

# **With Great Risks**

A One-Round Living City Tournament

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, gender, and race 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 summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

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

### **GMs Background**

The adventure begins with the characters being summoned by a member of the city government who is soliciting their help in handling a delicate situation. Over the past few weeks, people have been disappearing throughout the city, and the most recent disappearance has significant political implications. One of the diplomats from Thay, a Red Wizard known as Belakira, has reported the disappearance of one of her servants. The missing servant is a young girl, and the potential for incurring the wrath of Thay is significant. An additional twist is that the young girl is not a slave but in fact the daughter of the Red Wizard who is hiding her here in Ravens Bluff disguised as a slave. The characters are drawn into a complex web of events that could eventually lead them down into long-forgotten tunnels far below the city, bringing them face to face with the source of the evil.

### **Plot Synopsis**

The order of events in this adventure will vary depending on the course of action the PCs take. Eventually, the PCs will find the trail of clues that will lead them toward the source of their problems and into tunnels below the city. The adventure begins early in the morning with the

PCs being summoned to the Mayor's office. The PCs conduct their investigations throughout the day, and enter the tunnels late in the afternoon or evening. The adventure does not have time allocated for the PCs to rest, but if the PCs require a night to rest, the ceremony/finale is simply delayed one day. All the other events will still occur in sequence. A brief outline of the encounters is presented below.

Introduction-- The characters respond to a summons from Mayor O'Kane and must rush to avoid being late.

The Mayor and Guest-- When the PCs arrive, they will meet the wizard Belakira in the waiting room. The PCs have a brief opportunity to talk with her before she is ushered into the office of the Mayor. Shortly thereafter, Belakira leaves and the PCs are taken into the mayor's office. Inside, the PCs receive a briefing on a current problem and an offer from the mayor asking them to provide assistance in discovering the source of some of the recent disappearances.

On the Trail of Adventure-- Following their discussion with the Mayor, the PCs will have several leads to follow regarding three of the most recent disappearances. The PCs will know about Belakira's loss, but may not wish to investigate it now. PCs that wish to investigate other disappearances may find valuable clues and information that will be especially helpful to lower level parties. There are two locations the PCs can investigate before heading to the wizard's home in the diplomatic district.

Who's Following Who? -- During their investigations of the initial incidents, the PCs have captured the attention of some of the cultists from below the city. A small band of cultists has assembled to try and prevent the PCs from completing their mission. These cultists are accompanied by monsters dominated by magic which also attack the PCs. This encounter occurs between investigations or just after meeting with Belakira.

Off to See the Wizard-- Sometime during the adventure, the PCs will need to track down Belakira and question her about the disappearance of her "slave". During this investigation, the PCs may learn more about her and her slave. The PCs must be cautious in this encounter due to the delicate political situation they are dealing with.

I Never Promised You a Rose Garden-- After their visit with Belakira and receiving some strange clues from her guardians, the PCs are sent outside the mage's home to search for signs of the child's disappearance. Using their own powers or the scroll from earlier in the adventure, the PCs can learn more about the girl's abduction.

Gateway to the Underworld-- Based on their search of Belakira's garden and conversations with the garden plants, the PCs will be able to find a tunnel leading into the sewers. The PCs must find their way through the tunnel and eventually discover the entrance to a set of secret tunnels beneath the city.

Caverns of the Dark Naga-- The final set of encounters are area based and keyed to a map provided at the end of the adventure. Once inside the caverns outside the city, the party must navigate through a complex set of tunnels and traps to eventually confront the Cult of The Dark Naga in their lair, with all odds against them.

Epilogue-- If the party is successful, they will have rescued Belakira's "slave" and returned to the city. They will be greeted by city officials who will reward the PCs for their actions.

## Player's Introduction

*The city of Ravens Bluff tends to keep its inhabitants on their toes. At a moments notice, many of the adventurers who call the city home can be called into action. It seems that today is no different. This dreary rainy morning you awoke to find a messenger wearing the colors of the city government standing nearby with an official looking letter.*

*Whether you are capable of reading it or not, the young page's voice cuts through the morning air reading the contents of the letter...*

*Hail and Well Met Citizen,*

*Your presence is requested regarding a matter of great importance. Please gather your belongings and report to the office of the Lord Mayor one hour after sunrise. This matter is sensitive, so your discretion is appreciated.*

*You are used to these summons, with the war going badly and the constant need for adventurers to do everything from special missions to keeping the peace, but usually the officials who need you allow a few more minutes to prepare. But duty*

*calls, so you find yourselves rushing through the streets to make your appointment. One thing all of the city inhabitants have come to realize over the years, "Do not keep the mayor waiting"!*

*The route to the mayor's office is well known to you and soon you find yourself standing outside the mayor's office with time to spare. Looking around, you see several other people are arriving as well, rushing to get inside out of the rain.*

Be sure to keep track of time and stage the characters' arrival based on any comments they made about traveling to the Mayor's office. PCs that take a long time getting ready will arrive last, but will be able to arrive on time. The only way a PC can arrive late is if they state they are being purposefully late.

When the PCs arrive, they will have a few minutes of real time before their appointment. Use this time to allow players to introduce their characters and provide a brief description of what they look like. It is helpful to players and GMs to have a name card in front of each player with character name, race, and comeliness and/or charisma scores. When the characters are ready to go inside, proceed to the first encounter area

## The Mayor and Guest

When the PCs enter the Mayor's office, they will see the rich furnishings of the Lord Mayor and a number of clerks busily attending to the business of running the city. There are also many maps on the walls and tables, some small carved figures which represent troops, and piles of papers containing reports on everything from duty personnel to food shortages to magical divinations of the enemy. A small waiting area contains a number of chairs for the PCs to wait in and clerks will direct them to wait if they insist on pestering them.

*Stepping inside the Lord Mayor's office, you see that despite the early hour, the office is buzzing with activity. Workers and clerks of all types move around the large offices with the speed and grace of fine dancers. Perhaps the threat of losing to unknown forces has inspired the government workers to greater efficiency.*

*A clerk notices you as you enter and makes his way through the crowd towards you.*

*“Adventurers right? Please take a seat in the waiting area and his Lordship will be with you shortly. There is fresh bread and tea on the table, help yourselves but please leave some for the other patrons”.*

*Looking over to where the clerk pointed, you see a tastefully decorated waiting area (a recent addition to the office for those of you who have been here before) with a pot of steaming tea and fresh bread on a small table in the corner.*

*There is only one other person sitting in the waiting area when you arrive. A beautiful woman dressed in ornate crimson robes with gold weave sits staring intently at the door. Perhaps the most striking feature about this woman is that she seems to have shaved her head (a magical glyph perhaps?), with the exception of a long black pony tail, and decorated her scalp with intricate tattoos. As you continue to look at her she glares up at you with eyes as cold as ice. She definitely gives you the impression that she does not want to be disturbed.*

Any character who wishes to attempt to recognize the uniform of this woman can either make a Local History NWP check at +3 or a Wisdom check at -2. A successful check reveals that this woman appears to be a Red Wizard of Thay. If the PC's check is successful by 4 or more, they will also notice the woman appears to be wearing a symbol of Ravens Bluff reserved for diplomatic guests of the city.

The woman, Belakira, is in fact a Red Wizard and guest of the city. She is a prominent NPC in this adventure and GMs should be familiar with her motivation, defenses, and statistics by carefully reviewing her description at the end of the adventure. She will not respond well to the PCs troubling her, and will reveal her diplomatic status if questioned in an attempt to dismiss the PCs. She is too concerned with her own problems to dally with the simple folk of the city. If the PCs harass her, they will be told by a clerk to leave her alone or face a night in jail. PCs that continue to harass her will find themselves escorted to one of the local prisons and thrown in jail for the rest of the tournament. If the PCs attack, they will be overwhelmed by guards, tried and convicted for attempted murder, and imprisoned for 20 years.

The rest of the waiting room is very well decorated and the tea and fresh bread taste

fantastic. PCs will find just enough chairs for them to sit in.

Shortly after the PCs are seated, the Lord Mayor's chief aide will enter the waiting area and ask Belakira to please follow him. Use the following description if desired...

*A few moments after you are situated, you notice a young man, with red hair and blue eyes, dressed in the livery of the Lord Mayor enter the waiting area and approach the woman in red robes. “Greetings M’Lady Belakira, m’lord offers his apologies for keeping you waiting and asks if you would please join him in his office”.*

*The woman gets up without some much as a second glance at you and glides across the room with a supernatural grace towards the Lord Mayor's office. The door opens briefly, and then closes behind her.*

The PCs are now alone in the waiting area. If they have pushed ahead and not taken the time to introduce themselves outside the office, take time to do character introductions now. If the players have already done introductions and have established that they are all here for the same reason, continue on with the adventure.

If the PCs wish to spy on or listen in on the conversation, they will find that the Lord Mayor's office is well defended against such intrusions. The door is extremely thick (-30% to Hear Noise) and clerks will try to prevent people from hanging around the door. The office is also magically protected and no divination spells (wizard eye, clairvoyance, clairaudience, etc.) are able to penetrate the room. Extremely clever PCs may find a way into the room through using divination potions or similar magic. GMs should allow creative plans to succeed. Plans that fail and are noticed will cost the offending PCs dearly: 1000 gp fine or the equivalent in magic plus confiscation of any magic items used in the illegal activity. GMs should also be aware of any alignment conflicts with PCs trying to spy on the meetings (Lawful and Neutral Good PCs should not participate in this type of activity).

PCs that manage to get inside or observe the conversation will hear the following before Belakira vanishes. Belakira's voice is cold and hard and stresses the implications if O’Kane fails her:

*“You must realize Mayor O’Kane, that relations with Thay will be significantly impaired by this recent event. Neither I or my fellow wizards are known for our compassion regarding incompetence. You have two days to find my missing slave, and then I will begin a search using my own methods with no concern regarding the consequences on your city. My missing slave is very young and is of particular importance to me. I am sure that she was taken purposefully. You promised that I and my slave would be safe as long as we obeyed your foolish laws. We have upheld our end of the deal, it is you that have failed and I am sure you know how Red Wizards deal with failure. I suggest for the sake of your city, you find a way to return her to me. If you think that the pitiful enemy currently beseiging you is dangerous, then you should know that they are as nothing compared to our power. Remember, two days!*”

If the PCs do not manage to get inside, only a short time will pass before the Mayor’s aide summons them inside. PCs will notice that the woman never left the room and is no where to be found.

*After only a few brief moments, you see the Mayor’s red-headed aide stride towards you. “His Lordship, Mayor O’Kane, will see you now”.*

*The aide leads you to the office and opens the thick wooden door leading inside. Behind the large door is a sizable office sparsely decorated with a large desk, a few chairs, and small end tables. Behind the desk is the Lord Mayor Charles O’Kane. His face is pale and haggard looking, and his eyes reveal that he has not seen much sleep lately.*

*“Good morning, please take a seat and listen to what I am about to say. I do not have much time so I am going to keep this as brief as possible. Several days ago guardsmen started reporting that young people have started to disappear. At first we thought it was just a few isolated incidents, you know, run-aways, that sort of thing. We now fear that is something much worse.*

*Just about two weeks ago, a city guardsman reported that one of the wards of the Lady of Mercy Orphanage, a young girl about 12 or 13, disappeared. We know the orphanage is not*

*exactly the best situation for children, so we assumed she ran away. Almost a week later, a cobbler reported that his daughter had vanished in the night. These two were known to be friends, so we assumed that they ran off together. We discovered they had another friend from the orphanage who they often played with, and then we discovered that she disappeared nearly a month ago. It seems something is preying upon young girls, and it has to be stopped.*

*Since the guards were so late in discovering this horror, I have decided to commission a group of private citizens, and reward you from my private finances, to determine what is going on. Ravens Bluff cannot afford to have another young girl turn up missing.*

The Lord Mayor is extremely weary and very distressed by the recent turn of events. His guards have not been helpful and the citizens are starting to get upset with the way the government is being handled. The rumors regarding an election to replace him has not improved his disposition either! The recent visit by Belakira has caused him even more serious concern.

The Mayor desires to help, but is weary and may nod off to sleep if the PCs talk amongst themselves. He will wake immediately if the PCs attempt to search his office. O’Kane will not officially sanction the PCs’ actions, and will not provide them any written proof that they are acting on his behalf--too many liberties have been taken in the past with such writs. If questioned further, O’Kane can provide some more limited information, although he will insist the PCs hurry on their mission. PCs can learn the following information through direct questions:

#### The Reward:

- O’Kane is willing to pay each party member 200 gold pieces for information leading to the recovery/discovery of any of the three missing girls (600 gp avail to each PC)
- He has no magical potions or items available to help the PCs. They are all being used elsewhere
- He will investigate other payment options while the PCs are on the job

#### Missing Girl #1: Ginny

- Her name is Ginny and she is 13 years old
- Disappeared from the orphanage 12 days ago during the night, no one reported seeing anything

- Her parents were reported to be smugglers caught and hung by city officials

Missing Girl #2: Helena

- Was the daughter of Beckwith, owner of the House of Sole (a cobbler)
- Often played with Ginny and Carolynn from the orphanage

Missing Girl #3: Carolynn

- Was actually the first girl to disappear, about 3 weeks ago
- Has a history of running away so was not reported until a week ago
- Her father was a cleric of some type

Lady of Mercy Orphanage:

- Has been part of the city for over 30 years without any problems or incidents
- Is run by a cleric of Ilmater named Gieven
- Is located on the west side of the river, just on the other side of Crow's End

The Lord Mayor does not wish to discuss any topics other than the recent disappearances. Sooner or later, the conversation should turn toward the woman who preceded the party into his office. If the PCs fail to mention her, O'Kane will slip and reveal that she is somehow involved. If the group is rude or forceful, O'Kane will simply have them tossed out of his office (which will cause the PCs to fail in their quest or return to the Mayor's office and beg for his forgiveness). PCs may begin the adventure but will have to fill out scoring sheets once they have investigated the first two leads. If the PCs are polite and inquire about the strange woman, O'Kane will run his hands through his hair, and tell them the following tale:

*The woman you speak of is named Belakira. She is a powerful mage from the land of Thay. She arrived here a week ago as an official replacement for Ambassador Brimstone. She claims to have been sent here to discuss the implications of recent increases in pirate activity on trade, but I secretly suspected her to be some type of spy, so members of the Ministry of Art have been keeping close tabs on her. We do not want to ignore our other potential enemies while dealing with the sieging forces, and the city will be especially vulnerable when we finally win this war.*

*She came here this morning to report the theft of one of her favorite things, a slave girl about 12 years old. I do not need to tell you the implications of insulting an ambassador... it could mean all out war! Again! The Ministry of Art has no idea what happened, but assures me that the young girl did vanish from her home. I suggest that you only trouble her if your other investigations fail to turn up anything.*

After completing his tale, the Lord Mayor slumps into his chair and turns his back them facing the window. The Lord Mayor will continue to mumble about how ill-prepared the citizens are for war, and what a disastrous turn of events this is.

If the PCs question him further about Belakira, he will elaborate on her powerful magic (she teleported out of his office), and that she is protected from most city laws by her diplomatic status. O'Kane will let slip that her residence is on the waterfront, in the area of homes reserved for diplomatic visitors. PCs with Local History NWP may check for knowledge of this area. A PC who is successful will recall that this part of the city is heavily patrolled by guards.

### On the Trail of Adventure

This encounter includes details of two of the girls who disappeared. The first section describes the Our Lady of Mercy orphanage while the second describes the House of Sole (a cobblers shop). Each of these locations can provide some interesting clues and information regarding the disappearances. The PCs are free to travel to whichever one of the locations they desire or they may skip these encounters and head to the home of Belakira.

### Our Lady of Mercy

The orphanage is not difficult to find and the PCs will find the doors open and children playing in the front room of the home. When the PCs arrive, read the following...

*The orphanage is not in the nicest part of town, but the structure appears to be well maintained. The building appears to be some type of old church and the once great wooden doors are stuck open allowing the cool morning breeze and*

*some of the rain to blow in. Several small children play games just inside under the watchful eye of two older women wearing gray robes and symbols of Ilmater, the Crying God.*

The PCs will be given a warm welcome when they arrive, but the children will keep their distance from any PCs carrying large or obvious weapons. The PCs will be escorted inside and one of the workers will offer to summon Gieven, the administrator of the orphanage.

Gieven is a kindly old gentleman who has been running the orphanage since it opened over 30 years ago. He is a devout follower of Ilmater, and raises the children with a loving, albeit firm hand. He is about 60 years old and his eyes sparkle with vigor. He is extremely quick-witted and fond of puns and sarcasm. The recent loss of two of his wards troubles him deeply, and he drops into a state of melancholy when their names are mentioned.

Gieven will do his best to answer as many questions as possible and will even suggest the PCs tour the building. Gieven can provide the following bits of information:

- Carolynn and Ginny were good friends and tended to look out for one another. Carolynn was one of the older children, 14, and tended to take care of Ginny. The two were always sneaking out to play in the streets Carolynn with her green ribbons and Ginny with her pink ones blowing in the wind. They always seemed to make it home before dinner.
- Carolynn often ran away without Ginny, when the two were not together, Carolynn often stayed away for days at a time. Her longest trip away from the orphanage occurred a year ago and she was gone for just over a week.
- Carolynn disappeared 22 days ago, before lunch and never returned. She was almost 15, when she would be able to leave the orphanage on her own for good. She was brought here by her father when she was only a couple of days old.
- Ginny disappeared 11 days ago, vanishing during the night. I reported her disappearance immediately to the city guard. The guards dismissed the case, saying that she probably just

ran away with her friend. I fear something terrible has happened to both of them.

The PCs can accept a guided tour of the small building from Gieven and tour the entire building. The orphanage is an old church that was once the home of those who worshipped Waukeen, the God of Merchants who vanished during the Time of Troubles.

While on the tour, Gieven will show them up into the attic where a small room was built. Two small beds and trunks with old clothes are along the walls with a small pile of toys in the corner. On one of the beds is a small doll with its hair tied with pink ribbons. A small window (big enough for a small child to fit through) leads onto the roof. On the floor by the window is a very small amount of sand (Observation NWP or Intelligence check at (-4) to locate. If the PCs wish to search the roof, they must find a way to get up there (either fly, climb the tree located in front of the window, or fit through the window - if they are small enough. Once on the roof, PCs may make either an Observation NWP, Tracking NWP (-2), or an Intelligence check (-5). A PC that makes a successful check discovers that several small branches of the tree are broken and a roof shingle has also been crushed. PCs can follow the remains of a trail to the city street where it becomes so trampled over it is impossible to follow.

A careful search of the room (PCs stating they are looking for secret or hidden doors) will reveal a loose floorboard underneath Carolynn's bed. If removed, the PCs will find a small packet of papers which are letters written from Carolynn's father to Gieven asking him to keep track of his new daughter. The final piece of parchment is in excellent condition. This parchment is a scroll left by Carolynn's father to try and give his daughter a head start when she left the orphanage. This parchment is a clerical scroll with *Speak with Plants*, *Cure Serious Wounds* and *Speak with Dead* spells, written at the 8th level of experience. The *Speak with Dead* spell will last for three rounds, allows three questions, and can communicate with subjects dead for up to one month. These details are provided here because this spell may be required later in the adventure.

Once the heroes have learned about the girls, found the papers, and potentially found the clues on the roof, they can learn nothing more. If the PCs have not yet traveled to the House of Sole, Gieven will suggest that they do so.

## House of Sole

The House of Sole is a large cobblers shop known by many inhabitants of Ravens Bluff as being one of the best bargains in the city. Located near the heart of the merchant district, the shop tends to do a great deal of business providing shoes and boots. PCs that have lived in the city or that ask around will have no difficulty finding the shop. When the group approaches, read the following:

*Making your way through the city streets towards the House of Sole takes about half an hour and the rain does not seem to be letting up. Only the most desperate street peddlers and merchants call out to you from their covered stores as you make your way to the House of Sole. The shop is a simple structure, but is larger than you would expect.*

*The store is appears to be well made and is very busy. Several apprentices are working on shoes and boots under the cover a large canopy, and a few journeymen are busy taking new orders. Overseeing all of this activity is a middle-sized man with dark skin who scans the shop for signs of poor work.*

The dark-skinned man is Beckwith, the owner of the House of Sole and father of Helena, one of the missing girls. If the PCs ask the apprentices or journeymen, they will direct them directly to Beckwith. The PCs will be able to approach Beckwith without difficulty, although they will be asked by a journeyman if they wish to buy a pair of boots. PCs that express an interest in buying boots will be measured quickly and can begin haggling over the price. Journeyman will sell the PCs a pair of fine waterproof boots, made from real lizard man hide, for only 20gp. Other types of materials are available at prices listed in the PHB or more if the PCs can be talked into it!

Beckwith is an extremely good-natured man who has just lost his only daughter, but does not seem too worried about it (Don't worry man, she'll come back). He believes that she has run away with friends but will return soon. Beckwith

has three sons who are competing with one another for taking over the business when he retires, and he keeps very busy keeping an eye on them. Beckwith grew up on a small tropical island in the Sea of Fallen Stars and does not believe that his daughter could have gone very far. He still has not accepted that living in a large city is any different than life on the island. The loss of his daughter is troubling, but he is too busy worrying about the business and his sons to get overly concerned. He cares for his daughter a great deal and would like her to return, but he believes that she must have run away with the girls from the orphanage. He does not believe that foul play is the cause of his daughter's disappearance, and he is waiting for her to return when she grows tired of life on her own. Beckwith can provide the following additional information in response to specific questions:

- Helena-- she is a small girl who has seen 13 anniversaries of her mother's death (her mother died in childbirth). She is strong like her brothers and has dark skin like her father. She did not show up for morning chores a week ago, and when we went looking for her she was no where to be found.
- The Orphanage-- Helena used to play with two girls who had no parents,Carolynn and Ginny. They were good girls and used to pretend about getting married to princes or island kings.
- The girls-- also pretended they were princes and often put shells in their hair and went to the nicest parts of town to look for their prince charming(s)
- Helena loved to dream about far away lands, she was always pretending about touring the world and visiting strange lands

If the party tries to convince Beckwith that his daughter could be in great danger, he becomes very distressed. In order to convince him of the danger, the PCs must relay the tales of the other girls' disappearances. He will be very skeptical at first, but may be persuaded. If a Bard PC is attempting to persuade him to realize the danger, Beckwith will automatically be convinced. Other PCs trying to convince him must make a Charisma check at -4 (less if their story is

particularly convincing) to convince him. If the PCs fail to convince him, he will ask them to leave and call for the city watch if they refuse. If they manage to convince him, read the following:

*If what you say is true, then Helena is in big trouble. Back on the island of Hahmaka, this could not have happened. When I sold my first pair of sandals to an old man here, he paid me in gold, which is my favorite kind of coin. He also gave me an arrow and said someday it may help to save a young one. I have held on to it now for 15 years, perhaps it is time that I do something with it. I think I'll give it to you.*

Beckwith will go into the store for a few minutes and eventually return with an arrow. A PC with Bowyer/Fletcher skill can examine the arrow and determine that it is of poor quality, it is made of a soft wood and the fletchings are made of sea gull feathers. However, a *detect magic* will reveal that the arrow has a strong enchantment of necromancy and alteration. The arrow is an *arrow of naga slaying* that may greatly aid the PCs in the final encounter. This arrow's power varies with the total power level of the group and is described more fully at the end of the adventure. Beckwith will gladly give the PCs the arrow in exchange for their promise to help locate his daughter. He cannot provide much more assistance besides asking the heroes to investigate the orphanage where the other girls were from. **DO NOT TELL THE PCS WHAT THE ARROW'S POWERS ARE AT THIS TIME.**

### Who's Following Who?

This encounter can occur at one of two different points in the adventure. If the heroes investigated the first two missing girls, in the encounter "On the Trail of Adventure" described above, this encounter occurs immediately. If the PCs skipped the previous encounter and proceeded to Belakira's home, the encounter occurs when the PCs leave the estate. In either case, the PCs will be on their own, neither the mage or city watch will arrive to help.

Observant PCs may notice that men (human) have started following them (Observation NWP or Wisdom check at -2). Another group of men and monsters are ahead of the PCs waiting to

spring an ambush. These men are cultists from the cult responsible for taking the girls, and have learned that the PCs are investigating the disappearances and are determined to put an end to their search.

If the PCs approach either group, the men do not hesitate to attack. If this attack occurs in the garden, the two groups start on opposite sides of the PCs, trying to surround them. GMs should note that the stirges are with the cultists in the lead group. The NPCs begin their attack by casting darkness and other spells attempting to separate the heroes into smaller groups. In addition, GMs should note that the groups facing higher level PCs (the top 2 brackets) have completed casting their *call lightning* spells -- allowing each cultist to call down 1 lightning bolt every 10 rounds. GMs should also note that the lead cultists carries a brooch of shielding that will protect him from magic missile attacks.

#### PCs Level Total = 6-13

**Cultists (2), human P2:** INT Avg; AL NE; AC 5 (chain); MV 12; hps 10; THAC0 20; #AT 1; Dmg 2-7 (mace) SA Spells; SD None; MR std; SZ M; ML 13.

Spells: *darkness* (light reversed), *cure light wounds*.

**Stirges (5):** INT Animal; AL N; AC 8; MV Fly 18; HD 1+1; hps 6; THAC0 17; #AT 1; Dmg 1-3 (+ special) SA Drain 1-4 points of damage per round after a successful hit to a maximum of 12 points); SD Attacks against an attached stirge that miss may hit the victim. Roll a second attack roll vs. the target's AC, if successful the attack hits the stirges victim; MR Std; SZ S; ML 18.

These creatures were charmed by the cultists and are released from large sacks to attack. They are trained to attack victims in light or no armor (e.g. spellcasters)

#### PCs Level Total = 14-25

**Cultists (3), human P3:** INT Avg; AL NE; AC 5 (chain); MV 12; hps 15; THAC0 20; #AT 1; Dmg 2-7 (mace) SA Spells; SD None; MR Std; SZ M; ML 13.

Spells: *darkness* (light reversed), *cure light wounds*, *silence 15' radius*.

**Stirges (5):** INT Animal; AL N; AC 8; MV Fly 18; HD 1+1; hps 6; THAC0 17; #AT 1; Dmg 1-3 (+ special) SA Drain 1-4 points of damage per round after a successful hit to a maximum of 12 points); SD Attacks against an attached stirge that miss may hit the victim. Roll a second attack roll vs. the target's AC, if successful the attack hits the stirges victim; MR Std; SZ S; ML 18.

These creatures were charmed by the cultists and are released from large sacks to attack. They are trained to attack victims in light or no armor (e.g. spellcasters)

**PCs Level Total = 26-37**

**Cultists (4), human P4:** INT Avg; AL NE; AC 5 (chain); MV 12; hps 22; THAC0 18; #AT 1; Dmg 2-7 (mace) SA Spells; SD None; MR Std; SZ M; ML 13.

Spells: *darkness* (light reversed), *cure light wounds*, *faerie fire*, *silence 15' radius* or *hold person*.

Only 2 cultists have the *hold person* spell memorized, the others have *silence 15' radius*.

**Stirges (6):** INT Animal; AL N; AC 8; MV Fly 18; HD 1+1; hps 6; THAC0 17; #AT 1; Dmg 1-3 (+ special) SA Drain 1-4 points of damage per round after a successful hit to a maximum of 12 points); SD Attacks against an attached stirge that miss may hit the victim. Roll a second attack roll vs. the target's AC, if successful the attack hits the stirges victim; MR Std; SZ S; ML 18.

These creatures were charmed by the cultists and are released from large sacks to attack. They are trained to attack victims in light or no armor (e.g. spellcasters)

**PCs Level Total = 38-56**

**Cultists (6), human P5:** INT Avg; AL NE; AC 2 (plate); MV 12; hps 28; THAC0 18; #AT 1; Dmg 2-7 (mace) SA Spells; SD None; MR Std; SZ M; ML 13.

Spells: *darkness* (light reversed), *cure light wounds*, *faerie fire*, *silence 15' radius*, *hold person*, *call lightning* (casting completed, 7d8).

**Stirges (10):** INT Animal; AL N; AC 8; MV Fly 18; HD 1+1; hps 6; THAC0 17; #AT 1; Dmg 1-3 (+ special) SA Drain 1-4 points of damage per round after a successful hit to a maximum of 12 points); SD Attacks against an attached stirge that miss may hit the victim. Roll a second attack roll vs.

the target's AC, if successful the attack hits the stirges victim; MR Std; SZ S; ML 18.

These creatures were charmed by the cultists and are released from large sacks to attack. They are trained to attack victims in light or no armor (e.g. spellcasters)

**PCs Level Total = 57 or more**

**Cultists (8), human P7:** INT Avg; AL NE; AC 2 (plate); MV 12; hps 42; THAC0 16; #AT 1; D 2-7 (mace) SA Spells; SD None; MR Std; SZ M; ML 13.

Spells: *darkness* (light reversed), *cure light wounds*, *sanctuary*, *command*, *faerie fire*, *silence 15' radius*, *hold person*, *heat metal*, *call lightning* (casting completed 9d8), *dispel magic*, *free action* (already cast).

**Stirges (12):** INT Animal; AL N; AC 8; MV Fly 18; HD 1+1; hps 6; THAC0 17; #AT 1; Dmg 1-3 (+ special) SA Drain 1-4 points of damage per round after a successful hit to a maximum of 12 points); SD Attacks against an attached stirge that miss may hit the victim. Roll a second attack roll vs. the target's AC, if successful the attack hits the stirges victim; MR Std; SZ S; ML 18.

These creatures were *charmed* by the cultists and are released from large sacks to attack. They are trained to attack victims in light or no armor (e.g. spellcasters)

If the PCs manage to take a cultist alive, they will find them to be very uncooperative. The cultists are very strong-willed and will simply refuse to answer any of the PCs' questions. They are not above insulting the PCs, and they are magically prevented from revealing anything about themselves or their activities.

PCs that search the fallen cultists will find that each one wears a gold necklace with a symbol made of obsidian. The symbols are expertly made carvings of a serpent with a man's head (worth 50 gp each if appraised). PCs with the Religion proficiency will realize that these symbols are of no known deity in the Realms. PCs will also find that each cultist carries a single black opal worth 100 gp each. The leader of the cultists also wears a *brooch of shielding* capable of absorbing 25 hit points of *magic missile* damage.

When the PCs have finished searching the dead cultists and attempting to interrogate any

survivors, the city watch will arrive. The guardsmen will be very abrupt with the PCs, but will not detain them. They will not be able to recognize any of the cultists or provide other assistance to the PCs.

### Off to See the Wizard

If the PCs did not learn about Belakira from the Mayor, they will have reached a dead end. The PCs should be encouraged to travel back to talk to the Mayor and report what they have learned. If this occurs, the Mayor will reveal the information contained in the encounter, "Mayor and Guest" described earlier.

Following up on the leads from the Mayors' office or after exhausting their other leads, the heroes will need to follow up on the most recent disappearance, the slave girl belonging to Belakira. The PCs will need to find their way to Belakira's estate along the waterfront, which they can do with little difficulty. The diplomatic district is located on the waterfront, just west of the large red and white warehouses on the full color map of the city. If the PCs are low level or unfamiliar with the diplomatic area of the city, they will meet a patrol of city watch who will remind them of the unique nature of this part of the city. Use the following description if necessary.

*You make your way through the heavy rain towards one of the wealthiest parts of the Living City, the diplomatic district. As you approach the east gate, you see a small group of guardsmen standing close to the wall trying to avoid the rain. As you approach, one of the guards makes his way towards you.*

*"Hail and well met citizens. I have no idea what you are doing out on a day like today, but before you enter this part of the city I must provide you some information. Inside these walls are several estates owned by nations with which Ravens Bluff is carrying on diplomatic relations. Be very careful that you respect our laws and the inhabitants of this part of the city; we do not need a political incident on our hands."*

The heroes are able to enter this part of the city without any difficulty and given the directions from the Lord Mayor they will have no difficulty finding the mansion home of Belakira.

When the PCs enter the diplomatic district, they will not see people on the streets and only the soft lights from the homes provides dim illumination. After a brief walk, the PCs will stand outside a large mansion belonging to Belakira, the replacement Thayvian Ambassador.

The mansion is one of the largest in this part of the city and a single path leads towards the front door of the house. GMs should do everything to convince the PCs of the futility of sneaking in or attacking. PC intrusions will be foiled by the powerful defenses. PCs who are captured will be thrown in jail and fined 2000 gold pieces.

When the PCs approach, read the following...

*Approaching the estate of the Red Wizard Belakira, you see the large home is well lit and busy. The home is a massive structure with at least 20 or 30 rooms. Outlines of numerous figures move about inside the house and a small path leads to the front door. On either side of the door are two large gargoyle statues identical to the two at the start of the path, just a few feet away. As you contemplate what to do, the statue closest to you turns its head and looks at you with a wide grin.*

*"Well, what are you doing standing in the rain? If you are going to the house go ahead, they know your here and the Ambassador is waiting for you. Remember to knock when you get to the door.*

When the PCs approach, they will notice the gargoyles on the porch staring at them. When the PCs reach the door, it will swing open revealing a lavish foyer. A massive figure made of iron and wearing a tuxedo will meet them at the door.

*As you approach the house the door swings open and a massive figure made entirely of metal greets you. "Welcome, you are now guests of Lady Belakira, Minister of Thay. There is a pile of towels for you to use and you can hang your cloaks on the rack behind you, M'Lady will meet you in the study".*

*Taking you lead from the metal figure you dry yourselves, hang your cloaks, and make your way into the sitting room. After a few moments, you see a flourish of red and feel a charge of magic in the air. In front of you now stands the beautiful woman from the mayor's office.*

*"It takes a special type of person to travel the streets on a day such as this, not to mention coming here, one of the most infrequently visited places in the city. Please ignore my servants, they maintain the home and provide some added security from intrusion. I am not quite sure how you found me, but my guess is that the Lord Mayor has grown desperate and sent you in place of the inept guards. Well, you are obviously not here to return my property to me so, what do you need?"*

Belakira's personality and motivation is described fully in the NPC section of the adventure. She has lost something of great importance to her, and she is expecting that the PCs will be return it to her. Belakira will not tolerate any abuse or rude behavior towards herself or anyone in the room. One of the observations PCs can make about the mansion is that Belakira appears to be the only living person in the entire house.

If the PCs are polite and manage to convince her they are working for the City, she can provide the following information:

- The Disappearance--One of her slaves, a young girl, was taken from the gardens behind the house yesterday. There were no signs of the girl, and her gray uniform was torn. If asked, she will reluctantly part with the fabric which is a well made and sturdy fabric ideally suited for light labor.
- The Slave-- The girl was 13 years old and has put in her custody by one of the other wizards, her safety was my responsibility. Now it is the Mayor's. She is a lovely child with hair as white as fresh snow and eyes the color of diamonds. Her name was Leena. Due to her exotic looks, she is considered quite a prize and worth a sizable amount. I do not wish to have to compensate another wizard for her loss, the price may be, excessive.
- Enemies-- Of course I have enemies, simply walking down the streets of this town seems to turn people against me. None seem to be more likely candidates than others.
- Her Powers-- She has used many of her magic spells and cannot learn anything. She has tried to

scry, but her attempts have been blocked. She suspects that the slave girl is being hidden in a magic dead area.

- Assistance-- Even though Belakira wants to aid the PCs, she will not be able to for fear of tipping her hand to the wizards who may be watching her (paranoia is part of a Red Wizards lifestyle)
- Rewards-- PCs that attempt to bargain with Belakira for a reward will receive a cold hard stare in response. The Mayor has sent them, it is his responsibility to see to the heroes compensation. If the party does not ask for any type of reward, Belakira will provide a reward for them at the end of the adventure through the Lord Mayor's office.
- Investigations-- Belakira will allow the PCs access to her grounds, but will not allow the group to tour or investigate her home. She will suggest that the heroes look into the other girl's disappearances if they have not done so already.

Given the fact that many of the PCs are of good alignment, they should be caught in a moral dilemma. If they refuse to help Belakira, the diplomatic relations with Thay will get worse and Ravens Bluff may become a target for Red Wizard conquest. If the PCs continue to help, they will be working on returning a slave to her owner, or so they believe. Belakira will allow the group to argue amongst themselves regarding the implications of their decision. She will not get involved directly, but will add with a cruel smile, that unless the heroes get involved, the girl will probably die, and the blood will be on their hands because they stood by and did nothing. The PCs are caught between a rock and a hard place, and the worse course of action would be to do nothing.

Belakira is a powerful mage who has built a large number of magical creatures to protect her home from intrusion. The following constructs maintain her home and provide the bulk of her security force. These monsters exist regardless of party levels.

**Gargoyles (4):** INT Low; AL CE; AC 5; MV 15; HD 4+4; hps 32 (each); THAC0 15; #AT 4; Dmg

1-3/1-3/1-6/1-4 SA Nil; SD +1 weapons or better required to hit; MR Std; SZ M; ML 15.

**Iron Golems, human size (18):** INT Non; AL N; AC 3; MV 6; HD 18; hps 80 (each); THAC0 3; #AT 1; Dmg 4-40 SA Breathe poison gas once every 7 rounds (save or die); SD +3 weapons or better required to hit, lightning slows the creature, fire heals 1 hp/die of damage, immune to other spells; MR Std; SZ M; MI 13.

If the characters do not wish to continue on the adventure, pass out the scoring sheets and end the adventure. If the heroes continue on, Belakira will bid them farewell and provide an additional motivation. Use the following text or paraphrase if desired.

*Gathering your wits and equipment you get ready to head back out into the rain. The iron butler hands each of you your cloaks and ushers you towards the door. The beautiful mage Belakira stands in front of the fire place with a glass of white wine in her hands. As you make your way into the outside you look back and could swear that the wine glass trembles in the wizard's hands.*

*The butler's voice resonates from deep within its iron head, "The rose garden is around the north side of the house, near the wall. The child was last seen pulling weeds and talking to the plants yesterday afternoon. Good day."*

*The butler shuts the door to the estate with a resounding thud. From inside you can barely hear the sounds of a woman crying.*

The text above provides the group that things are not exactly what they seem. Belakira's crying and the golems use of the word "child" should all provide clues that the PCs' mission is more important than they originally believe. The golem's comment regarding the girl talking to the plants may be also serve to alert the PCs to a potential course of action. When the PCs begin their investigation outside, proceed to the next encounter.

**NOTE:** IF THE PCS DID NOT INVESTIGATE THE FIRST TWO LEADS, THE CULTISTS ATTACK THE PCS WHILE THEY ARE INVESTIGATING THE GARDENS (see "Who's Following Who").

## **I Never Promised You a Rose Garden**

This encounter describes the gardens around Belakira's estate the PCs can investigate to search for clues regarding the girl's disappearance. As the PCs look around, they can discover clues, talk to plants (using the scroll from earlier) and eventually discover clues leading them toward the source of the girl's abduction.

When the PCs leave the house, the rain will still be coming down strong. The gargoyles will keep a watchful eye on the heroes and make sure they do not try and re-enter or spy on the house. The rose garden is very well maintained, but the recent downpour has made the ground soggy and the garden muddy (wiping out nearly all the tracks that may have existed). Three large rose bushes (yellow, red, and white) dominate the garden, and an herb patch and small rock garden run along the fence. The heroes are free to examine whatever they wish, provided they do not irritate the gargoyles. If the PCs cast a *detect magic* in this area the only traces of magic are faint and emanate from the herb garden (see that section for details). Each of the areas that provide information for the PCs is outlined below:

**Yellow Roses**--These flowers are the smallest of the three, but have a vibrant color and spirit to match. Careful examination of the area reveals only traces of small footprints that appear to be made by a slipper-like shoe. These footprints appear to be the size of a small human girl. If the PCs use the *speak with plants* scroll or similar spell or ability, these flowers are all to happy to talk in a gruff texan-sounding voice.

*"Its not everyday that someone speaks to us, don't this rain feel good? It hasn't rained in weeks and rainwater tastes so much better than the water Leena brings. I hope it don't rain too much, I hate it when my roots stay too wet, the bugs get mean when it stays wet for a long time".*

*"Good thing we're yellow roses, after all, we are the best, and were not as rude as the red ones who try and take up all the space or the white ones who are too fragile to tolerate a rain like this. Ya know, if ya were to go clip a few of those red fellars back, I sure would appreciate it..."*

The yellow roses have a rustic charm, but are not much help. They are intent on convincing the heroes to cut back the red roses to give them some room to grow. The flowers will try and convince the PCs that they have information of value to them and use it as a bargaining tool. These plants are not very smart and can be talked out of the information they have by clever PCs (or the PCs can cut the red roses and risk losing the information the reds have). The yellow roses will reveal...

- A little girl named Leena comes out here everyday to tend the garden. She pulls the weeds, chases the bugs away using some strange dust, and gives us water from a can... Yuck! I hate canned water.
- Leena seems to like the red roses the best, even though they are rude and take up too much space in the garden.
- She tries to talk to us, or may be she sings, we can't understand her like we can you folk, wonder why that is?
- We ain't seen her in a day or so...that don't mean we ain't gonna have someone pullin' the weeds does it?

Red Roses-- The red roses are by far the largest flowers in the garden. They are planted in the prime spot and their color is breathtaking. A careful examination will reveal traces of the same footprints that are found throughout the garden. There are no weeds in this part of the garden and each rose appears to be tended with an expert hand. If spoken to with a *Speak with Plants* spell or similar magic, the PCs will find these flowers arrogant, somewhat condescending, and only moderately helpful (afterall, they are Thayvian Red Roses).

*"Egad! Now these uncivilized brutes can actually speak our language. Surely they do not expect us to carry on a conversation. Why such fraternization with lower beings is unheard of. Do you know that you are blocking the rainfall and that your oversized moveable roots are coming dangerously close to crushing us? Given your size and obvious lack of social graces, I see it only fair to warn you that the fine for damaging*

*a Thayvian Rose is 500 pieces of gold and that the gargoyles on the roof are quite good at collecting fines..."*

These pompous flowers have very little information of value to the PCs. They do speak the truth about the fine for damaging them, and PCs that cut or otherwise damage the flowers will find themselves answering to the gargoyles and eventually city guardsmen who will arrive and assess the fine. Failure to pay will result in the offending PC being escorted to jail and thrown in prison for 30 days or until the fine is paid. If the PCs are very polite, flattering, or apologetic, the roses will actually try and help answer a few questions, talking to the PCs like a schoolmaster would address a slow student. The roses know the following:

- The garden is tended by the Lady Belakira's young gardener Leena. She is quite skilled at her duties and always makes sure that we receive the best care available before tending to any of the other plants in the garden.
- Leena did not come out to the garden yet today, she usually comes out just after noon, perhaps the rain is keeping her inside. Rainwater does not taste nearly as good as the pure bottled water from the mountains Leena gives us.
- The young girl always seemed to spend too much time with the white roses, those sickly flowers are always on the verge of dying-- she should just pull them up and throw them away, giving us more room to reach our true social standing

White Roses-- These flowers are by far the smallest of the roses in the garden and the recent downpour seems to be taking its toll on the fragile flowers. The footprints found throughout the garden are more common in this part of the garden and the PCs will notice that the footprints appear to step be very carefully around the fragile flowers. By using *Speak with Plants* or similar magic, the PCs can converse with these vain, hypochondriac flowers.

*"Achoo! Can you believe this weather??? Each one of these raindrops is a breeding ground for hundreds of diseases that are sapping our*

*strength. The hail of these massive drops are laying siege on our blooms, knocking off petal after petal. If this terrible storm continues much longer, it will be the death of us".*

*"Being a white rose isn't easy you see, we are by far the most attractive flowers and the others are jealous. The reds are always trying to grow into our area of the garden and the crude yellows are constantly trying to cross pollinate with us. Can you imagine what would happen? The possibility for catching a disease from those crude flowers is unspeakable... who knows where they have been pollinating?"*

These flowers are the most fickle and potentially the most helpful of all the flowers in the garden. If the PCs can manage to convince them to stop talking about themselves or their crude companions in the garden, they may actually be of assistance. The white flowers will be especially impressed by any attempts to protect them from the harsh weather (rigging a cape or other cloth to prevent them from being hit by raindrops) or by providing them some measure of comfort or protection from the other flowers. Once the PCs have aided the troubled white roses, they will reveal the following useful information.

- Of all the flowers in the garden, Leena liked us the best. She seemed to think we reminded her of herself--frail and beautiful.
- We are special flowers and have the ability to always understand what people are saying to us, though we usually cannot talk back, except to Leena, she always seemed to answer our questions and help take care of us.
- Leena is the daughter of the woman in the house and she comes out here almost every day to make sure we have pesky weeds pulled and bugs chased off with the wonderful dust her mother makes.
- Leena was here just the other day taking care of the flowers. After she finished chasing a nasty grasshopper away (you should have seen the germs on that bug) she went over to the rock garden. She was sitting on one of the smaller rocks and then the ground just swallowed her. She tried to fight, and tore her clothes on one of

the fence posts. Her mother came looking for her but she was gone. The ground that swallowed her filled back up after she disappeared, like a big worm or something was down there. None of our roots, or the other roses, go deep enough to see down there. With the sewer tunnels so close, we do not dare grow our roots deep for fear of contaminating ourselves by touching the foul sewer tunnels.

Herb Patch-- The herb garden is only a small portion of the garden, but it appears to be very well maintained. The small footprints are less common in this part of the garden, but a clear footprint can be found under a large fern leaf. If the PCs have not yet identified the tracks, this track is clearly identifiable as that of a small girl.

The garden is orderly and a few medicinal and rare herbs are planted in neat rows. The heroes will find wolfsbane, garlic, thyme, rosemary, and sage (plant) all clearly labeled. PCs that make a successful Herbalism NWP check can verify that the labels are correct. A successful result also reveals that the sage is a very rare variety, not normally found in this part of the Realms. PCs with the Spellcraft NWP may also learn that many of these herbs are among many ingredients often used in brewing potions. A *detect magic* spell will reveal a faint aura of enchantment/alteration from the sage. A small pinch of this herb, if eaten, will allow a person to *speak with plants* for 1 turn. The magic in this herb is very weak and the plant will lose its potency if taken from the garden. There are only three pinches of sage within the garden the PCs can take without depleting Belakira's supply. PCs that wish to take all the herbs will find an additional three pinches and will be fined 100 gp for each additional pinch they have taken. GMs need to keep track of which PCs take extra sage.

None of the herbs have any information of value if spoken to with the sage or a *speak with plants* spell. Each of the herbs has a voice and personality to match (wolfsbane talks about werewolves and lycanthropy, garlic talks about cooking and vampires, thyme is slow and methodical, and rosemary is a sweet and caring herb). GMs can have a lot of fun with these herbs, but should not delay heroes too long.

**Rock Garden**-- The rock garden is located on the far side of the garden, and forms a border between the herb patch and the rose bushes. The garden is fairly small, made of four main stones set in a semi-circle facing the main yard. These stones are polished marble and are surrounded by small crystals strategically placed to capture the sun's light. There are only dim remnants of footprints in this area, the majority of which have been washed away by the heavy rains.

PCs that carefully search the area will notice that the ground around the largest of the stones seems to have been recently disturbed. The ground around the stones is very soft and dwarven PCs or those with the Mining NWP can determine will realize that the ground resembles the land above a tunnel that has caved in.

**DM's Note:** If the PCs did not use the sage or the scroll to talk with the flowers, they should still be able to locate the signs of the collapsed tunnel and continue on the adventure.

If the PCs are able to converse with the rocks, through *stone tell* or similar magic, they rocks will reveal the following in a British accent:

*"You know that we are a rock group don't ya know... can't ya see are fans all around us? Our careers are just rolling along, no moss on these stones. This stage is one of the most famous in the city, there are all sorts of yard parties where people come to look at us".*

The stones are quite proud of themselves, claiming to be the most famous rock group in Ravens Bluff. They are quite disturbed by the recent upheaval caused by the tunnel collapse. They do not know what caused the collapse, but they do know that their biggest fan, a young girl, fell down the tunnel when it collapsed. They do not know how the tunnel filled itself back up but are glad that it did (they would have lost one of their backup stones if it didn't).

PCs that remember the rose's statement about the sewer tunnels will not need to dig at all to locate the connecting sewer tunnel. PCs that did not catch this clue or who wish to dig may do so, and the gargoyles will only watch in strange fascination. After a few rounds the PCs will be

totally covered with mud and will discover the remains of a natural tunnel that appears to be heading deeper underground towards the sewers. The tunnel is too damaged to be usable by the PCs, but they can estimate the location of the sewer tunnel that this tunnel connects to. PCs that leave follow up on this lead will eventually find the sewer tunnel that services Belakira's estate and connects to the remains of the caved in tunnel by the rock garden. When this occurs, proceed to the next encounter, "Gateway to the Underworld".

### Gateway to the Underworld

In this encounter, the PCs investigate the sewer tunnel near Belakira's house and will find the entrance to a series of tunnels long forgotten by the city's builders. Once they discover these tunnels and enter them, they will have entered the final encounter area, Caverns of the Dark Naga. When the PCs locate the sewer tunnel, read the following..

*Traveling away from the estate of Belakira, you make your way towards the nearby sewers where the collapsed tunnel seemed to lead. The grating moves easily and the dry tunnel beyond leads back towards the estates.*

*After walking deeper into the tunnel you come to the point in the tunnel underneath Belakira's estate. The ground here is dry and the air is filled with the smell of recently disturbed earth.*

When the PCs examine the area, they will see recent signs of tunneling. The PCs will not see signs of animal activity but those PCs with who make a successful Tracking or Observation NWP check will notice signs of additional digging activity along the far wall of the cavern. PCs that investigate will find a small scrap of gray cloth identical to the piece Belakira gave them.

PCs that search for secret doors or that remove some of the dirt from the disturbed area will find a man-made stone wall with several loose blocks. This stone wall is obviously not part of the original sewer system and none of the PCs will have any idea what the construction is for. PCs that make a local history NWP check at -4 will recall vague memories regarding rumors an additional set of tunnels built by a thieves guild to

provide hidden access to different parts of the city. If the blocks are removed, the PCs will find themselves in the end of a long-forgotten tunnel leading down and heading back towards the main part of the city.

PCs that investigate this area will see the signs of several men passing through this opening and heading down into the tunnels. Those with the Tracking or Observation NWP may also discover that one of the sets of tracks seems to be carrying a heavy object. If the PCs travel down the tunnel or make their way through the sewer tunnels back towards the house, they will eventually reach the caverns of the dark naga below.

### Caverns of the Dark Naga

This is the last section of the adventure and the encounter areas are linked to the map provided at the end of the adventure. In this series of encounter areas, the PCs will find clues that will reveal the true nature of the threat the PCs face: members of the Cult of the Dark Naga. The areas described below are depicted on the map. When the PCs break through the wall or enter from the sewers, they will reach the entrance cave. Unless otherwise stated, all the tunnels are dark and the PCs will need to provide their own light.

When the PCs begin making their way through the tunnels they will eventually reach a small cavern dominated by a large pond of stagnant water from the lower sewers. When the PCs reach the cavern, read the following:

*Making your way deeper into the tunnel and down below the city is not very difficult and soon you have made your way deep under the sewer system. The tunnel you are in is obviously not part of the original sewers, and appears to be of very old construction.*

*The tunnel continues down deep under the city and the sounds of steady dripping water can be heard from the cavern ahead. Just ahead, it appears as if the tunnel opens into a small natural cavern and the faint smell of sewage emanates from the tunnel ahead.*

If the PCs stop and look for tracks or other signs of passage, a successful tracking roll will reveal signs that small number of men have

passed through this cavern and continued deeper into the tunnels.

Regardless of whether the PCs sneak or walk into the cavern, they will see the same thing. The small tunnel opens into a 20' diameter room with a large pond/well of water from the sewers in one corner from which the smell of sewage is coming from. Inside the water, the PCs will see a small white object bobbing in the stagnant water. If the PCs fish out the object, they will find that it is a small skull with pink ribbons tied through the eye sockets. This skull belongs to one of the missing girls (Ginny), and if the PCs have the *Speak with Dead* scroll from earlier, they may use it here. Other than the skull, there is nothing else of interest to the PCs in this room.

If the PCs use the scroll or their own spell, they will be able to ask Ginny's spirit some questions regarding what happened. The scroll will allow up to three questions and it is possible (however unlikely) that a PC spell may have more than three questions. If the PCs cast the spell, the spirit of Ginny will be summoned to speak with them regarding the events that took place. When/if they cast the spell, read the following. **Remember the PCs can probably only ask three questions-- pcs that interrupt Ginny may actually lose information!**

*With the final words of the spell cast a strong wind blows through the cavern and a spectral apparition of a small girl slowly takes form in the small chamber. Her ghostly eyes look each of you over.*

The ghostly visage is Ginny, one of the girls who disappeared from the orphanage. Since her death at the hand of the cult, she has lost all track of time and she does not quite remember what happened to her. She is very polite, and will be willing to talk to the PCs for a great length of time, but she is only allowed to speak with PCs until she has answered **three direct questions** (potentially more if the PCs are using their own spell).

Ginny does not know what happened to her and she has no idea that she has died. If the PCs let her know she is dead, she will break down into tears. If asked direct questions, she can provide only a limited amount of information. GMs

should remember that Ginny was only about 10-12 years old, and she is very excited to talk with the PCs if they appear friendly.

#### What She Remembers:

- She was woken up by a strange sound at her window at the orphanage and she saw a bright red and yellow bird at her window. She opened the window and then felt very tired and fell asleep. When she woke up, she was in a small room without windows and she started to cry. Then a man in black clothes came in and blew sand in her face and she felt tired again.
- After falling asleep, she had a horrible dream about evil snake men and a giant snake coming out from under her bed and trying to eat her. The dream was very scary because she could not wake up.
- When the dream about the snake people ended, she started dreaming about a huge forest where all the animals could talk (the Happy Hunting Grounds) and she was having lots of fun playing with the deer until she heard the heroes call and she came to talk to them.
- Carolynn was her best friend and when she decided to run off and join a band of adventurers Ginny tried to talk her out of it but Carolynn was determined to leave.
- The last time she saw Helena was just a few days ago (the dead have no track of time) when they were playing by the water. They were pretending they were princesses being courted by the noble sea elves that live nearby.
- She enjoys living at the orphanage although her secret wish is that someday she will be part of a real family with a home and a dog.

Once the PCs have asked Ginny the questions allowed by the spell, she will vanish. If the PCs cast the spell a second time, she will be able to only provide the information described above. When the spell ends and the PCs are finished talking with Ginny, they can continue down the passageway deeper into the caverns.

When the PCs leave the Ginny's cavern they will make their way down deeper into the old

caverns where they will eventually reach a smooth stone wall. PCs that look for tracks will see the signs of men passing and those who make a successful tracking NWP check can tell that there about eight distinct sets of tracks leading up to this wall. The trail in this area is intentionally wiped clear revealing no clues as to how the door works.

The smooth wall is an obvious secret door easily detectable with a successful find/traps or detect secret doors check. If detected for, the door radiates a faint aura of alteration magic. The door is not trapped and can be opened in many ways. First, a PC can press one of the snake medallions from the cultists against the door and it will swing open. If the PCs do not think of this trick, they can also break their way in. The door is very well secured and will require an open doors check at -4 or a combined strength of 36 points to open. Another way to open the door is to use the wizard spell *knock*. Once through the door, the PCs are in the first chamber of the cultists.

#### **Area One: Entrance Chamber**

After the PCs are able to open the secret door, they will be able to see into the first chamber of the cultists. Use the following description of the room when the PCs open the door and peer inside.

*As the door opens you see a rather large room well lit by small lanterns hanging on hooks in the corners of the room. The room appears to be some type of living area with over a dozen areas for storing personal belongings. Two doors lead out of the room, one to the east and the other to the south.*

This room is a staging area the cultists use to change into their ceremonial garb before entering the formal chambers deeper in the cavern. If the PCs search the room, they will find five sets of clothing belonging to the cultists. The clothes are all human sized and appear to belong to a leatherworker (jerkin smelling on tanning fluids), two sets of tavern clothing (aprons and clothes smelling of beer), a set of fine merchants clothing, and a stonemasons gear (heavy pants splattered with stone dust and mortar). Clever PCs will realize that these clothes can be used to identify the cultists if any happened to escape from the

earlier encounter. PCs will also find a small amount of money among these belongings 85 gp (most of which can be found in a small pouch in the merchants garb).

The door on the eastern wall leads deeper into the lair of the cultists. If the PCs open this door, they will see a dimly lit hallway leading to the east that ends in a well made stone door (area two).

The southern door leads into a smaller hallway that ends in a secret door identical to the one leading into the room. This door can be opened by the same means as the door above and leads into a long hallway that climbs back toward the surface. After about 500 feet, the tunnel is filled with rubble from an old cave in. As the PCs approach, read the following.

*Just ahead of you the passage begins to makes its way back toward the surface. The air is still damp and the heavy layer of dust on the ground indicates that no one has passed this way in many years.*

*As you round one of the many twists and turns of this tunnel you come upon the site of a cave-in. The rocks and dirt are strewn about the tunnel and make a solid barricade preventing further travel in this direction. The cave-in appears to be very old and barely visible at the bottom of the piles of stones is what appears to be a skeletal hand. Judging from the angle of the bones, the poor unfortunate fellow must have been caught when the tunnel collapsed...*

DMs should encourage the PCs to be afraid of this area. The potential for further cave-ins and the possibility that this poor soul's spirit could be lurking around could easily frighten paranoid PCs. PCs that are dwarves, have mining or a similar proficiencies can determine that the cave-in occurred a long time ago and the tunnel appears to be stable, albeit completely blocked. The skeleton buried underneath the rubble is over 40 years old and his spirit has long since left this tunnel.

PCs that wish to dig the skeleton may attempt to do so. If the PCs are careful about their digging strategy (simply stating they are being careful is sufficient) they will have no trouble excavating the remains of the figure. Those PCs who use

reckless tactics (such as the *dig* spell or careless digging) will cause another minor cave-in resulting in 1d4 points per level for each PC within 15 feet of the site of the original cave-in. For example, a 7th level mage casts *dig* and causes another cave-in. The mage will suffer 7d4 points of damage, his friend a 5th level warrior was also digging in the area and he suffers 5d4 points of damage from the same cave-in.

Once the PCs manage to dig the body out, they will find the remains of a human-sized figure that has been dead a very long time (over 40 years). There are only faint remains of his simple dark robes but a small blue gemstone hangs around his neck on a silver chain. This gemstone is a magical item that allows its owner to hear noise (as the *rogue* skill) with a 35% probability. If the user is already a *rogue*, this token adds 20% to their skill. The necklace radiates a dim enchantment/alteration magic if detected. This figure used to be a wizard in the employ of the city using these secret tunnels to spy on dignitaries living in the above. The cause of the original cave-in is unknown.

## Area Two: Trapped Doorway

This section of the tunnel complex is a well disguised pit trap in front of an ornate door that leads deeper into the complex. The large door is easily visible from area one due to the large number of ceremonial braziers that burn along the length of the hallway.

*As you peer through the door into the hallway beyond your eyes begin to burn from the heavy scent of incense in the air. Twelve braziers, six on each side, run along the length of this long hallway that ends in a massive door.*

*The door is an incredible sight standing well over 10 feet tall and decorated with intricate carvings of serpents easily identifiable from this short distance. Coming from behind the door you can barely hear the soft sounds of drums beating and chanting.*

The noises the PCs hear is the ceremony taking place in the grand chamber beyond. The PC who is carrying the stone (if any) can hear the words, "Arise child of darkness, come take what we offer" being repeated over and over by several male voices in the common tongue. The hallway

is completely safe and the incense is only a mild irritation. The true danger in this corridor involves the door. When the PCs reach the door, use the following description:

*The door that towers in front of you stands well over 10 feet high and is covered with intricate carvings of snakes, serpents, dragons, and snake-men torturing men and elves. The dominate carving on this door is that of a huge serpent with a human head coiled around a gilded throne.*

A *find traps* spell reveals that the door is both magically and mechanically trapped, with the traps linked together. A rogue *find traps* skill will only reveal the mechanical trap unless the roll succeeds by 30 or more (the magical trap is a glyph not normally detectable by rogues). In order to successfully open the door, PCs must trace the design of the large man-headed serpent and speak the chant from earlier "*Arise child of darkness, come take what we offer*". This action will disarm both traps.

The magical trap may also be deactivated by casting a successful *dispel magic* on the door (treat glyph as 10th level magic). If the magical trap is triggered, a modified *glyph of blindness* is detonated causing all creatures within 15' of the door to save vs. spells or be blinded. Those affected can be cured by a *remove blindness* spell or by the passage of time. Partial recovery takes place in 4 hours (-2 to hit, no dexterity modifier to AC) and full recovery will occur in seven days.

The mechanical trap involves a dangerous pit located in the 10' region in front of the door. When triggered, the floor in this part of the hallway also shifts up drastically causing all those in the area to be dumped into the pit unless they pass a dexterity check at -4 (BLIND PCS ARE DUMPED INTO THE PIT AUTOMATICALLY!). Those who make the check have managed to jump back away from the door to safety. A PC that falls into the pit suffers damage from a 30' fall (3d6) and are hit for 1/2 their level worth of spikes (round down) for 1d6 each. For example: Our fifth level warrior survived the cave in earlier only to be dumped in this pit. He makes his saving throw versus the glyph and retains his eyesight but fails his dexterity check and falls into the pit. He suffers 3d6 from the fall and lands on 2

(5/2=2.5 round down to 2) spikes for an additional 2d6. Our fighter suffers a combined 5d6 points of damage and is stuck at the bottom of the pit.

The mechanical trap can be deactivated by a normal *remove traps* roll which prevents the triggering mechanism from going off without activating the trap. Remember that a *remove traps* roll of 95 or higher triggers the trap.

Once the PCs have managed to get by the traps on the door they can enter the chamber beyond (area 3) and continue into the caverns of the darknaga.

### **Area Three: Store Room**

Once the PCs manage to get past the door and the trap in area two, they will be able to enter this room. The room is fairly large (50x40) and there are two doors leading out (one to the east and other to the southeast). When the PCs enter the room, read the following description.

*The magnificent door opens into a large room lit by small lanterns located on tables throughout the chamber. Each of the lanterns burns softly casting long shadows throughout the room, and the smell of incense is becoming increasingly intoxicating.*

*The room is filled with large numbers of boxes and crates stamped with the seals of many merchant companies known to do business in the city. There are two doors leading out of the chamber, one to the east and another to the southeast. There are no signs of life in this room, but a strange chanting can be heard coming from the door on the east wall. Straining your ears, you can make out the sounds of deep voices chanting "Arise child of darkness, come take what we offer" over and over to the beat of deep sounding drums.*

Inside the room, the PCs will find provisions stored in case the cultists are required to stay underground for an extended amount of time. The crates contain changes of clothing, extra lanterns, oil, etc. There are also barrels in the room which contain fine wine, cheap ale, dried meats, and other foodstuffs. The foodstuffs all bear the sign of the White Star trading company and PCs with the reading proficiency can tell

these crates were shipped to the Kerrish Inn. The Kerrish Inn is a tavern of little renown located in the Crow's End, and clever PCs can use this clue to tip off the city officials regarding the inn's connection to the cult activities. Other than some mundane items of little value and the clues regarding the inn, there is nothing else of value for the PCs in this area.

### **Area 3a: Well Room**

This area of the cave complex is a small chamber that houses a deep well. In the corner of the room, the PCs will find a bucket and winch that can be dropped deep into the well to retrieve fresh water. The PCs will find that the water here is pure and cold. If a PC has water breathing magic available, they can swim down through the well and an underground cave system to reach the main river running through the city. This swim takes about two hours, so PC's whose magic does not last this long will die in the attempt. In addition, the water level is 50 feet below the cavern floor (a fall would inflict 3d6 pts of damage due to the cushioning effect of the water) and the walls are extremely slick (-35% to climb walls).

### **Area Four: Grand Entrance**

This area of the complex is lavishly decorated and leads towards the main ceremonial chamber. Just after the PCs enter this area, the chanting will stop and the cultists will have completed their summoning. This will most likely cause the PCs to rush into the next chamber and into the final encounter. When the PCs look into the chamber, read the following:

*The door from the store room opens easily revealing a massive hallway leading down to two doors on the far wall. Braziers of incense continue to burn and the whole room is filled with the hazy smoke given off by the braziers. The walls of the hallway are covered with intricate carvings similar to those on the trapped door. Hundred of etchings of serpents and snake-men line the walls in gilded gold.*

*The strange chanting continues to grow louder and louder and suddenly ends...*

Unlike the door before, these carvings cannot harm the PCs in any way. There are no traps and

PCs that use the *find traps* spell will discover none. PCs will also discover no magic if detected for, but will detect an general sense of evil emanating from the entire complex at this point. PCs are free to search for secret doors and examine the carvings as much as they like, even though the cultists have just completed their ritual and have "summoned" a Dark Naga (see below).

PCs that spend at least two rounds looking at the strange carvings will notice a small flaw in the carvings along the north wall. In a small patch of the carving, someone has carved (very crudely) the figure of a bowman taking aim at the largest of the serpents. This carving is a reminder of the arrow the heroes found earlier which may prove to be the difference between success and failure in the final battle.

### **Area Five: The Ceremonial Chamber**

When the PCs approach this room, the chanting of the cultists will have stopped. PCs that listen at the door will hear no sounds at all. The doors to this chamber are closed and locked from the inside. PCs will need to either break down the doors or pick the lock. When either of these occur, the cultists are alerted to the PCs' presence, read the following...

*Opening the door reveals a massive domed chamber with a huge pit in the center. Standing around the pit are several robed figures and braziers filled with the same incense you smelled earlier. Hanging above the pit, suspended by chains on her wrists and ankles is a young girl with snow white hair whose blue eyes sparkle with tears and fear at what is beneath her. Emerging from the pit is a massive serpentine creature with the head of a young man who seems to be intently staring at the girl hanging before him.*

*The braziers smoke and the flames are blown about in the draft created by the door being opened, the cultists notice you and attack!*

Once the party has opened the door, they will be thrown deep into combat with the surviving members of the cult. The members of the cult will fight until they are killed or an opportunity presents itself for escape if things are going badly.

Below is an outline of the battle tactics used by each of the monsters and the statistics for the creatures based on the PCs level.

### Tactics

#### Round One:

**Naga**-- begins to entwine around the girl and takes no offensive action. Attacks on the naga do not endanger the girl unless they are area of effect (lightning, fireball, etc.)

**Lead Cultist**-- uses spells or his wand to try and neutralize the toughest looking fighter

**Cultists**-- cast spells on trying to neutralize spellcasters (silence, hold, darkness, etc.)

#### Round Two:

**Naga**-- completes entwining the girl and then uses her as a shield and casts spells at whomever poses the greatest visible threat to it. Attacks made on the naga have a 20% of hitting the girl unless a called shot is taken (-4) to avoid this possibility

**Lead Cultist**-- uses spells or his wand to try and neutralize the toughest looking fighter

**Cultists**-- continue to use spells if possible or close into melee trying to prevent the heroes from reaching the naga

**Round Three:** More of the same from the NPCs but the chance of hitting the girl increases by 5% each round from here on. 25% in round 3, 30% in round 4, etc. due to the naga continuing to entwine her.

#### PCs Level Total = 6-13

**Cultists (5), human P2:** INT Avg; AL NE; AC 5 (chain); MV 12; hps 10; THAC0 20; #AT 1; Dmg 2-7 (mace); SA Spells; SD None; MR Std; SZ M; ML 16.

Spells: *darkness* (light reversed), *cure light wounds*.

**Lead Cultist, hm W2:** INT High; AL CE; AC 8 (Dex); MV 12; hps 10; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA Spells; SD None; MR Std; SZ M; ML 16.

Spells: *sleep*, *magic missile*

The lead cultist carries a *wand of earth & stone* with 6 charges which he may use in battle to dump PCs into the pit by using a *dig* spell.

**Dark Naga:** INT Exceptional; AL LE; AC 6; MV 13; HD 5; hp 30; THAC0 15; #AT 2; Dmg 1-4/2-8; SA Poison bite (save or take 1-2 hp and sleep for 2d4 rounds) & spells as a 6th lvl MU; SD ESP innate and immune to mind-reading; MR nil; SZ L; ML 18.

Spells: *magic missile*, *charm person*, *grease*, *shield*, *ray of enfeeblement*, *blur*, *stinking cloud*, *slow*, *hold person*.

#### PCs Level Total = 14-25

**Cultists (5), human P3:** INT Avg; AL NE; AC 5 (chain); MV 12; hps 15; THAC0 20; #AT 1; Dmg 2-7 (mace); SA Spells; SD None; MR Std; SZ M; ML 16.

Spells: *darkness* (light reversed), *cure light wounds*, *curse* (bless reversed), *silence 15' radius*.

**Lead Cultist, hm W4:** INT High; AL CE; AC 4; MV 12; hps 14; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA Spells; SD None; MR Std; SZ M; ML 16.

Spells: *sleep*, *magic missile*, *jump*, *vocalize* (precast), *web*.

The lead cultist carries a *wand of earth & stone* with 6 charges which he may use in battle to dump PCs into the pit by using a *dig* spell.

**Dark Naga:** INT Exceptional; AL LE; AC 6; MV 13; HD 5; hp 30; THAC0 15; #AT 2; Dmg 1-4/2-8; SA Poison bite (save or take 1-2 hp and sleep for 2d4 rounds) & spells as a 6th lvl MU; SD ESP innate and immune to mind-reading; MR nil; SZ L; ML 18.

Spells: *magic missile*, *charm person*, *grease*, *shield*, *ray of enfeeblement*, *blur*, *stinking cloud*, *slow*, *hold person*.

#### PCs Level Total = 26-37

**Yuan-Ti Cultists, P5 (5):** INT Avg; AL LE; AC 4; MV 12; hps 33; THAC0 16; #AT 1; Dmg 1-10 (bite); SA Spells & Innate ability; SD None; MR 20%; SZ M; ML 15.

Spells: *darkness* (light reversed), *cure light wounds*, *curse* (bless reversed), *silence 15'r*, *aid*.

Innate Abilities: cause fear, darkness 15' radius, snake charm, sticks to snakes.

**Yuan-Ti Lead Cultist, W6:** INT High; AL LE; AC 4; MV 12; hps 36; THAC0 15; #AT 1; Dmg 1-10

(bite); SA Spells & Innate abilities; SD None; MR 20%; SZ M; ML 15.

Spells: *sleep, magic missile, jump, spider climb, vocalize (precast), web, invisibility, flame arrow, fly.*

Innate Abilities (1x/day): cause fear, darkness 15'r, snake charm, sticks to snakes, suggestion.

The lead cultist carries a *wand of earth & stone* with 6 charges which he may use in battle to dump PCs into the pit by using a *dig* spell.

**Dark Naga:** INT Exceptional; AL LE; AC 6; MV 13; HD 7; hp 43; THAC0 13; #AT 2; Dmg 1-4/2-8; SA Poison bite (save or take 1-2 hp and sleep for 2d4 rounds) & spells as a 7th lvl MU; SD ESP innate and immune to mind-reading; MR nil; SZ L; ML 18.

Spells: *magic missile, charm person, grease, shield, ray of enfeeblement, blur, stinking cloud, slow, hold person, ice storm.*

**PCs Level Total = 38-56**

**Yuan-Ti Cultists, P7 (5):** INT Avg; AL LE; AC 4; MV 12; HD 7; hps 46; THAC0 16; #AT 1; Dmg 1-10 (bite); SA Spells & Innate ability; SD None; MR 20%; SZ M; ML 15.

Spells: *darkness (light reversed), cure light wounds, curse (bless reversed), silence 15'r, aid, hold person, prayer, cure serious wounds.*

Innate Abilities (1x/day): cause fear, darkness 15'r, snake charm, sticks to snakes, suggestion.

**Yuan-Ti Lead Cultist, W9:** INT High; AL LE; AC 4; MV 12; hps 50; THAC0 14; #AT 1; Dmg 1-10 (bite) SA Spells & Innate abilities; SD None; MR 20%; SZ M; ML 16.

Spells: *sleep, magic missile (2), jump, spider climb, vocalize (precast), web, invisibility, flame arrow, fly, enervation, shout, cone of cold.*

Innate Abilities (1x/day): cause fear, darkness 15'r, snake charm, sticks to snakes, suggestion, polymorph other.

The lead cultist carries a *wand of earth & stone* with 6 charges which he may use in battle to dump PCs into the pit by using a *dig* spell.

**Dark Naga:** INT Exceptional; AL LE; AC 6; MV 13; HD 10; hp 70; THAC0 11; #AT 2; Dmg 1-4/2-8; SA Poison bite (save or take 1-2 hp and sleep for 2d4 rounds) & spells as a 10th lvl MU; SD ESP innate and immune to mind-reading; MR nil; SZ L; ML 18.

Spells: *magic missile, charm person, grease, shield, ray of enfeeblement, blur, mirror image, stinking cloud, slow, hold person, ice storm, minor globe of invulnerability, feblemind, transmute rock to mud.*

**PCs Level Total = 57 or more**

**Yuan-Ti Cultists, P8 (5):** INT Avg; AL LE; AC 4; MV 12; hps 56; THAC0 13; #AT 1; Dmg 1-10 (bite); SA Spells & Innate ability; SD None; MR 20%; SZ M; ML 15.

Spells: *darkness (light reversed), cure light wounds, curse (bless reversed), silence 15' radius, aid, hold person, prayer, cure serious wounds, free action.*

Innate Abilities (1x/day): cause fear, darkness 15'r, snake charm, sticks to snakes, suggestion.

**Yuan-Ti Lead Cultist, W12:** INT High; AL LE; AC 4; MV 12; hps 68; THAC0 11; #AT 1; Dmg 1-10 (bite); SA Spells & Innate abilities; SD None; MR 20%; SZ M; ML 16.

Spells: *sleep, magic missile (x2), jump, spider climb, vocalize (precast), web, invisibility, flame arrow, dispel magic, fly, enervation, shout, cone of cold, disintegrate.*

Innate Abilities (1x/day): cause fear, darkness 15'r, snake charm, sticks to snakes, suggestion, polymorph other.

The lead cultist carries a *wand of earth & stone* with 6 charges which he may use in battle to dump PCs into the pit by using a *dig* spell.

**Dark Naga:** INT Exceptional; AL LE; AC 6; MV 13; HD 12; hp 84; THAC0 11; #AT 2; Dmg 1-4/2-8; SA Poison bite (save or take 1-2 hp and sleep for 2d4 rounds) & spells as a 12th lvl MU; SD ESP innate and immune to mind-reading; MR nil; SZ L; ML 18.

Spells: *magic missile, charm person, grease, shield, ray of enfeeblement, blur, mirror image, stinking cloud, slow, hold person, ice storm, minor globe of invulnerability, feblemind, transmute rock to mud, chain lightning.*

If things are going poorly for the Naga, the creature will attempt to bargain for its freedom using the girl as a bargaining chip. The creature is brilliant (INT 18) and not easily fooled by PC tricks. It will look for followers of lawful alignments to act as spokespeople for the group.

The monster can be very cruel and is not above inflicting a few points of squeezing damage on the girl to intimidate them. If not presented with a good deal, the creature will try to escape down the tunnel with the girl.

#### **DMs Notes Regarding the Final Combat:**

- If PCs are dumped into the sacrificial pit by the lead cultist, they will fall and suffer 3d6 points of damage from a 30' fall unless they have magical means of stopping the fall. They will also be stuck in the pit (and blocking the naga's escape) unless they have the ability to climb out or are aided by another PC.

- The PCs best chance to defeat the cultists is to use the arrow they found at the House of Sole. The power of the arrow varies with the PCs level, consult the following table:

**Levels 6-13:** Arrow of Naga Slaying automatically hits and kills the naga

**Levels 14-25** Arrow of Naga Slaying is +4 to hit and will slay the naga

**Levels 26-37** Arrow of slaying functions normally (+3 to hit-- will slay the naga)

**Levels 38-56** Arrow is weak version of slaying (+1 to hit -- allows saving throw vs. death magic)

**Levels 57 +** Arrow is very weak version of slaying (+1 to hit -- save vs. death magic or lose all but 3d10 hit points)

PCs that investigate the pit in the center of the room will find the remains of many previous victims of the cult. They will also find the small bones of the other girls identifiable by a cheap sea shell necklace and green ribbons.

After the battle, the PCs will be able to free the young girl from her perch over the pit and bring her to safety. Her arms and legs will still be bound in lead shackles (these shackles prevent scrying for six turns if kept in a magic dead area for more than one day). These bindings appear normal and can be picked or opened with the key kept on the lead cultist. The young girl is very afraid and will not want to speak to the PCs. She

will try to indicate to the PCs that she wants her shackles removed, when this occurs, read the following.

*As the metal shackles are taken from the girls legs and arms, she is immediately encased in a fiery red light. The heat is intense and as suddenly as it appeared around the girl, it disappears. As your eyes adjust from the change in light, you realize that the girl is nowhere to be found and a single red rose lies on the floor where she was standing.*

After Belakira has teleported her child to safety, there is nothing else for the PCs to do except to return to the surface. The naga tunnel is very deep and narrows considerably making it impossible to follow beyond 100 feet. It is very likely that the PCs will want to confront Belakira and when they exit the tunnel, they will be greeted by a large number of city guards and the Lord Mayor himself! Use Epilogue A if the PCs were successful or Epilogue B if they failed to save the girl.

### **Area Six: Prison**

This area of the cave complex is contained within the *magic dead* zone that also exists in the ceremonial chamber. No magic spells, items, or abilities will work in this room unless cast or wielded by a Specialty Priest of Mystra. If such a priest exists, their spells will work normally when the caster is in the area, although spells cannot be cast into the region (e.g. *locate object* fails when it hits the magic dead region). The door to the room is solid stone and very difficult to break down (-3 on OD check). The door is untrapped and lock is complex, but can be picked by rogues with a successful roll. When the PCs open the door, read the following:

*The solid stone door opens slowly revealing a dark room inside. There are no lights and the only furniture is a small pile of moldy straw in one corner. The entire room is filled with a foul smell of unwashed bodies. Two sets of manacles are attached to the far wall, revealing this room's true purpose.*

There is nothing of value in this room at all. The manacles are steel and in fairly good

condition but removing them from the wall will destroy them unless magically removed (which is only possible by a specialty priest of Mystra). The pile of straw is moldy and infested with ticks and lice that present no danger, but can be very annoying.

## Epilogue

The ending of the adventure depends on the PCs' actions in earlier encounters. Once the girl is removed from the magic dead area and the shackles are removed from her, Belakira will instantly teleport her back to the safety of the house. She will also notify the mayor of the groups success and members of the city watch will meet the heroes outside the tunnel entrance and escort them back to the Mayor's office to receive their reward. Additionally, if the PCs did not try and negotiate a reward from Belakira, she will add items to the treasure available from the Mayor.

### Epilogue A: Success!

*Making your way back through the tunnels of the dark cult you find yourselves back outside the sewer grate near Belakira's mansion. As you slide the grate back into place you hear a large number of men approaching. Turning around you see the Lord Mayor leading a group of his personal guards.*

*The Mayor looks much better than he did earlier today, almost as if a great burden has been lifted from his shoulders. "Hail and well done adventurers. I have just received notification that Lady Belakira's property has been returned and the potential souring of relations with Thay has been averted. Now, per our earlier discussion, here is the money I promised. I have also managed to convince the local wardens to release certain items confiscated over the past few months despite my hesitation of allowing these items back in circulation in the city".*

*The Mayor provides each of you with the aforementioned gold piece reward and one of his assistants, a very comely young woman, orders a small chest to be brought forth inside of which are a rope of climbing and a potion of invisibility (3 doses).*

If the PCs did not ask Belakira for a reward, there will also be:

*2 beads of force, a mage scroll with fireball and flame arrow (written at 10th level), and a potion of super-heroism.*

The PCs have earned the reward from the mayor and will be paid 200 gp each for information regarding the fate of each of the girls. If the PCs investigated the pit, they will earn 800 gp each. If they did not investigate the pit, they will have earned 600 gp per PC.

PCs that attempt to convince the mayor that Belakira is evil and that she stole the slave will find themselves barking up the wrong tree. The Mayor is very content that Belakira is happy and the PCs' complaints will fall upon deaf ears. If the PCs threaten to take matters into their own hands, the Mayor will remind them of Belakira's diplomatic status and state that if the PCs act against her, they will be violating city laws; it is not illegal to be evil, and they can offer no proof that the slave was stolen. PCs who learned the girl's true identity should not want to aggravate the powerful wizard and should be content they did the right thing.

### Epilogue B: Failure!

Use this epilogue only if the PCs failed to rescue the girl from the cultists or she was killed during the battle. Read the following text when the PCs leave the tunnel complex.

*Sliding the sewer grate back in place is easy and as you shake the last bits of grimy dust from your hair, you see a large group of men being lead down the street by the Lord Mayor himself. The Lord Mayor's eyes are sunken and the lines you saw on his face earlier seemed to have deepened considerably over the past day.*

*"Well, it seems that you have failed. The young girl, Leena, is now dead and the diplomatic ambassador has made it her personal mission to see that I am plagued with veiled threats and troubles that the city does not need in this time of war. Thanks to this little incident I am sure that Ravens Bluff, Lord Mayor O'Kane, and each of you are sure to be discussed around many a secret meeting. To prove that I am a man of my word,*

*here is the promised gold. I suggest that you take it and consider moving out of town. Good day"!*

The Mayor will give each of the PCs the agreed upon sum of 200 gp in coins for information regarding each of the missing girls. The PCs will have earned between 200 and 600 gp each. After paying the PCs, the Mayor will turn away, taking his troops with him. He will not listen to anything the PCs have to say at this time. PCs that persist in talking to the Mayor may find themselves locked up for a day if they are too persistent. PCs that wish to go after the Belakira must wait for another day, the adventure is over.

### **This Ends With Great Risks**

### **Experience Point Awards**

#### **Mayor & Guest:**

Trying to listen in on the wizard's conversation  
100 xp  
Asking the mayor about Belakira 50 xp

#### **On the Trail of Adventure:**

Investigating the orphanage 150 xp  
Investigating the House of Sole 150 xp

#### **Who's Following Who?:**

Defeating the cultists 250 xp  
Taking the necklaces 100 xp

#### **I Never Promised You a Rose Garden:**

Getting info from roses 200 xp

#### **Gateway to the Underworld:**

Finding the tunnel 100 xp

#### **Cavern of the Dark Naga**

Getting Ginny's story 150 xp  
Opening the secret door without breaking it down  
100 xp  
Taking the clothing as evidence 100 xp  
Finding the skeleton and necklace 150 xp  
Avoiding the trapped door 200 xp  
Taking the crates as evidence 100 xp

#### **Finale**

Defeating the cultists 200 xp  
Defeating the naga 300 xp

Freeing the girl 100 xp

**TOTAL** 2,500 xp

### **Treasure Summary**

If it's not on this list, the PCs cannot have it.

*Brooch of shielding (25 charges)*

*Gemstone Necklace that confers the ability to hear noise (as the rogue skill) with 35% chance of success. If the owner of this token already possesses this skill, their chance of success is increased by 20%.*

*Clerical scroll with cure serious wounds, speak with plants, and speak with dead written at the 8th level of ability.*

*Rope of Climbing (75' long)*

*Potion of invisibility (with 3 doses)*

*Wand of earth and stone (with 6 charges)*

*Arrow of Naga Slaying*

**The following items are only given to the PCs if they did not attempt to negotiate a reward from Belakira.**

*2 beads of force*

*Wizard scroll with fireball and flame arrow (written at 10th level)*

*Potion of super heroism*

## Belakira, Red Wizardess of Thay

*Please Read the Following Information Carefully!*

Belakira is an NPC designed to be an interesting and intriguing persona to introduce to the characters. Under NO circumstances will she be provoked into attacking the PCs nor will she be able to use her magic to aid them in their quest. She firmly believes that using her spells would tip her hand and make her vulnerable to other Red Wizards who may be watching her actions. PCs that attack her will suffer greatly either at the hands of her guards (described earlier) or from severe punishment from the City Officials (being put to death for treason due to their jeopardizing the city's safety by attacking her). PCs are given plenty of clues not to attack her; if they do, they will pay the price with their lives.

**Belakira of Thay, hf W14**  
**Chaotic Neutral**

<b>Str 10</b>	<b>Con 12</b>	<b>Dex 16</b>
<b>Int 19</b>	<b>Wis 15</b>	<b>Cha 17</b>
<b>Com1 18</b>		
<b>AC -7</b>	<b>HP 40</b>	<b>THAC0 17</b>

### Description:

Belakira is a striking woman with ice blue eyes and a long pony tail of jet black hair reaching the small of her back. In keeping with the traditions of the Red Wizards, her head is shaved (with the exception of the pony tail) and intricate tattoos adorn her pale skin. The tattoos are symbols of Mystra (the Goddess of Magic), Azuth (the God of Spellcasters), and a white dragon. She normally dresses in red and when the PCs first see her she will be in formal red wizards robes complete with gold hem and a silver belt. She hides her emotions well, and her face is often expressionless except for her eyes, which appear to be taking everything in. Although she appears much younger (she looks about 25), Belakira is actually 37 years old.

### Spells:

1st level- *Magic missile* x3, *detect magic*, *read magic*;  
2nd level- *web* x2, *Melfs acid arrow* x2; 3rd level- *lightning bolt*, *hold person*, *slow*; 4th level- *fumble*, *stoneskin* (precast for 12 attacks), *Evard's black tentacles*; 5th level- *chaos*, *cloudkill*, *wall of force*; 6th level- *death spell*, *flesh to stone*; 7th level- *power word stun*.

### Magic Items:

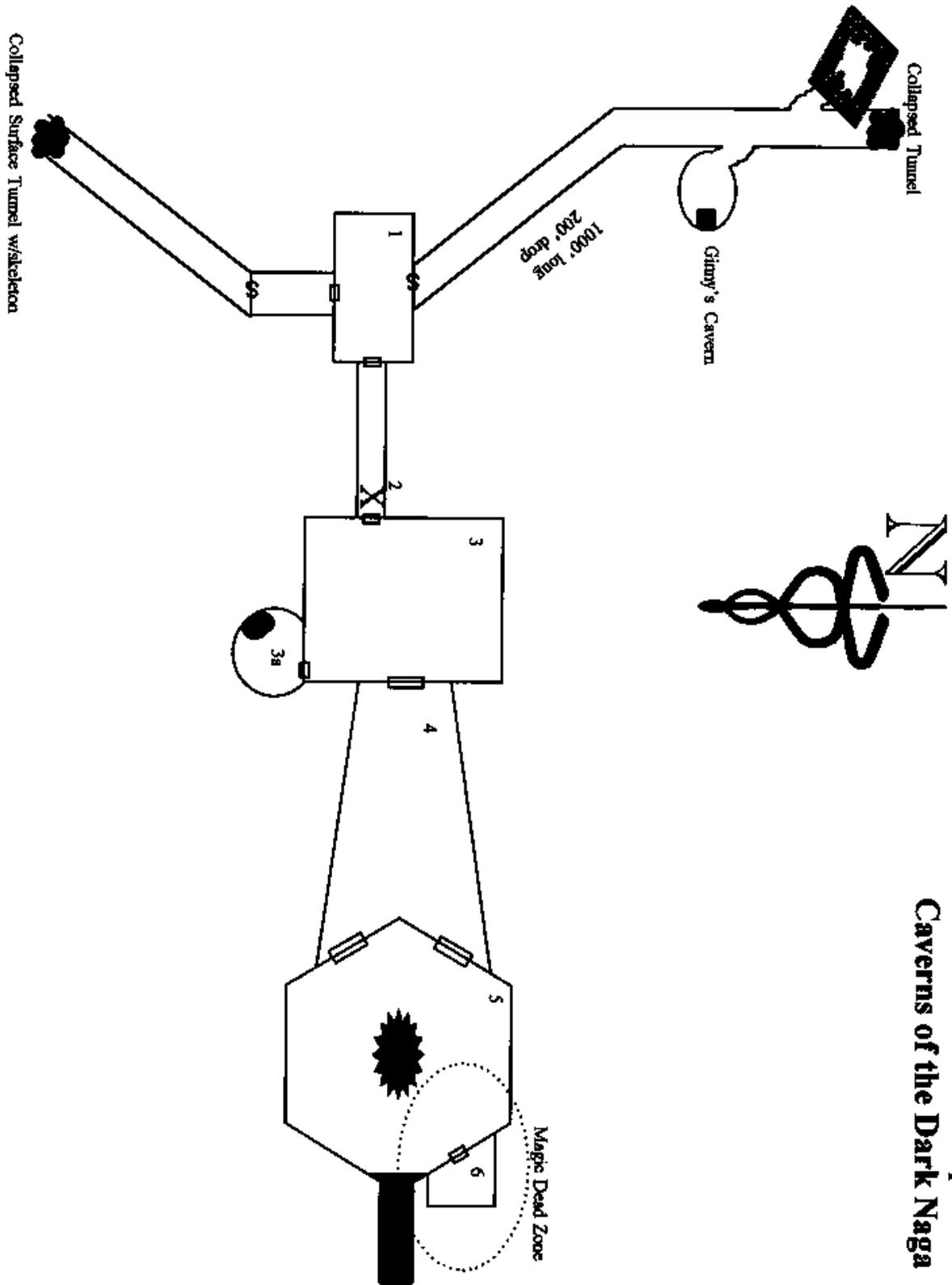
*Bracers of defense* AC 2, *ring of protection* +4, *cloak of protection* +3, *wand of frost* (25 charges), 3 *beads of force*, *amulet with contingent teleport no error* (trigger = mortal danger), *wand of petrification* (26 charges), *ring of invisibility*, *robe of elemental resistance* (counts as rings of warmth and fire resistance), *necklace of adaptation* (in case the golems need to use their breath attack at point blank range).

### Motivation & Background:

Belakira is not a typical Red Wizard and her relative lack of ruthlessness has caused her to leave her homeland. Belakira's recent arrival in Ravens Bluff is only semi-official and the main reason she has decided to leave Thay is that one of her fellow wizards has recently learned the truth regarding Belakira's slave.

Many years ago, when she was just beginning to gain power in the ranks of the wizards she was tricked into drinking a *philter of love* by one of her fellow students. The results of the potion backfired on the wizard and Belakira fell in love with a powerful mercenary who later killed the offending wizard when he learned of the joke. Despite the fact that Belakira's love was magically induced, the two truly fell in love and pledged their love together calling on the gods of magic to witness their vows. In the years that followed the two lived their secret lives and had a daughter. One of her rival wizards learned the truth about her daughter and Belakira has fled Thay for Ravens Bluff, claiming truthfully to be a diplomat, with her constructs and daughter in tow. She suspects the worst regarding the kidnapping of her daughter.

***With Great Risks --Map One***  
***Caverns of the Dark Naga***



***With Great Risks --Map Two***  
***Caverns of the Dark Naga Finale***

