

# Dawning of a New Day

**A One-round Living City Adventure**

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You are summoned to the Roost regarding a matter of great importance. Further details will be provided when you arrive.

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

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

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

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

## Tier Structure

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

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

**Note:** This module has both a low level option as well as a high level option for those characters that are retired from play and/or are looking for a challenge. The high level option is not meant to be played by any PC under 10<sup>th</sup> level. *Tiers 1-4 are used for the regular version, and tiers 5 and 6 for the high-level version.*

## Regular Adventure Judge's Introduction

**DM's Note:** If the PCs should- try to do a *commune* spell or similar type of divination spell to determine the validity of tanar'ri attacks the answer is always indeterminate.

The PCs are summoned to the Roost to meet with Dame Dawn of the Desert Moon, Sentry Marshal of the Golden Roosters. Sentry Marshal Moon has heard rumors that there are Tanar'ri present in the city, and wishes to have those rumors investigated - especially considering the havoc the Tanar'ri created during their last visit to the city.

The Sentry Marshal has increased the Rooster Patrols, after consultation with her superiors. It was decided that although the rumors had not been confirmed, it was better to err on the side of caution and increase the patrols during the investigation.

Upon leaving the Roost, the PCs will have a few options. They might go to the city watch office to determine if there were any unusual or suspicious reports. They can also go to the Glittering Stardust Inn and check out the information that Dame Dawn has given them. Unknown to the PCs, their actions are being watched by those that they are trying to find.

If the PCs go to the Glittering Stardust Inn, they can discover some information concerning some of the city's new visitors. Searching the rooms will reveal both some enlightening information concerning the identities of those who are behind this as well as providing them with a clue in the form of a puzzle. The puzzle will lead them to the Shark Fin Tavern where they will be able to obtain more information. They will also find a number of NPCs to interact with as well as several different hidden plot lines, on which they can have an impact.

If/when the PCs head to the city watch office they will run into Matilda. Matilda is running the city watch office, well, unofficially, as she and her men have used poison donuts to drug the city watch officers that were on duty. Her men took the places of the real city watch officers and will be ready when the PCs should come investigating.

After dealing with the city watch officers, the PCs will wind up back at the Glittering Stardust Inn. Both sets of villains are preparing sacrifices to Talona in the hopes that it will get her to pay a personal visit to the city. The PCs must stop both sacrifices in order for the mission to be successful. Note that they might have to split up to accomplish this, if so please allow them to do this.

## Judge's Background

The rumor about the tanar'ri invasion in Ravens Bluff is false. What is happening is actually a whole lot worse: Talona, the Mother of All Plagues, has gotten bored with life. In order to spice things up so that she may better enjoy things, she sent one of her more powerful emissaries in Faerun to Ravens Bluff. Talona's emissary has taken the form of Monty, an old man. In this form he has influenced 2 different groups of fanatics. He has helped them formulate plans that would demoralize the city and, in time, foster unrest. The first group consists of Romalidan and Augustine, and the second is comprised of William Ruby and Matilda. Neither one of the groups knows about the other. Talona's emissary decided that it was better this way, as the capture of one group would still allow the other group to proceed according to plan.

### Adventure Timeline

Note: Ravens Bluff does not use a.m. and p.m. designations. These are provided so that you, the judge, can place events at the correct times during the day. Do not use these times with the players. Ravens Bluff uses a bell system wherein bells strike the hour, and people use hourglasses if they need more precise times.

- **8:15 am** Augustine and Romalidan have breakfast at the Shark Fin Tavern with Anjelica Neirid, priestess of Torm. Anjelica was captured and brought to the Glittering Stardust Inn.
- **8:15 am** William and Ruby have breakfast with Clarence Matula, priest of Torm at the Sleepy Dwarf Tavern. Clarence was captured and brought to the Glittering Stardust Inn.
- **9:00 am** Augustine and Romalidan met with Chester DeMarke over breakfast at the Shark Fin Tavern. They asked that he be served a special bottle of wine. They escorted Chester DeMarke out of the Tavern when they were finished. He didn't look well. DeMarke was taken to the Glittering Star Dust Inn
- **9:15 am** William and Ruby went to the temple of Mystra looking for Chester DeMarke
- **10:15 am** William went to the temple of Tempus, while Ruby went about making sure that the preparations were set for the sacrifice that night.
- **10:20 am** Romalidan went to the temple of Tempus while Augustine went to the Shark Fin to prepare some more bottles of wine
- **11:00 am** Augustine and Romalidan will have lunch with Vernon Condor at the Sleepy Dwarf Tavern. Vernon condor was called away on business before he could be captured. Augustine and Romalidan sent men to capture Condor and

bring him to the warehouse, to wait until it was time to bring him to the Glittering Stardust Inn for the sacrifice.

- **11:00 am** William and Ruby will have lunch with Tordon Sureblade at the Sleepy Dwarf Tavern. Tordon was captured and brought to the Glittering Stardust Inn.
- **7:00 pm** William and Ruby will have dinner with Lauren DeVillars at the Sleepy Dwarf Tavern. Due to the PCs involvement in the investigation the sacrifices were moved up and the meeting with Lady DeVillars will not take place.
- **7:00 pm** Augustine and Romalidan will have dinner with Relarn Dayspring at the Shark Fin Tavern. Due to the PCs involvement in the investigation the sacrifices were moved up and the meeting with Lady DeVillars will not take place.
- **12:00 am** Originally, scheduled sacrifices to Talona

## Introduction

*"It's another beautiful morning in Ravens Bluff. The sun is shining, the birds are singing, and there isn't a cloud in the sky. Children and adults alike are laughing and playing in the street. Everyone that you've seen seems to be more energetic than usual. The sun's rays beating down on you, while warming, are not uncomfortable. From all indications, it looks like it might be a pleasant day in the city*

*Your thoughts are interrupted by the sounds of someone in metal armor coming towards you. As you look, you notice a young man in glistening metallic armor heading in your direction. He is immaculately and impeccably dressed, his metallic armor glistening in the sunlight. Emblazoned on the breast plate of his armor is a rooster."*

The young man will call out the PCs' names and say that he needs to talk to them about a very important matter. The PCs will notice that he has a concerned look on his face. If a PC should state that they are not who he's looking for, the young man will apologize for bothering him or her. He will then begin to walk away. If the PC does not do something fast they will be out of the adventure.

Once the PCs acknowledge their identities for the young man he will politely introduce himself as Gregory Ashton, a Knight of the Golden Rooster. He will inform them that their presence is requested at the Roost for a breakfast meeting with the Sentry Marshal. If the PCs should inquire about why the Sentry Marshal wishes to see them the young man will politely say that it has something to do with the safety of the city. If they press him for more information he will inform them

that the Sentry Marshal said that she will explain everything to them when they get there. He will greet each PC and ask if they are who they are. If they should say yes he will tell them that their presence is requested at the Roost for a breakfast meeting with the Sentry Marshal. If the any of the PCs should ask him what the meeting is about, he will reply that he does not know.

## Encounter 1: The Roost

It is 8:00am when the PCs arrive at the Roost. Upon their arrival they will be met by a middle-aged woman. The woman will introduce herself as Maurica Denwin. Miss Denwin will explain that she is the assistant to Sentry Marshal Moon. She will also explain that the Sentry Marshal is waiting for them in her office, then offer to lead them there. If the PCs should ask her why they were called she will politely say she would prefer to let the Sentry Marshal explain.

When the PCs are shown into the office, a beautiful blond-haired human woman will look up from behind a large stack of papers. She will introduce herself as Sentry Marshal Dawn of the Desert Moon for those that do not know her. She will begin speaking.

*"Thank you for coming. I wish that I could say that I brought you here under pleasant circumstances, but alas I cannot. Excuse me - -where are my manners? I invited you here for a breakfast meeting, so let us have breakfast. Once you've finished with breakfast we can talk. That way if you decide that you don't wish to take the mission at least you'll have a good meal on me".*

The PCs will be served a full breakfast consisting of assorted juices, eggs, meat (ham, bacon sausage, and steak), potatoes, fresh baked rolls, and their choice of beverage. For dessert there is a choice of fresh baked apple, blueberry, or strawberry pies. The Sentry Marshal believes in freedom of choice, so if one of the PCs would prefer something different she will ask the cook to make it. Sentry Marshal Moon will wait until they have finished eating before continuing. She will not answer any questions during the meal. If the PCs should try to talk business during the meal she will point out that it is rude to talk with their mouths full. She will wait until she's swallowed what's in her mouth before correcting them. She will also point out that it's unhealthy too, as they could choke on the food in their mouth while they're talking. Once they indicate to her that they are done eating she will have the cook clear the dishes away and then begin speaking.

*"I have received information, information which if true indicates dark times ahead for the city. I'd like you to verify this information for me. Now before I*

*continue I need to ask each of you to promise me that what I'm about to tell you will stay just between us. If this news gets out it could frighten the residents of the city and possibly start a panic.*

The Sentry Marshal knows the following information, which the PCs can gain once they agree to keep things quiet.

- The information says that a band of tanar'ri has recently infiltrated the city.
- The tanar'ri are planning to unleash waves of destruction against the city. Destruction on a scale that the city has never seen before, not even with those elemental terrorists the Circle of Four around.
- The information has not been verified. She'd like the PCs to do that for her, and to report back to her when they're finished.
- She does not expect the PCs to deal with the tanar'ri, although she knows that some of the city's adventurers would not have a problem with the tanar'ri. She does not want to take any unnecessary risks with lives.
- To be on the safe side she has increased both the strength and frequency of the Golden Rooster patrols.
- The source told her that she should begin her investigation at the Glittering Stardust Inn. The Inn is the same place where the symposium of mages was held last fall.
- If the PCs should ask for it Sentry Marshal Moon will give them papers saying that they are working for the Golden Roosters.
- Sentry Marshal Moon is willing to compensate the PCs based upon the average level of the group. She will offer each of them 500gps (times the average PC level of the group). This amount of money is non-negotiable.

**Note:** Knights, squires, knight-squires, city watch officers cannot accept payment from Sentry Marshal Moon as they are being hired to work for the Golden Roosters, an official organization of the city.

The PCs should head to the Glittering Stardust Inn at this point.

### Role-playing notes on Sentry Marshal Moon

The Sentry Marshal is compassionate, friendly, outgoing, dedicated, nurturing, and very concerned about the rumors that she's asking the PCs to investigate for her.

## Encounter 2: The Glittering Stardust Inn

**Note: this encounter will take an hour to an hour and a half of game time.**

On their way to the Glittering Stardust Inn, which is located in the merchant district, the PCs will notice that the people of the city seem to be enjoying both the weather and the apparent peace that the city seems to be enjoying. They will also notice several city guardsmen each walking around carrying a box of donuts.

It will be 10:00am when the PCs reach the Glittering Stardust Inn. They will notice that it is a rather simple looking inn. When they go inside they will notice a young woman of average build and fair complexion standing behind the front desk. The woman is finishing up signing in a young lady. She will then ring a bell and a man in a red uniform will step forward and pick up the woman's belongings and start leading her away. The woman will then turn her attention to the PCs. The woman has a vibrant and bubbly personality.

*"Hi there. Welcome to the Glittering StarDust Inn. My name is Doriandor. How many rooms do you need?"*

If the PCs should ask for a room Doriandor will be very happy. She is very talkative and likes when people stay at the inn because it means that there are people around that she can talk to. She has the following information available, which the PCs can get after either renting a room or satisfying her curiosity.

- She has rented out a room to the young lady that they just saw. The lady said that her name is Miriam and that she is visiting from Sembia.
- She rented out a room a tenday ago to two men. The men told her that they were here to check out the temple of Mystra as they were thinking of starting a temple in Tantras. The men didn't look like the priestly type, but she didn't question them about it. She has learned from her time in the city that many people do not convey the appearance of the work that they claim to do.
- The men gave their names as Augustine and Romalidan.
- Augustine is a thin middle-aged man approximately 6'1. He has dark brown hair and brown eyes.
- Romalidan is a short fat balding man. He has blue eyes and the hair that he does have is blond.
- She rented out a room two days ago to an old man and his daughter and son-in-law. The old man and his family said that had they were visiting from Procampur.

- The woman is approximately 5'8", 140lbs., with auburn hair and brown eyes. She is approximately 25 years old.
- Her husband is 6'3" approximately 200 lbs. with dirty blond hair and blue eyes. He appears to be in his late 20's.
- Her father appears to be in his late 70's.
- None of those people are here, other than the young lady that they just saw being escorted to a room.
- She does not know exactly when the people will be back although they usually return to sleep here. If the PCs let her know where they will be she is willing to get word to them when any of these people return. She heard them say that they needed to see some important people in the city. She doesn't know who, or where they will be meeting, but it might be a place to start.
- If the PCs should ask her she will tell them that the two men are staying in room number four on the second floor just past the common sleeping quarters.
- The family is staying in room number 10 on the fourth floor.
- She has 2 rooms available for rent on a long term basis for 25 gold/module for a room on the 2<sup>nd</sup> floor common area, and 75 gold/module for rooms on the 4<sup>th</sup> floor. **(Please note that the rooms are certified)**
- If the PCs rent a room she will allow them to go upstairs by themselves, as the bellman is busy anyway. Otherwise she will try to prevent them from doing so unless they can convince her that they are doing it for a good reason.

### 2<sup>nd</sup> floor, Room Number 4

This room contains a large bed, a desk, a dresser and a small closet. The window on the far wall of this room is open. The room has already been cleaned.

Upon inspection of this room, the PCs will discover the following

- The room is immaculate. Although the men staying here have checked in over a week ago, there is no clothing in either the closet or the drawers.
- There is a notepad on the desk in the room. There is nothing written on the page. If the PCs wish to examine it more closely have them make an observation roll, or a perception roll ((INT+WIS)/2) to notice faint impressions on the pad. The PCs might try rubbing something on the pad in an attempt to reveal the message, if so please provide them with **Player Handout 1**.

- If the PCs should search the desk they will find a piece of crumpled parchment. Please give them **Player Handout 2**

#### 4th floor, Room Number 10

This is a very spacious room. It contains 2 beds, a large closet, a dresser, and a desk. The beds are made although the one furthest from the door appears to have someone on it. The PCs upon inspection of the family's room will discover the following.

- They will find a piece of crumpled parchment on the desk (please give them **Player Handout 3**).
- There are clothes present for both the man and his wife but not the old man.
- The old man is sleeping on a bed in the room. The old man will claim that his name is Monty, short for Montgomery. He is staying here with his daughter Ruby and her husband William. He knows that his "children" are out visiting people in the city. He does not know who they are visiting or when they plan to be back.

His children told him that it was urgent that they meet with these individuals. The old man does not radiate evil. A *know alignment* spell will reveal his alignment as true neutral due to the powerful deceptive spells that he placed on himself. A *detect lie* spell will reveal his statements as truthful.

He will wait here for his "children". He will not under any circumstances go anywhere with the PCs. If the PCs should start to get rude with him, he will tell them to leave. If they refuse he will call for the city watch. As they leave they will hear him talking with himself.

If the PCs should look for the maid they will find her coming out of one of the rooms. The maid's name is Maxim. She made up both of the rooms. She saw the old man sleeping in room 10 so she tucked him in. As she had already cleaned Augustine's and Romalidan's room she can give the PCs Player Handout 1 and 2 if they didn't already get them.

The PCs have several options available to them at this point. If they decide to check out the names that are on Player Handouts 1 or 3, proceed with Encounter 3. If they decide to go to the Shark Fin Tavern to speak with Martha, skip to encounter 4. If they decide to go to the Bards' Guild (to check up on the lute) skip to Encounter 6. If they decide to go to the city watch office to see if there are reports of any incidents concerning any of the people mentioned in Player Handouts 1 or 3, skip to Encounter 5.

## Encounter 3: Reconnaissance

**Note: this encounter should occur between 11 and 11:30 am when the PCs begin their reconnaissance investigation.**

### Encounter 3A: Temple of Mystra

If the PCs should go to the temple they will meet a young human woman by the name of Penelope. Penelope is in training to become a priest of the order, and has been staying at the temple hoping to pick up some pointers from the priests there. If any of the PCs are Mystrans she will ask them if they'd be willing to help with her training.

Penelope will want to know why the PCs are looking for Lord of Mystery DeMarke. After they give her a reason she will ask them to be patient while she checks out their story. She will begin waving her hands and muttering (a spellcraft roll will reveal that she is attempting to cast a detect lie spell.) She will tell the PCs that Mystra has revealed to her that the PCs are telling the truth, just like the others that were here earlier. She had checked with Mystra twice already this morning. Hopefully the PCs will find this suspicious as she's already asked them if they can help with her training to become a priest of the order.

Lord DeMarke was training her on spellcasting but she didn't pay attention to the part about praying for her spells. She thinks that Mystra will give her whatever spells she wants.

While it is true that Penelope is a little too scatterbrained to warrant the personal attention of Chester DeMarke, she has worn out the patience of every other member of the clergy there. Lord DeMarke feels that she has the potential to be a priestess has taken it upon himself to make one final effort to turn her into a priestess of Mystra.

She does not know where Lord DeMarke is, currently. She does know that he left earlier this morning with two men, who came to the temple claiming to be initiates from Tantras. She does not know where they went, although she is a little worried as it is past the time that Lord DeMarke told her that he would be back to provide her with her next lesson. She also knows that a young couple, a man and a woman, also showed up at the temple looking for DeMarke. The couple appeared to be a little upset that Lord DeMarke was not at the temple. If asked to give descriptions of the two men they will sound like Augustine and Romalidan. The descriptions of the couple will match that of Ruby and William, the old man's children.

### **Encounter 3B: Temple of Torm**

If the PCs should go to the temple they will meet a young priest named Thunderbolt. Thunderbolt will want to know why the PCs are looking for Mitzi the high priestess of the temple. Once he is satisfied with their explanation he will inform them that Mitzi is not here. He will also tell the PCs that there were four people here earlier today asking about the Justice. The people were a man and a woman followed by two men. The description of the man and woman will sound like Ruby and William, while that of the two men sounds like Augustine and Romalidan.

When they learned that he was not here, both groups asked to see the acting high priest of the order. Upon introduction to the priests, both groups left talking to the priests. The priests are Clarence Matula, who went with William and Ruby, and Angellica Neirid who went with Augustine and Romalidan. Neither of those them has been seen since.

### **Encounter 3B: Temple of Tyr**

If the PCs should go to the temple they will meet a young priest named Horace. Horace will want to know why the PCs are here. Once he is satisfied with their explanation he will inform them that Reverend Justice Hykros Allumen is not here. Reverend Justice Allumen said something about a meeting with prospective converts to the order. He does not know who these converts are, only that four people were here earlier today asking about him. Both groups had a brief meeting with him, and then left. He does not know if Reverend Justice Allumen had a second meeting with either of these groups, or if he was meeting with someone else entirely. The people were a man and a woman followed by two men. The description of the man and woman will sound like Ruby and William, while that of the two men will sound like Augustine and Romalidan.

### **Encounter 3C: Temple of Tempus**

If the PCs should go to the temple, they will meet a young priest named Thunderbolt. Thunderbolt will want to know why the PCs are looking for Justice De Ventura, the high priest of the temple. Once he is satisfied with their explanation he will inform them that the Justice is not here. He will also tell the PCs that there were two men here earlier today asking about the Justice. The descriptions of the two men will sound like William and Romalidan.

When they learned that the Justice was not here, both men were somewhat upset. They both asked for an appointment to see the Justice tomorrow morning.

### **Encounter 3D: Temple of Waukeen**

The PCs will be met at the temple by Cory, a young initiate of Waukeen. Cory will explain to that she'd like to help them but "*time is money*". Once the PCs have made a donation to the temple she will ask them if she can help them. She will want to know why everyone wants to meet with Lady DeVillars today. Normally it wouldn't be so bad, but Lady DeVillars is not in the city today. She will also tell them that a young couple was here a few hours earlier today asking to see Lady DeVillars. When they were old that she was not in the city the couple looked somewhat distraught, although they did ask to see the acting high priestess. An appointment was set up for them later this evening over dinner at the Sleepy Dwarf Tavern. If the PCs should ask for a description Cory will give them one that fits Ruby and William.

### **Encounter 3E: Temple of Lathander**

The PCs will be met by Anjela, a priestess of Lathander. When the PCs ask to see Chief Prelate Dayspring, Anjela will ask them if they are initiates too. When they question her about that remark, Anjela will tell them that two men claiming to be new initiates to the order stopped by the temple early this morning. They spoke to Lord Dayspring briefly and wanted a longer meeting, but he was unable to fit them into his schedule this morning. Lord Dayspring is planning on meeting with the two men over dinner at the Shark Fin Tavern this evening. If the PCs should ask they will be given a description of the men that fits the Augustine and Romalidan.

### **Encounter 3F: Mayor Thoden's Office**

When the PCs go to Mayor Thoden's office, her secretary will ask them if they have an appointment. She will tell them that she can't let them in to see Mayor Thoden without an appointment. She can give them an appointment for tomorrow morning at 4 bells (10:00 am). Once the PCs have made their appointment the secretary will inform them that Mayor Thoden is not in right now. She will check back in both later this evening and tomorrow morning before her breakfast meeting at the Sleepy Dwarf Tavern. If the PCs should ask, she will tell them that the meeting is with a young couple and that she also has a meeting with two men scheduled for tomorrow afternoon over lunch at the Shark Fin Tavern. If the PCs should describe William and Ruby or Augustine and Romalidan, Mayor Thoden's secretary will recognize them as the people that visited her to make the appointments.

As the PCs are leaving Mayor Thoden's office they will hear moaning coming from an alley nearby. If they go to investigate they will find that the moaning is coming from two city guardsmen. The guardsmen are sprawled on the ground clutching their stomachs, and they have jelly on their lips. Next to the guards are two half-eaten boxes of donuts. A healing proficiency check will reveal that the victims appear to be reacting to something that they had eaten, most likely a poison of some sorts.

### **Encounter 3G: Deputy Mayor Charles O'Kane's office**

When the PCs go to Deputy Mayor Charles O'Kane's office, his assistant will ask them if they have an appointment, or if Charles O'Kane is expecting them. He will inform them that the Deputy Mayor is not in right now. They will be told that he is expected to stop back either sometime tonight or early in the morning before his breakfast meeting at the Shark Fin Tavern. If the PCs should ask about the meeting, it is with two men, and that he also a meeting with a young couple scheduled for tomorrow afternoon over lunch at the Sleepy Dwarf Tavern. If the PCs should describe William and Ruby or Augustine and Romalidan, Charles O'Kane's assistant will recognize them as the people that visited him to make the appointments.

### **Encounter 3H: Raven's Bluff Courthouse**

When the PCs go to the Ravens Bluff courthouse to meet with Lord Magistrate Tordon Sureblade they will meet with Tordon's clerk Dominus Bladethorne instead. Dominus will ask them to state their business with the court before giving them any information. Once Dominus is satisfied with their answer, he will inform them that Tordon is not here. He will inform them that a young couple showed up at the courthouse this afternoon/morning (modify based order that the PCs are going to each of the places in encounter 3 as well as the amount of time that they have spent in each location.) If the PCs should ask for a description of the couple Dominus will give one that fits the descriptions of William and Ruby showed up at the courthouse this afternoon. They found Tordon Sureblade who wasn't busy and convinced him to meet with them for a few moments. That was the last that anyone saw of Tordon. Dominus does not know where they went to have this discussion.

### **Encounter 3I:Vernon Condor's Office**

It is possible that some groups of PCs may choose not to go to see Vernon Condor, considering the reputation that he has. If that is the case please modify this encounter so that the thugs will be dragging Vernon Condor past the PCs.

If the PCs go to Condor's office they will be met by his assistant Spellswift Sunriver. Spellswift will ask them if they've come to pay their taxes, and will pull out a form to record the payments. When the PCs explain their actual reason for being there, Spellswift will explain to them that Vernon left the office earlier in the day claiming that he wasn't feeling well. He asked her to handle all of his appointments for the rest of the day because he couldn't concentrate enough to even begin to think about money right now.

Spellswift knows the following information:

- Vernon had gone to meet some men at the Shark Fin Tavern. He said that they made an appointment with him because they wished to set up a business in the city and wanted to know all of the city's tax laws so that they didn't break any.
- He came back here after the meeting.
- She does not know what he ate at his lunch meeting, only that he had some wine. She could smell faint traces of it on both his breath and his clothes.
- She called the city watch to escort him home because he could barely stand up. Two officers showed up and escorted him home.

If the PCs mention that they wish to check on Vernon Condor, Spellswift will insist on going with them. She will ask them to wait until she's finished putting away what's on her desk, which will only take 5 minutes at most.

### **Encounter 3J: Vernon Condors Home**

When the PCs and Spellswift reach Vernon Condor's home they will be met with a most disturbing and grisly sight. Vernon Condor's door is wide open, but that's not the disturbing part; it is what is in front of the door. In front of the door is a pile of body parts in a pool of blood. An examination of the body parts reveals that there are scraps of city watch uniforms among them. It also reveals that the parts were severed completely, possibly by a sword of sharpness or a vorpal type weapon. The PCs will also notice two half-eaten boxes of donuts.

Spellswift will be visibly upset. She will be worried about Vernon Condor, and hope that he's okay, but will insist on notifying the City Watch as to what has occurred. The PCs will notice a bloody trail leading away from the house. The PCs have some options available to them: they can follow the trail and eventually catch up with the kidnappers or they can check in with the city watch to find out if there are any other problems with others on the list.

If the PCs follow the trail of blood they will catch up with the men who kidnapped Vernon Condor as they are slowed down somewhat by the fact that they are

both carrying him. If the PCs try to stop them the men will throw Vernon Condor to the ground, grab weapons and attempt to advance on the party. The party should have no trouble dispatching the villains.

#### **Tier 1:**

**Thugs, hm F2 (2):** AL CE; AC 8 (leather armor); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD nil; MR nil; SZ M; ML 15

#### **Tier 2:**

**Thugs, hm F3 (2):** AL CE; AC 6 (leather armor, shield, Dex 15); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d8/1d12 (long sword), 1d4/1d3 (dagger); SA nil; SD nil; MR nil; SZ M; ML 15

#### **Tier 3:**

**Thugs, hm F5 (2):** AL CE; AC 5 (leather armor, Dex 17); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d10/3d6 (2 handed sword); SA nil; SD nil; MR nil; SZ M; ML 15

#### **Tier 4:**

**Thugs, hm F7 (2):** AL CE; AC 3 (platemail armor); MV 12; hp 75; THAC0 13 (specialization – 2 handed sword); #AT 2/1; Dmg 1d10+2/3d6+2 (2 handed sword); SA Specialized 2 handed sword; SD nil; MR nil; SZ M; ML 15

If the PCs search the villains they will find *a potion of extra-healing*. They will also find that each of them has 20 gp as well as the address of a warehouse in the merchant district, and a room key from the Glittering Stardust Inn. If they look at Vernon Condor they can tell that he is under the effects of some type of poison (his eyes are glazed and his breathing is very shallow). The PCs have some options available to them: they can proceed to the warehouse, take Vernon Condor to one of the temples so that he can get the aid that he needs or they can summon the city watch to do that for them. If the PCs got aid for Condor he will have a special reward waiting for them at the end of the module. If they went to the warehouse they will find that it is deserted.

It is possible that the PCs might not stop the kidnapping, in the hopes of attempting to follow the villains to see if there are any other captives present that need rescuing. In any event if the PCs take this approach the villains will suspect that they are being followed, drop Vernon Condor, and try to escape in opposite directions, each hoping that the PCs will go after his companion instead of him. If this should occur, use the stats for the villains listed above.

About 3 rounds after the start of the combat, two members of the city watch will show up. They have

been sent by Spellswift and wish to make sure that those responsible for the death of their fellow officers get their just rewards. They will take the villains in if the PCs have captured them, or arrange to dispose of the bodies if the PCs have killed them.

It is possible that the PCs will wish to question the villains. If so, they can learn the following information:

- They were hired by a man named William
- They were supposed to take Condor to a warehouse in the merchant district and then bring him to the Glittering Stardust Inn later this evening.
- William told them that Condor would be part of a sacrifice to Talona.
- They were told that others would also be sacrificed but they have no idea who they are.

If the PCs should go to the warehouse, they will discover that it is deserted. There are signs that it was used fairly recently. There are drops of fresh blood on the ground. They will also find a piece of stationery that came from the Glittering Stardust Inn.

## **Encounter 4: The Shark Fin Tavern**

**Note: it will take the PCs 30 minutes to find Martha and get information from her in this encounter. Add an additional 10 minutes time minimum for each table of NPC that the PCs interact with.**

When/If the PCs arrive at the Shark Fin Tavern they will be greeted by Pearl Finn, the owner of the Shark Fin Tavern. The PCs will notice that the tavern is very crowded. The other tables are occupied by two dwarfs, three elves, a beautiful human woman, three gnomes, a muscular human man, a human couple, two halflings a dwarf and two humans, and an elf and two human women. Pearl will lead the PCs to an empty table, hand them menus, and tell them that their waitress Flaux (pronounced Flo) will be over shortly to take their order. If the PCs should ask Pearl about Martha they can learn the following information:

- She is on a break now, but she should be back in 20 minutes.
- She's only been here about half a ten-day.
- Doris hadn't been in for a few days and Pearl needed a new waitress. Flaux is very capable but she can't do it all by herself. Doris has now been gone a ten-day.
- Martha showed up looking for a job, and since Pearl needed a waitress she hired her. It was just a case of Martha being in the right place at the right time. Praise Tymora.

- Martha has been a good find, in fact, if Doris should return it would be hard to decide which of them to keep.

Martha is 5'8", weighs approximately 145 lbs. with auburn hair and brown eyes and appears to be 25 years old.

**A)** The 2 dwarves are Hammerthrow Stone, and Mace Crusher. They are obviously very drunk. They are having a conversation amongst themselves about how glad they are that the dwarven gods have finally taken the first step toward establishing themselves in Ravens Bluff. Some of the comments that the PCs will hear are "It was blasphemy seeing all of the dwarves worshipping human gods." And "The only good elf is a fried elf. (this will take 5 minutes)

**B)** The 3 elves Galen, Thorin, and Orlin are discussing a plot to overthrow Mayor Thoden. They are disciples of a great elven professor and wish to have him appointed as Mayor of the city. They have even gone so far as to obtain a copy of Mayor Thoden's itinerary for the next couple of days, which they have in their possession currently. They are discussing specific things that they have planned for Mayor Thoden, things like burning her in oil, or tying her to a table and ripping her heart out. They will even go so far as to discuss names of individuals that they've recruited to help them with this plot. If the PCs should intervene in this situation, the elves will not fight them, they will still insist that Mayor Thoden should die for the good of the city. The PCs will find Mayor Thoden's itinerary as well as a list mentioning when and where Mayor Thoden should be attacked and which of the hired help would get the honor of eliminating the Lady Mayor. If the PCs should turn them over to the city watch then they will get a fame point in Lord Mayor for removing this threat to Mayor Thoden. **The PCs will discover evil intent here if they try to detect for it.**

**C)** The beautiful human woman is named Pruscilla. She is nervously tapping her fingers on the table. Every so often she steals a glance at the door as well as around the tavern. She then quickly bows her head and peers down at the table if she thinks that anyone might be looking in her direction. She is waiting for her fiancée to show up, at which point they will discuss their upcoming nuptials.

**D)** The muscular human man is named Morgan. He is a typical dumb fighter. He came to the Shark Fin hoping to meet the woman of his dreams. He will try to hit on any female PCs, or any male PC with long hair if there isn't any evidence of their manhood (i.e. beards, mustaches etc.) He will hit on the PCs based upon their

charisma (from lowest to highest as he believes that the beautiful people are all stuck up).

**E)** The human couple are named Ramsey and Beula. They are talking about how hard it is to try and find a husband for Beula's younger sister Bertha. They will talk to any male PC about arranging a marriage between Bertha and them. They will go so far as to offer 500gp/the PC's level. **Note: Bertha is certified**

**F)** The two halflings are named Twinkletoes and Furrytoes. They are having an argument over which of the city's eating establishments have the best food. Eventually their argument will escalate into a fight. They won't hurt anyone else and will be reluctant to press charges against one another because they are such good friends

**G)** The three gnomes, Perriwinkle, Horrario, and Ignace, are talking about their latest inventions, and how they were able to create them through the grace of Gond. If the PCs should inquire about these inventions the gnomes are willing to sell them, in fact they will haggle with them. The gnomes have the following items for trade: a jewelry box, and two small dolls

The jewelry box is not your typical jewelry box. When the cover of the box is opened there is a mirror as well as a continual light stone. Anyone looking at the box when it is opened will be blinded for 3 rounds due to having the bright light shone in their eyes. The box also has a button that you push and a secret compartment opens up to hide the real valuables. **Note: the jewelry box is certified.**

The dolls are a boy and a girl. Each of the dolls has a button on its back. Pushing the button causes the gears inside the dolls to turn and they will walk around following their owner for 1 hour. The dolls both talk. Each of them says one phrase. The little girl doll says "I love you", and the little boy doll says "lets kick some butt". They will keep repeating the phrase continuously until they are turned off. Pushing the button again turns them off. They can only be used for 1 hour/day. **Note: the dolls are certified.**

**H)** The dwarf and 2 humans. The dwarf is actually Dame Tamaranda of the Golden Roosters. She is talking to ranking members of the bards' guild. She is arranging the final entertainment details for the party celebrating the grand opening of the recently completed and remodeled Roost. If the PCs go over to talk to her Dame Tamaranda will politely ask them to wait a moment until she's finished negotiations with the Bard's Guild. Once she is finished the representatives from the Bards Guild will leave and she will turn her full attention to the PCs. If the PCs should mention the party she will tell them that it will be a most

magnificent celebration, a celebration befitting the grand opening of the remodeled Roost.

**Roleplaying Notes on Dame Tamaranda.** She is boisterous, outgoing, and friendly. She will cordially greet any PC that has played "Elementally Speaking: Air's Looking At You" by name,

**I)** The elf is dressed in fine clothing, while the women are dressed in gaudy looking clothes. Their names are Chauntrel, Monique, and Carmen respectively. The PCs will notice that the women are giving the elf gold pieces, while the elf is trying to inconspicuously pass the women a piece of paper. They will also hear him tell the women that he's found new clients for their services. They will also mention how none of this would be possible without their contact in the city watch office, who steers the watch officers away from wherever they are supposed to be at that moment. The elf and women are running a combined escort service and burglary ring. The girls take the clients out and over the course of the evening slip them a very strong sleep poison. They then return home with the client and rob the client's home. If the PCs try to make a citizen's arrest or attempt to call the watch, Chauntrel will offer to cut the PCs in for a percentage of the action if they allow them to go. It will be a small percentage though, as they are already paying for city watch protection. **The PCs will discover evil intent here if they try to detect for it.**

When Martha returns from her break, Pearl will send her over to the PCs table. Martha will ask the PCs why they have been asking about her. If the PCs should mention Augustine or Romalidan by name Martha will begin trembling and crying. Flaux will start to come over to see if everything's okay but Martha will wave her away. The PCs can get the following information from Martha:

- She has seen the two men, Augustine and Romalidan in here before. They come in here every day, sometimes more than once a day. Sometimes they come in alone, and sometimes they come in with other people. She does not know who the other people are. They are lousy tipplers.
- For the past two days that they've been coming here they asked for bottles of wine to make sure that they would be perfect for meetings that they would have in the tavern with special guests. After bringing them the bottles of wine, she left to tend to her other customers. She came back and retrieved the bottles, which she placed on the side so that Granz the bartender wouldn't use them for

anyone else. She did notice that the bottles appeared to have been opened.

- She got the job here because Doris hasn't been seen in over a ten-day. Pearl the owner needed a new waitress and she just happened to be in the right place at the right time
- If the PCs should ask her if she knows where Doris, she will tell them that she wishes that she could help them. She does know that Augustine and Romalidan kidnapped Doris so that she could take her place and help them with their plans. She knows that they are holding Doris with their other captives, but doesn't know where. If pressed for further details she will remember that she saw one of them holding a key with a glistening star on it, which she's heard belongs to the Glistening Stardust Inn.
- She recalls them mentioning something about a sacrifice of some kind to Talona. She also recalls hearing them mention including that bubbly clerk Doriandor as part of the sacrifice.
- She spread the rumor that there were tanar'ri invading the city. She's sorry that she had to resort to spreading a false rumor but she felt bad for her part in all of this and wanted to do something to cause an investigation without arousing too much suspicion from Augustine or Romalidan.
- She didn't want any part in this but she didn't know what to do. Augustine and Romalidan threatened to kill her if she didn't help them.
- She couldn't turn to the city watch, or anyone else for help because Augustine and Romalidan threatened to kill her family if she did. They promised that her family would enjoy a very painful and agonizingly slow death.
- They were in here this morning with a young woman wearing the calling of Torm. They had her serve the woman served one of the special bottles of wine.
- Augustine came in before the meeting with Condor to prepare some more bottles of wine for the guests that he would be bringing by later.
- They were in here earlier for an early lunch Vernon Condor. They asked her for another of the special bottles of wine to serve to Vernon. Vernon Condor was called away on business before he finished his lunch. Both Augustine and Romalidan seemed very upset by this.
- Martha is willing watch for Augustine and Romalidan and ask Flaux or Pearl to get word to the PCs if they come back. Martha figures its the least that she can do to try and make up for her part in this.

**Note:** If the PCs use a *detect lie* or a *zone of truth* spell all of Martha's words will detect as true.

**Note:** It is possible that the PCs might decide to stay here waiting for Augustine and Romalidan to show up. If they do they will be out of luck as Monty has been following them using improved invisibility and non-detection spells to remain unnoticed. Monty will get word to Augustine and Romalidan that the PCs are on to them.

## Encounter 5: Sleepy Dwarf Tavern

If the PCs go to the Sleepy Dwarf Tavern they will find that there is a new waitress there, a young dwarven woman. The dwarven woman is working as the both the hostess and the waitress. The PCs can learn the following information from the waitress:

- Her name is Malara
- She has been working here for the past 4 days.
- The hostess and one of the waitresses got sick 2 days ago and haven't been in since.
- They were having dinner with their beaus, both members of the city watch. They all shared some donuts that the watch officers had brought with them.
- She knows that a young couple has made breakfast, lunch, dinner, and evening reservations for both today and tomorrow. They were in here earlier this morning with a young man bearing the calling of Torm on his breastplate. She does not know who the young man was. She will give a description that fits William and Ruby
- They were in here earlier today with Tordon Sureblade. They had an amicable discussion with the Lord Magistrate and then they all left together.
- Malara is willing watch for William and Ruby and get word to the PCs if they come back. Malara want to help in whatever way that she can.

**Note:** If the PCs use a *detect lie* spell, or a *zone of truth* spell all of Malara's words will detect as true.

**Note:** It is possible that the PCs might decide to stay here waiting for William and Ruby to show up. If they do they will be out of luck as Monty has been following them using improved invisibility and non-detection spells to remain unnoticed and will warn them to stay away.

## Encounter 6: City Watch

If the PCs go to the City Watch office a matronly woman named Matty will greet them. Matty will be most accommodating to the PCs. She will even offer them "poisoned" donuts.

If the PCs have reason to be suspicious of her and cast *detect evil* on her they will not detect anything. A *know alignment* spell or other similar type divination spell will yield similar results. This is due to the protective spells that were cast on her by her boss, an old man, whose name she does not know.

**Note:** if any of the PCs should start to cast a spell Matty will order them to stop as it's against the law to cast magic spells on someone within the city. It's actually against the law to cast hostile magic on someone within the city, but she doesn't know what type of spell the PCs will try to cast. She will not take the PCs word on what type of spell they are trying to cast as she figures that if you agree to allow a spell to be cast on you, what's to stop them from casting a different spell instead.

If the PCs should be persistent, she will call for the guards who will arrive quickly. As the PCs have no proof against Matty, the guards will believe her, especially since she's been working in the office for months.

If the PCs don't cast any spells then the encounter could proceed in a few different ways. Matty will offer them donuts. She knows that the donuts are good, as the city watch members who've eaten them have been speechless due to their surprise at how good the donuts are. She knows that if there's one thing that the city watch knows its donuts. If there is a *detect lie* spell going her statement will detect as true.

If any of the PCs should fall prey to the powerful sleep poison contained in the donuts (save vs. poison at -5) they will fall to the ground asleep. A successful save will leave the PCs woozy for 3 rounds -1 to all to hit and damage rolls during that period and -2 to initiative. Matty will ask the PCs what's wrong with their friend. Did they have a health problem? Do they get enough sleep? She is trying to divert suspicion away from herself. If more than half of the PCs are still up Matty will summon the 8 "guardsmen" from the backroom to help her with this situation. The "guardsmen" are all 8th level fighters. The "guardsmen" will be attacking the PCs with swords coated with poison, (sleep poison to be specific). The poison was brewed by William, Matilda's son and is extremely powerful. The saves are at -8.

**Thugs, hm F8 (4):** AL CE; AC -1 (full plate armor, Dex 16); MV 12; hp 112; THAC0 9 (specialization - 2 handed sword); #AT 2/1; Dmg 1d10+8/3d6+8 (2

handed sword, 18/00 strength); SA Specialized 2 handed sword; SD nil; MR nil; SZ M; ML 15

**Thugs, hm F8 (4):** AL CE; AC -3 (full plate armor, shield, Dex 17); MV 12; hp 112; THACO 10 (specialization - short sword, 18/91 strength); #AT 2/1; Dmg 1d6+7/1d8+7(short sword); SA Specialized short sword; SD nil; MR nil; SZ M; ML 15

The fighters are not here to kill the PCs they were hired just to help Matty capture any opponents. The guards will attempt to subdue the PCs. They have some of the sleep poison on their weapons although it's not as strong as in the donuts. The save is at -4. While the attention of the PCs is being occupied, Matty and one of the "guardsmen" will carry any fallen PCs downstairs to the holding cells and lock them up. The guards will repeat this procedure any time one of the PCs should fall

When the PCs come to/recover from their bruises they will find that they are inside a jail cell. They will also discover that their belongings are on the other side of the room.

A magic mouth will appear and begin speaking.

*"You should be grateful that I am in a good mood. I could've easily had you all killed while you were unconscious, but instead I chose to lock you in this cell. This should keep you out of my hair, at least until my plans are completed. Since I'm being nice I thought that I would warn you that the bars of this cell are coated with poison - a poison so deadly that it's touch is instant death.*

*When you escape, if you escape you'll be too late to stop the sacrifice to Talona at the Glittering Stardust Inn, especially since you don't know where in the inn it will be taking place. Once the sacrifice is complete Talona will give us the city."*

The mouth fades away.

If the PCs search the jail cell they will notice that there are 4 cots in this cell. There are sheets on each of the cots. The sheets could be used to protect the PCs from the poison long enough to make a BB/LG roll to open the door.

The PCs could also use the cot to try and ram the door. The PCs would need to make a BB/LG roll, taking into account the combined strength of those using this method. As the door is relatively new, the PCs would need to make the roll by at least 20%.

The PCs could also snap off a spring from the cot and try to use that to pick the lock. There is a penalty of -25% to the roll as they are also trying not to touch the poison.

The PCs could make a few attempts at any of these methods although each sheet will only work for one attempt.

Once the PCs get out of the jail cell they can get their belongings. They will also notice that inside one of the other cells in this room appear to be 7 members of the city watch, although it's a little hard to tell since they don't have their uniforms on. The PCs will notice if they get closer that the guards are breathing although their breathing is somewhat shallow.

The PCs will notice that there is only one door out of this room. When they open the door they will notice that there are two guardsmen standing right in front of them. If the PCs should ask if they've seen these guards before allow them to make a fame roll vs. the guards City Watch rating of 16 or an Intelligence roll to realize that these are real guards. The guards will tell them to surrender in the name of the city watch. If the PCs wind up battling the guards, they should be able to easily defeat them. If they defeat the guards they can question them.

**Clem, Clarence, hm F2 (2):** AL CE; AC 8 (leather armor); MV 12; hp 14; THACO 19; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD nil; MR nil; SZ M; ML 15

The guards know the following information:

- Their names are Clem and Clarence.
- They have been members of the city watch for over 3 years.
- Matilda (Matty) had told them that the PCs were criminals. They were just doing their job of guarding the prisoners and making sure that no one escaped from jail.
- Matilda said something about visiting her son and daughter -in-law at the Glittering Stardust Inn.
- Matilda is the receptionist at the barracks

**Note:** If the PCs come to the office after going to the Shark Fin Tavern Matty will not be there. Corporal Donell one of the 8 "city watch officers" present will greet the PCs and proceed with the encounter as it is written (taking the place of Matty). If the PCs should actually bring the burglary ring here the "officers" will be more than happy to take them into custody. If the PCs should come to her with real members of the watch (not including PC characters) the "officers" will attack them. If any of the PCs are in the city watch give them an observation roll to recognize one of the "officers" as someone that they've seen on wanted posters around their office.

**Note:** if the PCs should kill Clem and Clarence they will wind up with an infamy point in city watch as they are real city watch members.

## Encounter 7: Bards' Guild

If the PCs go to the Bards' Guild they will be met by a young bard named Darius. Darius will tell the PCs that he received a report that sometime earlier today a man named Ebenezer Lightwood came into possession of Talonas's lute, an ancient and very powerful instrument. Ebenezer is supposed to turn the lute over to Mayor Thoden tomorrow morning, as that is when he was scheduled to arrive in Ravens Bluff. Unfortunately he arrived earlier than scheduled and is staying at the Seven Tiger Inn until then. As a matter of security it was arranged for Ebenezer to stay at the inn under the name Dominic Morgan. We have been trying to arrange an earlier meeting with Mayor Thoden, but her assistant told us that she didn't know where the mayor was. According to the legends the lute has the following properties.

- It can cause earthquakes similar to the *earthquake* spell.
- It can kill those that the caster wishes dead similar to a *finger of death* spell
- It can cause blindness similar to the *blindness* spell.
- It can cause deafness similar to the *deafness* spell.
- It can cast *stinking cloud* 2x a day
- It can cast *cloudkill* 3x a day
- It can cast a *harm* spell 5x a day
- The lute can always be heard even in a silenced area
- The holder of the lute is immune to any charm spells

The PCs will also be able to get the same information from the temple of Deneir/Oghma, the Wizards' Guild, or the Clerical Circle.

## Encounter 8: The Seven Tiger Inn

*The Seven Tiger Inn is a very secluded inn, off of the beaten path of the everyday citizen. It was originally built as a small noble estate, but the city soon grew around it and the owner sold it, moving to a larger inn outside of town. The inn is owned and operated by Arthur Wilde and his daughter Bournatel.*

*The Seven Tiger Inn is a three story stone building with lead, crystal windows and many fireplaces, as evident by the large number of smokestacks. As you enter the inn a large head of a*

*long-fanged tiger greets you. It is mounted just over the main fireplace, near a small stage.*

When the PCs arrive at the inn Bournatel Wilde will greet them. Bournatel is the daughter of Arthur Wilde the inn's owner. Bournatel will welcome the party into the inn and inquire as to how many rooms they need and for how long. If the party should ask her if Ebenezer is staying here, she will respond that she can't give that information out, as it's against the policy of the inn to give out information pertaining to any guest. She will mention that two men were in here earlier asking about Ebenezer, and she told the two men exactly what she told the PCs.

If the party didn't seem interested in renting a room before, Bournatel will ask them again, with her left hand tapping lightly on the inn's guest book that she's holding in her right hand. She will not let the PCs see the book it's available only to guests. Hopefully the PCs will take the subtle hint that's being provided them.

If the party signed the guest book they will notice that there are two entries above theirs, one for Ebenezer and the other for Augustine. After the PCs sign the register, Bournatel will hand them a key and tell them that their room number is 21. The room is up the stairs and at the far end of the hall. The PC that signed the book will remember that Ebenezer was in room 19 and Augustine was in room 20.

When the PCs go upstairs they will find their room without incident. They will also find that the door to room 19, the room that Ebenezer is supposed to be staying in, is ajar. When they go inside to examine it, they will notice that the room is a mess. There is a man lying on the ground. A more detailed observation reveals that his throat has been slit. Examination of the body reveals that Ebenezer was killed sometime during the past hour. There is no lute or any other instrument here for that matter. In fact, other than the dead body in the room and the man's clothes in the closet, there doesn't appear to be anything else here.

Ebenezer knows the following information, which the PCs can obtain by casting *speak with dead*, *past life*, *thought capture*, or other similar spells:

- Two men came into his room.
- He didn't really get a good look at them although he did remember hearing one of them call the other Augustine.
- The men talked about how with the lute in their possession their plan couldn't fail.
- He heard them mention the Glittering Stardust Inn, before he died. Unfortunately he does not know in what context they mentioned it.

While the PCs are here, Sergeant Powders of the city watch will show up with two privates. Sergeant Powders is giving them their field training. Sgt.

Powders will question the PCs in a somewhat accusatory tone about what has happened here. The PCs will need to convince the guardsmen of their innocence, otherwise they will be taken into custody on the charge of suspicion of murder. If none of the PCs have the ability to cast a *Speak with Dead* spell Sgt. Powders will send one of the guardsmen to the temple of Tyr to get Jonas Greenbaum a 7<sup>th</sup> level priest.

When Bournatel finds out about the murder upstairs she will be visibly shaken. She will request a moment to compose herself if anyone wishes to question her. She knows the following:

- The two men left shortly after checking in. They said that the room had served its purpose. They even returned their key.
- The two men left carrying what looked like a small case.

## Encounter 9: The Glittering Stardust Inn

When the PCs return to the Glittering Stardust Inn they will notice that Doriandor is not at her post. In fact she doesn't appear to be anywhere in the room. They will also notice a trail of fresh blood leading out of this room. Once it exits the room the trail heads in 2 different directions, one trail continues back through the inn and the other goes up the stairs.

Please note that the PCs might decide to split up at this point (although they don't have to). If they do, please don't try to discourage it, as they need to stop both sacrifices.

Monty will not attack the PCs unless they attack him. When the PCs attack the first group that he's accompanying, he will go to check on the other group, either by flying, *teleporting*, *pass wall*, or a similar ability. You can be creative, as his abilities can't be disrupted. Talona granted him the ability to cast his spells as innate abilities since he is her emissary in Ravens Bluff.

### Encounter 9A:

The PCs will follow the trail through the inn and into the kitchen. When they enter the kitchen they will find two bodies, lying in a pool of blood. The bodies are easily identifiable by their uniforms as the cook and the maid. The bodies have both been run through with swords and their throats have been slit.

If the PCs should cast *Speak with Dead*, *Past Life*, *Thought Capture*, or other similar spells they can learn the following information.

- There were four men who attacked us. Well, two of the men perpetrated the actual assault, but there

were four in their group. They will describe Augustine and Romalidan as their attackers.

- One of the men was carrying a large sack.
- One of the men told the old man that everything was all set for the sacrifice.

If the PCs do not have access to a *Speak with Dead* spell they will be able to get a priest from one of the temples. The priest will charge them 300 gp for casting the spell.

That's all they heard before they were killed. The trail of blood appears to lead down into the cellar.

When the PCs open the cellar door, they will be greeted by a sweet sickly smell coming from the cellar. The cellar is dark so the PCs would have to provide a light source before continuing down.

When the PCs head down the stairs, they will notice a large opening on the wall to their right. The PCs will be able to tell that the smell is coming from the other side of the opening.

If the PCs step through the opening, they will immediately be able to tell that the odor is coming from the other end of the passage. Heading towards the smell the PCs will notice that it appears to end in a T intersection. The smell is coming from right here, and when the PCs look, they will be able to tell why. There is a pile of body parts here in what was once a large pool of blood. The parts appear to have been severed rather neatly almost as if one was using a vorpal blade or a sword of sharpness. Judging from the blood it appears that the bodies have been dead a few days. If the PCs examine the pile of body parts they will notice that one of the arms has a hawk tattoo. They will also find *bracers of defense AC 8*.

While the PCs are examining the bodies, they will hear chanting coming from the right of the intersection. When the PCs go to investigate the source of the chanting they will find a long chamber. At the other end of the chamber is an altar. Lord of Mystery Chester DeMarke is lying chained on top of the altar. There are two young women that are also chained; one of them bears the symbol of Torm. PCs that have been to the Shark Fin Tavern before will recognize the other woman as Doris. The PCs will notice three men in the room along with Monty the father of the young couple.

The men appear to be pouring water on an ornate dagger, with the holy symbol of Talona on it, that is outstretched over Lord DeMarke so that when the water runs off the blade it hits DeMarke. The PCs will notice that DeMarke seems to be wincing in pain every time the water hits him. (He is being hit with unholy water).

Now would be a good time to ask the players to declare intentions and roll initiative.

### Tier 1:

**Guiseppe, Kurt hm F1:** AL CE; AC 8 (leather armor); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Augustine, hm F2:** AL CE; AC 8 (leather armor); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD in possession of the lute-- immune to charm spells; MR nil; SZ M; ML 15

**Romalidan, hm F2:** AL CE; AC 7 (leather armor, *ring of protection+1*); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d10/3d6 (2 handed sword); SA nil; SD nil; MR nil; SZ M; ML 15

### Tier 2:

**Kurt, hm F2:** AL CE; AC 7 (leather armor, shield); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Guiseppe, hm F3:** AL CE; AC 7 (leather armor, shield.); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Augustine, hm F3:** AL CE; AC 6 (studded leather armor, shield); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD in possession of the lute-- immune to charm spells; MR nil; SZ M; ML 15

**Romalidan, hm F4:** AL CE; AC 5 (studded leather, Dex 16); MV 12; hp 29; THAC0 17; #AT 1; Dmg 1d10/3d6 (2 handed sword); SA nil; SD nil; MR nil; SZ M; ML 15

### Tier 3:

**Kurt, hm F4:** AL CE; AC 3 (platemail); MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Guiseppe, hm F5:** AL CE; AC 3 (platemail); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Augustine, hm F5:** AL CE; AC 2 (platemail, shield); MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d6/1d8 (short sword); SA nil; SD in possession of the lute immune to charm spells; MR nil; SZ M; ML 15

**Romalidan, hm F6:** AL CE; AC 0 (platemail, Dex 17); MV 12; hp 49; THAC0 15; #AT 1; Dmg 1d10/3d6 (2 handed sword); SA nil; SD nil; MR nil; SZ M; ML 15

### Tier 4:

**Kurt, hm F5:** AL CE; AC 1 (field plate armor, shield); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Guiseppe, hm F6:** AL CE; AC 1 (field plate armor and shield); MV 12; hp 49; THAC0 14; #AT 3/2; Dmg 1d8+2/1d12+2 (long sword); SA Specialization long sword; SD nil; MR nil; SZ M; ML 15

**Augustine, hm F7:** AL CE; AC -1 (field plate armor, shield, Dex 16); MV 12; hp 60; THAC0 13; #AT 2/1; Dmg 1d6+2/1d8+2 (short sword); SA Specialization short sword; SD in possession of the lute--immune to charm spells; MR Nil; SZ M; ML 15

**Romalidan, hm F8:** AL CE; AC -3 (full plate armor Dex 18); MV 12; hp 70; THAC0 12; #AT 2/1; Dmg 1d10+2/3d6+2 (2 handed sword); SA Specialization 2 handed sword; SD nil; MR nil; SZ M; ML 15

### Encounter 9B

The PCs will follow a trail of blood through the first floor of the inn and up the stairs. The trail continues to the 3<sup>rd</sup> floor meeting room. The PCs will notice that there is a dais and a throne at the other end of the room. On top of the dais is Lord Magistrate Tordon Sureblade. He is bound and gagged. He turns his head and looks in the direction of the PCs. His eyes are pleading for their help. There are 7 other people in the room. One of them you recognize as Monty and the man and woman standing next to him must be his children William and Ruby. The other two people in the room are both tied up, one of them is Doriandor the desk clerk of the inn, and the other is wearing the holy symbol of Torm. The tied up individuals have a look of horror etched on their faces.

The PCs will notice that the man they believe to be William is holding a ceremonial dagger complete with a holy symbol of Talona etched in its handle. The man is pouring water over the dagger as if to bless it, but the water that drips off of the dagger and strikes Sureblade causes him to wince in pain. (He is being hit with unholy water)

**Note:** Matilda is hiding in the background using both her move silent ability as well as the fact that she's invisible to try and sneak behind whomever she considers the toughest PC in order to backstab them.

Now would be a good time to ask the players to declare intentions and roll initiative.

**Tier 1:**

**Matilda, hf T2:** AL CE; AC 4 (leather armor, *dust of disappearance*); MV 12; hp 11; THAC0 20; #AT 1; Dmg 1d6/1d8 (long sword); SA Backstab--dmg x2; SD nil; MR nil; SZ M; ML 15

**Magic Items:** 2 pinches of *dust of disappearance*.

**Adam, Boris hm F2:** AL CE; AC 5 (chainmail); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Ruby, hf F3:** AL CE: AC 5 (chainmail); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**William, hm P(sp)2 of Talona:** AL CE; AC 5 (chainmail); MV 12; hp 15; THAC0 20; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use; SD *protection from good* (5 rounds left), immune to non-magical diseases, receives Constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison, a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Magic Items:** *potion of super heroism*

**Spells:** 1<sup>st</sup> level: *cause light wounds, cause light wounds, magical stone, ~~protection from good~~*

**Tier 2:**

**Matilda, hf T4:** AL CE; AC 3 (leather armor, Dex 15, *dust of disappearance*); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d6/1d8 (short sword); SA Backstab Dmg x 2; SD Nil; MR Nil; SZ M; ML 15

**Magic Items:** 2 pinches of *dust of disappearance*

**Adam, Boris hm F3:** AL CE; AC 4 (chainmail, shield); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Ruby, hf F4:** AL CE; AC 4 (chainmail, shield); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**William, hm P(sp)4 of Talona:** AL CE; AC 5 (chainmail); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can identify poison by smell; SD *protection from good* (7 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison, and a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Magic Items:** *potion of super heroism*

**Spells:** 1<sup>st</sup> level: *cause light wounds, cause light wounds, cure light wounds, magical stone, ~~protection~~*

~~from good~~; 2nd level: *hold person, hold person, poison touch, silence 15' radius*

**Tier 3:**

**Matilda, hf T6:** AL CE; AC 1 (leather armor, *dust of disappearance*, Dex 17); MV 12; hp 35; THAC0 18; #AT 1; Dmg 1d6/1d8 (short sword); SA Backstab--Dmg x 3; SD Nil; MR Nil; SZ M; ML 15

**Magic Items:** 2 pinches of *dust of disappearance*

**Adam, Boris hm F4:** AL CE; AC 5 (chainmail); MV 12; hp 36; THAC0 17; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Ruby, hf F6:** AL CE: AC 0 (platemail, shield Dex 16); MV 12; hp 52; THAC0 15; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**William, hm P(sp)6 of Talona:** AL CE; AC -1 (platemail, Dex 18\*); MV 12; hp 48; THAC0 18; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect); SD *protection from good* (17 rounds left), *draw upon holy might* (+2 to dex 5 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison and normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Magic Items:** *potion of super heroism*

**Spells:** 1<sup>st</sup> level: *cause light wounds, cause light wounds, cure light wounds, magical stone, ~~protection from good~~*; 2nd level: ~~*draw upon holy might, hold person, hold person, poison touch, silence 15' radius*~~; 3<sup>rd</sup> level: *cause blindness, miscast magic, random causality*

**Tier 4:**

**Matilda, hf T9:** AL CE; AC -1 (studded leather armor, *dust of disappearance*, Dex 18); MV 12; hp 49; THAC0 17 (13 to backstab); #AT 1; Dmg 1d6/1d8 (short sword); SA Backstab--Dmg x4; SD Nil; MR Nil; SZ M; ML 15

**Magic Items:** 2 pinches of *dust of disappearance*

**Adam, Boris hm F5:** AL CE; AC 5 (chainmail); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d8/1d12 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15

**Ruby, hf F9:** AL CE; AC -3 (field platemail, shield Dex 18); MV 12; hp 120; THAC0 11; #AT 2/1; Dmg 1d8+2/1d12+2 (long sword); SA Specialization long sword; SD nil; MR nil; SZ M; ML 15

**William, hm P(sp)8 of Talona:** AL CE; AC -3 (field plate armor, shield, Dex 18\*); MV 12; hp 64; THAC0

16; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast poison touch or spread contagion 1/day by touch. can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD *prayer* (7 rounds left) *protection from good* (23 rounds left), *draw upon holy might* (+2 to dex 7 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison and normal saving throw vs. potions that don't normally have one; MR Nil; SZ M; ML 15

**Magic Items:** *potion of super heroism*

**Spells:** 1<sup>st</sup> level: *cause light wounds, cause light wounds, cure light wounds, magical stone, ~~protection from good~~*; 2nd level: *~~draw upon holy might~~, hold person, hold person, poison touch, silence 15' radius*; 3<sup>rd</sup> level: *cause blindness, miscast magic, ~~prayer~~, random causality*; 4<sup>th</sup> level: *cause serious wounds, chaotic combat, poison*,

Once the battle is over the PCs can rescue the prisoners. They still need to destroy the altar to Talona. They would have to do something to desecrate the altar. There are many options that creative PCs can come up with so whatever they do allow it to succeed provided that they have defaced the altar in some fashion.

While the PCs are rescuing the second set of prisoners Monty will say, "Well done! Unfortunately it's all for nothing. You serve the gods of stupidity. Would you like to switch your allegiance to the one true god, Talona the great? You don't have to answer right away. You can take some time to think about it." He taps his feet twice and continues "Well, time's up. What's your answer?"

If the PCs should say no, Monty will say "***That's really too bad. Here I thought that you were actually intelligent creatures, so I gave you a choice. You made the wrong choice, I guess that means that I made a mistake too by giving you that freedom. I've never made a mistake before, but at least this one is easy enough to correct. Prepare to die.***"

As Monty utters those words, a blinding multi-colored flash of light appears between Monty and the PCs. When their sight returns the PCs will notice that other figures have appeared between them and Monty.

The PCs will recognize the figures as Clarissa Tupkas (High Priestess of Tymora), Hykros Allumen (Reverend Judge of Tyr), Ariel Nightglow (High Priestess of Selune), and Chief Prelate Relarn Dayspring (High Morninglord of Lathander). Relarn Dayspring begins talking. "***These individuals are***

***under our protection. To harm them you'll have to go through us.***"

Monty looks at the figures and says "***Okay fine, You want them, you can have them. They can even keep the lute. I can always make another one. Make sure that they realize that they've been marked by me***", and then he disappears.

***Relarn Dayspring begins talking "You have done the gods proud. You've also made an enemy of Talona, the Lady of Pain. Watch your steps."***

If the PCs should say yes, Monty will say "***That's good. I thought that you were intelligent. Welcome to the good life. With my influence Ravens Bluff is ours for the taking.***"

As soon as those words are uttered a blinding multi-colored flash of light appears between Monty and the PCs. When their sight returns the PCs will notice that other figures have appeared between them and Monty.

The PCs will recognize the figures as Clarissa Tupkas (High Priestess of Tymora), Hykros Allumen (Reverend Judge of Tyr), Ariel Nightglow (High Priestess of Selune), and Chief Prelate Relarn Dayspring (High Morninglord of Lathander). Relarn Dayspring begins talking, "***Ravens Bluff and the rest of Faerun are under the protection of light. Leave now or suffer our wrath. "They," Relarn Dayspring says pointing at the PCs, "are staying here."***"

Monty looks at them and says "***Okay, fine. You want them, you can have them. They can even keep the lute, I can always make another one.***" and then he disappears.

The figures now turn towards the PCs and Relarn Dayspring begins talking. Dayspring and the others will express disappointment with any PC that accepted Monty's offer.

## Conclusion

When the PCs return to the Roost, they will immediately be ushered in to see the Sentry Marshal. The Sentry Marshal will ask them how the mission went. When the PCs inform her of the mission she will say "***There never were any tanar'ri. Good. At least the city and all of its citizens can rest a little easier.***"

The Sentry Marshal will summon her assistant to bring the reward for the PCs. She will return with a large sack of gems containing the payment that was promised the PCs when they were hired.

She will also ask the PCs if they wish to attend the celebration tonight for the grand opening of the Roost. She has arranged for the PCs to each be provided an escort for the upcoming gala celebration.

Vernon will reward the PCs who saved him by noting in his records that their next tax investigation should be conducted as quickly as possible, with due discretion and little inconvenience.

## High Level Version Judge's Background

Talona has decided that she did not wish to put all of her eggs in the same basket. She informed Monty, her emissary in Ravens Bluff, that she wished to have a third option in effect a backup plan to the two groups that were already working for her. She advised her emissary in the creation of a plague/disease that she wished to have spread through out Ravens Bluff to cause pain and suffering throughout the populace.

The plague was enchanted to allow it to affect anyone even a paladin to succumb to it. In fact, the two victims that the disease has killed were paladins. The disease attacks both muscle tissue and the central nervous system. It spreads quickly through the muscle tissue while spreading poison through the rest of the body. The body eventually succumbs to the full effects of the poison and begins dissolving.

## Adventure Background

A messenger has been sent to inform the PCs that their presence is required at the Roost to meet with Sir Diego Cortez, a Knight of the Golden Crown (an elite branch of the Golden Roosters). Unfortunately, before the messenger can reach the PCs he will be attacked by a mob of Ravens Bluff citizens holding him responsible for the problems that the city is experiencing right now. Once the PCs have helped the messenger, she will tell them to report to the Roost before she dies.

Once the PCs have figured out what to do with the body, they can go to the Roost. Upon arrival, there they will be ushered in to see Sir Cortez. They will learn from Cortez that assistants to top officials in the city have all come down with a strange disease, possibly a plague of some sorts. The individuals each sought help at a different temple, and as a result each of the city's temples were exposed to the disease. The disease/plague is totally debilitating, and highly contagious. So contagious in fact that all of the temples in the city were ordered quarantined by Chief Prelate Relarn Dayspring so as not to risk infecting anyone else. So far, the disease/plague has claimed two lives, Reynard a paladin of Tyr, and Lorelei a paladin of Mystra, which indicates that it's more than just a simple disease. As if that wasn't bad enough rumors have surfaced about a tanar'ri occupation in the city. Those rumors are being investigated by another band of adventurers recruited by Sentry Marshal Moon of the Roosters.

The Roost was magically contacted and asked to look into this disease as the city watch is busy trying to quell the riots that resulted from the temples being closed to the public. That is where the PCs come in.

Cortez will suggest that the PCs begin their investigation at the Shark Fin Tavern, as that is where the victims all ate their last meal.

When the PCs get to the Shark Fin Tavern, they will discover that it is almost empty. The unrest in the city has obviously affected business here. In fact, they will notice that the front window to the Shark Fin is broken. At the Shark Fin, the PCs will learn that Pearl Fin, the owner of the establishment, had recently purchased supplies from a new supplier. She was reluctant to buy them at first, but the seller made her an offer that she couldn't refuse. She will give the PCs the name of this supplier and tell them that he told her that he's staying at the Seven Tiger Inn. Upon leaving the Shark Fin Tavern, the PCs will be ambushed by a band of villains.

After dispatching the villains the PCs can continue onward to either the Seven Tiger Inn. When they arrive at the seven tiger Inn, they will be able to talk to Voleris. During the conversation Voleris will inform them that he normally sold all of his wares to the Shark Fin Tavern, but Pearl Finn the owner of the tavern didn't want as much this time. He sold the rest of the items to the Sleepy Dwarf Tavern and Embrol Sludge's Eatery and Shell Shoppe. The PCs can choose which of those establishments to go to next.

The PCs will be ambushed again upon leaving the either the Sleepy Dwarf Tavern, or Embrol Sludge's Eatery and Shell Shoppe. Checking out the villains, they will find a message about a meeting in a warehouse to create more of the poison that induces the disease. When the PCs go to the warehouse, they will find some of Talona's followers dutifully working on creating more of the poison.

After dispatching the villains and destroying the poison-making equipment the PCs will receive a message from Diego Cortez. According to the message, the temples have discovered a cure for the disease that relies on an ingredient not found in Ravens Bluff. The ingredient is on its way to Ravens Bluff (courtesy of Tymora, the patron of adventurers). Cortez and the temples wish the PCs to go to the harbor area to make sure that the ingredient arrives safely. In the harbor, area the PCs will have their final confrontation with the villains, and after defeating them can get the ingredient to the temples.

## Introduction

*"It's the mid afternoon of another day in Ravens Bluff, the sun is shining, the birds are in the sky and people are running through the streets screaming about how the gods have forsaken them. There are shouts about how the world as they know it is going to end very soon. Looking further ahead you notice a*

***mob of about ten people that appears to be attacking someone. Over the frenzied chants of the mob you hear the faint cries for help that appear to be coming from the victim."***

Give the PCs a chance to figure out their actions. The PCs should have little trouble dealing with the mob (they are all 0 level citizens of Ravens Bluff). There is a situation here that the PCs may not have realized the full extent of. The people are rioting because they can't get into the temples, the temples have been ordered closed by Chief Prelate Dayspring in the hopes of eliminating the risk exposure to the disease. Unfortunately, the quarantining of the temple has caused the belief that the gods have forsaken them due to the actions of those in authoritative positions. The mob holds all knights, squires, city watch members, clergy and ranking members of both the Wizards Guild and Ministry of Art responsible for what has transpired and will attack them on sight. If the PCs happen to belong to any of those organizations the crowd will quickly turn its attention to the PCs. As stated above the PCs should have little trouble dealing with the mob, as they are all 0 level citizens of Ravens Bluff. If they kill any of them the remaining members of the mob will begin calling them murderers and turn its attention to the PC(s) responsible.

Once the PCs have taken care of the mob they can turn their attention to the previous victim of the mob. They will notice that the victim is a very bloodied and battered young woman. The woman's clothing is badly torn and tattered, and one of the pieces of clothing near the body bears the emblem of the Golden Roosters. Looking at her it will be obvious to the PCs that the woman is dying. A healing proficiency check will reveal that she is beyond healing. She gives them a forlorn look and begins rasping.

***"Listen. Not much time. See Cortez at the Roost. He needs you. Can die in peace now, but without honor due to my clothes, hygiene and curtness".***

If the PCs offer to fix her clothes, clean her up or forgive her curtness she will manage a weak smile and mouth the word ***"thanks"*** before dying.

The PCs need to figure out what to do with the young woman's body. They will also notice that they have not seen any members of the city watch, other than those that may be in their group. The PCs have several options available to them. They might go to a city watch office to report the incident if so please skip to encounter 3. They might head to the temple district if so please head to encounter 4. They might head to the Roost with the body to allow the Golden Roosters to take care of their own, if so please continue with encounter 1

## **Encounter 1: The Roost**

When the PCs arrive at the Roost, they will see a large crowd outside the Roost. They will also notice two guards in front of the door to the Roost. The crowd is chanting and waving placards. The chants are chanting "Down with the Roosters" and "Lets make the Roosters pay for what they've done". The placards read "Chicken tonight" and "Have you plucked a chicken today".

The PCs will need to figure a way past the crowd. It should be somewhat challenging but not impossible as the crowd is comprised of 30 0 level citizens of Ravens Bluff. Once the PCs get to the door and explain to the guards why they are here they will be let inside and told where to meet with Sir Cortez.. If they have the body of the young messenger they will be let in without any question, although the guards will salute her.

Following the directions given to them by the guards the PCs will wind up in front of a massive oak door. There is a name plate on the door which reads Diego Cortez. The door is unlocked. When the PCs knock on the door, they will be told to come in. They will notice a young man in his early 20's. The man is quite muscular. He is 6'1 approximately 215lbs. He has jet-black hair, brown eyes and a mustache. He is dressed in fine silk clothing in the official colors of the Golden Roosters. The man will instruct the PCs to be seated before beginning.

***"My friends, thank you for coming. I hope that you did not have too much trouble with the crowd. That is all part of the reason for my sending for you".***

If the PCs have the body of the young messenger, he will ask the PCs to place her on a long table at the far end of the room. He will then continue talking, although it will be in a more solemn tone.

***"The city once again has need of your services. I believe that this might be one of the most challenging jobs that you've ever undertaken. I know that you must have questions. Let me start at the beginning and then if I haven't covered everything you can ask your questions and I'll do my best to answer them..."***

***"Assistants to several prominent individuals in the city have come down with a mysterious ailment. The ailment is debilitating, highly contagious and deadly. The afflicted individuals feeling ill each sought help in the closest temple to them. As the luck of Tymora would have it, they each sought aid in a different temple. So far there have been two reported deaths as a result of this ailment. The first death was that of was Reynard a paladin of Tyr. The second death was Lorelei also a paladin, one of Mystra's***

*finest in fact. The fact that the disease has killed, more importantly that the dead are both paladins indicates that it's more than just a simple disease.*

*"As if that wasn't bad enough rumors are swirling about there being a tanar'ri occupation in the city. Those rumors are being investigated by another band of adventurers recruited by Sentry Marshal Moon of the Roosters. If you should happen to cross paths with those adventurers please do not do anything to hamper their investigation.*

*"Now back to the reason that I called you here. What I'd like you to do, is to investigate this disease, and put a stop to it spreading. Do you have any questions?"*

- Who was affected by the disease?

*Those infected include the assistants to Mayor Thoden, Deputy Mayor O'Kane, Lady DeVillars, Lady Blacktree, Harbor Regent Lord William Longbottle, Lord Magistrate Tordon Sureblade, Dean of Elemental Magic Anjelica Neirid, Lord of Mystery Chester DeMarke, and Chief Prelate Relarn Dayspring.*

- Where can we find the victims?

*As one would expect the assistants of Lady DeVillars, Lord of Mystery Demarke, and High Morninglord Dayspring are at the temples of Waukeen, Mystra and Lathander respectively. The other victims have been taken to the other temples. Remember that you can not see the victims as they are quarantined inside the temple, and in no shape to talk.*

- Do you have any idea who is responsible?

*I'm not sure who exactly is responsible, but I've ruled out the Circle of Four. While something like this fits their style, they would be bragging to everyone that they had destroyed Ravens Bluff. They do after all have large egos.*

- Do you have any leads?

*I have determined that all of the current victims had one thing in common. All of them ate their last meal at the Shark Fin Tavern.*

- How much does this mission pay?

*Please understand that you would have the gratitude of the entire city. If that is not enough I can offer you each 1000gp in gems. I wish that I could offer more but we just don't have it, and there is another investigation under way at the same time.*

- What's the story behind the riots?

*In order to minimize the risk of anyone else coming down with this disease Chief Prelate Relarn*

*Dayspring ordered all temples closed under quarantine. The citizens did not take the news well. They believe that the gods have forsaken them even though both the priests at the temples, and members of the city watch tried to explain it to them.*

- If the temples were quarantined how did you find out about this?

*I have been contacted by members of the temple via magic and informed about what was going on. I was asked to look into this, which is why I sent for you.*

- Why don't you want us trying to find a cure for the disease?

*It was decided that it would be best to use your services to try and stop further spread of the disease. The priests of the temples are working on the cure. Besides in order to know if one has found a cure one would have to test it out on someone that has the disease. As the temples are full of people that have been exposed to the disease it made sense that they should be the ones doing the research.*

- Don't they need more help with their research?

*Several members of both the Wizards Guild and the Ministry of Art are working with the temples. These wizards were the only allowed exception to the quarantine and they have pledged not to use their abilities to leave the temples since they've also been exposed to the disease.*

The PCs have several options available to them at this point. If they decide to go to the Shark Fin Tavern please proceed with Encounter 2. If they decide to go to the city watch office to speak with the watch please skip to Encounter 3. If the PCs decide to go to the temples or do a little reconnaissance, please skip to encounter 4.

**Please note that Knights, squires, knight-squires, city watch officers can not accept payment from Sentry Marshal Moon as they are being hired to work for the Golden Roosters, an official organization of the city.**

When the PCs leave the Roost they will notice that the crowd has lessened. They will see that the mob is chasing two young women wearing dove insignias. The crowd will continue after them closing the distance rapidly. The PCs will notice the two women fly away from the crowd.

## Encounter 2: The Shark Fin Tavern

When/If the PCs arrive at the Shark Fin Tavern they will be greeted by Pearl Finn, the owner of the the PCs to an empty table, hand them menus, and tell them that their waitress Flaux (pronounced Flo) will be over shortly to take their order. The PCs will notice that only four of the taverns eight tables are occupied, and that those tables are occupied by two dwarfs, three elves, three gnomes, and an elf and two human women. If the PCs should ask Pearl if they can talk to her she will tell them that she'll be over in a few minutes, once she's made sure that everything is okay. Pearl knows the following information:

- Doris hadn't been in for a few days so she hired a new waitress named Martha. Doris has now been gone a ten-day.
- Martha showed up looking for a job, and since Pearl needed a waitress she hired her. It was just a case of Martha being in the right place at the right time. Praise Tymora.
- Martha has been a good find, in fact if Doris should return it would be hard to decide which of them to keep.
- Martha isn't due in until later this evening. She doesn't know where Martha lives.
- She has purchased supplies from a new distributor, named Voleris. She wasn't really interested in changing suppliers, but he made her an offer that was too good to resist. The offer was so good that it was almost as if he was giving the supplies away to her.
- She has heard that some people have gotten sick after eating here. She doesn't understand that as she had the food checked out before using it and the priest that checked it out said that it appeared to okay.
- All of the individuals in question were served by Flaux. She can tell the PCs what the victims ordered as she has records of that (she keeps the checks). It appears that the victims all ate the flounder and drank elven wine. Other patrons had either the flounder or the eleven wine but the victims were the only ones that had both.
- She knows that Voleris is staying at the Seven Tiger Inn.

The PCs might decide to interact with some of the other patrons of the Inn listed below.

A) The two dwarves are Hammerthrow Stone, and Mace Crusher. They are obviously very drunk. They are

having a conversation amongst themselves about how glad they are that the dwarven gods have finally taken the first step toward establishing themselves in Ravens Bluff. Some of the comments that the PCs will hear are "It was blasphemy seeing all of the dwarves worshipping human gods." And "The only good elf is a fried elf.

B) The three elves Galen, Thorin, and Orlin are discussing a plot to overthrow Mayor Thoden. They are disciples of a great eleven professor and wish to have him appointed as Mayor of the city. They have even gone so far as to obtain a copy of Mayor Thoden's itinerary for the next couple of days, which they have in their possession currently. They are discussing specific things that they have planned for Mayor Thoden, things like burning her in oil, or tying her to a table and ripping her heart out. They will even go so far as to discuss names of individuals that they've recruited to help them with this plot. If the PCs should intervene in this situation, the elves will not fight them, they will still insist that Mayor Thoden should die for the good of the city. The PCs will find Mayor Thoden's itinerary as well as a list mentioning when and where Mayor Thoden should be attacked and which of the hired help would get the honor of eliminating the Lady Mayor. If the PCs should turn them over to the city watch then they will get a fame point in Lord Mayor for removing this threat to Mayor Thoden. **The PCs will discover evil intent here if they try to detect for it.**

C) The human couple are named Ramsey and Beula. They are talking about how hard it is to try and find a husband for Beula's younger sister Bertha. They will talk to any male PC about arranging a marriage between Bertha and them. They will go so far as to offer 500gp/the PC's level. **Note: Bertha is certified.**

D) The three gnomes Perriwinkle, Horratio, and Ignace are talking about their latest inventions, and how they were able to create them with the grace of Gond. If the PCs should inquire about these inventions the gnomes are willing to sell them, in fact they will haggle with them. The gnomes have the following items for trade: a jewelry box, and two small dolls

The jewelry box is not your typical jewelry box. When the cover of the box is opened there is a mirror as well as a continual light stone. Anyone looking at the box when it is opened will be blinded for 3 rounds due to having the bright light shone in their eyes. The box also has a button that you push and a secret compartment opens up to hide the real valuables. **Note: The jewelry box is certified.**

The dolls are a boy and a girl. Each of the dolls has a button on its back. Pushing the button causes the gears inside the dolls to turn and they will walk around

following their owner for 1 hour. The dolls both talk, each of them says one phrase. The little girl doll says "I love you", and the little boy doll says "lets kick some butt". They will keep repeating the phrase over and over until they are turned off. Pushing the button again turns them off. They can only be used for 1 hour/day.

**Note: The dolls are certed.**

**E)** The elf is dressed in fine clothing, while the women are dressed in gaudy looking clothes. Their names are Chauntrel, Monique, and Carmen respectively. The PCs will notice that the women are giving the elf gold pieces, while the elf is trying to inconspicuously pass the women a piece of paper. They will also hear him tell the women that he's found new clients for their services. They will also mention how none of this would be possible without their contact in the city watch office, who steers the watch officers away from wherever they are supposed to be at that moment. The elf and women are running a combined escort service and burglary ring. The girls take the clients out and over the course of the evening slip them a very strong sleep poison. They then return home with the client and rob the client's home. If the PCs try to make a citizen's arrest or attempt to call the watch Chauntrel will offer to cut the PCs in for a percentage of the action if they allow them to go. It will be a small percentage though, as they are already paying for city watch protection. **The PCs will discover evil intent here if they try to detect for it.**

The PCs have several options available to them. If they decide to go to the city watch office to speak with members of the watch (if they haven't already been there), please run Encounter 3 after the ambush. If the PCs decide to go to the temples or do a little reconnaissance, please run **Encounter 4** after the ambush.

### **Encounter 2A: Ambush**

When the PCs leave the Shark Fin they will be followed and then ambushed by villains using *dust of disappearance*. The villains will wait until the PCs leave the Shark Fin and get started on the way to their next destination before attacking. As this is an ambush, the villains will have one free round of attacks on the PCs before surprise is rolled.

### **Tier 5:**

**Barnaby, Carl, George hm F9:** AL CE; AC-2 (platemail, shield, Dex 18); MV 12; hp 126; THAC0 9 (specialization and 18/51 strength); #AT 2; Dmg 1d6+5/1d8+5 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Marlin, hm T10:** AL CE; AC 3 (studded leather armor, Dex 18); MV 12; hp 60; THAC0 15 (11 to backstab); #AT 1; Dmg 1d8+1/1d12+1 (long sword 17 strength); SA Backstab Dmg x4; SD nil; MR nil; SZ M; ML 15

**Angus, hm W10:** AL NE; AC 0 (*bracers of defense AC 4*, Dex 18); MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use; SD stonelines (10); MR nil; SZ M; ML 15

**Magic items:** *bracers of defense AC 4* (stolen from someone, who traces them down once the villain is dead)

**Spells:** 1<sup>st</sup> level *color spray, magic missile, magic missile, magic missile*; 2<sup>nd</sup> level *blindness, ray of enfeeblement, scare, Tasha's uncontrollable hideous laughter*; 3<sup>rd</sup> level *fireball, invisibility 10' radius, lightning bolt*; 4<sup>th</sup> level *Evard's black tentacles, stoneline*; 5<sup>th</sup> level *cone of cold, feeblemind*

**Darius, hm P(sp)10 of Talona:** AL CE; AC -3 (platemail armor, *shield*, Dex 21 (*draw upon holy might*)); MV 12; hp 74; THAC0 14; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast poison touch or spread contagion 1/day by touch. Can cast cause disease 1/day by touch. The debilitating form of this disease is called the green rot and is typified by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison, as well as a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Spells:** 1<sup>st</sup> level: *cause light wounds, cause light wounds, cure light wounds, endure cold, magical stone, protection from good*; 2nd level: ~~*draw upon holy might*~~, *hold person, hold person, poison touch, resist heat, silence 15' radius*; 3<sup>rd</sup> level: *cause blindness, miscast magic, ~~prayer~~, random causality, random causality*; 4<sup>th</sup> level: *cause serious wounds, chaotic combat, cloud of pestilence, poison*; 5<sup>th</sup> level: *flame strike, slay living*

### **Tier 6**

**Barnaby, Carl hm F10:** AL CE; AC-3 (field plate armor, shield, Dex 18); MV 12; hp 129; THAC0 8 (specialization and 18/76 strength); #AT 2; Dmg 1d6+6/1d8+6 (short sword specialization and strength);

SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**George hm F11:** AL CE; AC-3 (field plate armor, shield, Dex 18); MV 12; hp 132; THAC0 7 (specialization and 18/91 strength); #AT 2; Dmg 1d6+7/1d8+7 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Marlin, hm T12:** AL CE; AC 3 (studded leather armor, Dex 18); MV 12; hp 60; THAC0 14 (10 to backstab); #AT 1; Dmg 1d8+1/1d12+1 (long sword 17 strength); SA Backstab--Dmg x4; SD nil; MR nil; SZ M; ML 15

**Angus, hm W12:** AL NE; AC 0 (*bracers of defense AC 4*, Dex 18); MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use; SD stonelines (10); MR nil; SZ M; ML 15

**Magic items:** *bracers of defense AC 4* (stolen from someone, who traces them down once the villain is dead)

**Spells:** 1<sup>st</sup> level *color spray, magic missile, magic missile, magic missile*; 2<sup>nd</sup> level *blindness, ray of enfeeblement, scare, Tasha's uncontrollable hideous laughter*; 3<sup>rd</sup> level *fireball, haste, invisibility 10' radius, lightning bolt*; 4<sup>th</sup> level *evard's black tentacles, fumble, shadow monsters, stoneline*; 5<sup>th</sup> level *cone of cold, feeblemind, feeblemind, teleport*; 6<sup>th</sup> level *demi-shadow magic*

**Darius, hm P(sp)12 of Talona:** AL CE; AC -3 (field plate armor, *shield*, Dex 18); MV 12; hp 90; THAC0 14; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast poison touch or spread contagion 1/day by touch. Can cast cause disease 1/day by touch. The debilitating form of this disease is called the green rot and is typified by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison and a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Spells:** 1<sup>st</sup> level: *cause light wounds, cause light wounds, cure light wounds, endure cold, endure heat, magical stone, protection from good, sanctuary*; 2<sup>nd</sup> level: ~~*draw upon holy might*~~, *hold person, hold person, poison touch, resist cold, resist heat, silence 15' radius*; 3<sup>rd</sup> level: *animate dead, cause blindness, miscast magic, prayer, random causality, random causality*; 4<sup>th</sup> level:

*cause serious wounds, chaotic combat, cloud of pestilence, poison*; 5<sup>th</sup> level: *flame strike, slay living*; 6<sup>th</sup> level: *harm, word of recall*

When the PCs search the villains, they will find *bracers of defense AC 4* on Angus. They will also find a 500gp ruby on each of the villains. Darius has a note that pledges aid to help him conquer Sembia in Talona's name once Ravens Bluff has fallen.

## Encounter 3: The City Watch Office

When/If the PCs decide to go to one of the city watch offices they will find that the windows have been shattered. If the PCs should go inside to investigate, they will find that the desks and tables have been overturned and there are papers and empty donut boxes all over the floor. They will also find graffiti on the wall that says "Death comes to all responsible for the city's plight". They will find two city guardsmen lying on the floor. The guardsmen are unconscious and barely breathing. A healing proficiency roll (or wisdom at 1/2) will reveal that their arms, legs, and ribs are all broken.

## Encounter 4: Reconnaissance

The PCs might decide to go to either the temple district or the locations where some of the victims of disease worked.

### Encounter 4A: Temple District

If the PCs should go to the temple district they will notice that there are mobs of people in front of each temple. The people are highly agitated and are shouting things at the temple. There are some city guardsmen outside each temple. The PCs will notice that the city guardsmen are outnumbered by an approximate ratio of 10 to 1. The crowd is shouting that the priests should come outside so that the crowd can show them the proper reward for making all of the gods desert the city. Some of the people are throwing rocks at the temples hoping to draw the priests out.

### Encounter 4B: Mayor Thoden's office

When the PCs go to Mayor Thoden's office her secretary (the one replacing her normal secretary) will ask them if they have an appointment. She will tell them that she can't let them in to see Mayor Thoden without an appointment. She can give them an appointment for tomorrow morning at 10:00am. Once

the PCs have made their appointment the secretary will inform them that Mayor Thoden is not in right now. She will check back in both later this evening and tomorrow morning before her breakfast meeting at the Sleepy Dwarf Tavern. She will mention that the Mayor's previous assistant is at the temple of Tempus.

#### **Encounter 4C: Deputy Mayor Charles O'Kane's office**

When the PCs go to Deputy Mayor Charles O'Kane's office, his assistant (the one replacing his normal assistant) will ask them if they have an appointment, or if the Deputy Mayor is expecting them. He will inform them that the Deputy Mayor is not in right now. They will be told that he is expected to stop back either sometime tonight or early in the morning before his breakfast meeting at the Shark Fin Tavern. He will mention that the Deputy Mayor's previous assistant is at the temple of Selune.

#### **Encounter 4D: Raven's Bluff Courthouse**

**Note:** This encounter should take 15-30 minutes.

When the PCs go to the Ravens Bluff courthouse to meet with Lord Magistrate Tordon Sureblade they will meet with Tordon's temporary clerk (Thadeus Tilnere) as Dominus Bladethorne, Tordon's normal clerk, is at the temple of Tyr. Thadeus will ask them to state their business with the court before giving them any information. Once Thadeus is satisfied with their answer he will inform them that Tordon is not here. He will inform them that a young couple showed up at the courthouse earlier today and asked Tordon if he had some time to spare for them. That was the last that anyone saw of Tordon. Thadeus does not know where they went to have this discussion.

#### **Encounter 4E: The Harbormasters Office**

When the PCs go to Lord William Longbottle's office they will be questioned by the Harbormaster's new assistant Deadre. Deadre will want to know why the PCs have come here, and if they have an appointment. She will inform the PCs if asked that Lord Longbottle's former assistant is at the temple of Tymora being treated for an unspecified illness. She does not know how long the previous assistant will be at the temple of Tymora.

#### **Encounter 4F: Blacktree Estate**

When the PCs go to the Blacktree Estate they will be met by Lady Katharine Moorland Blacktree's new personal assistant, Lorna. Lorna will ask the PCs why they are here. If they should ask to see Lady Blacktree Lorna will reply that she's not here. If the PCs should ask about Lady Blacktree's previous assistant Lorna

will tell them that she's resting peacefully, well as peacefully as one can at the temple of Gond

#### **Encounter 4F: Anjelica Neirid's Home**

When the PCs go to Anjelica Neirid's they will be met by her new secretary Morticia. Morticia will ask the PCs how she can help them. If they ask her were Dean Neirid is she will reply that the Dean is at the temple of Helm trying to help the temple work on a cure for a mysterious illness that has befallen her previous secretary who is also there.

### **Encounter 5: The Seven Tiger Inn**

The Seven Tiger Inn is a very secluded inn, off the beaten path of the everyday citizen. It was originally built as a small noble estate, but the city soon grew around it and the owner sold it, moving to a larger inn outside of town. The inn is owned and operated by Arthur Wilde and his daughter Bournatel.

The Seven Tiger Inn is a three story stone building with lead, crystal windows and many fireplaces, as evident by the large number of smokestacks. As one enters the inn, a large head of a long-fanged tiger greets them. It is mounted just over the main fireplace, near a small stage.

When the PCs arrive at the inn they will notice that it's empty. When the PCs enter the inn they be greeted by Arthur Wilde himself. He will ask the PCs if there here to eat, or if they'd like a room. When the PCs explain the reason behind their visit, Arthur will immediately call his daughter Bournatel. When Bournatel responds he will ask her to go upstairs and get Voleris so that the PCs may talk to him.

Bournatel will proceed up the stairs and return a few minutes later with a middle-aged human man. She will introduce Voleris to the PCs, and ask if they need anything before she goes to join her father at a table in the far corner. Voleris can tell the PCs the following information:

- He is in the shipping business. He sails his ship between Procampur and Ravens Bluff.
- He was hired by a merchant from Procampur, to transport fresh fish and fine elven wine to Ravens Bluff. He was instructed to sell the supplies to Pearl Finn at the Shark Fin Tavern.
- He doesn't know why the merchant chose Pearl Finn, he didn't ask.
- He was instructed to make sure that Pearl Finn bought the supplies. He was told that it didn't matter how much she paid for them as long as she bought them. The merchant said that if Pearl appeared to hesitate before committing to a deal,

lower the price so that she would be less inclined to pass on the offer.

- He doesn't understand why someone would deliberately want to lose money on a transaction like that.
- Today when he went to the Shark Fin Pearl said that she didn't need as much supplies today. He tried lowering the price but he still couldn't get her to increase the size of her order.
- He didn't want to get caught with the rest of the supplies so he sold them to the Sleepy Dwarf Tavern and Embrol Sludge's Eatery and Shell Shoppe
- He didn't get a good look at the man, he paid more attention to the money that the man was offering him. He got 1000 gp in amethysts for each delivery. He's made three deliveries during the past tendar including today.  
He will apologize for the fact that he can't provide them with any further information.

### **Encounter 5A: Obligatory Thug Encounter**

When the PCs leave the Seven Tiger Inn they will have some options available to them. They can either go to the Sleepy Dwarf Tavern, or to Embrol Sludge's Eatery and Shell Shoppe. If they go to Embrol Sludge's please skip to **Encounter 7** after the combat.

As the PCs are heading towards either the Sleepy Dwarf Tavern, or to Embrol Sludge's Eatery and Shell Shoppe a group of five individuals are strolling towards them. Please use the appropriate description based on tier to describe what they see. The seventh member of the combat will be using the shadows of the buildings to sneak around and be in position to backstab the PCs.

#### **Tier 5:**

**Fred, Harry, Mike, Paul hm F9:** AL CE; AC-2 (platemail, shield, Dex 18); MV 12; hp 126; THAC0 9 (specialization and 18/51 strength); #AT 2; Dmg 1d6+5/1d8+5 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Benjamin, hm T10:** AL CE; AC 3 (studded leather armor, Dex 18); MV 12; hp 60; THAC0 15 (11 to backstab); #AT 1; Dmg 1d8+1/1d12+1 (long sword 17 strength); SA Backstab--Dmg x4; SD nil; MR nil; SZ M; ML 15

**Josh, hm W(i)10:** AL NE; AC 0 (*spirit armor*, Dex 18); MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use; SD *spirit armor (lasts for 15 more rounds)*, *stoneskins* (10); MR nil; SZ M; ML 15

**Spells:** 1<sup>st</sup> level: *chill touch*, *fire burst*, *magic missile*, *magic missile*, *wall off fog*; 2nd level: *irritation*,

*pyrotechnics*, *spectral hand*, *stinking cloud*, *web*; 3<sup>rd</sup> level *fireball*, *melf's minute meteors*, ~~*spirit armor*~~, *vampiric touch*; 4<sup>th</sup> level *enervation*, *ice storm*, ~~*stoneskin*~~; 5<sup>th</sup> level *cone of cold*, *teleport*, *wall of force*

**Greg, hm P(sp)10 of Talona:** AL CE; AC -7 (*full plate armor*+2, *shield*, Dex 21\*(*draw upon holy might*)); MV 12; hp 74; THAC0 14; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast *poison touch* or *spread contagion* 1/day by touch. Can cast *cause disease* 1/day by touch. The debilitating form of this disease is called the green rot and is typefied by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD *\*draw upon holy might* (+3 to dex 5 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison and a normal saving throw vs. potions that don't normally have one; MR Nil; SZ M; ML 15

**Magic items:** *full plate armor* +2

**Spells:** 1<sup>st</sup> level: *cause light wounds*, *cause light wounds*, *cure light wounds*, *endure cold*, *magical stone*, *protection from good*; 2nd level: ~~*draw upon holy might*~~, *hold person*, *hold person*, *poison touch*, *resist heat*, *silence 15' radius*; 3<sup>rd</sup> level: *cause blindness*, *miscast magic*, ~~*prayer*~~, *random causality*; 4<sup>th</sup> level: *cause serious wounds*, *chaotic combat*, *cloud of pestilence*, *poison*; 5<sup>th</sup> level: *flame strike*, *slay living*

#### **Tier 6**

**Fred, Harry, Mike hm F10:** AL CE; AC-3 (field plate armor, shield, Dex 18); MV 12; hp 129; THAC0 8 (specialization and 18/76 strength); #AT 2 (4 hasted for 10 more rounds); Dmg 1d6+6/1d8+6 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Paul hm F11:** AL CE; AC-3 (field plate armor, shield, Dex 18); MV 12; hp 132; THAC0 7 (specialization and 18/91 strength); #AT 2 (4 hasted for 10 more rounds); Dmg 1d6+7/1d8+7 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Benjamin, hm T12:** AL CE; AC 2 (studded leather armor, Dex 18); MV 12; hp 60; THAC0 14 (10 to backstab); #AT 1 (2 hasted for 10 more rounds); Dmg 1d8+1/1d12+1 (long sword 17 strength); SA Backstab--Dmg x4; SD nil; MR nil; SZ M; ML 15

**Josh, hm W(i)12:** AL NE; AC 0 (*spirit armor*, Dex 18); MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use; SD *spirit armor* (lasts for 19 more rounds), *stoneskins* (10); MR nil; SZ M; ML 15

**Spells:** 1<sup>st</sup> level: *chill touch*, *fire burst*, *magic missile*, *magic missile*, *wall off fog*; 2nd level: *irritation*, *pyrotechnics*, *spectral hand*, *stinking cloud*, *web*; 3<sup>rd</sup> level: *fireball*, ~~*haste*~~, *lightning bolt*, *melf's minute meteors*, ~~*spirit armor*~~; 4<sup>th</sup> level: *enervation*, *ice storm*, *ice storm*, ~~*rary's mnemonic enhancer*~~, *stoneskin*; 5<sup>th</sup> level: *cloudkill*, *cone of cold*, *cone of cold*, *teleport*, *wall of force*; 6<sup>th</sup> level: *contingency (stoneskin when last stoneskin is gone)*, *true seeing*

**Greg, hm P(sp)12 of Talona:** AL CE; AC -7 (*full plate armor*+2, *shield*, Dex 22\*(*draw upon holy might*)); MV 12; hp 90; THAC0 14; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast poison touch or spread contagion 1/day by touch. Can cast cause disease 1/day by touch. The debilitating form of this disease is called the green rot and is typified by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD *\*draw upon holy might* (+4 to dex 5 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison and a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Magic items:** *full plate armor* +2

**Spells:** 1<sup>st</sup> level: *cause light wounds*, *cause light wounds*, *cure light wounds*, *endure cold*, *endure heat*, *magical stone*, *protection from good*, *sanctuary*; 2nd level: ~~*draw upon holy might*~~, *hold person*, *hold person*, *poison touch*, *resist cold*, *resist heat*, *silence 15' radius*; 3<sup>rd</sup> level: *animate dead*, *cause blindness*, *miscast magic*, ~~*prayer*~~, *random causality*, *random causality*; 4<sup>th</sup> level: *cause serious wounds*, *chaotic combat*, *cloud of pestilence*, *poison*, *free action*; 5<sup>th</sup> level: *flame strike*, *slay living*; 6<sup>th</sup> level: *harm*, *word of recall*

When the PCs search the villains, they will find full plate armor +2 on Greg. They will also find a 750gp ruby on each of the villains. Greg has a note that pledges aid to help him conquer Procampur in Talona's name once Ravens Bluff has fallen. The note also tells him that once the PCs are dispatched he should come to a warehouse in the merchant district so that more of the disease inducing poison can be created. The PCs have three options available to them now. If they go to the Sleepy Dwarf Tavern please run **Encounter 6**. If they go to Embrol Sludge's Eatery and Shell Shoppe please

run **Encounter 7**. If they go to the warehouse please run **Encounter 8**.

## Encounter 6: Sleepy Dwarf Tavern

When the PCs go to the Sleepy Dwarf Tavern they will find that there is a new waitress there, a young dwarven woman. The dwarven woman is working as the both the hostess and the waitress. The PCs can find out the following information from the waitress:

- Her name is Malara
  - She has been working here for the past four days.
  - The hostess and one of the waitresses got sick two days ago and haven't been in since. Business has been kind of slow so it wasn't that big of a deal for her to pitch in so that they could both recover.
  - They were having dinner with their beaus, both members of the city watch. They all shared some donuts that the watch officers had brought with them.
  - She purchased some supplies from a man named Voleris. Normally she's let the hostess take care of it, but the price was too good to be true so she decided to take a chance.
  - She had the supplies put in the kitchen. They consist of fine elven wine and fresh flounder.
  - Business has been a little slow so she hasn't used any of those supplies yet.
  - Her only regular customers are a young couple who were in here earlier for breakfast and lunch and will be back later for dinner. They also made breakfast, lunch, dinner, and evening reservations for tomorrow. When they were in here this morning for breakfast there was a young man bearing the calling of Torm on his breastplate. She does not know who the young man was. She will give a description of the man and woman. The woman is approximately 25 years old. She is 5'8", 140lbs., with auburn hair and brown eyes. The man that was with her appeared to be in his late 20's. He is 6'3" approximately 200 lbs. with dirty blond hair and blue eyes.
  - If the PCs should ask, she will promise not to use the flounder and fine elven wine. She will be willing to dispose of it if they explain the situation to her
- After the PCs have finished questioning her they can go to Embrol Sludge's if they haven't already been there.

## Encounter 7: Embrol Sludge's Eatery and Shell Shoppe

When the PCs arrive at Embrol Sludge's they will notice that it is completely empty except for Embrol Sludge who is seated at one of the tables. Embrol will greet the PCs warmly and ask if they would like to see a menu. He will then inform them that the special of the day is fresh flounder, and that it is best accompanied by fine elven wine. If the PCs should question him, he knows the following information

- He purchased fresh flounder and fine elven wine from a gentleman named Voleris.
- He didn't really want to purchase the items, but Voleris made him an offer that he couldn't afford to pass up.
- He was reluctant to buy from Voleris until he mentioned that he had already sold some of his wares to the Shark Fin Tavern and the Sleepy Dwarf Tavern. Embrol figured that if both of those establishments purchased supplies from Voleris then the items must be okay.
- He has some Puka shell jewelry for sale if the PCs would like to buy it. He has two 400 gp necklaces and matching 300 gp bracelets.
- He hasn't served any of the new flounder or wine. If the PCs should convince him of the danger of the items Embrol will promise not to sell them. He will even offer to dispose of them if the PCs present a strong enough case.

If the PCs have not been to the Sleepy Dwarf Tavern they can go now

## Encounter 8: The Warehouse

When the PCs arrive at the warehouse they will hear sounds coming from inside. If they listen carefully they will be able to make out four distinct voices. Two of the voices are obviously male and the others are obviously female. When the PCs open the door to the warehouse they will see a man teleport out of the building. They will also notice that the three people left inside here are wearing holy symbols of Talona. The people will turn their attention to the PCs and advance on them.

**Gerald hm F9:** AL CE; AC-2 (platemail, shield, Dex 18); MV 12; hp 126; THAC0 9 (specialization and 18/51 strength); #AT 2; Dmg 1d6+5/1d8+5 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Magic items:** *Keoghtum's ointment (3 doses)*

**Sandy, Tiffany hf F9:** AL CE; AC-2 (platemail, shield, Dex 18); MV 12; hp 126; THAC0 9 (specialization and 18/51 strength); #AT 2; Dmg 1d6+5/1d8+5 (short sword specialization and strength); SA specialization short sword; SD nil; MR nil; SZ M; ML 15

After dispatching the villains, or when there is only a 1/2 hour left before the end of the module the PCs will be approached by a young boy. The boy has a message for them from Sir Diego Cortez. Cortez has received word from the temples that a cure was found to the current crisis gripping the city, praise Tymora. The final ingredient for the cure is on its way to the city, on a boat called the Sea Queen. The ingredient is the poison of an extremely poisonous fish that is uncommon in Ravens Bluff.

Cortez and the temples want the PCs to meet the ship at the docks to make sure that the ingredient arrives safely. They do not want to take the risk that those responsible for the disease might try to prevent a cure from being created.

## Encounter 9: Ship's Arrival

When the PCs head to the docks they will find that others are also eagerly awaiting the ship's arrival. They will have no problem noticing that all of those waiting for the ship are wearing holy symbols of Talona, Lady of Poison, Mother of Plagues. Please give the description of the NPCs based on tier. The NPCs will react to the PCs approach and engage them in combat.

### Tier 5

**Eric, Robert, Thomas, William hm F9:** AL CE; AC-2 (platemail, shield, Dex 18); MV 12; hp 126; THAC0 8 (specialization and 18/00 strength); #AT 2; Dmg 1d6+8/1d8+8 (short sword specialization and strength); SA (specialization short sword); SD nil; MR nil; SZ M; ML 15

**Alex, hm T10:** AL CE; AC 3 (studded leather armor, Dex 18); MV 12; hp 60; THAC0 15 (9 to backstab); #AT 1; Dmg 1d6+1/1d8+1 (short sword 17 strength); SA Backstab--Dmg x4; SD nil; MR nil; SZ M; ML 15

**Magic Items:** *short sword of backstabbing +2*

**Christine, hf W(n)10:** AL NE; AC 0 (*spirit armor*, Dex 18); MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use; SD *spirit armor (15 rounds left)*, *stoneskins (9)*; MR nil; SZ M; ML 15

**Magic Items:** *wand of fire*

**Spells:** 1<sup>st</sup> level: *chill touch*, *fire burst*, *magic missile*, *magic missile*, ~~*spirit armor*~~; 2nd level: *irritation*, *pyrotechnics*, *spectral hand*, *stinking cloud*, *web*; 3<sup>rd</sup> level *fireball*, *melf's minute meteors*, ~~*spirit*~~

~~armor~~, vampiric touch; 4<sup>th</sup> level enervation, ice storm, ~~stoneskin~~; 5<sup>th</sup> level cone of cold, summon shadow, teleport,

**John, hm P(sp)10 of Talona:** AL CE; AC -5 (full plate armor, shield, Dex 21\*(draw upon holy might)); MV 12; hp 74; THAC0 14; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast poison touch or spread contagion 1/day by touch. Can cast cause disease 1/day by touch. The debilitating form of this disease is called the green rot and is typefied by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD \*draw upon holy might (+3 to dex 5 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison as well as a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Spells:** 1<sup>st</sup> level: cause light wounds, cure light wounds, cure light wounds, endure cold, magical stone, protection from good; 2nd level: ~~draw upon holy might~~, hold person, hold person, poison touch, resist heat, silence 15' radius; 3<sup>rd</sup> level: cause blindness, miscast magic, ~~prayer~~, random causality; 4<sup>th</sup> level: cause serious wounds, chaotic combat, cloud of pestilence, poison; 5<sup>th</sup> level: flame strike, slay living

## **Tier 6**

**Eric, Robert, Thomas, William hm F10:** AL CE; AC-3 (field plate armor, shield, Dex 18); MV 12; hp 129; THAC0 7(specialization and 18/00 strength); #AT 2 (4 hasted for 10 more rounds); Dmg 1d6+8/1d8+8 (short sword specialization and strength); SA specialization short sword; SD nil; MR nil; SZ M; ML 15

**Joe hm F11:** AL CE; AC-3 (field plate armor, shield, Dex 18); MV 12; hp 132; THAC0 6 (specialization and 18/00 strength); #AT 2 (4 hasted for 10 more rounds); Dmg 1d6+8/1d8+8 (short sword specialization and strength); SA specialization short sword; SD nil; MR Nil; SZ M; ML 15

**Alex, hm T12:** AL CE; AC 2 (studded leather armor, Dex 18); MV 12; hp 60; THAC0 14 (10 to backstab); #AT 1 (2 hasted for 10 more rounds); Dmg 1d6+1/1d18+1 (short sword 17 strength); SA Backstab-Dmg x4; SD nil; MR nil; SZ M; ML 15

**Magic Items:** short sword of backstabbing +2

**Christine, hf W(n)12:** AL NE; AC 0 (spirit armor, Dex 18); MV 12; hp 60; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use; SD spirit armor (lasts for 19 more rounds) ,stoneskins (10); MR Nil; SZ M; ML 15

**Magic Items:** wand of fire

**Spells:** 1<sup>st</sup> level: chill touch, fire burst, magic missile, magic missile, ~~spirit armor~~; 2nd level: irritation, pyrotechnics, spectral hand, stinking cloud, web; 3<sup>rd</sup> level: fireball, ~~haste~~, lightning bolt, ~~spirit armor~~, vampiric touch; 4<sup>th</sup> level: enervation, ice storm, ice storm, ~~vary's mnemonic enhanceer~~, ~~stoneskin~~; 5<sup>th</sup> level: cloudkill, cone of cold, cone of cold, teleport, wall of force; 6<sup>th</sup> level: contingency (stoneskin when last stoneskin is gone), true seeing

**John, hm P(sp)12 of Talona:** AL CE; AC -5 (full plate armor, shield, Dex 22\*(draw upon holy might)); MV 12; hp 90; THAC0 14; #AT 1; Dmg 1d6+1/1d6 (mace); SA spell use, can cast poison touch or spread contagion 1/day by touch. Can cast cause disease 1/day by touch. The debilitating form of this disease is called the green rot and is typefied by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD \*draw upon holy might (+4 to dex 5 rounds left), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. He has a +4 to save vs. poison as well as a normal saving throw vs. potions that don't normally have one; MR nil; SZ M; ML 15

**Spells:** 1<sup>st</sup> level: cause light wounds, cause light wounds, cure light wounds, endure cold, endure heat, magical stone, protection from good, sanctuary; 2nd level: ~~draw upon holy might~~, hold person, hold person, poison touch, resist cold, resist heat, silence 15' radius; 3<sup>rd</sup> level: animate dead, cause blindness, miscast magic, ~~prayer~~, random causality; 4<sup>th</sup> level: cause serious wounds, chaotic combat, cloud of pestilence, poison; 5<sup>th</sup> level: flame strike, slay living; 6<sup>th</sup> level: harm, word of recall

When the PCs have finished off the villains Monty will say, ***“Well done! Unfortunately it’s all for nothing. You serve the gods of stupidity. Would you like to switch your allegiance to the one true god, Talona the great? You don’t have to answer right away. You can take some time to think about it.” He taps his feet twice and continues “Well, time’s up. What’s your answer?”***

If the PCs should say no, Monty will say ***“That’s really too bad. Here I thought that you were actually***

*intelligent creatures, so I gave you a choice. You made the wrong choice, I guess that means that I made a mistake too by giving you that freedom. I've never made a mistake before, but at least this one is easy enough to correct. Prepare to die."*

As Monty utters those words, a blinding multi-colored flash of light appears between Monty and the PCs. When their sight returns the PCs will find that Monty is nowhere to be seen. (Tymora sent him back to Talona).

If the PCs should say yes, Monty will say *"That's good. I thought that you were intelligent. Welcome to the good life. With my influence Ravens Bluff is ours for the taking."*

As soon as those words are uttered a blinding multi-colored flash of light appears between Monty and the PCs. When their sight returns the PCs will notice that Monty is nowhere to be found.

Once the villains are defeated the PCs can search them while waiting for the ship to dock. They will find the items listed above. Once the ship docks the PCs will be met by a wizard who asks them for directions to the temple of Selune. The man says that he is supposed to bring something to the temple. After receiving the directions, he will immediately race off in that direction. Hopefully the PCs will make sure that he gets there safely, which he will as Lady Luck is shining on him today.

## Conclusion

*You've saved the day again. After getting the final ingredient to the temple of Selune they were able to complete the antidote. The antidote was distributed to the other temples and administered to all those afflicted. The city is now safe from this plague that the agents of Tymora turned loose upon the city.*

*You were summoned to meet with Sir Cortez. When you arrive at the Roost you can't help but notice that this time there are no lines of demonstrators outside the temple. You are quickly ushered in to see Sir Cortez. Upon entering Sir Cortez's office you are surprised to see that you're not alone. Chief Prelate Relarn Dayspring and Ariel Nightglow, high priestess of Selune are both here. Cortez motions for you to be seated and begins speaking*

*"You have done well; the city once again owes you a debt of gratitude. If it weren't for you, Ravens Bluff and all that we hold dear would be destroyed. Life in the city is now beginning to return to normal. The temples have reopened, and are doing their best to make up to the citizens for closing. The rioting has stopped, in fact there haven't been any reports of hostility reported within the city."*

If the PCs told Monty "no" read the following

*Ariel Nightglow stands up and begins talking. "You have done the gods proud during this journey."*

If the PCs told Monty "yes" read the following

*Ariel Nightglow stands up looks at the PC that said yes and begins talking. "The gods have told us that you did them a great disservice. Consider in your heart what you have done, as the gods have long memories."*

**The End**

## Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11+

### Low-Level

#### Encounter 2

Getting access to the rooms upstairs without making Doriandor suspicious or revealing details of their mission	25 xp
Finding the clues in Augustine's and Romalidans room	25 xp
Getting information from "Monty"	25 xp

<b>Encounter 3</b>	
Getting information from the different places (max 100 xp)	25 xp
Saving Vernon Condor	50 xp

<b>Encounter 4</b>	
Getting information from Martha	25 xp
Agreeing to marry Bertha (for the PC that agrees)	25 xp
Stopping the plot against Mayor Thoden	25 xp
Stopping the burglary ring	25 xp

<b>Encounter 6</b>	
Escaping from the trap	25 xp
Not killing the real city watchmen	25 xp

<b>Encounter 7</b>	
Getting information on the lute	25 xp

<b>Encounter 8</b>	
Getting to see Ebenezer's room	25xp

<b>Encounter 9A</b>	
Defeating the villains	75 xp
Rescuing the prisoners	75 xp
Getting the lute	25 xp

<b>Encounter 9B</b>	
Defeating the villains	50 xp
Rescuing the prisoners	50 xp

Total Possible Experience for Objectives	700xp
Roleplaying Experience	0-500 xp

<b>Total Possible Experience</b>	<b>1,100 xp</b>
Tier2	2,200 xp
Tier3	3,300 xp
Tier4	4,400 xp

## High level

<b>Introduction</b>	
Not killing any of the mob	25 xp
Putting the messengers mind at ease so that she can die peacefully (i.e. forgiving her curtness, or offering to clean and fix her and her clothes)	50 xp

<b>Encounter 1</b>	
Getting information from Diego Cortez	50 xp
Not haggling with Cortez over payment	50 xp

<b>Encounter 2</b>	
Getting information from Pearl	25 xp

Agreeing to marry Bertha (for the PC that agrees)	25 xp
Stopping the plot against Mayor Thoden	25 xp
Stopping the burglary ring	25 xp
Getting Pearl to agree not to use the supplies	25 xp

<b>Encounter 2A</b>	
Defeating the villains	100 xp

<b>Encounter 3</b>	
Helping the city guardsmen, trying to get help for the guardsmen	50 xp

<b>Encounter 4</b>	
Getting information from the different places (max 100 xp)	25 xp

<b>Encounter 5</b>	
Getting information from Voleris	25 xp

<b>Encounter 6</b>	
Getting information from Malara	25 xp
Getting Malara to agree not to use the supplies	25 xp

<b>Encounter 7</b>	
Getting info from Embrol Sludge	25 xp
Getting Embrol to agree not to use the supplies	25 xp
Purchasing jewelry from Embrol Sludge	25 xp

<b>Encounter 8</b>	
Defeating the villains	50 xp
Destroying the equipment	25 xp

<b>Encounter 9</b>	
Defeating the villains	50 xp
Escorting the man to the temple of Selune	50 xp
Total Possible Experience for Objectives	875 xp
Roleplaying Experience	0-500 xp

Total Possible Experience	
Tier 5:	6,875 xp
Tier 6	8,250 xp

## Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law. Any valuable or personal items which the owner would miss and want returned will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. Theft of magical items from NPCs will always be discovered, and the items always tracked down and returned to their rightful owners. Fines apply, and characters caught in theft receive one Infamy point.

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

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

## Low Level

### Encounter 2

- Rented room at the Glittering Stardust Inn

### Encounter 3

- Fame point in Lord Mayor or City Watch
- *potion of extra-healing*

### Encounter 4

- **Jewelry box.** When the cover of the box is opened there is a mirror as well as a *continual light* stone. Anyone looking at the box when it is opened will be blinded for 3 rounds due to having the bright light shone in their eyes. The box also has a button that you push and a secret compartment opens up to hide the real valuables. This cannot be used as a weapon in combat.
- **Dolls.** The dolls are a boy and a girl. Each of the dolls has a button on its back. Pushing the button causes the gears inside the dolls to turn and they will walk around following their owner for 1 hour. The dolls both talk, each of them says one phrase. The little girl doll says "I love you," and the little

boy doll says "let's kick some butt." They will keep repeating the phrase over and over until they are turned off. Pushing the button again turns them off. They can only be used for 1 hour/day.

### Encounter 9

- *bracers of defense AC 8*

### Encounter 9A

- *2 pinches of dust of disappearance*
- *potion of heroism*

### Conclusion

- The amount of money that the PCs were promised by Sentry Marshal Moon.
- Golden Rooster Escort to a gala ball.

**Marriage to Bertha:** Bertha is a plain looking woman who is looking for husband that she can make happy. She will not accompany her husband on a mission, preferring to look after her husband's interests instead. She has a dowry of 300 gp.

**Painless Tax Investigation:** For saving Vernon Condor, the PC's next tax investigation will be conducted as quickly as possible, with the least inconvenience to the PC possible. Note this on the log sheet for later use.

**Chivalry Point:** Knights and squires can receive a chivalry point for behaving scrupulously according to the knight's code AND for rescuing Tordon Sureblade and Chester D'Marke.

**City Watch promotion:** Only if they made an attempt to help save the watch officers in the cell as well as a sincere attempt to save the rest of the watch members from the poisoned donuts that were distributed throughout the city. Take this to a City Watch booth to process the promotion.

**Displeasure of Talona.** The holder of this certificate was involved in the destruction of an altar to Talona. The possessor of this certificate must inform the judge of it when he sits down to play an event. Any followers of Talona in the module will target all of their attacks on the cursed individual until they are dead. The holder has a 10% chance of being ill at the beginning of each event. This gives a penalty of 1 or 5% to every die roll. The PC is at a -1 penalty on all saves versus poison and disease. The PC automatically fails any save versus poison on a natural 1 or 2 roll. This curse can be easily removed with a *remove curse* spell cast at 12<sup>th</sup> level or a favor of a temple.

This curse will be cured by the temples the PCs help this adventure, should the PCs think to ask. If they don't, give them the certificate for the Displeasure.

## **High Level**

### **Encounter 2**

- Fame point in Lord Mayor or City Watch
- **Jewelry box.** When the cover of the box is opened there is a mirror as well as a *continual light* stone. Anyone looking at the box when it is opened will be blinded for 3 rounds due to having the bright light shone in their eyes. The box also has a button that you push and a secret compartment opens up to hide the real valuables. This cannot be used as a weapon in combat.
- **Dolls.** The dolls are a boy and a girl. Each of the dolls has a button on its back. Pushing the button causes the gears inside the dolls to turn and they will walk around following their owner for 1 hour. The dolls both talk, each of them says one phrase. The little girl doll says "I love you," and the little boy doll says "let's kick some butt." They will keep repeating the phrase over and over until they are turned off. Pushing the button again turns them off. They can only be used for 1 hour/day.

### **Encounter 2A**

The PCs do not get to keep the *bracers of defense AC 4*

### **Encounter 5A**

- *plate armor +2*

### **Encounter 8**

- *Keoghtum's ointment (3 doses)*

### **Encounter 9**

- *wand of fire (6 charges)*
- *short sword of backstabbing +2*

## **Conclusion**

- 1000 gp each from Golden Crown Cortez
- Golden Rooster Escort to a gala ball.

**Marriage to Bertha:** Bertha is a plain looking woman who is looking for husband that she can make happy. She will not accompany her husband on a mission, preferring to look after her husband's interests instead. She has a dowry of 300 gp.

**Chivalry Point:** Knights and squires can receive a chivalry point for behaving scrupulously according to the knight's code AND for ensuring that the cure is spread as quickly as possible to stop the spread of the

disease. Further, they must diffuse the mob violence without resorting to violence themselves.

**City Watch promotion.** The PCs need to have attempted to help save the watch officers in the city watch office. They also needed to try to bring either one of the two groups from the Shark Fin Tavern to justice. Take this to a City Watch booth to process the promotion.

**Displeasure of Talona.** The holder of this certificate was involved in the thwarting of Talona's plans. The possessor of this certificate must inform the judge of it when he sits down to play an event. Any followers of Talona in the module will target all of their attacks on the cursed individual until they are dead. The holder has a 10% chance of being ill at the beginning of each event. This gives a penalty of 1 or 5% to every die roll. The PC is at a -1 penalty on all saves versus poison and disease. The PC automatically fails any save versus poison on a natural 1 or 2 roll. This curse can be easily removed with a *remove curse* spell cast at 12<sup>th</sup> level or a favor of a temple.

This curse will be cured by the temples the PCs help this adventure, should the PCs think to ask. If they don't, give them the certificate for the Displeasure.

## **Player Handout 1**

Knights and squires will fall like clay  
And then we can say what a wonderful day  
The danger is here, of that there's no lie  
Coming from a source that will make them all die

When she rises it will start the new age  
Mystra, Torm and Tyr are on the wrong page  
While the iron is hot our plans must proceed  
To further her goals and help her succeed.

When the sun has set it will be too late  
She has shown us that she will not wait  
The happiness that we will all feel  
Will be one hundred percent totally real

For the priests of the city  
I can only feel pity  
Their end is so near  
On that we are clear

Devillars, DeMarke, Dayspring and Thoden  
Oh how I pity the poor downtrodden  
It's with the greatest of glee  
Lady Talona I do welcome thee

In order to make her rule absolute  
Our mission begins with the golden lute  
The other gods will all cower  
Before Talona the ultimate power

## **Player Handout 2**

*Augustine*

*Please remember that we need to stop by the Shark Fin Tavern. Hopefully Martha will be on duty so that we can talk to her about obtaining stronger liquors to place our poison in. The bottles that we have been using appear to have been watered down because it takes so much longer for the poison to take effect. We don't really have the time to wait until our "guests" have drunk a whole bottle of the stuff before it takes effect. Not if we want to stick the schedule that we set.*

*Romalidan*

### Player Handout 3

8 19 18 1 19 4 13 | 17 21 6 6 21 18 16 | 18 3 8 | 1 20 5 9  
 9 22 20 | 3 19 19 8 | 13 22 | 16 18 15 19 | 4 20 1 19 | 13 14 18 13  
 3 22 13 14 21 3 11 | 11 22 19 4 | 17 1 22 3 11 | 17 21 13 14 | 13 14 19 | 10 6 18 3.  
 22 3 12 19 | 13 14 19 | 10 6 18 3 | 14 18 4 | 5 19 11 20 3 | 21 13 | 17 21 6 6  
 22 3 6 9 | 5 19 | 18 | 16 18 13 13 19 1 | 22 7 | 13 21 16 19 | 5 19 7 22 1 19  
 22 20 1 | 6 18 8 9 | ;  
 13 14 19 | 22 3 19 | 13 1 20 19 | 11 22 8 | ; 2 21 4 21 13 4 | 13 14 19 | 12 21 13 9 :  
 4 14 19 | 14 18 4 | 10 6 19 8 11 19 8 | 13 14 18 13 | 22 3 12 19 | 4 14 19 | 14 18 4  
 8 22 3 19 | 14 19 1 | 2 21 4 21 13 18 13 21 22 3 | 17 19 | 16 18 9 | 1 20 6 19 .  
 9 22 20 | 14 18 2 19 | 9 22 20 1 | 13 18 1 11 19 13 4 | 18 4 | 8 22 | 21 | : 16 18 9  
 13 14 19 | 5 6 19 4 4 21 3 11 4 | 22 7 | 13 18 6 22 3 | 5 19 | 20 10 22 3 | 20 4  
 16 22 16

Our location is currently the city of	----- -----	1 18 2 19 3 4   5 6 20 7 7
The Chief Prelate of the city is	-----	8 18 9 4 10 1 21 3 11
She's the city's most influential woman	-----	8 19 2 21 6 6 18 1 4
The tax man cometh, who is he?	-----	12 22 3 8 22 1
Current Mayor of Ravens Bluff	-----	13 14 22 8 19 3
Former Mayor of Ravens Bluff	-----	22 15 18 3 19
He is Tyr's right hand	-----	13 22 1 16
He is the god of justice	---	13 9 1
People believe that donuts are their life	----- -----	12 21 13 9   17 18 13 12 14
Goddess of Magic	-----	16 9 4 13 1 18

## Judge's Handout 1

### Translation of the cryptic letter

Dearest William and Ruby

You need to make sure that nothing goes wrong with the plan. Once the plan has begun it will only be a matter of time before our lady, the one true god, visits the city. She has pledged that once she has done her visitation we may rule the city in her name. You have your targets as do I. May the blessings of Talona be upon us.

Mom

Our location is currently the city of	R a v e n s   B l u f f
The Chief Prelate of the city is	D a y s p r i n g
She's the city's most influential woman	D e v i l l a r s
The tax man cometh, who is he?	C o n d o r
Current Mayor of Ravens Bluff	T h o d e n
Former Mayor of Ravens Bluff	O K a n e
He is Tyr's right hand	T o r m
He is the god of justice	T y r
People believe that donuts are their life	C i t y   w a t c h
Goddess of Magic	M y s t r a

### Answer Key

a= 18; b= 5; c= 12; d= 8; e= 19; f= 7; g= 11; h= 14; i= 21; k= 15; l= 6; m= 16; n= 3;o= 22; p= 10; r= 1; s= 4; t= 13;  
u= 20; v= 2; w= 17; y=9

## Judge's Aid

**Monty, hm F9/W16/P(sp)18 of Talona:** AL CE; AC -1 (*spirit armor, shield*, Dex 23\*(*draw upon holy might*)); MV 12; hp 136; THAC0 12; #AT 3/2; Dmg 1d6/1d6 (staff); SA spell use, can cast poison touch or spread contagion 1/day by touch. Can cast cause disease 1/day by touch. The debilitating form of this disease is called the green rot and is typified by a luminous greenish decay on exposed skin. The fatal form of this disease is called the scaly death in which bones weaken and flesh peels back until major systems of the body fail, can identify poison by smell, can identify poison in drinks by taking a small sip (which has no effect), can identify poison in food by taking a small bite (which has no effect); SD \**draw upon holy might* (+5 to dex 27 rounds left), contingency (heal), +4 magical attack adjustment, immune to non-magical diseases and receive constitution ability checks against acquiring magical diseases. These chances are at a +4 bonus, +4 to save vs. poison, normal saving throw vs. potions that don't normally have one, immune to non-magical diseases; MR Nil; SZ M; ML 15

### Priest spells

1<sup>st</sup> level: *cause light wounds, cause light wounds, cure light wounds, endure cold, endure heat, magical stone, protection from good, sanctuary*

2<sup>nd</sup> level: ~~*draw upon holy might*~~, *hold person, hold person, poison touch, poison touch, resist cold, resist heat, silence 15' radius*

3<sup>rd</sup> level: *animate dead, cause blindness, miscast magic, ~~prayer~~, random causality, random causality, random causality*

4<sup>th</sup> level: *cause serious wounds, cause serious wounds, chaotic combat, cloud of pestilence, poison, poison*

5<sup>th</sup> level: *flame strike, insect plague, slay living*

6<sup>th</sup> level: *harm, word of recall*

7<sup>th</sup> level: *destruction*

### Wizard spells

1<sup>st</sup> level: *color spray, magic missile, magic missile, magic missile, ~~spirit armor~~*

2<sup>nd</sup> level: *blindness, deafness, ray of enfeeblement, tasha's uncontrollable hideous laughter*

3<sup>rd</sup> level: *fireball, haste, hold person, invisibility 10' radius, lightning bolt*

4<sup>th</sup> level: *evard's black tentacles, fumble, shadow monsters, ~~stoneskin~~*

5<sup>th</sup> level: *cone of cold, feeblemind, feeblemind, teleport*

6<sup>th</sup> level: ~~*contingency*~~, *demi-shadow magic*

7<sup>th</sup> level: *prismatic spray*