

# **The Stakeout**

**A One Round AD&D Living City Adventure**

**by Peter Parker**

A gang of thieves is terrorizing a local business. The watch can't seem to help. Can you get to the bottom of this crime? A scenario in the Green Knives theme for Tiers 1-3. Characters over 6<sup>th</sup> level are strongly discouraged.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

## Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41

## DM Synopsis

This is intended to be a scenario for the series begun in "Shadows Rising". The Black Talons, having had little success with brute force, have decided to get adventurers to do their work for them. They have set up front company, "Shadystreets Importing" and hired an outside broker to procure the proper adventuring talent. At the meeting with the broker the party will be told that the mission is to man a trap for a vicious gang called the Blind Crows at the Shadystreets Importing warehouse. Supposedly the Blind Crows tried to extort money from the company, and when the company refused, the Blind Crows undertook a campaign of thefts, vandalism and muggings on company property and employees. They have recently allowed word to "leak" of a large shipment of valuable imported goods arriving today. In reality, what are arriving are boxes of rocks packed in straw. The "company" wants the adventurers to capture whomever the Blind Crows send to raid the warehouse, find the location of the Crow hideout, and kill or capture all the Blind Crows. They are willing to pay each character 500 gold/tier upon completion of the mission.

In truth, the Blind Crows have recently refused an offer to join the Black Talons. The Talons plan to follow the party to Crow HQ and make sure that none of the Blind Crows survive the raid. Afterwards the Talons will tell the party that the "company" sent them as backup and that it is time to celebrate and get paid. They hope to lead the party into a trap back at the warehouse where the Talons' current priest is waiting for the party along with a small contingent of undead.

Fortunately for the Blind Crows, the Green Knives have gotten wind of this plan. However, they are unwilling to risk direct interference. During the time between the party's acceptance of the job and the stakeout itself, any Green Knife members in the party will be contacted and told what is really going on. The

Knives will ask the member to discreetly lead the party to the proper conclusions, and go along long enough to talk to the Blind Crows who come to raid the warehouse. If possible, the Knives want the Blind Crows to know that they are welcome to join them as an alternative to facing the Talons alone.

**Warning!** This scenario is intended for an investigative style of play, and allows for time for this purpose. Do not rush the players or the scenario will likely run short. Allow the players to role-play, construct elaborate defenses or traps at the warehouse, etc.

## Encounter 1: The Summons

*The ringing of nine bells finds you enjoying a rare and priceless spring morning. Lathander's golden kiss is flawlessly offset by the sweet and fragrant caresses of Akadi's children. Bright and bold winged singers strive to outdo each other in praise to Milil. Your reverie is broken by the polite cough of a well-dressed courier. The dapper lad ascertains your identity and hands you a sealed note.* (Player Handout #1: The Letter)

He will stay to read the note to Characters who cannot read, and to wait for a tip.

## Encounter 2: The Meet

*Reaching the warehouse indicated on the note takes you deep into the heart of the dilapidated Shadystreets Neighborhood in Crows End. When you first crossed the river, it seemed that you were heading into a newly renovated portion of Crows End. However as you reached the last three blocks, you can tell that whatever renovation project had cleaned up the section nearest the river had yet to penetrate this far into the neighborhood. Rundown and burned out warehouses seem to dominate this area. The cheerful sunlight of spring seems unable totally penetrate this dark and forbidding place.*

A successful Local History check at this point that will indicate that about half the buildings in this area are abandoned and vacant and the crime rate here is one of the highest in all Crows End.

*Finally, you come upon a comparatively well-kept property with a sign that reads "Shadystreets Importing: Luxury Goods at Discount Prices". After locating and climbing an outside staircase, you knock on the door labeled "Office", and find yourself ushered into a small room where several people seated*

*in chairs face a slight, bookish looking man seated behind a desk.*

The players should use this opportunity for introductions and descriptions. Once everyone is settled the man behind the desk begins to speak.

*"Good day, Ladies and Gentlemen. My name is Ichabod Vespers and I have been retained by Shadystreets Importing to hire you for a small job. Some weeks ago, a representative of a local criminal organization called upon the proprietor of Shadystreets Importing and attempted to extort money from him in exchange for "protection". He refused, threw the ruffian out, and immediately summoned the watch. They were less than helpful. Almost immediately a rash of theft, mugging and vandalism was visited upon the property and employees of Shadystreets Importing. Each time, the watch was notified, and each time, they failed to procure any sort of solution to these events. All they did accomplish was to tentatively link these crimes to a local gang called the Blind Crows.*

*"My employers wish you to succeed where the watch has failed. They have allowed word to "leak" of a large shipment of luxury goods arriving tonight. The gang will undoubtedly try to take this shipment as soon as it arrives. They would like you to ambush them when they come, discern the location of their hideout through whatever means are necessary, and eradicate this nest of vipers completely. Kill them or capture them, whichever you prefer. We are willing to pay each of you handsomely for your trouble. Do you have any questions?"*

Vespers will offer the party 500 gold pieces per tier, per person for this mission, half in advance. It is important to remember that as far as Vespers knows, every word he has said is gospel. He is not a Black Talon, only a man they hired to procure adventurers for this mission. He has no further information about the Blind Crows, nor does he have any specifics about the crimes. If the party agrees to take the job, he will show the party to the warehouse. (Player Handout#2: Warehouse Map) Vespers will tell the party to return at six bells to set the trap.

*Outside the Shadystreets Importing Company, you find yourselves with nearly five hours to kill before starting this mission in earnest.*

At this point, if the party contains any Green Knife members, take them aside and run Encounter 3(a): Psst!! Hey Mister.

If any party members are curious about the watch's lack of success, or want to check on the watch's

progress. then run Encounter 3(b): Anyone Seen the Watch.

If any of the party members are curious about the state of Shadystreets Importing's business affairs, then run Encounter 3(c): Care to Buy a Clue.

Any successful Information Gathering Proficiency checks can reveal the following information, based on subject researched. This research will require four of the five hours the party has before dusk.

- Shadystreets Importing: There is no official record of the Shadystreets Importing Company, nor has anyone heard of them.
- The Blind Crows: The Blind Crows are a gang of mostly non-violent thieves, specializing in burglary, pick pocketing, and con games. Recently, they have fallen on hard times, due to persecution by the Black Talons.
- The Black Talons: The Black Talons are a very dangerous gang, bent on taking over all criminal activity in Ravens Bluff.

## Encounter 3(a): Psst!!! Hey Mister

*Just after exiting the Shadystreets Importing company, you catch a gent of green metal out of the corner of your eye. More careful examination reveals the blade of a green knife. You also note the knife is held by a shadowy and nearly invisible figure which you know to be a signal that your guild wishes to have a word with you. You also know that it is best not to keep them waiting*

*As you move toward the shadowy figure, he places a piece of paper on the ground and slips silently into the shadows, disappearing from sight.*

Give the player Handout#3: Green Knife Note.

## Encounter 3(b): Anyone Seen the Watch

*The Shadystreets Watch Station is a blocky, yet serviceable, two-story stone building. While certainly not as nicely adorned as some watch buildings in other parts of the city, it stands out from most of the rest of the adjacent neighborhood in that it's clean and tidy, if a bit militaristic. You also note that there is at least twenty feet of clear, open ground on all sides of the watch station. As you approach the door, a voice calls out from within.*

***"Halt! Any threatening or suspicious actions will be met with deadly force! State your names and your business with the watch! "***

**Sergeant Alman Rudnok hm F2:** AL LG; AC 3; MV 12; hp 22; THAC0 18; #AT 1; Dmg 2-9; SA nil; SD nil; Str 17, Dex 16, Con 15, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 15.

Sergeant Rudnok is a gruff and suspicious individual, and is uncomfortable with his assignment to such a bad neighborhood. He will try to be rid of the party as quickly as possible, as he thinks they might distract him from an attack.

If one of the party members asks for information about an ongoing investigation, the party will be allowed to approach close enough to the door to converse through the grate. Watch members or characters with similar connection to organizations of law will be allowed inside the watch station.

If the party asks about the crimes against Shadystreets Importing, they will be told that there are no reports of any crimes against Shadystreets Importing, or any record of such a company's existence.

If the party asks for information about the Blind Crows, they will be told that they are a gang of burglars, pickpockets, and con men, but that they aren't likely to be around much longer, since the Black Talons are after them.

If the party asks for information on the Black Talons, they will be told that they are a vicious gang of cutthroats and that they have been trying to take over or destroy every criminal gang in Ravens Bluff.

## Encounter 3(c): Care to Buy a Clue

*As you trek through the less refined area of the Uptown District known as Torch Town, you come upon your destination: the Cup of Coins, headquarters of the Merchants Guild. It is a three-story red brick building, whose uppermost floor sports a balcony, where you see several individuals deep in conversation.*

*Upon entering, you find yourselves standing in a large foyer, facing a well-appointed reception desk manned by a slight but fastidious clerk.*

***"Welcome, welcome fine people. My name is Delphinus. How may I assist you?"***

**Delphinus Argentine hem B1:** AL NG; AC 8; MV 12; hp 6; THAC0 20; #AT N/A; Dmg N/A; SA nil; SD nil; Str 10, Dex 16, Con 12, Int 17, Wis 12, Cha 17; MR nil; SZ M; ML 12.

Delphinus is a very good clerk, and the party is very lucky to have come upon him. He is eager to help and also wants to hear all about adventuring. He will summon a page to find the answers to all of the PC's questions, and will spend the time while the page is looking happily chatting with the party about their adventures. He is gathering adventuring tales for a book he is writing.

Delphinus will inform the party that there is no record of a Shadystreets Importing in Ravens Bluff. If pressed, he will say that disreputable persons have been known to deliberately fail to register, in order to avoid paying dues. If asked about the warehouse, he will tell the party that according to Guild records, that building is vacant.

### **DM's Note:**

There are undoubtedly many places the party may want to go to check out their employees or targets. For those I have not listed, any reasonable source of information can give the party the same facts as an Information Gathering check, at the DM's discretion.

## **Encounter 4: Setting the Trap**

*Shadystreets seems even more run-down and desolate at night. As you make your way to the warehouse, you feel the familiar thrill of anticipation course through you. You enter the warehouse and find everything has been arranged to your specifications. It is time to set the traps.*

At this point, allow the party to make whatever preparations they like, within reason. Once they are settled, several hours will pass. Near midnight, the Blind Crows will arrive.

*The long warehouse door slides slowly and silently open and five figures enter. Two of them are pulling a four-wheel cart with rags muffling the sound of its wheels almost to nothing. The last figure to enter pushes the door shut, and the trap is sprung!*

### **Blind Crows (all tiers)**

**Thugs (2) hm F1:** AL N; AC 4; MV 12; hp 14; THAC0 18; #AT 1; Dmg 4-9; SA Backstab:x2; SD nil; Str 18/51, Dex 18, Con 18, Int 10, Wis 8, Cha 6; MR nil; SZ M; ML 13.

**Thieves (2) hm T1:** AL N; AC 4; MV 12; hp 8; THAC0 19; #AT 1; Dmg 3-8; SA Backstab:x2; SD nil; Str 18, Dex 18, Con 16, Int 16, Wis 8, Cha 8; MR nil; SZ M; ML 14.

**Jimmy the Rat hm T3:** AL N; AC 3; MV 12; hp 21; THAC0 19; #AT 2; Dmg 1-8/1-6; SA Backstab:x2; SD nil; Str 12, Dex 18, Con 16, Int 16, Wis 10, Cha 12; MR nil; SZ M; ML 15.

The party will get one free round of actions due to ambush. If offered the opportunity the Blind Crows will immediately surrender; if the party attempts to talk, they will listen. If the party manages to disable two or more of the Blind Crows in any round, the remainder will actively try to surrender. Afterward, if the party tells the Blind Crows about the Talons, one of the members of the Blind Crows will ask them to accompany them to their headquarters to speak with their leader. If the party threatens the Blind Crows, demanding to be taken to their headquarters, the Blind Crows will gladly comply.

On the way to the Blind Crows' headquarters, the party will be followed by a group of Black Talons. Characters with Alertness or similar abilities may make a check at -4. Success will indicate a feeling that they are being followed, but nothing definite.

## **Encounter 5: Crow Headquarters**

*As you follow your guide through the dark and filthy back alleys of the Shadystreets Neighborhood, it is nearly impossible to keep track of all the twists and turns. Soon, you have lost track of your exact location. Just as your patience is wearing thin, your guide stops. He indicates a pile of refuse nearly indistinguishable from its surroundings. He reaches down, and lifts the entire pile to reveal a hole with a ladder inset. You descend into a long tunnel that ends in a large ironbound door, where your guide knocks in a cryptic pattern. The door swings open to reveal what can only be the headquarters of the Blind Crows. It is a large open room with boarded windows nearly twenty feet above your head. you surmise that the windows are probably at street level At least twenty thieves can be seen in this cluttered hallow Most of them start in surprise at your presence, but one stands and speaks.*

*"Well, well, what have we here? Visitors, or perhaps some hired help from the Talons? What is your business here?"*

The Blind Crows will behave as long as the party does. If the party attacks, go to Encounter 6: The Battle. Their leader will deny any knowledge of Shadystreets Importing, saying only that he heard that a choice load of goods would be arriving at a particular warehouse tonight. Allow the party no more than five minutes to

talk to the Blind Crows, then go to Encounter 6: The Battle.

## Encounter 6: The Battle

*Without warning the shadows all around the hall erupt, as black clad figures fill the area and attack the Blind Crows. "Destroy the thieving scum!" can be heard screamed by the new arrivals as battle quickly.*

These are members of the Black Talons who have followed the party to Crow HQ. The Talons are under the affects of a *bless* spell, while the party is under the effects of a *curse* spell. The party needs to decide what their actions will be.

There are approximately 30 Blind Crows, and 40 Black Talons. For the sake of simplicity, the statistics for all thieves will be the same.

If the party fights the Blind Crows: After six Blind Crows have been rendered ineffective by the party, the battle will end with all the Blind Crows dead and twelve of the black clad figures remaining. Go to [Encounter 7\(a\): Good Night Sweet Crow](#).

If the party fights the Talons: After six Talons have been rendered ineffective by the party, the battle will end with several Talons escaped and six Blind Crows remaining. Go to [Encounter 7\(b\): Clipping Those Talons](#).

If the party attacks indiscriminately: After six thieves have been rendered ineffective, the battle will end with all the Blind Crows dead, and several escaped Talons. Go to [Encounter 7\(c\): Kill 'em All, Let Kelemvor Sort it Out](#).

If the party does nothing: Go to [Encounter 7\(d\): Decisions, Decisions](#). If at any point, any party member interrupts the text wanting to act, then default to the appropriate scenario above.

If the party enters the combat, (on any side) each party member will be attacked by one thief per round, until six thieves have been rendered ineffective. Party members out of melee range (flying, levitating, etc.) will be attacked with thrown daggers.

### Tier 1:

**Thieves (70) hm T2:** AL: varies; AC 4; MV 12; hp 16; THAC0 19; #AT 1; Dmg 3-10; SA Backstab:x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)2:** AL CE; AC 1; MV 12; hp 20; THAC0 19; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain*.  
Spells Precast: *bless, curse*.

He is watching the combat from outside and will cast innate *darkness* to cover the Talons' escape if necessary.

### Tier 2:

**Thieves (70) hm T4:** AL: varies; AC 4; MV 12; hp 26; THAC0 18; #AT 1; Dmg 3-10; SA Bakstab:x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)4:** AL CE; AC 1; MV 12; hp 32; THAC0 17; #AT 1; Dmg 3-9; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 16.

Magic Items: *mace +1, elven chain*

Spells Precast: *bless, curse, and chant*.

He is watching the combat from outside and will cast innate *darkness* and *shadow door* (as the Wizard spell) to cover the Talons' escape if necessary

### Tier 3:

**Thieves (70) hm T6:** AL: varies; AC 4; MV 12; hp 36; THAC0 17; #AT 1; Dmg 3-10; SA Bakstab:x3; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)6:** AL CE; AC 1; MV 12; hp 44; THAC0 17; #AT 1; Dmg 3-9; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 16.

Magic Items: *mace +1, elven chain*

Spells Precast: *bless, curse, prayer and chant*.

He is watching the combat from outside and will cast innate *darkness* and *shadow door* (as the Wizard spell) to cover the Talons' escape if necessary

## Encounter 7(a): Good Night Sweet Crow

*As suddenly as it began, the battle is over. Bodies of dead thieves lay scattered all over. A dozen of the black clad figures move through the room, finishing off the near dead. One of them approaches you.*

*"You people do good work. We could never have found them without you. If you will come with us back to the warehouse, our employer is waiting to congratulate and pay you."*

If asked, the Talons will tell the party that they were sent as back up by Shadystreets Importing. They will protest ignorance to any other questions. Run [Encounter 8\(a\): We've Been Had](#).

## Encounter 7(b): Clipping Those Talons

*Suddenly darkness fills the hall. The sounds of booted feet fleeing away are distinct in your ears. When the darkness clears, a half dozen Blind Crows stand among the dead and unconscious. One of them speaks.*

*"Well, I'm glad you came to talk to us, but did you really have to bring along such unpleasant guests? At any rate I'm glad you stayed to help us persuade them to leave. "*

*He walks over to the body of one of the black clad figures and pulls up its sleeve to reveal a tattoo of a black bird's foot, with long claws.*

*"Just as I suspected. These men are all Black Talons. This Shadystreets Importing must be a front for them. They undoubtedly created it solely for the purpose of hiring you. Too bad some of them got away. They aren't going to be happy with you and at any rate, probably have some nasty surprises waiting for you back at the warehouse. We are going to go back there and see if we can't finish them off. Do you want to join in the fun? We could use a group to provide a frontal assault while we come in from the rear and flanks. "*

If the party decides not to go, the scenario is over. If they suggest calling in the Watch, the head of the Black Crows will indicate that the Watch doesn't come out at night, in the Shadystreets Neighborhood (this is not true). If they go along, run [Encounter 8\(b\): Turnabout is Fair Play](#). If they insist on going to the Watch, The Blind Crows will go on without them, and by the time the party manages to get help from the local Watch station, all of the Blind Crows will be dead, leaving the party to face the remaining Talons with the help of the Watch. Run [Encounter 8\(b\): Turnabout is Fair Play](#) with City Watch members in place of the Blind Crows.

## Encounter 7(c): Kill 'em All, Let Kelemvor Sort it Out

*Just as you begin to run short of targets, a blanket of darkness descends, accompanied by the sounds of running feet. By the time you can see again, you are alone amongst the carnage. Looking around, you are fairly sure that none of the Crows escaped, so it must have been those black clad figures that fled. Perhaps it is finally time to go and claim your reward.*

If the party searches any of the black-clad figures, they will find that they each bear a tattoo of a black bird

foot, with sharp claws. Run [Encounter 8\(c\): Surprise, Surprise, Surprise](#).

## Encounter 7(d): Decisions, Decisions

*Indescribable slaughter rages around you as the greatly outnumbered Crows struggle doggedly against the mysterious black clad figures. One by one, the Crows fall, but not without cost to their opponents. Finally, the bloodshed is over, and one of the mysterious figures approaches you*

*"What's the matter with you people? Weren't you hired to do a job? The boss is going to be less than pleased with your performance. Well, I guess we couldn't have found them without you. The boss will pay for that much, at least. Come on back to the warehouse so the boss can settle up with you. "*

If asked, the Talons will tell the party that they were sent as back up by Shadystreets Importing. They will protest ignorance to any other questions Run [Encounter 8\(d\): When It Rains, It Pours](#).

## Encounter 8(a): We've Been Had

*You stride confidently through the Shadystreets district on your way to your well-deserved reward. As you arrive at the warehouse, your black clad companions move forward and open the large warehouse doors for you. As you enter your companions close the door behind you and a voice calls down to you from the balcony.*

*"Welcome, valiant heroes. Come forward and collect your reward "*

At this point, make Alertness checks for any party members who possess the proficiency. A successful check means that the Talon behind that player will not be allowed an attempt to backstab, only an ambush attack. During this ambush round, the priest will begin his spell routines. (See the spell lists in the statistics section.) The undead will enter the fray this round, as will all twelve Talons. (Be advised! If the party has come to this point, it means that they have SERIOUSLY messed up. Please do not hesitate to kill them.) **Note:** The undead in this encounter cannot be turned, as they have been coated with *oil of proof against turning*.

### **Tier 1:**

**Black Talons (12) hm T2:** AL CE; AC 4; MV 12; hp 16; THAC0 19; #AT 1; Dmg 3-10; SA backstab x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)2:** AL CE; AC 1; MV 12; hp 20; THAC0 19; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless*. Round one: *shadowcloak* (innate; see Appendix). Round two: *cause fear*. Thereafter, he will enter melee.

**Zombie (6):** Int Non; AL N; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 2:**

**Black Talons (12) hm T4:** AL CE; AC 4; MV 12; hp 26; THAC0 18; #AT 1; Dmg 3-10; SA backstab x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)4:** AL CE; AC 1; MV 12; hp 20; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless, aid and protection from good* on himself. Round one: *shadowcloak* (innate; see Appendix). Round two: *hold person*. Round three: *flame blade*. Thereafter, he will enter melee.

**Ghouls (6):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 3:**

**Black Talons (12) hm T6:** AL CE; AC 4; MV 12; hp 36; THAC0 17; #AT 1; Dmg 3-10; SA backstab x3; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)6:** AL CE; AC 1; MV 12; hp 44; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless and prayer; aid and protection from good* on himself. Round one: *dispel magic*. Round two: *shadowcloak* (innate; see Appendix). Round three: *hold person*. Round four: *shadow monsters* (innate; as Wizard spell). Round five: *flame blade*. Thereafter, he will enter melee.

**Juju zombies (6):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 36; THAC0 15; #AT 2; Dmg 2-8/2-8; SA nil; SD spell immunity, +1 or better weapons needed to hit, 1/2 damage from piercing or blunt weapons and fire. Immune to electricity and *magic missile*; MR nil; SZ M; ML 20.

## **Encounter 8(b): Turnabout is Fair Play**

*You move carefully through the dark and forbidding Shadystreets district. The Blind Crows have asked that you lead the frontal assault, and they will sneak in and enter where they can. you approach the warehouse, and throw open its great doors ready for battle. Just as you do, the Blind Crows burst in from the shadows, and the battle is joined.*

Roll for initiative. The Blind Crows will deal with the Talon thieves, so the party only needs to defeat the priest and the undead. Should the party have trouble with the undead or the priest, the Blind Crows can be utilized to save them. **Note:** The undead in this encounter cannot be turned, as they are coated with *oil of proof against turning*.

### **Tier 1:**

**Aragon Dark hm P(Sp)2:** AL CE; AC 1; MV 12; hp 20; THAC0 19; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless*. Round one: *shadowcloak* (innate; see Appendix). Round two: *cause fear*. Thereafter, he will enter melee.

**Zombie (6):** Int Non; AL N; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 2:**

**Aragon Dark hm P(Sp)4:** AL CE; AC 1; MV 12; hp 20; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless, aid and protection from good* on himself. Round one: *shadowcloak* (innate; see Appendix). Round two: *hold person*. Round three: *flame blade*. Thereafter, he will enter melee.

**Ghouls (6):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 3:**

**Aragon Dark hm P(Sp)6:** AL CE; AC 1; MV 12; hp 44; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless and prayer; aid and protection from good* on himself. Round one: *dispel magic*. Round two: *shadowcloak* (innate; see Appendix). Round three: *hold person*. Round four: *shadow monsters* (innate; as Wizard spell). Round five: *flame blade*. Thereafter, he will enter melee.

**Juju zombies (6):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 36; THAC0 15; #AT 2; Dmg 2-8/2-8; SA nil; SD spell immunity, +1 or better weapons needed to hit, 1/2 damage from piercing or blunt weapons and fire. Immune to electricity and *magic missile*; MR nil; SZ M; ML 20.

## **Encounter 8(c): Surprise, Surprise, Surprise**

*You stride confidently through the Shadystreets district on your way to your well-deserved reward. You arrive at the warehouse and throw open the great doors. To your surprise, you find yourself facing the same black clad figures as before, plus a hoard of undead commanded by a strange figure in a suit of black chain mail.*

Roll for the party to be surprised. There are six Talon thieves in this scenario. **Note:** The undead in this encounter cannot be turned, as they are coated with *oil of proof against turning*.

### **Tier 1:**

**Black Talons (6) hm T2:** AL CE; AC 4; MV 12; hp 16; THAC0 19; #AT 1; Dmg 3-10; SA backstab x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)2:** AL CE; AC 1; MV 12; hp 20; THAC0 19; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless*. Round one: *shadowcloak* (innate; see Appendix). Round two: *cause fear*. Thereafter, he will enter melee.

**Zombie (6):** Int Non; AL N; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 2:**

**Black Talons (6) hm T4:** AL CE; AC 4; MV 12; hp 26; THAC0 18; #AT 1; Dmg 3-10; SA backstab x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)4:** AL CE; AC 1; MV 12; hp 20; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless, aid and protection from good* on himself. Round one: *shadowcloak* (innate; see Appendix). Round two: *hold person*. Round three: *flame blade*. Thereafter, he will enter melee.

**Ghouls (6):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 3:**

**Black Talons (6) hm T6:** AL CE; AC 4; MV 12; hp 36; THAC0 17; #AT 1; Dmg 3-10; SA backstab x3; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)6:** AL CE; AC 1; MV 12; hp 44; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless and prayer; aid and protection from good* on himself. Round one: *dispel magic*. Round two: *shadowcloak* (innate; see Appendix). Round three: *hold person*. Round four: *shadow monsters* (innate; as Wizard spell). Round five: *flame blade*. Thereafter, he will enter melee.

**Juju zombies (6):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 36; THAC0 15; #AT 2; Dmg 2-8/2-8; SA nil; SD spell immunity, +1 or better weapons needed to hit, 1/2 damage from piercing or blunt weapons and fire. Immune to electricity and *magic missile*; MR nil; SZ M; ML 20.

## Encounter 8(d): When It Rains, It Pours

*You stride confidently through the Shadystreets district on your way to your well-deserved reward. As you arrive at the warehouse, your black clad companions move forward and open the large warehouse doors for you. As you enter your companions close the door behind you and a voice calls down to you from the balcony of the offer*

*"Welcome, valiant heroes. Come forward and collect your reward "*

At this point, make Alertness checks for any party members who possess the proficiency. A successful check means that the Talon behind that player will not be allowed an attempt to backstab, only an ambush attack. During this ambush round, the priest will begin his spell routines. (See the spell lists in the statistics section.) The undead will enter the fray this round, as will all twelve Talons. (Be advised! If the party has come to this point, it means that they have SERIOUSLY messed up. Please do not hesitate to kill them.) **Note:** The undead in this encounter cannot be turned, as they have been coated with *oil of proof against turning*.

### **Tier 1:**

**Black Talons (6) hm T2:** AL CE; AC 4; MV 12; hp 16; THAC0 19; #AT 1; Dmg 3-10; SA backstab x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)2:** AL CE; AC 1; MV 12; hp 20; THAC0 19; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless*. Round one: *shadowcloak* (innate; see Appendix). Round two: *cause fear*. Thereafter, he will enter melee.

**Zombie (6):** Int Non; AL N; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 2:**

**Black Talons (6) hm T4:** AL CE; AC 4; MV 12; hp 26; THAC0 18; #AT 1; Dmg 3-10; SA backstab x2; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)4:** AL CE; AC 1; MV 12; hp 20; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless, aid* and *protection from good* on himself. Round one: *shadowcloak* (innate; see Appendix). Round two: *hold person*. Round three: *flame blade*. Thereafter, he will enter melee.

**Ghouls (6):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD spell immunity; MR nil; SZ M; ML 20.

### **Tier 3:**

**Black Talons (6) hm T6:** AL CE; AC 4; MV 12; hp 36; THAC0 17; #AT 1; Dmg 3-10; SA backstab x3; SD nil; Str 18, Dex 18, Con 16, Int 12, Wis 10, Cha 10; MR nil; SZ M; ML 16.

**Aragon Dark hm P(Sp)6:** AL CE; AC 1; MV 12; hp 44; THAC0 17; #AT 1; Dmg 3-10; SA nil; SD nil; Str 8, Dex 18, Con 16, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 17.

Magic Items: *mace +1, elven chain, amulet of undead control*

Precast: *bless* and *prayer; aid* and *protection from good* on himself. Round one: *dispel magic*. Round two: *shadowcloak* (innate; see Appendix). Round three: *hold person*. Round four: *shadow monsters* (innate; as Wizard spell). Round five: *flame blade*. Thereafter, he will enter melee.

**Juju zombies (6):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 36; THAC0 15; #AT 2; Dmg 2-8/2-8; SA nil; SD spell immunity, +1 or better weapons needed to hit, 1/2 damage from piercing or blunt weapons and fire. Immune to electricity and *magic missile*; MR nil; SZ M; ML 20.

## Encounter 9: Hard Earned Reward

By searching the warehouse and its office after the battle, the party will discover the following. On the combatants; a total of 537 gold pieces, a *mace +1*, an *amulet of undead control* (allows priests or paladins who cannot control undead to do so as an evil cleric of their level), four doses of *oil of proof against turning*, three bottles of *essence of darkness* with one dose each and a suit of *elven chain*. In the office, a trapped and locked chest contains a bag with 83 platinum pieces and a *dagger of resource +3* (as per *The Complete Thief's Handbook*). In the trapped desk are various pieces of correspondence between Anton Paere and the Black Talons. The traps are puffs of acid salts, save vs. wands or take 2 hp/tier.

If any of the Black Crows survived the attack at their headquarters, then they will inform appropriate members of the party that they are going to join the Green Knives since their numbers have been so badly decimated. Current Green Knife members will be promoted, and appropriate PC's will be offered the chance to join.

If the Blind Crows survive, characters will be awarded one fame in Lower Class.

## Experience Point Summary

Experience is calculated as follows for Living City events.

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

For example, if the party has a 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

### Encounter 3

Discovering the truth about Shadystreets Importing Company:	25 xp
Discovering the truth about the Blind Crow:	25 xp
Deducing the link between Shadystreets Importing and the Black Talons:	50 xp

### Encounter 4

Convincing the Blind Crows to trust you:	50 xp
Defeating the Blind Crows:	25 xp

### Encounter 6

Talking to the Blind Crows:	25 xp
Fighting on the Crows side:	100 xp
OR	
Fighting on any other side:	50 xp

### Encounter 8

Defeating the Black Talons:	200 xp
If any Blind Crows survive	100 xp
Finding the papers linking the Talons to Shadystreets Importing:	25 xp

Total Experience for Objectives:	625 xp
Roleplaying Experience:	0-500 xp

<b>Total Possible Experience:</b>	<b>1,125 xp</b>
For Tier 2:	2,250 xp
For Tier 3:	3,375 xp

## Treasure Summary

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

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

return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

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

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

Note: the *amulet of undead control* is evil, and corrupts any good PCs trying to use it. Thus, there is no cert.

### Encounter 2

- Advance payment: 250 x tier gp each

### Encounter 8

On the Mask Priest:

- 300 g.p.
- *mace +1* (Value 2,000 gp, common)
- *elven chain* (Value 4,150 gp, unusual)
- *oil of proof against turning* (3 doses, Value 200 gp per dose): This oil grants Turn Resistance +4 (2E: grants a save vs paralyzation vs turning attempts).

On the Black Talons:

- 237 gp
- *potion of darkness*, 3 bottles (Value 200 gp): When consumed, this potion turns the drinker and all clothing or gear worn (not held in the hands) at the time of drinking completely black. The effects last for 1d4 hours.

In the trapped chest:

- 83 platinum pieces
- *dagger of resource +2* (Value 6,000 gp): This weapon has three gems on its handle, each of which opens a secret compartment in the handle. Compartment #1 holds a lockpick that grants a +1 competence bonus to Open Lock skill checks (2E: +5% bonus to Open Lock checks). Compartment #2 is empty, and is large enough to hold a magnifying glass of 1 in. diameter. Compartment #3 holds a gem of brightness with 4 charges remaining. The gem is ½ in. in diameter. The gem cannot be recharged.

### Encounter 9

Green Knife: This green bladed dagger is a symbol of the PC's membership in the Green Knives, a street gang

operating in Crows End. No matter what spells, permanent or otherwise, are cast upon it, it does not radiate as magical under any form of divination. Without any enchantments, the blade marks a member as an Initiate in the gang. The green knife may be owned and used only by a thief or multi- or dual classed thief (not bard), and may not be traded or given away.

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

Binding of the Novitiate: This enchantment has been placed upon the Green Knife of a member promoted from Initiate to Novitiate of the Green Knives. It grants the blade a +1 enhancement bonus on attacks and damage. This enchantment may only be gained in a scenario, and cannot be traded or given away.

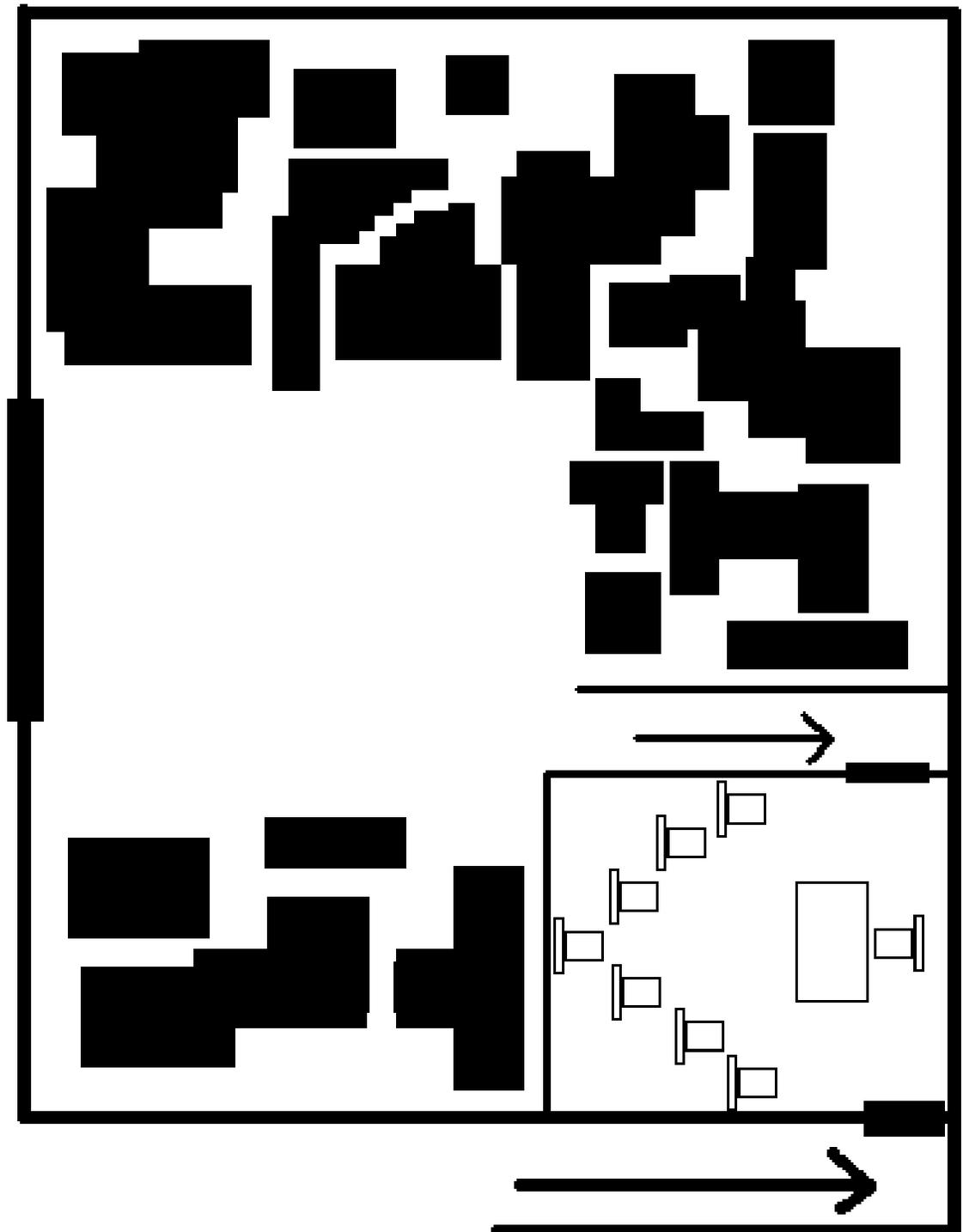
Binding of the 1<sup>st</sup>: This enchantment has been placed upon the Green Knife of a member promoted from Novitiate to Full Member of the Green Knives. It grants the blade an additional +1 enhancement bonus to attacks and damage, and allows the PC thief to sneak attack and cause an extra +1d6 points of damage (2E: thieves can backstab as if three levels higher). PCs without the sneak attack ability cannot use the sneak attack bonus. This enchantment may only be gained in a scenario, and cannot be traded or given away.

Binding of the 2<sup>nd</sup>: This enchantment has been placed upon the Green Knife of a member promoted from Full Member to Least Master of the Green Knives. It grants the blade an additional +1 enhancement bonus to attacks and damage. Further, the dagger can polymorph into a short sword for five rounds, twice per adventure. This enchantment may only be gained in a scenario, and cannot be traded or given away.

### Fame

1 point in Lower Class

# DM's Map



## Appendix

### **Mask spell description:**

*Shadowcloak* (Alteration)

Sphere: Sun, Protection

Range: Touch

Components: V, S

Duration: 1 round/level

Casting Time: 6

Area of Effect: 10-foot radius cloud

Saving Throw: None

This spell creates a semisolid fog of amorphous shape that is centered on the caster or a single touched recipient being and moves with that being to hide him or her completely from view. In bright conditions, a rolling, roiling moving cloud of shadow can readily be seen, concealing only the spell recipients precise identity, but in darkness, an unsuspecting observer is only 15% likely to think something is amiss with what he or she is seeing (darkness) and a successful Intelligence check must still be made to reach a decision that something is certainly unusual and that it is more or less at such-and-such a spot.

A *shadowcloak* both confuses attackers with its swirling, smoky chaos, and slows strikes, so that all attacks against the *shadowcloak* user occur at a -3attack penalty and a damage penalty of -1 per die. The *shadowcloak* also muffles sounds made by the cloaked being (regardless of that being's desires) so that even shouted speech seems faint and distant, and all sounds short of breakage or metallic ringing or clanging are very likely to be completely blanked out.

Torches, fire, smoke, and magical radiances are unaffected by contact with a *shadowcloak* spell, but they in turn have no effect on it and do not force it to part or light up its gloom. An observer outside a *shadowcloak* would be able to see the presence of a light source inside a *shadowcloak* because it would lighten the dark appearance of the fog around it to a light gray-but the observer would not be able to see other things within the *shadowcloak* because the light source illuminated them.

To the caster of a *shadowcloak* and to any other creatures present who are bearing consecrated holy symbols of Mask, its borders appear as a slight hazy shimmering in the air, but no darkness is apparent. The spell does not affect the vision and combat abilities of such beings.

Handout #1: The Letter

Dear Sir Or Madam,

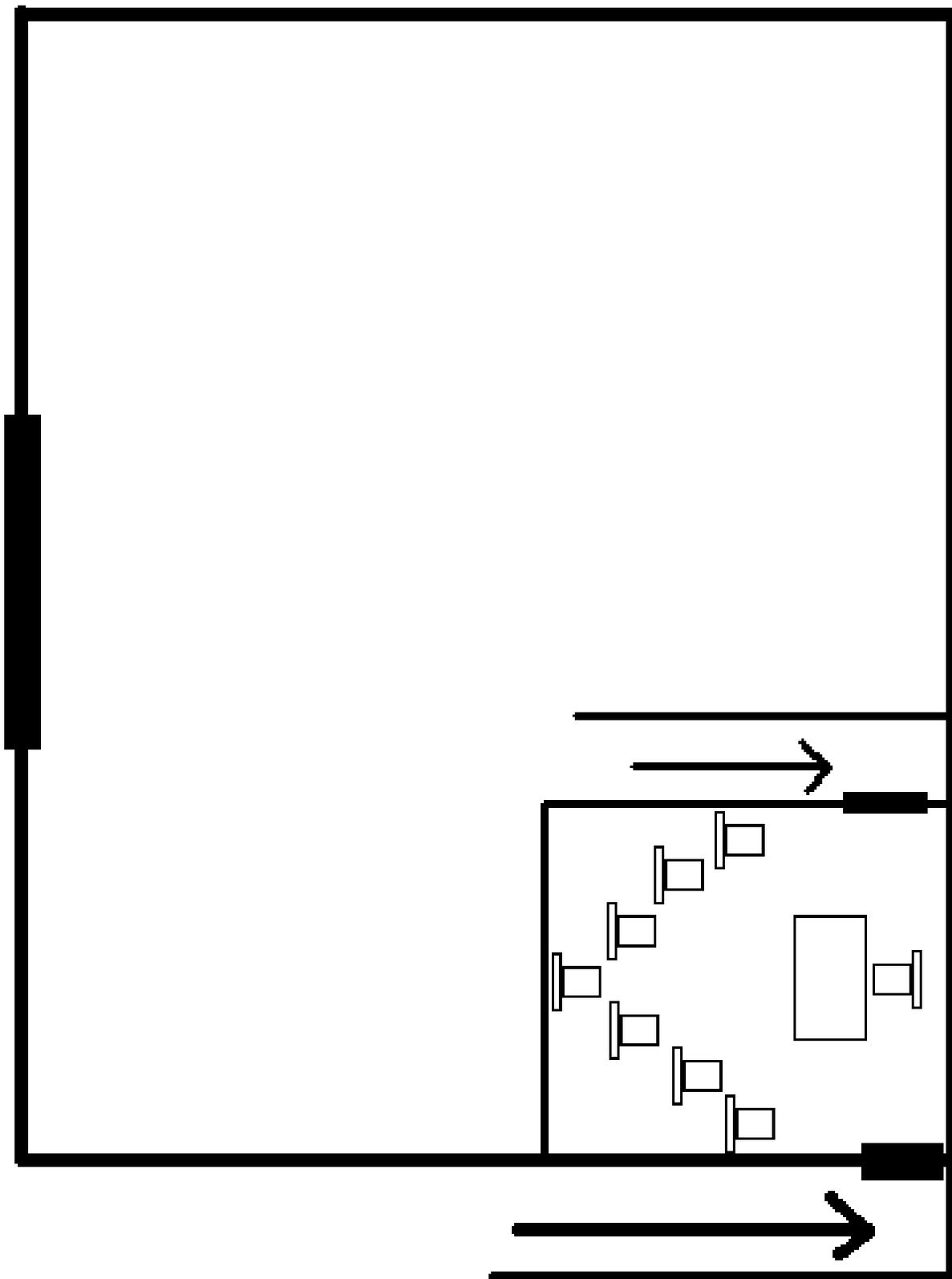
I have been retained to find bold and righteous adventurers to put an end to the terrible atrocities committed by a band of cutthroats in the Shadystreets Neighborhood. My employer is willing to pay handsomely for your assistance in this matter. If you are interested, please come to the Shadystreets Importing Company at 213 Winding Way at one bell past Highsun today.

Sincerely,

Ichabod Vespers

On behalf of Shadystreets Importing

Handout #2: Warehouse Map



Hand out #3: Green Knife Note

Beware! The company that has just hired you is a front for the Black Talons. The Blind Crows are guilty only of rebuffing their advances. We want you to lead your party to discover this and convince them to try to meet peaceably with the Crows. Try to convince the Crows to join us and kill as many Talons as you can. The City Watch has information that will help you to convince your party. May the Lord of Shadows keep you hidden.