

# Dog Days of Summer

**A One-round Living City Tournament**

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Many thanks to Sherrie Masdon for the use of her A.V.O.W. Shelter and characters.

*Something is amiss in Ravens Bluff today. An excess of robberies, a dearth of dogs, and all the cats are happy. Can you allow this to happen?*

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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 three hours.

Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule 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 player 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 in. For multi-class and dual-class PCs, take the highest level and add one for each additional class. 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+

## DM's Background

The plot is simple. The cleric-mage Vandavar hates dogs and has decided to use them in his plan to become wealthy. He uses a modified pipe of the sewer to summon dogs, and then he performs his little magic on them. What actually happens to the dogs varies from tier to tier: simple intelligence boosts, plus enslavement (tier 1) to significant enhancements at higher tiers. These critters run around, cause problems, and steal a lot of cash for our villain. The PCs have to figure out what and how things are happening, put a stop to them, and try to save as many dogs as they can.

This adventure takes place entirely within the city limits of Ravens Bluff. Consequently, the applicable

city laws will cover the actions the PCs take. Given the nature of the problems the heroes will be facing, it is very likely that they will encounter members of the City Watch. These watch members will, at times, pose a role playing challenge for the heroes to overcome. Heroes who push the guards too far will find themselves thrown in jail, fined, or worse.

During the war, Ravens Bluff was forced to stretch its resources, both militarily and magically, to prevent its fall to the forces that opposed it. During this time, many powerful independent beings were able to slip through the city's defenses that were geared toward defending from large-scale assaults. Aided by clever plans, well-placed bribes, and creative use of the magical arts, the cleric-mage Vandavar was able to establish himself within the city.

For years, Vandavar secretly practiced his dark sorcery and worshipped Beshaba, the goddess of ill fortune. Now he is more overt.

Vandavar is motivated, or perhaps obsessed, by two primary forces: chaos and greed. Vandavar thrives on performing acts that disturb the normal order of things and bring in a fantastic return on his investments. Vandavar's plan involves using powerful magic to lure many of the city's canines (an enemy of his goddess) into traps where he performs a magical transformation upon them (with varying degrees of success). The beasts, augmented by magic and dominated by Vandavar's spells, return to the streets and rob their former owners and others.

The city's elite are being threatened with the loss of their beloved pets and the loss of their valuables. The City Watch is exceptionally busy and simply cannot afford to place hunting for missing animals high on its priority list.

So one of Ravens Bluff's merchants, Poi Dawg, has decided to take matters into his own hands--hence the need for a few heroes.

The adventure begins in the early afternoon when the merchant locates several groups of potential heroes and negotiates for their services. The adventure is designed to take the heroes through a fast-paced day of investigations, puzzles, and conflicts--with the climactic conclusion taking place a little after midnight.

## Player Introduction Poi Dawg Pondering

Instruct the PCs to select spells based on the news that a local merchant named Poi Dawg is hiring adventurers. They do not know what the mission entails, and no amount of checking around will give them hints. However, if they have a fame of 5 or greater in "merchant," they've been in the merchant district

enough to know that the elderly Poi Dawg opened his tea shop about a year ago, coming from Kara Tur after the death of his wife.

He wished to leave his homeland behind, as it painfully reminded him of her. Poi settled in Ravens Bluff after an unsuccessful attempt to set up shop in Waterdeep. There were other tea merchants there who dealt in imported leaves, and he could not gain a foothold in the market. Poi handles some teas of the Vast, but he is known for the imported Kara Tur teas he sells. He does not yet have a thriving business, but his sales have improved through the months as more people are finding a taste for his oriental blends.

Poi Dawg talks with a foreign accent, replacing "r" with "l." A sample of his speech is in the boxed text below. Further, he bows a lot, especially each time he is addressing an individual. Poi is a proud man and will not appreciate player characters that make fun of his speech. In fact, he is likely not to hire such individuals--unless they or their fellows properly apologize. Read the following after the PCs have been given a few minutes to prepare.

*No messenger came to your door asking you to do your part to save the world, or at the very least the city. Still, word reached your ears that a handful of Ravens Bluff's adventurers are needed. A merchant named Poi Dawg is hiring some local heroes this very morning for . . . hmm, just what was that phrase you heard on the street . . . "for a mission of momentous importance, a matter of life and death." Intrigued, and since you had nothing better to do today, you asked for directions to Poi Dawg's, a tea shop near the temple district. You're outside the shop now, a narrow wooden building sandwiched between a weaver's and an herbalist's. About a dozen other hardy souls decked out in robes and armor got here ahead of you. They're looking at an old man standing on the steps leading to the shop. Stoop shouldered and almost dainty, he seems lost in the blue silk robe that drapes in folds at his feet. Still, his eyes are clear and his gaze is intense.*

*"Ah, vely good you have come, blave adventulels. I am Poi Dawg, an unpletentious melchant. My best fliend--Fleddy--is missing, and I humbly lequest you find him. I wish to retain the selvices of six of you, as I undelstand adventulels in Lavens Bluff toil in groups of six. Too, I have six coins to give as payment. Hmmm. Too many of you. An intelview then, but a quick one, as I am aflaid Fleddy might come to halm. This is a mattel of life and death. Who among you can save my fliend Fleddy?"*

*With that, Poi Dawg points to a burly dwarf with a mace. The dwarf squares his shoulders, tugs on his beard, and glares at the shopkeeper. "Six coins? You're offering six people six coins? Sorry. My time's worth more than a share of that. One coin each.*

*Pahf!" He whirls on his botheels and stomps away. Poi frowns and points to another.*

*"A'hm Jed Mc'Neely, an' I think I could find yer friend Fleddy." The young man touches a holy symbol dangling on a cord around his neck. It is the symbol of Ilmater. "Ah've been adventurin' fer right onta three months now, an' ah've kilt 'bout a half-dozen big rats in the sewer. Ah kin cast me a couple a healin' spells a day, too."*

*Poi Dog nods politely and points to you (pick a PC to start). He then points to another, this one a gnome woman with a tangle of red hair. She beams at him. "Well, I'm not an adventurer yet, but I intend to be. This'll be my very first mission. I'm certain I can find your friend Fleddy. I've got a weapon." She pulls out a rusty mace from behind her back. "And I've got more courage than . . . Well, I've got a lot of courage."*

*Poi Dog grins weakly and points to you (pick the remainder of the PCs).*

This is an opportunity for the PCs to discuss past glories and expound upon their skills. If they ask Poi questions in the process, he shakes his head--he will hire the individuals first, then talk about the specifics of Fleddy's disappearance. Throw in descriptions of some of the other adventurers applying for the job, and allow some of them to ramble on for a moment. In the end, Poi Dawg will select the PCs. If any PC turns down the job, the adventure is over for him (allow the PCs a chance to change their minds, however).

*Once he has selected the team, Poi Dawg gets down to the specifics. "Fleddy is about this high." He stoops over, holding his hand about knee level. "Fleddy is white with black spots, has gleen eyes and bowed legs. Fleddy's head is wide, and he has dloopy skin aloud his mouth. Oh, he has a sky-blue cloth band aloud his neck with a tag that says Fleddy, plopetly of Poi Dawg."*

Poi Dawg is essentially describing a white and black English bulldog. The dog's name really is Fleddy, not Freddy, and he will correct any PCs who call the dog Freddy. Fleddy has been missing two days, and Poi has exhausted all efforts to find the dog. Because of the time that has passed, and all the traffic in the area, the PCs will not be able to find any dog tracks. The only real leads are from Poi Dawg's clues:

- Fleddy is a good dog, always sleeping in the back room of the shop at night, protecting it. Poi Dawg sleeps upstairs. He found Fleddy just before he left Kara-Tur for Waterdeep, and the dog is only a little over two years old.

- Two nights ago, Poi heard Fleddy bark. Then all of a sudden the dog was quiet. Poi came downstairs and found the back door open and the dog gone. He called for Fleddy repeatedly, but the dog did not respond, and he could not find him anywhere within three square blocks of the shop. The back door shows no signs of forced entry. (The perpetrator used a *knock* spell.)
- The neighboring merchants said they heard Fleddy bark. They did not see the dog, and a few of them diligently helped Poi look. They did not see any strangers in the area, or any cats that might have led Fleddy on a grand chase.
- One of Poi's customers, a priest of Clangeddin, cast a spell and determined that Fleddy did not leave of his own volition. The priest could gain no other information.
- Poi is certain he has no enemies in Ravens Bluff, and he cannot imagine who would want to cause Fleddy harm. However, he has heard rumors of other pets missing. He suggests the PCs visit a business about four blocks away--*You Can Buy Love*--where he buys Fleddy's favorite dog food (encounter "Pet Shop Boys") and AVOW, the Animal Victims of War (encounter "Dog's Eye View").

### Looking for More Clues

**Note:** If the PCs have spells that allow them to see what transpired in Poi Dawg's shop two nights ago, reveal the following:

*Fleddy was sleeping on a thick, worn rug when suddenly his small ears perked up and he started barking. He saw a shape at the back door, and he barked a warning to the stranger. Then the door was somehow unlocked and opened wide in a heartbeat. An individual in a cloak blacker than the night stood in the doorway. The individual was chewing on something, perhaps a stick. The figure wiggled gloved fingers at Fleddy and the dog followed the stranger outside.*

Nothing further can be gained, and the identity and gender of the individual are a mystery. If the prying PC has spellcraft, a successful check reveals that the individual opened the door with a *knock* spell.

If the PCs chat with the neighboring merchants, they learn that Fleddy is a very nice dog and they hope Poi gets him back, as the dog seems to mean the world to him. None of them have dogs, though one has a dozen cats and is more than willing to show the furry

felines to the PCs. One of the merchants' customers remarks that there used to be a few stray dogs hanging around the neighborhood, and they haven't been seen in the past two days either. Perhaps someone took them in to give them a good home. Or perhaps they've gone missing like Fleddy.

There are a few stray cats in the alleys. Casting *speak with animals* on them reveals that they are quite pleased that Fleddy is gone, as he used to bark rudely at them. Too, they are happy some of the homeless mongrels are likewise gone. They are quick to volunteer that in their roaming they have noticed a blessed shortage of dogs. They did not see anyone take the animals. They believe that some understanding and cat-loving deity intervened to reduce the canine population. One of the cats points out there is also a shortage of rats.

### Where to go next?

- **The PCs can wander aimlessly** and learn no more information than they did above.
- **They can visit various pet shops** and discover that some puppies were purchased or stolen, though there were no signs of forced entry in the latter cases.
- **The Clerical Circle** hasn't a clue and isn't at all worried about missing dogs.
- **The Wizard's Guild** hasn't heard of a shortage of dogs. Carrague will remark that perhaps sorcerers have found a way to attract dogs as familiars.
- **PCs who consult the City Watch** or other authorities learn that there are several complaints of missing or stolen dogs. However, searching for people's pets is not in the City Watch's list of responsibilities. They're more interested in the reports of stray dogs attacking people along the docks at night and in the merchant district, knocking them over and stealing their money pouches and other valuables. Why, one pooch grabbed a pearl necklace off a visiting Waterdehavian. And in another case, a black and white bulldog knocked a wealthy woman over, snatched a gold bracelet, and ran. The PCs can get a detailed list of what the dogs grabbed (PC Handout #1). Too, the watch even has a report about a big retriever jumping into the back of a merchant caravan and making off with a satchel of gems. This happened three or four weeks ago, and the merchant caravan is long gone.

- **They can check out the AVOW Shelter**, in which case to go "Dog's Eye View."
- **Or they can go to *You Can Buy Love***, detailed in the encounter "Pet Shop Boys."

## Encounter One Dog's Eye View

*As you head toward the AVOW shelter, you note the sky is becoming overcast, cutting the summer heat a bit and hinting that it could rain before nightfall. It's a half-hour walk, and the time passes quickly. Soon Marigold's Menagerie looms into view, and connected to it is the AVOW Shelter. You approach the door and see a large mural of a white unicorn running in a green field stretched just above the doorframe. A plaque near the door reads:*

**A.V.O.W.  
ANIMAL VICTIMS OF WAR  
THIS SHELTER IS DEDICATED TO THE  
LOVING MEMORY OF THE MANY  
CREATURES WHO GAVE THEIR LIVES  
DEFENDING RAVENS BLUFF**

*A smaller plaque reads:*

**THE FOUNDERS AND SUPPORTERS OF AVOW  
ENDEAVOR TO:  
HEAL ANY INJURED ANIMAL  
FIND HOMES FOR ABANDONED ANIMALS  
PROVIDE A SANCTUARY FOR THOSE ANIMALS  
TRAUMATIZED BY THE WAR  
PROVIDE A LEARNING ENVIRONMENT FOR THOSE  
WILLING TO DISCOVER MORE ABOUT ANIMALS AND  
THEIR SPECIAL GIFTS**

The shelter of AVOW--Animal Victims of War--is attached to Marigold's Menagerie.

The owner-operator-founder is Victoria "Torrie" Shadai, a half-elf druid-mage of Mielikki. She is slight, at five feet, two inches tall, and she has curling blonde hair and blue eyes. Her assistant is Mindy Mufflefoot, a charming red-haired halfling cleric of Mielikki.

The AVOW Shelter was established at the end of the great Ravens Bluff war as a means of providing aid to animals. The shelter specifically caters to the healing needs of those animals wounded in the war, and lately to wounded animals in general. Additionally, the shelter provides services for placing abandoned animals in good homes and relocating animals whose owners were

lost in the war. The shelter is fully funded by donations and is run by volunteers. Several local druids, clerics, and rangers have volunteered to heal the injured, teach classes, and act as companions to the homeless animals while they are recovering.

If the PCs knock on the door, they'll be greeted by Mufflefoot.

*"I knew adventurers would be coming," the red-haired halfling says. She stares at the curling hair on her toes for a moment, then thrusts her hand out. "I'm Mindy Mufflefoot, and I help Torrie here at the shelter. Have you come 'cause the dogs are gone?"*

The PCs are quickly ushered inside. The front, or greeting room of AVOW, is quite small--containing only a few chairs and a small table. This is just a reception area where patrons can fill out paperwork or chat with the staff. There is a donation box on the small table that is painted blue, a small sign on it reads: "Save the Disenchanters." The AVOW operations office is cluttered with papers, boxes, animal fur, plants, chew toys and other odds and ends. If the PCs move a few stacks of papers and chew toys, they'll be able to sit.

Mindy is pleased the PCs have arrived, and she thinks they are here because she just an hour or so ago posted notes at a few inns asking adventurers to help find the missing dogs.

There were a dozen dogs in the shelter, half of them wounded in the war, the others strays Mindy took in. Mindy and Torrie had expected to adopt them out soon, as several people had been visiting and pointing to their favorites. Eleven of the twelve dogs are missing. Torrie is away in the northern woods and is not expected back for a week or so. Mindy is confident that if the druidess had been here, none of this would have happened. "Torrie is very powerful."

- Mindy heard the dogs barking late one night and went into the pen area to see what was bothering them. All of the pen doors were open, as was the back door, and the eleven dogs were gone. The other animals were milling about inside--a few cats, a couple of goats, a three-legged calf, a blind pot-bellied pig, and a deaf terrier.
- This happened just last night, and Mindy used up a couple of clerical scrolls trying to discover what happened. Unfortunately, she came up clueless. She couldn't even find tracks, not that she's much of a tracker. However, she could tell that the ground was brushed to hide tracks.
- One of the missing dogs, a light brown spaniel, suffers from seizures and needs a special herbal medication that Torrie brews. The dog's name is

Happy, and he must get this medicine by tomorrow night, or Mindy fears he will die. Mindy has several vials filled with the herbal mixture and will give one to the PCs so they can administer it to the spaniel if they find him.

- She can offer the PCs a reward for returning the animals--an ivory bracelet with a unicorn carved on it (worth 50 gold). It's the only thing of value she has. That, and seventeen copper, eight silver, and two gold. She wishes she could offer more, but all of her and Torrie's resources go into the shelter.
- She has access to a necklace that lets her talk to animals--one of the shelter's regular visitors loaned it to her. It can be used only once a day, and for ten minutes. She was waiting for the adventurers to arrive so they could use it to talk to the animals to discover what happened. (The PCs might also have *speak with animal* spells that will further aid them.)

### Looking for Clues

The PCs can find no tracks, and no evidence of breaking and entering. If the PCs have spells that allow them to see what transpired in the shelter last night, reveal the following:

*The animals are sleeping in their pens, when suddenly the goat wakes up and scratches nervously at the floor. Then the dogs wake up and start barking. Suddenly the cage doors fly open, and the back door of the shelter, too. A shape appears in the doorframe, a figure cloaked in black that seems to be chewing on something, a dog toy perhaps. The individual wiggles its fingers and all but one the dogs, the aging terrier, follow the stranger outside.*

If the PCs want to use the necklace to talk to the animals, or their spells, refer to the following. The seven cats, three goats, three-legged calf, and blind pot-bellied pig can reveal the following. The terrier, being deaf, slept through the entire affair. Once the PCs activate the necklace, look at your watch. They have ten minutes of real time to chat with the animals. Only the wearer of the necklace can speak the question and hear the reply, so the PCs might want to pass the item around.

All of the animals, save the deaf dog, know:

- It was really late, as it had been a loooooong time since dinner. There was someone walking around outside, bigger than Mindy and they thought it might be Torrie returning.

- All of a sudden, the cage doors opened so that everyone could wander around inside the barn and look for bits of food that might have been overlooked. Too, it gave the collies a chance to get amorous again, and a couple of the goats had the pleasure of a head-butting contest. It was quite thoughtful of whoever opened all the cages. They must have opened the back door, too, though no one thought to go out right away, as they were too interested in other things at the moment.
- The calf was the first to eventually decide to venture outside, and she hobbled toward the door. However, a figure in black, hard to see because it was also black outside, was blocking the way. The figure pushed the calf aside and stuck something in his mouth. It made a funny noise, like a whisper, and all but the dogs ignored it. The dogs started yipping, and they were all paying attention to the figure. Then they followed the stranger outside, and someone shut the door.
- The old terrier didn't pay any attention to the noise or to the black-cloaked individual. But then the old terrier doesn't pay attention to much. She's always sleeping unless it's dinner time or unless Mindy comes to pet her. The terrier keeps to herself. (**Note:** The animals do not understand the concept of the old terrier's deafness.)
- The stranger only liked dogs, turning away the pig that tried to follow him.

In addition, the cats, which insist on being scratched behind their ears, know:

- That the stranger had no appreciation for the finest animals in the land, as he was not at all interested in them. However, on second thought perhaps the stranger was doing them a favor--getting the stinking, barking-for-no-reason canines out of the barn. Now, if the stranger could only do something about the old terrier and the goats. The cats get along just fine with the calf and the pig.
- One of the cats insists the stranger was a man. Men smell different from women, a musky scent.
- Another cat agrees, as he heard the stranger talking. The voice was deeper than Mindy's and Torrie's. If the PCs are a mix of races and experiment talking to this cat, they can narrow it down to the voice of a human male.

- The stranger stank, had an odor about him that made their hair stand up straight. Almost obliterated his own musky odor.

The goats, which insist on being fed something-anything before talking, know:

- The stranger wore a silk robe, as one of them got close enough to take a bite. Silk is very tasty. His feet were covered with fine leather boots, as the goats would have loved a nibble at them.
- He reeked of dog smells, as if he were a dog himself. His scent was much stronger than the dozen dogs in the barn put together.

The three-legged calf, which was wounded in a cattle stampede, knows:

- The stranger had black pouches tied around his waist. Whatever was inside smelled interesting: perhaps types of grasses and flowers, and there was certainly a bit of dung in one of the bags. (This is a reference to various spell components, and any PC with the spellcraft proficiency can figure that out.)
- Further, the calf smelled a bit of saltiness, the scent that fills the air during summer windstorms. (A reference to the man being near the sea.)

The blind pig, which snorts after every couple of words, knows:

- At first the dogs seemed upset, as he could smell a bit of fear about them. But then the odd music changed pitch, and the dogs calmed down. The smell of fear disappeared.
- The pig wanted to follow the stranger, too, as he smelled interesting and the music was not too unpleasant. But the stranger pushed him away. There was not much strength in the arm, but the pig decided not to persist.
- The pig smelled the saltiness, too, but he smelled more--the rich, sweet scent of the earth. A wonderful smell!
- If the PCs ask about the pig's blindness, it seems perplexed. The pig was born blind and cannot understand their references to color and sight and how things "look."

This is all the information the PCs can gain at the AVOW Shelter. Mindy won't let the PCs keep the necklace, or even borrow it, as it is not hers.

If the PCs ask about adopting the animals, they are--of course--welcome to. There are eight cats of various colors and ages; three goats, one of which is a pigmy goat; the three-legged calf; the blind pig; and the old, deaf dog. However, she encourages them to pursue the adoptions after they've found the missing dogs. There are no certificates for the adopted animals.

If the PCs have not yet visited *You Can Buy Love*, Mindy suggests they check a couple of the pet stores in town to see if her eleven dogs were taken to a shop to be sold.

## Encounter Two Pet Shop Boys

*YOU CAN BUY LOVE is a garishly painted building. Purple wars with bright orange on the building front and sides. Red eaves and glowing yellow shutters compete for your attention. A large sign is stretched across the double doors, stating in common, gnomish, dwarven, and halfling that YOU CAN BUY LOVE. There's a single large window and in it are displayed a couple of large flop-eared bunnies, a green and red parrot, and a skunk. If your memory serves, this building used to be a tavern that went out of business after one too many bar fights sent the owner into financial ruin.*

*Though this may be a better use for the space, the tavern owner had a better sense of decor. To add to the picture is a line of people, nearly all of them women, stretching away from the shop door and to the north. Business is apparently booming for the owners of YOU CAN BUY LOVE.*

There are thirty people currently in line to get into the shop. Each customer spends roughly five minutes in the shop--the PCs can tell this if they watch the shop for a little while. This means it will take the PCs about two and a half hours to get into the shop--provided they are polite and go to the end of the line. Of course, the PCs have several options:

- **Talking to the people** in the line reveals that they are waiting for their chance to purchase puppies. It seems the shop got in a new supply today. There are no other dogs for sale in town. *You Can Buy Love* has a limit of one puppy per customer per day.
- **Waiting their turn.** This is the most polite, but it will cut two and a half hours off their investigation.

Not that it really matters. Any PC who opts for this course suffers a -1 Constitution penalty for the remainder of the day -- standing in line is fatiguing.

- **Cutting in line.** The PCs will be pelted by fists, coin purses, and the like for being so rude. Dole out a few points of damage and get rid of all the stonemarks the offending PCs might have.
- **Bribing their way to the front.** It takes a bribe of five gold pieces per person ahead of them in line per PC. For example, if one PC wants to cut to the head of the line, it will cost him 150 gold pieces: 30 people in line X 5 gp=150.
- **Sneaking around to the back.** PCs who sneak around through the alley should make a successful Dexterity check or fall into an open sewer--the cover is sitting off to the side. Falling PCs suffer 2d6 points of damage. PCs who were exercising some amount of alertness can automatically avoid the sewer. The back door is locked, but it is not difficult to pick. However, there is a special glyph on it. If a dispel magic is not successfully cast, the PC opening the back door, and all those within ten feet of him, receives the effects of a special heat metal spell. No damage the first round; 1d4 the second; 2d4 the third, fourth, and fifth; 1d4 the sixth. The shop owners will scold them for breaking in, and will threaten to call the Watch. However, the shop owners will help the PCs with clues if the PCs convince the halflings they are trying to save animals.
- **Coming back after hours.** This is pointless. No one will be in the shop, and the PCs will gain no information. However, they are welcome to carry on a pointless conversation with the parrot. Too, if they break in, they will be caught by the City Watch, which has just today stepped up patrols around pet shops. Their penalty will depend on their words and actions.
- **Bypassing this encounter.** If the PCs opt not to go to the pet shop, they'll miss some of the fun. Still, it will not really affect the outcome of the tournament. Proceed to **The Honey Dogs**.

If the PCs finally get up to the shop, they see a sign that says:

**Yes, We Have Puppies!**  
**Shop capacity: 8 customers at a time,**  
**1 Puppy Per Customer Per Day.**

## ***No Wizards Allowed!***

When the PCs open the door, they hear a loud, squawky "*Hello! Who goes there? I say, who goes there? Speak now or I will turn you into a newt!*" The speaker is the parrot in the window. She has a considerable vocabulary, and will interrupt the PCs at inopportune times.

If a PC who looks like a wizard enters the shop, the two male halflings will roughly escort him out. Of course, it's easy to overpower the halflings--but doing so will not earn the halflings' respect--or willing cooperation.

If asked about the "wizards" issue, the halflings explain that they have had bad dealings with wizards and will no longer serve them. "It's as simple as that!" Alo says. The halflings said if they had problems with female dwarves, they wouldn't be allowed in either. It's private property, after all.

*The inside of the shop is tidy and equally garish. To your left, what once was a long teak bar has been turned into a business counter, painted lime green with dark pink stripes that almost matches the color of the high ceiling. Almost, but not quite, and then there are those orange circles to consider--looking up at them almost makes you dizzy. Several small cages sit atop the counter, all holding various diminutive and colorful lizards.*

*Large cages line the back wall and smaller cages line the wall to your right. All of them are filled with happily yapping puppies.*

*A handful of women are walking back and forth touching the puppies through the bars, oohing and ahing over them and speculating which one to purchase.*

*"Customers!" the red and green parrot announces when it notes your presence. "We've got more customers! Alo, snap to it! Customers! More customers!"*

*A heartbeat later, you hear some shuffling behind the counter and a halfling face peeks over the top. It is framed with bright red hair, which somehow complements the blue eyes and wide smile.*

*"More customers! What can I get for you folks?" the halfling chirps pleasantly.*

*Another face pokes up, this belonging to a balding halfling whose face is knitted in consternation. "I can't find it," he whispers. "Darn rat's run off somewhere." "Oops. Sorry," he says louder, noticing you. "What kind of animals are you interested in?"*

*As you take in the pair, a third halfling enters from behind a beaded curtain; she has two fluffy*

*puppies in her arms. She quickly puts them in empty cages and returns to the back room.*

*The halfling called Alo looks at you somewhat expectantly. "Well, what can I help you with?"*

The PCs are welcome to purchase one puppy each, at a cost of 100 gold--the demand for puppies is high right now in Ravens Bluff and no one quibbles much at the price. Or they can purchase something else--bunnies: 5 gp each; colorful little lizards: 3 gp each; mice: 2 sp each; parakeets: 2 gp each; gerbils: 5 cp each; or garden snakes: 6 cp each.

If the PCs explain they are searching for information about missing dogs, Alo is quick to help them. Brucian gets defensive and says if the PCs are looking for someone's lost dog, they should look elsewhere--"**We don't sell stolen merchandise.**" (He's telling the truth for those PCs who are able to detect such.)

No matter whom they chat with, they'll get the same information.

**The Halflings:** Alo, Brucian, and Jeanie are co-owners of *You Can Buy Love*, which they opened four months ago. Alo won the building in a poker game at *The House of Thud*--on a stake given him by Brucian. Deciding that there were too many taverns in Ravens Bluff, they turned it into a pet shop and painted it in their favorite colors.

**Alo** is cheerful, helpful, and always smiles. He talks very quickly and sometimes is difficult to understand.

**Brucian** is stoic and suspicious of questions, though he will answer any questions asked politely. In turn, however, he'll ask the PCs why they are asking. He'll also ask a few questions of his own: "**What do they think of animals? How well do they treat their horses? What is their opinion on the current political situation in Ravens Bluff?**"

**Jeanie** is very busy and will not meet the PCs' gazes. She is quick to throw a blanket over a bunch of small cages if the PCs tromp into the back room (only quiet and invisible characters can see into the cages before the blanket descends--they are filled with rats.). And she stuffs a stick (wand) into her pocket. There are several sticks (expended wands) scattered on the floor.

- *You Can Buy Love* dealt mostly in puppies (ranging in price from 5 gp to 100 gp) until about seven weeks ago. Then, a mysterious man named Vandavar came in and bought them all. When more puppies came in a week later and then a week after that, he bought those, too. Their source for puppies is a couple of farms outside the city--and there are no more litters expected for at least a month.

- Vandavar is definitely an animal lover, Alo believes. He can't imagine that Vandavar would be doing anything to hurt the animals. Alo is very naive. Brucian was not so trusting of the man. He could tell that Vandavar is a wizard--hence on Brucian's insistence they won't serve wizards any more. Brucian suspects Vandavar is using the puppies in some foul experiment, such as turning them into darkenbeasts. And if Brucian had considered that possibility earlier, the puppies never would have been sold to the man. Despite the halfling's misgivings, Vandavar paid good prices, and bought food and water bowls and bedding, too. Only once did they have a few dogs stolen, and that was before they had that glyph put on the back door.
- Vandavar dressed always in black, and wore black gloves. He's a half-elf (so Brucian believes), short (for one of them), and his eyes are a remarkable purple. In any event, Vandavar knows they're selling puppies again, but he hasn't come back. He's obviously paying attention to the sign that says wizards are not allowed inside.
- Vandavar seemed to be friends with the fellow who hangs out on the corner on the other side of the street. Don't know what the fellow's real name is, but he goes by the moniker Snoop Dog. They believe that is why Vandavar likes him, he's got "dog" in his name.
- Where are the halflings getting puppies? From a new supplier--that's what all of them contend, one that wishes not to be identified. However, if the PCs magically question the halflings, sufficiently threaten them, or through role-playing convince them to be honest--Jeannie caves in. She says they've been purchasing special *wands of polymorphing* from a shady wizard. By expending charges, she turns rats into puppies. They make great pets, though they are inordinately fond of cheese. And nothing bad will happen to them unless they're in the area of effect of a *dispel magic* spell. Then they'll turn back into rats again. They have to charge 100 gold for the "puppies" 'cause of the cost of the wands.
- The halflings insist they are not doing anything illegal. The puppies are puppies--at least now they are. Indeed, the halflings believe they are doing the city a favor by cutting down on the rat population.
- A PC who sneaks into the back room and finds the cages full of rats could also gain the above

information. The halflings catch the rats in the sewer--hence the open sewer grate behind the shop.

- The halflings can't tell the PCs where the wizard with the polymorph wands is since they truly don't know. Alo has a contact in his thieves' guild, and through him the wizard comes to call. No amount of pressuring Alo--even magically--will get the halfling to reveal his contact. In short, this is a dead end--the PCs can't find the wizard and can't gain any more polymorphing wands. If the PCs forcefully appropriate the current wand Jeannie is using, consult the certificates at the end of this tournament.
- If the PCs explain that they believe there is foul play involved with Vandavar and the dogs, the halflings will be very upset--except Brucian who is certain there is foul play. In fact, Brucian will be happy someone other than himself is suspicious of Vandavar and will do several "I told you so's" to Jeannie and Alo. They all love dogs and don't want any harm to come to the ones that they sold the man. If they could make sure the dogs are all right, Jeannie promises to give them a reward. Alo will go through his inventory and come up with a list of the puppies--real puppies--sold to Vandavar, and the ones stolen, and give it to the PCs (Player Handout #2).
- The halflings suggest the PCs speak with Snoop Dog across the street to get more information about Vandavar. They also suggest that the PCs might want to visit the A.V.O.W. shelter to see if there's been trouble.
- If the PCs have not yet been to the A.V.O.W. shelter, make sure Snoop Dog is not yet available. This will encourage them to look elsewhere first. Snoop Dog will be around after their visit with Mindy.

*"If Snoop's not there now," Alo says, poking out his little chin, "He'll be there later today. This block is his turf. He's a runty human, about four and a half feet tall. Scraggly beard, dark brown eyes, and he's missing part of one ear. Hmm . . . the right ear. He's got a scar on his face, too."*

No further information can be gained here. Speaking to the lizards and such in the shop reveals the same description of Vandavar.

**Alo, hfm, T2:** AL CN; AC 8; MV 9; hp 6; THAC0 20; #AT 1; Dmg 1d6 (club); SA Nil; SD Nil; Str 9, Dex 16, Con 12, Int 6, Wis 7, Cha 11, MR Nil; SZ M; ML 12.

**Brucian, hfm, F2:** AL LN; AC 10; MV 9; hp 16; THAC0 19; #AT 1; Dmg 1d6 (club); SA Nil; SD Nil; Str 13, Dex 12, Con 16, Int 10, Wis 13, Cha 9, MR Nil; SZ M; ML 16.

**Jeannie, hff, C2:** AL NG; AC 10; MV 9; hp 12; THAC0 20; #AT 1; Dmg 1d6 (club); SA Nil; SD Nil; Str 10, Dex 9, Con 13, Int 12, Wis 12, Cha 12, MR Nil; SZ M; ML 10.

## Encounter Three Yo! It's Snoop Dog

After the heroes leave *You Can Buy Love*, they will have little difficulty finding the area where Snoop Dog is reported to hang out. If the heroes go looking for him, he will turn up a few minutes later--unless they have not yet visited the A.V.O.W. shelter. Use the following description for their first sighting of Snoop Dog.

*The streets of Ravens Bluff never cease to amaze you, even after spending years in the city. Even nice neighborhoods seem to have their dark alleys and unsavory places. Not far from the colorful store YOU CAN BUY LOVE, is the alley in which Snoop Dog is reported to ply his trade.*

*Finding the alley is fairly easy and it really is not all that bad - only a few items of trash and rotted fruit are lying about. Hanging around the alley you seem the figure described by Alo. A short human dressed in dark leather is leaning against a building.*

*As you notice him, he turns to meet your gaze. His dark face is covered with a rough beard and his eyes are a deep and penetrating - almost inviting a challenge of some type.*

In reality, Snoop is actually quite a coward. He is an accomplished actor who will play the part of a neighborhood tough guy and imply that he is very well connected to a local gang that "got my back" (meaning they will assist him if he gets in trouble). There is no such gang and no one, except maybe the heroes, will aid him when he is attacked.

When the heroes first approach Snoop, he will let them do nearly all of the talking. He will make no offensive moves (since he is greatly outnumbered), and will resort to calling the City Watch if he is seriously threatened by the PCs. (However, the Watch will not arrive before the Foo Fighters--see next encounter).

**Snoop Dog, hm, T2:** AL CN; AC 8; MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA Nil; SD Nil;

Str 12, Dex 16, Con 9, Int 12, Wis 6, Cha 8, MR Nil; SZ M; ML 6.

During the heroes' dealing with Snoop, they can use any types of tactics they desire, but should be careful not to break any local laws dealing with charm spells, etc. Snoop will pretend to know a great deal about the problem the heroes describe (whatever that situation is). He will imply that he has extensive contacts and can help the heroes if the price is right. Once the heroes begin to negotiate a price with Snoop (he will settle for as little as 10 gold but hopes to make a big score), a group of renegade bards attack trying to avenge an old debt. When the price is set, read the following and proceed to the next encounter.

*"Yeah, you got the money? Good, now, the problem you face is really not that complicated. For example. . ."*

*Suddenly, a barrage of small points of light go streaking past you and slam into the chest of Snoop. He staggers back into the wall and slumps to the ground. Turning to face this threat, you see three humans in baggy pants with straggly winter hats on despite the summer heat.*

*"You and your gang's days're over Snoop. We are the fighters in the name of the Fellowship of Outgoing Outcasts. FOO Fighters, attack!" With this unusual battle cry, the three hooligans, one of which carries a lute, attack.*

## Encounter Four Enter the Foo Fighters!

The Foo Fighters, despite their appearance, are highly talented and skilled bards. They believe (correctly) that Snoop is responsible for several criminal incidents in the area--including a ride-by carriage attack that killed two small children when the crossbow bolts misfired and went off course. They are determined to kill Snoop and his gang (the PCs). They deploy their spells to the best combat ability and try to avoid melee with obvious warriors. During the first round, the leader will strum the Lute of Wonder (see below). Use the following statistics to run the battle.

### **Tier 1: If the PCs' levels total 6-13:**

**Foo Fighters (3):** Int high; AL N; AC 7 (Dex); MV 12; HD 5 (B5); hp 18 each; THAC0 19; #AT 1 or spell; Dmg 1d6 (short sword, crossbow); SA Spells; SD Spells; MR Nil; Size M; ML 16

Spells (cast as 3rd level MU): ~~magic missile~~, *sleep*, *web*

The leader of the band is armed with a *Lute of Wonder* (20ch) that he will against the heroes, regardless of the positions of his companions.

### **Tier 2: If the PCs' levels total 14-25:**

**Foo Fighters (3):** Int high; AL N; AC 7 (Dex); MV 12; HD 6 (B6); hp 32 each; THAC0 18; #AT 1 or spell; Dmg 1d6 (short sword, crossbow); SA Spells; SD Spells; MR Nil; Size M; ML 16

Spells: ~~magic missile~~, *sleep*, *jump*, *Melf's acid arrow*, *web*

The leader of the band is armed with a *Lute of Wonder* (20ch) that he will against the heroes, regardless of the positions of his companions.

### **Tier 3: If the PCs' levels total 26-37:**

**Foo Fighters (3):** Int high; AL N; AC 7 (Dex); MV 12; HD 7 (B7); hp 42 each; THAC0 17; #AT 1 or spell; Dmg 1d6+1 (short sword, STR bonus, crossbow); SA Spells; SD Spells; MR Nil; Size M; ML 16

Spells: ~~magic missile~~, *sleep*, *jump*, *Melf's acid arrow*, *web*, *lightning bolt*

The leader of the band is armed with a *Lute of Wonder* (20ch) that he will against the heroes, regardless of the positions of his companions.

### **Tier 4: If the PCs' levels total 38+:**

**Foo Fighters (3):** Int high; AL N; AC 7 (Dex); MV 12; HD 9 (B9); hp 54 each; THAC0 16; #AT 1 or spell; Dmg 1d6+1 (short sword, STR bonus, crossbow); SA Spells; SD Spells; MR Nil; Size M; ML 16

Spells: ~~magic missile~~, *sleep*, *jump*, *mirror image*, *Melf's acid arrow*, *web*, *lightning bolt*, *slow*

The leader of the band is armed with a *Lute of Wonder* (20ch) that he will against the heroes, regardless of the positions of his companions.

The leader's lute operates differently than a typical item of wonder, use the following table of effects (also contained on the item certificate). As the leader expends charges, mark off charges on the certificate.

### **Lute of Wonders Effect Table: (Roll 1d10)**

1. *Magic missile* strikes lute wielder for 1d4+1 points of damage
2. *Cure serious wounds* on holder--2d8
3. Casts *plant growth* (as 6th level caster) centered on target
4. Casts *continual darkness* on random object
5. A 3d6 *lightning bolt* is cast at the target
6. A *flame arrow* (cast at 6th level) is directed toward the target
7. Holder is slowed (no saving throw) for 2d6 rounds
8. Holder's clothes and armor turn tie-dyed in bright colors until dispelled

9. Wielder's voice is amplified as a *shout* spell for 1 round
10. A double strength *pyrotechnics* display erupts around the wielder

When the battle is over, the Foo Fighters will have either been killed or driven off. If possible, they will try to flee to save their lives. Members of this misguided band will ignore any of their fallen comrades and fend for themselves. If the PCs are able to capture and question any Foo Fighters, they discover the small band thinks of themselves as local heroes. Misguided and a bit misunderstood, they are nevertheless skilled and well intentioned. They know Snoop was involved in various nefarious things, especially the drive-by shooting where the children were killed, and they had decided to put an end to it. They know nothing of Vandavar or missing dogs. And the Watch in the end will eventually release them.

If anyone attempts to help Snoop, they will learn that he is in terrible shape, his body riddled with crossbow bolts and magical missile burns. The magic missile barrage alone inflicted enough damage to end his time in Ravens Bluff. Any experienced adventurer or character with the healing proficiency knows that he is beyond even magical assistance (unless the PCs did some immediate healing before dealing with the Foo Fighters). As he lies in the hero's arms, he will utter the following:

*"Word on the street is that there is a new gang in town, calling themselves the Dog Pack. They are into coins, gems - that kinda stuff. The buzz is that it's really bad luck to cross the pack. Look out for the man!"*

Snoop has no more information regarding the missing dogs.

## Encounter Five The Honey Dogs

*Dusting yourselves off from the brawl with the bardic band, you look around to note the people still in line at YOU CAN BUY LOVE. All of them are gawking at you. Of course, not one of them would give up their place in line to come help. Nearby, you spot two dogs. Dogs? Real dogs. Wait a minute! Living, breathing dogs. They're the size of large retrievers, and their honey-colored coats gleam in the setting sun. The tags around their necks glimmer like gold coins. Hmm . . . they are gold coins.*

*The dogs are watching you intently. One of them barks and retreats a bit, barks again. Its companion*

*does the same. It is almost as if they are trying to get you to follow them.*

The honey dogs are a gift from Tymora the Goddess of Luck. She has a fondness for dogs and she is disturbed by the recent wave of dognappings in the Living City.

The dogs will lead the PCs down the street and away from the pet shop and Snoop Dog. Any PC who pets a dog will be healed 1d8 points of damage. A PC can pet each dog, gaining the benefit of two *cure light wounds* spells.

Further, if the PCs examine the tags that hang from the satin dog collars, they note that they are gold coins with the visage of a woman on one side. A PC with the religion nonweapon proficiency can automatically recognize that this is a symbol of Tymora. Touching the coin restores three levels of spells for a PC (i.e. one third level spell or one first and one second level spell or three first level spells). This benefit can be gained for each dog, for a total of six spell levels.

The PCs cannot charm the dogs, physically or magically harm the dogs, and they cannot speak to them via any enchantment. Well . . . they can, but the dogs won't listen.

Once any healing and restoration of spell levels are handled, the honey dogs try to lead the PCs toward the docks, where they've found some hounds who were recently enchanted by Vandavar and who are trying to rob sailors.

Just before the PCs reach the hounds, they'll have another fight on their hands. See the next encounter.

## Encounter Six Black Lab

*You follow the mysterious honey-colored dogs toward the wharf. They lead you around a corner, then instantly they are gone.*

*About a block and a half ahead, you see a quartet of canines pestering some sailors heading into a tavern. It looks like the dogs are grabbing at their coin pouches.*

*One of the dogs meets the description of the little spaniel that Mindy Mufflefoot says needs medication.*

As the PCs start to react, more dogs enter the scene--big, black retrievers intent on stopping the PCs. Vandavar's associates had noticed the PCs snooping around the pet shop, AVOW Shelter, and questioning Snoop Dog, and alerted the cleric-mage. The dogs have been ordered to kill the PCs. The dogs, some of which were family pets as evidenced by the tags on their collars, will fight to the death. If the PCs don't want to

kill the dogs, they'll have to come up with some creative method for capturing or subduing them. Here are some possibilities:

- \* Two *charm animal* spells, as the doubling of enchantments breaks Vandavar's hold on them.

- \* *Hold animal* enchantments.

- \* Striking to subdue the animals (one-quarter of the damage would be real.)

- \* Containing them with ropes, spells, or through other avenues.

- \* A successful *dispel magic* spell.

**GM NOTE:** Please read the following rules regarding the dogs carefully!

**Dog toughness:** If the PCs are too weak, or too tough, decrease or increase the hit points of the dogs. You can allow the Tymora dogs to come to their rescue if necessary. However, cut the experience points awarded for this encounter by half if the PCs need help.

**Enchantments on the dogs:** At each tier, the dogs have a different number of stonelines or other enchantments on them. These extra enchantments are focused on the same dogs (having *stoneskin* and *fire breath* if appropriate) making them the leaders of the pack.

#### **Tier 1: If the PCs' levels total 6-13:**

**Black Labs (8):** Int low; AL N (magically-influenced by evil); AC 9; MV 12; HD 2 (F2); hp 10 each; THAC0 18; #AT 1; Dmg 1d4 (bite); SA Nil; SD four of the dogs have three *stoneskins* each; MR Nil; Size S 3' at the shoulder; ML 20

#### **Tier 2: If the PCs' levels total 14-25:**

**Black Labs (10):** Int low; AL N (magically-influenced by evil); AC 9; MV 12; HD 3 (F3); hp 16 each; THAC0 17; #AT 1; Dmg 1d6 (bite); SA See below; SD six dogs have three *stoneskins* each. Further, three of these have imbibed a *potion of fire breath*; MR Nil; Size S 3' at the shoulder; ML 20

*Potion of fire breath:* the dogs issue forth a tongue of flame that is 10 feet wide and up to 20 feet long that inflicts 1d10+2 points of damage. The three dogs each have one use.

#### **Tier 3: If the PCs' levels total 26-37:**

**Black Labs (12):** Int low; AL N (magically-influenced by evil); AC 7; MV 12; HD 4 (F4); hp 22 each; THAC0 16; #AT 1; Dmg 1d8 (bite); SA See below; SD eight of the dogs have four *stoneskins* each. Further, four of these have imbibed a *potion of fire breath*; MR Nil; Size S 3' at the shoulder; ML 20

*Potion of fire breath:* the dogs issue forth a tongue of flame that is 10 feet wide and up to 20 feet long that

inflicts 1d10+2 points of damage. The four dogs each have two uses.

#### **Tier 4: If the PCs' levels total 38+:**

**Black Labs (12):** Int low; AL N (magically-influenced by evil); AC 7; MV 12; HD 5 (F5); hp 30 each; THAC0 15; #AT 1; Dmg 1d10 (bite); SA See below; SD half of the dogs have four *stoneskins* each. Further, four of these have imbibed a *potion of fire breath*; MR Nil; Size S 3' at the shoulder; ML 20

*Potion of fire breath:* the dogs issue forth a tongue of flame that is 10 feet wide and up to 20 feet long that inflicts 1d10+2 points of damage. The four dogs each have three uses or may focus their breath into a single blast that inflicts 5d10 points of damage.

After the heroes have defeated the black labs, they can find the sick spaniel. The other dogs have managed to flee with their loot. However, the spaniel is too weak. The PCs can administer the medicine and in effect rescue this dog.

Keep track of what they do with the spaniel, however. If they keep it with them and they are targeted by one of Vandavar's spells, the dog could soon be an ex-dog (it has 8 hp). Heroes who wish to return the spaniel to the shelter may either find a runner (a local boy for hire who will take it there for 1 sp) or return the dog themselves. Mindy will be very grateful for the dog's return, but is unable to lend further aid to the heroes. Due to the dog's near death experience, Vandavar's spell has been broken. The spaniel has no memory of what happened to it or where it has been since leaving the shelter.

When the PCs look around the docks, they find that the tracks from the smaller dogs are difficult to follow but head in the direction of the warehouse district. The sailors will be very upset because they lost their coin pouches to a bunch of pooches. And they will be eager to point the direction that the dogs went. Either way, the heroes will have at least a basic idea of which direction the dogs went.

## **Encounter Seven Three Dog Night**

Following the fight with the black labs, the heroes will be able to follow the trail of the dogs into the warehouse district with little trouble. By now, the afternoon sun is starting to set (assuming the heroes have not rested and started a second day on the trail) and night is approaching. If the heroes are following a "word of mouth trail" (i.e. asking people if they have seen the dogs), the trail will quickly dry up as the city inhabitants retire for the evening. If it is still light, the

locals in the warehouse district will not have seen signs of the dogs, though a couple admit to hearing a bark or two.

Enter the agents of a meddling Red Wizard of Thay. The wizard, Treng Helimor, is a dog lover who accidentally found out about Vandavar's pet-nappings. The wizard is staying at the Thayvian Embassy and has no desire to directly get involved. He doesn't want his fellow Thayvians finding out he's got a soft spot for animals. Therefore, he has "borrowed" one of the embassy housekeeper's dogs and "magicked" them to help out. It is doubtful the dogs can be tracked back to the embassy--an act that would be a waste of time on the heroes' part--unless they cast *Speak with Animals* and ask the correct questions. If the PCs opt to trace the dogs back to the embassy--before dealing with Vandavar--they will not be able to save Poi's Fleddy.

Heroes who were tracking the black labs, either through skills or magical means, will notice that the trail leads to a building with boxes stacked high enough to allow access to the roof. A single paw print is easily identifiable leading up to where the trail becomes too difficult to follow. As the heroes contemplate what to do next, Treng, as mentioned above, sends them a message.

***A haunting voice emanates from the top of a nearby building: "Those who oppose the great mage Vandavar fail to realize just how vile a man they are dealing with. I know his capabilities." Turning at the sound of the strange voice, you spot a very small dog perched upon the edge of the roof.***

***"If you are brave enough to oppose the dog-mage, sharpen your wits. If you answer correctly, you can continue your quest. If you answer wrong..."***

***"What characteristic of dogs make them the most vulnerable?"***

The dog is a white fox terrier that has been enchanted by the unnamed wizard. Regardless of what answer the heroes give to the riddle, the dog will leap from the ledge. Treng is certain the PCs will catch the dog--he knows the abilities of Ravens Bluff heroes. If they answer correctly-- "Loyalty," the voice booms the following quote before the dog leaps off the building.

***"Look, see what type of loyalty Vandavar can command from his slaves!"***

The heroes might try to save the dog, and there are many ways to do so--if they are clever. However, if they do not try, the Red Wizard will give up on this bunch and contact another group of heroes. The PCs will have effectively lost their only traceable lead to Vandavar, and the adventure ends here (unless they

have some weird piece of magic that lets them continue).

However, if they rescue the dog, they discover it is no longer ensorcelled, and they will have a young fox terrier on their hands. The dog can aid the heroes immensely in their quest. In fact, the dog will try to get away from the heroes or lead them to another area in the warehouse district. If the heroes can communicate with the dog, it will inform them that his brother and sister are close by (he can smell them), and he is very anxious to get reunited with his family. The heroes can follow the terrier to a small courtyard with a large fountain in the center of it. When the heroes arrive here, read the following:

***Following the little terrier through the twists and turns of the warehouse district, you finally reach an open-air courtyard. Once a place where local merchants gathered to sell their goods, the courtyard is dominated by a large fountain with a carved squid at its center. The water smells foul and is churning violently. Standing atop the squid's head is another white terrier nearly indistinguishable from the dog that led you here.***

The fountain is normal, and despite the heroes' fears, there is nothing alive in the water. The fountain waters are fed by an underground spring, which is creating the violent current in the small fountain. The water is only a couple of feet deep and poses no drowning threat to the heroes--except for especially short halflings. The terrier, however, will drown in three rounds after it hits the water.

If a hero dives into the water trying to save the dog, he must successfully make a save vs. breath weapons or suffer 1d6 points of damage +1 per tier (maximum damage at tier 4 is 1d6+4, or 10 points) per round from swallowing water. Heroes who possess water-breathing abilities need not make this save.

Similar to their encounter with the first dog, this dog will serve as a conduit for the Red Wizard's clues. Heroes need not wait for the dog to finish its speech before attempting to rescue it. In fact, heroes who ignore the speech--thus making the proverbial saving throw versus boxed text--may have an improved chance of saving the dog. Either way, the enchantment on the terrier will be broken when the heroes save it.

If they wait for the speech, the dog reveals the following:

***The same haunting voice that you heard in the alley earlier once again fills the air around you, emanating from the terrier on the fountain. "It seems that you have proven yourselves to be more resourceful than I had anticipated. Good. Perhaps you will stop Vandavar and save the city's dogs."***

The terrier will attempt to leap into the fountain as outlined previously. Unless prevented by the heroes, the other terrier will attempt to leap into the fountain to save its sibling, leaving the heroes two dogs to save!

The surviving terriers will be able to lead the heroes to another missing sibling and the lair of Vandavar.

If the heroes are able to communicate with the dogs, the two terriers announce they are very happy to be reunited, happier still to be away from the wizard who "magicked them" and excited about finding their missing sister. It is clear their former master is not Vandavar. Their former master is a heavyset man who cleans an embassy. The dogs will have no trouble finding their way home. However, they first want to locate their sister. They will make several wrong turns along the way, before finally arriving at their destination. Read the following description:

*Following the terriers through the streets, you find yourselves traveling deeper and deeper into the oldest parts of the city. You are getting closer to the docks, and the buildings are showing more signs of age. The strong smell of moldy trash, decay, and rotting wood mingles with the strong smell of the sea to form a unique aromatic experience.*

*Your terrier guides seem undaunted, despite making many wrong turns along the way. Finally, the dogs begin to scratch and bark at the door of an old warehouse. Surely this is the place where the third dog can be found.*

## Encounter Eight Sign of the Dog-Star

The warehouse the terriers lead the heroes to is in fact Vandavar's base of operations. He has grossly underestimated the bonds between the little dogs and has, through his extreme arrogance, led the heroes right to his front door. He is aware that someone is on to him, of course, and will have made some preparations for the heroes' arrival. As they look around, read the following:

*The sign above the door is barely legible due to the faded paint weathered wood. Upon close inspection, the sign appears to read "Dogs Star Trading Company." The building is completely dark, and the two windows very high up appear to be boarded up from the inside. The only entrance looks to be the loading doors, which are made of stout wood and reinforced with iron bands and a large lock.*

Vandavar has secured his warehouse quite well with various mundane security items, but he has not relied entirely upon these for dealing with intruders. The doors are very solid, but can be broken down by brute strength accompanied by a great deal of noise--and also by triggering the protective *glyph of warding*. The lock is also of high quality but may be picked normally. Of course, it also can be opened with a *knock* spell.

The glyph will not be triggered until the door is opened--after saying the command word, "Beshaba." If the glyph is triggered, all heroes within 10 feet of the door must make a saving throw versus spells or be blinded for 2d4 rounds. Loud conversations outside the door, opening the door with brute strength, or triggering the glyph will alert Vandavar. In this case, he and his creatures attack immediately (see statistics below)! Don't bother to read the boxed text description of the interior of the warehouse--just have at them.

### Another Way Inside

If the heroes attempt a detailed search of the warehouse complex, they might be able to discover a well-concealed secret door (detectable by normal means). This door is not trapped and once discovered can be broken down or opened by a successful open locks ability check. A *knock* spell will also open the door. The door is located on the far side of the building and opens into one of the surrounding alleys.

### Once Inside

If the heroes are able to look into the building by some magical means, reveal the appropriate details from the encounter description below. Heroes who wish to enter may do so through the main door, the secret door (if they found it), or by magical means. The windows are boarded too well to provide a quiet entrance to the building, though the heroes can noisily enter through them.

Since Vandavar is expecting the heroes, he will have positioned himself in the main area of the warehouse where he can defend from both points of entry, while leaving himself a clear escape route. Clever heroes who enter through both doors (or one of the windows) simultaneously will confuse him and cause him to react with a -1 penalty to initiative for the first round of combat. Since he is expecting an attack, it is nearly impossible to surprise Vandavar or his creatures.

Once the heroes enter the building, Vandavar knows that his plan for buying off the heroes has failed and he is forced to deal with them the direct way. He will use all of his spells, items, and abilities as well as he can to drive off or destroy the heroes. He will be especially likely to attack those heroes who openly

wear the symbol of Tymora. Below is the description of the warehouse.

*The Sign of the Dog Star warehouse is similar to many of the others built in the early days of the city. The main doors open into a massive section designed to store goods before they are distributed to local merchants or before being loaded in wagons for transport further inland. A large number of old and rotting crates still fill about half of the area.*

*Dominating the center of the room are some recent additions to the original construction. A large but shallow pit with a massive iron grate has been dug into the floor. Inside the pit are a large number of dogs sitting like statues, not making a sound. Not far from the pit is an ornate stand holding a glowing crystal that resembles the eye of a cat. The stone is pitch black with an emerald green light emanating from it.*

*Shackled down just out of reach from the stand is a small bulldog about knee height. It has a white head and its body is covered with black spots. The dog is bow-legged and has a collar with some item dangling from it. The dog is growling at the gemstone, but begins to whimper as the stone begins to glow brighter and brighter.*

The dog in front of the stone is Poi Dawg's missing pet, Fleddy. Vandavar's location, and that of his creatures, is not listed in the above text because it will vary depending on how the heroes are looking into the room. He will be in a defensive position, with his creatures in front of him, in an attempt to prevent warriors from engaging him in melee.

Vandavar is a small man dressed entirely in black from head to toe. He wears a black suit and gloves and keeps his holy symbol concealed, but within reach for spellcasting. His creatures' descriptions will vary by tier, but the displacer beasts are not clearly identifiable until seen up close!

Vandavar is very alert and will immediately attack the heroes if they enter the warehouse--possibly gaining surprise if they noisily entered his building.

His tactics are simple: avoid melee combat by hiding behind his creatures, and casting spells at the heroes. If pressed, he will attempt to flee through the secret door (casting *wizard lock*) on the door to cover his escape. Use the following statistics for Vandavar and his creatures:

### **Tier 1: If the PCs' levels total 6-13:**

**Vandavar, hem, Cleric/Mage 5/5:** AL NE; AC 2 (*armor spell & ring of protection +2*); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d6 (staff); SA Spells; SD

*armor*; Str 9; Dex 14; Con 13; Int 14; Wis 12; Cha 8; MR Nil; Size M; ML 16.

Magic items: *ring of protection +2, dog whistle*

Cleric Spells: *command, darkness, cure light wounds, hold person, silence 15' radius, prayer*

Mage Spells: ~~*armor*~~, *color spray, jump, wizard lock, web, slow*

**Black Panthers (2):** Int med; AL N (*charmed to obey Vandavar*); AC 5; MV 15; HD 2; hp 12 each; THAC0 18; #AT 3; Dmg 1-4/1-4/1-6; SA Nil; SD Nil; MR Nil; Size M 2' at the shoulder; ML 20

### **Tier 2: If the PCs' levels total 14-25:**

**Vandavar, hem, Cleric/Mage 6/6:** AL NE; AC 2 (*armor spell & ring of protection +2*); MV 12; hp 34; THAC0 18; #AT 1; Dmg 1d6 (staff); SA Spells; SD *armor*; Str 9; Dex 14; Con 13; Int 14; Wis 12; Cha 8; MR Nil; Size M; ML 16.

Magic items: *ring of protection +2, dog whistle*

Cleric Spells: *command, darkness, cure light wounds, charm person or mammal, hold person (x2), silence 15'r, hold animal*

Mage Spells: ~~*armor*~~, *color spray, jump, wizard lock, web, slow, lightning bolt*

**Displacer Beasts (2):** Int semi-; AL LE; AC 4; MV 15; HD 6; hp 30 each; THAC0 15; #AT 2; Dmg 2d4/2d4; SA Nil, but saves as a 12th level fighter; SD Displacement (-2 on opponents' attack rolls); MR Nil; Size M 5' at the shoulder; ML 20

### **Tier 3: If the PCs' levels total 26-37:**

**Vandavar, hem, Cleric/Mage 7/7:** AL NE; AC 0 (*armor spell & ring of protection +2*); MV 12; hp 42; THAC0 17; #AT 1; Dmg 1d6 (staff); SA Spells; SD *armor spell, free action, 5 stonesskins*; Str 9; Dex 16; Con 13; Int 14; Wis 12; Cha 8; MR Nil; Size M; ML 16.

Magic items: *ring of protection +2, dog whistle*

Cleric Spells: *command, darkness, cure light wounds, charm person or mammal, sanctuary, hold person (x2), silence 15' radius, withdraw, hold animal, free action*

Mage Spells: ~~*armor*~~, *color spray, jump, magic missile, mirror image, wizard lock, web, slow, lightning bolt, stonesskin*

**Displacer Beasts (4):** Int semi-; AL LE; AC 4; MV 15; HD 6; hp 35 each; THAC0 15; #AT 2; Dmg 2d4/2d4; SA Nil, but saves as a 12th level fighter; SD Displacement (-2 on opponents' attack rolls); MR Nil; Size M 5' at the shoulder; ML 20

#### **Tier 4: If the PCs' levels total 38+:**

**Vandavar, hem, Cleric/Mage 8/8:** AL NE; AC 0 (*armor spell & ring of protection +2*); MV 12; hp 50; THAC0 17; #AT 1; Dmg 1d6 (staff); SA Spells; SD *armor spell, free action, 8 stonelines, vocalize*; Str 9; Dex 16; Con 13; Int 14; Wis 12; Cha 8; MR Nil; Size M; ML 16.

Magic items: *ring of protection +2, dog whistle*

Cleric Spells: *command, darkness (x2), cure light wounds, charm person or mammal, sanctuary, hold person (x2), silence 15' radius (x2), withdraw, hold animal (x2), ~~free action~~, cure serious*

Mage Spells: ~~armor~~, *color spray, jump, magic missile (x2), mirror image, wizard lock, web, ~~vocalize~~, slow, lightning bolt, stoneline, dimension door*

**Displacer Beasts (6):** Int semi-; AL LE; AC 4; MV 15; HD 6; hp 40 each; THAC0 15; #AT 2; Dmg 2d4/2d4; SA Nil, but saves as a 12th level fighter; SD Displacement (-2 on opponents' attack rolls); MR Nil; Size M 5' at the shoulder; ML 20

Once the battle is over, the heroes will be able to release Fleddy and the other dogs. Contained within the pit are all of the dogs that Vandavar purchased from the pet shops in town, as well as several strays and those reported missing by many of the local citizens. All of the dogs in the pit are under the influence of Vandavar's enchantments and will flee if the gate is lifted (the pit is only a couple of feet deep).

If the heroes defeated or captured Vandavar, they will find his two magical items--his *ring of protection +2* and his *enchanted dog whistle*, and a bag of six catseye gemstones worth 150 gp each.

If Vandavar escapes, the heroes do not get any of his treasures.

In order to free the dogs from the spell, the heroes must destroy the gemstone that rests on the stand. It will shatter if hit for 10 points of damage in a single round (treat the gemstone as AC 2).

Upon breaking the stone, any of the effected dogs will immediately return to normal. The heroes will have succeeded in the solving the problem, and the dogs can be returned to their original owners.

Vandavar's dogs that were ordered to work elsewhere are also freed from the enchantment when the stone breaks. These dogs will be able to return to their masters on their own.

The PCs can identify Fleddy from Poi Dawg's description. Too, many of the dogs have tags around their necks, and the black and white bulldog has a tag that reads "Fleddy."

Once Vandavar is dealt with and the dogs are free, the adventure is essentially over. GMs should proceed to the epilogue.

If they report back to You Can Find Love (and they didn't nab the polymorphing wand) Jeannie gives them the wand as her thanks.

## **Epilogue: Man's Best Friend?**

*Not long after dealing with the creatures at the warehouse and freeing the dogs, you head to the AVOW Shelter. Mindy says she will happily take any of the stray dogs off your hands and promises to find them good homes in the city--with families who will love them, respect them, and take care of them.*

*Next stop is Poi Dawg's. When you near the tea shop, Fleddy gets anxious, and suddenly the bow-legged pooch is springing away from you and running rapidly into the waiting arms of Poi Dawg.*

*The merchant hugs the dog tightly and affectionately, then sets him down respectfully. Before your very eyes the dog begins to grow into a large far-eastern-looking dog nearly a dozen feet high at the shoulder. The dog snuggles against Poi, dwarfing the elderly man, and speaks!*

*"This city is indeed a good home for us, Poi. There are people here who understand about loyalty and who value all creatures. Reward them with the coins." The dog's enormous eyes slowly regard you. "Know that you have our sincere thanks. Your city has proven itself, and we may now call it home."*

*Poi reaches into his pouch and produces the promised payment for finding Fleddy. The bejeweled coins glimmer in the light of the sun, though they don't quite match the sparkle in Poi Dawg's misty eyes.*

## **The End**

## **Experience Point Summary**

Experience in Living City events is awarded as follows:

1. Sum the experience listed below for the objectives.
2. Assign discretionary role-playing experience (0-500 per PC). These latter points should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. You may award different PCs different amounts based on their performances.
3. Finally, multiply the total by the tier, according to this chart:

Tier 1: Levels 6-13	As listed
Tier 2: Levels 14-25	x2
Tier 3: Levels 26-37	x3
Tier 4: Levels 38+	x4

<b>Poi Dawg Pondering</b>	
Gaining clues from Poi and his neighbors:	50 xp
<b>Dog's Eye View</b>	
Gaining clues from the animals:	50 xp
<b>Pet Shop Boys</b>	
Talking to the halflings:	50 xp
<b>Snoop Dog</b>	
Negotiating with Snoop:	50 xp
<b>Foo Fighters</b>	
Defeating the bards:	100 xp
<b>Black Lab:</b>	
Defeating the nasty canines:	100 xp
Finding a way to avoid killing them:	100 xp
<b>Sign of the Dog Star:</b>	
Defeating Vandavar and his creatures:	150 xp
Saving Fleddy:	100 xp
Total experience for objectives:	750 xp
Role-playing experience:	0-500 xp
<b>Total possible experience:</b>	<b>1,250 xp</b>
<b>Tier 2:</b>	<b>2,500 xp</b>
<b>Tier 3:</b>	<b>3,750 xp</b>
<b>Tier 4:</b>	<b>5,000 xp</b>

## Treasure Summary

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

Bag of 6 cats eye stones (worth 150 gp each)

Mindy's unicorn bracelet (worth 50 gp)

*Wand of polymorphing*—puppies (15 charges less any used while the PCs are in the shop): This especially enchanted wand was used by the halflings of *You Can Buy Love* to turn rats into eight week old puppies. It has no other use. See the *polymorph other* spell for more information. It will work only on normal-sized non-magical rats. Roll on the table below to determine the type of puppy created.

1. Collie pup
2. Sheepdog pup
3. Terrier pup
4. Bulldog pup
5. Poodle pup
6. Red setter pup
7. Mutt pup

8. Golden retriever pup
9. Basset hound pup
10. Bloodhound pup
11. Huskie pup
12. Dalmatian pup

Note: PCs receive either the Stolen wand or the Gift wand, not both. If they have the stolen wand, please write “Stolen from You Can Buy Love” on the cert before handing it to the player.

*Lute of wonder* (20 charges less any used): This magical lute is made of strong wood (+2 on its saving throws) and is of extremely high craftsmanship. The surface softly reflects light, and the reflective patterns never seem to repeat - suggesting at the random nature of the lute's power. Any class may use the instrument and when strummed, it produces one of the following effects, each using one charge. The lute cannot be recharged.

### Lute of Wonders Effect Table: (Roll 1d10)

1. FEEDBACK! *Magic missile* strikes wielder for 1d4+1 damage
2. *Cure serious wounds* on holder--2d8
3. Casts *plant growth* (as 6th level caster) centered on target
4. Casts *continual darkness* on random object
5. A 3d6 *lightning bolt* is cast at the target
6. A *flame arrow* (cast at 6th level) is directed toward the target
7. Holder is *slowed* (no saving throw) for 2d6 rounds
8. Holder's garb & armor turn bright tie-dyed colors until dispelled
9. Wielder's voice is amplified as a *shout* spell for 1 round
10. Double strength *pyrotechnics* display erupts around wielder

*Ebonwood ring of protection +2*: Carved of enchanted ebonwood, this serves as a *ring of protection +2* for most individuals. However, elves and half-elves gain an additional benefit. While wearing the ring they are immune to *faerie fire* spells.

*Dog whistle* (16 charges): Made of silver with a chain of gold, this ornate whistle is an example of exquisite craftsmanship, most likely of elvish make. When blown, a charge is expended and the whistle creates a sound only audible to dogs. All dogs within hearing distance are subjected to a form of *charm mammal* spell with a -2 saving throw. The spell is not a full charm, and only serves to summon the dogs and make them follow the simplest of commands such as fetch, heel, sit, stay, roll over etc. Dogs will follow the holder of the whistle for one turn, but they cannot be made to attack

or otherwise act out of their nature. The whistle can only produce its magical effect once an adventure, and otherwise is a normal dog whistle. Dogs which are hostile to the wearer before the whistle is blown are not charmed by the whistle.

#### ***Lui Dynasty Celestial Dragon Coin***

The country of T'u Lung separated politically from the land of Shou Lung in Kara Tur well more than three hundred years ago. To commemorate this event, special sets of coins were minted by the Lui family. This is one of these rare coins.

The coin is nearly two-inches in diameter and is made of the finest, purest gold, carrying a natural reddish tint. On one side is the image of a celestial dragon in flight, the dragon's eyes are tiny, perfect emeralds. On the reverse is Emperor Lui's face, his headdress made of jade and coral, and his eyes tiny diamonds.

To a collector of coins and antiquities, this treasure is worth 3,000 gold pieces.

#### ***Lui Dynasty Coiling Koi Coin***

The country of T'u Lung separated politically from the land of Shou Lung in Kara Tur well more than three hundred years ago. To commemorate this event, special sets of coins were minted by the Lui family. This is one of these rare coins.

The coin is nearly two-inches in diameter and is made of the finest, purest gold, carrying a natural reddish tint. On one side is the image of a pair of coiled Koi, rendered in tiny, perfect topaz and garnet stones. On the reverse is the face of the famed samurai Li Ruk, who served Emperor Lui and helped gain T'u Lung its independence. Li's eyes are the brightest of blue sapphires, and tiny rubies decorate his robe.

To a collector of coins and antiquities, this treasure is worth 3,000 gold pieces.

#### ***Lui Dynasty Heron Coin***

The country of T'u Lung separated politically from the land of Shou Lung in Kara Tur well more than three hundred years ago. To commemorate this event, special sets of coins were minted by the Lui family. This is one of these rare coins.

The coin is nearly two-inches in diameter and is made of the finest, purest gold, carrying a natural reddish tint. On one side is the image of a graceful heron, poised to drink at a still pond. The surface of the pond is rendered in tiny blue topaz stones, and the reeds that grow at the pond's edge are slivers of fine jade. On the reverse is the face of a celestial dragon, one who allied himself with Emperor Lui and kept evil forces from interfering in T'u Lung's bid for independence. The dragon's eyes are oval-cut emeralds, and the

smallest of diamonds can be seen amid some of his scales.

To a collector of coins and antiquities, this treasure is worth 3,000 gold pieces.

#### ***Lui Dynasty Panda Coin***

The country of T'u Lung separated politically from the land of Shou Lung in Kara Tur well more than three hundred years ago. To commemorate this event, special sets of coins were minted by the Lui family. This is one of these rare coins.

The coin is nearly two-inches in diameter and is made of the finest, purest gold, carrying a natural reddish tint. On one side is the image of an adult panda, sitting amid stalks of bamboo. The panda is rendered in the finest opal and onyx, with eyes of sapphire. On the reverse is the visage of Shau Lui, wife of Emperor Lui and famed warrior of T'u Lung. Shau helped lead the forces that gained the country's independence. Her eyes are small amethysts, her lips rendered in coral, and her hair is decorated with bits of jade and tiny rubies.

To a collector of coins and antiquities, this treasure is worth 3,000 gold pieces.

#### ***Lui Dynasty Dragon Turtle Coin***

The country of T'u Lung separated politically from the land of Shou Lung in Kara Tur well more than three hundred years ago. To commemorate this event, special sets of coins were minted by the Lui family. This is one of these rare coins.

The coin is nearly two-inches in diameter and is made of the finest, purest gold, carrying a natural reddish tint. On one side is the image of a dragon turtle surfacing in a turbulent sea. The dragon's eyes are yellow-hued diamonds, and the steam breath escaping from his mouth is represented by a smattering of white diamond chips. On the reverse is form of Ke Ho, one of Kara Tur's most powerful shukenja who allied himself with Emperor Lui. The shukenja's robe is rendered in peridot and jade chips; his eyes are the rarest of brown diamonds.

To a collector of coins and antiquities, this treasure is worth 3,000 gold pieces.

#### ***Lui Dynasty Dog Coin***

The country of T'u Lung separated politically from the land of Shou Lung in Kara Tur well more than three hundred years ago. To commemorate this event, special sets of coins were minted by the Lui family. This is one of these rare coins.

The coin is nearly two-inches in diameter and is made of the finest, purest gold, carrying a natural reddish tint. On one side is the image of a proud, broad-shouldered canine, perfect sapphire eyes staring straight ahead. His coat is rendered in opal, with spots of polished onyx here and there. The dog is nearly as tall

as building he stands beside. On the reverse stands a mysterious elderly man in dark blue robes made of crushed sapphires, his bright diamond eyes glimmer with wisdom. At his feet is a small dog, practically a diminutive version of the one on the other side of the coin.

To a collector of coins and antiquities, this treasure is worth 3,000 gold pieces.



## Player Handout #1

### **City Watch Cutpurse Reports**

Three days ago: The Marclen sisters from Procampur--Eliza, Cralaura, and Elsbeth, reported that a quartet of "great shaggy dogs" rushed out of an alley near the merchant district, knocked them down and "proceeded to rip our necklaces and bracelets off." The dogs reportedly retreated down the alley, never to be seen again. (Note: the sisters had supposedly been visiting taverns and were a little tipsy . . . possible they simply forget where they put their jewelry.)

One week ago: Anniefran Holstetter reported that her poodle, which had been missing for nearly three weeks, returned one night only to run away again--carrying her diamond necklace in its mouth. (Anniefran last month reported seeing green birds flying in and out of her neighbor's window. Eight months ago she broadcast through the residential areas that she had tea with Elminster)

Two weeks ago: A patron exiting Embrol Sludge's Eatery and Shell Shoppe claimed a trio of small beagles accosted him. The trio nipped at his ankles and drove him to distraction, while a larger dog darted in and snatched his coin purse. The larger dog looked like one his neighbor owned, but reported missing a few weeks ago. The man, Donner Oklander, sought out his neighbor and got into a brawl that landed both of them in the gaol for three days.

Three and a half weeks ago: A merchant caravan passing through Ravens Bluff on its way to Procampur reported a dog problem. A gem merchant claims a big retriever jumped into the back of his wagon, rummaged around, and absconded with his best and most valuable string of pearls. (There is some question whether the merchant was actually robbed or was just hoping to gain some monetary compensation from Ravens Bluff.) Another merchant in the caravan claimed to have heard noise coming from his friend's wagon, but said he could not tell what was making the noise. The caravan has since left for Procampur, taking the complaining merchant with it.

Player Handout #2

**Inventory--YOU CAN BUY LOVE**

- Litter of seven collie pups, brown and white, nine weeks old--sold to Vandavar of Ravens Bluff
- Litter of six spaniels, four black, two chocolate brown, eight weeks old--five sold to Vandavar, one sold to Benzoate Glycol, both of Ravens Bluff
- Litter of four rat terriers, white with brown and black spots, ten weeks old--sold to Vandavar of Ravens Bluff
- Assortment of mixed-breed dogs, eight, all white with reddish-brown spots, eight weeks old, expected to weigh no more than twenty pounds at adulthood--seven sold to Vandavar of Ravens Bluff, one to Missi Sikes of Tantras
- Assortment of mixed-breed dogs, twelve, black and brown, long fur, guess their age at nine weeks old, expected to weigh no more than fifteen pounds at adulthood--ten sold to Vandavar of Ravens Bluff, two to Halomar Railswith, both of Ravens Bluff
- Three white fox terriers, ten weeks old, sold to Vandavar of Ravens Bluff