

Delgath's Lament

Cracked Jewel Saga #10

A One-Round Living City Tournament Set in Procampur

**by Chris Weeda, Catherine Keene, and the
Universe Construction Company**

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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 nametag 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 3 hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players recapitulate 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 their ratings and comments will not influence you.

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

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38+

Native Procampan PCs

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

Native PCs will know certain things about the nobles, city, and outlying areas of Procampur that PCs from Ravens Bluff would not. This has been incorporated into the module as several *Local History (Procampur)* NWP checks. Should there be no Procampan PCs present, give those PCs that have the normal *Local History* NWP a chance to know the information, but success is determined to be by ½ the PC's current NWP check.

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

Reaction of Procampur NPCs to Ravens Bluff PCs

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

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

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

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

Crime	Merial	High	Capital
Subtle	x10 turns	x5 turns	x2 turns
Careful	x5 turns	x3 turns	x1 turn
Normal	x3 turns	x1 rounds	x7 rounds
Noisy	x7 rounds	x5 rounds	x3 rounds
Obnoxious	x5 rounds	x3 rounds	x1 rounds

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

they deserve (they will recognize the PC once the Noble Certificate is presented to the Judge).

Why Am I Here?

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

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

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

Special Background Info

A letter, just like any other letter that the Procampur administration had received, found its way into Alamonndh's hands. As one of the duties of the Hamayarch, Alamonndh is required to screen the multitude of messages that request Rendeth's attention. If the Thultyrl spent all his time answering messages, his beloved city would fall into ruins from neglect.

The message was innocent enough. A letter from a priest of Kossuth requesting a shrine to be built to his god within Procampur's Temple District. As with all other requests of this nature, the request was denied pending proper submission through the Quorum of Temples. Even then, there was no guarantee that the proposal would be voted though. There was only limited space within the Temple District, and the Quorum was being very selective in its choices. Needless to say, the negative response was unacceptable to the priest of Kossuth, especially since a shrine to his most-hated rival is already supported within the city—Istishia. The Quorum had met and decided to reject the proposal when Pergamea stormed out of the meeting stating, "You may have only one, so you decide whether you wish for the Blessings of the Water Lord for your ships, or the cursed raging flames of Kossuth." The Quorum recommended that the shrine not be allowed, a recommendation that was supported by the government with only a few exceptions.

So a curse was placed upon the city: All those who venerate the name of Istishia will lose the privilege of

fire. The curse extends to a 50-foot radius from the afflicted person. As a result, fires cannot be started, lit fires will be snuffed out, and fire-based spells will fizzle and have no effect.

To simulate the effects of the curse use the following table to determine the effects of any open flame that the players attempt to use. There is a large contingent of the population that gives worship to Istishia, and although they are currently banned from most public places, they still can walk the streets, live in houses, etc., all very possibly within 50 yards of the PCs. Obviously, if you know there is no one within 50 yards of the PCs, then you can ignore this table.

Roll	Result
01-50	The fire is untouched and any spell works normally
51-75	A natural fire goes out and fire based magic is at -1 per die of damage (minimum damage of zero)
76-90	A natural fire goes out and fire based magic is at -4 per die and is saved at +4 (minimum damage of zero)
91-00	All fire goes completely out including magical fire

Encounter One: The Offer

Procampur has been nothing short of wondrous to you and your band of adventurers. The city is beautiful and bright and has many things to offer. However, as you have discovered, beneath its riches lay problems that diminish its prideful facade.

You have all been gathered here in the offices of the Mining houses for a mission that has yet to be revealed. While conversing amongst yourselves, a door opens to your left and a demure young woman beckons you forward, "The Lord Consul Donatus Piniago will see you now." You recognize the name of Donatus Piniago, the most powerful man of the Mining houses. According to what you know, it is not wise to make this man angry, and it is very easy to make him angry.

Following the woman, you are led into a spacious office with lavish furniture. At the far end of where you are standing is a desk where the man known as Donatus Piniago sits. His large frame and sour expression remind you of a troll that just ate a particularly bad piece of rotting flesh. He waits for you to sit before he speaks in a tone that carries just enough edge to keep you focused on him.

"I welcome you to my office. Normally I don't come to places where people work, but this is a time where exceptions must be made. What I ask of you is

a matter of grave importance to the Mining house, in particular my own house."

As you may or may not know, there were four Mining houses up until recent times. The house that fell into ruin was house Delgath, run by the Delgath clan of dwarves. After several financial blows, the Delgath mining house was forced into the Poor District, slowly declining until they fell out of business. Since its ruin, nobody has ventured to investigate the house in the Poor District that was abandoned. This is due in part to the fact that the house itself is haunted. People would just assume let well enough alone. However, it is imperative that we find out what was left in the house, which is why we brought you here.

Your job is to go into that house and search it. Anything that is found at the house besides papers and documents may be kept. Any papers that are found must be turned in to the Noble houses at the Office of the district Executor. To better accomplish your mission, you will be given deputy status and papers, both of which expire in 2 days. For the good of Procampur and the Mining houses, will you accept this task?

Lord Piniago is a very bitter man. He really did not want to take this path, but the houses insisted that a party outside of the houses perform the task. He will want the PCs to get on the job right away. He is loathe to answer any questions, but will do so to get the players on their way. This is what Piniago knows:

- The Delgath clan has left for their home in the mountains.
- Piniago does not know why the house of Delgath fell, nor will he speculate on possible scenarios (it was his house, but there was no proof).
- Piniago believes that there are maps of mines formerly held by the Delgath house. To have such maps would help the workers in the mines greatly.
- The house is supposedly haunted, but by what, nobody knows.
- If they want to further research the history of the Delgath house, Venedus Towlbaird, a sage, may be able to help further.

After Piniago answers their questions, he will hand each PC an armband and papers that give them Deputy authority with specific regard to the Delgath problem. He will wish them luck and send them on their way.

Encounter Two: The Clues

Should the characters wish to procure further information, they have several venues by which to accomplish this. A few are listed below:

The Office of the District Executor

The Office of the District Executor is a lavishly constructed building, atypical of most governmental buildings. The interior of the building is fashionably decorated as well. In the room you are standing are a couple of couches, a table and some chairs, and a desk which a lady sits behind. The lady pipes up when she catches sight of you, "Welcome to the District Executor's Office, how may I help you?"

The Executor is currently out on business and will not be able to answer any questions. The woman will be able to provide documents that show the declining profits of the house Delgath leading up to its downfall. They can also provide complaints registered against the other Mining houses, claiming sabotage and other groundless charges.

The Sage, Venedus Towlbaird

The home that Venedus lives in is small compared to the surroundings. It is made of oak and painted in shades of gray and blue. The door to the home is open, with a sign tacked to it saying, "Information lies within." Walking into the home, you are hit by the smell of lilac incense. The smell grows stronger when you enter a small room lined with tomes and books too numerous to count. From one of the other doorways, a balding man enters, dressed in the colors similar to the exterior of the house. He turns to face you. "I take it you are seeking information, friends," he says with a gravelly tone. "What do you seek?"

Venedus is a sage of fair renown in the city. He does specialize in the Mining houses, as he finds their trade fascinating. For the information, he will ask for a small fee of 25 gp in addition to a small favor listed below. During his discourse on the house of Delgath, he will meander off on tangents, describing the wonders of ore smelting, where the various Mining Lords dine, etc. He will have to be kept focused constantly on what the characters want. If they keep him focused, he will relate the following information:

- Delgath Ironbeard founded the Delgath house. He was a former chief miner for the house Piniago.
- Delgath felt that the mining operations were being handled poorly, so he left house Piniago, taking most of the demi-human workers with him.

- Eight years later, he founded the Noble house, in the year 907 DR, much to the chagrin of house Piniago.
- They were a very successful house up until about a few years ago, having the most efficiently run house. They also were the best map-makers of their time, supplying They had a series of misfortunes and disasters which decimated the house very quickly.
- It was rumored that before Delgath expired, he sat up in his bed and pronounced a curse upon the house of Piniago, swearing that he would never rest until they fell as he did. He then died immediately thereafter.
- Venedus will make mention of a halfling miner who worked under Delgath who may have had actual physical proof of tampering by the other houses. He doesn't remember, as the rumor hasn't been substantiated (this clue is the launching point for a separate adventure, so if the PCs pursue it, they will not find anything to support this, as the halfling is currently unavailable to anyone at this time).
- Finally, the remaining members of the house Delgath left in 1221 and haven't been seen since. What they are doing is beyond Venedus' scope of knowledge.

Visiting the Clan Delgath

The party will be unable to do this, as it is winter and passage through the mountains is impossible.

Visiting the House During the Night

If they visit the house, play up the haunted aspect of the house. Create encounters that aren't really there, e.g., have them hear noises that could be something, shadows that aren't really there, etc. At some point during the night, they will see lights flashing from the windows as well as a face at the front window. The characters will also run into the Star Guard (See Encounter three) before they are allowed near the house.

Other Sources

There may be other sources that they could contact. Each one will reveal the same thing. The sources will not reveal anything about the contents of the house, nor will they reveal anything about what happened to House Delgath outside of general rumor.

When the PCs decide that they are going to enter the house, go on to the next encounter.

Encounter Three: Welcome to the Neighborhood

Having investigated the matter as thoroughly as possible, you now decide to visit the house. You and your compatriots stride into the Poor District where the final home of the House Delgath stands. The Poor District has earned its name well. The houses are in various states of disrepair. Refuse litters the street, and the cries of children going unfed reach your ears. Therefore, it is a surprise that you encounter a group of well-armed men blocking your route to the House Delgath.

Looking more closely, you see that they bear the insignia of the Star Guard. One of the captains steps forward and motions for you to halt. "Greetings, my friends, we are sorry to inconvenience you, but we must ask for proper identification before we can let you pass on."

The Star Guard is merely here to ensure that no unauthorized personnel approaches the house, as well as protecting innocents from getting injured.

If the party show their armbands with the proper paperwork, the Legion will apologize for the inconvenience. If questioned further, they will know the following.

- Before they were stationed here, there were rumors of people that ventured into the house, but they haven't been seen since. One of the people was a young boy, who supposedly disappeared into the house a couple of hours ago.
- They have made a couple quick checks on the house, but they haven't seen much, save for strange lights and sounds.

If the party refuses to show their ID, or hassles the guard too much, the Guard will arrest them, deputized or not. They weren't paid to take stuff from anyone. If the PCs are jailed, the adventure will end here with the mystery unsolved.

If the party for some reason decides to attack the Guard, the stats are provided below. Do not hold back as the Guard is a well-trained fighting force. The characters should be fairly beaten up should they choose this course of action.

Captain Gerald Flashblade, hm F8: AL N; AC -2 (Plate Mail +2, Shield +2); MV 6; hp 85; THAC0 11 (8 with sword and spec.); #AT 3/2 (2/1 w spec.); Dmg 1d8+9 (long sword+2+Str+Spec.); SA nil; SD nil; Str 18/51 Dex 13 Con 16 Int 14 Wis 13 Cha 15; MR nil; SZ M; ML 17

Magic Items: *plate mail +2, shield +2, long sword +2*

Star Guard Guards, hm F4 (12): AL N; AC 3; MV 6; hp 30; THAC0 16; #AT 3/2 (spec w/long sword); Dmg 1d8+2 (long sword+spec.); SA nil; SD nil; MR nil; SZ M; ML 17.

When the characters pass by the Legion through whatever means they choose, they will encounter a small girl. Read the following to the players:

Your speculations on what the house contains are disrupted by the sound of a small girl who is standing in front of the gate to the Delgath House. Apparently the Star Guard doesn't bar everyone from the area. Her back is to you, but she seems to be focused entirely on the house.

The girl's name is Jennifer. She and a group of friends, including her brother, decided to play a game of Truth or Dare. Her brother decided to take the Dare and went into the house. It's been 3 hours, and no sign has been seen of him. Like everyone else, she too has seen the lights and noises, as well as a face. The face, as she remembers, was ugly, chiseled, and round looking. Jennifer will ask the party to try to find her brother. His name is Jacob. He's about 13, has brown hair, a fair complexion, and green eyes. The girl would be extremely grateful if she knew what happened to him.

The real story behind this is that Jacob was being initiated into one of the street gangs of children that roam around the Poor District. The initiation was to go into the house and come out with an object as proof that they actually went in. Jacob went in and was captured by the gnome in the house (see next encounter).

When they approach the house, read the following:

The house looks ramshackle, even for one that has been abandoned for some time. The exterior of the house is discolored and semi-rotted. The grounds, if they can be called that, are mostly dead, the only things alive being the weeds and occasional patch of crabgrass. Despite the rundown appearance, the door and windows look very intact.

Looking in the windows will reveal nothing, having been enchanted to block people from peering inside.

Breaking a window to get in will set off a glyph of warding. To calculate damage, multiply the character's

level by 1d6, save vs. spell for half. The character will then be blown back 2d6 feet from the window. If they break the window from afar, the glyph will not go off until one of the PCs enters through the window

The door is not as heavily protected. It may be picked open or broken down as per normal rules. When it is opened, the character doing so must make a saving throw vs. spell. If he fails, he will be unable to enter the house for one full hour as he is terrified of what may be inside, the effects of a modified spook spell. If he fails this saving throw by 10 or more, he will not be able to enter for the remainder of the day and must flee from the premises quickly and immediately.

Once all capable characters have entered the home, proceed to the next encounter.

Encounter Four: Gnomes and Gremlins: Be Very Afraid!

The house, while desolate from the outside, looks rather well-kept from the inside. The furniture is intact, a light coat of dust covering the pieces. Everything looks as though it has been undisturbed since the last occupants left. It doesn't appear to be haunted.

Now the real fun begins. A gremlin and a gnome illusionist have taken up residence in the house. The two will attempt to keep the party from intruding through a series of traps they have set up. The gremlin may be caught, but the illusionist will be eventually. Allow the characters to move freely about the house and place the traps wherever needed to keep the characters on their guard. Damage for all the traps will be calculated by multiplying the character's level by the following damage table, based on tier level.

Levels 1 and 2	1d4-1 (1 minimum)
Level 3	1d4
Level 4	1d4+1
Level 5	1d6

For example if a 7th level character is with a Tier One group the damage would be 7d4-7, the level of the character multiplied by the Tier damage. Conversely if a Level 1 character were in a Tier 5 group, he would only take 1d6, his level multiplied by the Tier.

Begin the house with the following.

The silence is broken by a loud scream coming from the hallway to the right. "HELP ME, PLEASE!" It sounds like a young child!

When a character bolts down the hallway, read the following:

As you move down the hallway, one of the walls swings out and smacks you squarely. Normally, a wooden wall wouldn't hurt so, much, but this one has a few spikes attached to it.

The character may make a saving throw vs. paralyzation plus any dexterity bonuses he may have for half damage.

The remainder of the traps has two settings. The first is for Tiers 1 and 2, as they are less lethal. The second is for Tiers 3, 4, and 5. Use as few or as many as you choose.

Trap #1

One of the open doorways is trapped. A bucket of water will drop on the first character that passes through it. He will be wet, and the bucket will wedge itself firmly on the character's head. Any hard contact against the bucket will deafen the PC inside as well as stun him for two rounds. Another character or characters may pull the bucket off if they make their Strength checks by a combined total of 15.

The higher version of this trap is a wall of fire completely masked by three Alter Sense spells, one for the heat, one for the sound of the fire and one to change the color to colorless. Damage is as above with a save vs. spell for half damage.

Trap #2 - In the Kitchen

Walking into the kitchen, you are greeted by the usual objects that a kitchen contains, except for the knife flying towards you at rapid speed. Before you can react, the knife pins you to the wall. A flare of greenish light flares around you from the knife and you find you cannot move. A ghostly hand materializes in front of you, and a voice speaks inside your head, "You just wouldn't listen, you had to stay here. Now you will never leave." The hand moves toward your chest and moves inside it, chilling you to your very soul.

Tiers 1 and 2 must make a saving throw vs. paralyzation to avoid going catatonic for 1 turn, completely unable to speak or do anything without outside aid. Tiers 3 and above will take the damage listed at the beginning (save vs. spell for half) as well as having to make the saving throw to avoid going

catatonic. The dagger is a *dagger +1*. After the hand has done its work, the character will be able to move.

Trap #3: Any upstairs room

Walking into the room, you see a small boy matching the description of the one given to you by the little girl. He appears to be tied to a chair. Looking up, he spies you. "Help me, please," he says, vainly struggling against the bonds which tie him.

Tiers 1 and 2, when they reach the boy, will be dropped through the floor into a greased pit. They will take the damage listed above and be unable to get out without assistance. Tiers 3 and above will take the damage listed in the beginning plus and additional 1d10 from spikes at the bottom of the pit. They also will be unable to get out without outside assistance. As the character falls, read the following:

As you fall, you see the boy develop a mischievous grin, its feature twisting into a demonic creature with wings, the smile now rife with sharp teeth. Snickering, it flies off.

Trap #4 Trapped in Time

This room appears to be a library of sorts. Peering in, you see bookshelves, a desk, and a large clock.

The bookshelves have various books on dwarven mining techniques, Procampur mining history, and other various, but boring, subjects. There is nothing in the desk, save for a couple of pranks put there by the gnome.

Anyone opening the desk will have to make a saving throw vs. paralyzation or be blinded for 1d6 rounds by the flash powder that explodes when the desk is opened. If precautions are taken, allow the PC a bonus to his saving throw to reflect this.

Anyone inspecting the clock will find that it isn't ticking or marking time. Also, the pendulum can't be seen, as the glass covering it has been blackened out with paint. Anyone opening the glass door, will find the boy inside, doing his best to hide in the clock. This is Jacob, and he is unharmed. He will say that he and Griddle, the gnome, have been playing a game of hide-and-seek and that this was the best place that he could find to hide. Jacob is unaware of just how much time has passed and will ask if he can go if the PCs mention that his sister is worried about him. Jacob doesn't know where the gnome or the funny-looking flying creature is.

Encounter Five: The Forgotten Fugitive

When you feel that the party has suffered enough at the hands of the house, read the following:

“This house is definitely haunted,” are the words echoing through your mind as you feel the hairs on the back of your neck rise. Before you, an apparition appears and speaks to you, “Leave, foolish mortals, lest you be destroyed, your souls adding to...Uh-Oh!” The apparition becomes more substantial, its form changing into that of a robed gnome who currently looks very, VERY worried. “Um, yes, leave, now, oh what’s the use? I tried my best and you’re still here.” He sticks his hands out. “You might as well arrest me, since that’s what your here for.” He closes his eyes and waits for your response.

The gnome's name is Griddle Gladstone. He's an ex-thief who's been on the run for about 20 years for a crime that no one remembers. While in Procampur, he stumbled upon this house and decided to take up residence. He made friends with a gremlin, Spite, and they've pretty much kept people out of the house. He thought that the party was part of a posse out to get him, so he set those traps to keep them from finding him.

If questioned, he doesn't really know about what's going on in Procampur. He's just really concerned about keeping his fingers intact, especially since he didn't commit the crime. He will be very whiny and crying (“PLEASE, don't take me in, oh PLEASE”) and should be used for some comic role-playing.

If asked about the boy, he'll say he was playing a game of hide and seek with him. The gnome will say he's in the library hidden in the clock. The gnome knew exactly where he was but didn't want the boy to get hurt in case the PCs became violent. No harm came to the boy.

He is aware of a ghost downstairs, but hasn't bothered it, figuring that it was just another roommate to share the house with. Griddle has heard the ghost muttering on occasion about fulfilling curses upon the Mining Houses, but Griddle won't remember anything else of substance.

If the party attacks him, he will fight back, but he should be quickly overpowered. He has very few spells. He had a wand of illusions, but he used it up creating the illusions for the traps.

Once they have finished with Griddle, allow them to proceed downstairs. Then go ahead with the following encounter.

Griddle Gladstone, gm W(I)7/T8: AL N; AC 2 (Dex+Bracers); MV 6; hp 27; THACO 18 (17 with dagger); #AT 1; Dmg 1d4+1; SA spells; SD nil; Str 10 Dex 18 Con 14 Int 16 Wis 9 Cha 13; MR nil; SZ S; ML 10

Magic Item: bracers of defense AC 6.

Spells: 1st level - *spook, color spray* (x2), *grease, phantasmal force*; 2nd Level - *blur, fog cloud, improved phantasmal force, mirror image*.

Encounter Six: Delgath's Ghost

You walk down the stairs, each step creaking as you go. After 13 steps, you hit the basement floor with a crunch. While you have lights, they don't seem to shine into the room. It's as if there was a sheet of blackness right in front of where you were standing. As you ponder this, all light goes out, plunging you into utter darkness. A reddish light then appears from the room that you couldn't see. It swirls and coalesces into the form of a dwarf. “Who disturbs my sleep. Speak now or may the Gods have mercy on your souls, for I will not!” The ghost's aura flares and then dims briefly.

Have the PCs who view the ghost make a saving throw vs. paralyzation. Those that fail will immediately age 10-40 years. After that, give the characters time to introduce themselves and explain their reasons for being here. Once they mention House Piniago and maps, the ghost will speak.

“So, you are here for the maps! I should have known that the greed of men would lead them back to this place. Greed was this house's undoing. Not our greed, but the greed of house Piniago. They schemed and manipulated, sabotaged and stole, and there was nothing we could do. We tried to get proof, but they were too clever. However, they did not get what they wanted most, our maps. Dwarven maps that would give them the ability to reap rewards beyond their wildest imagination. Without those maps, the house Piniago will no longer be able to function. Those are still here, and they will not have them.”

The ghost will not give the PCs the maps unless they agree not to give them to the Piniago family. The ghost must wait until the Piniago house falls when they find proof of their illicit actions before he can rest. If the PCs swear not to give the maps to the Piniago family, he will turn them over and fade. If the PCs do not swear and attempt to take the maps, the ghost will fight with everything it has to prevent the PCs from getting the

maps. If the ghost is defeated, they will find the maps where he was last standing. Anyone with the mining NWP will be able to determine that the maps are very extensive and complete, revealing most of what may be found underneath the Procampur area. Without these maps, the houses would be crippled until new maps could be redrawn.

Tier 1 (Levels 4-13)

Ghost: Int High; AL LN; AC 0 or 8; MV 9; HD 10; hp 12; THAC0 18; #AT 1; Dmg Age 10-40 years; SA nil; SD nil; MR nil; SZ M; ML 20

Tier 2 (Levels 14-25)

Ghost: Int High; AL LN; AC 0 or 8; MV 9; HD 10; hp 30; THAC0 16; #AT 1; Dmg Age 10-40 years; SA nil; SD nil; MR nil; SZ M; ML 20

Tier 3 (Levels 26-37)

Ghost: Int High; AL LN; AC 0 or 8; MV 9; HD 10; hp 50; THAC0 13; #AT 1; Dmg Age 10-40 years; SA Magic Jar; SD cannot be turned; MR nil; SZ M; ML 20

Tier 4 (Levels 38+)

Ghost: Int High; AL LN; AC 0 or 8; MV 9; HD 10; hp 74; THAC0 11; #AT 1; Dmg Age 10-40 years; SA magic jar; SD cannot be turned; MR nil; SZ M; ML 20

Encounter Seven: Map Mayhem

Maps in hand, you head out of the house of Delgath, quieted by your recent escapades. You begin to stride to the District Executor's office to turn in what you have found. Before you even approach the building, you are accosted by a group of adventurers. One of them, a heavily armored man, steps forward and speaks. "We know you have the maps. Give them to us so that we may ensure that they are given to the right person." As he speaks, his hand strays to his belt, where a battle axe resides.

The group of adventurers was bought by Piniago to ensure that the PCs delivered the maps to him. The group, however, is not nearly as strong as the PCs, so they are trying to make a show to get the maps through intimidation. If the PCs make a better show, the group will back off and leave them unharmed. Do not make this easy!! If time permits, make the PCs work for it. This adventuring group was paid very well, and they don't want to disappoint. If a fight breaks out (which it may), the magic-user will activate his *staff of silence*, which will render everyone except him totally silent:

Tier 1 (Levels 4-13)

Marshall Ironblade, hm, F2: AL NE, AC 5 (*chain mail +1*); MV 9; hp 16; THAC0 19 (17 w/bonus and spec.); #AT 1 (3/2 with axe); Dmg 1d8 + 4 (bonus + Str + spec.); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 10; Wis 11, Cha 13; MR nil; SZ M; ML 15.

Magic Items: *chain mail +1, battle axe +1*

Victor Lashgore, hm, F2: AL NE, AC 3 (plate mail); MV 6; hp 12 THAC0 19; #AT 1; Dmg 1d8 +1 (long sword + Str); SA nil; SD nil; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9; MR nil; SZ M; ML 15.

Stone, hm, F1: AL NE; AC 6 (chain mail; MV 9; hp 14; THAC0 20 (17 w/Str); #AT 1; Dmg 1d10+6 (two-handed sword + Str); SA nil; SD nil; Str 18/00, Dex 9; Con 18; Int 8; Wis 7; Cha 7; MR nil; SZ M; ML 15

Kirgon Bolthan, hm, W(IN)3: AL NE; AC 6 (Dex bonus); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (staff); SA nil; SD nil; Str 10, Dex 18; Con 12; Int 15; Wis 14; Cha 11; MR nil; SZ M; ML 15.

Magic Items: *staff of silence*

Spells: 1st level - *magic missile x2, shocking grasp*; 2nd level - *stinking cloud, Maximilian's earthen grasp*

Traci Whipnar, hf, F1: AL NE; AC 3 (Plate Mail); MV 6; hp 9; THAC0 20 (19 w Str); #AT 1; Dmg 1d8+1 (long sword + Str); SA nil; SD nil; Str 17, Dex 14; Con 13; Int 13; Wis 12; Cha 13; MR nil; SZ M; ML 15

Regnal Bastkcab, hf, T2: AL NE; AC 4 (leather armor + Dex); MV 12; hp 5; THAC0 20 (19 w Str); #AT 1; Dmg 1d6+2 (*short sword +1* + Str); SA backstab x2; SD nil; Str 17, Dex 18; Con 13; Int 13; Wis 12; Cha 13; MR nil; SZ M; ML 15

Magic Item: *short sword +1*

Notes: Regnal will have circled around behind the party using a scroll with *invisibility*. She will backstab the closest spellcaster in case he works his way out of the *staff of silence's* range.

Tier 2 (Levels 14-25)

Marshall Ironblade, hm, F3: AL NE, AC 5 (*chain mail +1*); MV 9; hp 25; THAC0 18 (16 w/bonus and spec.); #AT 1 (3/2 with axe); Dmg 1d8 + 4 (bonus + Str + spec.); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 10; Wis 11, Cha 13; MR nil; SZ M; ML 15.

Magic Items: *chain mail +1, battle axe +1*

Victor Lashgore, hm, F3: AL NE, AC 3 (Plate Mail); MV 6; hp 20 THAC0 18; #AT 1; Dmg 1d8 +1 (long

sword + Str); SA nil; SD nil; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9; MR nil; SZ M; ML 15.

Stone, hm, F2: AL NE; AC 6 (chain mail; MV 9; hp 24; THAC0 19 (16 w Str); #AT 1; Dmg 1d10+6 (two-handed sword + Str); SA nil; SD nil; Str 18/00, Dex 9; Con 18; Int 8; Wis 7; Cha 7; MR nil; SZ M; ML 15

Kirgon Bolthan, hm, W(IN)4: AL NE; AC 6 (Dex Bonus); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (staff); SA nil; SD nil; Str 10, Dex 18; Con 12; Int 15; Wis 14; Cha 11; MR nil; SZ M; ML 15.

Spells: 1st level - *magic missile* x3, *shocking grasp*; 2nd level - *stinking cloud* (x2), *Maximilian's earthen grasp*

Traci Whipnar, hf, F3: AL NE; AC 3 (plate mail); MV 6; hp 26; THAC0 18 (17 w/Str); #AT 1; Dmg 1d8+1 (Long Sword + Str); SA nil; SD nil; Str 17, Dex 14; Con 13; Int 13; Wis 12; Cha 13; MR nil; SZ M; ML 15

Regnal Bastkcab, hf, T4: AL NE; AC 4 (leather armor + Dex); MV 12; hp 22; THAC0 19 (18 w/Str); #AT 1; Dmg 1d6+2 (short sword +1 + Str); SA backstab x2; SD nil; Str 17, Dex 18; Con 13; Int 13; Wis 12; Cha 13; MR nil; SZ M; ML 15

Magic Item: *short sword +1*

Notes: Regnal will have circled around behind the party using a scroll with *invisibility*. She will backstab the closest spellcaster in case he works his way out of the *staff of silence's* range.

Tier 3 (Levels 26-37)

Marshall Ironblade, hm, F6: AL NE, AC 5 (*chain mail +1*); MV 9; hp 46; THAC0 14 (12 w/bonus and spec.); #AT 3/2 (2/1 with axe); Dmg 1d8 + 4 (bonus + Str + spec.); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 10; Wis 11, Cha 13; MR nil; SZ M; ML 15.

Magic Items: *chain mail +1, battle axe +1*

Victor Lashgore, hm, F6: AL NE, AC 3 (plate mail); MV 6; hp 40 THAC0 14; #AT 3/2; Dmg 1d8 +1 (long sword + Str); SA nil; SD nil; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9; MR nil; SZ M; ML 15.

Stone, hm, F5: AL NE; AC 6 (chain mail; MV 9; hp 57; THAC0 15 (12 w/Str); #AT 1; Dmg 1d10+6 (two-handed sword + Str); SA nil; SD nil; Str 18/00, Dex 9; Con 18; Int 8; Wis 7; Cha 7; MR nil; SZ M; ML 15

Kirgon Bolthan, hm, W(IN)6: AL NE; AC 6 (Dex bonus); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d6 (staff); SA nil; SD nil; Str 10 Dex 18 Con 12 Int 15 Wis 14 Cha 11; MR nil; SZ M; ML 15.

Spells: 1st level - *magic missile* (x3), *shocking grasp, shield*; 2nd level - *stinking cloud, Maximilian's earthen grasp, spectral hand**; 3rd level - *fireball, haste, vampiric touch**

*Spells already cast: *vampiric touch* is cast upon the *spectral hand*.

Traci Whipnar, hf, F6: AL NE; AC 3 (plate mail); MV 6; hp 47; THAC0 14; #AT 1; Dmg 1d8+1 (long sword); SA nil; SD nil; Str 17 Dex 14 Con 13 Int 13 Wis 12 Cha 13; MR nil; SZ M; ML 15

Regnal Bastkcab, hf, T6: AL NE; AC 4 (leather armor+Dex); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d6+2 (*short sword +1*); SA backstab x3; SD nil; Str 17 Dex 18 Con 13 Int 13 Wis 12 Cha 13; MR nil; SZ M; ML 15

Magic Item: *short sword +1*

Notes: Regnal will have circled around behind the party using a scroll with *invisibility*. She will backstab the closest spellcaster in case he works his way out of the *staff of silence's* range.

Tier 4 (Levels 38+)

Marshall Ironblade, hm, F8: AL NE, AC 5 (*chain mail +1*); MV 9; hp 65; THAC0 10; #AT 2/1; Dmg 1d8+4 (*battle axe +1*); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 10; Wis 11, Cha 13; MR nil; SZ M; ML 15.

Magic Items: *chain mail +1, battle axe +1*

Victor Lashgore, hm, F8: AL NE, AC 3 (plate mail); MV 6; hp 60 THAC0 12; #AT 3/2; Dmg 1d8 +1 (long sword + Str); SA nil; SD nil; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9; MR nil; SZ M; ML 15.

Stone, hm, F7: AL NE; AC 6 (chain mail); MV 9; hp 77; THAC0 13 (10 w/Str); #AT 3/2; Dmg 1d10+6 (two-handed sword); SA nil; SD nil; Str 18/00, Dex 9; Con 18; Int 8; Wis 7; Cha 7; MR nil; SZ M; ML 15

Kirgon Bolthan, hm, W(IN)8: AL NE; AC 6 (Dex bonus); MV 12; hp 27; THAC0 20; #AT 1; Dmg 1d6 (staff); SA nil; SD nil; Str 10 Dex 18 Con 12 Int 15 Wis 14 Cha 11; MR nil; SZ M; ML 15.

Spells: 1st level - *magic missile* (x3), *shocking grasp, shield*; 2nd level - *stinking cloud* (x2), *Maximilian's earthen grasp, spectral hand**; 3rd level - *fireball, haste, vampiric touch*, protection from normal missiles**; 4th Level - *fire shield*, stonemason (5 hits)*, ice storm*

*Spells already cast: *vampiric touch* is cast upon the *spectral hand*.

Traci Whipnar, hf, F8: AL NE; AC 3 (plate mail); MV 6; hp 65; THAC0 11; #AT 3/2; Dmg 1d8+1 (long

sword); SA nil; SD nil; Str 17 Dex 14 Con 13 Int 13 Wis 12 Cha 13; MR nil; SZ M; ML 15

Regnal Bastkcab, hf, T9: AL NE; AC 4 (leather armor+Dex); MV 12; hp 44; THAC0 16; #AT 1; Dmg 1d6+2 (*short sword +1*); SA backstab x4; SD nil; Str 17 Dex 18 Con 13 Int 13 Wis 12 Cha 13; MR nil; SZ M; ML 15

Magic Item: *short sword +1*

Notes: Regnal will have circled around behind the party using a scroll with *invisibility*. She will backstab the closest spellcaster in case he works his way out of the *staff of silence's* range.

Epilogue

After the PCs have defeated the group, they have one of two choices. They can proceed to the Executor's Office and give them the maps, or they can bring the maps to Lord Consul Piniago. Wrap the adventure up with the following (adjust as necessary):

If the maps were brought to the Executor's Office:

Having handed the maps over to people other than the house Piniago, you feel as though a great weight has been lifted from you. In the breeze, you almost make out the voice of the ghost thanking you for helping it in its quest for revenge. Two weeks later, you read in the Procampur Times that investigations into the doings of the Mining houses have begun, although nothing substantial has been turned up yet. You shake your head grimly and wonder what else you will get yourself into in this city known as Procampur, a city that is not all that it seems.

If the maps were brought to Lord Consul Piniago:

Having handed the maps over to house Piniago, you feel as though a great weight has been lifted from you. You have completed your mission, though you cannot help but think that you hear a stern voice on the breeze. In helping house Piniago, Delgath's ghost has not yet been put to rest. You wonder if its revenge against the noble house will now extend to you. But no matter. You shake your head grimly and wonder what else you will get yourself into in this city known as Procampur, a city that is not all that it seems.

If the characters keep the maps or make copies of the maps before they give them to the Executor or Piniago, they will suffer Delgath's Curse until they either give the maps to the proper people or, in the case of copies, destroy them. Delgath's curse imposes a -2 penalty on EVERYTHING: saving throws, armor class, damage,

proficiency checks, everything. The curse is attached with the map certs, so in order to get rid of the curse, they must destroy the map.

so ends *Delgath's Lament*

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 PC portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart.

Levels 6 - 13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Encounter Two:

Visiting the Sage	25 xp
Visiting the Executor's Office	25 xp

Encounter Three:

Getting past the Guard peacefully	25 xp
Getting info from the little girl	25 xp
Getting into the house without suffering any damage	25 xp

Encounter Four:

Rescuing Boy	50 xp
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Encounter Five:

Negotiating with Gnome	50 xp
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Encounter Six:

Negotiating with Ghost for maps	200 xp
OR	
Fighting with Ghost for maps	50 xp

Encounter Seven:

Fighting the Thugs	100 xp
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OR	
Negotiating past the Thugs	150 xp
Total Experience for Objectives:	575 xp
Roleplaying Experience:	0-500 xp
Total possible experience	1,275 xp
For Tier 2	2,550 xp
For Tier 3	3,825 xp
For Tier 4	5,100 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.

Encounter four:

- *dagger +1*

Encounter seven:

- *long sword +1*
- *short sword +1*
- *chain mail +1*
- *staff of silence* (5 charges): This magical item functions as a +1 weapon. Activating the staff requires a charge. Upon activation, the staff will create a *silence* 60' radius centered on the staff. This silence, however, does not affect the person holding the staff, making him able to cast spells and such. This item is non-rechargeable.

Fame/Infamy Rewards:

The PCs will each receive one point of fame to distribute in any category.

The PCs will receive an infamy point if they fought with the Star Guard.

Noble Recognition:

Lord Consul Donatus Piniago
 Venedus Towlbaird (sage)
 Griddle Gladstone
 Delgath's ghost

Player Character Information

Reaction of Procampur NPCs to Ravens Bluff PCs

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

Native Procampen PCs

This is a great time for players to start native Procampen PCs. If they are thinking about starting another character, encourage them to do this. It is not required, but the timing of this chance is good. Native PCs will know certain things about the Nobles, City, and outlying areas of Procampur that PCs from Raven's Bluff would not. This has been incorporated into the module as several *Local History (Procampur)* NWP checks. Should there be no Procampen PCs present, give those PCs that have the normal *Local History* NWP a chance to know the information, but success is determined to be by ½ the PC's current NWP check.

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

Procampur Character Creation

Character generation for Procampur characters is identical to the guidelines for all Living City Character generation (with some exceptions). Select weapon and non-weapon proficiencies. Procampur characters start with *Local History (Procampur)*, which they must purchase. Select a kit, if one is desired. Natives to Procampur have more of a restriction on the types of kits they can select. The following kits are available in Procampur:

<u>Fighter</u> :	Cavalier, Myrmidon, Noble Warrior, Swashbuckler
<u>Ranger</u> :	Mountain Man, Pathfinder, Sea Ranger, Seeker
<u>Paladin</u> :	Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Notary
<u>Wizard</u> :	Academician, Militant Wizard, Patrician, Peasant

<u>Priest</u> :	Nobleman Priest, Scholar Priest, Peasant Priest
<u>Druid</u> :	Hivemaster, Natural Philosopher, Wanderer
<u>Thief</u> :	Adventurer, Cutpurse, Investigator, Swashbuckler, Swindler, Troubleshooter
<u>Bard</u> :	Gallant, Loremaster

At this point of time, these are all the kits that are available for native Procampen PCs. This list will probably be expanded in the future.

Fame in Procampur

Fame Points work the same in Procampur as it does in Ravens Bluff, but just because a PC is very famous in Ravens Bluff does not necessarily mean the same PC is even heard of in Procampur or vice versa. With this being the case, for every five points of Fame that the PC has acquired in a specific fame category, one point of fame is placed in a similar Procampen fame category. All fractions are dropped. (ex. A current LC PC has 13 fame points in the City Watch category. This is converted to 2 fame points in the Diamond Legion category.) Fame points in categories that don't have a Procampen counterpart are not transferable. The reverse works the same for fame earned in Procampur, for every five points of fame earned in Procampur, only one is counted in Raven's Bluff.

Here is the list of fame categories for both cities:

<u>Ravens Bluff</u>	<u>Procampur</u>
Lord (and Deputy) Mayor	(None)
(None)	Thulyrl & Hamayarch
City Government	City Government
City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class	Poor Class
(None)	Port District
General	General

Characters native to Procampur begin with one fame point in each category, except for the Thulyrl & Hamayarch and Port District categories. In an enclosed city such as Procampur, it isn't uncommon to see the same faces from time after time.

Procampur Campaign Information

The citizens of Procampur are hard working and honorable. They live by a code of duty, honesty, and responsibility, tempered by kindness. Like their City,

the Procampan way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in It's Place," is a common Procampan saying.

Most Procampans spend at least two, most often four years, in service to the City. Young men are strongly encouraged to join the Diamond Legion to learn duty and responsibility. Until they do, the young men of Procampur are not considered men, but boys, afraid to take responsibility for themselves or the community, and not fit to raise a family. Young women often volunteer in programs that help maintain the Diamond Legion and the District of the Poor. Many women join the Diamond Legion itself and serve with distinction.

The average Procampan is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many tutor's homes on Tutor's Turn in Service District. Others are taught by volunteers in the taverns and dining gardens in the afternoon, after the children have cleaned up the place from the night before. Older children are apprenticed, join the Diamond Legion as squires, or attend the city's two great schools: the Academy Arcane and the Greyson Institute, a bardic college of great repute.

All of this prevalent duty and responsibility may make Procampur seem like a dull place. To the contrary, Procampans enjoy a good time. Since the streets are safe and well lit at night, many journey out after the hard day's work to the Service District's many restaurants, taverns, and theaters, or to a small nearby tavern. The streets of Procampur are alive with activity in the late evenings. The crowds rarely get rowdy however, since the Diamond Legion is always present, most often sending would-be trouble makers off in different directions or home instead of arresting them. Also, the Procampans are a polite crowd, since many have spent their childhood's keeping the city clean, and the rest too "civilized" to make a spectacle of themselves.

The exceptions to all of this can be found in the Port District. There, those that would rather live quickly and die young gather. The order of the city penetrates even here. During the day the district functions like the others. At night, the District is a rowdy place, where the streets are filled with cocky and dangerous people, most of them armed and looking to show off. The Diamond Legion is present here too, but often arrive after one party has bested the other, and often both are arrested.

Criminal activities of all sorts are strongly discouraged. The Diamond Legion is ever present and often stops Procampans that they do not recognize or they find suspicious. Most hauling and other services require permits, and Procampans are careful to keep

these available. Procampans are generally tolerant of these questions and periodic checks, as they are deemed necessary for a safe and civilized society.

Procampans are proud of Procampur. The city has stood unconquered for two thousand years. It is a shining example of a well ran, prosperous and civilized city. This pride occasionally leads to arrogance by the citizens. Some will look down at the other cities, thinking of them as uncivilized barbarians" or "chaotic messes with no history." Most truly believe that not only is Procampur the "Shining Jewel of the Vast" but the "Shining Jewel of Toril".

Crime and Punishment

Crime and punishment are taken very seriously in Procampur. The Guard of the Star Sapphire, was recently reactivated on the advice of the Hamayarch to police the Nobles District. The Diamond Legion and the Proctors have kept laws and order in Procampur for over 1600 years, which is something that not only the Diamond Legion is proud of, but so is the average Procampan.

Many activities that might be frowned upon or made illegal in other cities are legal and regulated in Procampur, with the exceptions of thievery, smuggling, forgery, and racketeering. Gambling in the taverns is a common sight. In the Service and Port Districts, both men and women can find escorts to pass the time with in certain establishments. Some places offer exotic drinks and smoking herbs. Begging is legal in the Poor District, but strictly forbidden in other parts of the city. Since the city offers lodging and care for these people, most beggars turn to work to make a living. Other nefarious activities, such as smuggling, forgery, thievery are treated harshly. Still, some individuals persist in making a living in the shadows.

Ever since its founding, Procampur has had to struggle against brigands and thieves of all types. Because of this, the average Procampan has no tolerance for thieves. Any person caught with his or her hands in someone else's pocket or taking goods that do not belong to them are handed over to the Diamond Legion, sometimes in worse shape than when they were caught. The punishments in Procampur are very severe, not just for theft but for all crimes, and include severing of the thief's hand, crushing a forger's fingers, and magical branding of careless spellcasters.

As can be expected with a city with a fervent hatred of thieves, Procampur has never had a Thieves Guild. All attempts to start a Thieves Guild have been discovered through undercover operations. The reaction to the organization of a Thieves Guild has always been to execute its leadership, or, quite literally, "Cutting off the head of the snake."

Criminal punishments in Procampur are all done in public and are not kept under the carpet. The criminal is

paraded down the public streets of Procampur. This rowdy parade is lead by Dreaded Harbinger, who carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet that is sure to get everyone's attention. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping, and he is followed by the last four. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampans throw garbage at the criminal, and a bit misses its intended target and hits the unfortunate escort.

When the Way's End is reached, the prisoner is led to a raised platform, where the Marshall of Discipline is waiting in a long, heavy, black cloak. When the criminal arrives, the cloak is removed. He wears black slacks and shirt, and a simple black hood. If the punishment is execution, the Marshall will wear a silver amulet of Kelemvor around his neck. The Harbinger once again announces the criminal's name, crime and the sentence to the crowd. Then the punishment is performed. During violent punishments, the alarum is struck once, at the moment of punishment. The atmosphere is very grave in the courtyard, often silent. All vendors are prohibited in the area, and no music is played. The tone is kept somber, and the whole event is treated as a warning to all.

Identification in Procampur

Procampur is a very lawful city that is strictly segregated and carefully patrolled. These patrols, and the guards at both the interior and exterior gates, frequently ask about the business of the people. Procampans are used to this behavior, knowing that only through order can the city prosper. To make things easier, the natives of the city proper are given a magically placed, green, dime-sized permanent mark of the seal of Procampur on the inside of their right forearm, which are visible only within the walls of Procampur. These marks are placed by government mages within one month of the birth of a child, or upon the lawful naturalization of a foreigner. Only the Thultyrl's mages know the spell to place or remove these marks, and the only other way to alter them in any way is to use a Wish spell. Trusted foreigners (usually traders), who have been vouched for by a noble house, receive an identical red mark. This honor gives certain foreigners almost the same level of respect and trust from law enforcement and government officials as normal citizens have. However, other visitors, who have no mark, are often distrusted by natives and officials, which translates into a -2 automatic reaction adjustment for all foreign PCs in Procampur, except in

the Port District which caters to visitors or when accompanied by a citizen. The only time these marks are ever changed is in the event of a citizen being exiled from the city. On these rare occasions, the Hamayarch himself turns the mark black, and makes it visible outside of the city walls. Within the city, the black mark glows with baleful light, identifying exiles without a shadow of a doubt to everyone in sight range.

Lifestyles in Procampur

PCs in Procampur have to pay for their room and board, and they have the option of choosing as lavish or as minimal a lifestyle as they want. However, the more costly one's lifestyle, the nicer clothes, perfume, accessories, etc. one can afford. Thus, unless the situation warrants caution or hostility to wealth, a costly lifestyle will afford a positive reaction adjustment on the initial reaction roll, as outlined below.

To make the upkeep of lodging and general expenditures easy, each player must pay for their character's lifestyle at the beginning of each module they play. This payment only affects this module, and the characters will be required to pay the same rate to maintain their chosen lifestyle at the beginning of the next module. For example, if a character chose to squander all of her resources one module to buy a Middle Upper class lifestyle, and then ran out of funds, the next module she might have to buy a much less costly one.

Aside from the costs and modifiers, all specifics of a lifestyle are up to the players' discretion, within reason. Whether the character rents a house or an apartment, what sorts of things he or she purchases or wears, all are up to the player's imagination. Some possible interpretations and guidelines follow the table below. The only restrictions are in location. Non-native PCs can live only in the Port District, and native PCs are considered adventurers, and thus can live in the Adventurers district, or the Port district if they so choose.

Lifestyle costs are as follows:

Class Level	Procampans Cost	Visitor Cost	React Mod
Upper Upper	10,000	15,000	+3/+1 to Fame
Middle Upper	5,000	7,500	+3
Lower Upper	1,000	2,500	+2
Upper Middle	500	750	+1
Middle Middle	50	75	0
Lower Middle	25	50	0
Upper Lower	10	25	-1
Middle Lower	5	10	-2
Lower Lower	1	5	-4

Lifestyle covers lodging in the appropriate districts, food expenses, and clothing. Specific and special expenditures such as gifts or special feasts are added

expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such specific purchases must be handled through the Procampur administration (RPGAHQ and UCC). Those players that have PC-owned businesses in Raven's Bluff are considered to have "bachelor pad status." They are considered to begin with a base of Lower-Middle status and can build from there. The cost to rise to a higher Lifestyle Level is the difference between the level desired and the base level. (At present, PCs are not allowed to own businesses in Procampur.)

which are dirty and ratty, and are often reduced to begging for food. This is basically a subsistence lifestyle, and much of their time is taken up trying to find food and shelter to stay alive.

Examples:

Upper Upper Class: This is the most lavish lifestyle available, lived only by certain nobles. This is a the lap of luxury.

Middle Upper Class: This lifestyle is enjoyed by many nobles and very wealthy merchants.

Lower Upper Class: This is the lifestyle of many very successful merchants and some of the less wealthy noble families. Members of this class can easily change their wardrobe each season and never wear the same thing to a party (or on an adventure) more than once.

Upper Middle Class: This is the lifestyle of many merchants and some of the most successful craftsmen. These people are able to keep up with fashion, but are likely seen wearing the same outfits from time to time.

Middle Middle Class: This is the lifestyle of many craftspeople and some less successful merchants. These folks have nice but relatively unremarkable clothes, enough to always have a clean and socially acceptable outfit to wear. They can still afford to eat out, or host small parties every so often.

Lower Middle Class: This is the lifestyle of the average craftsman or a successful laborer. They wear clothes which are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat themselves every so often. This is the base social class for those PCs who own their own business in Raven's Bluff.

Upper Lower Class: This is the lifestyle of most common laborers. Often, their clothes have patches or ratty spots from wear, but they are serviceable and they have several of each article of clothing. These people live in relative comfort, but with no frills.

Middle Lower Class: This is the lifestyle of the lowest skilled of workers. They are not able to bathe very often due to their circumstances, and are lucky to have two or three sets of clothes which are serviceable. These folks sometimes have to pinch coppers to make ends meet, and they cannot afford any kind of luxury.

Lower Lower Class: This is the lifestyle of the homeless beggars. They own the clothes they wear,

DM Summary Sheet

To be completed by the judges running this event at the Weekend in Procampur convention and returned to Jay Fisher at 2690 Drew Street Apt 1108, Clearwater, FL 33759

- | | | |
|---|-----|----|
| 1. Did the PCs agree to help Lord Consul Piniago? | YES | NO |
| 2. Did the PCs get into a fight with the members of the Star Guard? | YES | NO |
| 3. Did the PCs rescue the boy, Jacob? | YES | NO |
| 4. Did the PCs get the map from Delgath's ghost? | YES | NO |
| 5. Did the PCs return the maps to Lord Consul Piniago? | YES | NO |
| 6. Were any of the PCs arrested? | YES | NO |

If so, whom?: Character Name: _____

7) Other comments that came up during play:
