

# Battlefield: Procampur

The Cracked Jewel Saga XI

**Round One: Time Out**

**A Two-round Living City Adventure Set in Procampur**

**by Jay Fisher**

and the Universe Construction Company

The PCs are mysteriously transported to a Procampur that is completely unknown to them and are caught up in a plot not of their making. But the only way to figure out how to get home is to follow through with the task at hand: Save the city. Easy enough!

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 2000 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

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

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

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

## Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

## Native Procampan PCs

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

Native PCs will know certain things about the Nobles, City, and outlying areas of Procampur that PCs from Ravens Bluff would not. This has been incorporated into the module as several *Local History*

(*Procampur*) NWP checks. Should there be no Procampan PCs present, give those PCs with the normal *Local History* NWP a chance to know the information, but success is determined to be by ½ the PC's current NWP check.

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

## Reaction of Procampur NPCs to Ravens Bluff PCs

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

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

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

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

Crime	Subtle	Careful	Normal	Noisy	Obnoxious
Menial	10 turns	5 turns	3 turns	7 rounds	5 rounds
High	5 turns	3 turns	10 rounds	5 rounds	3 rounds
Capital	2 turns	1 turn	7 rounds	3 rounds	1 round

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

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

At this point, it is the Star Guard that is in charge of all Law Enforcement in the city. The Diamond Legion has been disbanded. Reaction times may vary depending on the situation.

### **Why am I here?**

This question will be asked by almost every Ravens Bluff character who goes through this adventure. The answer is, "you decide." Really. Make the players come up with reasons why they have traveled to Procampur and are involved in this adventure. Here are a couple reasons you can suggest if the players are having difficulties.

- 1 You found working in Ravens Bluff to be tedious or could not find work at this time.
- 2 You decided to see the sights of this new city, and your money was stolen soon after you got here so you need work.
- 3 You got drunk and awoke in a tavern in Procampur and decided to pass the time since you are here anyway.
- 4 You are on a diplomatic (or espionage) mission for the city, which is so secret that you cannot talk of it to anyone.

These should start the players on the path of explaining why they are here.

## **DM's Background**

Since the disruption of the wedding preparations, the atmosphere in Procampur has been steadily going downhill. No one has seen Rendeth since the attempted assassination of his wife-to-be . . . or Rendeth himself. Rumors abound saying that Alissa had set-up the Thultyrl to take the fall, until a brave adventurer stepped in the way. Since then, Alamondh has been relaying the Thultyrl's commands to one and all. The Diamond Legion was disbanded. The Fraternity of Venturers was closed. All of Alissa's property was seized and all the members of the Society of Entertainers and Providers were branded as criminals and arrested. The Guardians of the Star Sapphire was appointed to the position of City Watch. Procampur became a state of martial law . . . without saying so in so many words.

Even still, many things have happened within the city. Rumors of Thallastam's long lost swords has resurfaced once more (*The Legacy of Thallastam*). Legend had it that one of Thallastam's swords

contained the antidote for the plague that ravaged the Vast back in 1253 DR. This cure could possibly help those who hadn't recovered from the city's most recent plague (*Stop Spreading the News*).

The search for Alissa Wyndsong goes on. It was said that she broke into the Thultyrl's Castle and kidnapped the ailing ruler. This was denounced as a lie, though the Star Guard continue to scour the city for the wayward songstress.

But in reality, Alissa did succeed in getting Rendeth away from the castle and out of the city. It was hoped that Rendeth might recover in Ravens Bluff with proper care and supervision. Eventually, the sword of Thallastam was brought to the Thultyrl and the cure hidden within was used on Rendeth. It worked.

But now it is time to reclaim what has been lost. The stage is set and the battlefield is . . . Procampur!

## **Encounter 1: Fast Forward**

*It is a slow day in Procampur's Port District. Work has been difficult to find ever since the Fraternity of Venturers, the city's adventurers' guild, was shut down by the Star Guard. Some of the Noble Houses were recruiting individuals, but even at this time, their needs are being accomplished from within. And with the Star Guard patrolling the streets of the city, tension is running higher than it should. While it hasn't been declared as such, it seems as if Procampur was under martial law.*

*The view from The Sea Urchin is marvelous. From here, you can see many of the ships that come into harbor to dock and unload. Many of the dockhands spring into action, busying themselves with their tasks at hand. At least they have work.*

*The Sea Urchin is a quaint little place featuring many ales and various seafood from around the Inner Sea. The cost isn't bad, thankfully, since work has been very poor of late. Perhaps it is time to move on and seek wealth out elsewhere. It is said that Procampur is the Shining Jewel of the Vast. Well, that jewel's light seems all but extinguished.*

Let the PCs relax and have a chance to introduce themselves. The Sea Urchin is packed for dinner, so the PCs didn't exactly have a choice on where they got to sit and who they got to sit with. Since the Sea Urchin is packed, they are bound to hear a rumor or two. Have each PC roll 1d8 to determine which rumor is heard. (Not all rumors need to be heard. Duplicate rolls means each PC heard the same rumor.)

### **RUMOR CHART**

1. The Thultyrl is on his deathbed. Once Rendeth dies, the city will fall.

2. The Thultyrl is dead already. Why else has he not shown himself in these past months? It's a cover-up.
3. The Star Guard doesn't care about justice. Their whim is the law of Procampur now.
4. Many of the Nobles are recruiting guards to help protect themselves in the eventual breakout of hostilities.
5. Many of the Nobles are scheming to start a war within the city. That's why they are recruiting people. They are mustering their own armies.
6. Istishians? Kossuthians? Who cares about them? Without a job, worrying about their problems won't put supper on the table. And without food, who needs fire?
7. Did you know that Lord Consul Arawl was drinking again last night? Yes, ever since the loss of his daughter and son, it seems that he no longer has the will to live.
8. Kiandra Gallastan and Lord Consul Petrov Gaines have been inseparable these past few months. Kiandra has vowed to get her nobility back . . . she will probably marry into it.

Don't take too long with the rumors and introductions. When everything is ready (or after 10-15 minutes real time), proceed with the following.

***The doors to the Sea Urchin burst open as a squad of Star Guard members rush in with their weapons drawn.***

***"Nobody move! We are here for one person and one person alone. Any interference will result in summary judgement and instant punishment." The Star Guard Captain slowly moves through the now-silent room. "There is a traitor in our midst. A traitor to the Crown, the City, and all everyone holds dear. But this traitor is a thousand times more dangerous than anyone would suspect. This traitor is a Meddler as well." The Captain says as he steps behind the chain of a young brown-haired woman. "Isn't that correct . . . Ms. Chandler?"***

The person that the Star Guard Captain is focused on is Marissa Chandler. She used to work for the Society of Entertainers and Providers until it was shut down and everyone was branded a criminal. She also was the contact person for the mysterious "Nightingale," name that has been heard of many times recently throughout the city. Finally, she is a representative of the Harpers. The Harper realizes the predicament that the city is in and has been trying to subtly influence people and actions for a better outcome. But whether this influence has come too little and too late has yet to be determined. But it doesn't look good nonetheless.

Marissa is unsure whether the Star Guard has discovered her true occupation (as a Harper) or is simply here for her involvement as being a member of The Society. But she does suspect that they might indeed know the truth from the way they she was described as being a "meddler."

Though the Guard Captain is standing right behind her, Marissa will set off some flash powder to momentarily blind him in an attempt to escape. The rest of the squad will close in to subdue her, not kill her, and will take great pleasure on inflicting any pain that might incur as she resists.

While the PCs might desire to help Marissa (do get their intended actions), continue with the following when all is ready.

***The woman that was named as "Ms. Chandler" is easily surrounded. The Star Guard has man of its brood to entrap the young woman.***

***But whether you stand to help or remain safely in your table, an overwhelming sense of vertigo assaults your senses. It is difficult to tell which direction is up, down o sideways. You try to grab a hold of something in order to steady yourselves and clear your heads.***

***The vertigo seems to last forever, but is over just as quick. Looking around, everything seems to be in order. Patrons go about their business drinking, eating, and gossiping as they always do. The only thing different that you notice immediately is the absence of Ms. Chandler and the Star Guard. It seems as if all is what it was before the Star Guard had burst into the room.***

No one has noticed anything different around the PCs. As far as they are concerned, the PCs have always been seated in their chairs . . . even though they have just arrived.

Observant PCs (NWP check) can notice many things that are subtly different that might alert them that things aren't as they seem..

- No one is aware of any recent altercation
- No one knows of a "Ms. Chandler"
- The Sea Urchin seems more run-down than what you remember (INT check)
- Many difference rumors can be heard.

### **RUMOR CHART**

1. We better hurry up. It's almost sundown and curfew is but an hour away.
2. Lord Carthoun has announced that the treaty with Sembia has been completed.
3. The Guardians have yet to track down the terrorists plaguing the city. It is said that the Bloodhawk, the Cardinal, and the Raven are all working against Lord Carthoun.

4. The Ravenaar have sealed Elvenblood Pass, barring overland trade between Procampur and everything north of the Earthfast Mountains.

The PCs will have many questions based on the rumors learned.

- *Who is Lord Carthoun?* - Lord Carthoun is a Lich that assumed control of the city many years past. No one knows exactly how the Lich-Lord came into power, but he had the backing of the Star Guard and no one had the strength to oppose his rule.
- *Who is the Bloodhawk? The Cardinal? The Raven?* - These are individuals who have been opposing the Lich-Lord through terrorist/freedom-fighter type actions. Many who remember Procampur in its "Golden Age" support these individuals either openly or in secret. But overall, they are to be apprehended as soon as their identities are determined.
- *Who are the Guardians?* - The Guardians are the right hand of the Lich-Lord. At one time, they used to be known as the Guardians of the Star Sapphire, a police force that used to strictly only patrol the Nobles District. But now, their power has increased as their influence is over the whole of the city. Through them, Carthoun's word is law, and the Guardians have the enthusiasm to fulfill the Lich-Lord's commandments to their best efforts.
- *What happened to the Diamond Legion?* - The Diamond Legion was disbanded many years ago for their inability to protect the Thultyrl in extreme circumstances. While the Thultyrl was not injured in that particular incident, it was the Legion's inability to see the threat that caused their dismissal. Since then, the Star Guard, now Guardians, have been in charge.

*Procampur and Sembia allies?* - Since the Lich-Lord took control, tensions between Sembia and Procampur have eased. Of course, tensions have increased for just about all other cities that Procampur used to trade with. Tsurlagol, once an ally of the city, is now an occupied state. There was a brief war with Ravens Bluff, though the outcome was inconclusive. Cormyr refuses to speak with delegates from the city as well as Westgate and any of the Dales.

## Encounter 2: Deja Vu

*The doors of the Sea Urchin burst open as a squad of troops rush in with their weapons drawn.*

*"Nobody move! We are here for one person and one person only. Any interference will result in summary judgement and instant punishment." The*

*Guard Captain slowly makes his way through the now-silent room, his gaze leveling on just about everyone. "There is a traitor in our midst. A traitor to the Crown, the city, and all everyone holds dear. But this traitor is a thousand times more dangerous than what anyone would expect. This traitor is a meddler as well." The Guard Captain says as he steps behind the chair of a young, red-haired woman. "Isn't that correct . . . Ms. Jocelyn?"*

They say that to those that don't learn, history repeats itself. This scene is playing out exactly the same way that the PCs were yanked from just moments ago. The tenor of the scene is the same, but the faces involved are different.

The squad of troops with the Sea Urchin are known as "The Guardians." The Guardians comprise the military might of the city. It has been 15 years since they have been known as the Star Guard or the Guardians of the Star Sapphire. Only the offices in the upper echelons would remember these names (and the older Procampam folk as well).

The young woman that the Guardians seek is Jocelyn Thultyrl, daughter of Alissa Wyndsong and Rendeth of the Royal Blood. No one in Procampur will address Jocelyn by her rightful name for Thultyrl is the designation for the city's hereditary overlord. And until she can reclaim the throne in the eyes of her people, she is content to be simply known as Jocelyn. Besides, advertising that she's the rightful heir of Rendeth would mark her for a quick death by the Lich-Lord's agent.

Jocelyn will attempt to flee the Guardians, with or without the help of the PCs. If the PCs elect to help Jocelyn, then a fight will ensue.

**Jocelyn Thultyrl, hf, F7 (Cavalier):** AL LN, AC 2 (bracers); MV 12; hp 60; THAC0 14 (13); #AT 3/2 (2); Dmg 1d8+3 (*long sword +1*); SA Specialization in long sword; SD *amulet proof against detection*; MR nil; SZ M; ML 16.

### Tier 1

**Guardian Captain, hm, F7:** AL LE; AC 2 (plate mail, shield); MV 6; hp 60; THAC0 14 (10); #AT 3/2 (2); Dmg 1d8+5 (*long sword +3*); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F1 (9):** AL N; AC 4 (chain and shield); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8+1; SA strength 16; SD nil; MR nil; SZ M; ML 20.

### Tier 2

**Guardian Captain, hm, F7:** AL LE; AC 2 (plate mail, shield); MV 6; hp 60; THAC0 14 (10); #AT 3/2 (2);

Dmg 1d8+5 (*long sword* +3); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F2 (9):** AL N; AC 4 (chain and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### **Tier 3**

**Guardian Captain, hm, F7:** AL LE; AC 2 (plate mail, shield); MV 6; hp 60; THAC0 14 (10); #AT 3/2 (2); Dmg 1d8+5 (*long sword* +3); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F4 (9):** AL N; AC 3 (banded mail and shield); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### **Tier 4**

**Guardian Captain, hm, F9:** AL LE; AC 0 (*plate mail* +2, shield); MV 6; hp 80; THAC0 12 (11); #AT 3/2 (2); Dmg 1d8+5 (*long sword* +3); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F6 (9):** AL N; AC 3 (banded mail and shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### **Tier 5**

**Guardian Captain, hm, F11:** AL LE; AC 0 (*plate mail* +2, shield); MV 6; hp 85; THAC0 10 (6); #AT 3/2 (2); Dmg 1d8+5 (*long sword* +3); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F7 (9):** AL N; AC 3 (*banded mail* +2 and shield); MV 12; hp 64; THAC0 14; #AT 3/2; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### **Tier 6**

**Guardian Captain, hm, F13:** AL LE; AC 0 (*plate mail* +2, shield); MV 6; hp 60; THAC0 8 (4); #AT 2 (5/2); Dmg 1d8+5 (*long sword* +3); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F8 (9):** AL N; AC 3 (*banded mail* +2 and shield); MV 12; hp 72; THAC0 13; #AT 3/2; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

NOTE - If the PCs don't get to Jocelyn by the end of Round 3, the Guardians will capture her and haul her

off to jail. The PCs would be too busy to follow and by the time they can follow, the trail will be cold.

The PCs cannot keep any of the magical armor from these guards if they happen to acquire it. It is emblazoned with heraldry that would mark them as thieves immediately, and get them killed.

The Centurions will fight until the end. Even if the Guardian Captain has been taken down, they follow their previous orders until commanded to stop by someone else in authority or until vanquished. PCs that are in the Star Guard have no control over these fighters.

- Should the PCs save Jocelyn from the Guardians, Go To **Encounter 3**.
- Should the PCs and Jocelyn be defeated, Go To **Encounter 4**.
- If the PCs don't help Jocelyn from the Guardians, Go To **Encounter 5**.
- If the PCs won the fight, but didn't save Jocelyn, Go To **Encounter 6**.

## **Encounter 3: A Friend in Need**

*"Quickly! This Way!" Jocelyn says to you after the final guard drops to the floor. "We mustn't dally as reinforcements will surely come. I know of a safe place in which we can talk. Come, this way."*

*Jocelyn is the first one out the door, leaving the Sea Urchin behind.*

If the PCs don't follow, Go To **Encounter 6**.

Should the PCs follow Jocelyn outside the Sea Urchin, they are immediately greeting with a most obvious surprise. The open sky is no longer evident. In its place is a domed ceiling going up roughly 100 feet or so. Once might have thought that Procampur was an enclosed city before, but it is even more so now.

*Looking left and right, you see the young woman race down the street and turn down an alley about 20 yards north from your position. This woman is indeed a swift runner! But it seems that her swiftness is justified. In the distance to the south, a troop of Guardians turns onto your street and begins heading your way.*

*Catching up to the woman, you see her manage to lift the grating off a storm drain. This woman is stronger than she looks. She looks at you with an air of impatience. "Are you coming or not?"*

If the PCs start to ask Jocelyn questions, she will interrupt them with a stern gaze. "We don't have time

for this now! One second more and I'll go down this drain pipe without you and let you deal with the Guardians. Or worse yet, the Centurions. Now, are you coming or staying?

If the PCs follow Jocelyn, go to **Encounter 7**.

If the PCs don't follow Jocelyn . . .

*"Fine, suit yourselves," she says as she quickly makes her way down the drain pipe. A metal clang is heard as the grating is fastened back into place. Finding yourselves alone, you realize that this alley is a bad place to be caught. There are no windows and there are no doors around should there be any need for a quick exit.*

*Unfortunately, the only way out of the alley has just been cut off by the Guardians. "Halt! Lay down your arms and surrender immediately. This is your only warning."*

If the PCs surrender, go to **Encounter 4**.

If the PCs fight, they will encounter a squad of Guardians similar in strength in which they encountered when they rescued Jocelyn (see **Encounter 2**).

If the PCs defeat the Guardians, go to **Encounter 5**.

If the PCs are defeated, go to **Encounter 4**.

## Encounter 4: Busted!

In this encounter, it is possible that the PCs were either defeated or they had surrendered. Adjust the text accordingly.

*The Guardian Captain looks at you and sneers in contempt. "Looks like these fools don't have any brains," he says to his troops. Laughter can be heard from the ranks as the Captain turns his attention towards you. "You'll definitely be sorry that you ever crossed the Guardians of Procampur. Get this scum out of my sight!"*

*Your weapons are removed as you are marched (or carried) through the streets. Onlookers whisper to one another and point in your direction. No words can be made out, but you can feel their pity as you pass by.*

Those that try to hear what is said can do so with a successful *detect noise* or *read lips* check.

- "More hooligans off the street."
- "They'll be bound towards the Prison District."
- "They won't be there for long, one way or another."

*Your captors show no signs of exhaustion as you make your way up the inclined streets of the city. You*

*get a chance to see the dome above your heads in a better light. It's not exactly solid as some light does shine through. Though it is more of an overcast pall that hangs over the city instead of the bright openness that you are used to.*

*Instead of continuing up the Great Way towards the Castle District, the guards direct you towards the first district entrance to your right. Though you remember this district to be for the poor, the sign overhead says: The Prison District." The posted guards unlock the gate as you approach and snap to attention. You are marched on by and the gate is locked behind you.*

Play up the "doom & gloom" aspect of the situation. If the PCs are feeling a certain amount of dread, then you are properly relating the hopelessness of their situation. The PCs may very well try and fight their way out before they are locked up. Allow them this, though they will not have access to their weapons, armor, components, symbols, etc. Reinforcements will arrive almost immediately (within 1-2 rounds) and will continue to arrive until the PCs are subdued. The PCs won't be killed for the simple reason that their Guardians like to torture their inmates.

*The Poor District itself appeared to be on the verge of being run down, though the dwellings were serviceable and house many people. Now, the landscaping is completely different. The entire district is paved with no greenery showing anywhere. There is a huge fenced-in cage dominating the center of the district. A few people inside can be seen exercising or simply waiting for their times to be over.*

The PCs will be brought to "Cell Block D." Though from the outside it appears that the cells are individual rooms, the inside shows reality in a different way. Instead of solid walls, vertical bars go from the floor to the ceiling surrounding the "room." Six to eight people can be seen within adjacent cells as the PCs are ushered into their own. A reverberating "clang" can be heard as the PCs are locked in.

No one will welcome the PCs. After all, this is the last place that anyone would want to be. But if a PC still retains the *Favor of House Arawl* certificate, he may or may not (INT at ½) recognize an inmate in an adjacent cell. (If the PC makes an additional roll, he will remember his name.) It is Jordan. Jordan was the young man who was deeply in love with Lord Consul Arawl's daughter before she was (so he says) murdered. But the young man he once was is no longer. The PCs see a middle-aged man that has not aged gracefully. Though seeing a familiar face, the PCs might be inclined to speak with him.

- *Are you Jordan?* - "Of course I am. Who are you and how do you know me?"
- *Why do you look so old?* - "Age does that to a person. Why do you look so young?"
- *What year is this?* - "Come now. You don't know the year? It's 2018 Proeskampalar Reckoning. That's 1390 to those from the Dalelands."
- *We're in the future?* - "Future? Now that you mention it, you do look vaguely familiar. I can't place your names, though. Oh wait! You already introduced yourselves. I remember that now."
- *Why are you here?* - "I've been arrested, of course. Oh, you mean what am I in for. Well, the new regime likes Harpers even less than the Zhentarim, Cult of the Dragon, and the Thavians all put together. I was a huge thorn in their side until they captured me. I hope the Society can hold their own and defeat the Lich-Lord."
- *The Society? You mean the Society of Entertainers and Providers?* - Jordan nods. "The Society was originally disbanded and branded as a criminal organization by Alamondh almost 20 years ago. Many of its members went into hiding after the disappearance of Rendeth and Alissa. It wasn't until five winters ago that a resistance group was formed. It is rumored to have three different strike leaders, though their true identities are shrouded in secrecy. If you are indeed from the past, you might have been brought forward for a specific reason. Perhaps one, or even all of them, had a hand in this."
- *Why us?* - "There is no one left in the city that has the courage and spirit enough to challenge the Lich-Lord's authority. At least, that would be my guess on the matter. If the Lich-Lord's influence is broken and Procampur's rightful ruler is returned to power, the Jewel of the Vast will once more become a shining beacon in the region."
- *Rightful ruler?* - "Jocelyn Thultyrl. She's the rightful ruler. Though they never had a chance to get married, as everyone and everything seemed to be pitted against them, Alissa Wyndsong and Rendeth of the Royal Blood indeed had a child."

If Jocelyn was captured with the PCs in **Encounter 2**, she would have been placed in the same cell with them. Throughout the entire time, she would have remained silent, listening to the PCs and trying to determine whether they are real or simply Carthoun's agents. After all, they could have deliberately lost the fight with the Guardians to land them all in the Prison District.

- *Won't Procampur's allies help? Ravens Bluff or Turlagol?* - "No. Turlagol is now an occupied city. Procampur now controls the Gateway to the

Unapproachable East. Relations between Procampur and Ravens Bluff are strained to say the least. War had broken out ten years ago which resulted in a stalemate. There were no winners, but both cities ended up losing in the end. Cormyr has cut off all relations with the city after hearing about the intended treaty with Sembia."

- *An alliance between Procampur and Sembia? Aren't they mortal enemies?* - "Yes, that's what I said. Though enemies they once were, allies they now appear to be. And it seems that the city is now a haven for pirates and the Cult of the Dragon as well."
- *We must do something!* - Jordan nods. "Yes, you must. Though you are out of your historical element, you can still be of some use. At least, I hope so."
- *How will we escape?* - "Well, the guards think these cells are impenetrable. From the inside, I suppose they are correct. But they don't expect anyone to break in to jail. With Ms. Jocelyn here, your escape should be momentarily."

Go to **Encounter 8**.

## Encounter 5: The Cardinal

*Though the woman put up a valiant effort with the ten-to-one odds, she is quickly subdued . . . but not before crippling three of the guards on her own. As she is hauled out of the tavern, she glares in your direction. Does she make eye contact or was the glare meant for someone else? You don't know. Within moments, she and the guards are gone.*

*Within seconds, the noise level in the tavern returns to normal. Many of the patrons whisper about the recent events.*

### Rumor Chart (Roll 1d6)

1. "Did you see that? The Guardians were efficient as ever! I can't wait until I'm old enough to join!"
2. "That no-good trouble maker is finally caught. Now, perhaps, we can have some peace around here."
3. "Was she someone important? It seems that the Guardians are always arresting someone these days . . . if only to make their presence know."
4. "I don't believe it! That was Jocelyn Thultyrl! Yes, I said Thultyrl! The resistance is in BIG trouble if she spills her guts!"
5. "What's for dessert?"
6. "You know, I think it's time to move somewhere that's safer. I hear Skullport is nice this time a year . . ."

As the PCs contemplate their next actions, proceed with the following:

***A woman in her mid-thirties approaches your table. She is roughly five and a half feet tall, has slightly greying golden blonde hair, and wears conservative clothing. She looks at each one of you in turn, making sure she has your attention.***

***"That took a lot of restraint allowing the Guardians to take a helpless woman like that. You should be commended for your wisdom. Though the question still remains . . . who's side are you on?"***

The question is quite valid, especially if there are PCs that currently were the uniform and/or symbols of the (old) Guardians of the Star Sapphire.

This is the Cardinal. She will only refer to herself by this title to protect her real name. If she believes the PCs' sincerity in their desire to help, she will suggest that they adjourn to a more private location. If she is still unsure of the PCs' intentions, she will continue to question them to be sure of their motives.

***Deciding to go to a place with a bit more privacy, you follow the Cardinal out of the tavern. But upon stepping out onto the street, you come to a complete stop. You are immediately greeted with a most obvious surprise . . . the sky can no longer be seen. From what you can tell, a dome covers the entire city. You might have thought that Procampur was an enclosed city before, but it seems that it even worse now.***

***The Cardinal doesn't hesitate as she leads you to a run-down building. At one time, this place could have been elegant with finery and taste. But now, it's a building that has been rotting for a long time . . . like many others that you've seen on your way here. The Cardinal enters the establishment formally known as the Gilded Cage.***

Arriving at the Gilded Cage, the Cardinal will announce that they can speak freely here. She will first ask the PCs what kind of information they already know, then they will have the opportunity to question her.

- *Lich-Lord Carthoun* - "Carthoun has been the ruler of Procampur for about 15 years. He cleaned out many of the Noble Houses, supplemented the Guardians with the tireless Centurions, and conquered both Turlagol and the Brightsword Clan of the Earthfast Mountains. He is completely ruthless and without mercy."
- *What Noble Houses remain?* - "Piniago, Bailey, Steen, Gallastan, Erikas, and Jirin. Many of the other Houses didn't support the hostilities that were developing between Procampur and Ravens Bluff. After the fall of House Grimm and the

disappearance of House Hannith, the decent houses had no one to rally behind. Eventually, they had either left the city on their own, were exiled, or had disappeared in a similar manner as House Hannith."

- *Who are the Centurions?* - "The Centurions are the unfortunate people that get used in Carthoun's pet project. If you look closely, you will see that they have some sort of metal exo-skeleton lining their arms, legs, necks, down their backs, and such. They have no will of their own and only exist to serve Carthoun and the Guardians. I should warn you that these Centurions are tireless and could fight with now problem even if wounded severely."
- *Jocelyn Thultyrl* - "Jocelyn is the heir to the throne of Procampur. She is the daughter of Rendeth of the Royal Blood and Alissa Wyndsong. I doubt that Rendeth was even aware of Alissa's pregnancy. He wasn't seen again since departing Ravens Bluff many years ago. It was that incident that began hostilities between the two cities."
- *Hostilities with Ravens Bluff?* - "It started simple enough. First there was the usual name-calling. Then there was usual spying on each other's forces. Eventually, a full-scale war broke out between the two cities. There was no winner in this war, but both cities lost just the same. The toll was taken out on the populace and many fine adventurers were killed."
- *What of Alissa and Rendeth?* - "Though his body was never found, it was confirmed that Rendeth was indeed dead. Alissa, on the other hand, had always alluded location and detection. She was a very cautious woman. It is unknown just how long she survived, but obviously, she lived long enough to carry her child to term. Jocelyn was placed in the care of someone who Alissa trusted and she was never seen from again."

***The Cardinal sighs a moment in thought. "So can you see how important it is to rescue Jocelyn and have her take her rightful place as the ruler of the city? Many true and just people are counting on the actions that happen in the next 24 hours. We can't do this without you. Would you be willing to go into the lion's den and rescue the next Thultyrl?"***

The lion's den in which the Cardinal refers to is the Prison District in which Jocelyn is being held. She will give them directions in which to meet one known as "The Bloodhawk" to show them a way inside.

If the PCs agree to help, Go To **Encounter 9**.

If the PCs don't agree to help, continue on.

*The Cardinal shakes her head with a frown. "You are not the ones."*

Go To Epilogue D.

## Encounter 6: The Raven

*With the battle over, things quiet down and become back to normal . . . almost. The bodies of the Guardians are left alone in their final positions and the other patrons shift away from your general area. The barkeep looks in your direction.*

*"You better git. More Guardians are sure to come and no one here will defend you when they do."*

If the PCs stay, they will fight more Guardians. Use the numbers and statistics from **Encounter 2**.

- If the PCs win, continue to have more Guardians arrive until they leave the tavern.
- If they lose the fight, Go To **Encounter 4**.

When the PCs finally leave, continue on . . .

*Taking the barkeep's suggestion to heart, you decide to leave the tavern as quickly as possible. But upon stepping out onto the street, you come to a complete stop. You are immediately greeted with a most obvious surprise . . . the sky can no longer be seen. From what you can tell, a dome covers the entire city. You might have thought that Procampur was an enclosed city before, but it seems that it even worse now.*

*The sounds of approaching armed warriors break your wonderment. There will be time enough to figure what's going on later. Right now, shelter needs to be found . . . an quickly.*

*Moving through the streets, you quickly make your way away from the approaching armed guards. A building you pass seems familiar in some way. Though it is run down and boarded up, you can make out the shop's name on its faded sign: Rendril's Forge.*

This is the best place for the PCs to take refuge from the closing Guardians. The PCs will have no problem gaining entrance into the building if they wish. Though they haven't been seen yet, a squad of Guardians are on the PCs' trail. The PCs will have enough time to get into the building before they are seen. The Guardians will go by, not giving the building a second glance. The PCs can breathe a little easier with the immediate threat past them.

*Some of you have been in Rendril's Forget before, though it is not as you remember it. Sure, the shelves and counters are the same, but there are no wares displayed for sale. The shelves and counters are barren, though they have an inch thick later of dust. The forge itself is in ill repair and has been cold for several years.*

Give the PCs a chance to consider what has happened to them so far to see if they begin to understand what is actually happening. But don't let it drag out. Continue on when appropriate.

*"Good. I see you made it here on time."*

*You whirl around towards the sound of the feminine voice, surprised that you are not alone. The woman appears to be in her early twenties. She has long, raven black hair and sparkling blue eyes. Her robe conceals most of her body and there are no weapons that are evident. She stands before you with an expression of both excitement and patience. She acknowledges each of you before continuing.*

*"I know you have many questions, but there is something I must know before we can continue. The creature that currently sits on the throne is the Lich-Lord Carthoun. He weaseled his way into the position after Rendeth Disappeared almost 20 years ago. Since then, Procampur has been going steadily downhill and has become a cesspool of evil. Now, do you feel that Carthoun is the rightful ruler of this city or do you think that Procampur can become a symbol as it once was . . . the shining jewel of the Vast?"*

- If the PCs agree that Carthoun is the rightful ruler, the woman will frown. *"You are not the ones."* She will twist her bracelet causing the PCs to feel that overwhelming sense of vertigo once more. Go To **Epilogue D**.
- If the PCs feel that Procampur should be much more than it is and that Carthoun should not be on the throne, then the woman will smile. *"You might be the ones after all. Come with me and we shall talk."*

This is one of the leaders of The Society that has been organizing the resistance within the city. She will call herself "The Raven," but at one time, she was known by another name: Anna.

During the war with Ravens Bluff, Anna was on a mission to infiltrate the city and sabotage key elements of their war plan. But things didn't go at all as she expected. Her husband, Sir Voltroy, was spotted and attacked. The Holy Warrior of Mystra put up a valiant and courageous fight, but in the end, he had no choice but to succumb to the overwhelming odds. Sir Voltroy was immediately marched forward to The Way's End in

the Port District. Sir Voltroy's armor was stripped and he was beaten by a half-dozen guards. But before he lost consciousness, he was strung up and hung. Though resisting to the very end, Sir Voltroy's throat was then slit from one side of his neck to the other. He died in seconds.

Since then, Anna vowed to do whatever she could to right the wrongs that Procampur had imposed on her city, her friends, her husband, herself, and most of all . . . Procampur. Procampur had such promise. Sure, it had its share of problems, what city didn't? But it was never a cesspool as it has now become.

The PCs may actually recognize Anna. Except for the black hair, she looks identical to her appearance from 20 years ago. If asked, she will respond:

***"How can I be her? In twenty years times, Anna would look much older. Wouldn't she? I could be her daughter . . . perhaps. Or a clone. Or not related at all. After all, everyone must have a twin somewhere in the world. You . . . me . . . everyone. To make things simple, you can call me Raven. But enough about me. Procampur is in need of your help."***

The Raven will speak nothing of herself. Her main concern is the restoration of Procampur and balance being once more achieved.

- *Are you from Ravens Bluff?* - "In a manner of speaking." (She will say nothing else concerning her background or origin.)
- *Why are we here?* - "I'm sure you are aware of Procampur's initial downfall. When Rendeth disappeared, there was no ruler or heir. Alamondh controlled the city with an iron hand for five years before he abdicated to the Lich Carthoun. Then Alamondh disappeared. Since then, Procampur has evolved to what you see today. Now, Carthoun needs to be defeated to make way for the city's rightful heir."
- *Heir? I thought you said there was no heir.* - "Publicly, there is no heir. But the love between Rendeth and Alissa Wyndsong was true, and she survived long enough to give birth to a daughter, Jocelyn. "Ah, I see you recognize the name. Have you met?"
- *Yes, but we got separated.* - "Well, you will need to meet up with her again. She can't defeat Carthoun alone and she needs to be present when he is defeated so that she can take her rightful place as Procampur's ruler."
- *Yes, but she was captured.* - "Captured?! She needs to be rescued right away! Without a Thultyrl on the throne, Procampur's future is very bleak indeed! You will need to meet with the Bloodhawk to expedite her escape."

- *How do you know that Jocelyn is a Thultyrl?* - "We were skeptical as well, but we have the assurances of Selene Seabury, a high priestess to the goddess Siamorphe, that her lineage is true."
- *Why get involved at all?* - "A dear friend of mine paid the ultimate sacrifice. A Holy Warrior of Mystra struck down in these very streets fighting for what he believed in. I felt the same way, but my actions were subtle and hardly noticed. Our methods were diametrically opposite and we had little or no effect. But it was through his sacrifice that I learned a valuable lesson. Subtle manipulation and direct action, used alone, would always result in nothing. Only when judiciously used together can a desired effect be achieved. I'm just sorry that this lesson had such a high cost to it." She pauses, her next words almost a whisper. "Voltroy's death will not be in vain . . ."

The Raven will not entertain any questions about Sir Voltroy of Mystra nor will she discuss her relationship with him. If the PCs persist, she will softly ask for them to change the subject and not say another word until they do.

When the PCs complete their questioning, it will be time to move on. The Raven will tell the PCs Ombedor Steen's location in the Adventurers' District so they can easily catch up to Jocelyn without any further delay.

- If the PCs need to catch up with Jocelyn, Go To **Encounter 7A**.
- If the PCs need to break Jocelyn out of jail, Go To **Encounter 9**.

## **Encounter 7: Into the Sewers**

***The sewers are dark and damp. The smell is not something that you are accustomed to, but it is something that is expected. The flowing water is foul and contaminated as you walk down the sewer's access platform. Jocelyn looks at you and makes motions to hurry.***

***"It's not far now, but we need to make haste."***

The PCs will most undoubtedly have questions for Jocelyn. She will answer as many as she can while en route.

- *Who are the Guardians?* - "The Guardians are a more corrupt version of the Guardians of the Star Sapphire. If you can believe that. They are the right-hand of the Lich-Lord Carthoun."
- *What were those things we were fighting?* - "Those are Centurions. They are the untiring muscle of the Guardians. Innocent victims are placed into

exoskeleton and have no choice to do their masters' bidding. This is the reason why there is overcrowding in the Prison District. When a Centurion is killed, fresh stock is available from the prison to be created in its place."

- *Prison District?! - "Yes. The poor were the first to be converted to Centurions. After that, the District of the Poor was completely leveled and cell blocks were built to house prisoners. The Guardians were arresting more and more people, so the extra prison space was necessary . . . to them. The whole idea is an abomination."*
- *What is your part in all of this? - "I'm going to retake this city for my father."*
- *Who is your father? - "Rendeth of the Royal Blood."*

Jocelyn will answer no more questions at this point. It won't matter anyway as the group will have arrived to their destination. Jocelyn carefully lifts the sewer cover and peers outside. Once satisfied, she will quickly lead the PCs out of the sewers, down the street, and around the corner into a non-descript building. The PCs will be hard-pressed to figure out where they are. Those with the *Local History (Procampur)* NWP have a ½ chance on concluding that they are somewhere within the Adventurers District.

***The buildings around you are old and run-down. Little care has taken place as once exceptional architecture has either been defaced or worn away. There are no people on the streets as night has already fallen. Dim lights can vaguely be seen from shuttered windows.***

***Jocelyn leads you around the corner into a similarly rundown building. After she ushers you inside, Jocelyn takes one last, quick look before bolting the door behind everyone.***

***The rooms leaves a lot to be desired. A thick later of dust is on just about everything, the furniture has evidence of termite infestation, and moth-eaten drapes line the windows. A small fire in the stone hearth is the room's only illumination. An old man gets up from his seat as you enter.***

***"It's about time that you got here. What took you so long?"***

***Considering your situation, the question posed to you has a dual meaning. Though the twinkle in his eyes and the slight smirk suggests that he knows this as well.***

This is Ombedor Steen, probably the only decent man of the House Steen left in the city (alive, that is). He has managed to escape detection from Carthoun and his minions to help out with the underground. He is not one of the leaders and he will admit to being too old for a

job of that nature (155 years). But he makes his own contributions from time to time. PCs will recognize Ombedor immediately if they have a *Procampur Noble Recognition Certificate* with his name checked off on it. Those that don't have this cert can recognize him on a successful *Local History (Procampur)* NWP check.

- *I remember you. - "Yes, yes. It's been a long time . . . though not for you. Much has happened since last we met, at least, from my perspective. Please, sit. The furniture should stay together long enough for us to finish what we have to do this eve."*
- *Are you responsible for bringing us forward in time? - Ombedor chuckles. "I knew you were bright, which is why you were selected. Yes, I am partly responsible for you being here. Not fully, though. I don't have that much mastery in the Arts or clout. But it is done and you are desperately needed."*
- *Needed? For what? - "You know of Jocelyn's importance to the city, correct? Well she needs to take the throne in order for the city to prosper once more. Now, I'm not saying that once she is there that everything will be peachy. Jocelyn will have a lot of work to do to set the city right, expel the riff-raff, and mend foreign relations. I'm confident that she's up to the task, but only if she gets there. That's where you come in. She will need help getting through Carthoun's cronies in order to make all this work."*
- *How did Procampur get in such a state? - "Well, it's a long story so I'll give you the short version. Rendeth managed to escape from the city with the help of Alissa Wyndsong and others loyal to the crown. They went to Ravens Bluff so the disease that strickened the Thultyrl could be properly cured. Oh yes, the cure was found. But on their way back to the city, Rendeth and his party were ambushed. No one has heard from them since. Though, apparently, Alissa did survive long enough to give birth to Jocelyn here."*
- *What about the cure? Was it lost? I have friends that were awaiting a cure . . . - "It's hard to say. Alamondh had sent those that were stricken back to their families after declaring that nothing could be done for them. There were some rumors of a few people recovering, but nothing confirmed. I assumed that the remainder had perished. Such a waste."*
- *How do we get to Carthoun anyway? - Well, from what I understand, there is a secret passage leading from the Thultyrl's chamber in the castle to the family crypt. Seek out that entrance, but be wary. With a Lich around, there will most undoubtedly be undead roaming about."*

When the questioning is finished, continue on.

*Ombedor sighs and looks you over once more. "I think that is everything that I can think of. It might be a good idea to finish this quest as soon as possible. The longer you delay, the more chance Carthoun will have to find both you and Jocelyn. If that happens, all will be lost.*

*Ombedor has a good argument, but a sudden voice in the room seems to disagree. "Wait ye just a moment!"*

*Without warning, a cloud of smoke suddenly bursts into the room about ten feet from Ombedor's side. As the smoke clears, you see a tall man in flowing robes with a snow-white beard. He carries an intricately carved smoldering pipe in his right hand as he looks over every person in the room. His twinkling eyes finally settle on Ombedor.*

*"Ye youngsters are always impatient. It's a wonder things in the Vast aren't any worse. Though I doubt it could get much worse than this."*

Yes, Elminster has arrived. Given the opportunity, he will banter with the PCs and Ombedor all night. But his reason for coming resides with Jocelyn. Once everyone is fed up with Elminster's posturing and delays, continue onward.

*"As I said, ye are impatient. Impertinent, too. But I understand your desire to end Carthoun's reign.*

*"Young Jocelyn. The task ye are about to take is great indeed. Here is a little trinket that has come into my possession that could help ye out."*

*Elminster unwraps his robe and unhooks a scabbard from his belt. He draws the blade and sets it on the table. Ombedor's mouth drops in shock. After a moment of speechlessness, he blurts, "It's the King Sword! How long have you had this?"*

*Elminster shrugs. "I only recently came across it."*

*"Oh really? Recently, for you, can mean a great many things." Ombedor accuses as he picks the blade up from the table. He opens the hilt and a piece of parchment can be seen hidden inside. "It is here!" Ombedor then turns to you with excitement in his eyes. "Here, take this. This will cure your friends that were stricken."*

Jocelyn, Ombedor, and/or the PCs may ask about the sword's abilities. Elminster would be more than happy to explain those that he had discovered.

The sword is an intelligent weapon. It has two main purposes, to fight against evil and to fight against the unnatural. Its main power is to sever the connection that undead have to the Negative Material Plane. It will

also glow a greenish hue when it senses danger (only when wielded).

At the mention of the PCs' friends, Elminster will take a good, first look at the PCs.

*"Ye don't belong here. How did ye get here? Ombedor, is this your doing?"*

*Ombedor sighs. "Partially. I had help. Desperate times call for desperate measures."*

*Elminster snorts in disgust. "I cannot count how many times there has been temporal activity over here in the Vast. Ever since the Gods War, it seems that certain restrictions have been bent much more than they should have been."*

*"Well, I wasn't the first." Ombedor says defensively.*

*"And two wrongs make a right?" The Great Sage counters. He then turns to you with a heavy sigh. "I don't blame ye as ye've been pulled here against your will. But now, it seems that it will be up to ye to make things right. May Tymora's luck be with ye."*

Allow the PCs a little more discussion and roleplay if necessary. When everyone is ready to go, Jocelyn will thank Elminster for the sword and suggest to the others that they get underway.

Go to **Encounter 11**.

## Encounter 7A: Ombedor Steen

*Following the directions of The Raven, you quickly make your way to the Adventurers' District. The buildings around you are old and run-down. Little care has taken place as once exceptional architecture has either been defaced or worn away. There are no people on the streets as night has already fallen. Dim lights can vaguely be seen from shuttered windows.*

*Ahead of you, a figure can be seen emerging from a sewer entrance. The woman tenses upon seeing you, but then relaxes slightly when realizing it is you. She nods in your direction. "I see you have caught up. This way."*

*Jocelyn leads you around the corner into a similarly rundown building. After she ushers you inside, Jocelyn takes one last, quick look before bolting the door behind everyone.*

*The rooms leaves a lot to be desired. A thick layer of dust is on just about everything, the furniture has evidence of termite infestation, and moth-eaten drapes line the windows. A small fire in the stone hearth is the room's only illumination. An old man gets up from his seat as you enter.*

*"It's about time that you got here. What took you so long?"*

***Considering your situation, the question posed to you has a dual meaning. Though the twinkle in his eyes and the slight smirk suggests that he knows this as well.***

This is Ombedor Steen, probably the only decent man of the House Steen left in the city (alive, that is). He has managed to escape detection from Carthoun and his minions to help out with the underground. He is not one of the leaders and he will admit to being too old for a job of that nature (155 years). But he makes his own contributions from time to time. PCs will recognize Ombedor immediately if they have a *Procampur Noble Recognition Certificate* with his name checked off on it. Those that don't have this cert can recognize him on a successful *Local History (Procampur)* NWP check.

- *I remember you.* - "Yes, yes. It's been a long time . . . though not for you. Much has happened since last we met, at least, from my perspective. Please, sit. The furniture should stay together long enough for us to finish what we have to do this eve."
- *Are you responsible for bringing us forward in time?* - Ombedor chuckles. "I knew you were bright, which is why you were selected. Yes, I am partly responsible for you being here. Not fully, though. I don't have that much mastery in the Arts or clout. But it is done and you are desperately needed."
- *Needed? For what?* - "You know of Jocelyn's importance to the city, correct? Well she needs to take the throne in order for the city to prosper once more. Now, I'm not saying that once she is there that everything will be peachy. Jocelyn will have a lot of work to do to set the city right, expel the riff-raff, and mend foreign relations. I'm confident that she's up to the task, but only if she gets there. That's where you come in. She will need help getting through Carthoun's cronies in order to make all this work."
- *How did Procampur get in such a state?* - "Well, it's a long story so I'll give you the short version. Rendeth managed to escape from the city with the help of Alissa Wyndsong and others loyal to the crown. They went to Ravens Bluff so the disease that strickened the Thultyrl could be properly cured. Oh yes, the cure was found. But on their way back to the city, Rendeth and his party were ambushed. No one has heard from them since. Though, apparently, Alissa did survive long enough to give birth to Jocelyn here."
- *What about the cure? Was it lost? I have friends that were awaiting a cure . . .* - "It's hard to say. Alamondh had sent those that were stricken back to their families after declaring that nothing could be done for them. There were some rumors of a few

people recovering, but nothing confirmed. I assumed that the remainder had perished. Such a waste."

- *How do we get to Carthoun anyway?* - Well, from what I understand, there is a secret passage leading from the Thultyrl's chamber in the castle to the family crypt. Seek out that entrance, but be wary. With a Lich around, there will most undoubtedly be undead roaming about."

When the questioning is finished, continue on.

***Ombedor sighs and looks you over once more. "I think that is everything that I can think of. It might be a good idea to finish this quest as soon as possible. The longer you delay, the more chance Carthoun will have to find both you and Jocelyn. If that happens, all will be lost.***

***Ombedor has a good argument, but a sudden voice in the room seems to disagree. "Wait ye just a moment!"***

***Without warning, a cloud of smoke suddenly bursts into the room about ten feet from Ombedor's side. As the smoke clears, you see a tall man in flowing robes wit a snow-white beard. He carries an intricately carved smoldering pipe in his right hand as he looks over every person in the room. His twinkling eyes finally settle on Ombedor.***

***"Ye youngsters are always impatient. It's a wonder things in the Vast aren't any worse. Though I doubt it could get much worse than this."***

Yes, Elminster has arrived. Given the opportunity, he will banter with the PCs and Ombedor all night. But his reason for coming resides with Jocelyn. Once everyone is fed up with Elminster's posturing and delays, continue onward.

***"As I said, ye are impatient. Impertinent, too. But I understand your desire to end Carthoun's reign.***

***"Young Jocelyn. The task ye are about to take is great indeed. Here is a little trinket that has come into my possession that could help ye out."***

***Elminster unwraps his robe and unhooks a scabbard from his belt. He draws the blade and sets it on the table. Ombedor's mouth drops in shock. After a moment of speechlessness, he blurts, "It's the King Sword! How long have you had this?"***

***Elminster shrugs. "I only recently came across it."***

***"Oh really? Recently, for you, can mean a great many things." Ombedor accuses as he picks the blade up from the table. He opens the hilt and a piece of parchment can be seen hidden inside. "It is here!" Ombedor then turns to you with excitement in his***

eyes. *"Here, take this. This will cure your friends that were stricken."*

Jocelyn, Ombedor, and/or the PCs may ask about the sword's abilities. Elminster would be more than happy to explain those that he had discovered.

The sword is an intelligent weapon. It has two main purposes, to fight against evil and to fight against the unnatural. Its main power is to sever the connection that undead have to the Negative Material Plane. It will also glow a greenish hue when it senses danger (only when wielded).

At the mention of the PCs' friends, Elminster will take a good, first look at the PCs.

*"Ye don't belong here. How did ye get here? Ombedor, is this your doing?"*

*Ombedor sighs. "Partially. I had help. Desperate times call for desperate measures."*

*Elminster snorts in disgust. "I cannot count how many times there has been temporal activity over here in the Vast. Ever since the Gods War, it seems that certain restrictions have been bent much more than they should have been."*

*"Well, I wasn't the first." Ombedor says defensively.*

*"And two wrongs make a right?" The Great Sage counters. He then turns to you with a heavy sigh. "I don't blame ye as ye've been pulled here against your will. But now, it seems that it will be up to ye to make things right. May Tymora's luck be with ye."*

Allow the PCs a little more discussion and roleplay if necessary. When everyone is ready to go, Jocelyn will thank Elminster for the sword and suggest to the others that they get underway.

Go to **Encounter 11**.

## Encounter 8: The Bloodhawk

When the PCs wonder what will happen next or how they will escape, Jordan will smile and simply say that all has been taken care of.

*A section of the metal floor rises about a couple of inches. A frail, wrinkled hand reaches up from the darkness and pushes the floor section aside. Then a head pops up from the floor, a very old man with stringy white hair and pointed ears looks around. You cannot help but notice the blood-red patch that covers his right eye. Without a sound, the man gestures to each of your group (including Jocelyn) and motions for you towards himself. Jordan nods.*

*"This is your means to escape. Say hello to your benefactor, the Bloodhawk. Since you are with the Princess, you get to leave with her as well. It's your lucky day! he grins slightly, an expression that seems long out of practice.*

*"Try to follow his gestures and suggestions as best you can. He cannot speak. The Guardians cut out his tongue about six years ago. But he is still a very cunning thief and wielder of the Arts. And, he is the one who originally organized this little campaign. So I'd consider any suggestions that he might have."*

Through the floor, the Bloodhawk will lead the PCs to the catacombs beneath the city. He has had times to explore the tunnels on his own so he has intimate knowledge on where he is, where they have to go, and what's coming up.

Jocelyn knows the Bloodhawk as well and will do any translating that would be necessary.

The Bloodhawk discovered the catacombs almost 20 years ago while he was trying to escape the (then) Guardians of the Star Sapphire. The (then) Society of Entertainers and Providers were accused of being a criminal organization just because Alissa Wyndsong was the public spokeswoman for the organization. Most of the Society's members were arrested . . . the rest had fled.

The catacombs house Carthoun's main repository of undead that was used against the city. The PCs should stay close to the Bloodhawk as there may be some undead wandering around (1 in 12 chance).

### Tier 1

**Ghoul (2):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA Paralyzation; SD affected by all attacks except for sleep and charm spells; MR nil; SZ M; ML 11.

**Zombie (3):** Int Non; AL N; AC 8; MV 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD spell immunity; MR nil; SZ M; ML Special.

**Skeleton (5):** Int Non; AL N; AC 7; MV 12; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1d6 (weapon); SA Nil; SD spell immunity, takes only ½ damage from bladed weapons; MR nil; SZ M; ML Special.

### Tier 2

**Wight (1):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 31; THAC0 15; #AT 1; Dmg 1d4; SA Energy Drain; SD hit by silver or +1 or better weapon to hit; MR nil; SZ M; ML 14.

**Shadow (2):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 24; THAC0 17; #AT 1; Dmg 1d4+1 + special; SA

Strength Drain; SD +1 or better weapon to hit; MR nil; SZ M; ML Special.

**Ghoul (3):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA Paralyzation; SD affected by all attacks except for *sleep* and *charm* spells; MR nil; SZ M; ML 11.

**Zombie (4):** Int Non; AL N; AC 8; MV 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD spell immunity; MR nil; SZ M; ML Special.

### Tier 3

**Ghast (1):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 28; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA Paralyzation, nausea; SD affected by all attacks except for *sleep* and *charm* spells; MR nil; SZ M; ML 13.

**Wight (2):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 31; THAC0 15; #AT 1; Dmg 1d4; SA Energy Drain; SD hit by silver or +1 or better weapon to hit; MR nil; SZ M; ML 14.

**Shadow (3):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 24; THAC0 17; #AT 1; Dmg 1d4+1 + special; SA Strength Drain; SD +1 or better weapon to hit; MR nil; SZ M; ML Special.

**Ghoul (4):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA Paralyzation; SD affected by all attacks except for *sleep* and *charm* spells; MR nil; SZ M; ML 11.

### Tier 4

**Spectre (1):** Int High; AL LE; AC 2; MV 15, Fl 30(B); HD 7+3; hp 52; THAC0 13; #AT 1; Dmg 1d8; SA Energy Drain; SD hit by +1 or better weapon to hit; MR *Sleep, charm, and hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis, holy water inflicts 2d4 damage and a *raise dead* can destroy a spectre if its saving throw is failed; SZ M; ML 15.

**Wraith (2):** Int Very; AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 38; THAC0 15; #AT 1; Dmg 1d6; SA Energy Drain; SD hit by silver or +1 or better magical weapons; MR nil; SZ M; ML 15

**Ghast (3):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 28; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA Paralyzation, nausea; SD affected by all attacks except for *sleep* and *charm* spells; MR nil; SZ M; ML 13.

**Wight (4):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 31; THAC0 15; #AT 1; Dmg 1d4; SA Energy

Drain; SD hit by silver or +1 or better weapon to hit; MR nil; SZ M; ML 14.

### Tier 5

**Vampire (1):** Int Exceptional; AL CE; AC 1; MV 12, Fl 18(C); HD 8+3; hp 60; THAC0 11; #AT 1; Dmg 1d6+4; SA Energy Drain; SD hit by +1 or better weapon to hit; MR *Sleep, charm, and hold* spells have no effect and they are unharmed by poisons and are immune to paralysis, spells that are based on cold or electricity cause only half damage; SZ M; ML 16.

**Spectre (2):** Int High; AL LE; AC 2; MV 15, Fl 30(B); HD 7+3; hp 52; THAC0 13; #AT 1; Dmg 1d8; SA Energy Drain; SD hit by +1 or better weapon to hit; MR *Sleep, charm, and hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis, holy water inflicts 2d4 damage and a *raise dead* can destroy a spectre if its saving throw is failed; SZ M; ML 15.

**Wraith (3):** Int Very; AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 38; THAC0 15; #AT 1; Dmg 1d6; SA Energy Drain; SD hit by silver or +1 or better magical weapons; MR nil; SZ M; ML 15

**Ghast (4):** Int Very; AL CE; AC 4; MV 15; HD 4; hp 28; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8; SA Paralyzation, nausea; SD affected by all attacks except for *sleep* and *charm* spells; MR nil; SZ M; ML 13.

### Tier 6

**Ghost (1):** Int Highly; AL LE; AC 0 or 8; MV 9; HD 10; hp 70; THAC0 11; #AT 1; Dmg Age 10-40 years; SA magic jar, flee in panic; SD semi-materialized ghosts can only be struck with silver (half ) or magic weapons (full damage); MR nil; SZ M; ML Special.

**Vampire (2):** Int Exceptional; AL CE; AC 1; MV 12, Fl 18(C); HD 8+3; hp 60; THAC0 11; #AT 1; Dmg 1d6+4; SA Energy Drain; SD hit by +1 or better weapon to hit; MR *Sleep, charm, and hold* spells have no effect and they are unharmed by poisons and are immune to paralysis, spells that are based on cold or electricity cause only half damage; SZ M; ML 16.

**Spectre (3):** Int High; AL LE; AC 2; MV 15, Fl 30(B); HD 7+3; hp 52; THAC0 13; #AT 1; Dmg 1d8; SA Energy Drain; SD hit by +1 or better weapon to hit; MR *Sleep, charm, and hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis, holy water inflicts 2d4 damage and a *raise dead* can destroy a spectre if its saving throw is failed; SZ M; ML 15.

**Wraith (4):** Int Very; AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 38; THAC0 15; #AT 1; Dmg 1d6; SA Energy Drain; SD hit by silver or +1 or better magical weapons; MR nil; SZ M; ML 15.

The Bloodhawk will take the PCs to Ombedor Steen. Go to **Encounter 7**.

## Encounter 9: The Breakout!

This encounter is to be used if the PCs have to go back and rescue Jocelyn from the Prison District.

*Jail is probably the last place in which you wish to be . . . especially in one of Procampur's jails. You weren't at all pleased to find out that the entire District of the Poor was converted into a Prison District. And even then, a convict's stay in the Prison District is only temporary. Prisoners are forced into a strange metallic skeletal brace and their will is completely suppressed. These new Centurions are compelled to accept commands from the Lich-Lord and designated Guardians . . . not an especially pleasant way to end up.*

*So the Prison District is nothing more than a holding cell for those to be converted into obedient, tireless puppets bent on doing nothing but the evil Lord's will. And that fate is in store for Jocelyn unless you expedite her release.*

The PCs will have received directions from either the Cardinal or the Raven to meet with another member of the Society: The Bloodhawk. The Bloodhawk is a half-elf of extreme age (110 years) who hasn't bothered with any life-extending treatments. His hair is thin and snow-white and a blood-red patch covers his right eye. He cannot talk, as his tongue was removed by the Cult of the Dragon many years ago.

*Even in his advanced years, the Bloodhawk looks fearsome. You can tell that his remaining eye has witnessed much more than he ever desired to see. He taps his pole against a hatch on the floor. He looks to and then back to the closed hatch.*

This is a simple way to get the PCs to understand on how the Bloodhawk can communicate. If they don't pick up on his intentions, repeat the procedures. If the PCs persist to not understand, the Bloodhawk will take a (any) PC by the hand (literally) and use it to grasp the handle to open the hatch. The hatch is not trapped, but because he cannot speak his intentions, he will not tolerate the PCs' apparent lack of intelligence.

The hatch leads down into the tunnels below the city. As the PCs push forward, sounds of running water

can be heard, but not seen. Some of the tunnels run along side the sewers. This is where the water is. (If any of the PCs have played in the event *What You Don't Know*, they may recognize some of the tunnels from their own experiences. But not enough to know their way around.)

The Bloodhawk will lead the PCs through the winding passages. After about 30 minutes of travel, they will arrive at their destination. The Bloodhawk will tap the ladder with the padded end of his pole, look to the PCs, and then look at the hatch in the ceiling. The PCs are to ascend the ladder.

The hatch opens up into the courtyard just outside Cell Block D (the barracks that holds Jocelyn). The PCs will have enough time to climb from the ladder and prepare for the battle to come. When all the PCs are out of the shaft, the battle will commence.

### Tier 1

**Guardian Captain, hm, F5:** AL LE; AC 2 (plate mail and shield); MV 6; hp 40; THAC0 16 (15); #AT 1 (3/2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F1 (7):** AL N; AC 4 (chain and shield); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 2

**Guardian Captain, hm, F7:** AL LE; AC 2 (plate mail and shield); MV 6; hp 60; THAC0 14 (13); #AT 3/2 (2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F2 (7):** AL N; AC 4 (chain and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 3

**Guardian Captain, hm, F7:** AL LE; AC 2 (plate mail and shield); MV 6; hp 60; THAC0 14 (13); #AT 3/2 (2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F4 (7):** AL N; AC 3 (banded and shield); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 4

**Guardian Captain, hm, F9:** AL LE; AC 1 (plate mail +1 and shield); MV 6; hp 80; THAC0 12 (11); #AT 3/2 (2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F6 (7):** AL N; AC 3 (banded and shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### **Tier 5**

**Guardian Captain, hm, F11:** AL LE; AC 1 (*plate mail +1* and shield); MV 6; hp 85; THAC0 10 (9); #AT 3/2 (2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F7 (7):** AL N; AC 1 (*banded +2* and shield); MV 12; hp 64; THAC0 14; #AT 3/2; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### **Tier 6**

**Guardian Captain, hm, F13:** AL LE; AC -1 (*plate mail +3* and shield); MV 6; hp 60; THAC0 8 (7); #AT 2 (5/2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Centurion Fighter, hm F8 (8):** AL N; AC 1 (*banded +2* and shield); MV 12; hp 72; THAC0 13; #AT 3/2; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 14.

The Guardians will fight to the death.

If the Guardians are victorious, Go to **Epilogue B**.

If the PCs are victorious, allow them to find Jocelyn. At this point, start timing the PCs. After about 10 minutes real time, reinforcements will arrive. The jail cell that holds Jocelyn will, of course, be locked. The cell can be opened by a successful *open locks* attempt or by taking the keys off the body of the dead Guardian Captain.

Go to **Encounter 10**.

## **Encounter 10: Elminster**

*With the battle over, you begin to gather your wits together. Even without the Guardians to command them, the Centurions continued to follow their last orders unto death. And death seems to have been the only release for those entrapped souls.*

*Jocelyn approaches you and reaches out to grasp (insert PC name)'s hand. "I want to thank you . . . ALL of you for coming after me. I don't know what they would have done . . . no, strike that. I do know what they would have done. I would have become a mindless Centurion. For saving me, I am forever in your debt."*

*Jocelyn dazzles you with a sincere heartfelt smile. This is without a doubt the offspring of Alissa Wyndsong!*

- What do we do now? - "We should strike now before Carthoun gets wind of my escape. I know of a secret passage that leads from the Thultyrl crypt in the graveyard to the throne room within the Castle. This should allow us to bypass many of the guards."
- How do you know this? - "I am a Thultyrl, after all. I'm sure you were either told this fact or suspected it to risk your lives to get me out of jail."

As the PCs make final preparations to depart, a sudden voice interrupts the group.

*"Wait ye just a moment!"*

*Without warning, a cloud of smoke suddenly bursts into the room about ten feet from Jocelyn's side. As the smoke clears, you see a tall man in flowing robes with a snow-white beard. He carries an intricately carved smoldering pipe in his right hand as he looks over every person in the room. His twinkling eyes finally settle on Jocelyn.*

*"Ye youngsters are always impatient. It's a wonder things in the Vast aren't any worse. Though I doubt it could get much worse than this."*

Yes, this is Elminster. Given the opportunity, he will banter with the PCs and Jocelyn all night. Once everyone is fed up with Elminster's posturing and delays, continue onward.

*"As I said, ye are impatient. Impertinent, too. But I understand your desire to end Carthoun's reign."*

*"Young Jocelyn. The task ye are about to take is great indeed. Here is a little trinket that has come into my possession that could help ye out."*

*Elminster unwraps his robe and unhooks a scabbard from his belt. He draws the blade and sets it on the table. Jocelyn's mouth drops in shock. After a moment of speechlessness, he blurts, "It's the King Sword! How long have you had this?"*

*Elminster shrugs. "I only recently came across it."*

Jocelyn and/or the PCs may ask about the sword's abilities. Elminster would be more than happy to explain those that he had discovered.

The sword is an intelligent weapon. It has two main purposes, to fight against evil and to fight against the unnatural. Its main power is to sever the connection that undead have to the Negative Material Plane. It will also glow a greenish hue when it senses danger (only when wielded).

After his main duty is discharged, he will finally take notice at the PCs.

*"Ye don't belong here! How did ye get here?"*

The PCs are, of course, unsure on exactly how they arrived in the future. After their explanation, continue on.

*Elminster snorts in disgust. "This has Ombedor written all over it. I cannot count how many times there has been temporal activity over here in the Vast. Ever since the Gods War, it seems that certain restrictions have been bent much more than they should have been."*

*The great sage turns to you with a heavy sigh. "I don't blame ye as ye've been pulled here against your will. But now, it seems that it will be up to ye to make things right. May Tymora's luck be with ye."*

Allow the PCs a little more discussion and roleplay if necessary. When everyone is ready to go, Jocelyn will thank Elminster for the sword and suggest to the others that they get underway. The Bloodhawk will lead everyone back into the tunnels and outside the city.

Go to **Encounter 11**.

## Encounter 11: The Graveyard

*The thought of going into a graveyard doesn't appeal to your better sense of judgment, especially at night. But you are convinced that it is a necessity if you wish to gain access to the castle's throne room with little or no trouble.*

*A long, ten-foot high wall extends a great distance as you follow the path towards the graveyard's entrance. In the wall's center, there is an archway with an ornate gate made of gold and platinum.*

While the gate itself is valuable, it is protected from being melted, stolen, disintegrated, etc. But the gate itself is not locked, so the PCs can enter the graveyard with no problem.

*Even here, there are roads leading off into different directions. You see small areas that are walled off, consistent to the set-up of the city itself. Many headstones can be seen ahead of you and to the west. Huge crypts can be seen in the distance to the east.*

Near the gate's entrance, there is a directory/map layout of the entire cemetery. The PCs can see that the inner walls mimic Procampur's city districts almost precisely. The crypts that house the nobles and previous rulers of

the city will be at the eastern-most end of the graveyard. But getting there is only half the battle.

*With your destination set, you begin to traverse the road that will ultimately take you to the Thultyrl Crypt. But as you proceed, unmistakable moans and groans can be heard coming from the road ahead of you.*

If the PCs wish to take another route in an attempt to get to the crypt, they are more than welcome to try. But many undead are roaming the cemetery nowadays and the PCs have a good opportunity to encounter them no matter what direction they come from.

(Of course, if time is running short, this portion of the encounter can be skipped.)

### Tier 1

**Skeletons (10):** Int Non; AL N; AC 7; MV 12; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1d6 (weapon); SA Nil; SD spell immunity, takes only ½ damage from bladed weapons; MR nil; SZ M; ML Special.

### Tier 2

**Ghoul (10):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6; SA Paralyzation; SD affected by all attacks except for *sleep* and *charm* spells; MR nil; SZ M; ML 11.

### Tier 3

**Shadow (10):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 24; THAC0 17; #AT 1; Dmg 1d4+1 + special; SA Strength Drain; SD +1 or better weapon to hit; MR nil; SZ M; ML Special.

### Tier 4

**Wight (10):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 31; THAC0 15; #AT 1; Dmg 1d4; SA Energy Drain; SD hit by silver or +1 or better weapon to hit; MR nil; SZ M; ML 14.

### Tier 5

**Mummy (10):** Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 45; THAC0 13; #AT 1; Dmg 1d12; SA Fear, disease; SD hit by +1 or better weapon to hit (which only do half damage); MR *Sleep*, *charm*, and *hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis; SZ M; ML 15.

### Tier 6

**Spectre (10):** Int High; AL LE; AC 2; MV 15, Fl 30(B); HD 7+3; hp 52; THAC0 13; #AT 1; Dmg 1d8; SA Energy Drain; SD hit by +1 or better weapon to hit; MR *Sleep*, *charm*, and *hold*, and cold-based spells have

no effect and they are unharmed by poisons and are immune to paralysis, holy water inflicts 2d4 damage and a *raise dead* can destroy a spectre if its saving throw is failed; SZ M; ML 15.

When the battle is over, the PCs can make it to the Thultyrl's crypt without any further incident.

***It takes little time for you to locate the Thultyrl's Crypt. It is probably both the oldest and most ornate of the crypts in all of the cemetery. Its stone exterior rises up about twenty-five feet in height. Its walls run about forty feet in one direction and eighty feet in another. There is a pairs of doors in the center of the largest wall. It is made of stone as well, though there appears to be no handles.***

***As you contemplate the situation, a disembodied voice booms out around you. "Thee are not of Thultyrl blood. Begone!"***

A spirit will manifest before the PCs. This is the spirit of Nesian Thultyrl, the first ruler of Procampur. While he seems like a ghost, he acts as the guardian to his lineage. No one may enter the crypt without his blessing, so it is up to the PCs to convince him that they are on his side. Nesian will know the truth when told.

If the PCs lie about their reason for being here, they will be denied entrance. Though they can still get in by causing 100 hp worth of damage to the door. Slashing and piercing weapons do only half damage and must make a saving through vs. crushing blow should a roll of 1-4 be rolled. If failed, the weapon will break.

If the PCs mention Jocelyn, Nesian will at this point recognize the blood heir and let them pass.

***Upon entering the crypt, you see many sarcophagi lined around the room. In the crypt's center is the resting place of Nesian Thultyrl. His decedents are centered around him against the walls. There are two sets of stairs leading down giving access to the lower levels of the crypt.***

If Nesian allowed the PCs to enter, he will show them the way to the secret entrance to the throne room, but only if he is asked.

If the PCs forced their way in, they are on their own in their search. (It will take the PCs literally DAYS to search the entire crypt. Though if there are elves and/or half-elves in the group, this could speed up matters immensely.)

NOTE: If any of the tombs are disturbed (whether Nesian allowed them in or not), the many generations of Thultyrls will rise from their coffins and move to attack the PCs. The only way to calm them is for the PC

to return whatever item(s) were taken. Otherwise, the PCs will easily be overwhelmed as generations from over 2000 years rise to claim the PCs' forfeited lives. Of course, the PCs can run to get away, but they will lose any opportunity to gain entrance to the Throne in this manner.

Jocelyn will be immune to any attacks from her kin. They know she is family and also know that she would never desecrate any of their bodies.

**Mummy (too many):** Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 45; THAC0 13; #AT 1; Dmg 1d12; SA Fear, disease; SD hit by +1 or better weapon to hit (which only do half damage); MR *Sleep, charm, and hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis; SZ M; ML 15.

Once the secret passage is found, continue to **Encounter 12.**

## Encounter 12: The Throne Room

***Taking the secret passage within the crypt leads you underground. Of course, you have need to get passed the city walls before you can enter the castle. Being underground at this level should do it.***

***After about 30 minutes through the tunnel, you come upon a wrought-iron stairway. The stairs wind upward in a circular pattern. It's hard to figure out exactly how high you rise, perhaps two or three floor's worth upward. At the top, a small landing protrudes from the wall. It appears to be sturdy and large enough to support you all.***

There is a secret/concealed door in which the PCs need to find in order to enter the throne room. Since everyone is aware of its existence, give them a +1 bonus in their attempt to find it (humans would them have a 1 in 6 chance to find it). Once found, it will be discovered that the door is locked. A successful open locks roll (or magical equivalent) will open the door with no problem.

The door opens towards the PCs. There is a large tapestry which hangs from the ceiling about three feet away from the wall. If careful, the PCs can slow work their way to the tapestry's edge without disturbing it.

The PCs may wish to peek around the tapestry's edges to assess the situation before proceeding. Whether they do this, wait and discuss what to do, or blindly continue onward, proceed with the following.

***"Ah good. I was wondering when you would see fit to grace me with your presence."***

*Your eyes dart to the sound of the eerie, low voice. A breath catches in your throat as you see an unnatural creature sit on Procampur's throne.*

*"Come now, don't be shy. We're all among friends here," the Lich says as he beckons you forward.*

It is up to the PCs on whether they comply or not to Carthoun's simple request. At this point, the Lich bears no malice towards the PCs. If they hesitate, Carthoun will instruct his minions to cut down the tapestry, thus exposing the PCs and Jocelyn for all to see. His unnatural eyes will glow in appreciation.

*"What's this? I see you have brought me a gift. Jocelyn of the Royal Blood, daughter of Rendeth Thultyrl and Alissa Wyndsong, the only remaining relative to the Thultyrl line left on the face of Aber-Toril. Yes, I took the liberty to hunt down your missing clan to make certain that there would be no contention to the throne. Little I expect that the Little Princess to be brought before me out of loyalty to purge the line once and for all."*

The PCs have a choice here. They can turn on Jocelyn and hand her over to the Lich-Lord, or they can stand by her side.

If the PCs turn Jocelyn over to Carthoun, Go to **Epilogue C**.

If the PCs stand by Jocelyn's side, continue on.

*Carthoun's demeanor changes slightly. "You can't really think you can defeat me and my minions. Look around you and assess the situation. I can understand that mortals sometimes make hasty and rash decisions on situations in which they no nothing about. Please, take a moment to make sure you understand what you are getting into."*

Carthoun is so sure of his position that he's willing to introduce his creatures to the PCs. Let the PCs know what they are dealing with.

**Carthoun (Lich-Lord):** Int Supra-Genius; AL NE; AC -3 (+3 ring of protection); MV 6; HD 25; hp 75; THAC0 9; #AT 1; Dmg 1d10; SA Paralysis; SD hit by +1 or better weapon; MR immune to *sleep, charm, enfeeblement, polymorph, cold, electricity, insanity, or death spells*; SZ M; ML 18.

Spells: **1st level** - *color spray, magic missile (x2), protection from good, shocking grasp*; **2nd level** - *blindness, detect invisibility, flaming sphere, mirror image, spectral hand*; **3rd level** - *fireball, haste, hold person, lightning bolt, vampiric touch*; **4th level** -

*confusion, ice storm, polymorph other, stonesskin (15 hits), wall of ice*; **5th level** - *cone of cold, domination, feeblemind, teleport, wall of force*; **6th level** - *chain lightning, contingency, ensnarement, globe of invulnerability, true seeing*; **7th level** - *delayed blast fireball, duo-dimension, forecage, prismatic spray, reverse gravity*; **8th level** - *binding, maze, polymorph any object, power word: blind, trap the soul*; **9th level** - *energy drain, meteor swarm, succor, time stop.*

NOTE: Spells that have been underlined have been pre-cast.

**Jocelyn Thultyrl, hf, F7 (Cavalier):** AL LN, AC 2 (bracers); MV 12; hp 60; THAC0 14 (13); #AT 3/2 (2); Dmg 1d8+3 (+1 long sword); SA Specialization in Long Sword; SD Amulet proof against detection; MR nil; SZ M; ML 16.

### Tier 1

**Centurion Fighter, hm F1 (14):** AL N; AC 4 (chain and shield); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 2

**Centurion Fighter, hm F2 (14):** AL N; AC 4 (chain and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 3

**Centurion Fighter, hm F4 (11):** AL N; AC 3 (banded and shield); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 4

**Centurion Fighter, hm F6 (11):** AL N; AC 1 (banded +2 and shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 5

**Centurion Fighter, hm F7 (11):** AL N; AC 0 (banded +3 and shield); MV 12; hp 64; THAC0 14; #AT 3/2; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 20.

### Tier 6

**Centurion Fighter, hm F8 (11):** AL N; AC 0 (banded +3 and shield); MV 12; hp 72; THAC0 13; #AT 3/2; Dmg 1d8+1; SA strength; SD nil; MR nil; SZ M; ML 14.

If the PCs change their mind and decide to turn Jocelyn over, Go To **Epilogue C**.

If the PCs are persistent in staying by Jocelyn's side, continue on.

*Carthoun's cold, unnatural eyes diminish to almost pin points as he stares at you with concentrated fury. "So be it," he says as he signals his minions to attack.*

Carthoun will actively participate in combat Tiers Four through Six. Otherwise, he will only offer magical support to his minions.

- If the PCs win, Go to **Epilogue A**.
- If the PCs lose, Go to **Epilogue B**.

## Epilogue A

*With the Lich-Lord and his minions defeated, you begin to relax for the first time since coming to this strange city. A strange sight draws your attention outside on the terrace. The opaque dome that covers the city seems to begin to flicker. Then, without warning, it vanishes altogether. You would have never guessed that it was raining outside. The lights from the city streets illuminate the falling droplets to look like tiny gemstones falling from the sky.*

*"That's the first rain the city has seen in quite a long time," Ombedor Steen says as he enters through the main chamber doors. "It won't be enough to wash away the filth that found its way unto our fair city, but it's a good start as any."*

Give the PCs the opportunity for last-minute interaction. Ombedor will also provide PCs will two vials of a special healing draught of his making.

What is Procampur's future?

*"Jocelyn will be inducted as the next Thultyrl on the morrow. Everyone that has a role in the resistance will be elevated in status and acknowledged for their unswerving loyalty. Everyone that supported Carthoun will be expelled from the city. There is much work to be done and not a moment to lose.*

*"But even though you have seen the future, your future and Procampur's outcome is still not set. You were brought forward so you could see what could happen if events that were set in motion remain on this particular path. If Rendeth is killed, then everything will proceed as you have seen and learned. But if Rendeth were saved and regained his rightful place as the ruler of the city, then Procampur will have a much different future. A much different future indeed!*

*"Now, as I recall, you were visiting the Sea Urchin when you were first pulled forward in time.*

*Instead of sending you back there, how about we send you to a place that will be more beneficial to your, and our, desired goal. At that time, Rendeth was indeed in Ravens Bluff finishing up his recuperation. It would probably behoove us all if you were sent there instead of your original destination. Don't you agree? Of course you do. Now let's get this show on the road. After all, There's No Time Like the Present . . ."*

## So Ends Round One

## Epilogue B

*A faint cackle can be heard as you lose consciousness and everything fades to black. You and your friends weren't powerful enough to defeat the Lich-Lord and his minions. And now, because of your defeat, his power will reign supreme in the once-proud Jewel of the Vast.*

*But the next thing you know, you are sitting in your chair at the Sea Urchin like nothing has happened. Looking out the window, you can see that it is the early part of the day. It is bright and sunny out, and there seems to be no reaction from the other patrons around you on your sudden appearance. In fact, they act as if you were here all the time. Could everything you experienced have been a strange dream? Could it have been a prophetic vision on things to come?*

*It is said that if you die in your dreams, you die in real life. Either the saying isn't true or you have been extremely lucky . . . or given a second chance. Either way, you know what you must do . . . and There's No Time Like the Present . . .*

**So Ends Round One.** These PCs cannot be used in round two, as they will not be recoverable, and therefore cannot come back from the dead.

## Epilogue C

*Jocelyn looks to you with both anger and betrayal in her eyes as she is hauled away by Carthoun's minions.*

*"You have acted wisely in allowing me to take the young Princess without a fight. It would have been a fight that you would most certainly lost. With Jocelyn as my prisoner, the remaining rebels should be rounded up in no time.*

*"Speaking of time, I know of your true origins and your desires to return home. I can help you if you let me. But in return, I ask a favor. You are already heroes in my eyes and all of Procampur's. Ultimate glory will be yours if you help make sure events proceed as they have already taken place. Your task*

would be a simple one: find Rendeth of the Royal Blood and kill him. Everything else would fall into place. Rendeth can be located in Ravens Bluff in your time, beginning his preparations to return to his beloved city . . . my city. I can deposit you in his vicinity. Gain his trust. Take him by surprise. Is this something that you would be able to do?"

If the PCs turn down Carthoun's offer . . .

*Carthoun gazes at you, his demeanor changing instantly. "So be it," he says in crisp, quick words. Before you can say anything, he begins to laugh. Though this laugh is the type of laugh that chill a man's bones. You stand there riveted in place as his cackle echoes off the throne room's walls. The sound doubles and redoubles until you begin to succumb to its intensity.*

--->> Go to **Epilogue B**

If the PCs have gone this far, they will most likely agree to Carthoun's proposal. But even if they did, they wouldn't be bound to carry out any agreements if they don't wish. If the PCs agree, continue on.

*Carthoun nods. "I knew I could count on you. Your best opportunity would be in the Earthfast Mountains in the Elvenblood Pass. I've arranged a little reception for His Highness. Amidst the chaos will be your opportunity to get Rendeth what he deserves.*

*"But enough of this. You tire of this time and I still have many things to do. It is past time that you return home. After all, in your eyes, there's no time like the present . . ."*

## So Ends Round One

### Epilogue D

*"You are not the ones."*

*Those words repeat over and over in your head as everything fades to black. But the next thing you know, you are sitting in your chair at the Sea Urchin like nothing has happened. Looking out the window, you can see that it is the early part of the day. It is bright and sunny out, and there seems to be no reaction from the other patrons around you on your sudden appearance. In fact, they act as if you were here all the time. Could everything you experienced have been a strange dream? Could it have been a prophetic vision on things to come?*

*It is said that if you die in your dreams, you die in real life. Either the saying isn't true or you have been extremely lucky . . . or given a second chance. Either*

*way, you know what you must do . . . and there's no time like the present . . .*

## So Ends Round One

### EXPERIENCE Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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 and 10
Tier 6:	Character levels 11+

#### Encounter 2

Realize that the PCs are in the future	25 xp
Rescue Jocelyn from the Guardians	50 xp

#### Encounter 3

Learn at least three points from Jocelyn	25 xp
--	-------

#### Encounter 4

Learn at least three points from Jordan	25 xp
---	-------

#### Encounter 5

Learn at least three points from the Cardinal	25 xp
---	-------

#### Encounter 6

Learn at least three points from the Raven	25 xp
--	-------

#### Encounter 7

Learn a least three points from Ombedor Steen	25 xp
Have Elminster explain about the King Sword	25 xp

### Encounter 8

Defeat the Undead in the tunnels 100 xp

### Encounter 9

Break Jocelyn out of jail 100 xp

### Encounter 10

Have Elminster explain about the King Sword 25 xp  
(cannot get this and the award in Enc 7 also)

### Encounter 11

Convince the spirit of Nesian Thultyrl to let them pass. 50 xp

### Encounter 12

Defeat Carthoun and his minions 175 xp

Total Experience for Objectives: 650 xp

Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,150 xp**

For Tier 2: 2,300 xp

For Tier 3: 3,450 xp

For Tier 4: 4,600 xp

For Tier 5: 5,750 xp

For Tier 6: 6,900 xp

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 2

- *Long sword +3*

### Encounter 12

- *Ring of protection +3*

### Epilogue A

- Ombedor Steen will give the PCs two vials of a special healing draught. The *potion of superior healing* acts as if a *heal* spell was cast upon the imbiber.

## 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

# Battlefield: Procampur

The Cracked Jewel Saga XI

**Round Two: No Time Like the Present**  
**A Two-round Living City Adventure Set in Procampur**

**by Jay Fisher**  
and the Universe Construction Company

The PCs are mysteriously transported to a Procampur that is completely unknown to them and are caught up in a plot not of their making. But the only way to figure out how to get home is to follow through with the task at hand: Save the city. Easy enough!

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 2000 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

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

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

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

## Tier Structure

Unlike most of the other Living City tournaments, this event only has one tier for combat situations.

## DM's Background

Events in Procampur have been happening swiftly, and not necessarily for the good of the city. Rendeth hasn't been seen since the assassination attempt on him and on Alissa. But since that time, all of Rendeth's royal decrees have been announced through the Hamayarch, Alamondh. The city has been pretty much placed under martial law with the Guardians of the Star Sapphire administering justice in place of the disbanded Diamond Legion.

All seemed lost, and many visitors and foreigners to the city were resigned to the need to leave the once-shining Jewel of the Vast.

But there is still a lingering hope that everything can be set to rights. In an attempt to restore order to the city, a group of adventurers were pulled forward almost 20 years into the future. There, they had a chance to see what Procampur would be like should events continue their present course without any change. They also had a chance to help Procampur's future history be set to rights. But whether they succeeded or failed, armed with the knowledge from the future, the PCs have

another chance to save the city from its grim demise. And, **There's No Time Like the Present** to do so.

## Special DM Instructions

With the PCs returning from the future, they have a certain amount of temporal energy stored up inside them. Should a PC die in the course of this event, s/he will be revived a full round later more powerful than s/he was before. This can happen to each PC a total of three times. After that, PCs will need a priest in order to be *raised* or *resurrected* and the temporal effects will be lost (meaning, they will be restored to their original level).

For this reason, this tournament is structured in only one tier . . . the highest tier. See **DM Appendix 1** for level/magic augmentations.

NOTE: Players may figure this feature out and try to abuse the system. If the PCs kill themselves (or one another), then they are dead. That possibility was never an option in the time line. Though the PCs can still be *raised* or *resurrected* as normal, they won't get any of the benefits.

It is also important that those with the same end results from Round 1 sit together for Round 2. It doesn't matter if players are swapped around, just as long as those of different endings aren't playing together.

NOTE: There are many similarities between Round 1 and Round 2. This was done intentionally to create a sense of *deja vu*. Impress this feeling upon the PCs as much as possible.

## Introduction A: Return to Procampur

*An overwhelming sense of nausea encompasses you as everything fades to black once more. You cannot determine which direction is up or down, back or forward, left or right, or coming or going. The sensation, or lack thereof, seems to last forever. But it is over in an instant. You feel solid ground beneath your feet once more and you take a moment to steady yourselves.*

*Everything around you seems to be in order. You sit with your companions at a table in the Sea Urchin, a tavern near the docks in the Port District of Procampur. Their expressions mimic your own. Did what you think just happened truly happen? Or was it some kind of shared hallucination?*

Take a moment or two for introductions and character descriptions.

The surroundings in the Sea Urchin have returned to normal. The atmosphere is identical to the time in which the PCs first left it. They are home.

When the PCs are ready, continue to **Encounter 1**.

## Introduction B: Enter Ravens Bluff

*An overwhelming sense of nausea encompasses you as everything fades to black once more. You cannot determine which direction is up or down, back or forward, left or right, or coming or going. The sensation, or lack thereof, seems to last forever. But it is over in an instant. You can once more feel solid ground beneath your feet as you take a moment to steady yourselves.*

*But before you can completely get a handle on your bearings, a command is barked at you causing your eyes to open wide to focus on the source.*

*"Who are you and how did you get here? Speak fast or be cut down where you stand!"*

The PCs have been surrounded by eight ex-Legionnaires who have their weapons drawn and are ready for trouble at a second's notice. Looking on, also ready for anything, is Rendeth of the Royal Blood and Alissa Wyndsong. Rendeth and Alissa look on with interest as the Legionnaires question the PCs.

The PCs will have to speak fast to convince Rendeth and company that they are here to help them. There are a couple of ways in which the PCs can automatically earn their trust:

- 1 They could have *Noble Recognition Certificates* for Rendeth and/or Alissa.
- 2 The bracelet that Alissa dropped in the Procampur tournament *The Stolen Crown* could be returned (this should be done without any prompting by the DM to have the proper affect).

Rendeth and Alissa (and the Legionnaires) will immediately be on their guard if any of the PCs happen to be members of the Star Guard. They may not believe their sincerity should any of the PCs act towards them in a hostile manner.

If everyone remains calm and tries to work things out, then Rendeth would be willing to give the PCs the benefit of the doubt.

If there is hostility of any kind, the PCs will not be believed and Rendeth will politely (but firmly) order the PCs to leave. If the PCs hesitate, Rendeth will warn them that they will be forcibly removed should they not comply this instant. If the PCs refuse, a fight will break out.

**Rendeth of the Royal Blood, hm F15 (Cavalier):** AL NG; AC -1 (plate, shield, Dex); MV 6; hp 108; THAC0 5 (2); #AT 5/2; Dmg 1d8+7 (*long sword* +2); SA Weapon specialization; SD nil; Str 18.49, Dex 17, Con 16; MR nil; SZ M; ML 20.

Magic items: *long sword* +2

**Alissa Wyndsong, hf B15:** AL CN; AC 0 (*bracers AC2*, Dex); MV 12; hp 62, THAC0 14 (12); #AT 1; Dmg 1d6+2 (*rapier of quickness* +2); SA nil; SD *amulet proof vs detection and location*; Dex 16, Chr 17; MR nil, SZ M; ML 18.

Magic Items: *bracers of defense AC 2, rapier of quickness +2, amulet proof vs. detectin and location*

Spells: 1st level - *charm person, magic missile, sound bubble* (BHB); 2nd level - *alter self, continual light, Tasha's uncontrollable hideous laughter*; 3rd level - *dispel magic, spectral force, tongues*; 4th level - *charm monster, Leomund's secure shelter, stoneskin*; 5th level - *hold monster, teleport*.

**Diamond Legion Guards, hm, F7 (8):** AL LN; AC 1 (chain, shield, Dex); MV 12; hp 70; THAC0 14 (13); #AT 2; Dmg 1d8+2 (*long sword*); SA weapon specialization; SD nil; Dex 17; MR nil; SZ M; ML 18.

**Diamond Legion Priest, hm, Sp(Torm)7 (1):** AL LN; AC 1 (chain, shield, Dex); MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d6+1 (*footman's flail*); SA spells; SD nil; Dex 17, Wis 16; MR nil; SZ M; ML 18.

Spells: 1st level - *bles, cure light wounds* (x3), *light*; 2nd level - *chant, charm person or mammal, hold person, silence 15' radius, spiritual hammer*; 3rd level - *compel* (F&A 165), *dispel magic*; 4th level - *cure serious wounds*.

**Diamond Legion Wizard, hm, W7 (1):** AL LN; AC 1 (*bracers of defense AC 4*, Dex); MV 12; hp 25; THAC0 18; #AT 1; Dmg 1d6 (*quarterstaff*); SA spells; SD nil; Dex 17; MR nil; SZ M; ML 18.

Magic Items: *bracers of defense AC 4*

Spells: 1st level - *charm person, grease, magic missile* (x2); 2nd level - *invisibility, mirror image, ray of enfeeblement*; 3rd level - *hold person, lightning bolt*; 4th level - *fumble*.

If a fight ensues, the troops have been ordered not to kill except in extreme circumstances.

**NOTE:** These are likely to be the only guards available to protect Rendeth and Alissa throughout the adventure. Depending on the situation, they may have the opportunity to refresh their guards should they take a Legionnaire vessel from the Emerald Fleet to Procampur. But that in itself will cause problems for the PCs (as shown later). Just keep a note on how many

guards remain, and it may be necessary for the PCs to heal them should they have a priest in their group.

- If the PCs are allowed to join Rendeth's group, go to **Encounter 3**.
- If the PCs are not allowed to join Rendeth's group and if leave the area without a fight, go to **Encounter 2A**.
- If the PCs are not allowed to join and a fight breaks out (and the PCs lose), go to **Encounter 2B**.
- If the PCs are not allowed to join and a fight breaks out (and the PCs win), go to **Epilogue G**.

## Encounter 1: Vuja De

*You cannot help but feel an overwhelming sense of deja vu as you watch the doors of the Sea Urchin burst open for the third time. You expect to see the squad of Star Guard members hurry in with their weapons drawn. You can almost repeat what the Captain is about to say word for word . . .*

*"Nobody move! We are here for one person and one person alone. Any interference will result in summary judgment and instant punishment." The Star Guard Captain slowly moves through the now-silent room. "There is a traitor in our midst. A traitor to the Crown, the City, and all everyone holds dear. But this traitor is a thousand times more dangerous than anyone would suspect. This traitor is a Meddler as well." The Captain says as he steps behind the chain of a young brown-haired woman. "Isn't that correct . . . Ms. Chandler?"*

The person that the Star Guard Captain is focused on is Marissa Chandler. Those with the *Local History (Procampur)* NWP will know (no check) that she used to work for the Society of Entertainers and Providers until it was shut down and everyone was branded a criminal. It also might be known (check required) that she was the contact person for the mysterious "Nightingale", name that has been heard of many times recently throughout the city. Finally, she is a representative of the Harpers (no check needed if a PC has a Noble Recognition Certificate with her name checked off). The Harper realizes the predicament that the city is in and has been trying to subtly influence people and actions for a better outcome. Whether this influence has come too little and too late has yet to be determined. But it doesn't look good.

Marissa is unsure whether the Star Guard has discovered her true occupation (as a Harper) or is simply here for her involvement as being a member of The Society. But she does suspect that they might indeed know the truth from the way they she was described as being a "meddler."

Though the Guard Captain is standing right behind her, Marissa will set off some flash powder to momentarily blind him in an attempt to escape. The rest of the squad will close in to subdue her, not kill her, and will take great pleasure on inflicting any pain that might incur as she resists.

The PCs have a choice to make. They can either do nothing (go to **Encounter 4**) or they can help Marissa against the Star Guard.

**Star Guard Captain, hm, F7:** AL LE; AC 1 (plate mail, shield, Dex); MV 6; hp 60; THAC0 14 (13); #AT 3/2 (2); Dmg 1d8+2 (long sword); SA specialization in long sword; SD nil; MR nil; SZ M; ML 14.

**Star Guard Fighter, hm F4 (9):** AL N; AC 2 (banded mail, shield, Dex); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

**NOTE:** If the PCs don't get to Marissa by the end of Round 3, the Guard will capture her and haul her off to jail. The PCs will be too busy to follow and by the time they can follow, the trail will be cold.

If the PCs win, go to **Encounter 4A**.

If the PCs win but Marissa gets captured, go to **Encounter 4B**.

If the PCs lose, go to **Encounter 5**.

## Encounter 2A: What Next?

*Having been unable to convince Rendeth of your sincerity, you quickly retreat as the Thultyrl had commanded.*

*But now, you are at a loss as what to do next. The man you have been charged to protect has denied your help.*

The PCs can walk around the streets of Ravens Bluff if they wish. After a while, they will find themselves near the southern gate of the city. Those with the *observation* NWP have a chance (at -4) to notice Rendeth and company getting ready to leave the city through the gates.

If the PCs do nothing or if they don't notice them, Rendeth's presence will be detected and he and his men will be forced to fight their way through. They are outnumbered 2:1, though the PCs could pretty much even the odds if they choose to support Rendeth. Such an action could very well establish the PCs' loyalty and sincerity by assisting even after the Thultyrl had spurned their earlier attempt.

**Star Guard Fighter, hm F6 (10):** AL N; AC 3 (banded, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

**City Watch Fighter, hm F6 (10):** AL N; AC 4 (chain, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

Stats for Rendeth, Alissa, and the Legionnaires are listed in **Introduction B**.

If the PCs don't assist at all, after a brief battle Rendeth and Alissa will be captured and the Legionnaires killed. Go to **Epilogue B**.

If the PCs assist and lose, go to **Epilogue A**.

If the PCs assist and win, continue on . . .

*Rendeth looks at you and your group for a moment without expression. One of the Legionnaires moves up to his side and beckons Rendeth for haste.*

*"Sire, there will be reinforcements here soon. We must leave at once."*

*Without a word, Rendeth simply raises up an index finger, indicating he wants a moment more. He then speaks while still gazing in your eyes.*

*"It seems that I was hasty to dismiss your aid. Please forgive me if I seem a little over-cautious. At this juncture, I must be very careful if I want to regain what is rightfully mine. If you wish to accompany us, then you have my blessing . . . and my thanks."*

Let the PCs roleplay here for a minute or two. If they take too long, have a guard remind them of the reinforcements and (perhaps) have them begin advancing on their position (if need be) to move things along.

Go to **Encounter 6A**.

## Encounter 2B: Now What?

*You begin to rouse from your battle, but Rendeth and his men are gone when you wake. While you feel sore from the effort of the fight, any wounds you thought you had are no longer there.*

*But you are at a loss as to what to do next. The man you have been charged to protect has denied your help.*

The PCs can walk around the streets of Ravens Bluff if they wish. After a while, they will find themselves near the southern gate of the city. Those with the *observation* NWP has a chance (at -4) to notice Rendeth and company getting ready to leave the city through the gates.

If the PCs do nothing or they don't notice them, Rendeth's presence will be detected and he and his men will be forced to fight their way through. They will be outnumbered 2:1, though the PCs could pretty much even the odds if they choose to support Rendeth. Such an action could very well establish the PCs' loyalty and sincerity by assisting even after the Thultyrl had spurned their earlier attempt.

**Star Guard Fighter, hm F6 (10):** AL N; AC 3 (banded, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

**City Watch Fighter, hm F6 (10):** AL N; AC 4 (chain, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

Stats for Rendeth, Alissa, and the Legionnaires are listed in **Introduction B**.

If the PCs don't assist at all, after a brief battle, Rendeth and Alissa will be captured and the Legionnaires killed. go to **Epilogue B**.

If the PCs assist and lose, go to **Epilogue A**.

If the PCs win, continue . . .

*Rendeth looks at you and your group for a moment without expression. One of the Legionnaires moves up to his side and beckons Rendeth for haste.*

*"Sire, there will be reinforcements here soon. We must leave at once."*

*Without a word, Rendeth simply raises up an index finger, indicating he wants a moment more. He then speaks while still gazing in your eyes.*

*"It seems that I was hasty to dismiss your aid. Please forgive me if I seem a little over-cautious. At this juncture, I must be very careful if I want to regain what is rightfully mine. If you wish to accompany us, then you have my blessing . . . and my thanks."*

Let the PCs roleplay here for a minute or two. If they take too long, have a guard remind them of the reinforcements and (perhaps) have them begin advancing on their position (if need be) to move things along.

Go to **Encounter 6A**.

## Encounter 3: Escape from Ravens Bluff

*Having assured Rendeth of your sincere intentions, you and his group begin preparations to head out. The streets of Ravens Bluff are semi-crowded at the moment as noon-tide quickly approaches. Slowly you*

*weave your way through the populace. Rendeth slows the group to a halt and turns to you for advice.*

*"It occurs to me that I'm more or less a stranger in this city. Which way would you recommend to leave Ravens Bluff with little notice as possible?"*

For simplicity's sake, there are only two options available: exit through the city gates and go by land over the Earthfast Mountains (**Encounter 3A**); or head out to sea and approach Procampur from that direction (**Encounter 3B**).

Some PCs may offer a third suggestion: a direct route from Ravens Bluff to Procampur via magic. While it would be a very good idea, Procampur is protected against magic/spells that would allow multiple persons to be transported inside the city. Rendeth will explain that such a protection was developed to prevent invasion forces from simply popping into the city and wreaking havoc and destruction wherever they wish.

It might also be suggested that there may be a possibility in getting through by having the two Mystran temples connected. Rendeth would agree that such an idea would be a good one under normal circumstances, but it is known that the High Priestess of the Mystran shrine in Procampur is infatuated with Alamondh. At this point in time, she cannot be trusted. And they cannot afford to give up the element of surprise.

- If the PCs suggest to go by land, go to **Encounter 3A**.
- If the PCs suggest to go by sea, go to **Encounter 3B**.

### **Encounter 3A: One if by Land**

*Upon your suggestion, you begin to weave your way through the populace to the southern city gate. Semi-crowded streets mask your numbers, but even so some 16 people all moving in the same direction can be a little conspicuous.*

*Before you reach the gates, Rendeth signals everyone to come to a stop. Without a word, he gestures to the many individuals stationed at the city gate. Uniforms of the City watch and Star Guard mingle together, checking the identity of people as they leave the city.*

*"It seems that we have a problem," Rendeth says in a hushed voice. "A number of the Star Guard seems to be working alongside the City Watch. Since they are stationed at this particular gate, it is probably safe to assume that they are stationed at the other city gates as well. Do you know of a different method of departing the city or perhaps a trick or two to get by*

*these guards? While I don't fear a fight, I would prefer to do so only as a last resort."*

Rendeth is seeking the PCs' opinions at this juncture. While his own group totals almost a dozen members (plus the PCs), there are at least ten of the Star Guard and ten City Watch members stationed at the gate.

There are a few methods that the PCs could come up with on trying to escape the city.

- *Invisibility* - A number of these spells or a couple of the 10' radius versions of invisibility could possibly get the whole group through.
- *Distraction* - Have the gate guards drawn off with a likely story that might have interest to the Star Guard.
- *Disguise* - Success will depend on how elaborate the disguises are. The soldiers and the PCs should have no problem getting out the city on their own. Alissa wouldn't have a problem either since she is adept at disguising herself. Everything will depend on whether or not Rendeth is detected.
- *Fight*

**Star Guard Fighter, hm F6 (10):** AL N; AC 3 (banded, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

**City Watch Fighter, hm F6 (10):** AL N; AC 4 (chain, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

- If the PCs make it past the Guards, go to **Encounter 6A**
- If the PCs are defeated or surrender, go to **Epilogue A**.

### **Encounter 3B: Two if by Sea**

*Upon your suggestion, you begin to weave your way through the populace towards the city docks. Semi-crowded streets mask your numbers, but even so some 16 people all moving in the same direction can be a little conspicuous.*

*But before you reach the docks, Rendeth signals everyone to come to a stop. Without a word, he gestures to the several individuals stationed at intervals around the piers. Uniforms of the City watch and Star Guard mingle together, checking the identity of people as they board the ships.*

*"It seems that we have a problem," Rendeth says in a hushed voice. "A number of the Star Guard seem to be working alongside with the City Watch. While at the moment our numbers are greater than theirs, it should take no time at all for reinforcements to arrive.*

*Do you know of a different method of departing the city or perhaps a trick or two to get by these guards? While I don't fear a fight, I would prefer to do so only as a last resort."*

At present, there are about four Star Guard members stationed before the PCs on the docks. If the PCs wish to act covertly and take the Star Guard members out on their own, Rendeth will approve, though he will warn them that if even one of the Star Guard gets a warning out, more will be upon them within moments.

If the PCs ask, they can tell that it's not likely they would be able to subdue the Guards quickly by conventional weapons (they have too many hit points and are too high in levels). Magic would probably be the only way they might succeed (depending on which spells are used).

If the Star Guard manages to call for help, a battle will ensue.

**Star Guard Fighter, hm F6 (10):** AL N; AC 3 (banded, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

**City Watch Fighter, hm F6 (10):** AL N; AC 4 (chain, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

If the PCs manage to make it past the Star Guard, they will still have a problem finding shipboard transport. A few possibilities exist:

PCs may recall that the Emerald Fleet had defected to Ravens Bluff. The PCs may be able to book passage on one of the vessels taking them back to Procampur. If the PCs mention Rendeth, then the captain of the vessel would be most happy to do so.

Rendeth and Alissa originally came to Ravens Bluff on Torstan Ulzimmer's ship. If a PC has a Noble Recognition Certificate with his name favorably checked off, then he would acknowledge the PCs and agree to their wish for transport. If the PCs mention Rendeth, then Torstan would most certainly agree and not charge the PCs for their passage.

The PCs may use their own contacts or methods to gain passage. Let any reasonable arrangements succeed, though if they take too long they might draw the attention of the City Watch and/or Star Guard.

Go to **Encounter 6B**.

## **Encounter 4A: Marissa Chandler**

*As the dust begins to settle from your battle with the Star Guard, Marissa motions for you to follow.*

*"Quickly, this way. There are sure to be more to come within moments."*

*Not waiting to see if you follow, Marissa is out of the door within the next gasp of breath. You quickly start after her, running to keep pace. She winds through the streets and alleys until you find yourselves at the closed building of the Gilded Cage. When she mumbles a soft phrase, the door opens without assistance. She ushers you in and lock the door behind you.*

*"Now we have a little breathing room, but time is still short. I'll explain what I can and then you must be off quick as possible."*

If there are members of the Star Guard among the PCs, Marissa will be tense and keep an eye on them. If they make any disparaging remarks against her, she will simply say that at least **she** has always been loyal to the Thultyrl and works for his restoration to the throne.

- *Why were the Star Guard after you?* - "They must have discovered me through my cover. I recognized some of you from your efforts to aid in the recovery of Thallastam's sword and love potion from what seems like an eternity ago. I appreciate your efforts and I need to call on them once again. The Star Guard must have uncovered my involvement with the sword's disappearance. It was only a matter of time before they found me. Your timely intervention prevented my capture. Thank you."
- *Why are you in such a rush?* - "The Thultyrl has recovered from his ailment and is getting ready to return to Procampur. But he has only ten men to protect him. If he encounters any major resistance, then he will be in grave trouble."
- *Which direction is Rendeth coming from?* - "He should be making his way south though the Elvenblood Pass of the Earthfast Mountains."
- *Where is the Thultyrl right now?* - If he hasn't left, he is in a secluded house somewhere in Ravens Bluff. His exact location is not known nor can it be determined through magical means. Which is just as well."

When the questions are completed, Marissa will insist that the PCs leave right away.

Go to **Encounter 6**.

## **Encounter 4B: Opara Rendril**

Opara is in the rear of the Sea Urchin watching the scene unfold. If the PCs tried to help Marissa, but were unable to do so, she will approach them.

***"Quickly, I must speak to you . . . but not here. Meet me at my shop."***

PCs with *Local History (Procampur)* will recognize Opara (no check necessary). So will those PCs who have *Noble Recognition Certificates* with her name favorably checked off.

If the PCs don't speak with Opara, go to **Encounter 5**. If the PCs wish to speak with Opara, continue.

***Though you follow quickly on Opara's heels, she is nowhere to be seen as you exit the Sea Urchin. But Opara's shop, Rendril's Forge, is nearby. You don't have very far to walk.***

***You reach the Forge with no problem. Once you enter through the doors, Opara beckons you into the back room and offers chairs for you to sit.***

***"I am glad you have come. I saw you fighting to protect Ms. Chandler. While she was still captured, I want you to know that your efforts were not in vain. But she is not the reason why you were brought here. Rendeth is returning to Procampur and he's going to need your help."***

If there are PC members of the Star Guard present, Opara will begin to clam up at this point. It will take a lot to convince her that the PCs are on the level. If the PCs are sincere enough, she will continue.

- *Where is the Thultyrl right now?* - If he hasn't left, he is in a secluded house somewhere in Ravens Bluff. His exact location is not known nor can it be determined through magical means. Which is just as well."
- *Which direction is Rendeth coming from?* - "He should be making his way south though the Elvenblood Pass of the Earthfast Mountains."
- *When will he be leaving?* - "I've heard reports that he'll be departing Ravens Bluff real soon now . . . if not already. If he has left, you should be able to meet him at the halfway point in the Earthfast Mountains."
- *Are you a Harper?* - "Are you?" If the PCs answer no, she'll answer, "Well, there you go." If the PCs answers yes, she'll answer, "I'd be careful in saying that too loudly. The Star Guard has order to arrest any Harper or Harper Friend on sight."

When the questions are completed, Opara will insist that the PCs leave right away.

Go to **Encounter 6**.

## Encounter 5: The Star Guard

This encounter is run if the PCs

- 1) don't save Marissa,
- 2) meet with Opara, or
- 3) have Star Guard PCs in the group.

The PCs could be in a variety of places, so augment the text to fit the situation.

***One thing is for certain. There is never a dull moment in Procampur. In trying to get a grasp on today's events, you barely notice when squad of Star Guard members enter the area. It is only until they are almost on top of you that you realize it is you they seek. One of the Guard officers stands at attention before you.***

***"Deputy Commander Rathandar Kailin requests to speak with you . . . all of you. If you would follow me?"***

Kindness from the Star Guard? Well, this is true. The Guard has been instructed to treat the PCs as if they were nobles and answer any questions to the best of their knowledge (which isn't much). The stock answer for questions in which they have no knowledge is: ***"Deputy Commander Kailin would have the information you desire."***

- *Where are you taking us?* - "To the Star Guard Headquarters in the Nobles District."
- *Why does Rathandar Kailin wish to see us?* - Lord Kailin wishes to see you for a mission of the utmost importance. As for the specifics of the mission, he will inform you once you speak with him.":

***With some urgency, you are escorted to the Nobles District. Star Guard members can be seen coming and going as they increase their presence within the city. But this is only a brief glimpse as you are hurried inside the headquarters building.***

***Passing through a main antechamber and a couple hallways, you are brought to Rathandar Kailin's office.***

***"Thank you for coming. You have made excellent time. Please be seated, for we have much to discuss."***

Rathandar will discuss his desire to see the Thultyrl brought back to the city. He also wants Alissa brought back for the numerous crimes with which she has been charged. Anyone else is inconsequential.

Star Guard PCs will be passed a sealed envelope with specific orders to be viewed in a more private atmosphere (**Player's Handout #1**).

Rathandar will tell the PCs that he has discovered that Rendeth has departed Ravens Bluff and is heading south to the Earthfast Mountains. The PCs should be able to meet Rendeth and his group as they are descending down Elvenblood Pass.

If asked if Rendeth was kidnapped, Rathandar will say of course he was. And he will mention that he was enspelled by Alissa to keep this city from fulfilling its potential.

When the PCs are ready to continue, go to **Encounter 6**.

## Encounter 6: Elvenblood Pass

*Finishing your stay in Procampur, you begin your trek northward to the Earthfast Mountain. The temperature is starting to get a little nippy as you feel the northern wind come across the icy peaks. You can tell that a rough winter is to come.*

*It takes about a day and a half of travel before you reach the foot of the mountains. The only wind now is what's blowing in your face coming through the pass above you. Steeling yourselves against the wind, you see a group of travelers descending from the top. They are about halfway down when you realize something is wrong. Six hill giants and about twice as many men spring from either side of the group. They are surrounded! Have you arrived too late?*

Three rounds of battle will have passed by the time the PCs enter the fray. The attackers will have lost about a sixth of their hit point totals, and everyone else has taken damage equal to a quarter of their hit points. Spells that are underlined have been pre-cast in anticipation for the attack. Current hit points have been computed for ease of play.

**Hill Giant (6):** Int Low; AL CE; AC 3 (5); MV 12; HD 12 + 1-2 hit points; hp 63; THAC0 9; #AT 1; Dmg 1d6 or by weapon (2d6+7); SA hurling rocks for 2d8; SD nil; MR nil; SZ H (16' tall); ML 13.

**Star Guard Fighters, hm, F7 (10):** AL NE; AC 0 (plate mail, shield, Dex); MV 12; hp 45; THAC0 13 (12); #AT 2; Dmg 1d8+4 (long sword); SA weapon specialization; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 16.

**Star Guard Wizards, hm, W7 (2):** AL NE; AC 1 (*bracers AC5*, Dex); MV 12; hp 20; THAC0 18 (16); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Magic Items: *bracers of defense AC5, quarterstaff +2*

Spells: 1st level - armor, burning hands, charm person, magic missile; 2nd level - insatiable thirst (TOM), invisibility, web; 3rd level - fireball, hold person; 4th level - fumble.

**Star Guard Priests, hm, Sp(Tempus)7 (2):** AL CE; AC 0 (chain mail, shield, Dex); MV 12; hp 34; THAC0 16; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 16; MR nil; SZ M; ML 16.

Spells: 1st Level - bless, cure light wounds (x4); 2nd level - charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer; 3rd level - protection from fire, holy flail (F&A); 4th level - cure serious wounds.

- If the PCs win, go to **Encounter 7A**.
- If the PCs lose, go to **Epilogue A**.
- If all the PCs die in the same round and at least one of them still have lives left over, go to **Epilogue B**.

## Encounter 6A: Elvenblood Pass

*Leaving Ravens Bluff behind, you head south towards the Earthfast Mountains. A nip is in the air as gusts of wind from the north beat against your backs. It will be a rough winter this year as the temperatures already begin to drop around the Vast.*

*It takes about a day's travel before you reach the foot of the mountains. A path rises up to give you easy passage through its rocky peaks. Elvenblood Pass is the only passage through the mountains without having to go all the way around.*

*Thankfully, the cold winds abate as you begin to descend past the halfway point down the other side of the mountain.*

This is the ambush that was mentioned in Round 1 (*Time Out!*). The attackers are expecting everyone but the PCs, but they see them far enough in advance so that they are not surprised. Spells that are underlined have been pre-cast in anticipation for the attack. Have PCs roll for surprise.

**Hill Giant (6):** Int Low; AL CE; AC 3 (5); MV 12; HD 12 + 1-2 hit points; hp 63; THAC0 9; #AT 1; Dmg 1d6 or by weapon (2d6+7); SA Hurling rocks for 2d8; SD nil; MR nil; SZ H (16' tall); ML 13.

**Star Guard Fighters, hm, F7 (10):** AL NE; AC 0 (plate mail, shield, Dex); MV 12; hp 45; THAC0 13 (12); #AT 2; Dmg 1d8+4 (long sword); SA weapon specialization; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 16.

**Star Guard Wizards, hm, W7 (2):** AL NE; AC 1 (*bracers AC5, Dex*); MV 12; hp 20; THAC0 18 (16); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Magic Items: *bracers of defense AC5, quarterstaff +2*

Spells: 1st level - *armor, burning hands, charm person, magic missile*; 2nd level - *insatiable thirst (TOM), invisibility, web*; 3rd level - *fireball, hold person*; 4th level - *fumble*.

**Star Guard Priests, hm, Sp(Tempus)7 (2):** AL CE; AC 0 (chain mail, shield, Dex); MV 12; hp 34; THAC0 16; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18; Wis 16; MR nil; SZ M; ML 16.

Spells: 1st Level - *bless, cure light wounds (x4)*; 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail (F&A)*; 4th level - *cure serious wounds*.

- If the PCs win, go to **Encounter 7A**.
- If the PCs lose, go to **Epilogue A**.
- If all the PCs die in the same round and at least one of them still has lives left over, go to **Epilogue B**.

## Encounter 6B: Heave to!

*The vessel that you board gets ready efficiently for departure. The harbor is extremely busy with traffic as ships try to get in and out of the city before the Dragon Reach locks up for the winter. But within an hour's time, you head out to open waters.*

*The trip southward is pleasant enough for those that have their sea legs. The waters are a little choppy and there is a strong stiff wind to speed you on your way. While you might spy a few ships off in the distance, the crew is thankful that none of them are headed in your direction.*

*But even Tymora's luck runs out sooner or later. While you may have enjoyed an uneventful repast the day before, you don't have such a luxury any longer. A vessel closes in on your position. It is roughly the size of your own, for it, too, appears to be a caravel. There are two banners fluttering on its mast. One is of Procampur's golden eagle and the other is a banner of two crossed swords superimposed over a nine-pointed star. The Star Guard.*

*"This is the PNV (Procampan Naval Vessel) Gauntlet of the Star Guard Navy. Heave to and prepare to be boarded. If you resist, you will be fired upon. This is your only warning."*

The ship that the PCs are on don't have any ship-to-ship weapons, not even the one from the Emerald Fleet (it

was having its weapons overhauled when it was commandeered to go to Procampur). If the ship tries to make a run for it, they **will** be fired upon. The captain will know this. Their safest bet is to do as the Star Guard says and let them board. Hand-to-hand combat does less damage to the ship . . . unless destructive area-of-effect spells are used.

To makes things simple, one crew will fight the other. The PCs will engage the Guard Officers and the outcome of that fight will determine the overall outcome as well.

If the PCs need reinforcements, Rendeth and Alissa will assist them. The Legionnaires are already in battle supporting the crew.

**Star Guard Fighters, hm, F8 (2):** AL NE; AC 0 (plate mail, shield, Dex); MV 12; hp 64; THAC0 12 (11); #AT 2; Dmg 1d8+4 (long sword); SA weapon specialization; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 16.

**Star Guard Wizards, hm, W8 (2):** AL NE; AC 1 (*bracers AC5*); MV 12; hp 32; THAC0 18 (16); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Spells: 1st level - *armor, burning hands, charm person, magic missile*; 2nd level - *insatiable thirst (TOM), invisibility, web*; 3rd level - *fireball, hold person, spirit armor (TOM)*; 4th level - *fumble, stonewall*

**Star Guard Priests, hm, Sp(Tempus)8 (2):** AL CE; AC 0 (chain mail, shield, Dex); MV 12; hp 48; THAC0 16; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 17; MR nil; SZ M; ML 16.

Spells: 1st Level - *bless, cure light wounds (x4)*; 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail (F&A), invisibility purge (TOM), miscast magic (TOM)*; 4th level - *cure serious wounds (x2)*

**Star Guard Thieves, hm, T8 (2):** AL NE; AC 1 (*leather +2, Dex*); MV 12; hp 40; THAC0 17 (15); #AT 1; Dmg 1d6+2 (*short sword+2*); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 16.

- If the PCs win, go to **Encounter 7B**.
- If the PCs lose, go to **Epilogue A**.

## Encounter 7A: Do Not Enter

*With the ambush defeated, you begin to ponder what exactly your options are at this point. Rendeth seems to mirror your own thoughts.*

*"I am sure there are many Legionnaires that are in the vicinity simply awaiting my signal to act. My men will contact them and begin to round them up for an assault on the city. But in the meantime, it will be up to us to get into the city and to the Castle Thultyrl undetected.*

*"Please do not take this the wrong way. I have been holed up in the castle for so long that I've grown out of touch with both my city and my people. But you have the practical knowledge that could be invaluable. Do you know of any entrances into the city other than the main city gates and the piers?"*

If the PCs cannot suggest a secret way into the city, then they will have to try and sneak in through one of the city gates. Go to **Encounter 9**.

If the PCs make reference to one of the passages/tunnels beneath the city, Rendeth will grill them for more information. He has no knowledge of the tunnels that were discovered in the tournament *What You Don't Know*. In fact, Alissa will begin to feel a little uneasy as discussion on this subject continues. If pressed, she will reluctantly give the PCs the location of a secret entrance to the city, but will not admit how she came about this knowledge. If pressed, her only answer will be, *"I make it my business to know these things."* Go to **Encounter 10**.

If the PCs mention the secret way into the city and to the castle through the Thultyrl Crypt in the cemetery, Rendeth will slap the person on the back and say that s/he is a genius. He had forgotten about that particular entrance and since their destination is the castle, going through the crypt is the quickest way to go. Go to **Encounter 11**.

## **Encounter 7B: Do Not Enter**

*With the crew of the Star Guard vessel defeated, you begin to ponder on what exactly to do next. Rendeth seems to mirror your own thoughts.*

*"It seems we have a couple of possibilities at this point. We can sail into the Procampan Harbor and hope that we aren't noticed. Or we can weigh anchor about a league or two away from the city and make landfall. We could then attempt to enter the city on foot.*

*"Comments?"*

Both of the above options are viable possibilities. But there is a third option that crafty PCs may come up with. Rendeth and the PCs could easily sail into the city if they put on the uniforms of the defeated Star Guard and use their own vessel (the *PNV Gauntlet*) to return in.

If the PCs wish to make landfall, go to **Encounter 8A**.

If the PCs wish to sail into Procampan Harbor, go to **Encounter 8B**.

If the PCs are sneaky and disguise themselves as Star Guard members and sail the Gauntlet back to the city, go to **Encounter 8C**.

## **Encounter 8A: Landfall**

*Rendeth, agreeing with your suggestion, orders the ship to weigh anchor a discreet distance from the city to conceal your landfall. You quickly make your way to the shore in three dinghies and disembark quietly and efficiently. Once everyone is accounted for and all the gear is offloaded, Rendeth looks to you and your group.*

*"I am aware of many Legionnaires that are in the vicinity simply awaiting my signal to act. My men will contact them and begin to round them up for an assault on the city. But in the meantime, it will be up to us to get into the city and to the Castle Thultyrl undetected.*

*"Please do not take this the wrong way. I have been holed up in the castle for so long that I've grown out of touch with both my city and my people. But you have the practical knowledge that could be invaluable. Do you know of any entrances into the city other than the main city gates and the piers?"*

If the PCs cannot suggest a secret way into the city, they will have to try and sneak in through one of the city gates. Go to **Encounter 9**.

If the PCs make reference to one of the passages/tunnels beneath the city, Rendeth will grill them for more information. He has no knowledge of the tunnels that were discovered in the tournament *What You Don't Know*. In fact, Alissa will begin to feel a little uneasy as discussion on this subject continues. If pressed, she will reluctantly give the PCs the location of a secret entrance to the city, but will not admit how she came about this knowledge. If pressed, her only answer will be, *"I make it my business to know these things."* Go to **Encounter 10**.

If the PCs mention the secret way into the city and to the castle through the Thultyrl Crypt in the cemetery, Rendeth will slap the person on the back and say that s/he is a genius. He had forgotten about that particular entrance and since their destination is the castle, going through the crypt is the quickest way to go. Go to **Encounter 11**.

## Encounter 8B: The Harbor

*Rendeth, agreeing with your suggestion, orders the vessel towards the city.*

Give the PCs the opportunity to make any kind of preparations they wish prior to entering the harbor. They could also be greeted with hostility depending on what kind of ship they came in on.

If the PCs sailed in on Torstan Ulzimmer's ship, there won't be many problems. Cargo will be offloaded as normal. The only challenge will be to get Rendeth off the boat without the Star Guard seeing him. If there are problems and a battle occurs, it will be against a single squad of Star Guard members.

If the PCs sailed in on a vessel from the Emerald Fleet, three squads of Star Guard members will be waiting to arrest everyone on board. The PCs will have to think fast to avoid this fate (they will be able to see the Guard members take their positions before the vessel is moored to the dock).

**Star Guard Captain, hm, F11 (1 or 3):** AL LE; AC -1; MV 6; hp 85; THAC0 10 (9); #AT 3/2 (2); Dmg 1d8+2 (long sword); SA specialization in long sword; SD nil; MR nil; SZ M; ML 14.

**Star Guard Fighter, hm F7 (9 or 27):** AL N; AC 0; MV 12; hp 64; THAC0 14; #AT 3/2; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

When Rendeth and the PCs get by the Star Guard, he will nod to his men and they will disperse.

*"I am aware of many Legionnaires in the vicinity. My men will contact and gather them for an assault on the city. But it is up to us to get to the castle and thwart Alamondh and his schemes."*

Rendeth, at this point, may ask for suggestions. If the PCs mention the secret way into the castle through the Thultyrl Crypt in the cemetery, Rendeth will slap the person on the back and say that s/he is a genius. He had forgotten about that particular entrance and since their destination is the castle, going through the crypt is the quickest way to go.

- If the PCs win the battle, go to **Encounter 12**.
- If the PCs were captured or if they surrendered during the battle, go to **Epilogue A**.
- If all the PCs die in the same round and at least one of them still has lives left over, go to **Epilogue B**.
- If the PCs suggest that they go through the Thultyrl Crypt to get to the castle, go to **Encounter 11**.
- If there is no battle, go to **Encounter 12**.

- If the PCs betray Rendeth and take him to Star Guard HQ, go to **Encounter 12A**.

## Encounter 8C: Faux Guard

*A mischievous twinkle lights Rendeth's eye.*

*"I like how you think. Definitely make it so," he says as he begins to replace his own clothes with a Star Guard uniform.*

*After all your outer vestments are in place, everyone appears to be part of the Star Guard command. Once everything is ready, you set sail for the Procampur Harbor.*

Unless the PCs do something incredibly stupid, they should succeed in getting by the Star Guard on the docks (95% chance). PCs that are in the Star Guard would be able to do damage control if they are noticed. Their chance to succeed is equal to 50% + Charisma Reaction Adjustment + 3%/level of the PC. Should the PCs fail at this point, the Guard will whistle for reinforcements and attempt to arrest them.

**Star Guard Captain, hm, F11 (1):** AL LE; AC -1; MV 6; hp 85; THAC0 10 (9); #AT 3/2 (2); Dmg 1d8+2 (Long Sword); SA specialization in Long Sword; SD nil; MR nil; SZ M; ML 14.

**Star Guard Fighter, hm F7 (9):** AL N; AC 0; MV 12; hp 64; THAC0 14; #AT 3/2; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

When Rendeth and the PCs get by the Star Guard, he will nod to his men and they will disperse.

*"I am aware of many Legionnaires in the vicinity. My men will contact and gather them for an assault on the city. But it is up to us to get to the castle and thwart Alamondh and his schemes."*

Rendeth, at this point, may ask for suggestions. If the PCs mention the secret way into the castle through the Thultyrl Crypt in the cemetery, Rendeth will slap the person on the back and say that s/he is a genius. He had forgotten about that particular entrance and since their destination is the castle, going through the crypt is the quickest way to go.

- If the PCs win the battle, go to **Encounter 12**.
- If the PCs were captured or surrendered during battle, go to **Epilogue A**.
- If all the PCs die in the same round and at least one of them still have lives left over, go to **Epilogue B**.
- If the PCs suggest that they go through the Thultyrl Crypt to get to the castle, go to **Encounter 11**.

- If there is no battle, go to **Encounter 12**.
- If the PCs betray Rendeth and take him to Star Guard HQ, go to **Encounter 12A**.

## Encounter 9: Knock, Knock

*It takes about a couple of hours of travel before the city gates can be seen. A squad of Star Guard members can be seen as you begin to get closer to your destination.*

If the PCs wish to assume any last minute disguises, they can do so without being seen as long as they are more than 100 feet away from the gate. Unless something is done, Rendeth will immediately be recognized. Alissa, on the other hand, would have already changed her appearance enough so that she wouldn't be recognized right away.

The PCs may want to plan exactly how they will enter the main gate, and a few things can happen depending on what is decided.

If there are Star Guard members in the party, Rendeth and Alissa can be brought into the city as their prisoners (and they could present their orders to the Guard as proof). Whether this is a fact or facade is a matter that can be determined later on.

Rendeth can be disguised and they can enter without a problem (95% chance).

Rendeth is not disguised and he and the PCs go forward and battle their way in (stupid, but ballsy).

**Star Guard Captain, hm, F11 (1):** AL LE; AC -1; MV 6; hp 85; THAC0 10 (9); #AT 3/2 (2); Dmg 1d8+2 (long sword); SA specialization in long sword; SD nil; MR nil; SZ M; ML 14.

**Star Guard Fighter, hm F7 (9):** AL N; AC 0; MV 12; hp 64; THAC0 14; #AT 3/2; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

- If the PCs win the battle, go to **Encounter 12**.
- If the PCs were captured or if they surrendered during battle, go to **Epilogue A**.
- If all the PCs die in the same round and at least one of them still have lives left over, go to **Epilogue B**.
- If there is no battle, go to **Encounter 12**.
- If the PCs betray Rendeth and take him to Star Guard HQ, go to **Encounter 12A**.

## Encounter 10: Back Door

*Alissa leads you around to the north side of the city to one of the few patches of trees growing against the city walls. It's a small wooded area no bigger than 50*

*feet in diameter. Without hesitation, she enters the tall foliage.*

*Even though it is a rather small area, the trees are so thick that the leaves above block out the sun. The chilly wind dislodges a number of red, orange, and golden leaves from the branches as they sway in the gentle breeze. But Alissa pays no attention to this as she stops near a large sawed-off tree stump.*

Ever see 1960s comedy series *Hogan's Heroes*? The tree stump is the entrance that Alissa was forced to reveal. A thief can open the hatch by making a successful Open Locks check. A *knock* spell can open it as well. If all that fails, Alissa will (literally) knock a rhythm on the side of the trunk and casually lift open the hatch. She will coyly smile to those who tried to open it and failed.

Though the tunnels lead just about everywhere, Alissa will lead the PCs to an abandoned building in the Service District. As everyone departs the building, someone may notice that a new sign has been placed on it. It says: "Sold."

- If the PCs go to the Castle, go to **Encounter 12**.
- If the PCs betray Rendeth and take him to Star Guard HQ, go to **Encounter 12A**.

## Encounter 11: The Graveyard

*The thought of going into a graveyard doesn't appeal to you, but you are convinced that it is necessary if you wish to get to the castle's throne room with little or no trouble.*

*A long, ten-foot high wall extends a great distance as you follow the path towards the graveyard's entrance. In the wall's center, there is an archway with an ornate gate made of gold and platinum.*

While the gate itself is valuable, it is protected from being melted, stolen, disintegrated, etc. But the gate is not locked, so the PCs can enter the graveyard with no problem.

*Even here, there are roads leading off into different directions. You see small areas that are walled off, mimicking the set-up of the city itself. Many headstones can be seen ahead of you and to the west. Huge crypts can be seen in the distance to the east.*

Near the gate's entrance, there is a directory/map layout of the entire cemetery. The PCs can see that the inner walls mimic Procampur's city districts almost precisely. The crypts that house the nobles and previous rulers of the city will be at the eastern-most end of the graveyard. But getting there is only half the battle.

*With your destination set, you begin to traverse the road that will ultimately take you to the Thultyrl Crypt. But as you proceed, unmistakable moans and groans can be heard coming from the road ahead of you.*

If the PCs wish to take another route in an attempt to get to the crypt, they are more than welcome to try. But many undead are roaming the cemetery nowadays and the PCs have a good opportunity to encounter them no matter what direction they come from.

(Of course, if time is running short, this portion of the encounter can be skipped.)

**Mummy (10):** Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 45; THAC0 13; #AT 1; Dmg 1d12; SA Fear, disease; SD hit by +1 or better weapon to hit (which only do half damage); MR *sleep, charm, and hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis; SZ M; ML 15.

When the battle is over, the PCs can make it to the Thultyrl's crypt without any further incident.

*It takes little time for you to locate the Thultyrl's Crypt. It is probably the oldest and most ornate of the crypts in all of the cemetery. Its stone exterior rises up about twenty-five feet in height. Its walls run about forty feet in one direction and eighty feet in another. There is a pairs of doors in the center of the largest wall. They are made of stone as well, though there appear to be no handles.*

*As you contemplate the situation, a disembodied voice booms out around you. "Thou are not of Thultyrl blood. Begone!"*

A spirit will manifest before the PCs. This is the spirit of Nesian Thultyrl, the first ruler of Procampur. While he seems to be a ghost, he acts as the guardian to his lineage. No one may enter the crypt without his blessing, so it is up to the PCs to convince him that they are on his side. Nesian will know the truth when told.

If the PCs lie about their reason for being here, they will be denied entrance, though they can still get in by causing 100 hp worth of damage to the door. Slashing and piercing weapons do only half damage and must make a saving through vs. crushing blow should a roll of 1-4 be rolled. If the save is failed, the weapon will break.

If the PCs mention Rendeth, Nesian will at this point recognize the Thultyrl and let them pass.

*Upon entering the crypt, you see many sarcophagi lined around the room. In the crypt's center is the resting place of Nesian Thultyrl. His decedents are*

*centered around him against the walls. There are two sets of stairs leading down giving access to the lower levels of the crypt.*

If Nesian allowed the PCs to enter, he will show them the way to the secret entrance to the throne room, but only if he is asked.

If the PCs forced their way in, they are on their own in their search. It will take the PCs literally DAYS to search the entire crypt, though if there are elves and/or half-elves in the group, this could speed up matters immensely.

**NOTE:** If any of the tombs are disturbed (whether Nesian allowed them in or not), the many generations of Thultyrls will rise from their coffins and move to attack the PCs. The only way to calm them is for the PC to return whatever item(s) were taken. Otherwise, the PCs will easily be overwhelmed as generations from over 2000 years rise to claim the PCs' forfeited lives. Of course, the PCs can run to get away, but they will lose any opportunity to gain entrance to the Throne in this manner.

Rendeth will be immune to any attacks from his kin. They know she is family and also know that she would never desecrate any of their bodies.

**Mummy (too many):** Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 45; THAC0 13; #AT 1; Dmg 1d12; SA Fear, disease; SD hit by +1 or better weapon to hit (which only do half damage); MR *sleep, charm, and hold*, and cold-based spells have no effect and they are unharmed by poisons and are immune to paralysis; SZ M; ML 15.

Once the secret passage is found, go to **Encounter 13**.

## **Encounter 12: Grimm Tidings**

*Slowly, but surely, you make your way through the city, avoiding the Star Guard each time they are sighted. You see them ahead of you? You take a quick turn out of their sight. It is this reason that you didn't take The Great Way down the center of the city all the way to the Castle District. But all the inner districts are interconnected, so you can eventually get there by taking the indirect route.*

The PCs will need to get past one of the gates to gain entrance to the Castle District. This encounter assumes that the PCs will try to gain entrance through the Temple/Castle District Gate, which has the fewest guards. If the PCs attempt to enter through the main Castle Gate or through the Nobles/Castle District Gate, triple the number of guards present.

**Star Guard Fighter, hm F8 (4 or 12):** AL N; AC -1; MV 12; hp 72; THAC0 13; #AT 3/2; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

Once past the guards, the PCs can easily make their way to the Castle itself. The Castle doors, which are usually open, are closed. Stationed outside are a squad of Star Guard members and Lord Alaric Grimm, the Star Guard Commander.

When the PCs approach, Lord Grimm will be suspicious of them as he has summoned no one and no one is expected at the Castle today. Alaric has a *gem of true seeing*, so he can easily see past Rendeth's and Alissa's disguises. But he won't act right away on this knowledge. He's curious as to why the PCs, Rendeth, and Alissa are present and wants to hear their story.

If the PCs ask for privacy, Alaric will consider the request a moment and then nod. He will dismiss the Guards present to reinforce the Temple/Castle Gate entrance. He will then listen to what the Rendeth and the PCs have to say.

If the PCs don't ask for privacy, Alaric will dismiss the guard to the Temple/Castle Gate anyway after he hears any compromising information.

Because of recent events, Alaric isn't as rigid as he used to be. He has had time to reflect and has come to the conclusion that he doesn't like what Procampur has become. It will take very little to convince Alaric to allow the PCs to pass.

Alaric will say nothing to Alissa unless the PCs bring up the subject that she, like Alaric, is a Grimm. Alissa will be surprised by this revelation and will ask about the particulars. Alaric will also say that her mother is at peace now that Alissa has been accepted into the Grimm family. Because she is of noble blood, House Grimm will no longer oppose her desire to wed the Thultyrl and will publicly support her as well.

Alissa will be speechless from Alaric's words. Her once-harsh glares at Alaric will soften a little and nod in acceptance at his and his family's acceptance of her. She knows how hard it was for Alaric to say such things, so instead of saying one of her usual barbs, she will simply say, "**Thank you,**" in return.

If the PCs give Alaric a convincing argument, he will allow them through. In fact, he will insist that he escorts the group to the throne room so they avoid any further delay.

Go to **Encounter 13**.

## **Encounter 12A: Star Guard HQ**

*Slowly but surely you make your way through the city, avoiding the Star Guard each time they are sighted. You see them ahead of you? You take a quick turn out*

*of their sight. It is this reason that you didn't take The Great Way down the center of the city all the way to the Castle District. But all the inner districts are interconnected, so you can eventually get there by taking the indirect route.*

This encounter is included if the PCs (whether they are Star Guard PCs are not) go through with Rathandar Kailin's offer to deliver Rendeth and Alissa to the Star Guard. The Star Guard HQ is adjacent to the Nobles/Castle District Gate. If some of the Star Guard PCs are concealing the other PCs from their true intentions, it will be here in which they may reveal themselves and call for reinforcements.

Go to **Epilogue F**.

## **Encounter 13: The Throne Room**

The PCs can enter this area from one of two directions:  
1) through the secret passage from the Thultyrl Crypt; or  
2) through the chamber's main doors (with Alaric Grimm).

### **Secret Door Entrance**

*Taking the secret passage within the crypt leads you underground. Of course, you have to get past the city walls before you can enter the castle. Being underground at this level should do it.*

*After about 30 minutes through the tunnel, you come upon a wrought-iron stairway. The stairs wind upward in a circular pattern. It's hard to figure out exactly how high you rise, perhaps two or three floor's worth upward. At the top, a small landing protrudes from the wall. It appears to be sturdy and large enough to support you all.*

There is a secret/concealed door the PCs need to find in order to enter the throne room. Since everyone is aware of its existence, give them a +1 bonus in their attempt to find it (humans would then have a 1 in 6 chance to find it). Once they find it, they see that the door is locked. A successful Open Locks roll (or magical equivalent) will open the door with no problem.

The door opens towards the PCs. There is a large tapestry which hangs from the ceiling about three feet away from the wall. If they are careful, the PCs can slowly work their way to the tapestry's edge without disturbing it.

The PCs may wish to peek around the tapestry's edges to assess the situation before proceeding. Whether they do this, wait and discuss what to do, or blindly continue onward, proceed with the following.

*"Ah good. I was wondering when you would see fit to grace me with your presence."*

*Your eyes dart to the sound of the voice. A breath catches in your throat as you realize that your entrance was not as secret as you would have liked it to be.*

*"Come now, don't be shy. We're all among friends here," Alamondh says as he beckons you forward.*

### **Throne Room Main Entrance**

*Alaric leads you to the main throne room. There are guards stationed out front, barring your way. Alaric steps forward.*

*"Reinforce the Castle entrance. No one is to get through until I say otherwise."*

*The four men snap to attention and salute before hurrying on to their new assignment. Once they have gone, Alaric will open the doors to allow everyone to enter. A voice from inside speaks up.*

*"Come now, don't be shy. Please come in."*

Continue from all.

It is up to the PCs whether to comply with Alamondh's request. At this point, the Hamayarch bears no malice towards the PCs. If they hesitate, Alamondh will instruct his men to escort them in (or cut down the tapestry), exposing the PCs, Rendeth, and Alissa for all to see. He will smile in appreciation.

*"What's this? I see you have brought me a gift. Rendeth of the Royal Blood, last surviving member of House Thultyrl. And Alissa Wyndsong, notable bard and daughter of the House of Grimm. I expected you to be brought across my doorstep sooner or later, but not as tokens of loyalty."*

The PCs have a choice here. They can turn Rendeth and Alissa over to Alamondh, or they can stand by them.

If the PCs turn Rendeth and Company over to Alamondh, go to **Epilogue C**.

If the PCs stand by Rendeth and Alissa, continue here.

*Alamondh's demeanor changes slightly. "You can't really think you can defeat me and my minions. Look around you and assess the situation. I can understand that mortals sometimes make hasty and rash decisions on situations they know nothing about. Please, take a moment to make sure you understand what you are getting into."*

Alamondh is so sure of his position that he's willing to introduce his creatures to the PCs. Let the PCs know what they are dealing with.

**Alamondh:** Int Supra-Genius; AL NE; AC -5 (*bracers AC 2, Dex 18, ring of protection+3*); MV 6; HD 20; hp 70; THAC0 9; #AT 1; Dmg by weapon; SA Spells; SD nil; MR nil; SZ M; ML 18.

Spells: 1st level - *color spray, magic missile (x2), protection from good, shocking grasp*; 2nd level - *blindness, detect invisibility, flaming sphere, mirror image, spectral hand*; 3rd level - *fireball, haste, hold person, lightning bolt, vampiric touch*; 4th level - *confusion, ice storm, polymorph other, stoneskin* (15 hits), *wall of ice*; **5th level** - *cone of cold, domination, feeblemind, teleport, wall of force*; 6th level - *chain lightning, ensnarement, globe of invulnerability, true seeing*; 7th level - *delayed blast fireball, prismatic spray, reverse gravity*; 8th level - *maze, polymorph any object, power word: blind*; 9th level - *energy drain, meteor swarm*.

NOTE: Spells that have been underlined have been pre-cast.

**Skeletal Warriors (6):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 75; THAC0 11 (8); #AT 1; Dmg 1d10 (two-handed sword); SA +3 bonus to attack roll (this is an innate ability, the weapon is not magical); SD hit by only magical weapons; MR 90%; SZ M; ML 15.

**Star Guard Fighters, hm, F8 (6):** AL NE; AC 0 (plate mail, shield, Dex); MV 12; hp 64; THAC0 12 (11); #AT 2; Dmg 1d8+4 (long sword); SA weapon specialization; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 16.

**Star Guard Wizards, hm, W8 (2):** AL NE; AC 1 (*bracers AC5, Dex*); MV 12; hp 32; THAC0 18 (16); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Spells: 1st level - *armor, burning hands, charm person, magic missile*; 2nd level - *insatiable thirst (TOM), invisibility, web*; 3rd level - *fireball, hold person, spirit armor (TOM)*; 4th level - *fumble, stoneskin*

**Star Guard Priests, hm, Sp(Tempus)8 (2):** AL CE; AC 0 (chain mail, shield, Dex); MV 12; hp 48; THAC0 16; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 17; MR nil; SZ M; ML 16.

Spells: 1st Level - *bless, cure light wounds (x4)*; 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail (F&A), invisibility purge (TOM), miscast magic (TOM)*; 4th level - *cure serious wounds (x2)*

If the PCs change their minds and decide to turn Rendeth and Alissa over, Go To **Epilogue C**.

If the PCs still decide to stick by Rendeth and Alissa, continue on.

*Alamondh's cold eyes stare at you with concentrated fury. "So be it," he says as he signals his men to attack.*

The stats for Rendeth and company are again listed here for convenience.

**Rendeth of the Royal Blood, hm, F15 (Cavalier):** AL NG; AC -1 (plate, shield, Dex); MV 6; hp 108; THAC0 5 (2); #AT 5/2; Dmg 1d8+7 (*long sword* +2); SA Weapon specialization; SD nil; Str 18.49, Dex 17, Con 16; MR nil; SZ M; ML 20.

Magic items: *long sword* +2

**Alissa Wyndsong, hf, B15:** AL CN; AC 0 (*bracers AC2*, Dex); MV 12; hp 62, THAC0 14 (12); #AT 1; Dmg 1d6+2 (*rapier of quickness* +2); SA nil; SD *amulet proof vs detection and location*; Dex 16, Chr 17; MR nil, SZ M; ML 18.

Magic Items: *bracers AC2*, *rapier of quickness* +2, *amulet proof vs. detectin and location*

Spells: 1st level - *charm person*, *magic missile*, *sound bubble* (BHB); 2nd level - *alter self*, *continual light*, *Tasha's uncontrollable hideous laughter*; 3rd level - *dispel magic*, *spectral force*, *tongues*; 4th level - *charm monster*, *Leomund's secure shelter*, *stoneskin*; 5th level - *hold monster*, *teleport*.

**Alaric Grimm, hm, F14:** AL N; AC 0 (plate mail, shield, Dex); MV 6; hp 100; THAC0 7 (3); #AT 2; Dmg 1d8+5 (*long sword* +2, Str); SA weapon specialization; SD nil; Str 17, Dex 16, Con 16; MR nil; SZ M; ML 17.

If the PCs win, go to **Epilogue D**.

If the PCs lose, go to **Epilogue E**.

## Epilogue A

If the PCs are defeated or had surrendered, Rendeth and Alissa will be captured and taken away by the authorities. The guards (if any) will be separated from the PCs as well.

*After being stripped of your possessions, you are placed in a featureless room. There is only one door, no windows, and a cot. The door is both locked and guarded and you sit with nothing to do but await your fate.*

*You find that you don't have to wait long. Within the hour, the door to your room is unbolted and a man walks in. He appears to be somewhere in his mid-*

*forties. He is finely dressed, but he has an extremely stand-offish attitude about him. He looks at you with utter disdain.*

*"I hope you realize how much trouble you are in," the man says with contempt dripping from his voice. "Aiding a known criminal is a crime in Procampur (and Ravens Bluff). But I imagine that the lovely Nightingale used her charms to get you to do her bidding. Which is probably just as well considering your inability to avoid getting caught.*

*"As much as I would love to continue to insult you, I have work to do. I am here to inform you that the Procampur Consulate will not press charges for your misguided deeds. In addition, I have managed to convince your Rvenaar superiors not to press charges either. You can collect your belongings and be on your way."*

This is Dargon Haras, the Procampen Ambassador to Ravens Bluff. Whether the PCs were captured in Ravens Bluff or Procampur, he will be present.

Depending on the PCs' attitude, he may answer a few questions posed to him if he deems the PCs worthy. If there are Procampen Nobles in the party, he will reluctantly answer questions.

Alissa Wyndsong - *"She is being held for trial. Treason is a crime punishable by death. Consider yourselves lucky you weren't included in that charge."*

Rendeth of the Royal Blood - *"The Thultyrl will be treated for the condition he is suffering from. It is obvious that he has been enspelled by the harlot Ms. Wyndsong for a long time. That sort of enchantment will be difficult to remove. You yourselves were enthralled by her charms. The effects on you disappeared shortly after you were removed from her presence."*

If the PCs ask questions on topics other than those listed above, Haras will conclude the meeting and bid them farewell. He will answer nothing else.

*As you reclaim your belongings, you wonder at the turn of events. Things did not go exactly as planned. In fact, because of recent events, history . . . future history may repeat itself. It is said that for a task to be done there is no time like the present. But you realize that your opportunity to complete your task has slipped on by. You cannot help but wonder whether, if you had done certain actions differently, you would have succeeded in you quest. Only time will tell if your involvement has had any positive effects.*

Eventually, the effects from the PCs' trip through time will wear off. Their abilities, experience, and equipment will return to normal.

### The end of *Battlefield: Procampur*

## Epilogue B

This ending is only to be used if ALL the PCs die in the same round but at least one PC is still able to be revived (ie. has some lives left). Otherwise, all the PCs are dead.

*Slowly, you regain consciousness. The first thing that registers on your senses is that the battle is over. Looking around, the only thing that remains of the battle is the dead . . . and you. Rendeth and Alissa are nowhere to be seen. Did they survive? Were they captured?*

*Perhaps. Perhaps not. All you know is that they are gone. Hopefully they will succeed where you have not. Only time will tell if your involvement had any positive effect on Procampur's present and future history . . .*

Eventually, the effects from the PCs' trip through time will wear off. Their abilities, experience, and equipment will return to normal.

### The end of *Battlefield: Procampur*

## Epilogue C

*Rendeth and Alissa both look to you with expressions of anger and betrayal as they are hauled away by Alamondh's guards.*

*"You have acted wisely in allowing me to take them without a fight. It would have been a fight that you would have most certainly have lost.*

*"Alaric Grimm, for your unswerving loyalty, you will be the commander of a new breed of guardians for this city."*

*"Alaric clears his throat. "That won't be necessary . . ."*

*But Alamondh interrupts, "Oh, but I insist. After all, these . . . Centurions . . . are going to be Procampur's future. And quite honestly, you don't have any choice in the matter. Guards, take him away."*

*Alaric Grimm is quickly surrounded and is escorted out of the room, leaving you alone with Alamondh and his remaining minions.*

*"Again, I would like to thank you for all of your efforts. Without you, none of this would have been possible. You have earned my sincerest gratitude . . ."*

*The floor disappears beneath your feet and you finds yourselves in freefall. Even spells or rings that might negate such a fall don't seem to be working. But suddenly, the angle of your decent is redirected as you fall into a large chute. You slide the rest of the way down and tumble into a dank, dark cell. A loud CLANG is heard as you are locked in.*

*As you get your bearings, you notice a number of things.*

*You seem to be beneath the city. Some of you recognize being in these tunnels before.*

*There are a large number of undead creatures simply standing around, motionless. You can't count them all.*

*Through the bars you see two figures struggle against their captors. There is no mistaking Rendeth and Alissa. They resist as best they can, but they are thrown into the center of a pack of wights. You turn your heads from the sight. There can only be one outcome.*

*A member of the Star Guard looking in your direction laughs. "I suggest you make peace with your gods right now. Carthoun wants no witnesses."*

*When the activity among the wights cease, the guard turns to you with a wicked expression.*

*"You're next."*

### The end of *Battlefield: Procampur*

## Epilogue D

*The battle is won! Alamondh's men and minions lay at your feet. But upon closer inspection of the ex-Hamayarch, you find that his body is stone cold. This man has been dead much longer than a couple minutes. But if he was dead already, who was controlling him?*

*As if an answer to your unspoken question, a voice fills the room and an image appears before you . . . an image of a lich!*

*"Well done! Well done indeed! You have destroyed my puppet and fought your way beck to your beloved throne. Rendeth, my boy, I didn't think you had it in you. I offer my heartfelt congratulations to a worthy adversary.*

*"But this isn't a social call. As a reward for your victory, I offer a parting gift for you and your city. I have my own legacy for Procampur. You haven't seen the last of me and my own army is about ready to strike.*

*"Savor your victory while you can for it is indeed a hollow one." The image of the lich chuckles and begins to fade away.*

*Rendeth scowls at the place where the image was. You can tell by the look on his face that he knows that this is not over. Then he shakes himself out of such thoughts and turns towards Alaric Grimm.*

*"Alaric. I am aware of the reason you weren't accepted into the Diamond Legion. By your actions this day, it is clear that was an obvious oversight. Please allow me to reverse that decision and offer you a place in the Legion's ranks. Yes, the Legion will be reformed. How does that sound to you, Major Grimm?"*

*Alaric's eyes light up at being allowed into the Diamond Legion, but then goes double-wide upon hearing his new rank. "It sounds excellent, my Lord. Thank you."*

*Then Rendeth turns towards you. "I wish to thank each and every one of you. If it weren't for your valiant efforts, I wouldn't be here. Please accept these tokens as a symbol of my gratitude. And I hope I can count on your when that lich comes knocking on Procampur's front door . . ."*

As a reward for the PCs' efforts, they are granted the following items:

1. A suit of *adamantite full plate armor (AC 0)* from Alaric
2. *Pin of disguise (5 charges)* from Alissa.
3. *Ring of the eagle* from Rendeth.

Also, the PCs will be awarded the Thultyrl's Favor if they have did at least four of the following things at any time throughout this tournament round:

1. Depose Carthoun in Round 1.
2. Return Alissa's bracelet (acquired from the tournament *The Stolen Crown*).
3. Inform Alissa and Rendeth of their soon-to-be-born daughter.
4. Get Alaric to tell Alissa that she's of noble blood and has been accepted as a Grimm.
5. Suggest Graveyard entrance through the Thultyrl Crypt
6. Have the group disguise themselves as Star Guard members to enter the city without a fight.
7. Tell Rendeth the powers of the King Sword that was made by Thallastam.
8. Depose Alamondh in Round 2 (this round).

If the PCs meet the requirements, *The Thultyrl's Favor* will be bestowed upon them. The *Favor* will take the form of an eagle pin that is recognized by all Procampur citizens. It will grant the following benefits:

1. Procampur Citizenship (if non-native)

2. Admittance into the Diamond Legion (if desired)
3. Rendeth's personal recommendation for admittance into any (available) organization that the PC wishes to join (though the PC will still need to fulfill any requirements that might be necessary).
4. The PC is declared a Champion of Procampur and gains a +2 bonus in all Procampur Fame Categories for a year.
5. The PC is granted half off the cost of all healing (but not coming back from the dead) in Procampur for a year.

Eventually, the effects from the PCs' trip through time will wear off. Their abilities, experience, and equipment will return to normal.

### **The end of *Battlefield: Procampur***

## **Epilogue E**

If the PCs are defeated and have no lives left, then they are dead. The bodies will be shipped back to their city of origin so that players can get friends to either raise dead or resurrect them (or have their wills carried out).

### **The end of *Battlefield: Procampur***

## **Epilogue F**

*You are immediately surrounded by dozens of Star Guard members. Each of you is quickly disarmed and restrained as more guards continue to appear.*

PCs that weren't a party to the betrayal will be restrained as well. Only those that actively participated in this dire deed will remain free.

*When things settle down, Rathandar Kailin walks forward, a smile being quite evident on his lips.*

*"Well done. An excellent job! I know we could count on you. You're an asset to the Guard."*

After Alissa and Rendeth are taken away, Rathandar will continue.

*"Now that Alissa is in custody, her trial can take place immediately. Rendeth, of course, will be treated for the removal of any charms and enchantments that were placed upon him. It will be a long and tedious process."*

*Rathandar turns to those of you that are restrained. "It's quite a shame that you weren't instrumental in today's glorious events. But because*

*of those events, I feel very generous. All of you are free to go. Now. This will be your only opportunity."*

Give the PCs the opportunity to take Rathandar up on his offer. If they do, they can escape with all their items without harm. If they don't, then they will be arrested and put into jail (no bail possible).

*Finally, Rathandar turns to those that succeeded in their mission.*

*"You have done a great service to the city. I think you would be perfect for a special-missions group that I'm currently forming."*

*Rathandar leads you into the Star Guard HQ. After passing through a number of halls, you come to an open-ended room. Once you enter, a heavy metal door slams shut behind you. Rathandar smiles at you as he gestures to one of the tables.*

*"You have been volunteered for the brand new Centurion Program. It is quite painless unless you resist . . ." Strong hands grab each of your arms and legs as you are hauled onto the table. You try to resist, but there are too many of them and they are more than a match for you.*

*But even as you try to resist, you realize the irony of the situation. The betrayers have been betrayed. Poetic justice, some would say. And that's the last thought of your own free will . . .*

Eventually, the effects from the PCs' trip through time will wear off. Their abilities, experience, and equipment will return to normal.

### The end of *Battlefield: Procampur*

## EXPERIENCE Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

### Introduction B

Convince Rendeth to allow PCs to join 25 xp

### Encounter 1

Rescue Marissa from the Star Guard 50 xp

### Encounter 2 (A or B)

Rescue Rendeth from the Star Guard 50 xp

### Encounter 3 (A or B)

Escape from Ravens Bluff without a fight 100 xp  
OR

Escape from Ravens Bluff with a fight 50 xp

### Encounter 6 or 6A

Defeat ambush 150 xp

### Encounter 6B

Defeat Star Guard 100 xp

### Encounter 7A/B or 8A (not both)

Suggest entry through Thultyrl Crypt 75 xp  
OR

Suggest entry through secret entrance 25 xp  
OR

Suggest to enter disguised as Star Guard 75 xp

### Encounter 8B or 9 (not both)

Get past Star Guard without a fight 50 xp  
OR

Get past Star Guard with a fight 25 xp

### Encounter 11

Convince Thultyrl spirit to let PCs pass 50 xp

### Encounter 12

Convince Alaric Grimm to let PCs pass 25 xp

Get Alaric to tell Alissa that she's a Grimm 50 xp

### Encounter 13

Defeat Alamondh and his minions 200 xp

### Bonus

PCs tell Rendeth/Alissa about daughter 50 xp

PCs tell Rendeth about King Sword 50 xp

Total Experience for Objectives: 1,025 xp

Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,525 xp**

## Treasure Summary

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

4. 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.

5. 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.
6. 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.

### Epilogue D

- A suit of *adamantite full plate armor* (AC 0)
- *Pin of disguise* (5 charges): This ring can change the wearer's appearance as though a 2nd-level wizard spell, *alter self*, had been cast. Each charge lasts for one hour or until dispelled.
- *Ring of the eagle* (5 charges): This ring allows the wearer to *shape change* into a giant eagle for an unlimited period of time. All the wearer's clothing and personal possessions carried (except for live beings) are merged with the giant eagle form and are unusable while the ring wearer is in that form. The user may fly up to 12 hours nonstop, but suffers from exhaustion after that, losing 1 hit point per turn until stopping to rest for 3-6 hours.

In eagle form, the user retains his or her normal hit points, Intelligence, and Wisdom scores. Spells cannot be cast (although the memory of spells already learned or prayed for is not affected), nor can weapons be wielded, other than the eagle's own claw and beak attacks. The user has all the physical combat abilities of a giant eagle, including superb vision (same effect as wearing *eyes of the eagle*). The eagle's Armor Class cannot be improved upon by any magical device; a *ring of protection* slipped on a claw, for example, has no effect.

If the user of the ring drops to less than half of his or her full, normal hit points, any attempt to *shapechange* using the power of the ring fails until the user recovers enough hit points to bring the total above the half normal amount. This applies whether the user is in eagle form or in normal form.

If the user stays in eagle form for longer than 24 hours at one time, there is a cumulative 1% chance per day thereafter, for as long as the eagle form is maintained without interruption, that the ring's powers will fail, rendering the ring powerless, and causing the wearer to remain in eagle form permanently unless a *wish* is used to restore the wearer.

- *The Thultyrl's Favor* (if eligible): The *Favor* will take the form of an eagle pin that is recognized by all Procampur citizens. It will grant the following benefits:
  1. Procampur Citizenship (if non-native)
  2. Admittance into the Diamond Legion (if desired)
  3. Rendeth's personal recommendation for admittance into any (available) organization that the PC wishes to join (though the PC will still need to fulfill any requirements that might be necessary).
  4. The PC is declared a Champion of Procampur and gains a +2 bonus in all Procampur Fame Categories for a year. (enter date of expiration)
  5. The PC is granted half off the cost of all healing (but not coming back from the dead) in Procampur for a year.

### Noble Recognition Certificate

- Rendeth
- Alissa Wyndsong
- Alaric Grimm
- Rathandar Kailin
- Marissa Chandler
- Opara Rendril

### Fame Points

PCs earn 1 Procampur Fame point that can be placed in any of the following categories: General, Noble Class, or Thultyrl.

## **Player's Handout #1**

You are instructed to bring Rendeth and Alissa back by any means necessary. But alive. Anyone else is of no consequence. If anyone tries to hinder you from doing your duty, then consider them enemies of the state. No one will miss them.

Bring Rendeth and Alissa to Star Guard Headquarters. You are authorized to use as many men as you need for the completion of your mission. Your reward will be based upon your success.

Good hunting.

Lord Rathandar Kailin  
Star Guard Deputy Commander

## DM Appendix #1

Because of the way this round was written, the PCs may have the opportunity of dying more than once. Because of their travel into the future, each PC can die up to three times, each time getting more powerful than before. After the PC dies a fourth time, he will have to be brought back by normal means and without the previous benefits. It takes a full round for the PC to "return from the dead." Please use the following chart to figure out level advancements:

Level at time of Death	Additional Levels
1st thru 3rd levels	+5 levels
4th thru 6th levels	+4 levels
7th thru 9th levels	+3 levels
10th thru 12th levels	+2 levels
13th+ levels	+1 level

This will be the only time that spellcasters will be allowed to cast spells "on the fly". This will allow for ease and speedy play during combat. Once things have settled down, then make the player choose his remaining spells from those he has available.

Levels are not the only thing that were affected by coming back from the future. Upon each "death", magic items will get more powerful as well. The PC's primary magic item will gain an additional +1 to its enchantment. Certain items may gain special qualities or abilities depending on what class the PCs is. See the chart below:

Fighter	<i>Vorpal sword +3</i>
Ranger	<i>Bow of master archery +2</i>
Paladin	<i>Holy avenger +5</i>
Mage	<i>Staff of the magi</i>
Priest	<i>Hammer of thunderbolts</i>
Druid	<i>Scimitar of speed +3</i>
Thief	<i>Cloak of mirror images</i>
Bard	<i>Eyes of charming</i>

Levels and items will fade upon completion of this adventure, except for two items: the Bow of Master Archery and the Cloak of Mirror Images (these are detailed in the Treasure Summary).

Players will most undoubtedly figure this feature out and try to abuse it. If the PCs try to kill themselves or get another in the group to kill them, then that PC is dead. Suicide wasn't one of the possibilities that would happen for the PCs to pass through, so by doing so, they created another reality with the PC being dead. The PC can be raised or resurrected as normal, but will no longer get the mentioned benefits.

## DM Appendix #2: Non-Core NPC Spells

### **Sound Bubble** (*The Complete Bard's Handbook*)

(Abjuration, Evocation)

Level: 1

Range: 0

Components: V, S, M

Duration: 10 rounds + 1 round/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When this spell is cast, an invisible bubble springs into existence. It can either be centered on and mobile with the caster or cast on an area. The mobile bubble has a radius of 10 feet, while the area bubble has a radius of 5 feet per caster level. The bubble has only one effect: sound can't pass through it. Thus sound generated within the bubble can't be heard by those on the outside and vice versa.

Bards often use this spell to enhance the quality and effect of their performances. It also functions nicely when a bard wishes to use one of his talents in a dungeon or other limited setting which noise is sure to draw attention.

Besides its entertainment functions, *sound bubble* is also useful in many of the same situations in which *silence* is used.

The material component of the spell is a blown egg shell or a soap bubble.

### **Insatiable Thirst** (*Tome of Magic*, Wizard Spell)

(Enchantment/Charm)

Level: 2

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, victims may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending on their nature) may be willing to kill for drinkable fluids.

### **Spirit Armor** (*Tome of Magic*, Wizard Spell)

(Necromancy)

Level: 3

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The spirit armor is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

### **Holy Flail** (*Faiths & Avatars*, Priest Spell)

(Alteration, Invocation)

Level: 3

Sphere: Combat, Creation

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 1 non-bladed weapon or the caster's holy symbol

Saving Throw: None

This spell allows the caster to transform his or her holy symbol or any non-bladed weapons wielded by another being that the cleric touches into a magical *holy flail*. The holy symbol or transformed weapon becomes a snakelike, flexible field of force attached to a rigid hand-hold. This invisible, crackling spectral *flail* has +2 attack bonus when wielded in battle and is considered a magical weapon for attack purposes. The spell also conveys proficiency in the use of the *holy flail* upon the *flail's* wielder, provided this does not violate class restrictions.

A strike from a *holy flail* inflicts 1d6+1 points of damage. If a *holy flail* is wielded by a priest of the same religion as the caster, a hit inflicts an additional 1 point

of damage per experience level of the caster to all undead creatures and to any creature of opposite moral stance (good vs. evil -- lawful vs. chaotic does not matter) to the caster. If the caster is neutral, the alignment-oriented damage does not apply.

A *holy flail* created from a holy symbol can only be wielded by a priest of the same deity as the symbol or it vanishes. If *holy flail* is cast upon a weapon held by a creature of opposite moral stance to the casting cleric (see above), the *flail* does not form. A *holy flail* vanishes if it is transferred from one wielder to another unless the recipient is the caster of another priest of the same deity. A holy flail does not need continued concentration to be maintained and can be dropped to enable spellcasting or thrown as a weapon without vanishing.

The material components of this spell are the holy symbol or nonbladed weapons (which are not consumed by the spell) and a pinch of powdered gemstone.

#### **Invisibility Purge** (*Tome of Magic*, Priest Spell)

(Abjuration)

Level: 3

Sphere: Wards

Range: 30 yards

Components: V, S, M

Duration: 1 turn

Area of Effect: 10-foot square/priest

Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. *Invisibility*-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or person within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

#### **Miscast Magic** (*Tome of Magic*, Priest Spell)

(Invocation/Evocation)

Level: 3

Sphere: Chaos

Range: 40 yards + 10 yards/level

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

*Miscast magic* can be cast only on a wizard. It causes the next spell by the affected wizard to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the *sleep* spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the *miscast magic* would have no effect and the wizard's spell would be cast normally.

The miscast spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the altered results until the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Wizards who are targets of *miscast magic* are allowed a saving thrown vs. spell to avoid the effect.

# DM Appendix #3: DM Summary Sheet

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

## Round One

1. Which Epilogue did the PCs end the module with?                    A            B            C            D

2 Was the Procampur of the future saved from Carthoun's tyranny?            YES        NO

3. Other comments that came out during play:

---

---

---

---

## Round Two:

1. Which Epilogue did the PCs end the module with?                    A    B            C            D            E            F

2 Did the PCs betray Rendeth to Alamondh?                    YES                    NO

3 Did the PCs betray Rendeth to Rathandar Kailin?                    YES                    NO

4 If YES was answered for questions 2 or 3, please list the betrayers' names for the sake of posterity:

PC Name \_\_\_\_\_ Real Name \_\_\_\_\_  
PC Name \_\_\_\_\_ Real Name \_\_\_\_\_

5 Did any of the PCs acquire *The Thultyrl's Favor*?                    YES                    NO

6 If YES was answered for question 5, please list the names of the Champions of Procampur:

PC Name \_\_\_\_\_ Real Name \_\_\_\_\_  
PC Name \_\_\_\_\_ Real Name \_\_\_\_\_

7 Other comments that came out during play:

---

---

---

## Procampur Campaign Information

The citizens of Procampur are hard working and honorable. They live by a code of duty, honesty, and responsibility, tempered by kindness. Like their city, the Procampans' way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in Its Place," is a common Procampan saying.

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

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

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

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

after one party has bested the other, and often both are arrested.

Criminal activities of all sorts are strongly discouraged. The Diamond Legion is ever present and often stops Procampans that they do not recognize or they find suspicious. Most hauling and other services require permits, and Procampans are careful to keep these available. Procampans are generally tolerant of these questions and periodic checks, as they are deemed necessary for a safe and civilized society.

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

### Crime and Punishment

Crime and punishment are taken very seriously in Procampur. The Diamond Legion and the Proctors have kept laws and order in Procampur for over 1600 years, which is something that not only the Diamond Legion is proud of, but so is the average Procampan.

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

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

As can be expected with a city with a fervent hatred of thieves, Procampur has never had a Thieves

Guild. All attempts to start a Thieves Guild have been discovered through undercover operations. The reaction to the organization of a Thieves Guild has always been to execute it's leadership, or, quite literally, "Cutting off the head of the snake."

Criminal punishments in Procampur are all done in public and are not kept under the carpet. The criminal is paraded down the public streets of Procampur. This rowdy parade is lead by Dreaded Harbinger, who carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet that is sure to get everyone's attention. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping, and the last four follows him. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampans throw garbage at the criminal, and a bit misses its intended target and hits the unfortunate escort.

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

### **Identification in Procampur**

Procampur is a very lawful city that is strictly segregated and carefully patrolled. These patrols, and the guards at both the interior and exterior gates, frequently ask about the business of the people. Procampans are used to this behavior, knowing that only through order can the city prosper. To make things easier, the natives of the city proper are given a magically placed, green, dime-sized permanent mark of the seal of Procampur on the inside of their right forearm, which are visible only within the walls of Procampur. These marks are placed by government mages within one month of the birth of a child, or upon the lawful naturalization of a foreigner. Only the Thultyrl's mages know the spell to place or remove these marks, and the only other way to alter them in any way is to use a *wish* spell. Trusted foreigners (usually

traders), who have been vouched for by a noble house, receive an identical red mark. This honor gives certain foreigners almost the same level of respect and trust from law enforcement and government officials as normal citizens have. However, other visitors, who have no mark, are often distrusted by natives and officials, which translates into a -2 automatic reaction adjustment for all foreign PCs in Procampur, except in the Port District which caters to visitors or when accompanied by a citizen. The only time these marks are ever changed is in the event of a citizen being exiled from the city. On these rare occasions, the Hamayarch himself turns the mark black, and makes it visible outside of the city walls. Within the city, the black mark glows with baleful light, identifying exiles without a shadow of a doubt to everyone in sight range.

### **Procampur Character Creation**

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

#### **Fighter:**

Cavalier, Myrmidon, Peasant Hero, Swashbuckler

#### **Ranger:**

Explorer, Mountain Man, Pathfinder, Sea Ranger, Seeker, Stalker

#### **Paladin:**

Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Votary

#### **Wizard:**

Academician, Militant Wizard, Mystic, Peasant

#### **Priest:**

Outlaw, Pacifist, Scholar Priest, Peasant Priest

#### **Druid:**

Hivemaster, Natural Philosopher, Wanderer

#### **Thief:**

Acrobat, Adventurer, Bounty Hunter, Cutpurse, Investigator,

Spy, Swashbuckler, Swindler, Troubleshooter

#### **Bard:**

Blade, Charlatan, Gallant, Herald, Jongleur, Loremaster, Meistersinger, Thespian

### **Benefits for being a Noble:**

Nobles receive 1 Fame point in each Procampans Fame Category except for the Port District and the Thultyrl/Hamarach categories (this is standard for every Procampans citizen). They also receive two additional

Fame points in the Nobles category and are permitted free access to the Nobles District for themselves and their friends. They are given a modest stipend (ie. allowance) so that they can moderately live in either the Port or Adventurers' District without problem (being adventurers themselves, they are not allowed to reside in the Nobles District at all). Finally, they start with the Etiquette and Local History (Procampur) NWP already known.

### Fame in Procampur

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

Here is the list of fame categories for both cities:

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

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

### Lifestyles in Procampur

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

lifestyle will afford a positive reaction adjustment on the initial reaction roll, as outlined below.

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

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

Lifestyle costs are as follows:

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

Lifestyle covers lodging in the appropriate districts, food expenses, and clothing. Specific and special expenditures such as gifts or a special feasts are added expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such specific purchases must be handled through the Procampur administration (RPGAHQ and UCC).

Those players that have PC-owned businesses in Ravens Bluff are considered to have "bachelor pad status." They are considered to begin with a base of Lower-Middle status and can build from there. The cost to rise to a higher Lifestyle Level is the difference between the level desired and the base level. (At present, PCs are not allowed to own businesses in Procampur.)

Examples:

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

**Middle Upper Class:** Many nobles and very wealthy merchants enjoy this lifestyle.

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

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

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

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

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

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

**Lower Lower Class:** This is the lifestyle of the homeless beggars. They own the clothes they wear, which are dirty and ratty, and are often reduced to begging for food. This is basically a subsistence lifestyle, and much of their time is taken up trying to find food and shelter to stay alive.