgate in this scenario was taken from the FORGOTTEN REALMS boxed set, an approved sourcebook for the Living City campaign.

Therefore, you may find *Cloak & Dagger* useful if the PCs decide to explore the city of Westgate in round two. On the other hand, you may find some of the details in the scenario contradicted by those in *Cloak & Dagger*. The details presented herein should be used, and just improvise to make the *Cloak & Dagger* information fit if you have to.

You do not need *Cloak & Dagger* at all to run this scenario, just like you don't need *City of Ravens Bluff*. But if you want to do some extra preparation, check out *Cloak & Dagger*.

Adventure Background

A year or two before the war, a group of gnome thieves were stealing magical items in the city, in the name of Mohammed, an adventurer infamous for stealing items

from other adventurers. They were called the Hands of Mohammed (from the event of the same name). They were stopped, and it was thought they had died out. And they did, mostly.

Stories about Mohammed remained alive in the gnome community, and with some prompting from the evil gnomish god Urdlen Mohammed was raised almost to legendary status. It is now believed by some of the more gullible gnomes that he was a proxy of Baravar Cloakshadow. These gnomes, under the mis-guidance of a priest of Baravar named Glittergar Souven, have revived the Hands of Mohammed gang and have begun stealing items again. The items are given to Baravar by being thrown into a pit in front of his altar. The items disappear, so everyone involved assumes the sacrifices are accepted. Thus the fraud is maintained.

The reality behind it is far more sinister. The Men of the Basilisk, a gang of murders and torturers from the Westgate area, were in need of magical items to supply their agents. Naturally they looked to the central concentration of magic in the whole of Faerun, Ravens Bluff. They hired some pirates to find a way to steal magic from Ravens Bluff and transport it to Westgate, where their agents would pick it up.

Urdlen, knowing that the items stolen by the Hands had to go somewhere, sent a priest to the pirates and told them that if they would tunnel under the altar of the mis-guided priest of Baravar, they would have magical items cast down on their heads, and all they'd have to do is pick them up. The pirates made the tunnel, and sure enough magical items rained down upon them. Because of this, they have begun worshipping Urdlen as well as Beshaba and Umberlee.

The PCs are introduced to this adventure not through the theft of their own items, but because something important is stolen from Glora Varro, the Minister of Wild Magic on the Ministry of Art.

The adventure progresses as follows:

Round One:

The PCs receive letters inviting them to the house of Glora Varro (described in **Appendices R1-One** and **R2-One**). On the way there, they see some gnomes being pursued by City Watch officers. The PCs can get involved or not. If they do, and capture a gnome or two, they will have a source of information they can use later on. If not, then the gnomes escape the Watch.

Glora explains her problem and hires the PCs to find the Hands. She gives the group a container for the item she is missing, and a key to lock the container. The key also functions as a target for *clairvoyance* and *clairaudience* spells, so Glora can keep track of what happens during the adventure. She suggests the PCs start at the Ruby in Hand tavern, where the Hands of

Mohammed operated in the pre-war days. She does not know any will be there, but it is a place to start. Or, the PCs can start with the captured gnomes from Encounter One.

At the Ruby in Hand, they do not find any Hands members, or any sign that the Hands are using the tavern (they are not). But, they do run into an old friend, Marcus Arvidis, the King of Thieves (he is detailed in **Appendix R1-One**). Marcus banter with the PCs for a while, and then gives them a clue. He accompanies the PCs to the next encounter unless restrained or obviously not wanted.

Alternately, if the PCs questioned a gnome in jail, they can get the same clue, but with more work on their part.

The PCs are sent to the hideout of the Green Knives, of all places. The word on the street (from Marcus) is that the gnomes are trying to steal the enchanted knives of the gang members. The PCs arrive in time to help the Knives fight off the Hands, and maybe capture one.

Captured gnomes from this location can be “persuaded” to divulge the location of the temple of Baravar that serves as a hideout for the Hands. The PCs go there and engage the leaders of the Hands in a strange illusion-enhanced fight where the Hands try to get the PCs to defeat themselves.

After winning here, the PCs find out what happened to the magical items, and descend into the pit. There they find the tunnel to the sea, and some traps along its length. If they survive, they emerge from a small hill cave north of Ravens Bluff along the beach.

Following the tracks in the beach, the PCs come across a battle between pirate gangs, with two ships in shallow water anchorages. The one group is composed of the pirates from Westgate, and the other is composed of Miriel Smith and the crew of the Sea Vixen (Miriel Smith and her crew last appeared during the war in *A Spell of Bad Weather*, wherein she was the villain. Her legal status is described in Encounter Seven, and again in Encounter One of Round Two. She is described in **Appendices R1-One** and **R2-One**.) The Westgate pirates retreat and set sail, and Miriel orders her crew to follow. She invites the PCs along for the fun.

Round Two:

The PCs begin Round Two at sea in Miriel's ship. They can interact with her and discover that she was pardoned and bought off by Arvin Kothonos during the war, and has been a privateer for Ravens Bluff ever since. She offers the PCs a choice between following the ship to its next port, or attacking it while at sea. She is game for either plan, and will help the PCs work out

which is better for them. If the PCs choose to attack, Encounter Ten covers that action.

The PCs arrive in Westgate with one or two ships, and have to find out where the magical items are going. As they disembark, there is a minor conflict on the docks which shows how free the city of Westgate really is, and how loosely the local government enforces the peace. The PCs do whatever suits them as far as investigating, and eventually end up in a tavern. If they don't seem inclined to go to a tavern, a bird comes and "suggests" that they do (well, someone does via *messenger* spell).

In the tavern, the PCs find a disguised Glora Varro, who teleported to Westgate when the PCs boarded Miriel's ship. They discuss the current state of the investigation, and Glora can give them some information about Westgate. A plan is worked out for the next phase of investigation, and Glora departs for the night.

The PCs investigate the Men of the Basilisk, almost calling down upon themselves a random thug attack. Eventually they find a lair of the Men of the Basilisk, and raid it. The cell leaders flee, and the PCs can chase them to ground. This combat will run as several individual combats most likely. Once the Men are defeated, or some are, the PCs can find the missing magical items that have not been moved out of the city, and return them to Ravens Bluff with honors and great reward.

Encounter One: Foot Chase

Make sure to give the players **Player Handout R1-A**, the Trumpeter. It contains the background story on the Hands of Mohammed, which they will need. The story appeared in the recent Trumpeter online, but not everyone will have read that.

Night falls in Ravens Bluff, a night like any other ordinary-seeming night. You have had a short respite from adventure, and have used the time to have your armor and weapons repaired and honed and cared for, and to practice some skills. But adventure is not far away from Ravens Bluff adventurers, and it comes to you in the form of a note delivered under your door.

There are two versions of the note, one for PCs who were involved in the events of the adventure *Copycat*, and one for those who were not. **Player Handouts R1-1A and R1-1B** contain the notes; let the players read the ones appropriate for their PCs. You should read them yourself right now.

When the characters are on their way to Glora's, they will meet up (apparently) in the street near her

home, as they are all going there. PCs can introduce themselves now, or wait if no other PC knows them. Regardless, they see the following:

As you walk down the street, you hear the sound of running feet and are almost run over by a group of five gnomes that races around the corner in front of you. They dash between you and flee down the street. More sounds of running boots herald the sudden arrival of a patrol of City Watch officers, in hot pursuit. They also run past you and continue after the gnomes.

The gnomes are members of the Hands of Mohammed, and just stole some small magical items from a lord and his mistress. The lord is very hesitant about the story being spread, but the Watch showed up too quickly. The Watch is pursuing the thieves, but won't catch them. The Hands run through spaces where bigger folks are slowed down too much.

The PCs can help with the chase if they want. If they can fly or otherwise move around quickly, they can pass the Watch and catch up to the gnomes just as the gnomes separate and run off individually. Use your judgement on whether a PC can catch a gnome or not; whether they get away or not is not crucial to the adventure.

If they catch a gnome or two, the Watch will cart off the criminals to the local holding cells, where the PCs can question them later. The ninth bell tolls just as the gnome is caught, so the PCs should go to their meeting. The Watch sergeant tells them that the prisoners will keep, and thanks them for assisting. This may be the break they need to break the gang of magic-stealers.

NOTE: Killing these gnomes would be against the law, since they are not threatening the lives of anyone else right now.

Gnome Thieves (5), T4: Int High; AL CN; AC 6 (leather, Dex); MV 6; hp 17; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA nil; SD average thief skills; MR nil; SZ S (3.5'); ML 8.

Luath, City Watch Sergeant, hm F7: AL LG; AC 4 (*ring mail* +2); MV 12; hp 33; THAC0 12 (*long sword* +1); #AT 2; Dmg 1d8+2 (*long sword* +1); SA nil; SD nil; MR nil; Str 16, Dex 14, Con 17, Int 11, Wis 10, Cha 10; SZ M (5'8"); ML 14.

Luath works third shift on the Watch, but is pulling extra shifts as the second shift sergeant is sick. He is very much a rank-and-file watchman, not an officer, and so relates to his unit very well. He is thorough but also a little foolhardy, willing to take great risks if he thinks he can do something impressive or if a life is in danger.

City Watch Officers (6), human F4: Int Avg-High; AL LG; AC 5 (chain); MV 9; hp 28; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M (5-6' tall); ML 14.

These officers let their sergeant speak with the PCs.

Encounter Two: Glora's Home

Glora Varro's townhouse stands before you, and the recently destroyed Ministry of Art building can be seen in the distance down the street. Construction seems to be progressing quickly, as Lady Mayor Amber Thoden has thrown her full support behind the construction. Glora's home is three stories tall, with a small garden along one side. In the light of the street lamps, that is all you can tell. The windows are dark except for one on the ground floor, near the door.

This description holds if the PCs arrive within one hour of the ninth bell. Glora will assume they are not coming, and therefore not reliable, if they come later.

So long as they arrive within an hour of the appointed time, Glora is waiting for the PCs. When they knock, her personal servant lets them in (Huskins, hm Butler, hp 3) and conducts them to the room where the light is. Glora waits inside. If they arrive later, the house is dark and Glora has gone to bed. She will hire some other adventurers in the morning, unless the PCs have a good explanation that involves chasing down gnomes who are Hands of Mohammed members.

The butler announces you and shows you into a comfortable sitting room. Three bookshelves have been built into the walls, but they hold knick-knacks rather than books. A slim woman with auburn hair sits near an unlit fireplace, a globe of light sitting on the table next to her. "Well met, and thank you for coming," she says in her deep voice.

On to business. Read Glora's personality profile in **Appendix R1-One**, and please play her appropriately. The information she has is listed in bullet form below, so that you can tailor the conversation to the PCs and the players' roleplaying.

- Of course the PCs know about the Hands of Mohammed, Glora says. They have stolen something from me as well, something that must be recovered.
- Glora has been working on a device to store wild magic, or rather the wild surge created when wild

magic is used. She has been working on research to control wild surges for a couple of years now, ever since the war, and has made good progress. She has a room (which some PCs might have visited) where she can cast wild magic and contain and shape the resultant wild surge.

- She has been working on these small crystal and adamantine figurines. Each is about eight inches tall, and portrays a wizard casting a spell. She has one she can show the PCs; it is not enchanted.
- She has developed a way to use her chamber to focus the wild surge into the figure. The figure then becomes unstable, and within one day the wild surge trapped inside is released. It is also released when the crystal parts of the figure are broken. She thinks they will make a sort of wild surge grenade.
- The entrapping process for the wild surges is very tricky, and she does not know how long yet the surge will really stay trapped. She has only made the one, and it was stolen by the Hands last night. As there has been no evidence of a surge, she assumes that the surge is still contained or that the figure was taken out of the city before the surge was released.
- The Hands broke into her home last night, and could not get past her sophisticated wards. But she had brought the figure into this sitting room to study it outside the wild magic chamber, and from here it was stolen. She got tired and left it out. No one expects their home to be robbed.
- She wants the figure back, preferably before the surge is released. Not only would it be dangerous to have it around loose, and irresponsible of her to have let it get away in a state she did not fully understand, but she also does not want any other mages getting their hands on it. They may try to determine what it does, and Glora would rather keep her mastery of wild magic to herself alone. She does not share her secrets.
- She is willing to pay the characters 100 gp per day, plus expenses, and throw in a bonus if they return the figure quickly or if there is unanticipated effort involved in returning it (such as having to travel far, or fight fiends, or a PC dies). She does not specify the bonus, saying that it will depend on the PCs' performance.
- Relative to the theoretical 24-hour period, the PCs have maybe 2 hours left. She waited this long because she was trying to track the figuring herself, but could not.
- Wild surges happen when wild magic is cast and goes awry. The surge can create a great number of possible effects, from the benign to the devastating, but generally the effects only affect the caster and

those very nearby. In this case, the surge would affect the holder of the figure, or the closest person or people.

Gloria does not know anything else about the Hands except that back before the war they operated from the Ruby in Hand tavern. She suggests that if they don't have any other sources of information, they can start there.

Other sources of information:

The PCs may have access to additional information. Here are some sources and what they can learn.

Silent Network and Knights of the Hawk Contacts

It takes three hours to get anything from the Silent Network. The PC with the contact can learn that the Hands have been active for a few tendays, and they don't seem to have a single base where a lot of gnomes are seen together. The Hands used to work out of the Ruby in Hand tavern, as the bartender was a member, but when the gang disappeared just before the war, all activity ceased and the bartender left the city. The Silent Network does not know where they are working from now, but they know that the gnomes are fervent followers of Baravar Cloakshadow.

This is not to say the Ruby in Hand is not a good place to check out, the contact says, as a lot of gnomes still go there, and the PCs might get lucky and overhear something useful.

City Watch Contacts

It takes only 30 minutes to get information from the Watch, and most of that is getting to the Watch station. The Watch does not know much of anything, which is why the gnomes have not been caught. Crimes have been reported all over town; there is no pattern. They have had sweeps with the *detect magic* spell done after reported thefts, but there is so much magic in the city on the adventurers that some gnomish adventurers have been accosted mistakenly during these sweeps.

Information Gathering Proficiency Use

Use of this proficiency takes eight hours (all night), and results in the PC learning the same things that are described under "Silent Network Contacts."

Divination, Locate Object, etc

The PCs cannot find the stolen item this way. Such spells have been tried. Even the unique figure cannot be traced, as it is already in the pit (and thus out of range of most places the PCs would cast the spell), and by tomorrow it will be on its way out of the city.

From here, go to **Encounter Three** if the PCs go to the Ruby in Hand, or to **Encounter Four** if they have a gnome in jail and go question it, or wing it until you can get them to either Encounter Three or Four.

Encounter Three: Ruby in Hand

The PCs go to the Ruby in Hand Tavern, their only starting point right now (unless they have gone to Encounter Four). Present the following:

The Ruby in Hand can be found in Southside, near the river. The surrounding neighborhood is a small gnomish enclave, and the Ruby in Hand does brisk business. Not damaged during the war, it has changed hands twice since the Hands of Mohammed were known to operate from there almost five years ago. You have to stoop to enter (if you are taller than five feet), as the doors are cut for gnomes specifically.

Inside, you see a cozy hearth in a room with a seven-foot ceiling height. A few gnomes and halflings are scattered around the tables, talking or playing cards. The bar is set along the back wall, and a female gnomish bartender stands dispensing drinks. Young gnomes serve the tables.

The only human you see is sitting in the side corner, minding his own business and partly covered in shadows. From here you can see that he must be dressed all in black, but with the frills and extravagances of swashbucklers.

The human is Marcus Arvidis, the King of Thieves. Some PCs may have encountered him before.

The PCs can talk to the patrons to see what they can learn. There are two sources of relevant information about the Hands here: Marcus and Glimring. Additionally, Amethyst can give the PCs information about Mohammed and a clue to connection with Baravar Cloakshadow's religion.

For people not detailed below, you are free to make up what personalities you like. Anyone not detailed does not know anything important.

Personalities in the Tavern

Marcus Arvidis, King of Thieves: Marcus' description and personality profile is found in **Appendix R1-One**.

Marcus remembers any PCs who were involved in the adventure Copycat and who helped him gain his revenge during that adventure. He is likely to help those PCs. He is not likely to help other PCs, so make the

players roleplay their way into his good graces. He is likely to play with them a little before telling them anything, and he'll want them to remember his help in the future, should he ever need a favor. This is especially true of knights and City Watch PCs.

Marcus has been loitering here for a few days, trying to overhear something on the Hands of Mohammed. He has determined that Glimring Vissin is a Silent Network agent, and has avoided him. Marcus' reputation is such that Glimring does not pay much attention to him.

On the other hand, Marcus has used reputation well, and has overheard one thing that even the Silent Network could not find out:

- I overheard two gnomes talking the other day, and they said that the Hands were going to take the green knives. I assume that this refers to the daggers that the Green Knives gang members carry around, but I did not know they were enchanted. Perhaps it refers to something else.

Marcus says that he has a special interest in the Green Knives, even though he is not a member, and was planning to visit their HQ this evening and pass along the warning. He offers to accompany the PCs if they want to go there, and goes there himself later anyway.

Glimring Vissin, Silent Network agent (gm T7, hp 26): Glimring has been a Silent Network agent from the start. He works in the Southside local cell, and is trying to find out what he can on the Hands of Mohammed. He is quiet, unobtrusive, and the kind of person that people like to talk to. He prods gently to keep people talking, and is happy to buy them drinks to further their confidences. He is a valuable ally for the Silent Network, and if the PCs talk to him they should leave the conversation feeling they told him a lot more than he told them.

Glimring is willing to pass on information to City Watch PCs, knights, fellow Silent Network members, Wizard's Guild members, and priests of the civic religion (Chauntea, Gond, Helm, Lathander, Mystra, Selune, Tymora, Tyr, Torm, Waukeen). He is not likely to help anyone else, so if the PCs don't have a connection to one of these groups they won't get anything.

Glimring can tell the PCs the following:

- The Hands do not operate from here. In fact, Glimring doubts whether any of the Hands come here. (They do, but Glimring is known by just about everyone to be a Silent Network agent, so he only hears what people want him to hear.)
- He thinks that the Hands are involved with the worship of Baravar Cloakshadow. They do not work from the regular gnomish temple, so they

must have a temple of their own. But there was a sudden increase in the number of gnomes wearing symbols of the Sly One about the same time the Hands began stealing things.

- The Hands are not involved in any way with the gang politics going on in Crow's End. They seem to have an entirely different motivations than gathering power to themselves.
- The number of gnomes carrying powerful magical items has not grown, so it seems that the Hands do not carry around their stolen goods.

Amethyst Bladeswinger (gf F9, 42 hp): A single gnome, sitting by herself in the center of the room. She is a hunter, and was at one time a friend of Mohammed (the gnomish adventurers whose exploits inspired the Hands in the first place). She knows that Mohammed is dead (permanently), as she was present when priests tried to restore him from the dead (and failed).

Amethyst is matter-of-fact, and not that sociable anymore, since she spends a lot of her time in the wilderness. She will talk to PCs, and if questioned about Mohammed she will talk of her friend in good terms (despite his bad reputation):

- Yes, he stole items from other adventurers, but he also saved the lives of other adventurers.
- He never killed anyone or acted against the city. He felt that stealing magic was part of his religion.
- He claimed to be a priest of life, but he leaned strongly towards Baravar Cloakshadow.
- Baravar Cloakshadow is a protector of the Forgotten Folk of the Realms (gnomes are called Forgotten Folk), but his strategies lie in deception and trickery. He is the patron of illusions.

Amethyst has been patronizing the Ruby in Hand for years, and PCs who came here on the trail of the original Hands of Mohammed might remember her (though the players probably don't).

Rubylisha, Bartender (gf 0-lvl): Rubylisha has only served as bartender here for a few tendays. The previous bartender drank too much of the tavern's stock and was discharged. She is friendly and willing to please, and eager to keep her job. The owners (who she does not name) have told her not to talk to freely to the patrons, and to keep her nose clean.

Rubylisha hears things, but has not heard anything really useful. She is willing to make things up that seem useful, if such information will cause the PCs to buy more drinks. She is not malicious in trying to mislead the PCs, just trying to sell more drinks.

Try to have fun with this encounter; it is the main social interaction encounter of this round.

Once the PCs have this information, they can proceed to Encounter Five. The next target is the Green Knives HQ, where the gnomes plan to steal all the enchanted green knives they can get their hands on.

Encounter Four: Jailhouse Blues

If the PCs are in this encounter, it is because they have captured a gnome or two from Encounter One, and are going to question it.

Since I cannot predict how many gnomes the PCs might have caught, no personalities are provided. Any gnomes are sullen and resentful of being captured, and will only make deals to get themselves pardoned and released. Thus, any information they have is for sale.

The PCs technically do not have the authority to make any deals which involve the release of prisoners, and cannot pardon anybody. But they can arrange for these things to be done if necessary, and to break the gang of magic-stealers the Watch will let a few gnomes go.

Make the PCs roleplay this situation, and make them work to get any information from these gnomes.

The PCs can find out the following:

In exchange for freedom:

- The Hands are followers of Baravar Cloakshadow. It is he who commands that they steal offerings for him from the residents of this city.
- Mohammed was a proxy of Baravar himself, sent to show the way. The war got in the way of the Sly One's plans, but now that the war is over the gnomes have realized what they must do and have acted.

In exchange for release and pardon:

- All of the above
- The Hands have been stealing items from all over, and now they are trying for rare or more powerful items. Baravar is pleased to accept these as better proof of devotion than any old magical items that are very common.
- (If asked about Glora Varro) Some members stole from her house. Items from a Minister on the Ministry of Art would be a prize offering indeed due to the probably magical protections.
- (If asked about the next job) The next target is the collection of green knives. The gnomes do not elaborate further, as they fear Baravar's wrath if they tell any more.

Once the PCs have this information, they can proceed to Encounter Five. The next target is indeed the Green Knives HQ, where the gnomes plan to steal all the enchanted green knives they can get their hands on.

Encounter Five: Green Knives' Sanctum

Remember that Marcus Arvidis might be with the PCs. In the ensuing action he should appear not too competent, and yet not like he's holding back. If Farin Blackcat is in apparent danger, however, he will do his best to rescue her.

The Green Knives have changed HQs in the years that they have existed. Originally, they started as a small-time gang in a dilapidated old house in Crow's End. Then the gang wars began, and the Green Knives allied themselves (unofficially) with the City Watch to defeat the mysterious Shadow Leader. Since then, the Knives moved to a different old home in Crow's End, because the Black Talon gang (rivals loyal to the Shadow Leader) attacked their last base. Thus, they want to keep their visibility low.

Any Green Knives members know where the Green Knives are headquartered. Getting there should not be a problem; if none of the PCs are Green Knives, they can ask at any Watch barracks, and the captain in charge will tell them once they explain why they want to know.

If the PCs have not slept since meeting with Glora, it is probably a bell or so before midnight when they arrive (If they have slept, see the note at the end of the encounter). Present this:

The building before you is an old house. Not quite a mansion, it is still very large. It has seen better days, as evinced by the patched walls and the boarded-over shutters. The door looks reasonably secure and sturdy, however. There is an alley on the right (south) side of the building, but the left side abuts another old house next door.

The scene would be quiet and somewhat peaceful at this time of night, but the lights in the building show signs of human and shorter people running, and occasionally the pantomime shows a fight in progress. Someone has invaded the Green Knives' home.

The Hands snuck into the building moments ago, and have been collecting green knives off sleeping gang members. Then they ran into one who was not asleep, but planning a theft. He raised the alarm, and thus the chaos inside.

The gnomes are trying to escape as quickly as possible. The Green Knives are trying to capture or kill

as many of them as possible. The PCs have several options:

1. They can wait to see what happens. In this case, all the gnomes but one escape, most out the back door and then into the warren of the neighborhood.
2. They can rush in and help. See below for tactics of the Hands.
3. They can send someone for the City Watch. By the time Watch Officers can arrive on the scene (about 2 minutes), the whole thing will be over. Revert to previous options depending on whether the PCs helped or not.

As GM, you have to create as much chaos as possible in this scene. There is no script for what happens in each round, just general guidelines. Follow the guidelines and make up action as needed.

The PCs have a chance to score a major coup in the effort to shut down the Hands. If they capture one or more of them, they can get information which leads to the temple of Baravar in Encounter Six. If they capture enough, they deal the Hands a crippling blow in terms of manpower to continue their activities.

Hands' Tactics

There are nine Hands of Mohammed members in the Green Knives HQ, all separate or in groups of two. Most start on the second floor, but one has made it to the ground floor when the PCs arrive and runs out the back door in the first round of PC actions. After that, four gnomes escape every round (provided the PCs are not preventing them) for two more rounds, when all will be gone.

The Hands want to get out the back with as many green knives as they can, which is as many as they have now. After they get out the back door, they will split up and run through the streets, and escape. Any gnome that gets away and is not pursued by someone who can run through 4' openings without slowing down will escape. You can run the chase, but the PCs only have two rounds to catch escaping gnomes before losing them.

While in the house, they use their size and speed to evade harm and capture, and make their way by whatever means outside. They do not attack, because that would slow their escape.

Green Knives

The Green Knives are trying to injure or kill the gnomes, but the gnomes are too fast. Basically, it is up to the PCs to turn the tide and prevent the gnomes from escaping. Make the Green Knives look effective, but not actually be effective. For example, three Green Knives might trap a gnome at the top of the stairs with no passageway out, and the gnome leaps over and uses

Tumbling proficiency to avoid damage. Then the gnome runs for the door.

PC Tactics

The PCs have a number of options.

1. Wait out back and bag any gnomes coming out the door. To do this they have to figure out that the gnomes will use the back door, or just get lucky and go there.
2. Run in and swing swords or cast spells. You might have to go to some figures if you do this, but I doubt it. Make sure that Green Knives get caught by random spell fallout, as one of the Hands' tactics is to evade damage and let others take it in their stead.
3. Cast a massive spell to stop the whole combat at once, such as *confusion* or *chaos*. If the gnomes can be confused, they can be rounded up easily enough.

If caught, the gnomes can be threatened to tell the PCs what they know. This looks like the end for the whole gang to them, and they are really more worried about their own safety than the organization in the heat of the moment. If the PCs give them time to think, the gnomes will calm down and not reveal what they know unless a deal is made with them (see Encounter Four) or they are tortured (which is an evil act).

Here is what they can tell the PCs:

- The Hands follow Baravar Cloakshadow, whose priests have commanded that they steal magical items as offerings for their god.
- The offerings are cast into the altar, and they disappear. Baravar takes them to his home plane, or so the priests say.
- The Hands operate out of a secret temple to Baravar which is located in the heart of a gnomish boardinghouse. The boardinghouse is near the temple of Helm.
- The temple is protected by illusions, as Baravar is the god of illusions.

Successful **Religion** NWP checks allow the PCs to know that Baravar Cloakshadow is a good god of the gnomes, a protector of the Forgotten Folk. He protects through trickery, illusion, and traps rather than force of arms. He is not a god of magic, and his desire for magical items is not in character with his teachings.

Gnome Thieves (9), T4: Int High; AL CN; AC 6 (leather, Dex); MV 6; hp 17; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA nil; SD average thief skills; MR nil; SZ S (3.5'); ML 8.

The Green Knives don't have stats. Treat them all as low-level or mid-level thieves should anything happen to them.

Farin Blackcat, Master of the Green Knives, hf T12: No stats provided, as she should not be killed by any of the gnomes or attacked by any of the PCs.

Farin is young, at 24, but very well-muscled and wise beyond her years. She wears her bright red hair cut short. Her past was difficult, and she does not enjoy talking about it. It is soon clear, however, that whatever darkness lies in her past has been long since dealt with, as Blackcat is by far the most gregarious and fun-loving of the entire gang.

Her knowledge of the city and the way it works is second-to-none, and her skill at getting in and out of well-guarded locations is legendary. Farin counts Marcus Arvidis, the King of Thieves, among her closest friends, and the folk hero often helps her identify up-and-coming thieves who might make good members of the Green Knives.

The PCs can do whatever with the captive gnomes. One got away on the first round, and so word of the PCs' presence may be carried to the temple (depending on what it was reasonable for the fleeing gnome to have seen from the PCs' first round actions).

The Green Knives thank the PCs for any help in stopping the gnomes. They take back the green knives from the captured ones, either straightforwardly or by use of thief skills when they can get away with such actions.

If the PCs slept before this encounter:

They missed the encounter. The following day they can go to the Green Knives' HQ. Green Knife PCs will be told the information from the gnomes as listed above, since the Green Knives caught one and extracted the information. Otherwise, the PCs can go to the Watch jail and interrogate the prisoner there.

If they go to the temple (Encounter Six, below) during the day, the fight is the same, but the events described in Encounter Seven (the running pirate) and Encounter Eight (the fight) do not take place. The PCs will have to wait for another night when items will be sacrificed to Baravar to pick up the adventure again.

Gloria's figure has been taken by the pirates, and is on its way to Westgate, so the characters cannot complete the adventure unless they can make the Westgate connection. *Divination* and other like powerful spells might help them get back on track at your discretion.

Encounter Six: Temple of Baravar

The characters reach this encounter from either Encounter Four or Encounter Five. They have learned that the Hands of Mohammed are using a secret temple of Baravar as their base, and have come to stop the gang. This encounter description assumes the PCs come here just after the commotion at the Green Knives' HQ, so close to midnight. If they come the next day, then they have missed all the fun. The encounter still progresses, but there is no sacrifice of items, and the PCs cannot find the pirates in Encounter Eight.

The temple is located in the center of an old boardinghouse in the gnomish part of the city (the characters were told where in the last encounter). Gnomes still reside there, and most of them do not know of the temple in their midst. That is Baravar's way; the temple is hidden by illusions.

Present the following when the PCs get to the building:

Before you stands an old house three stories tall. Not as old as the Green Knives' headquarters, but still old. You see a gnome at the door, peering into the darkness as if on watch. There is nothing happening on the street other than your approach, and he is not looking directly at you. He scans the street as you get closer, and then ducks inside.

The PCs can bang on the door, and eventually a gnome will come outside to talk to them. This gnome, who lives in the building (and whose personality is up to you), can relate the following under minimal questioning (note that this is not the same gnome as the PCs saw as they approached):

- This building is owned by a woman named Goldamee, who rents the rooms to gnomes. She does not rent to non-gnomes.
- She has owned it for about three years, having picked it up during the war for a good price.
- About 20 gnomes live in the various rooms, but there is room for about 10 more. The house is very large on the inside, especially if you are a gnome.
- There is no temple in the building that he knows of.
- Goldamee lives on the ground floor, in the center area. Most of the rooms for rent are on the second and third stories. Goldamee and her son live in what were the family and formal rooms.
- Goldamee is out right now. If you want to leave a message, I'll put it on the wall by her door. That's the best I can do, as I don't know where she is. I only know she's out. Her son could be in, but

would not be much help. It's Goldamee who's in charge.

Goldamee is not out. She is presiding over a sacrifice of items in the temple within. The gnome worshippers come in through secret doors in the back which are only three feet high. They lead into the old kitchen, and from there they enter the temple room.

If the PCs want to find the temple from the front, the gnome at the door will let them look around on the ground floor for a short while, especially if they come in to write a note for Goldamee. Present this description of the entry hall:

The front hall is perhaps 10 feet wide and half again that deep. From the front hall, stairs go upward to the second floor. A door opens to the left of the entrance into a sitting room, which is used by the inhabitants. There are no exits from the sitting room.

In the back of the hall, a large object with chimes and a face with moving hands stands in the center of the wall. To the left of that is a small door, such as might lead to a kitchen.

The gnome will tell the PCs that the door by the large clock is the entrance to Goldamee's rooms. In fact, it is not. The whole entry hall is covered by a subtle *veil* spell, which has been made semi-permanent by a ritual to Baravar. The room really does look as described, but the door is an illusion. Because of the nature of the spell, it appears to all the residents that Goldamee comes out of the door or goes in through it. She does not. The clock is the real door, but the illusion has touch components included so the knob cannot be felt.

The illusionary small door is locked and does not open (in reality, it is part of the wall and cannot open). If the PCs try to break it down, the gnome rushes off for the City Watch (if he can), and the Watch arrive in three rounds to take the PCs into custody. Entering a random house and causing damage is not legal.

Use the mechanic for searching for secret doors if the PCs look for the real door. However, elves have no advantage here because the door is covered by illusions. Instead, gnomes have the advantage that elves would have, due to their natural ability with illusions. If a gnome finds the door, he or she will still think it is the clock that moves, as will everyone else.

Whether the PCs find the real door or hack through the wall, they enter the temple next. Skip down to "The Temple."

Attempts to dispel the *veil* spell must succeed against 13th level magic. *True seeing* and similar effects will show the entry hall as it really is.

If the PCs try getting in the back way, they have to find one of the two secret doors on the back of the house. They can be found with the normal chances. They lead into the kitchen, and from there the PCs can go through a door into the temple.

The Temple

You peer into a wooded glade, which seems to stretch for miles. Trees grow at the edges of the glade, and a small stream wends its way through the clearing before you. Small blue and orange flowers grown in clumps in seemingly random places. Grass blows slightly in the breeze, and you can smell pine and dirt and flowers. The sound of running water and the chirping of birds is clearly audible. Behind you, there is the house, and you do not see any other ways out of the clearing.

The center of the clearing draws your attention, as there you see seven gnomes around a hole in the ground. The hole seems surrounded by a stone altar about a foot high. One of the gnomes, with its back towards you, is chanting in gnomish and another is casting some daggers into the altar's hole.

This room is obviously covered in illusions, as a temple to Baravar Cloakshadow should be. Ordinarily the illusions would be so complex that even gnomes would get lost constantly, and indeed that is the case here, though the PCs won't be affected until they enter the room.

The chanting is composed of standard praises of Baravar; nothing unusual there. The daggers are those stolen from the Green Knives; the gnomes have already cast some other items into the altar and are just about finished.

This room is covered by a *mirage arcane* spell, which makes the glen. A *limited wish* spell has been used to make the room such that all means of seeing through illusions won't work inside. This includes *true seeing*, *gems of seeing*, *robes of eyes*, attempts to disbelieve, everything. Dispelling the spells requires success against a 13th level caster, and cannot be accomplished at all by anyone not a gnome (thanks to a blessing of Baravar).

The gnomes become aware of the PCs' presence as soon as they enter the room (unless all are cloaked in invisibility and managed to enter by phasing through the walls). They will defend their temple in the traditional Baravar way.

Tactics

Pre-cast spells: Goldamee and Azurind have *magical vestment* precast. That is all.

Round One: Goldamee immediately casts *darkness* on the PCs, or as many PCs as she can. This effect has a 20-ft radius centered on the largest PC group, so should cover most of the room. At the same time Azurind casts *invisibility 10' radius* on the gnomes, which is timed to take effect after the *darkness* spell. The gnomes immediately scatter and move some crates into random positions in the room where the PCs are likely to trip over them.

PCs running through the darkness will likely fall over a crate, ending their movement for the round. If the PCs are moving randomly, then 60% of the time each one hits a crate every round.

Round Two: Goldamee casts *mirage arcana* to change the look of the room, creating the illusion of a fiery volcanic area with fire spurts at random places in the room. These cannot be disbelieved, remember. The gnomes move more crates and boxes (covered by the illusion) into strategic places in the room to cause the PCs to trip and fall over them. Each fall causes 1d2 points of damage unless the PCs are probing for the boxes to avoid them (from running into them mostly).

Azurind casts *demi-shadow monsters* to create some fire mephits, which look like they might belong in the new room. The fire mephits never attack the PCs; they dance out of reach and goad the PCs to chase them.

Three gnomes make themselves visible by attacking the PCs (and missing).

Round Three: Goldamee casts *veil*, and uses it to warp the perceptions of each PC. Each PC sees himself or herself and two other PCs close by, and three gnomes amongst them with daggers and hostile expressions on their faces. In fact, all six beings are the PCs. Each PC sees the three other PCs a little ways off with other gnomes or fire mephits.

If all goes well, each PC will attack a gnome which is in fact another PC. The real gnomes scatter from the area, leaving only the PCs to fight each other. To run this battle, roll initiative normally (but let the PCs win) and select PC pairs secretly. The PCs attack, and you can describe how the gnomes are hurt or die from the damage. Then describe the gnomes' attacks and apply the damage from the PCs' attacks back on other PCs. For example:

1. PC attacks and does 16 points of damage to a "gnome." Another PC attacks a "gnome" (the first PC), and does 9 points of damage.
2. On the gnomes' initiative, you say, "The gnome you are fighting hits you (some fake die rolls) and does 9 points of damage. To the second PC, you say, "Your gnome gets in a nasty stab with its dagger and turns it inside you, doing (roll dice) 16 points of damage. Puch."

Eventually the PCs will kill each other, or figure out what is going on and stop attacking. Until one or the other happens, try to keep the PCs as confused as possible.

Azurind uses his ability to cast *improved phantasmal force* to create the images of three additional gnomes, which run from around some fiery obstacles to engage the PCs. **This brings the total gnomes that each PC sees to six**, three which are illusions and three which are actually other PCs. Azurind has the illusionary gnomes take the same kinds of actions that the PCs are taking (if the PCs are fighting), or he has them feinting attacks which always seem just to miss, but be very close. The illusionary gnomes mix among the PCs so that it is hard to tell which is which.

Round Four and following: The tactics here depend on if the trick in the last round worked. If the PCs are killing each other, the gnomes back off and do nothing. If they are not, then Goldamee and Azurind use *blindness*, *blur*, *dispel magic* (on specific items) and whatever other spells are necessary. They do not attempt to damage the PCs themselves.

The Hands win this fight if the PCs are driven to retreat in confusion or kill each other. If the PCs capture the gnomes, they surrender without fighting. If the PCs start killing gnomes, then Goldamee and Azurind use illusions to distract the PCs while the rest of the gnomes escape the area. Then they escape, if possible.

Hands of Mohammed (7), gnome T4: Int High; AL CN; AC 6 (leather, Dex); MV 6; hp 17; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA nil; SD average thief skills; MR nil; SZ S (3.5'); ML 13.

Goldamee, gf P(Sp)13 of Baravar: AL CN; AC 1 (*magical vestment* spell, Dex); hp 49; THAC0 12; #AT 1; Dmg 1d6 (small staff); SA spells; SD spells; MR nil; Str 9, Dex 16, Con 13, Int 16, Wis 17, Cha 15; SZ S (3' 1"); ML 16.

Magical items: *gem of darkseeing* (allows the user to see through magical darkness as if it were not there).

Powers: Cast illusion wizard spells, hide in shadows 85%, cast *audible glamer* or *phantasmal force* 1/day, cast *mirror image* or *rope trick* 1/day, +2 save vs illusion/phantasm spells, cast *improved phantasmal force* or *invisibility* 1/day, cast *dimension door* or *suggestion* 1/day, cast *phantasmal killer* or *spectral force* 1/day, cast *mislead* 1/day.

Spells (8/8/7/4/2/2): 1st- *bleed*, *cause fear*, *command*, *cure light wounds*, *cure light wounds*, *darkness*, *light*, *spook*; 2nd- *blindness*, *blindness*, *blur*, *deafness*, *enthrall*, *hold person*, *misdirection*, *silence 15' radius*; 3rd- *dispel magic*, *hallucinatory terrain*,

*spectral force, magical vestment, protection from fire, telepathy***; *vacancy*; 4th- *cure serious wounds, free action, neutralize poison, spell immunity*; 5th- *demi-shadow monsters, seeming*; 6th- *mirage arcane, veil*.

** *telepathy* spell (from *Tome of Magic*) allows telepathy between Goldamee and one target for 36 minutes. She uses it on Azurind to coordinate their illusions.

Goldamee is a fervent follower of Baravar Cloakshadow, and the leader of the Hands. For all her intelligence and wisdom, she was still tricked into crime. She would feel great remorse if shown that she has strayed from the path of her god, and repugnance is she knew that Urdlen had been the one who had tricked her. For now, she will work her spells as best as she can to save her gnomes and not cause direct harm to the PCs. If they harm themselves or each other, that is another matter.

Azurind, gm P(Sp)9 of Baravar: AL N; AC 4 (*magical vestment* spell); hp 39; THAC0 16; #AT 1; Dmg 1d4 (*dagger* +2); SA spells; SD spells; MR nil; Str 13, Dex 14, Con 11, Int 14, Wis 16, Cha 14; SZ S (3' 5"); ML 14.

Powers: Cast illusion wizard spells, hide in shadows 56%, cast *audible glamor* or *phantasmal force* 1/day, cast *mirror image* or *rope trick* 1/day, +2 save vs illusion/phantasm spells, cast *improved phantasmal force* or *invisibility* 1/day, cast *dimension door* or *suggestion* 1/day.

Magical items: *dagger* +2

Spells (6/6/3/2/1): 1st- *bless, cause fear, command, cure light wounds, darkness, spook*; 2nd- *blindness, blur, enthrall, hold person, misdirection, silence 15' radius*; 3rd- *dispel magic, invisibility 10' radius, magical vestment*; 4th- *free action, quest*; 5th- *demi-shadow monsters*.

Azurind, also a fervent priest, enjoys the stealing games of the Hands very much. He is glad that his god seems to be blessing the fun, and hopes it will continue. He is personally loyal to Goldamee, and looks up to her as to a teacher. He is a little more malicious in his tricks, but he knows that Baravar's way is through deception and traps, not through force of arms, and he won't attack anyone directly.

Encounter Seven: Tunnel to the Beach

When the fight is over, the PCs can check out the altar. Looking at it, they see that it is a deep pit that goes down 20 or more feet (30 actually).

Since a sacrifice of items was taking place, one of the pirates was waiting in the pit below the altar with a bag to collect the items. He did so while the combat took place, and then ran away. The PCs can hear a faint splashing sound as of someone running through shallow water echoing from the tunnel below. They cannot see the tunnel until they descend into the pit, but they can hear the echoing sound from the temple room. After about five steps, the splashing sound dies down.

The PCs can descend into the pit easily enough. At the bottom, they see a circular tunnel some six feet in diameter, heading generally south-eastward. THEY DO NOT SEE ANY MAGICAL ITEMS, and they should expect to see some since they saw some tossed down into the hole. The tunnel runs out of the city and to a nearby hill cave, which overlooks a beach. More on that later.

The tunnel is about half a mile in total length. There are three traps placed in it to slow down pursuers (so the pirates can escape). If you are running low on time, skip to Encounter Eight.

Trap One

About 200 feet from the altar, there is a small pool of water in the tunnel. This is where the PCs heard the splashing sounds from. The tunnel is not part of the sewer system, in fact it runs beneath the sewers. Here, there is a small leak from the sewer tunnel above into this one, and a pool has formed. It is about three inches deep and eight feet long, covering the width of the tunnel.

Under the water is the first trap, coincidentally. The pirates run around the water, not through the center. Anyone running through the center triggers a pressure plate two feet into the pool from the temple side. Stepping on the pressure plate causes a board three feet wide and covered with spikes to spring upward like a rake when stepped on, smashing into the person who tripped the plate. It is designed to stop runners, so if the PCs are walking the leader can make a Dex check at half to avoid the spike board.

Those hit by the spike board take 3d6 points of damage. The board snaps back into place after hitting a target, so that it is ready for the next victim.

Trap Two

About 100 yards after the last trap, the tunnel narrows to a width of five feet in diameter. After 300 yards (900") of circular tunnel, there is a pressure plate hidden in the floor. Only a careful search allows a thief the usual chances to find it.

When the pressure plate is tripped, a ramp drops from the ceiling 60 feet ahead of the PCs. It points toward the PCs. Then, a large rock (4' diameter) rolls

down the ramp and toward the PCs. To evade it, they have to run back to the wider part of the passage and get against the wall. They have to run 900 feet, which takes just under four rounds running at 24. PCs can run at 36 and make it in fewer than three rounds, but must make a Constitution check every round or stop running. Running at 48 would allow a PC to make it in just under two rounds, but a Con check at -4 is required each round. If a PC stops running he or she is hit by the boulder.

The boulder rolls along at 30, so it is moving 300 feet per round. If it hits a PC, it does damage as follows:

Tier 1:	4d6
Tier 2:	4d8
Tier 3:	4d10
Tier 4:	4d12
Tier 5:	4d20

Luckily, a PC can only be run over one time.

Note that some PCs have move rates of 6, and therefore have to run at 5x rate (30) to keep ahead of the rock. To run this fast, the PC has to make a Con check at -8 or stop running.

Gnome and halfling PCs can hug the side of the tunnel and have the rock only graze them as it passes. Such PCs take 1d8 points of damage.

Trap Three

About 100 yards from the end of the tunnel, the pirates have set their last trap. A thin trip wire is stretched across the tunnel, too thin to see at a casual glance but easy to see if you are looking for it closely. If the trip wire is triggered, a pit trap opens up on the other side of it. The pit is eight feet across, the whole width of the tunnel (six feet at this point), and 10 feet deep. The victim trips a little over the wire, and falls into the pit. Damage is 1d6.

Encounter Eight: Rivals

This encounter is written still assuming that the PCs have not rested. If they have, and get this far, they find nothing on the beach.

You emerge from the tunnel into a small cave, which opens onto a grassy knoll above a beach. It is dark night, and the stars glint in the heavens. From somewhere to the south, you can hear the sounds of swords clashing, and the shouts of orders that you cannot quite make out!

There is indeed a battle going on down the beach, and the pirate who was under the altar ran right into it. The pirates of his ship were attacked by Miriel Smith and

her crew. Miriel thinks that these pirates are in league with some slavers from Thay, and she hates slavery.

The battle is about 200 yards down the beach, at the shoreline. Present this when the PCs get close enough to see what is going on.

As you look toward the shoreline, you see before you a confusing battle, and it is hard to make out who is fighting whom. Two ships lie anchored in the sea beyond the battle, one a caravel and the other a galleon. In the midst of the fray you see a woman with dark hair and a crimson shirt. She strikes at her foes savagely, and they scream out in more pain than you would have expected.

Let the PCs decide what to do. The woman is Miriel Smith. See her personality background in **Appendix R1-One**. If the PCs join the fight, give them a round to attack whoever they want. Then, this happens:

A voice comes from the smaller ship, and about half the people fighting break for the sea and some rowboats pulled up on the shore. The woman sees this and cries out, "They're breaking to run! Back to the Vixen! They won't escape now." Immediately, the rest of the fighters run for the boats at the shore.

If the PCs joined the fight, no matter who they attacked, Miriel turns to them before running for the sea herself.

"You're adventurers, right? You must have been after those dogs too," the attractive woman says pointing her thumb in the general direction of the caravel. "Why?"

If the PCs give some kind of honest answer, or say anything that seems to indicate that they and she have common interests, she invites them to come aboard and give chase. If they hesitate, she gives them one last chance as she runs for the rowboats. If they say that she is a pirate too and they cannot ally with her, she says:

"You're loss. I'm on the same side as you are. Those slaving dogs are the enemy. Good luck."

The PCs have one last chance to join her before her men push off.

If the PCs decide to attack the other pirate ship with magic, or by flying out to it, end the round immediately. For time purposes, the battle with the pirates takes place in Round Two. Since the same players should be playing together with the same DM in both rounds, there should be no loss of continuity. In fact, you do not have to end play if you have the players for both rounds

sequentially. Just go to **Encounter Ten in Round Two**, and alter the battle location and conditions.

If the PCs bring massive magic against the pirate vessel, they can sink it without even going out to it. In this case, they lose any clues on board (unless they want to swim underwater and search the wreckage). See below under “Ending with this round.”

If they come along, they can continue the adventure (in round two). Present this:

The burly men row you to the galleon, and you see the anchors being weighed as you climb a thin ladder to the main deck. The woman immediately runs to the sterncastle. “Man the sails!” Turning to a thinner man standing near the wheel, she says, “We need a wind. Can you help?”

“Yes, Captain,” the man replies, and casts a spell. Immediately a breeze picks up and the galleon turns toward the open sea.

End of Round One

Ending the adventure with this round

If the PCs do not board Miriel’s ship, they are out of the adventure. The PCs can go and get other transportation, but they will not be able to find the pirate ship (Miriel will have sunk it within a day if the PCs are not along). This leaves them with no clues at all to find the pirates.

The only way they can get back into the adventure is to use powerful divinations. If they take this route, give them as little information as possible, but enough to send them to Westgate.

Should the PCs lose the trail, they can have the Hands arrested. The figure that Glora wanted back was on the pirate ship that just sailed away, and Miriel recovers it when she sinks the vessel. It is quietly returned to Glora, who pays the PCs half of what she promised (since they helped find the figure, but did not recover it themselves). The players do not get to play Round Two; they chose not to follow adventure when it invited them aboard Miriel’s ship.

City Watch Advancement

If the Hands of Mohammed are stopped, City Watch member PCs are approached by Senior Constable Martin Ferrand (hm F11), and offered a promotion or a few days of vacation. See the Treasure Summary.

Green Knife Rewards

If the PCs are instrumental in returning the green knives to the Green Knives, then later Farin Blackcat approaches any thief PCs and offers them membership in the Green Knives. Give any thief PCs who accept

Appendix R1-Two, and the “starter” *green knife* cert. Existing Green Knife PCs are offered an additional enchantment for their knives, up to the binding of the second. Give the enhancement cert with the appropriate additional enchantment checked. If the PC’s knife has all three enchantments, he or she does not get anything but a hearty “thanks.”

End of Round One

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Encounter One

Captured one or more gnomes 100 xp

Encounter Three or Four

Discovered the clue about the green knives 100 xp

Encounter Five

Captured some gnomes on their own 100 xp
(The PCs don’t get this award if they did not rush into the house and help capture gnomes.)

Discovered clue to temple base 50 xp

Encounter Six

Captured the leaders of the Hands 100 xp

Encounter Eight

Got involved in the fight 50 xp

Total Experience for Objectives: 500 xp

Roleplaying Experience: 0-250 xp

Total Possible Experience: 750 xp

For Tier 2: 1,500 xp

For Tier 3: 2,250 xp

For Tier 4: 3,000 xp

For Tier 5: 3,750 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

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

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

If the PCs board Miriel's ship:

- No treasure in this round. There are rewards, but one has to finish the adventure to get them, and there is no way to report results between rounds without skipping the second round.

If the PCs lose the trail:

- 100 gp per day of investigation (up to two whole days), plus any reasonable expenses. Use your judgment.

City Watch Promotion

Any City Watch PC who was instrumental in breaking the Hands of Mohammed Gang (in Round One) is recommended for promotion to the next rank, or recommended for transfer to the special branch of the PC's choice. Alternatively, the Watch PC may take a few days' vacation, entitling them to a time unit back from those spent on the City Watch organization this year. This benefit is only for active City Watch member PCs in the Watch, not in the reserves. Promotions must be processed through the City Watch organization.

Green Knife Membership or Promotion

Green knife: This green bladed dagger is a symbol of the PC's membership in the Green Knives, a street gang operating in Crow's End. No matter what spells, permanent or otherwise, are cast upon it, it does not radiate as magical under any form of divination. Without any enchantments, the blade marks a member as an Initiate in the gang. The green knife may be owned and used only by a thief or multi- or dual classed thief (not bard), and may not be traded or given away.

As the owner progresses in rank, the green knife will be enchanted. If any of these enchantment certificates come from the same module, the entire dagger is removed from play.

- ***Binding of the Novitiate:*** This enchantment has been placed upon the *Green Knife* of a member promoted from Initiate to Novitiate of the Green Knives. It grants the blade a +1 enchantment. This enchantment may only be gained in an adventure, and cannot be traded or given away.
- ***Binding of the 1st:*** This enchantment has been placed upon the *Green Knife* of a member promoted from Novitiate to Full Member of the Green Knives. It grants the blade a +2 enchantment (non-cumulative), and allows the PC to sneak attack (backstab) as if three levels higher. This enchantment may only be gained in an adventure, and cannot be traded or given away.

- ***Binding of the 2nd:*** This enchantment has been placed upon the *Green Knife* of a member promoted from Full Member to Least Master of the Green Knives. It grants the blade a +3 enchantment (non-cumulative), and the ability to *shapsehift* into a short sword for five rounds, twice per adventure. This enchantment may only be gained in an adventure, and cannot be traded or given away.

Fame Award

None yet. The adventure is not over.

Appendix R1-One: Major NPCs for Round One

Minister Glora Varro, hf 18th-level wild mage: AL CN; AC -5; MV 12; hp 48; THAC0 15; #AT 1; D 1-6; SA spells, 50% chance to use charges from *wand of wonder* to cast a spell not memorized (charges used = spell level), level variation, chance of wild surge; SD active *stoneskin* (10 hits left), active *contingency* which will *teleport* her to her home if she is rendered unconscious or completely immobilized and unable to cast spells; MR nil; Str 12, Dex 16, Con 15, Int 18, Wis 15, Cha 15; SZ M; ML 14.

Magical items: *Bracers of defense AC 2, ring of armor +3, ring of free action, wand of wonder* (20 charges), dagger, jeweled scarab (3,500 gp value).

Spells Currently Available: 1st-- *color spray, magic missile (x2), Nahal's reckless dweomer (x2), unseen servant*, 2nd-- *alter self, chaos shield, Hornung's baneful deflector, mirror image, stinking cloud, web*, 3rd-- *alternate reality, fireball, flame arrow, slow*, 4th-- *dimension door, ice storm, minor globe of invulnerability, unluck, wall of fire*, 5th-- *chaos, feeblemind, safeguarding***, *teleport, vortex*, 6th-- *chain lightning, mass suggestion, wildstrike*, 7th-- *repulsion, Hornung's surge selector, prismatic spray*, 8th-- *Abi-Dazim's horrid wilting, Hornung's random dispatcher, maze*, 9th-- *wildfire*

** - a variation that protects Glora only

Glora is relatively young for her power and authority; she is now 38 years of age but appears younger. She stands 6' 1" tall and, although broad-shouldered, has a build so slender that it makes her appear taller still. Her auburn hair is always cut in a stylish fashion and her expression varies between amused and perturbed, depending on the situation. Her voice is so deep that it is often mistaken for a man's voice. She gained her position mostly because of name and family connections, but really is the most powerful wild mage in the Ravens Bluff region, though few people know it; only Chester D'Marke, the Lord of Mysteries, is aware that she has attained arch-mage rank.

Glora is very sharp-witted and is an enormously quick study; very little slips past her notice. This has allowed her to rocket through levels with incredible speed. She takes her wild magic very seriously, regarding it as a path to enlightenment on the basic fundamentals underlying how spells work and are controlled. Unfortunately, few others take this view. She does not revel in wild surges as many others do, instead strategically using them to her advantage.

Glora is very self-absorbed. She places her own self-interests above all others, but is neither cruel nor vindictive about it. She tries to sound casual and

friendly in conversations, and is known for a dry and rather odd sense of humor, but sometimes her act slips and she can be condescending.

Marcus Arvidis, the King of Thieves, hm T15: Int Genius; AL N; AC -5; MV 12; hp 60; THAC0 13; #AT 1 or 2; Dmg 1d6+2 (short sword of speed +2) or 1d4+3 (daggers or returning +3); SA thief skills; SD thief skills; MR nil *; Dex 18, Cha 15; SZ M (5'8"); ML 17.

Items: *bracers of defense AC 4, ring of armor +3, cloak of protection +3, short sword of speed +2* (works as scimitar of speed), *daggers of returning +3* (daggers return to thrower's hand at end of round if they miss), *girdle of many pouches*. He also carries any clever device to aid thieving skill attempts, and most of his rolls fail only on a roll of 00 due to some aid.

Thief skills: PP 40%; OL 95%; F/RT 95%; MS 95%; HS 95%; HN 95%; CW 90%; RL 75%.

Marcus grew up on the streets. When he was just a year old, he lived with his parents in the poorer section of Ravens Bluff, but was destined for the swashbuckling life. His parents went on a sea voyage to Sembia, and left him in the care of a sister. A certain Red Wizard, ordered the capture of the ship and the enslavement of his parents. Word came that the ship had sunk, but years later Marcus and his sister Alcia learned the truth. From that time, they vowed vengeance on Red Wizards.

Marcus devoted his life to thievery, developing skills beyond those of most thieves. He adopted the extravagant ways and dress of a swashbuckler, and created the "king of thieves" persona to deter suspicion from him. It has worked well, and many people think he is just a pretender with an attitude rather than the mastermind behind the most daring thefts in the city.

His sister Alcia was captured spying on the Red Wizard and disappeared permanently. Marcus added the burden of her fate to his enemy's account.

Finally, in the adventure *Copycat*, Marcus achieved his revenge, with the aid of some adventurers. He has maintained his thief profession and his persona, enjoying life now that the stain of the past is gone.

Marcus is a jaunty fellow, full of mirth and good cheer, polite to all, and friendly to a fault. He wears black swashbuckler-style clothes. Think "Three Musketeers," but all in black: shirt, coat, pants, hat, everything. Sometimes he changes coat colors, but usually as part of a disguise. He is a master of insinuation, getting himself into wherever he needs to. He owns a *girdle of many pouches*, and carries almost all types of thieving equipment that can be imagined.

Anything in the *Complete Thief's Handbook* that he needs, he has in a pouch somewhere within easy reach. He also carries spring-loaded grappling hooks.

Miriell Smith, Privateer Captain of the *Sea Vixen*, hf (W(I)4)/F12: AL LE; AC XX; MV 12; hp 61; THAC0 XX; #AT 5/2; Dmg XX; SA sword, spells; SD sword powers; MR nil; Str 17; Dex 13; Con 12; Int 16; Wis 13; Cha 16; SZ M (6' 0", 155 lbs); ML 18.

Weapon Proficiencies: Broad Sword (specialization), Cutlass, Gaff/Hook, Light Crossbow, Punching Specialization, Staff

Non-Weapon Proficiencies: Alertness (14), Appraising (16), Direction Sense (14), Navigation (16), Read/Write Common (17), Rope Use (13), Seamanship (14), Shipwright (14), Spellcraft (14), Swimming (17), Weather Sense (13)

Magic Items: *Bloodvein* (see below), *wand of flame extinguishing*, *bracers of defense AC 5*, *ring of mind shielding*

Spells (4/3 per day): 1st-- *burning hands*, *change self*, *charm person*, *jump*; 2nd-- *alter self*, *blur*, *ray of enfeeblement*.

Miriell Smith was born in Cormyr with a love for the sea. Her father, a master shipbuilder, owned a ship construction business in the town she grew up in. She spent most of her youth helping to build ships, and later to assist with the designs as well. She also had (and still has) a love of playing nasty practical jokes. It was one of these that led to her leaving home at age 17.

Wandering inland, she met a wizard who taught her to use illusionary magic. With these spells she adventured for some years, becoming more powerful but less happy. Finally, on an adventure her group encountered the sword *Bloodvein*, and while using an *identify* spell on it she and the sword reached an excellent understanding. After immediately slaying one member of this group, she fled back to the sea, abandoning her magic to become a warrior and a pirate.

She served on several pirate vessels over the years, always gaining the loyalty of the crew members. Finally, after serving as First Mate under a particularly arrogant and greedy captain, she led a mutiny and became captain in her own right. She cemented her leadership with some early successes, and instituted many improvements in the crew's tactics, fighting skills, and living conditions. With dreams of greater power and bigger prey, she designed the *Sea Vixen* and dumped the old caravel on a rival with far less intelligence. When the new ship was ready, she enlarged the crew, increased their wages, and began the present business regime. She has captained the *Sea Vixen* for some years now, and has only had one

challenge to her leadership. That challenger soon fed the fishes.

During the war, Miriell led the attack on the docks that coincided with the armed attack on the walls. She continued to disrupt city shipping for months, until Arvin Kothonos (then acting Lord Mayor) sought her out and bought her off. For the price of a pardon, she became a privateer for Ravens Bluff (essentially a licensed pirate). She is still operating in this capacity, and also attacks pirate ships that prey on Ravens Bluff company ships. She loves the thrill of battling pirates especially.

Miriell is an attractive, strong looking woman. At age 42, She has brown hair which hangs down her back in curly disarray, clear blue eyes, and a browned complexion from years in the sun. Her favorite clothing colors are shades of blue and green. Miriell is calm, patient, and rarely loses her cool. She has a knack for reading people quickly, and has become adept at making quick decisions in stressful situations. She values loyalty highly, and uses a combination of money, charm and fear to obtain it. She does not tolerate treachery and is quick to slay those who deceive her. She does not involve herself in pirate politics, preferring to remain independent and mysterious. She is motivated strongly by a desire to get the best of others, and still enjoys a jest at a rival's expense, or a bad turn done to another in a clever way. She can even appreciate when she is the victim in such things, though she immediately plots a clever revenge.

Miriell had a home in Ravens Bluff, but sold it just before the war. Her home ports are Ravens Bluff, Oresk in the Pirate Isles, and Westgate, and she knows the Inner Sea very well. She is a member of the Merchant's Guild in Ravens Bluff, though her membership is lapsed and she has not paid dues in years.

Miriell is evil. She loves bloodshed, and she loves the challenges of piracy. She is very good at both bloodshed and piracy. She is ruthless toward her enemies. On the other hand, she abides by her word, and demands the same of others with whom she works. She can be trusted as far as she has given her word, and possibly further, depending on the issue. She is not out to bring down civilization on a large scale, just fight ships and kill people. Since becoming a privateer for Ravens Bluff, she has been even more happy since she tends to go against warships and well-defended merchant ships. She also enjoys the gratitude of the captains of those ships she rescues (she rescues Ravens Bluff ships she recognizes which are in trouble), and several captains owe her favors.

Bloodvein, broad sword +3: *Bloodvein* is a broadsword formed of black metal, plain of any jeweled ornamentation. Strips of silver have been inlaid along

the length of the blade, down the center on both sides. These turn a blood red when the sword “feeds” (see below), hence its name.

Bloodvein is a neutral evil vampiric sword that drains hit points from creatures struck and feeds off of them. On each hit, *Bloodvein* will drain 5 hit points from the victim to feed itself, and then 2 more to pass on to its wielder, before any sword damage is applied. While the blade is +3 to hit and with respect to what it can hit, there is no damage bonus. The hit points drained by this sword can only be recovered through normal healing, or by a *heal* spell. *Bloodvein* also has the powers of *detect life* in 60’ radius and *protection from good* 10’ radius, both usable for up to one turn per day. It has Int 13 and Ego 12, and communicates empathically with its owner.

Bloodvein requires 5 hp per day, and can absorb up to 50 hp before becoming fully sated. If it is not fed for a day it will force its owner to kill until it has absorbed the full 50 hp it can. When sated, it no longer drains any of the 7 hp from victims, but the other powers work normally. It empties itself at a rate of 5 hp per day.

Anyone who possesses *Bloodvein* will be eventually drawn to evil. Further, if the owner is killed, the body and the sword disappear and return to where the sword was originally found. The owner is resurrected and loses a point of Constitution. When the owner’s last point of Constitution is gone, the owner returns as a vampire wielding the sword until permanently destroyed. The sword cannot be separated from the owner.

Appendix R1-Two: The Green Knives

Mission: The primary mission of the Green Knives is the accumulation of stolen goods. Its members are not simply greedy scoundrels, but adventuresome thrillseekers. The moment of sheer terror a cutpurse feels as he slips his knife between the cords of a noble's purse, the exhilaration of a rooftop chase -- these things are far more important to the Green Knives than the actual bounty, though few complain when spending their spoils.

Regalia: All members of the Green Knives carry a curved, green-bladed knife, and wear a piece of green clothing at all times.

Membership: Membership in the Green Knives is limited to residents of Ravens Bluff, and is to be kept secret. Preference is given to members of the lower class -- those who have had to learn their skills to survive -- but the gang's leadership recognizes the value of having members in many quarters. There exists a general malaise toward the well-to-do among the rank and file of the gang, however.

The Green Knives place no restriction on race, though members are predominantly humans or elves. A few halflings and gnomes participate, though usually in more subdued capacities. Dwarves are nearly unheard of in the Green Knives, though there is no formal restriction on their entry.

PCs may join the Green Knives by invitation only, either through a contact with one of the gang's leaders in a module, or through activities at an officially sanctioned Living City interactive. The PCs receive no "in game" benefit from membership, other than increased opportunity for mayhem in selected modules.

Promotions within the ranks of the gang are likewise distributed only in modules or at interactives. Further, only one promotion is permitted per "instance," so rising through the ranks is, in general, a rather protracted experience.

Tenets

- A member of the Green Knives may never draw a weapon against another member of the gang, unless the leader has officially declared the opponent a traitor.
- The best way to get caught is to break the laws. A crime that has not been thrice-planned is no crime at all. Likewise, all alibis should have the power of at least three agreeing voices.
- Those who kill for greed are not Green Knives. Therefore, any member who murders another for

any reason other than defense of the self or defense of the gang will be dealt with by the gang itself.

- The government of Ravens Bluff is largely corrupt, and favors the wealth of adventurers and nobles over that of the common man. This is perhaps the strongest message of the Green Knives, and the driving force of the gang.

Leadership

Bren Haverill, Leader: Human male, T13, CN.

At 26, Bren Haverill is about the same age as many of the gang leaders in Crows End, though he has surrounded himself with more experienced, older advisors. He inherited the leadership of the Green Knives from his father, Dunstan Haverill, who was killed in a duel with a competing gang lord about a decade ago.

Though he had to work hard to deserve the respect of his members, Haverill has now achieved this, and has shaped the Green Knives into one of the most independent, and respectable, gangs in the Living City.

Haverill is an honorable man, though he has a dark streak that many have come to fear. He is usually the last to react to a situation with violence, but when his gang is challenged, he has been known to go to extreme lengths to exact vengeance.

Bren is tall and well-muscled, though thin. His black hair is tied back in a long braid, and he wields a powerful green stiletto, which is said to possess incredible powers.

Farin Blackcat, Master: Human female, T11, N.

Farin Blackcat is the on-again off-again lover of Bren Haverill, leader of the Green Knives. When the two get along, she is one of his most trusted advisors. When they are feuding, she deals with it by leaving the gang for an extended period. During these times, she tests her skills as an independent cat-burglar, the profession that gave Farin her name.

Farin is young, at 24, but very well-muscled and wise beyond her years. She wears her bright red hair cut short. Her past was difficult, and she does not enjoy talking about it. It is soon clear, however, that whatever darkness lies in her past has been long since dealt with, as Blackcat is by far the most gregarious and fun-loving of the entire gang.

Her knowledge of the city and the way it works has been acknowledged even by Durg Mamreeg, and her skill at getting in and out of well-guarded locations is legendary. Farin counts Marcus Arvidis, Ravens Bluff's so-called King of Thieves, among her closest friends, and the folk hero often helps her identify up-and-

coming thieves who might make good members of the Green Knives.

Durg Mamreeg, Master: Human male W13, NE (with neutral tendencies).

Durg Mamreeg is the brilliant, one-handed mage-advisor of the Green Knives. He was recruited by Farin into the Knives from a gang known as the Evermen. The Evermen made a name for themselves several years ago, when their assassins murdered the wife of a noble visiting from Cormyr. The incident caused a massive crack-down on Crow's End, but the Evermen eluded capture by the City Watch.

The Evermen were wholly evil -- most of them worshipped Bhaal, Lord of Murderers. Seven years ago, however, Farin Blackcat, then a least master of the Green Knives, convinced Mamreeg that the evils of the Evermen would soon lead him to an early grave.

Mamreeg agreed, and defected to the Green Knives, but not before summoning a lesser demon within the Evermen's compound. None survived.

Since then, Durg Mamreeg has turned away from such magic, and now focuses his time on aiding Bren Haverill, who he has come to respect. He acts as chief advisor to the leaders of the gang, and also enchants items for members. Mamreeg mastered the enchantments upon the *green knife* symbols of the membership, and many are surprised when they see the handicapped man working complex spells with a single hand.

Mamreeg appears to be in his late fifties. He is quite tall and lean, and wears a red cape. When out of doors, he covers his balding head with a black leather skullcap. He wears a short beard, trimmed to a devilish point below his chin.

Elessica, Master: Elven female, T10/F12, N.

Elessica is, simply put, the brawn of the Green Knives. A highly-skilled fighter and puissant cutpurse, Elessica frequently goes on solo missions at the behest of Haverill or one of the other Masters. Her tracking abilities are legendary, and it is said that she can find even an invisible stalker in a snowstorm, without it noticing her approach.

Despite her talents, or perhaps because of them, Elessica is slightly arrogant, and speaks plainly about the faults of others, often directly in front of them. This has gotten her into a great deal of trouble with, among others, Hathmar Blademark, Marcus Arvidis and Forsineous, the self-proclaimed Rogue of the World.

Cynward, Master: Human male, P9 (Mask), N(E).

Cynward is seldom mentioned in the company of Bren Haverill. The priest of Mask was a prominent advisor to his father, but he vanished about a year prior

to the appearance of Myrkyssa Jelan. Most assume that he fled the city, and will not return.

The Trumpeter



*The News of
Ravens Bluff
June 2000*



Magic Thieves Run Rampant

New Crime Wave Latest in Apparent Gang War

By Fred Faber

Before the war, there was Mohammed, an adventurer who was infamous for stealing from his companions. And not just stealing gold, but stealing magic. Adventurers in this city prize magic over gold, and Mohammed had the worst reputation of any adventurer. But for that, he was a hero who saved the lives of his companions and saved the city or its inhabitants on several occasions. He died a hero, saving the lives of his adventuring group. They tried to have him brought back from the dead, but his spirit could not be recalled.

During the last year of Mohammed's life, there arose in the gnomish community of this city a group who followed Mohammed's footsteps. Calling themselves the Hands of Mohammed, they evaded capture by the Watch and stole a great many items in the name of their hero. Adventurers became involved when the Hands tried to take their items, and the headquarters of the Hands was finally found. Mohammed himself had acted against his "followers," by stealing the stolen items from them and returning them to the city. His legal arrangements in exchange were for naught, as he died soon after.

Three years later, the name of Mohammed has risen from the ashes to haunt our city again. A new gang of Hands of Mohammed have begun a reign of crime that is beyond the Watch's capabilities to control. The Watch has never had many gnomish members, and does not have the contacts in the gnomish neighborhoods to combat this crime wave. Acting Chief Constable Aven Elonis gave us this statement:

"The officers of the Watch are dedicated to preserving law and order in the city. Officers are working on the magical item thefts, but there are also problems with gangs in Crow's End that occupy our attention. We are doing the best we can, and expect to break the case within a tenday.

"Gnomish adventurers are warned to be careful during these days. Mages working for the Watch have been using detect magic spells to find the thieving gnomes, but gnomish adventurers also carry a large number of magical items. We would hate to see any innocents mis-treated as we rid the city of these gnomish fanatics."

Player Handout R1-1A: Note for PCs who were involved in the Copycat adventure

Well met, friend:

Perhaps you remember me; I certainly remember the help you gave me in repairing my mistake of the past. I have need of discreet and trustworthy adventurers again, for a private matter. It is a most secret matter, but would be well worth your time. Please come to my home on XXX tonight after the ninth bell from midday has struck. I hope to be expecting you.

*Glora Varro
Minister of Wild Magic
Ministry of Art*

Player Handout R1-1B: Note for PCs who were involved in the Copycat adventure

Well met, adventurer:

My name is Glora Varro, and though I don't think we have met we have some mutual friends. I find myself in need of some adventurers, and our mutual friend has recommended you. I do not know of your deeds, but I would be willing to discuss my problem with you on the strength of my friendship with our mutual friend. This is a private matter, and discretion is required. If you are interested, please come to my home on XXX tonight after the ninth bell from midday has struck. I hope to be expecting you.

*Glora Varro
Minister of Wild Magic
Ministry of Art*

Heart of Mohammed

A Two-round AD&D Living City Adventure

Round Two: The Brains Behind the Hands

by Robert Wiese

Whispers abound in the gnomish community, and suddenly the name of the most infamous adventurer in Ravens Bluff's history is on everyone's lips again. But why, and what is behind this sudden resurgence of a dead adventurer? Can you lay Mohammed's reputation to rest once and for all? An adventure for tiers 1-5.

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

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

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

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

Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

Important Note about the PCs

The PCs who play this adventure must have played Round One. There is no chance to switch PCs. If a PC died in Round One, the player can introduce a second PC who could reasonably have been sent by Glora Varro to help out (she is scrying the PCs, remember?).

Adventure Background

A year or two before the war, a group of gnome thieves were stealing magical items in the city, in the name of Mohammed, an adventurer infamous for stealing items from other adventurers. They were called the Hands of Mohammed (from the event of the same name). They were stopped, and it was thought they had died out. And they did, mostly.

Stories about Mohammed remained alive in the gnome community, and with some prompting from the evil gnomish god Urdlen Mohammed was raised almost to legendary status. It is now believed by some of the more gullible gnomes that he was a proxy of Baravar Cloakshadow. These gnomes, under the mis-guidance of a priest of Baravar named Glittergar Souven, have revived the Hands of Mohammed gang and have begun stealing items again. The items are given to Baravar by being thrown into a pit in front of his altar. The items disappear, so everyone involved assumes the sacrifices are accepted. Thus the fraud is maintained.

The reality behind it is far more sinister. The Men of the Basilisk, a gang of murders and torturers from the Westgate area, were in need of magical items to supply their agents. Naturally they looked to the central concentration of magic in the whole of Faerun, Ravens Bluff. They hired some pirates to find a way to steal magic from Ravens Bluff and transport it to Westgate, where their agents would pick it up.

Urdlen, knowing that the items stolen by the Hands had to go somewhere, sent a priest to the pirates and told them that if they would tunnel under the altar of the mis-guided priest of Baravar, they would have magical items cast down on their heads, and all they'd have to do is pick them up. The pirates made the tunnel, and sure enough magical items rained down upon them. Because of this, they have begun worshipping Urdlen as well as Beshaba and Umberlee.

The PCs are introduced to this adventure not through the theft of their own items, but because something important is stolen from Glora Varro, the Minister of Wild Magic on the Ministry of Art.

The adventure progresses as follows:

Round One:

The PCs receive letters inviting them to the house of Glora Varro (described in **Appendices R1-One** and **R2-One**). On the way there, they see some gnomes being pursued by City Watch officers. The PCs can get involved or not. If they do, and capture a gnome or two, they will have a source of information they can use later on. If not, then the gnomes escape the Watch.

Glora explains her problem and hires the PCs to find the Hands. She gives the group a container for the item she is missing, and a key to lock the container. The

key also functions as a target for *clairvoyance* and *clairaudience* spells, so Glora can keep track of what happens during the adventure. She suggests the PCs start at the Ruby in Hand tavern, where the Hands of Mohammed operated in the pre-war days. She does not know any will be there, but it is a place to start. Or, the PCs can start with the captured gnomes from Encounter One.

At the Ruby in Hand, they do not find any Hands members, or any sign that the Hands are using the tavern (they are not). But, they do run into an old friend, Marcus Arvidis, the King of Thieves (he is detailed in **Appendix R1-One**). Marcus banter with the PCs for a while, and then gives them a clue. He accompanies the PCs to the next encounter unless restrained or obviously not wanted.

Alternately, if the PCs questioned a gnome in jail, they can get the same clue, but with more work on their part.

The PCs are sent to the hideout of the Green Knives, of all places. The word on the street (from Marcus) is that the gnomes are trying to steal the enchanted knives of the gang members. The PCs arrive in time to help the Knives fight off the Hands, and maybe capture one.

Captured gnomes from this location can be “persuaded” to divulge the location of the temple of Baravar which serves as a hideout for the Hands. The PCs go there and engage the leaders of the Hands in a strange illusion-enhanced fight where the Hands try to get the PCs to defeat themselves.

After winning here, the PCs find out what happened to the magical items, and descend into the pit. There they find the tunnel to the sea, and some traps along its length. If they survive, they emerge from a small hill cave north of Ravens Bluff along the beach.

Following the tracks in the beach, the PCs come across a battle between pirate gangs, with two ships in shallow water anchorages. The one group is composed of the pirates from Westgate, and the other is composed of Miriel Smith and the crew of the *Sea Vixen* (Miriel Smith and her crew last appeared during the war in *A Spell of Bad Weather*, wherein she was the villain. Her legal status is described in Encounter Seven, and again in Encounter One of Round Two. She is described in **Appendices R1-One** and **R2-One**.) The Westgate pirates retreat and set sail, and Miriel orders her crew to follow. She invites the PCs along for the fun.

Round Two:

The PCs begin Round Two at sea in Miriel’s ship. They can interact with her and discover that she was pardoned and bought off by Arvin Kothonos during the war, and has been a privateer for Ravens Bluff ever since. She offers the PCs a choice between following

the ship to its next port, or attacking it while at sea. She is game for either plan, and will help the PCs work out which is better for them. If the PCs choose to attack, Encounter Ten covers that action.

The PCs arrive in Westgate with one or two ships, and have to find out where the magical items are going. As they disembark, there is a minor conflict on the docks which shows how free the city of Westgate really is, and how loosely the local government enforces the peace. The PCs do whatever suits them as far as investigating, and eventually end up in a tavern. If they don’t seem inclined to go to a tavern, a bird comes and “suggests” that they do (well, someone does via *messenger* spell).

In the tavern, the PCs find a disguised Glora Varro, who teleported to Westgate when the PCs boarded Miriel’s ship. They discuss the current state of the investigation, and Glora can give them some information about Westgate. A plan is worked out for the next phase of investigation, and Glora departs for the night.

The PCs investigate the Men of the Basilisk, almost calling down upon themselves a random thug attack. Eventually they find a lair of the Men of the Basilisk, and raid it. The cell leaders flee, and the PCs can chase them to ground. This combat will run as several individual combats most likely. Once the Men are defeated, or some are, the PCs can find the missing magical items which have not been moved out of the city, and return them to Ravens Bluff with honors and great reward.

Note: If the PCs did not sail with Miriel, but used some powerful divinations to get the clue to Westgate, they can sail there without incident and re-join the adventure at **Encounter Eleven**.

Encounter Nine: Plans at Sea

The burly men row you to the galleon, and you see the anchors being weighed as you climb a thin ladder to the main deck. The woman immediately runs to the sterncastle. “Man the sails!” Turning to a thinner half-elven man standing near the wheel, she says, “We need a wind. Can you help?”

“Yes, Captain,” the man replies, and casts a spell. Immediately a breeze picks up and the galleon turns toward the open sea.

“Keep as close to them as you can in the dark, Mika, and don’t catch them. Ritha can help. Now,” she says turning to you, “I think we need to talk.”

The PCs are aboard the *Sea Vixen*, chasing the pirates who took the magical items from under the altar of the

Hands of Mohammed. The captain is Miriel Smith, and she is described in **Appendix R2-One**. She is willing now to talk with the PCs about anything they like, but particularly about how they want to handle the upcoming situation.

She will escort them down to her cabin, where it might be a little tight but everyone will fit.

The purpose of this encounter is three-fold:

1. Have the players get back into the adventure. They have probably taken a break since the last round, or even had a slot or more off. Have the players refresh their knowledge of what has happened so far.
2. Interact with Miriel and clear up any issues from her past appearances, or any issues the PCs may have with working with a pirate. Information for this is listed under “Miriel’s Information” below.
3. Decide what to do about the escaping pirate vessel. Information on this is listed in “What Next” below.

Miriel’s Information

The PCs may wish to interact with Miriel on a personal level. Last time she appeared she was a villain and part of Myrkyssa Jelan’s forces. Then again, they may not. Use this section if needed.

Read Miriel’s personality info in **Appendix R2-One** and be conversant with her when running this encounter and the next.

Miriel can supply the following information about herself. Whether she will or not depends on whether the PCs will work with her or not, and how they behave toward her. She does not take crap. Much of this is repeated in **Appendix R2-One**, but only the really crucial items.

- Miriel is a pirate, but pardoned for all crimes committed against Ravens Bluff up through the last year of the war. She has a document to prove this, signed by Acting Lord Mayor Arvin Kothonos (Kothonos was acting mayor after Mayor O’Kane was kidnapped and Deputy Mayor Belanor imprisoned.)
- She also has a letter of marque signed by Kothonos, empowering her to commit piracy in the name of Ravens Bluff against the vessels of the city’s enemies. The city has no enemies, and she has been liberally interpreting this document as allowing her to commit piracy against any vessel which does not belong to a merchant living in Ravens Bluff or doing business with such a merchant, but rarely attacks unarmed merchant vessels anyway.

- She particularly enjoys the challenge of armed vessels, and the Freesails of Cormyr (privateers serving the crown of Cormyr) meet this criteria beautifully. So do other pirates, and she likes sacking the ships of other pirates. She is not that popular on the Pirate Isles, but has friendships with certain important captains there whose ships she never attacks.
- Miriel was employed by Myrkyssa Jelan to coordinate the diversionary attack on the docks at the start of the war, and to keep merchant vessels from reaching the city. It was good work, but during the later part of the war Kothonos sent word to her and offered her a deal to change sides. She did. Myrkyssa never had any naval forces.
- She has seen Myrkyssa Jelan one time. She refuses to describe her, as she respected the general. Besides, she heard about the execution of Jelan and so her description certainly is well known.
- The *Sea Vixen* is one of the best ships on the Inner Sea, a veteran of more than 60 battles. She is very proud of her ship, and her crew.

A privateer is a pirate licensed to operate for a state. The individual gives part of the booty to the state. He or she is considered a pirate and a criminal by the powers against whom the piracy is committed.

Note: Paladins using *detect evil* on her will discover that she does not detect as evil (as she has no evil intentions toward the PCs), but that her sword detects strongly as evil. Miriel will not explain her sword in any way.

What Next

Miriel is chiefly interested in what the PCs want to do about the pirates they are following. She is not normally one to defer her own agenda, but in this case the PCs have their own reasons for pursuing the pirates. She wants to know what those are. If told the truth, then she will respond with the truth about why she is interested in them.

- She believes that they are slavers, or at least allied with slavers. There is word in the ports around the Inner Sea, especially Westgate where Miriel has her second home, that slavers from Thay are taking people from around the Inner Sea, transporting them by ship through cities in the east, and from there to Thay.
- She thinks that slaves might be transported through Ravens Bluff, and has been watching ships carefully for signs. This ship did not carry any slaves, she was sure, but has been coming to this beach regularly for at least six tendays now. Very suspicious.

- Miriel hates slavery. It is the worst thing that one sentient being can do to another. Slavers can expect no mercy at all from her.

So, what to do? Miriel proposes two solutions:

1. Take the ship in the morning. Capture some prisoners, hopefully the captain, question them, and search the ship. If they are involved with slavery, kill everyone. If not, then if the PCs want to turn captives over to the law she is willing.
2. Follow the ship to its next destination. See where the captain goes, and search the ship on the sly. Fewer people will die this way, but the PCs may not learn what they need to know to find where the items are going.

Mirielle is willing to discuss the pros and cons of both options, and to let the PCs decide in the end. If they decide to follow the ship, she can always sink it later, so she does not really lose out no matter which way the PCs decide.

Once the decision is made, Miriel will issue the appropriate orders, and have the PCs escorted to guest cabins in the sterncastle near her own room. They will have to share three to a room.

During the night, Mika Barnack, the first mate, remains at the wheel. Ritha, the mage, gets sleep once the decision is made (his cabin is in the forecandle) so that he is ready for the day.

If the PCs decide to fight, go to **Encounter Ten**. If they decide to follow, go to **Encounter Eleven**.

Encounter Ten: Fiery Battle

This encounter is used if the PCs want to fight the pirate ship they are pursuing. Miriel will handle the ship and tactical combat, and leave the PCs to board the other ship, capture prisoners, and search.

The wind in this encounter is coming from off the port beam of both ships initially. The PCs get no input into the sea battle, so just describe what happens. I have tried to write the PC text as shortly as possible.

The morning sun is at your backs as the Sea Vixen approaches the other vessel. The Sea Vixen's full sails are hoisted, and she gains rapidly on her foe. The men under Miriel's command work hard at their posts, and all carry cutlasses belted on.

About 50 yards from the enemy ship, Miriel commands "Fall off to starboard two points!" The Vixen turns to the right and angles slightly away from the enemy, but still forward. Turing to the port side of the ship, she orders, "Open the panels and rake her

stern when you get a shot." To a man on the forecandle, she orders, "Mount the fire projector."

Turning to you, she tells you, "Things will get a little dicey from here on. When we move in to board, go across and find some likely prisoners, and search the ship. She may be on fire, and if so you won't have much time."

Mirielle plans to burn the vessel to the waterline, as she usually does, so unless the PCs speak up now the enemy ship will be destroyed. If they want it, she'll alter her orders and have the fire projector only light the rigging on fire.

As the Sea Vixen passes the stern of the enemy, ballistae fire from below decks. Some hit and penetrate the stern, some miss. One bolt flies over the stern and takes out the wheel, and one flies high and into the rigging, causing minimal damage.

"Hard to port!" Miriel yells. "Bring us alongside to board. She can't maneuver now!"

The Sea Vixen turns to align with the other ship, while aboard the enemy men are drawing weapons. Suddenly a fireball flies into the Vixen's rigging and ignites, and the sails catch on fire. Miriel quickly climbs upward and points a wand at the flames, which are snuffed instantly.

The Sea Vixen maneuvers a little and draws alongside the enemy while the spellcaster continues to rain fire spells at you all, and Miriel puts each fire out with her wand. Boarding grapples are readied, and the men move to the port rail eagerly. The fire projector on the forecandle lets loose a stream of fire at the enemy, catching the sails and rigging on fire. Apparently the enemy cannot douse fires as easily.

During this battle, Ritha, the ship's mage, has been holding a spell to control the winds, giving the *Sea Vixen* superior maneuverability. This caravel is no challenge really; the pirates are not that experienced (and I did not want long PC text).

As the ships come side-by-side, the *Vixen's* crewmen throw boarding grapples onto the caravel, and pull the two ships together. Pirates from the caravel leap to the *Vixen's* deck as soon as they can, before the ships are even secured together. The fighting has begun.

It would be helpful to use dice or figures at this point. The two ships' stats are given below, so you know how far the distances are. Don't overwhelm the PCs with enemy pirates, as there are more pirates on the *Vixen* than on the enemy ship, and so the enemy pirates should be spread out.

Ideally, the PCs will have specific goals and will be fighting toward the enemy captain or the captain's quarters, and you can just have some pirates get in the

way. If the PCs die here, it should be due to stupidity rather than anything else, as the *Vixen* could take this ship on its own.

While the PCs do whatever, Miriel and her crew kill enemy pirates (they don't take prisoners). Everyone killed by Miriel's sword cries out in extreme pain and terror, which is noticeable from anywhere in the battle. Enemy pirates try to avoid Miriel after the first few of them die at her hands.

Pirate Caravel: Caravel; Armor Rating 9; Base Move 4, emergency move 5; Crew 42; Saves as thick wood; Keel 71 ft, beam 20 ft; Cargo cap 180 tons; 1 medium catapult (range 18/30, dmg 3d10 hp, crew 3, rate of fire ½, THAC0 17, critical hit on 19,20).

Sea Vixen: Galleon; Armor Rating 6; Base Move 6, emergency move 9; Crew 138; Saves as thick wood (+3 vs fire, impervious to warping); Keel 125 ft, beam 30 ft; Cargo cap 300 tons; Lots of weapons (six medium ballistae, two catapults, fire projector, no stats needed).

Enemy Pirates (42), human and half-elven F2: AL NE or LE; AC 5 (studded leather, Dex); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d8 (cutlass) or 1d4 (belaying pin); SA nil; SD nil; MR nil; SZ M; ML 11.

Thinule, enemy Captain, hm F11: AL LE; AC 4 (studded leather +2, ring of armor +1); MV 12; hp 74; THAC0 8; #AT 2; Dmg 1d8+3 (cutlass); SA specialized in cutlass; SD nil; MR nil; Str 17, Dex 15, Con 16, Int 14, Wis 12, Cha 14; SZ M; ML 11.

Cozumel, enemy wizard, hm W6: AL NE; AC 8 (Dex); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; Str 9, Dex 16, Con 11, Int 16, Wis 11, Cha 12; SZ M; ML 11.

Spells: 4/2/2 1st-magic missile x2, jump, grease; 2nd-Melf's acid arrow, web; 3rd-fireball, fly.

Sea Vixen Crew (138), F3: AL LN or LE; AC 6 (studded leather, Dex); MV 12; hp 20; THAC0 17; #AT 3/2; Dmg 1d8+2 (cutlass) or 1d4 (belaying pin); SA specialized in cutlass; SD nil; MR nil; SZ M; ML 11.

Searching the Enemy Ship

The PCs can search the enemy ship during and maybe after the battle (if the ship is not burning). They will find the following in the captain's cabin:

- A bag of green knives and other magical items, including the figure that Glora Varro sent them after. All of the items in the bag were stolen, and the PCs cannot keep any of them.

- A chart detailing the currents around Westgate and Teziir. Particular emphasis is put on navigating to the docks at Westgate.
- A bill of shipping for 100 pounds of "rare spices from Thay." There are no spices aboard. The pirates used this to cover the magical items, in case any paperwork on the sacks was needed. It is made out in the name of Lord Thorsar, with a Westgate address.
- Other paperwork of no real value.
- A chest with 2,500 gp in gems (all rubies and emeralds worth 75 or 100 gp each).

When the PCs decide to go to Westgate, if they do, continue with **Encounter Eleven**. If they captured the caravel. Miriel suggest that if they want to sail it to Westgate, they should claim to have been attacked by pirates. Miriel will support the story by claiming to have sailed in to help, at which point the pirates fled.

Encounter Eleven: Arrival in Westgate

Westgate is described briefly in **Appendix R2-Two**. A map is provided so you can visualize the city.

Dusk begins to settle in and the port of Westgate surrounds you as the Sea Vixen (or whatever other ship the PCs might be on) glides into a docking place. A soft bump is followed by cries from the dockhands of "Get another rope on her stern!" and "Be sure to secure the midships fast, so we can get the ramp up!" Soon docking activities are concluded, and you can disembark.

At this point, the PCs have to decide how they are going to approach their problem. They either have to find the caravel and the crew, and figure out what they can learn from them, or they have to find the connection.

If they have two ships, there will be some questions asked regarding the damaged caravel, but no paperwork. Westgate does not register ships with any thoroughness.

If the PCs came with Miriel, she goes her separate way from them once they disembark, as they have no further business in common. She is friendly, but firm. She does not play a part in the rest of the adventure.

It takes about an hour to get away from the docks, for one reason or another, from the start of the PC text. As the PCs are leaving the dock area and heading for the wharf proper, present this:

You walk up the docks, and your attention is drawn to an argument that breaks out about 30 feet away from you.

“You’re trying to cheat me!” shouts a large man surrounded by five burly guards. He pushes the smaller man in front of him, who falls to the dock. “This is only half of what was promised. Where’s the rest?”

“It’s all there, I assure you. I saw it packed myself,” the other man responds from the ground as he begins to get up.

The two merchants are having an argument. It is not as simple as it looks, but this is none of the PCs’ business.

Mammar (hm F0, 3 hp), the larger man, is a small-time merchant who wants to increase his station in the city. To do this, he has contracted to buy some rare spice from a captain named **Dulen** (hm T3), the smaller man who was pushed down.

Dulen is selling the spice on the side, as he works for the Athagdal merchant house. The spice is supposed to go to Lord Urlyvl Athagdal, but Dulen smuggled some extra to make a little coin on the side.

Mammar knows this, and in fact suggested that Dulen smuggle the extra spice. Mammar is an enemy of house Athagdal, and would like to bring its lord down a peg or two. Being embroiled in a suit at law would do that, especially since Athagdal would have to pay a lot. Mammar arranged to have Dulen’s ship robbed, and the extra spice stolen. The spice that Dulen is trying to sell is in fact the property of Lord Athagdal.

The argument will continue for a while, until Dulen caves in and gets more spice from his ship to make up the contract. He does not want any of this coming to the ears of his lord.

If the PCs intervene, use your judgment. Mammar wants as much publicity as possible, and Dulen wants none. If enough noise is made, the affair comes to the ears of Lord Athagdal, who has Dulen thrown in jail the following day.

The PCs have a couple of options for solving their own problem, which you should be ready for:

1. Start asking questions. People in Westgate are very loath to give information to anyone, especially strangers. Westgate is a very free port, with a lot of pirates in, and no one helps get pirates captured here. The PCs will have trouble convincing anyone to tell them anything but useless lies.
2. If they captured the pirates on the open sea, they can impersonate the pirates and try to deliver the items. They think they have the delivery address (what they can learn and do there is covered in Encounter Thirteen).

3. Wander around without a clue for a while.
4. If they followed the pirates into dock, they can sneak aboard and search the ship or capture prisoners. Stats for the pirates and the information that they can find are given in Encounter Ten.

Before they leave the wharf, a raven flies near them and says, “The Purple Lady.” Then it flies off. The raven was sent by Glora Varro and empowered by a messenger spell to tell the PCs what it did. Glora is waiting there for the PCs.

Encounter Twelve: Glora Again

The PCs can find the Purple Lady easily enough. It is across the city from the docks, but directions are easily obtained. It is #22 on the map of Westgate.

The Purple Lady is a garish tavern, with a second story above. Purple-colored cloths decorate the door, and in the light of a lantern hung from the roof you see the tavern’s sign. It depicts a lady dressed in purple lying back on a bed with a tankard in her hand. In front of the entrance you see two young girls wearing a multitude of veils posing provocatively at any passers-by.

When they enter, continue:

The main room is a loud, smoke-filled pit of sound. You see more than 30 people inside, drinking or chatting with the serving girls. Stairs lead up along the back wall to the second floor, and another young girl in veils is coming down the stairs. The bar is under the stairs on the back wall. A couple of tables are available.

The PCs will no doubt do what they usually do in bars, order something. While this is all getting settled, a young girl, with dark tan skin and wearing the purple veils which mark the girls who work at this festhall, saunters up to the PCs and invites them to a table further removed from the crowd. If they are reluctant, she says, “But I think we should get to know each other better. You are making such FIGURES of yourselves out here, and that is not wise in this city. There is a WILD kind of MAGIC that causes the people of this place to treat their brethren with more contempt than other cities we have known.” She also tries to make up to the most attractive PC in the group, male or female. As long as she can get one of them to the back table, she has succeeded.

This is Glora Varro, not some predatory woman meant on doing the PCs harm. Remember that she has been scrying on them using the key to the box she gave them as the focus of the spell. When they left Ravens Bluff, she waited to see where they were going and then teleported here. She took the guise of a woman of loose morals at this place to meet the PCs without attracting undue attention, and because she has kind of a wild side herself. Glora's personality is described in Appendix R2-One.

Note: If by some chance any PCs died back in Round One, replacement PCs (as selected by the players of the dead PCs) are at the table as well, trying to look like they fit in but not succeeding. Have the players tell you about these attempts, for everyone's benefit (and possible amusement).

Once she gets a PC or two to the table, she tells them who she is, and asks that they fetch any missing PCs with as much discretion as they can manage. Glora does not know who may be watching the PCs, though she knows no one is watching her.

When the PCs are together (or mostly so) at the back table, she asks for a report. If they have the figure, all the better. She examines it and says that the wild surge is still trapped inside it. She does not know why after all this time. It is very fascinating to her, and she almost loses interest in anything going on around her.

As far as she is concerned, the PCs have succeeded if they give her the figure. Clearly someone is behind the pirates, and probably the Hands as well, and that person may just start up operations again if the PCs don't do something to end the threat. They have already come this far.

If the PCs want to continue, she will help with information if she can. She is originally from Westgate, and left when very young to study magic. But she remembers a few people who she could talk to, to get the local news.

What she can tell the PCs now:

- Anything from **Appendix R2-Two**, though she does not now know that the Faceless is dead. She assumes that the Faceless still leads the Night Masks.
- In addition to the Night Masks, there is another secret group in the city. It is called The Company of Jade, and is composed of merchants who help each other at the expense of rivals. She does not know any members, and is not sure that they are still active in the city.
- The merchant lords of the city are pretty unscrupulous, and any would work with pirates if it suited their interests. But the theft of magic from a

city far away indicates a lot of organization. She does not know which merchants would have that kind of network.

The Company of Jade is another name for the Men of the Basilisk, a group of selfish merchants who like a little adventure. More information on them is published in *Polyhedron 142*.

The PCs have to decide what to follow up on. Glora will warn them to be very careful in turning over rocks, because you can never tell what will crawl out. But it is up to the PCs as to what to do next.

Glora will agree to talk to some people from her childhood, if she can find any, about whatever the PCs suggest. She can meet the PCs again tomorrow night at the Black Eye tavern and festhall on the wharf; meeting here again would be dangerous if the PCs are being watched.

When the PCs and Glora are done, she gets up and gaily accosts a young man in sailor's garb. She takes him upstairs, and he comes down about an hour later with a sort of dreamy expression on his face. Glora took him into a private room, cast a spell to make him think she was still present, and then changed into a bird and flew out the window. He never knew the difference, really. What happened after that only he could say.

The PCs cannot get a room here. They can find a place to sleep down the street, and can start in the morning. Or, they can start asking questions now. It is about two bells before midnight when they leave the Purple Lady.

Encounter Thirteen: MoBs

In this encounter, which is divided into a number of sub-encounters, the PCs track down clues and ask questions and try to find out which faction has been receiving the magic.

If they go back to the docks to find the pirate caravel, go back to **Encounter Ten** for the stats and descriptions of what they can find.

It is very important that you make note of how much attention the PCs draw to themselves in pursuing their investigations. There is a random thug attack waiting for them if they are too obvious, but they can avoid it if they are somewhat discreet. Banging on doors and questioning people in the street would be obvious, conducting quiet conversations in private would not be. Asking very pointed questions about the Men of the Basilisk is obvious, assuming someone who heard them can get away. Asking discreet questions and not pushing for information would not be obvious.

Lord Thorsar

The PCs may have the clue from the caravel leading them to Lord Thorsar. Castle Thorsar (#28 on the map of Westgate), is a large castle near the city walls. It is patrolled by guards. If the PCs go there in the middle of the night, Lord Thorsar won't see them. Period. Unless they are attacking the castle or have the City Guard along to arrest him, he won't even come out. The guards on the walls suggest that the PCs come back in the morning, when civilized people make calls.

In the daytime they can see Lord Thorsar. He knows nothing of the paper from the ship. He does not do business with pirates or smugglers or any of those kinds of people (at least, not that he will admit to). He does mention that a rival businessman, Lord Athagdal, has been causing him trouble. More precisely, the young son of Lord Athagdal has been making some aggressive deals and succeeding much more than anyone expected. Young Calv Athagdal is known to be unscrupulous, and might plant false evidence against a rival to discredit him.

Lord Maergym Thorsar, hm (T9)/W5: AL LN; AC 9 (Dex); MV 12; hp 25; THAC0 19; #AT 1; Dmg n/a (won't fight the PCs); SA wizard spells he won't use against the PCs; SD nil; MR nil; Str 14, Dex 15, Con 11, Int 16, Wis 13, Cha 16; SZ M; ML 19 (won't flee in his own house).

Spells prepared: 1st-*charm person, comprehend languages, detect magic, hypnotism*; 2nd-*ESP, misdirection*; 3rd-*clairaudience*.

Lord Thorsar was a young scoundrel in his youth, but as he inherited more of the family business he became more responsible. He is not very concerned with the success of his enterprises. He studies magic to learn divinatory spells which may help him against rivals. He is grumpy and gruff most of the time, but can negotiate well and even be pleasant and persuasive when needed.

Word on the Street

Lacking any other clues, the PCs are likely to start asking people questions. They may even do so at random. Make the players roleplay these interactions. The results can come from die rolls, but the players should declare how their PCs are approaching NPCs and what they are revealing.

Also, information in Westgate is like currency. Any NPC will demand some payback for telling what they know. This payback could range from a free drink to a meal to a few gold coins. Be subtle, as no one sticks out their hands. PCs who spread around an excessive amount of gold indiscreetly bring down on themselves the thug attack described below.

The following can be found out from just about anyone.

- Westgate is a very different town from others. The law is not exactly missing, it's just lax. The merchant lords really rule, and so trade is the motivation for everything.
- The merchant lords tend to scheme against each other all the time. There are no brawls in the streets between factions, but you can tell when someone's business suddenly evaporates that a rival made some move. And night-time raids on warehouses are not that rare. You can get good work guarding a warehouse, but you'd better be well paid, or loyal to the house you work for, because it's dangerous work.
- Pirates sail into and out of the city all the time. Heck, every vessel that comes here is probably a pirate ship. It's just another way of transporting goods, or acquiring goods at a cheap rate. Piracy is illegal, but only technically. It's hard to convict anyone of piracy here.
- The Night Masks run the underground here. Or they did, until their leader was killed. Word around town is that the Faceless is dead. No one knew who the Faceless was, but the Night Masks seem to be lacking in their usual leadership and coordination. Their attacks have lost purpose, or rather gained the purpose of random robbery instead of organized crime.
- There's another secret group in town. Calls itself the Basilisk, or the Jade Company. It's not like other groups, in that you don't find this group's symbols all over a crime scene. In fact, most people don't know they exist, and almost no one knows what they do. It might be one of these adventuring groups.
- Conflict between Lord Thorsar and the Athagdal house? Maybe. Old man Athagdal is certainly not involved; he's too ga-ga now to care. But his son is a fiery lad with more looks than sense. He'd do some pretty stupid things if given the chance. Thorsar is usually too careful to get involved in anything that would lead to violence or legal hassles.
- If the PCs want more particular information, they can go to an information broker. "I can send you to one, for a price." The PCs are sent to Cloguk (see below).

Cloguk the Information Broker

Cloguk has a residence just north of 24 (the temple of Mask) on the map of Westgate, in a cheap neighborhood.

Cloguk, hm T12: AL LE; AC -2 (Dex, *bracers of defense AC 4, ring of armor +3*); MV 12; hp 42; THAC0 15; #AT 1; Dmg 1d4 (dagger); SA average thief skills; SD information network; MR nil; Str 11, Dex 17, Con 12, Int 17, Wis 13, Cha 14; SZ M; ML 11.

Cloguk is a retired Night Mask. He was very high up in the Night Mask organization, which is why he could retire and live. He has since become an information specialist, with a network of spies all over town. He is a kind of spider, sitting at the center of his “web” and feeling the threads move as his spies report in.

Oily but pleasant, thin and middle-aged Cloguk will answer questions for a price. It will help that the PCs are from out of town, as he is not this free with his information with residents. He always looks out for his own best interests.

Cloguk can sell the following information, with prices noted for each piece. If the PCs have a lot of gold, charge a lot more. If they have none, then give them one free piece of information once all their gold has been spent on other pieces of information. Please be aware that all of this information is synthesized from lots of observations and reports and spying activity. The events described have not been observed by the common person, and have been shrouded in as much secrecy as the people involved could manage.

- There is no apparent connection between pirates and Lord Thorsar. He is too careful for that. He does buy from pirates occasionally, but not regularly. (2 gp)
- A man who reports to a merchant named Mammur has been in contact with some pirates, taking sacks from them and transporting them to the Athagdal company facilities (#65 on the map of Westgate). Mammur has no connection to the Athagdal family himself, and does not seem to be receiving a cut from whatever business is taking place. The contents of the sacks are unknown. (10 gp)
- Cloguk knows the fate of the pirates that the PCs fought (or followed) earlier. He can tell them that this ship is loyal to a pirate lord named Vugrom, who lives on the Pirate Isles. Vugrom hardly ever comes to Westgate (this is irrelevant information). They were general run-of-the-mill pirates, nothing special. (2 gp)
- Cloguk can tell them that Miriel Smith is quite well known in the city, and lives in a house outside the walls. She brings a lot of business into the city, and her battles against the Freesails of Cormyr are the talk of the tavern. Some are true, but others seem to be exaggeration or fabrication. If the PCs came into the city with Miriel, Cloguk knows. (5 gp)

- Someone has been smuggling magical items into the city, and then out again. The items come in by sea. A mage was set to use *detect magic* to find the trail of the shipment, and found that the items were delivered to an empty warehouse in the Thorsar buildings. The mage was killed, and no one has found where the items go from there. (25 gp)

Calv Athagdal, who is behind everything, found out about the mage and arranged for a false trail to be set, and then for the mage to be killed. One must protect one’s interests. Thus the magical item trail is false, but no one knows that.

Cloguk can tell them anything listed under any other bullet point above as well, at a cost of 2 gp per piece of information.

Lord Calv Athagdal

The PCs may decide to visit Calv Athagdal, after they learn that he might be involved. He, like Lord Thorsar, will see the PCs during the day, and not at night. During the day, he can be found at the Athagdal Company Sheds, conducting business (#65 on the map of Westgate). Castle Athagdal is #53 on the map of Westgate.

Lord Calv Athagdal, hm B8: AL CN(E); AC 8 (Dex); MV 12; hp 33; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA spells, bard abilities; SD nil; MR nil; Str 12, Dex 16, Con 9, Int 11, Wis 12, Cha 15; SZ M; ML 13.

Spells: 1st-*charm person, color spray, friends*; 2nd-*forget, misdirection, wizard lock*; 3rd-*delude*.

Calv Athagdal is a wild youth of 23. He is headstrong, arrogant, and sure that he is always right. He is reckless in business, and more than willing to do a bad turn to a rival, or even a friend if it suited him to do so. How he survived the initiation into the Men of the Basilisk is beyond anyone’s knowledge, but he is a member. He is the one working with the pirates; it is just his sort of scheme.

He does not reveal his part in the scheme at his initial visit, but tests the PCs to see what they know, and how they found out. He hides his reaction if they eliminated his pirates and the gnomes in Ravens Bluff, thereby ending his scheme for the time being. He is practical, however, and won’t hold onto a scheme that is failing.

Calv evades any direct questions as best as he can. Since there is no proof of wrongdoing, the PCs really cannot do anything about it.

Note: Use of *detect magic* in the Athagdal facilities proves very revealing. There is an area in the main office that detects as magical, in addition to a number of

items on the personnel (not excessive by Ravens Bluff standards, but certainly more than your average Westgate resident has). The PCs will have to come back at night to investigate, as possession of something that detects as magical is not illegal, and Lord Calv is under no legal compulsion to show anyone anything (so he won't).

Divination Spells

Powerful PCs may try divination spells to uncover a clue or two. Depending on what they ask about, give them correct or false information as appropriate. If either Lord Thorsar or Lord Calv Athagdal thinks the PCs are using divinations against them, either casts *misdirection* to foil the results of the spell if possible.

Use the DM background and the rest of this section to give information. Try to be cryptic, though.

Thug Attack

This attack only comes if the PCs have been too obvious in calling attention to themselves, or the Men of the Basilisk, in their investigation. It happens on their way to meet Glora Varro at the Black Eye.

As with all thug attacks, thugs (as listed below) attack the PCs. They try to attack from surprise, but the PCs have normal chances of detecting them. They fight as an adventuring team, with the spellcasters protected by the fighters in the front. The thief tries to backstab a PC by starting behind the PCs while the rest start in the front. They run if they are going to lose, and they use their mobility and whatever smarts that PCs would be using.

Remember to use Morale rules in this combat. These thugs will not all fight to the death if they can avoid it.

Tier One

Gug and Durl, hm F1: AL CN; AC 6 (studded leather, shield); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M; ML 11.

Dulavin, hem W(I)2: AL NE; AC 5 (*armor* spell, Dex); MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; Str 9, Dex 15, Con 12, Int 15, Wis 10, Cha 11; SZ M; ML 11.

Spells: 1st-*burning hands*, *chill touch*, *magic missile*.

Valdene, hef T2: AL NE; AC 6 (leather, Dex); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d4 (dagger) or 1d6 (short sword); SA backstab +4 hit x2 dmg; SD average thief skills; MR nil; Str 12, Dex 16, Con 11, Int 13, Wis 12, Cha 13; SZ M; ML 10.

Crus, hm P1 of Helm: AL LN; AC 4 (banded mail); MV 9; hp 6; THAC0 20; #AT 1; Dmg 1d6+1 (footman's mace); SA spells; SD nil; MR nil; Str 14, Dex 13, Con 16, Int 11, Wis 14, Cha 9; SZ M; ML 12.

Spells: 1st-*bless*, *command*, *magical stone*.

Tier Two

Gug and Durl, hm F3: AL CN; AC 6 (studded leather, shield); MV 12; hp 17; THAC0 17; #AT 3/2; Dmg 1d8+2 (longsword); SA specialized in longsword; SD nil; MR nil; SZ M; ML 11.

Dulavin, hem W(I)4: AL NE; AC 5 (*armor* spell, Dex); MV 12; hp 11; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; Str 9, Dex 15, Con 12, Int 15, Wis 10, Cha 11; SZ M; ML 11.

Spells: 1st-*burning hands*, *chill touch*, *magic missile*, *magic missile*; 2nd-*flaming sphere*, *levitate*, *stinking cloud*.

Dulavin uses *levitate* to immobilize foes.

Valdene, hef T4: AL NE; AC 5 (leather, Dex); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d4 (dagger) or 1d6 (short sword); SA backstab +4 hit x2 dmg; SD average thief skills; MR nil; Str 12, Dex 17, Con 11, Int 13, Wis 12, Cha 13; SZ M; ML 10.

Crus, hm P3 of Helm: AL LN; AC 4 (banded mail); MV 9; hp 17; THAC0 20; #AT 1; Dmg 1d6+1 (footman's mace); SA spells; SD nil; MR nil; Str 14, Dex 13, Con 16, Int 11, Wis 14, Cha 9; SZ M; ML 12.

Spells: 1st-*bless*, *command*, *command*, *magical stone*; 2nd-*flame blade*.

Tier Three to Five

Gug and Durl, hm F5: AL CN; AC 3 (splint, shield); MV 9; hp 29; THAC0 15; #AT 3/2; Dmg 1d8+2 (longsword); SA specialized in longsword; SD nil; MR nil; SZ M; ML 11.

Dulavin, hem W(I)7: AL NE; AC 5 (*armor* spell, Dex); MV 12; hp 11; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; Str 9, Dex 15, Con 12, Int 15, Wis 10, Cha 11; SZ M; ML 11.

Spells: 1st-*burning hands*, *chill touch*, *color spray*, *magic missile*, *magic missile*; 2nd-*flaming sphere*, *levitate*, *spectral hand*, *stinking cloud*; 3rd-*lightning bolt*, *Melf's minute meteors*, *vampiric touch*; 4th-*dimension door*, *wall of ice*.

Dulavin leads with a *wall of ice* dropped on the PCs before his side engages. Then he stays back and pounds away with damage-causing spells. If threatened he uses *dimension door* to escape backward as far as

possible, then opens up again with spells or flees depending on his Morale check result.

Valdene, hef T6: AL NE; AC 4 (leather, Dex); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1d4 (dagger) or 1d6 (short sword); SA backstab +4 hit x3 dmg; SD average thief skills; MR nil; Str 12, Dex 18, Con 11, Int 13, Wis 12, Cha 13; SZ M; ML 10.

Crus, hm P6 of Helm: AL LN; AC 3 (banded mail); MV 9; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (footman's mace); SA spells; SD nil; MR nil; Str 14, Dex 16, Con 16, Int 10, Wis 16, Cha 9; SZ M; ML 12.

Spells: 1st-*bless, command, command, light, magical stone*; 2nd-*enthrall, flame blade, heat metal, hold person, trip*; 3rd-*animate dead, dispel magic*.

Crus uses *trip* on a rope as the PCs engage. He uses *animate dead* to animate any fallen combatants (PC or thug) and sends them back into the fray on his side.

The thugs all wear the domino mask symbols of the Night Masks. They are in fact Night Masks, but they were hired by a member of the Men of the Basilisk who is not connected directly with Lord Calv Athagdal.

Meet at the Black Eye

The next night, the PCs can meet Glora at the Black Eye.

The Black Eye is just that, an ugly eyesore on the street by the docks. This tavern and festhall has dark stains on the wall, visible in the pale dingy light of the lanterns at the doors. Women wearing little more than strips of cloth stand outside posing. Sailors walk in and out of the door as you approach.

Inside: *The odors of beer and sweat and the sea mix unpleasantly, punctuated periodically by the pungent perfume of a woman who passes by. The bar area is occupied with sailors of both genders talking to young women, and to young men as well. You spot several adventurers among the patrons at the bar, ranging from beginners to slightly more experienced souls.*

The PCs should be expecting Glora to meet them in some unorthodox disguise, and indeed she does. As the PCs decide where to sit, and what to order (no high-brow drinks here, just lots of beer and cheap alcohol), a young boy of 15 or 16 walks up to them. If they ordered, he is carrying their order. "GLORY," he says to them as he approaches, "but you are sure fine folks. Everyone's looking at your FIGURES, you know. You'll be the talk of the place until tomorrow."

The boy is Glora again, in a disguise not likely to get her propositioned. She has hired on here as a serving boy.

Glora has been busy today, and has found out the following:

- "I talked to a friend from years ago, and he said that the Night Masks were almost out of it completely here in Westgate. If they don't get a new leader, someone will move in on their action."
- "A wizard I used to know, and did not like, found me alluring in last night's disguise. I managed to get him to tell me that some magical items have been offered for sale through a merchant named Mammarr. Mammarr is getting them from someone else, but this wizard did not know who."

That is all Glora could find out, though she tried hard. This is the PCs' adventure, after all.

At this point, the PCs have to figure out that Clav Athagdal is involved in the magic stealing, and that the items were probably taken to the Athagdal warehouses at the Athagdal shipyards. From there, who knows? They might be misled by the clue to the Thorsar buildings, but they have to sort that out. Lord Thorsar will deny any involvement (if asked), and even show indignation that his property is being used for illegal activities that he does not know about. Through him you can point the PCs back at Athagdal.

Eventually, the PCs will give up the quest or go visit the Athagdal buildings at night, when they might find some evidence of magical items (which they would never see during the day). When they do, go to **Encounter Twelve**.

Encounter Fourteen: Breaking the Cell

The fate of the pirates is known by now to Calv Athagdal, and so he is preparing to close up this operation. The items still at his warehouses will be packed tonight and shipped out in the morning with a regular caravan. They will find their way to other cells of the Men of the Basilisk in a few days.

If the PCs watch the warehouses, they see lanterns lit in the office area, and through shutters can hear people talking and packing. The talk is about the strange things that people in Ravens Bluff enchant.

The warehouses are normal large buildings with big spaces to store goods. The office is about 10 x 20, with a door to the outside and a door across from it to the main warehouse. There are three windows, two on one

the south wall with no doors, and one on the north. All three are shuttered.

The PCs have the choice of fighting, or waiting and stealing back the items, or reporting the activity to the City Watch (barracks against the outer wall at #73, very near the shipyards). They can also pack it in and go home.

- If they fight, draw out the room and use the stats below.
- If they wait to steal the items back, they can succeed. Make them make checks to remain silent and so forth, but eventually all but two of the people in the office depart, and the PCs can take on two of the guards.
- Going to the law is not fruitful. The PCs cannot prove there are stolen items in the warehouse, and the Watch will not do anything without proof. Lord Athagdal is one of the merchant lords of the city (the elder one), and upsetting him without good reason is bad for one's career.
- If they pack it in, go to the **Conclusion**.

Lord Calv Athagdal, hm B8: AL CN(E); AC 8 (Dex); MV 12; hp 33; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA spells, bard abilities; SD nil; MR nil; Str 12, Dex 16, Con 9, Int 11, Wis 12, Cha 15; SZ M; ML 13.

Spells: 1st-*charm person, color spray, friends*; 2nd-*forget, misdirection, wizard lock*; 3rd-*delude*.

If he used spells earlier, he is still missing them. Athagdal will not fight unless he has to; he'd rather escape and go get the Watch to arrest the PCs for trespassing and assault.

Tier One

Guards (5), hm F1: AL CN; AC 4 (chain mail, shield); MV 12; hp 5; THAC0 20; #AT 1; Dmg 2d4 (broadsword); SA nil; SD nil; MR nil; SZ M; ML 11.

Office Workers (3), hm F0: AL CN; AC 4 (chain mail, shield); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (chairs, whatever they can grab); SA nil; SD nil; MR nil; SZ M; ML 11.

These are non-combatants who will defend themselves if they have to.

Colleen, hf W1: AL NE; AC 7 (*bracers of defense AC 7*); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; Str 11, Dex 13, Con 14, Int 15, Wis 12, Cha 16; SZ M; ML 11.

Spells: 1st-*sleep*.

Colleen is Calv's romantic interest.

Tier Two

Guards (5), hm F4: AL CN; AC 4 (chain mail, shield); MV 12; hp 24; THAC0 17; #AT 1; Dmg 2d4 (broad sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Office Workers (3), hm F0: AL CN; AC 4 (chain mail, shield); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (chairs, whatever they can grab); SA nil; SD nil; MR nil; SZ M; ML 11.

These are non-combatants who will defend themselves if they have to.

Colleen, hf W5: AL NE; AC 7 (*bracers of defense AC 7*); MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; MR nil; Str 11, Dex 13, Con 14, Int 15, Wis 12, Cha 16; SZ M; ML 11.

Spells: 1st-*grease, shield, sleep, spook*; 2nd-*blindness, Tasha's uncontrollable hideous laughter*; 3rd-*hold person*.

Tier Three

Guards (5), hm F7: AL CN; AC 3 (banded mail, shield); MV 12; hp 45; THAC0 13; #AT 2; Dmg 2d4+2 (broad sword); SA specialized in broad sword; SD nil; MR nil; SZ M; ML 11.

Office Workers (3), hm F0: AL CN; AC 4 (chain mail, shield); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (chairs, whatever they can grab); SA nil; SD nil; MR nil; SZ M; ML 11.

These are non-combatants who will defend themselves if they have to.

Colleen, hf W7: AL NE; AC 5 (*bracers of defense AC 7*); MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SD active *stoneskin* spell with 4 attacks remaining; MR nil; Str 11, Dex 16, Con 14, Int 15, Wis 12, Cha 16; SZ M; ML 11.

Spells: 1st-*grease, shield, sleep, spook*; 2nd-*blindness, Tasha's uncontrollable hideous laughter, web*; 3rd-*hold person, wraithform*; 4th-*confusion*.

Tier Four and Five

Guards (5), hm F8: AL CN; AC 3 (banded mail, shield); MV 12; hp 54; THAC0 12; #AT 2; Dmg 2d4+2 (broad sword); SA specialized in broad sword; SD nil; MR nil; SZ M; ML 11.

Office Workers (3), hm F0: AL CN; AC 4 (chain mail, shield); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (chairs, whatever they can grab); SA nil; SD nil; MR nil; SZ M; ML 11.

These are non-combatants who will defend themselves if they have to.

Colleen, hf W10: AL NE; AC 5 (*bracers of defense* AC 7); MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d6 (staff); SA spells; SD active *stoneskin* spell with 9 attacks remaining; MR nil; Str 11, Dex 16, Con 14, Int 15, Wis 12, Cha 16; SZ M; ML 11.

Spells: 1st-*grease, shield, sleep, spook*; 2nd-*blindness, invisibility, Tasha's uncontrollable hideous laughter, web*; 3rd- *hold person, slow, wraithform*; 4th-*confusion, phantasmal killer*; 5th-*chaos, cone of cold*.

When the action here is over, go to the Conclusion, or to whichever encounter seems appropriate.

Conclusion

If the PCs were arrested in Westgate, they can bribe the judge to let them off, provided they agree to leave the city and not return. Watch members will escort them to a ship bound for Ravens Bluff and make sure they are on it when it leaves (passage cost 35 gp per PC, plus work during the voyage). Glora does not help them out of this mess; it was their fault.

The PCs can get home to Ravens Bluff if they were successful, without incident. Glora Varro teleports them back with her.

Or, they can sail their captured ship back. They have to hire a crew, since at least 40 people are required to sail a caravel. Total cost for crew and supplies for the voyage: 150 gp. Not bad, really.

When they get to Ravens Bluff, present this:

The streets of Ravens Bluff look very different, somehow a little cleaner, than those you recently left. Westgate offered you a different view of what is right and what is wrong, and you have profited. The Men of the Basilisk have certainly not been wiped out entirely; there is no way to know how extensive their organization or membership are. But this plan of theirs was at least foiled, and you have something to be proud of.

Rewards

If the PCs saved the caravel in the fight, they have a damaged ship that will require repairs. Repairs are handled through the metacampaign organization to register ships. They can sell it in Westgate for 6,000 gp (it needs a lot of repair) or one of the PCs can take it and register it later.

Glora pays them the agreed-upon rate, 100 gp. She also reimburses passage expenses, but not the expenses of sailing the damaged caravel to Ravens Bluff. That is not a reasonable expense.

Any magical items the PCs may have discovered in Encounter Fourteen are the property of people in Ravens Bluff and must be returned. The PCs do not get to keep them. If they try really hard, turn the characters evil and remove them from play. If they try a little, but give in, allow them to remain not evil.

Give out the City Watch advancement and Green Knife membership/advancement from Round One if you have not done so, and if the PCs qualify for them.

The End of *Heart of Mohammed*

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Encounter Ten

Capturing the captain alive	50 xp
Finding the evidence (here or in Enc 11)	50 xp

Encounter Eleven

Finding the evidence on the pirate ship (can only get this once)	50 xp
Settling the dispute on the docks so that no attention is drawn to Duren	50 xp

Encounter Twelve

Acting with discretion	25 xp
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Encounter Thirteen

Gathering enough clues to get to Enc 14	100 xp
Defeating the thugs	75 xp

Encounter Fourteen

Recovering the magic	50 xp
Defeating the guards	150 xp

Total Experience for Objectives:	550 xp
Roleplaying Experience:	0-250 xp

Total Possible Experience:	800 xp
For Tier 2:	1,600 xp
For Tier 3:	2,400 xp
For Tier 4:	3,200 xp
For Tier 5:	4,000 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC

caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

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

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

Encounter Ten

- +2 *studded leather*
- +1 *ring of protection*: This ring grants a +1 armor bonus to armor class only.
- Damaged caravel, if it survived: Caravel; Armor Rating 9; Base Move 4, emergency move 5; Crew 42; Saves as thick wood; Keel 71 ft, beam 20 ft; Cargo cap 180 tons; 1 medium catapult (range 18/30, dmg 3d10 hp, crew 3, rate of fire ½, THAC0 17, critical hit on 19,20). Requires 4,500 gp in repairs to the stern hull, the rigging, and the masts.

Conclusion

- 100 gp per PC per day, if they were not paid at the end of Round One
- Reasonable expenses covered – see Conclusion

Fame Award

1 point in City Watch if the PCs had the Hands of Mohammed arrested.

TM

Appendix R2-One: Major NPCs for Round Two

Minister Glora Varro, hf 18th-level wild mage: AL CN; AC -5; MV 12; hp 48; THAC0 15; #AT 1; D 1-6; SA spells, 50% chance to use charges from *wand of wonder* to cast a spell not memorized (charges used = spell level), level variation, chance of wild surge; SD active *stoneskin* (10 hits left), active *contingency* which will *teleport* her to her home if she is rendered unconscious or completely immobilized and unable to cast spells; MR nil; Str 12, Dex 16, Con 15, Int 18, Wis 15, Cha 15; SZ M; ML 14.

Magical items: *Bracers of defense AC 2, ring of armor +3, ring of free action, wand of wonder* (20 charges), dagger, jeweled scarab (3,500 gp value).

Spells Currently Available: 1st-- *color spray, magic missile (x2), Nahal's reckless dweomer (x2), unseen servant*, 2nd-- *alter self, chaos shield, Hornung's baneful deflector, mirror image, stinking cloud, web*, 3rd-- *alternate reality, fireball, flame arrow, slow*, 4th-- *dimension door, ice storm, minor globe of invulnerability, unluck, wall of fire*, 5th-- *chaos, feblemind, safeguarding***, *teleport, vortex*, 6th-- *chain lightning, mass suggestion, wildstrike*, 7th-- *repulsion, Hornung's surge selector, prismatic spray*, 8th-- *Abi-Dazim's horrid wilting, Hornung's random dispatcher, maze*, 9th-- *wildfire*

** - a variation that protects Glora only

Glora is relatively young for her power and authority; she is now 38 years of age but appears younger. She stands 6' 1" tall and, although broad-shouldered, has a build so slender that it makes her appear taller still. Her auburn hair is always cut in a stylish fashion and her expression varies between amused and perturbed, depending on the situation. Her voice is so deep that it is often mistaken for a man's voice. She gained her position mostly because of name and family connections, but really is the most powerful wild mage in the Ravens Bluff region, though few people know it; only Chester D'Marke, the Lord of Mysteries, is aware that she has attained arch-mage rank.

Glora is very sharp-witted and is an enormously quick study; very little slips past her notice. This has allowed her to rocket through levels with incredible speed. She takes her wild magic very seriously, regarding it as a path to enlightenment on the basic fundamentals underlying how spells work and are controlled. Unfortunately, few others take this view. She does not revel in wild surges as many others do, instead strategically using them to her advantage.

Glora is very self-absorbed. She places her own self-interests above all others, but is neither cruel nor vindictive about it. She tries to sound casual and

friendly in conversations, and is known for a dry and rather odd sense of humor, but sometimes her act slips and she can be condescending.

Miriell Smith, Privateer Captain of the *Sea Vixen*, hf (W(I)4)/F12: AL LE; AC XX; MV 12; hp 61; THAC0 XX; #AT 5/2; Dmg XX; SA sword, spells; SD sword powers; MR nil; Str 17; Dex 13; Con 12; Int 16; Wis 13; Cha 16; SZ M (6' 0", 155 lbs); ML 18.

Weapon Proficiencies: Broad Sword (specialization), Cutlass, Gaff/Hook, Light Crossbow, Punching Specialization, Staff

Non-Weapon Proficiencies: Alertness (14), Appraising (16), Direction Sense (14), Navigation (16), Read/Write Common (17), Rope Use (13), Seamanship (14), Shipwright (14), Spellcraft (14), Swimming (17), Weather Sense (13)

Magic Items: *Bloodvein* (see below), *wand of flame extinguishing, bracers of defense AC 5, rind of mind shielding*

Spells (4/3 per day): 1st-- *burning hands, change self, charm person, jump*; 2nd-- *alter self, blur, ray of enfeeblement*.

Miriell Smith was born in Cormyr with a love for the sea. Her father, a master shipbuilder, owned a ship construction business in the town she grew up in. She spent most of her youth helping to build ships, and later to assist with the designs as well. She also had (and still has) a love of playing nasty practical jokes. It was one of these that led to her leaving home at age 17.

Wandering inland, she met a wizard who taught her to use illusionary magic. With these spells she adventured for some years, becoming more powerful but less happy. Finally, on an adventure her group encountered the sword *Bloodvein*, and while using an *identify* spell on it she and the sword reached an excellent understanding. After immediately slaying one member of this group, she fled back to the sea, abandoning her magic to become a warrior and a pirate.

She served on several pirate vessels over the years, always gaining the loyalty of the crew members. Finally, after serving as First Mate under a particularly arrogant and greedy captain, she led a mutiny and became captain in her own right. She cemented her leadership with some early successes, and instituted many improvements in the crew's tactics, fighting skills, and living conditions. With dreams of greater power and bigger prey, she designed the *Sea Vixen* and dumped the old caravel on a rival with far less intelligence. When the new ship was ready, she enlarged the crew, increased their wages, and began the

present business regime. She has captained the *Sea Vixen* for some years now, and has only had one challenge to her leadership. That challenger soon fed the fishes.

During the war, Miriel led the attack on the docks that coincided with the armed attack on the walls. She continued to disrupt city shipping for months, until Arvin Kothonos (then acting Lord Mayor) sought her out and bought her off. For the price of a pardon, she became a privateer for Ravens Bluff (essentially a licensed pirate). She is still operating in this capacity, and also attacks pirate ships that prey on Ravens Bluff company ships. She loves the thrill of battling pirates especially.

Mirielle is an attractive, strong looking woman. At age 42, She has brown hair which hangs down her back in curly disarray, clear blue eyes, and a browned complexion from years in the sun. Her favorite clothing colors are shades of blue and green. Mirielle is calm, patient, and rarely loses her cool. She has a knack for reading people quickly, and has become adept at making quick decisions in stressful situations. She values loyalty highly, and uses a combination of money, charm and fear to obtain it. She does not tolerate treachery and is quick to slay those who deceive her. She does not involve herself in pirate politics, preferring to remain independent and mysterious. She is motivated strongly by a desire to get the best of others, and still enjoys a jest at a rival's expense, or a bad turn done to another in a clever way. She can even appreciate when she is the victim in such things, though she immediately plots a clever revenge.

Mirielle had a home in Ravens Bluff, but sold it just before the war. Her home ports are Ravens Bluff, Oresk in the Pirate Isles, and Westgate, and she knows the Inner Sea very well. She is a member of the Merchant's Guild in Ravens Bluff, though her membership is lapsed and she has not paid dues in years.

Mirielle is evil. She loves bloodshed, and she loves the challenges of piracy. She is very good at both bloodshed and piracy. She is ruthless toward her enemies. On the other hand, she abides by her word, and demands the same of others with whom she works. She can be trusted as far as she has given her word, and possibly further, depending on the issue. She is not out to bring down civilization on a large scale, just fight ships and kill people. Since becoming a privateer for Ravens Bluff, she has been even more happy since she tends to go against warships and well-defended merchant ships. She also enjoys the gratitude of the captains of those ships she rescues (she rescues Ravens Bluff ships she recognizes which are in trouble), and several captains owe her favors.

Bloodvein, broad sword +3: *Bloodvein* is a broadsword formed of black metal, plain of any jeweled ornamentation. Strips of silver have been inlaid along the length of the blade, down the center on both sides. These turn a blood red when the sword "feeds" (see below), hence its name.

Bloodvein is a neutral evil vampiric sword that drains hit points from creatures struck and feeds off of them. On each hit, *Bloodvein* will drain 5 hit points from the victim to feed itself, and then 2 more to pass on to its wielder, before any sword damage is applied. While the blade is +3 to hit and with respect to what it can hit, there is no damage bonus. The hit points drained by this sword can only be recovered through normal healing, or by a *heal* spell. *Bloodvein* also has the powers of *detect life* in 60' radius and *protection from good* 10' radius, both usable for up to one turn per day. It has Int 13 and Ego 12, and communicates empathically with its owner.

Bloodvein requires 5 hp per day, and can absorb up to 50 hp before becoming fully sated. If it is not fed for a day it will force its owner to kill until it has absorbed the full 50 hp it can. When sated, it no longer drains any of the 7 hp from victims, but the other powers work normally. It empties itself at a rate of 5 hp per day.

Anyone who possesses *Bloodvein* will be eventually drawn to evil. Further, if the owner is killed, the body and the sword disappear and return to where the sword was originally found. The owner is resurrected and loses a point of Constitution. When the owner's last point of Constitution is gone, the owner returns as a vampire wielding the sword until permanently destroyed. The sword cannot be separated from the owner.

Appendix R2-Two: The City of Westgate

From “A Grand Tour of the Realms”

Westgate is an important port and caravan transfer point on the overland route that joins the Inner Sea and the lands to the west (Amn, Tethyr, the North, and the Sword Coast) and the far south. It is the largest of the Dragon Coast cities and a rival of both Cormyr and Sembia all by itself. A map of Westgate appears the next page.

Westgate lies on the southern side of the long western arm of the Sea of Fallen Stars, across from Cormyr. It is independent of all kingdoms and outside authorities, and is considered an open city, free to all manner of trade from all sides. Westgate has fulfilled the role of trading link between Inner Sea east and Sword Coast west for as long as humankind has been in the Inner Sea area. Once a simple stopover and stockyard similar to Scornubel or Iriaebor today, Westgate has gained in importance as trade increased, diversifying into ship construction and repair, wagonmaking, and other sideline industries. The local industries include pottery (of average to poor quality), scent-making (excellent fragrances), and wine-making (varying wildly from superior to merely good).

Westgate is ruled by a council of its rich, noble families that took command soon after the death of its last king, Verovan, in 1248 DR. They in turn chose a croamarkh to serve a four-year term. The current croamarkh is Lansdal Ssem (N hm F3), grandson of the Ssem family patriarch, Orgule Ssem. Lansdal was a compromise candidate, and his term to date has been marked by a rise in interfamily violence and secret vendettas.

Westgate has a secret set of rulers as well. A band of professional assassins, extortionists, coercers, enforcers, and thieves known as the Night Masks have set up shop in the city. They are for hire by all and independent of the various noble houses, switching alliances as their purse leads them. The Night Masks control most of the illegal doings in the town and seek to expand their grasp to the north and west into other civilized lands.

The Night Masks make no secret of their existence, and their symbol, marked on shops to indicate protection, or left in some adventurer's home as a warning, is a domino mask.

The membership of the Masks is primarily thieves, but includes fighters, priests, and mages as the job demands. Normally Masks operate in groups of five, with a single member only aware of what four others of the group are up to. In this fashion, if one is caught, only that group is endangered. Levels range from 1st to 10th, with higher level beings available only for the

most dangerous jobs. The Night Masks are currently leaderless and in turmoil, since the Faceless, their founder and leader, was killed.

Westgate has a large number of temples and small churches, as befits its station as a cosmopolitan hub of trade. It holds within its walls temples to Loviatar, Gond, Mask, Ilmater, and Talos. Most of these temples have high priests of 10th-15th level, suitable for most clerical work. The local temple to Leira has burned to the ground and been abandoned. A temple of Talona, the Place of Waiting Death, is an open secret in the city. The city also holds shrines to Beshaba, Lliira, Malar, and Shar.

The Lord of Westgate:

The local nobility, the lords of Westgate are the heads of rich merchant families. All such families usually have long-standing traditions and feuds, run caravan companies and trading fleets on the Inner Sea, and pursue diverse business interests. The families of Westgate and their lords and symbols are:

- **Athagdal Family:** Led by Lord Urlyvl Athagdal. *Family Trading Badge:* Russet weighing scales.
- **Dhostar Family:** Led by Lord Luer Dhostar. *Family Trading Badge:* Tawny wagon wheel topped by three stars. The Dhostar family has suffered losses since the father died and the son, who turned out to be the Faceless leader of the Night Masks, was assassinated.
- **Guldar Family:** Led by Lord Dathguld Guldar. *Family Trading Badge:* Black hawk.
- **Malavhan Family:** Led by Lord Thamdros Malavhan. *Family Trading Badge:* Red sun.
- **Ssem Family:** Led by Lord Orgule Ssem. *Family Trading Badge:* Ivory bird's claw.
- **Thalavar Family:** Led by Lady Nettel Thalavar (matriarchal widow). *Family Trading Badge:* Green feather.
- **Thorsar Family:** Led by Lord Maergyrm Thorsar. *Family Trading Badge:* Blue hand holding corn.
- **Urdo Family:** Led by Lord Ssentar Urdo. *Family Trading Badge:* Yellow eye.
- **Vhammos Family:** Led by Lord Thontal Vhammos. *Family Trading Badge:* Steel-gray open hand.



Westgate Key

1. Dhostar Vale (private park)
2. Castle Dhostar
3. The Leaning Man (Inn)
4. The Dhostar Yards
5. The Blind Eye (fence for stolen goods ostensibly a tack, harness, and trail goods shop)
6. Thessar the Warrior's house (LN hm F10)
7. Lilda's (festhall)
8. The Water Gate
9. The Shore (drovers/wanderers/journeymen's slum)
10. Dhostar Company sheds (merchant company warehouses)
11. The Jolly Warrior (inn)
12. West Gate
13. Thorsar Company sheds (merchant company warehouses)
14. Thalavar Company sheds (warehouse)
15. Castle Ssemn
16. Thalavar yards
17. The Spitting Cockatrice (inn)
18. The Empty Fish (tavern)
19. The Westward Eye (inn)
20. Gatereach (inn of good quality)
21. Ssemn sheds (warehouse)
22. The Purple Lady (tavern and festhall)
23. Guldar Company sheds (merchant company warehouses)
24. Temple of Mask
25. The South Gate
26. The city watch barracks
27. The Lords' Water (pool)
28. Castle Thorsar
29. Castle Urdo
30. The House of Silks (fine clothing and jewelry, a very expensive shop)
31. The Blue Banner (inn of good quality)
32. The Tower (serves as a registry office for imports/exports, the city watch headquarters, and a jail, with dungeons beneath it)
33. The market
34. Castle Guldar
35. Castle Vhammos
36. Vhammos Company sheds (merchant company warehouses)
37. The River Gate
38. The Black Boot (inn)
39. The River Bridge
40. Vhammos yards
41. The Rising Raven (inn)
42. Guldar yards
43. Ssemn yards
44. East Gate
45. The Old Beard (tavern)
46. The Harbor Tower (mariners call it the Westlight; a beacon and harbor defenses)
47. The Gentle Moon (inn)
48. Shalush Myrkeer's Shop (the largest shop in Westgate; buys and sells everything)
49. The Black Eye (tavern and festhall)
50. Urdo shed
51. Mulsantir's Gate
52. Thorsar yards
53. Castle Athagdal
54. Castle Thalavar
55. Castle Malavhan
56. Malavhan yards
57. Malavhan Company sheds (merchant company warehouses)
58. Dhostar docks
59. Thorsar docks
60. Malavhan docks
61. Urdo docks
62. Thalavar docks
63. Guldar docks
64. The watch dock (seized goods, pirate ships, ship inspections, etc., held here)
65. Athagdal docks and shipyards
66. Vhammos docks
67. Ssemn docks
68. Ssemn docks
69. Temple of Umberlee
70. Temple of Tymora
71. Temple of Gond
72. Temple of Lathander
73. City watch barracks
74. City watch (meeting rooms, barracks)