

# Eagle's Landing

**A One-Round Living City Adventure Set in Procampur**

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A golden eagle, one of Procampur's most sacred symbols, falls from the sky into the city's Nobles District. But when the eagle turns up missing, will a sign that was once taken as a blessing be turned into a sign of ill-omen? It is up to Procampur's faithful to have the eagle restored before the city's own faith is irrevocably shattered. An adventure for tiers 1-5.

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

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

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

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

## Tier Structure

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

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

## Native Procampur PCs

This is a great time for players to start native Procampur 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 adventure as several *Local History (Procampur)* NWP checks. Should there be no

Procampur 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.

## 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 Procampur. The difference is that honors, knighthoods, governmental positions, and so forth that Ravens Bluff PCs have carry no weight at all in Procampur. NPCs will not be patronizing of non-native PCs, 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.

## Reaction from the Diamond Legion (City Watch)

The Diamond Legion is responsible for the 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 Procampurians 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.

<u>Crime</u>	<u>Subtle</u>	<u>Careful</u>	<u>Normal</u>	<u>Noisy</u>	<u>Obnoxious</u>
Menial	x10 turns	x5 turns	x3 turns	x7 rds	x5 rds
High	x5 turns	x3 turns	x10 rds	x5 rds	x3 rds
Capital	x2 turns	x1 turn	x7 rds	x3 rds	x1 rd

## Why am I here?

Almost every Ravens Bluff character that goes through this adventure will ask this question. The answer is, "you decide." Really. 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

### **IMPORTANT NOTE TO JUDGES**

There are many possible outcomes for this adventure depending on the actions (or inaction) of the PCs. Many aspects of the PCs' character will be tested: greed and sacrifice, loyalty and betrayal, right and wrong. Please do not give any indications to the players in favor one direction over another. It is important that the Judge Critical Event Sheet is completed filled out in order to properly tabulate its results. A new meta-game organization *may* be formed, but in order to do so we need complete and accurate information. The results will be announced at the GEN CON 2000 Awards Ceremony (i.e. if there is anything to announce).

Also note: The PCs can go through this adventure very quickly or very slowly depending on the locations they visit. If things are proceeding too quickly, try to encourage the PCs to visit other encounters. Otherwise, the players may very well feel disappointed for low experience awarded and missing some of the treasure.

## **ADVENTURE SUMMARY**

**Encounter 1:** The Fraternity of Venturers, Fraternity Hall. This is where the PCs learn of the missing eagle. They also encounter a few of the other individuals that are after the wounded bird.

**Encounter 2:** Kiandra Gallastan is waiting to ambush the PCs to get them to find the eagle for her.

**Encounter 3:** The Temple of Torm is the scene of the crime ... sort of. This is where the eagle was last seen. There is no sign of foul play, though there are a few feathers on both the table and floor in the area in which the eagle was left.

**Encounter 4:** Undil Latheen. Undil will be at the construction site of the new temple of Waukeen. In addition to telling what he knows, he will invite the PCs to participate in the Church Naming Contest that he's running. There will also be combat against Tanar'ri in this encounter. The Glasyans (first) and the Diamond Legion (second) will arrive on the scene if the combat takes too long to finish.

**Encounter 5:** Thalus Bailey. His estate is located in the Nobles District. He will give his reasons for wanting the eagle and his opinions on the others that were present with him at the Fraternity Hall.

**Encounter 6:** Siolomy Jirin. The PCs meet with Lady Consul Jirin at her estate outside the city walls. She is a stickler on etiquette and protocol, so her meeting with the PCs can go well (or not) depending on how they go about to reach her front door. There is also a combat in this encounter with undead. They are attacking Lady Jirin's herd of horses.

**Encounter 7:** Llandra Skyrider. Llandra Skyrider is very affectionate towards the eagles under her command and the thought of the injured, suffering, downed eagle simply tearing her heart to pieces. She has no ambitions at all about the eagle unless she is presented the message from Jacinda Lassars.

**Encounter 8:** Jacinda Lassars. Jacinda is one of the main representatives of the shrine of Glasya in Procampur (just under Ceraphane). Jacinda has an offer for General Skyrider and wish the PCs to convey her message to her. If the PCs don't accept, Jacinda's message *will* get to Llandra one way or the other. Just because the PCs don't accomplish the task doesn't mean it won't happen.

**Encounter 9:** The Shrine of Deneir. The PCs can reach this encounter any time after leaving the Temple of Torm. They will get a riddle, in which they must solve, to lead them to the injured eagle. Underpriest Epirotes will not help the PCs to decipher the divination, but will suggest that they speak with those that have the most interest with the eagle.

**Encounter 10:** In this encounter, the PCs may very well discover the eagle, depending on if they play their cards right and role-play with the child to discover its location.

**Encounter 11:** Final combat. This combat is a free-for-all in which the different factions that what the eagle confront the PCs in hopes to forcibly take it from them.

**Epilogues:** There are eight different possible endings in which the PCs can finish this adventure with. A number of outcomes have been determined based on the different epilogues. One outcome will be determined based upon which ending was taken by the majority of tables.

## **INTRODUCTION**

*Much has happened in the last year that it's almost staggering. Rendeth of the Royal Blood had regained his throne. The Guardians of the Star Sapphire were disbanded and several of its members were convicted of treason. The Diamond Legion was reinstated. The wedding between Alissa Wyndsong and the Thultyrl had finally taken place. Persecution and tyranny was pretty much stamped out as the Jewel of the Vast began to sparkle once more.*

*Nowadays, the excitement within the city is at its highest. There is much talk about the impending birth and future heir of the city. Businesses and activities are at an all-time high as people make preparations for the eventual announcement.*

*Getting work hasn't been difficult at all. Many jobs have been available through various guilds, nobles, and independent businesses. You are currently at the Fraternity of Venturers waiting in line to see what kinds of assignments are available.*

Give the PCs a chance to describe themselves and do introductions. The line is moving slowly so they have a little time for role-play. But don't let this drag out. When ready, proceed to **ENCOUNTER 1**.

## ENCOUNTER 1: STEP RIGHT UP

*As you near the reception desk, the doors behind you suddenly burst open. A flurry of people rush into the Hall and head towards the main desk, passing everyone that had waited patiently (though some impatiently) in line. All of them speak at once to the distressed secretary. Something has definitely agitated these people to cause them to forget all proper etiquette and protocol.*

Many things can be overheard at this point. Roll a 1d6 to determine what each player hears. Since everyone is speaking at once, only partial sentences can be discerned.

1. "... crashed in the Nobles District..."
2. "... no longer there..."
3. "... symbol of the city..."
4. "... completely disappeared..."
5. "... foul play..."
6. "... I bet you did it!"

After each PC that tries to listen receive their fragment, the people will begin accusing one another and a shouting match will ensue. This will escalate until Melton Dadderhoff comes out of his office and puts a stop to the scene.

*"All right, that's enough! We are aware of the problem and are handling the situation. If you wish to recruit people on your own, then by all means ... do so. But I will not have this Hall turned into an area for your accusations. You may return when you've settled down, but for now ... get out!"*

The mod will eventually leave. PCs with the *Local History (Procampur)* NWP may recognize a few of the figures. Roll a 1d10 to determine which ones. (Players with the Procampur Noble Recognition certificates with

the below names checked off will recognize them with no problem.)

1-2	Thalus Bailey
3-4	Kiandra Gallastan
6-6	Siolomy Jirin
7-8	Undil Latheen
9-10	Llandra Skyrider

When the mob has dispersed, Melton will take a long looking into the crowd of applicants as if searching for something. His gaze settles on the PCs and will say, "Send this group in next," and go back into his office.

Once inside, Melton will motion for the PCs to sit in the available chairs. He will then take his own seat while taking a sip of his cold coffer.

*"I'm sure you heard some of the ruckus that went on outside. Before I begin, perhaps you can tell me what you have already overheard."*

After the PCs relay the (little) information they know, continue on.

*Melton nods. "Not much there to go on, but just enough to wet one's appetite. Well, here is what's causing such turmoil.*

*"Yesterday, out of a clear blue sky, an eagle crash landed within the Nobles District. This wasn't your ordinary eagle, mind you. Its feathers were almost the color of gold ... just enough to give the color, but not enough to reflect any light. Know what I mean?"*

*"Anyway, the eagle was critically hurt so it was taken to the Temple of Torm for treatment. Normally, the temple doesn't treat animals, but considering the situation, they allowed the bird into its temple. Before any actual healing took place, it was recommended that General Llandra Skyrider should be on hand for any expert eagle advice.*

*"Well, when they returned to the chamber in which the eagle was being kept, they found it to be missing.*

- *What's so special about this eagle?* - "Well, some of you might know that we use giant eagles for the city's air support. The eagle is one of Procampur sacred symbols, and a golden eagle is extremely rare."
- *Why did <insert name here> want people to help find the eagle?* - "That's a very good question. It might be a good idea to seek them out in the course of your investigation and ask them."
- *Are there any clues so far?* - "The only evidence that there might have been foul play is that there were a number of feathers left behind. Otherwise, it's as if the eagle was never there."

- *Have there been any official charges made?* - “Not that I’m aware of. Right now, this is just a priority investigation. The eagle was severely wounded and could quite possibly perish without treatment.”
- *Could the eagle left on its own?* - “It’s possible, but I sincerely doubt it. It couldn’t fly much less walk to freedom. Besides, someone would have seen it. But who knows? Stranger things have happened.”
- *Do you have any ideas on where we should begin our search?* - “Perhaps, for a start, you may want to pay a visit to each person that had interests in finding the eagle. Or, you can visit the Temple of Torm, which was where the eagle was last seen.”
- *Exactly who was it that stormed into the Hall earlier?* - “Five people: Lord Consul Thalus Bailey, Kiandra Gallastan, Lady Consul Siolomy Jirin, Overgold Undil Latheen, and General Llandra Skyridier.”
- *Where can we find each of these people?* - “**Lady Consul Jirin** will most likely be on her estate outside the city. **Lord Consul Bailey** would probably be at his house in the Nobles District. **Kiandra Gallastan**? Well, your guess is as good as mine. Probably at the House Gaines manor in the Nobles District. No guarantees on that information as she’s often “out and about.” **Overgold Latheen** will most likely be at the construction site of the new Temple of Waukeen. And there’s a good bet that **General Skyridier** would be at the Diamond Legion HQ.”
- *What kind of payment will there be?* - “The Fraternity is willing to put up 750 gold for each of you. Fraternity members would be paid 1,000 gold.”
- *Will we need a pass to get into the Nobles District?* - Melton nods. “Unless you are of noble birth or part of the Diamond Legion, yes you will need a pass. And since some of the nobles have already shown interest in this case, I doubt there will be any problems with me giving you a one-day pass. Though do be on your best behavior. Some nobles are very temperamental.”

The PCs might have a few more questions, but Melton is a very busy man. He will leave the PCs to their mission with these departing words:

***“One thing to remember before you go. You may or may not know of the undead that has been plaguing our fair city. With the Diamond Legion still short-staffed and the Temples’ clergy working overtime, it is very difficult to guarantee that they will not be***

***encountered. Though while they tend to surface more when the sun has gone down, their appearance during the day is not uncommon. Please be careful.”***

Go to encounter 2

## ENCOUNTER 2: KIANDRA GALLASTAN

***As you walk out of the Fraternity Hall, an attractive woman approaches you. She wears an air of haughtiness about her, but smiles pleasantly at you.***

***“Hail and well met. If possible, I’d like to have a moment of your time?”***

This is Kiandra Gallastan. Fifteen years ago, her House lost its nobility at the conclusion of the second Procampur-Sembian War. She is all that is left of her house, but is constantly trying to win the Thultyrl’s favor in order to regain her previous status: nobility. At present, she is seeing Lord Consul Petrov Gaines of House Gaines. It is said that if she can’t re-earn her nobility, she will marry into it. PCs that have the *Local History (Procampur)* NWP will know about Kiandra’s desires (no check needed). Those that have the generic *Local History* NWP (-3 on roll) would know this on a successful NWP check.

Kiandra was one of the people that wish to find the eagle. In doing so, she thinks that she might restore her name and status to its former glory. She may be correct in this assumption.

Kiandra noticed Melton Dadderhoff select the PCs and decided to wait for them to exit the Hall. She wishes the opportunity to speak with them first before they hear of any other offers.

If a PC has a *Noble Recognition Certificate* with her name checked off, she will recognize that PC as well.

***“Thank you very much. My name is Kiandra Gallastan. Ah ... from your expressions I see some of your have heard of me. Hopefully all good.” She says with a smile. “Anyway, I couldn’t help but notice that all of you were selected to find the poor, injured eagle. I am interested in that very same goal as well. I could possibly be of help to you if you consider bring the eagle to me once found.”***

- *What are your plans for the eagle?* - “To heal it, of course.”
- *And then what?* - “I’d have the eagle turned over to the Thultyrl and let him decide the best course of action for the eagle.

- *And what will you gain out of all this?* - “Gain? I don’t know. I do admit that there is a certain amount of prestige that might be gained in being the one to find and return the eagle. But I’m not looking for any reward.”
- *If we bring you the eagle, what will you give us in return?* - Kiandra nods. “Yes, your efforts should not go wasted. I am not without resources. I can see that each of you receives an emerald that’s worth about 1,000 gold. And, a special heirloom that has been in my family for generations. Also, I have the ear of House Gaines’ Lord Consul. I could put in a good word for you if any of you need to be sponsored to an organization or guild.”
- *Do you know where the eagle could be?* - “Actually, I don’t have a clue. Which is why I wanted to elicit your help.”
- *Do you know who might have had desires to take the eagle?* - “Hmm. **Lord Consul Thalus Bailey** might have reason to take the eagle, but I don’t know if he would stoop so low to kidnap it. His reputation right now isn’t the best in the world and something like this wouldn’t do him a lick of good.”
- *Do you know any of the others that were in the Hall with you?* - “Actually, I do. **Undil Latheen** was there. I was surprised that he tore himself away from the construction site of his new temple. You might want to ask him some questions. **General Llandra Skyrider** was there as well. She’s the commander of the Order of the Eagle and the Number Two person in charge of the Diamond Legion. I was surprised to see her as well considering how withdrawn she has been since her ordeal. From what I understand, she was found in the form of an eagle in an attempt to keep her safe from Alamondh ... I mean, Carthoun (“*Where Have All The Leaders Gone*”). But she hasn’t been the same since then. **Lady Consul Siolomy Jirin** was there. I don’t know what her plans are ... if any. I expected her to still be mourning over the loss of her husband.”
- *Is there any place in which we can learn more information?* - “You might try seeing the scene of the crime. Well, perhaps that is a bit melodramatic, but it’s apt. Also, the Shrine of Deneir might have some information. You never know what they know. Other than those suggestions, I don’t really know.”

If the PCs need a pass to get into the Nobles District, Kiandra will give them one. When all is said and done, she will let the PCs part with the following.

***“I will be at the Gaines Estate in the Nobles district if you wish to fine me. I wish you the best of luck in your quest.”***

If there are any PCs that are members of House Gaines (Noble or House Guard), give him or her **Player Handout 7**.

The PCs now have many directions in which they can proceed:

- If the PCs wish to visit the Temple of Torm, **GO TO ENCOUNTER 3**
- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**
- If the PCs wish to visit Thalus Bailey, **GO TO ENCOUNTER 5**
- If the PCs wish to visit Siolomy Jirin, **GO TO ENCOUNTER 6**
- If the PCs wish to visit Llandra Skyrider, **GO TO ENCOUNTER 7**

## **NOTE FOR ENCOUNTERS 3-7**

Encounters 3-7 can take place in just about any order, though there are a couple of timed encounters that will happen depending on the actions (or inaction) of the PCs.

- If the PCs haven’t visited General Skyrider (**ENCOUNTER 7**) after two encounters, they are approached by Jacinda Lassars, a priestess of Glasya (**ENCOUNTER 8**). After the encounter, the PCs are able to proceed as normal.
- If the PCs visit General Skyrider on their own accord, then Jacinda Lassars will approach them following the encounter **AFTER** the meeting with her. Don’t place the Glasyan encounter back to back with **ENCOUNTER 7**.
- The Glasyan encounter (**ENCOUNTER 8A**) will follow the Temple of Waukeen encounter (**ENCOUNTER 4**). Once done, the PCs will be able to continue on as normal.

It is **very** important that the PCs meet up with Jacinda Lassars at some time or another during the course of the adventure. If not, it will be assumed that Jacinda found other ways to send Llandra Skyrider her information and the PCs will be unable to influence her decisions.

NOTE on payment: The various houses listed below each offer the PCs some money (when pressed) to return the eagle to them, just as Kiandra did. Each will

better the previous offers by 20%. This could get out of hand. No house will offer more than 150% of its initial offer, so the characters cannot go from house to house getting the price into the tens of thousands of gold pieces.

### ENCOUNTER 3: THE TEMPLE OF TORM

*The House of the Hand is the tallest temple in the Temple District. The Grand Cathedral rises at least three stories and is adorned with precious metals and sculptures.*

*Entering the church, you walk through the huge foyer ... your footfalls echoing on the marble floor. A couple of acolytes see you from down the hall and immediately hurry in your direction. One of them speaks as you near.*

*“You must be the ones investigating the disappearance of the eagle. Right this way, please.”*

The PCs will no doubt have questions for the acolyte, but he will politely defer them by saying, “Pallar the Obedient will answer all your questions shortly. This way please.”

The PCs are escorted to one of the side rooms midway down the foyer. PCs with the *Religion* NWP can identify three priests within the chamber; two belonging to Torm and the third belonging to Deneir. PCs with the *Local History (Procampur)* NWP can easily identify the High Priest of Torm, Pallar the Obedient.

*Pallar notices your entrance and welcomes you into the room. “Well met! I would have preferred that our meeting would have been under better circumstances, but I’m afraid that this cannot be helped. Please feel free to look around and ask questions. Nothing has been disturbed since the discovery of the eagle’s absence.”*

- *Were you expecting us?* - “Yes, of course. Melton Dadderhoff of the Fraternity had sent word that I might be expecting your arrival.”
- *What have you discovered so far?* - “Not much, I’m afraid. There is no sign of foul play, but that doesn’t mean there wasn’t any. The feathers that were left behind are the only evidence that the eagle was ever here.”
- *Do you think it was an inside job?* - Pallar shakes his head. “All of my people have been questioned thoroughly and I am confident of their innocence.”

- *Have you heard any reason why <insert name> might want to take the eagle?* - “Actually, no. I am suspicious of a couple people, but I reserve their names since I have no proof to support any accusations. And it would be wrong for me to participate in idle gossip.”

The PCs are more than welcome to look around. A gentle breeze blows into the room from the open window (which may cause some of the feathers to blow around).

If a *detect magic* spell is cast, the only thing of interesting of note is that the feathers radiate a slight aura of alteration magic. This information will pique the Deneirian’s interest. PCs with the *Animal Lore* NWP have a chance to realize that the feathers are slightly larger than a normal eagle’s plumage. Also, the hue of the feathers has a tinge of metallic gold, which is not usually present in normal feathers. Upon further scrutiny, the PCs may discover that the tips of the feathers show indications that they could be attached to a cloak or other kind of garment (a *Tailor/Seamstress* NWP check). If the PCs don’t discover this last fact, the priest of Deneir will.

If there is a priest of Helm in the PC group, have him make a *Religion* NWP check (at -2). If there are no Helmites present, those with the *Religion* NWP can attempt to make their check (by ½). If successful, give the PC(s) **Player Handout 1**.

If no one makes his or her *Religion* check, the priest of Deneir may be able to recall the information (50% chance).

- *Could we actually be dealing with a holy warrior from Maztica?* - “It’s possible. I don’t know. We could positively determine this once the eagle is found.”
- *Can’t you divine its location?* - “Now that we have an idea of what we are dealing with, perhaps we can. You need specific information and/or clues for a divination to work properly. Simply using the phrase “wounded eagle” could either give us the location of every wounded eagle in the area of effect or none at all. But let us head over to the Shrine of Deneir. This way we can get the maximum effect in trying to find the eagle’s location.”

There isn’t any further information in which the PCs can learn at the Temple of Torm. Pallar will excuse himself to take care of more pressing duties since it seems that the PCs have everything well in hand.

The PCs now have many directions in which the can proceed:

- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**
- If the PCs wish to visit Thalus Bailey, **GO TO ENCOUNTER 5**
- If the PCs wish to visit Siolomy Jirin, **GO TO ENCOUNTER 6**
- If the PCs wish to visit Llandra Skyrider, **GO TO ENCOUNTER 7**
- If the PCs wish to visit the Shrine of Deneir, **GO TO ENCOUNTER 9**

## ENCOUNTER 4: THE TEMPLE OF WAUKEEN

*The Temple District is a flurry of activity. Many builders and sculptors hurry about with their tasks near the district's East wall. While construction has only just begun, the rise of the new Temple of Waukeen proceeds at a steady pace.*

The PCs will need to ask around in order to find Overgold Undil Latheen, the High Priest of Waukeen. Construction had only begun a few short weeks ago and already the land has been consecrated, the foundation has been laid, and the framework of the temple is beginning to take shape.

Undil can't really contain his excitement as he dances around from place to place. Many times he has been (politely) asked to leave the construction workers alone, but has been unable to do so. The PCs may notice (*Observation* NWP check) the workers breathe a sigh of relief as Undil's attention is focused on them.

*"Aha! Greetings! Welcome to the future Temple of Waukeen! Did you know that we are having a contest? Indeed yes! Our old temple was known as the "Hall of Success." Well, for obvious reasons, we cannot use that name any longer. So we are having a competition to name the temple. Sounds like fun, right? Would you guys be game?"*

- *Sure we are interested.* - "Excellent! Then submit your entries with my clerk stations in front of the temple. There will be a grand prizewinner and two runner-ups ... to be determined later, of course. The winners will be announced in the *Procampur Shining Jewel* once the dedication to the temple has been completed. So get your entries in quickly!"
- *What are the prizes?* - "Well, the prizes are still under consideration. But it seems that many adventurers, like you, have shown a lot of interest in this contest. How about for the big winner, one *resurrection* and all the *healing* spells for six

months. The runner-ups would simply get the *healing* spells for six months. Of course, such healings and resurrection would be non-transferable."

- *Where you at the Fraternity Hall earlier today?* - "Yes, I was."

*But before any further questions can be asked, a scream can be heard in the midst of the construction chaos. Undil whips his head around to the sound, seeing many of the site crew begin to flee in panic as you realize the nature of the problem. Winged creatures seem to be attacking the worker. You can immediately tell they are not of this world ... or plane.*

The PCs get the opportunity to fight tanar'ri. Somehow the demons had gotten passed the protections set up by the church of Glasya. When the Glasyans arrive on the scene, they will have no idea how such a thing had happened.

### Tier 1:

**Tanar'ri, Manes (6):** Int Semi; AL CE; AC 8; MV 6; HD 1; hp 6; THAC0 20; #AT 3; Dmg 1d2/1d2/1d4 or by weapon type (1d6 short sword, one has a *whip of entanglement*); SA Nil; SD immune to mind-affecting spells; MR nil; SZ S; ML Special.

### Tier 2:

**Tanar'ri, Dretch (9):** Int Low; AL CE; AC 4; MV 9; HD 2; hp 14; THAC0 19; #AT 3; Dmg 1d4/1d4/1d4+1 (one has a *whip of entanglement*); SA Spell-light abilities (*scare*, *stinking cloud* (once per day), and *telekinesis*); SD nil; MR 10%; SZ S; ML 11-12.

### Tier 3:

**Tanar'ri, Succubus (1):** Int Exceptional; AL CE; AC 0; MV 12, Fl 18(C); HD 6; hp 48; THAC0 15; #AT 2; Dmg 1d3/1d3 (also has a *whip of entanglement*); SA Energy drain; SD +2 or better weapons to hit, immune to fire, never surprised; MR 30%; SZ M; ML 13-14.

**Tanar'ri, Rutterkin (6):** Int Average; AL CE; AC 0; MV 12; HD 4; hp 28; THAC0 17; #AT 1 or 2; Dmg by weapon type or 1d6+1/1d6+1; SA snap-tong (2d4 initial damage and every round until the opponent breaks free by scoring a hit on the weapon (AC5)); SD nil; MR 10%; SZ M; ML 11-12.

### Tier 4:

**Tanar'ri, Chasme (1):** Int Average; AL CE; AC -5; MV 6, Fl 24 (D); HD 8+2; hp 58; THAC0 13; #AT 3; Dmg 2d4/2d4/1d4; SA Sleep drone (save vs. spells or sleep for 2d4 hours), wounding (PCs continue to lose 2

hit points damage per round until magically healed); SD nil; MR 50%; SZ M; ML 15-16.

**Tanar'ri, Succubus (1):** Int Exceptional; AL CE; AC 0; MV 12, Fl 18 (C); HD 6; hp 48; THAC0 15; #AT 2; Dmg 1d3/1d3 (also has a *whip of entanglement*); SA Energy drain; SD +2 or better weapons to hit, immune to fire, never surprised; MR 30%; SZ M; ML 13-14.

**Tanar'ri, Rutterkin (7):** Int Average; AL CE; AC 0; MV 12; HD 4; hp 28; THAC0 17; #AT 1 or 2; Dmg by weapon type or 1d6+1/1d6+1; SA snap-tong (2d4 initial damage and every round until the opponent breaks free by scoring a kit on the weapon (AC5)); SD nil; MR 10%; SZ M; ML 11-12.

#### **Tier 5:**

**Tanar'ri, Marilith (1):** Int Genius; AL CE; AC -9; MV 15; HD 12; hp 84; THAC0 9; #AT 7; Dmg 4d6 (tail) and six weapons; SA magical weapons, constriction; SD +2 or better weapons to hit, spell immunity, never surprised; MR 70%; SZ L; ML 17-18.

**Tanar'ri, Succubus (1):** Int Exceptional; AL CE; AC 0; MV 12, Fl 18 (C); HD 6; hp 48; THAC0 15; #AT 2; Dmg 1d3/1d3 (also has a *whip of entanglement*); SA Energy drain; SD +2 or better weapons to hit, immune to fire, never surprised; MR 30%; SZ M; ML 13-14.

**Tanar'ri, Rutterkin (10):** Int Average; AL CE; AC 0; MV 12; HD 4; hp 28; THAC0 17; #AT 1 or 2; Dmg by weapon type or 1d6+1/1d6+1; SA snap-tong (2d4 initial damage and every round until the opponent breaks free by scoring a kit on the weapon (AC5)); SD nil; MR 10%; SZ M; ML 11-12.

**COMBAT NOTE:** If combat is not over in five rounds, the Glasyans will join the battle to repel the demons. If combat is not over in ten rounds, a squad of Legionnaires will arrive on the scene to help out as well.

**Jacinda Lassars, hf Sp11 (Glasya):** AL LN, AC -2 (bracers and DEX); MV 12; hp 50; THAC0 14 (11); #AT 1; Dmg 1d8+3 (+3 long sword); SA spells; SD nil; MR nil; SZ M; ML 16.

**Clergy of Glasya, hf Sp3 (Glasya) (3):** AL LN, AC 2 (bracers); MV 12; hp 20; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA spells; SD nil; MR nil; SZ M; ML 14.

**Legionnaires, hm F5 (10):** AL LN; AC 1 (chain, shield); MV 12; hp 50; THAC0 16 (15); #AT 3/2; Dmg 1d8+2 (long sword); SA Weapon Specialization; SD nil; Dex 17; MR nil; SZ M; ML 18.

When the chaos of the battle is over, Undil will give the PCs his most profound thanks. If the Glasyans are present, he will thank them as well as make a wry comment about "coming to our rescue once again."

At this point, Undil will be happy to answer any questions that the PCs might have. If there are any Waukeenar in the group, give him or her **Player Handout 2**.

- *Why were you at the Fraternity Hall this morning?* - "Why, of course, to find some way to save the eagle!"
- *What will you get out of it?* - "Nothing. Well, almost nothing. There is a certain amount of prestige involved at being the one to find and save Procampur's symbol. The church would get a much needed boost to get back in the swing of things to make up for the Golden Lady's and the church's absence."
- *What about the accusations that the funding for building your temple is running out and you are in desperate need of more money?* - "Who said that?! It's a lie! I wouldn't have had this project started if I didn't have the necessary funds and support."
- *Do you have any idea who might have taken the eagle?* - "I'm sorry, no. Stealing is one thing that Waukeenar are not familiar or comfortable with. Though, on the other hand, certain nobles have been known to cheat, steal, and/or lie. Not all of them mind you. Our nobility is not a complete cesspool as some people might think, and saying such a blanketing comment is grossly unfair to the many nobles that DO help the city. Just remember, in a bushel of apples, you will always have a couple of worms."
- *Do you have any suggestions on where we should search?* - "Have you been to the temple of Torm? If not, I suggest you go there. Also, you could look up some of those worms in the Nobles District or any of the others that were present at the Fraternity Hall. But the choice is yours."
- *Have you heard the divination of Deneir about the eagle?* - "No, I haven't. What did it say?" (If the PCs tell it to him, he will listen.) "Hmm. Speak not to the tall. That could be a reference towards halflings or children. And the reference to the bottom wall ... that could represent the southernmost wall in the district. After all, when you look at a map that wall is located at the bottom of the page."

Once all the questioning is done, proceed to the next encounter. If the characters go to Encounter 8, use 8A.

## ENCOUNTER 5: HOUSE BAILEY

If there are Procamp PCs in the group they can find the estate of House Bailey with no problem. If there aren't any Procamp PCs in the group, then it is assumed that they would ask for directions in order to get to their destination.

PCs will need a pass to enter the Nobles District. They could have already acquired one from Kiandra Gallastan, Melton Dadderhoff at the Fraternity, or they could already have access to the district being a member of the Diamond Legion, a Noble House Guard, or a Noble PC.

*Finding your way though the Nobles District, you eventually come upon the Bailey estate. You can tell that a lot of good went into the construction of this building from multiple uses of grand columns and majestic balconies throughout the manor. The doors themselves are intricately carved in a manner that would suggest an extravagant expanse.*

The PCs are greeted at the door by one of the House's servants. Milton is his name. He will show indifference to the PCs unless there is a PC Noble or Bailey House Guard in the group. Either way, he will allow the PCs to enter and escort them to the drawing room.

Thalus Bailey, the House's Lord Consul, will arrive several minutes later. He will be irritated and impatient, but this will change if the PCs inform him why they are here. His attitude will then change to one of excitement and (slight) desperation. In his mind it is imperative that he acquires the eagle in the name of his house. It will do a lot to repair the slanderous damage that was inflicted on him and his house several years ago.

Thalus will become very angry if the PCs accuse or insinuate that he was responsible for the kidnapping of the eagle. He will emphatically deny any such accusations and all but eject the PCs from his house (unless a Bailey Noble or Bailey Guard in the group does a LOT of sucking up and convinces him otherwise).

If a member (Noble or Guard) from House Gaines, Reilly, or Seabury shows a desire to help House Bailey, Thalys will become immediately suspicious at the PCs' motivations. Members of these Noble Houses do not get along with one another.

If a PC is a member of House Bailey (Noble or Guard), give him or her **Player Handout 3**.

- *Were you at the Fraternity of Venturers today? - "Of course I was. Otherwise, how would know how to track me down here at my estate?"*
- *Can you tell us about any of the other people that were at the Fraternity Hall with you? - "Let's see ... **Siolomy Jirin** was there. We talk a lot and tend to agree on many issues. Though not on everything. **Kiandra Gallastan** was there. I'm surprised that she could bear being away from her beloved Petrov Gaines," he sneers. "I could have sworn they were permanently attached to one another. **Undil Latheen** was there as well. Personally, I think someone should have asked for a second opinion when they pronounced him sane. And I saw **Llandra Skyrider** there as well. Ever since she was recovered from wherever she was, she has been completely withdrawn. Not only was I surprised to see her at the Fraternity; I was amazed at the ferocity and animation she presented there. That is one woman I would hate to see in a bad mood."*
- *Do you have any ideas who might have committed the crime? - "Hold on a minute and take one step back. As far as I know, there had been no formal charges announced. How can there be a crime when even the Diamond Legion isn't calling it one yet? Sure, it's an investigation right now. If you manage to clear things up before the Legion does, charges won't be necessary. Of course, with that being said, I do have a couple of suspicions.  
"Kiandra Gallastan for one. It is not a secret of the vow she made to regain her noble status. Many assumed that she would simply marry into it and save a lot of trouble. But if she were the one to recover the eagle, then such an action would go a long way to incur the Thultyrl's favor, and quite possibly, have her house reinstated.  
"Another possibility is Undil Latheen. From a very reliable source, I am told that he is running out of funds for the construction of his temple. If he were the one to have the eagle returned, he probably wouldn't have anything to worry about."*
- *What would you do if the eagle were returned to you? - "I would show the good people of Procampur that House Bailey is a very loyal and honorable house. Such an action would go a long way to heal the wounds from slanderous lies spoken many years ago."*
- *What lies? - "I would rather not go into that right now. If you haven't heard, it's for the better. And just thinking about the situation makes my blood boil."*

- *How much would it be worth to you to have the eagle brought to you?* - “I’d be willing to pay 2,000 gold to each of you.”
- *Well, <insert name> offered us more.* - “Oh really. Well, I will meet that amount and increase it by 20%. Would that be acceptable?”
- *Do you have any suggestions on where we should search?* - “Have you been to the temple of Torm? If not, I suggestion you go there. Also, you could check up on the others that were present at the Fraternity Hall. But the choice is yours.”
- *Have you heard the divination of Deneir about the eagle?* - “No, I haven’t. What did it say?” (If the PCs tell it to him, he will listen.) “I would suggest you make haste. It mentions in the fourth stanza that others are looking for the eagle as well. Also, that the eagle only has until sundown before it will die.”

When all of the questioning is completed, Thalus will excuse himself. He has many tasks ahead of him and will have his servant (Milton) escort the PCs out.

The PCs now have many directions in which the can proceed:

- If the PCs wish to visit the Temple of Torm, **GO TO ENCOUNTER 3**
- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**
- If the PCs wish to visit Siolomy Jirin, **GO TO ENCOUNTER 6**
- If the PCs wish to visit Llandra Skyrider, **GO TO ENCOUNTER 7**
- If the PCs wish to visit the Shrine of Deneir, **GO TO ENCOUNTER 9**

## ENCOUNTER 6: HOUSE JIRIN

If there are Procampan PCs in the group they can find the estate of House Jirin with no problem. If there aren’t any Procampan PCs in the group, then it is assumed that they would ask for directions in order to get to their destination.

*Though it is more of less “required” to have a manor in the Nobles District, the majority of the House Jirin family resides at their estate outside the city walls. Which is understandable considering that they are the premiere horse-breeders for the city. In the 150 years since they have been nobles of the city, no one has been able to surpass the consistency and quality of producing so many exceptional steeds.*

*After about a thirty-minute jaunt outside the city walls, you arrive at the edge of the Jirin estate. A vast area of land has been fenced off with the manor itself still about twenty minutes away ... though you could probably get there sooner if you cut through the field.*

When the Jirins built their estate, they purposely faced the entrance of their manor away from the city proper. This allows the Jirins the opportunity to gain a little insight on their guests prior to meeting them; do they jump the fence or do they maintain respect for other people’s property and take the extra time and go around. Many deals have failed simply because the visiting people have shown that simple lack of respect.

Lady Consul Siolomy Jirin is very irritated from the way she was treated at the Fraternity Hall. She honestly believes that many of the rules written for all doesn’t apply to her. After all, that’s one of the perks in being a noble ... correct?

Siolomy’s mood will vary through conversation with the PCs. If the PCs jumped the fence, her mood will be forcibly controlled and standoffish. If the PCs took the time to respect the estate property boundaries to make a proper entrance, then she will be more relaxed and open with them. Her emotions will wildly fluctuate depending on the topic of conversation.

Give the PCs a chance to sit down with Lady Siolomy and begin their questions. After about 4 or 5 questions, have the horses outside begin to squeal and start to panic. A contingent of undead is attacking the herd.

### Tier 1:

**Zombie (4):** Int Non; AL N; AC 8; MV 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD spell immunity; MR nil; SZ M; ML Special.

### Tier 2:

**Zombie (10):** Int Non; AL N; AC 6; MV 6; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD spell immunity; MR nil; SZ M; ML Special.

### Tier 3:

**Ju-Ju Zombie (10):** Int Non; AL NE; AC 6; MV 6; HD 3+12; hp 30; THAC0 15; #AT 1; Dmg 3d4; SA Nil; SD spell immunity, need +1 or better to hit, turned as a spectre; MR nil; SZ M; ML Special.

### Tier 4:

**Ju-Ju Zombie (15):** Int Non; AL NE; AC 4; MV 6; HD 4+12; hp 40; THAC0 13; #AT 1; Dmg 3d6; SA Nil; SD spell immunity, need +1 or better to hit, turned as a spectre; MR nil; SZ M; ML Special.

### Tier 5:

**Ju-Ju Zombie (18):** Int Non; AL NE; AC 2; MV 6; HD 5+12; hp 50; THAC0 11; #AT 1; Dmg 3d8; SA Nil; SD spell immunity, need +2 or better to hit, turned as a spectre; MR nil; SZ M; ML Special.

**Combat Notes:** All the zombies have been “tinkered” with by the efforts of Alamondh/Carthoun. None of the regular zombies show their normal sluggishness and will need to have initiative rolled just like the PCs. The Ju-Ju Zombies in tiers 4 and 5 are more powerful versions (better hit dice, armor class, and damage) of the ones presented in tier 3.

Also, if there are no priests in the party, reduce the number of zombies in tiers 4 and 5 to 75% of the listed amount.

If the PCs help Lady Siolomy with her problem, then she will be more at ease with them. She will even overlook any earlier disrespect they showed by cutting through the field.

If a member (Noble or Guard) from House Burkley, Eisner, Krimpach, or Reilly shows a desire to help House Jirin, Siolomy will become immediately suspicious at the PCs’ motivations. Members of these Noble Houses do not get along with one another.

If a PC is a member of House Jirin (Noble or Guard), give him or her **Player Handout 4**.

- *Were you at the Fraternity of Venturers earlier today?* - “Yes, I was. And I’ve never been treated so poorly in all my life. Mr. Dadderhoff will certainly get an earful the next time I see him.”
- *Can you tell me about any of the other people that were present at the Fraternity Hall?* - **Thalus Bailey** – “He was there. He was just about as outraged as I was. With good reason, too.” **Kiandra Gallastan** – “Oh, when Kiandra makes an entrance, *everyone* knows about it. She’s been working hard to restore her family name ... sometimes to the exclusion of all else. Though if she manages to pull this off, she just might succeed in her goal.” **Undil Latheen** -- “I was surprised to see him there. He and the High Priestess of Lliira, Baniya Dolester, have been seeing a lot of one another lately. Between that and the new temple, I’m astonished that the Overgold had time to be at the Fraternity Hall at all.” **Llandra Skyrider** – “Yes, she was there.” (She will say nothing more on this subject unless pressed. Then she will give her own conclusions (below).)
- *Do you have any ideas who might have committed the crime?* - “I think Llandra Skyrider did it. Who knows what had happened to her from her recent ordeal. She’s been withdrawn for about five

months and all of a sudden she’s talking? She was probably at the Fraternity Hall to avoid suspicion. (House Jirin Noble PCs would know that there is some aggression between House Jirin and the Eagle Riders, though not on Llandra’s part. The aggression is based upon a classic competition between land-based mounts and air-based mounts. Other Procampans would know this information on a successful *Local History (Procampur)* NWP check.)

- *What would you do if the eagle were returned to you?* - “Having House Jirin return the eagle would go a long way in giving the house a better reputation. Many talk about how the Jirin House forced the Arawls into bankruptcy. House Arawl had its own problems that were not the results of any of this House’s actions. I sympathize with the surviving family members. To have their House go out in such a way is very embarrassing.”
- *How much would it be worth to you to have the eagle returned to you?* - “I’d be willing to pay 1,000 gold to each of you.”
- *Well, <insert name> offered us more.* - “Oh really. Well, I will meet that amount and increase it by 20%. Would that be acceptable?”
- *Do you have any suggestions on where we should search?* - “Have you been to the temple of Torm? If not, I suggestion you go there. Also, you check up on the others that were present at the Fraternity Hall. But the choice is yours.”
- *Have you heard the divination of Deneir about the eagle?* - “No, I haven’t. What did it say?” (If the PCs tell it to her, she will listen.) “The mention of the “least of the nine” is an obvious reference to the District of the Poor. There are nine districts in Procampur and that district is certainly the least of them all.”

When all of the questioning is completed, Siolomy will excuse herself. She has many tasks ahead of her and will escort the PCs out.

The PCs now have many directions in which the can proceed:

- If the PCs wish to visit the Temple of Torm, **GO TO ENCOUNTER 3**
- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**
- If the PCs wish to visit Thalus Bailey, **GO TO ENCOUNTER 5**
- If the PCs wish to visit Llandra Skyrider, **GO TO ENCOUNTER 7**

- If the PCs wish to visit the Shrine of Deneir, **GO TO ENCOUNTER 9**

## ENCOUNTER 7: LLANDRA SKYRIDER

The PCs may or may not have gained information from Jacinda Lassars, a priestess of Glasya. Adjust this encounter accordingly.

*Moving through the Great Way, the Thultyrl's Castle looms before you as you approach the Castle District. Standing out from of the district gates is a couple of squads of Legionnaires. They make the usual general inquiries and make sure that your weapons are properly peace-bonded. Once done, you are allowed to enter and are directed to the Diamond Legion Headquarters. But you discover that General Skyrider is not present at this location. The officer on duty directs you to the nesting stables that are located near the Castle-Temple District gate.*

*Once there, you find that there is no door barring your entrance. A simple archway is open for any to enter. And curiously enough, there are no guards on duty to bar your way.*

If the PCs wish to enter, no one will stop them from doing so. Procampan natives (those with the *Local History (Procampur) NWP*) would know that someone is normally positioned on guard at all times (no check needed).

*The interior of the stables is very similar to a barn. Though the different nests are covered to protect the eagles from the elements, there is no central ceiling. Such a configuration allows for easy takeoffs and landings in addition to making sure the eagles don't feel as if they are in an enclosed space. Overall, you can see a total of twelve alcoves in which the giant eagles would rest, though only two of these are currently occupied. A lithe woman, who is obviously of elven decent, speaks softly to an eagle as she grooms it. The woman seems oblivious to anything but the eagle before her as you enter the room.*

Llandra Skyrider is a very slender elven woman. She stands about 5'6" and has hairs of almost spun gold and eyes as blue as the sky. In the Legion, she is second only to High Warrior Alexander Breng. In addition, she is the commander of the Order of the Eagle (Eagle Riders).

Llandra is so engrossed with what she is doing that she won't notice the PCs enter. Anything spoken (or sharp noise) will startle her. (The eagles won't be

startled as they had a bead on the PCs from the moment they walked in.)

Llandra will be angry at the PCs, though through no fault of their own. She will question the PCs on who they are and why they are disturbing her peace. Only when she finds out that the PCs are searching for the missing eagle will she calm down and show some compassion for them and their mission.

- *Where are the guards?* - "I sent them away."
- *Were you at the Fraternity of Venturers earlier today?* - "Yes, I was."
- *Are you aware that others are looking for the eagle as well?* - She frowns as if recalling a memory. "Of course I do. I was there at the Hall. What a disgrace."
- *What is the eagle to you?* - "I care deeply for all of Aerdrrie Faenya's creatures. I simply want to make sure the eagle isn't taken advantage of by anyone."
- *What would you do if you came into possession of the eagle?* - "I would see to that it was completely healed and then set free."
- *Can you tell us anything about the others that were present at the Fraternity with you?* - "Of the Nobles, no. I know nothing about them, as I have no interest in politics. They are a complete waste of time. Though I do think I recall Undil Latheen there. I thought he was still insane," she says as she shrugs her shoulders.
- *Do you know who might have kidnapped the eagle?* - "I would suspect one of the Nobles. But mind you, this is pure speculation on my part. They all seem to have one agenda or another going at times."
- *Do you have any suggestions on where we should look?* - "Have you checked the Temple of Torm? That's where the eagle was last seen. Perhaps you might find some clues there."
- *How much would it be worth to you if the eagle were brought to you?* - Llandra stops her brushing of the giant eagle and takes a good look at each of you. After a long moment, she sighs. "You would seek a reward for an action that you should be compelled to do from the heart? So be it, then. I can offer you 500 gold to each of you."
- *Well, <insert name> offered us more.* - You can see that Llandra is starting to get angry. "You haggle with me while a life is in jeopardy? You make me sick! My offer stands and not a copper more."

- *Have you heard the divination of Deneir about the eagle?* - “No, I haven’t. What did it say?” (If the PCs tell it to her, she will listen.) “The reference to “the body of plume” would suggest the eagle. Also, the reference to its “nest” would suggest its location. Don’t you think?”

If the PCs had encountered Jacinda Lassars, they will probably have more information for Llandra.

- *If the PCs bring her the message from Jacinda - “Have you read this?”* (If the answer is no, then read aloud **Player Handout 5**.)
- *The PCs tell Llandra of her heritage - “You/They say I am a wingless avariel? If this is true, it would make a lot of sense.”*
- *Jacinda Lassars says that Glasya can make her a whole avariel, with wings and all. - You now have Llandra’s undivided attention. “Are you serious? They can make me whole? What must I do?”*
- *If the PCs tell her that the eagle is required in exchange ... - You can tell that Llandra is seriously considering the possibilities before her, a silent war waging in her very soul. She turns to you with a quiet voice, “What do you think I should do?” You cannot help but notice the sense of longing in her voice.*
- *If the PCs think that Llandra should agree with the exchange ... - Llandra’s eyes brighten as she nods at your recommendation. “Thank you. I appreciate your recommendations and compassion. When you find the eagle, please return here with it.”*
- *If the PCs think that Llandra should not go through with the exchange ... - Llandra sighs, but nods at your recommendation. “You are correct. I shouldn’t put personal gain before the need of the eagle ... or the city. When you find the eagle, please return here with it.”*

When all of the questioning is completed, Llandra will excuse herself. She will tell the PCs that they know their way out (her politeness will vary depending on the situation of the encounter). If there are any Legionnaires in the group (PCs that are in the Diamond Legion), she will give them a piece of parchment before they depart (**Player handout 6**).

The PCs now have many directions in which they can proceed:

- If the PCs wish to visit the Temple of Torm, **GO TO ENCOUNTER 3**
- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**

- If the PCs wish to visit Thalus Bailey, **GO TO ENCOUNTER 5**
- If the PCs wish to visit Siolomy Jirin, **GO TO ENCOUNTER 6**
- If the PCs wish to visit the Shrine of Deneir, **GO TO ENCOUNTER 9**

## ENCOUNTER 8: MINIONS OF GLASYA

This encounter can happen one of two ways. If the PCs haven’t visited Llandra Skyrider (**ENCOUNTER 7**) after meeting their second person following their departure from the Fraternity Hall, they will meet up with Jacinda Lassars and other clergy of Glasya on the way to their next encounter.

If the PCs had already visited Llandra Skyrider, they will encounter Jacinda and her band in the following encounter (not directly after).

If the PCs had already met with the Glasyans at the Temple of Waukeen (**ENCOUNTER 4** / **ENCOUNTER 8A**), disregard this encounter and proceed to the PCs’ intended destination.

***Your investigation continues on, but you don’t seem to be any closer to finding the eagle than when you started. On the way to your next destination, a group of seven people seems to be approaching your position. They are all female, wearing tight fitting (and some revealing) leather garments. The Women are very comely and smile as they approach.***

This is a small detachment of worshippers to Glasya. The leader of this group is Jacinda Lassars, a recent addition to the Procampan shrine of Glasya. Because of the recent development in Ravens Bluff, she thought it best to leave the city and move to a place where she can practice her beliefs without threats upon her life. It is quite possible for PCs to be acquainted with her. If they recognize her, she will recognize them and appear to be slightly nervous. But then a smile will alight her face knowing that those that were out to get her cannot legally touch her in this city. The Thultyrl and the Quorum of Faith have sanctioned the worshipping of Glasya decades ago.

***“Hail and well met. I hope your investigation is going smoothly?”***

The PCs may or may not be shocked by this comment. Remember that the investigation of the missing eagle is in now ways a secret, nor is the fact that the PCs are conducting the investigation. If the PCs inform Jacinda of their progress, she will listen intently. She is every interested in any facts and/or gossip that she might

uncover. (**Please Note:** If Jacinda learns any facts or gossip that are not related to this adventure, please include them on the Adventure Critical Event Sheet at the end of this adventure.)

- If the PCs had visited Llandra Skyrider (ENCOUNTER 7) already - “Ah, so you have met general Skyrider already. What do you think of her? I’ve heard so much about her, but have yet to meet her in person.”
- If the PCs tell Jacinda about Llandra’s withdrawal and severe depressions - Jacinda nods. “Yes, I have heard something about this and it might be in out power to help her. Would you deliver a message to her for me?” (If the PCs say yes, give them **Player handout 5**.) The message is written on a single sheet of paper, folded over. The message is not sealed.
- If the PCs don’t tell Jacinda about Llandra’s problems or if they have yet to visit her - Jacinda nods. “You know, it has come to my attention that General Skyrider has been severely depressed of late. Oh, this is no secret. In fact, this depression has been going on for months! She had cut herself off from human contact and spends most, if not all, of her time with the giant eagles. Well, I might be able to help her out. Would you deliver a message for me? She will most likely speak to you since you are involved in this investigation. (If the PCs say yes, give them **Player handout 5**.) The message is written on a single sheet of paper, folded over. The message is not sealed.
- If the PCs decline to bring the message to Llandra - Jacinda nods. “That is all right. Thank you for your time.” She and her companions depart.

**JUDGE NOTE:** Just because the PCs decline Jacinda’s request to bring the message to Llandra doesn’t mean it will never reach her hands. She will receive the message one way or another. The only difference is that the PCs may or may not have the opportunity to voice their opinions for some soul-searching advice.

The PCs now have many directions in which the can proceed:

- If the PCs wish to visit the Temple of Torm, **GO TO ENCOUNTER 3**
- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**
- If the PCs wish to visit Thalus Bailey, **GO TO ENCOUNTER 5**
- If the PCs wish to visit Siolomy Jirin, **GO TO ENCOUNTER 6**

- If the PCs wish to visit Llandra Skyrider, **GO TO ENCOUNTER 7**
- If the PCs wish to visit the Shrine of Deneir, **GO TO ENCOUNTER 9**

## ENCOUNTER 8A: WAUKEEN BATTLE AFTERMATH

A couple of possibilities exist to start this encounter. The Glasyans may have joined the PCs in battle against the tanar’ri or they would have arrived after it was over. Either way, the Glasyans are on the scene and desire the PCs’ attention before they depart.

*“Excuse me. Can I have a moment of your time?” A lovely dark-haired woman in tight, form-fitting leathers asks as she approaches your position. “My name is Jacinda Lassars. I would like to thank you for your valiant efforts against the tanar’ri. Did any of you suffer any pain?”*

Jacinda will delight in the fact that pain was inflicted, but not in a condescending way. The PCs may also have a couple of questions for her.

- *Why were the Tanar’ri able to attack the temple?* - Jacinda thinks for a moment. “I’m not entirely sure. This act is completely unprecedented. I assure you that a full investigation will be instituted to find out how this breach ever occurred. This is something that we don’t want repeated.”
- *Do you know who might have taken the eagle?* - “I haven’t a clue. But I am confident that you will discover the culprit in time.”

Jacinda will then turn the conversation back to the PCs’ wounds.

*“A glorious sensation, was it not? Though, if you desire, it would be my pleasure to have that pain eliminated for you. Are you interested?”*

Jacinda’s offer to heal the PCs’ wounds is genuine and without any strings attached. Though she hopes that with her generous offer of healing, the PCs may do a favor for her. She would like the PCs to deliver a letter to Llandra Skyrider of the Eagle Riders.

- If the PCs refuse, Jacinda will have the letter delivered some other way (and it *will* be delivered).
- If the PCs accept, she will give them a single sheet of paper, folded over. The message is not sealed and Jacinda will not care if the PCs read it. (Give the PCs **Player handout 5**.)

Either way, Jacinda will thank the PCs for their time and be on her way.

The PCs now have many directions in which they can proceed:

- If the PCs wish to visit the Temple of Torm, **GO TO ENCOUNTER 3**
- If the PCs wish to visit the Temple of Waukeen, **GO TO ENCOUNTER 4**
- If the PCs wish to visit Thalus Bailey, **GO TO ENCOUNTER 5**
- If the PCs wish to visit Siolomy Jirin, **GO TO ENCOUNTER 6**
- If the PCs wish to visit Llandra Skyrider, **GO TO ENCOUNTER 7**
- If the PCs wish to visit the Shrine of Deneir, **GO TO ENCOUNTER 9**

## ENCOUNTER 9: THE SHRINE OF DENEIR

This encounter can begin one of two ways. First, the PCs can arrive to this location from the Temple of Torm (**ENCOUNTER 3**). Or second, the PCs can arrive here on their own accord from a different encounter. The text below assumes the PCs follow Torres Rhinehold from the Temple of Torm to his own shrine. If the PCs get to this shrine by another route, please adjust accordingly.

*Torres Rhinehold leads you to the shrine of Deneir. There is a spring in his step that definitely wasn't there before. He grins at the obvious look of confusion on some of your faces.*

*"We've been wracking our brains and abilities trying to solve what had happened to the eagle ... with no success. Now, I think we have a chance to get some answers. I dislike not being able to find the answer to thing ... or, to be intentionally blocked from information that should be available to all."*

Torres is a very talkative fellow and will talk on just about any subject. He is also young and sometimes he has trouble discerning between fact and gossip. Don't let Torres talk too long as it is a short trek from the Temple of Torm to the Shrine of Deneir.

Torres will take the PCs to Underpriest Epirotes, the high priest of the shrine. Though very polite, Epirotes will try to keep pleasantries to a minimum. He has a lot of work to do and is also very tired. He hopes that the information that the PCs provide may hold the key to finding the wayward eagle.

After the PCs supply all the information they know, Epirotes will begin to cast his divination. Give the PCs **Player handout 7** for the results to the divination.

### **Denier Divination**

*The one you seek is in a body of plume,  
If you arrive too late it will be his doom.*

*His nest is one that's difficult to find,  
You can start your search in the least of the nine.*

*Once you arrive speak not to the tall,  
The answers you seek are near the bottom of the wall.*

*Move with haste and be vary wary,  
For others have designs on the same quarry.*

*But if night should fall it will be his last,  
Which will spell dark tidings for the Jewel of the Vast.*

**Divination Meaning:** The *first stanza* references the eagle and lets the PCs know that time is of the essence. The eagle will die if they delay too long. The *second stanza* describes the eagle's location (or nest). It tells the PCs to begin their search in the "least of the nine" (the District of the Poor, the least of Procampur's nine districts). The *third stanza* tells the PCs whom they need to talk to. The stanza references a child who is located near the southern (bottom) wall. The *fourth stanza* is self-explanatory. The PCs already know this. The *fifth stanza* sets a deadline in which the PCs need to find the eagle. Someone will no doubt ask what time is it. It is late afternoon, approximately two hours before sundown.

Epirotes will seem satisfied with the results of his divination. He will also request that the PCs return to the shrine once everything is over to relate everything that had taken place. PCs with the *Local History (Procampur)* NWP may have a chance to discern the meaning of the second stanza on a successful check.

Epirotes will not help the PCs try to interpret the divination. If asked, he will state: ***"The divination was cast with the intention for you to interpret. If I, or anyone else, tried to form an interpretation, I may come up with an answer completely different than what was intended. If you want help in deciphering this riddle, seek out those mentioned in the fourth stanza. That is all I can say on the matter."***

The PCs now have many directions in which they can proceed:

- If the PCs figure out they need to go to the District of the Poor, **GO TO ENCOUNTER 10**

- If the PCs wish to visit the Temple of Torm, [GO TO ENCOUNTER 3](#)
- If the PCs wish to visit the Temple of Waukeen, [GO TO ENCOUNTER 4](#)
- If the PCs wish to visit Thalus Bailey, [GO TO ENCOUNTER 5](#)
- If the PCs wish to visit Siolomy Jirin, [GO TO ENCOUNTER 6](#)
- If the PCs wish to visit Llandra Skyrider, [GO TO ENCOUNTER 7](#)

## ENCOUNTER 10: DISCOVERY!

*The District of the Poor. This area is not the brightest section of the city, but it serves its purpose. Though on the same token, this district seems to have suffered the most from the continual undead presence that has been plaguing the city for over five months now. Many members of the Diamond Legion can be seen in various areas of the district, ready to react at a moment's notice.*

The PCs will be hard-pressed to discover anything of significance unless they head towards the southernmost section of the district.

There are several people out and about at this time of day. Just because the people within the district are poor, it doesn't mean they don't know how to have fun. A few people can be seen lounging in long-chairs, absorbing the sun's rays. There are children playing in the streets with some of them even flying kites.

PCs with the *Observation* NWP have a chance on noticing one of the children pretending that he's flying (flapping his arms like a bird). This is Aaron. He knows where the eagle is, but is wary of strangers. Aaron is at ease when talking to other children or halflings. (Those with the *Pin of the Urchin* would have no problem in speaking with him.)

Aaron doesn't know the entire story about the eagle. All he knows is that he saw the bird limping through the Merchant's District during the high traffic hours. With his friends, they were able to put the eagle on his wagon and bring the bird to a safe place out of harm's way. Aaron's not at all surprised that no one noticed his actions. He gets that a lot.

If the PCs can earn Aaron's trust, he will show them to the eagle.

- When the PCs have the eagle, [GO TO ENCOUNTER 11](#)

## ENCOUNTER 11: FREE-FOR-ALL!

This encounter is the final battle. Once they have the eagle, several interested parties will approach the PCs for the object they now possess. Many of the NPCs that the PCs had visited (and some they haven't visited if some encounters were skipped) have been keeping a watchful eye on the PCs. Once the eagle has been secured and the PCs decide on their destination, the different NPC factions will make their presence known. Each faction desires to take the eagle for his or her own employer, but realize that they must get the prize away from the PCs before they can proceed. So, they will work together with one another for the time being.

NOTE: Should the PCs' decision coincide with one of the arriving NPC factions, that group will join the PCs in their cause to retain their prize. (Ex. The PCs decide to bring the eagle to House Jirin. The arriving Jirin NPCs will support the PCs against everyone else.) If one of the factions join the PCs in the fight, double the number of combatants in the Unknown Faction to balance things out.

### Tier 1:

**Bailey Fighter, hm F1:** AL N; AC 4 (chain, shield); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

**Bailey Priest, hm P(Sp)1 (Tempus):** AL CN; AC 5 (chain mail); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Wis 14; MR nil; SZ M; ML 14.

Spells: 1<sup>st</sup> Level - ~~bless~~, cure light wounds (x3)

**Gallastan Fighter, hm F1:** AL NE; AC 4 (chain, shield); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

**Gallastan Thief, hm T2:** AL NE; AC 5 (leather, DEX); MV 12; hp 10; THAC0 20; #ATT 1; Dmg 1d6 (short sword); SA backstab (x2); SD nil; MR nil; PP30%, OL25%, FT20%, MS20%, HS15%, DN15%, CW85%, RL0%; SZ M; D16; ML 14.

**Jirin Fighter, hm F1:** AL N; AC 4 (chain, shield); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

**Jirin Druid, hf D1 (Mielekki):** AL N; AC 5 (leather); MV 12; hp 7; THAC0 20; #ATT 1; Dmg 1d6 (staff); SA Spells; SD nil; MR nil; SZ M; D16 W14; ML 14.

Spells: 1<sup>st</sup> Level -- entangle, cure light wounds, snare

**Unknown Fighter, hm F1 (2):** AL LE; AC 4 (chain, shield); MV 24; hp 8; THAC0 20 (19); #AT 3/2; Dmg

1d8+2 (long sword); SA specialization; SD nil; MR nil; SZ M; ML 14.

**Unknown Wizard, hf W2:** AL LE; AC 6; MV 12; hp 4, THACO 20; #AT 1; Dmg 1d4 (Dagger); SA Spells; SD nil; MR nil; SZ M; ML 11.

Spells: 1<sup>st</sup> Level – ~~armor~~, *magic missile*.

### Tier 2:

**Bailey Fighter, hm F2:** AL N; AC 2 (chain, shield); MV 12; hp 16; THACO 19; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14.

**Bailey Priest, hm Sp4 (Tempus):** AL CN; AC 2 (chain mail, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; D16 W15; MR nil; SZ M; ML 14

Spells: 1<sup>st</sup> Level - *bless*, *cure light wounds* (x4); 2<sup>nd</sup> Level - *dust devil*, *silence 15' radius*, *spiritual hammer*.

**Gallastan Fighter, hm F2:** AL NE; AC 2 (chain, shield); MV 12; hp 16; THACO 19; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14.

**Gallastan Thief, hm T3:** AL NE; AC 4 (leather, DEX); MV 12; hp 15; THACO 19; #ATT 1; Dmg 1d6 (short sword); SA backstab (x2); SD nil; MR nil; PP40%, OL33%, FT30%, MS27%, HS20%, DN15%, CW87%, RL0%; SZ M; D17; ML 14.

**Jirin Fighter, hm F2:** AL N; AC 2 (chain, shield); MV 12; hp 16; THACO 19; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14.

**Jirin Druid, hf D3 (Mielekki):** AL N; AC 5 (leather); MV 12; hp 21; THACO 18; #ATT 1; Dmg 1d6 (staff); SA Spells; SD nil; MR nil; SZ M; D16 W15; ML 14.

Spells: 1<sup>st</sup> Level - *entangle*, *cure light wounds* (x2), *snare*; 2<sup>nd</sup> Level – *charm person or mammal*, *obscurement*

**Unknown Fighter, hm F2 (2):** AL LE; AC 2 (chain, shield); MV 12; hp 16; THACO 19 (18); #AT 3/2; Dmg 1d8+2 (long sword); SA specialization; SD nil; MR nil; SZ M; D16; ML 14.

**Unknown Wizard, hf W3:** AL LE; AC 4; MV 12; hp 12, THACO 20; #AT 1; Dmg 1d4 (Dagger); SA Spells; SD nil; MR nil; SZ M; D16; ML 11.

Spells: 1<sup>st</sup> Level – ~~armor~~, *charm person*; 2<sup>nd</sup> Level - ~~invisibility~~

### Tier 3:

**Bailey Fighter, hm F3:** AL N; AC 0 (chain +2, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14.

**Bailey Priest, hm Sp4 (Tempus):** AL CN; AC 0 (chain +2, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; D16 W15; MR nil; SZ M; ML 14

Spells: 1<sup>st</sup> Level - *bless*, *cure light wounds* (x4); 2<sup>nd</sup> Level - *dust devil*, *silence 15' radius*, *spiritual hammer*.

**Gallastan Fighter, hm F3:** AL NE; AC 0 (chain +2, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14.

**Gallastan Thief, hm T4:** AL NE; AC 2 (leather +2, DEX); MV 12; hp 20; THACO 19; #ATT 1; Dmg 1d6 (short sword); SA backstab (x2); SD nil; MR nil; PP45%, OL37%, FT35%, MS33%, HS25%, DN15%, CW88%, RL20%; SZ M; D17; ML 14.

**Jirin Fighter, hm F3:** AL N; AC 0 (chain +2, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14.

**Jirin Druid, hf D4 (Mielekki):** AL N; AC 3 (leather +2); MV 12; hp 28; THACO 18; #ATT 1; Dmg 1d6 (staff); SA Spells; SD nil; MR nil; SZ M; D16; ML 14.

Spells: 1<sup>st</sup> Level -- *entangle*, *cure light wounds*, *snare*; 2<sup>nd</sup> Level – *barkskin*, *charm person or mammal*, *obscurement*; 3<sup>rd</sup> Level – *protection from fire*, *snare*; 4<sup>th</sup> Level – *animal summoning I*

**Unknown Fighter, hm F3:** AL LE; AC 0 (chain +2, shield); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D16; ML 14

**Unknown Fighter, hm F4:** AL LE; AC 0 (chain +2, shield); MV 24; hp 32; THACO 17 (16); #AT 3/2; Dmg 1d8+2 (long sword); SA specialization; SD nil; MR nil; SZ M; D16; ML 14

**Unknown Wizard, hf W5:** AL LE; AC 2; MV 12; hp 20, THACO 19; #AT 1; Dmg 1d4 (Dagger); SA Spells; SD nil; MR nil; SZ M; D18; ML 11.

Spells: 1<sup>st</sup> Level – ~~armor~~, *burning hands*, *charm person*, *magic missile*; 2<sup>nd</sup> Level - *insatiable thirst* (TOM), ~~invisibility~~, *web*; 3<sup>rd</sup> Level - *fireball*

### Tier 4:

**Bailey Fighter, hm F4:** AL N; AC -2 (plate mail, shield); MV 6; hp 32; THACO 15; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; MR nil; SZ M; D18; ML 14

**Bailey Priest, hm Sp6 (Tempus):** AL CN; AC -2 (plate mail, shield); MV 6; hp 36; THACO 16; #AT 1;

Dmg 1d6+3 (footman's flail +2); SA nil; SD nil; D18 W16; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> Level - *bless*, *cure light wounds* (x4); 2<sup>nd</sup> Level - *charm person or mammal*, *dust devil*, *obscurement*, *silence 15' radius*, *spiritual hammer*; 3<sup>rd</sup> Level - ~~*protection from fire*~~, *holy flail* (F&A)

**Gallastan Fighter, hm F4:** AL NE; AC -2 (plate mail, shield); MV 6, hp 32; THAC0 15; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; MR nil; SZ M; D18; ML 14

**Gallastan Thief, hm T5:** AL NE; AC 4 (leather, DEX); MV 12; hp 25; THAC0 16; #ATT 1; Dmg 1d6+2 (short sword +2); SA backstab (x3); SD nil; MR nil; PP50%, OL45%, FT40%, MS40%, HS31%, DN20%, CW90%, RL25%; SZ M; ML 14.

**Jirin Fighter, hm F4:** AL N; AC -2 (plate mail, shield); MV 6, hp 32; THAC0 15; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; MR nil; SZ M; D18; ML 14

**Jirin Druid, hf D5 (Mielekki):** AL N; AC 0 (leather +3); MV 12; hp 35; THAC0 16; #ATT 1; Dmg 1d6+2 (staff +2); SA Spells; SD nil; MR nil; SZ M; D18; ML 14.

Spells: 1<sup>st</sup> Level -- *entangle*, *cure light wounds*, *snare*; 2<sup>nd</sup> Level – *barkskin*, *charm person or mammal*, *obscurement*; 3<sup>rd</sup> Level – *protection from fire*, *snare*; 4<sup>th</sup> Level – *animal summoning I*

**Unknown Fighter, hm F5:** AL LE; AC -2 (plate mail, shield); MV 6; hp 40; THAC0 14; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; MR nil; SZ M; D18; ML 14

**Unknown Fighter, hm F6:** AL LE; AC -2 (plate mail, shield); MV 12; hp 48; THAC0 13 (12); #AT 3/2; Dmg 1d8+4 (long sword +2); SA specialization; SD nil; MR nil; SZ M; D18; ML 14

**Unknown Wizard, hf W7:** AL LE; AC -1 (*bracers ac3*); MV 12; hp 28; THAC0 16; #AT 1; Dmg 1d6+2 (*quarterstaff* +2); SA nil; SD nil; D18; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> Level - *armor*, *burning hands*, *charm person*, *magic missile*; 2<sup>nd</sup> Level - *insatiable thirst* (TOM), ~~*invisibility*~~, *web*; 3<sup>rd</sup> Level - *fireball*, *hold person*; 4<sup>th</sup> Level – ~~*stoneskin*~~ (9 hits).

#### Tier 5:

**Bailey Fighter, hm F6:** AL N; AC -4 (plate mail +2, shield); MV 12; hp 48; THAC0 13; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; MR nil; SZ M; ML 14

**Bailey Priest, hm Sp8 (Tempus):** AL CN; AC -4 (plate mail +2, shield); MV 12; hp 48; THAC0 14; #AT 1; Dmg 1d6+3 (footman's flail +2); SA nil; SD nil; D18 W17; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> Level - *bless*, *cure light wounds* (x4); 2<sup>nd</sup> Level - *charm person or mammal*, *dust devil*, *obscurement*, *silence 15' radius*, *spiritual hammer*; 3<sup>rd</sup> Level - ~~*protection from fire*~~, *holy flail* (F&A), *invisibility purge* (TOM), *miscast magic* (TOM); 4<sup>th</sup> Level - *cure serious wounds* (x2)

**Gallastan Fighter, hm F6:** AL NE; AC -4 (plate mail +2, shield); MV 12; hp 48; THAC0 15; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; D18; ML 14

**Gallastan Thief, hm T7:** AL NE; AC -2 (leather +5, DEX); MV 12; hp 35; THAC0 15; #ATT 1; Dmg 1d6+2 (short sword +2); SA backstab (x3); SD nil; MR nil; PP60%, OL52%, FT50%, MS55%, HS43%, DN25%, CW96%, RL40%; D18; SZ M; ML 14

**Jirin Fighter, hm F6:** AL N; AC -4 (plate mail +2, shield); MV 12; hp 48; THAC0 13; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; MR nil; SZ M; D18; ML 14

**Jirin Druid, hf D7 (Mielekki):** AL N; AC -2 (leather +5); MV 12; hp 49; THAC0 14; #ATT 1; Dmg 1d6+2 (staff +2); SA Spells; SD nil; D18; MR nil; SZ M; ML 14.

Spells: 1<sup>st</sup> Level – *entangle*, *cure light wounds*, *snare*; 2<sup>nd</sup> Level – *barkskin*, *charm person or mammal*, *obscurement*; 3<sup>rd</sup> Level – *protection from fire*, *snare*; 4<sup>th</sup> Level – *animal summoning I*

**Unknown Fighter, hm F6:** AL LE; AC -4 (plate mail +2, shield); MV 6; hp 48; THAC0 13; #AT 1; Dmg 1d8+2 (long sword +2); SA nil; SD nil; D18; MR nil; SZ M; ML 14

**Unknown Fighter, hm F7:** AL LE; AC -4 (plate mail +2, shield); MV 24; hp 56; THAC0 12 (11); #AT 2; Dmg 1d8+4 (long sword +2); SA specialization; SD nil; D18; MR nil; SZ M; ML 14

**Unknown Wizard, hf W8:** AL LE; AC -4 (*bracers ac0*); MV 12; hp 32; THAC0 16; #AT 1; Dmg 1d6+2 (*quarterstaff* +2); SA nil; SD nil; D18; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> Level - *armor*, *burning hands*, *charm person*, *magic missile*; 2<sup>nd</sup> Level - *insatiable thirst* (TOM), ~~*invisibility*~~, *web*; 3<sup>rd</sup> Level - *fireball*, *hold person*, ~~*spirit armor*~~ (TOM); 4<sup>th</sup> Level - *fumble*, ~~*stoneskin*~~ (10 hits).

~~Strikethrough~~ = pre-cast spells

Should fighting continue through ten rounds, four squads of Legionnaires will arrive and put a halt to the carnage. The different factions and the PCs will be detained for questioning. It will be learned that it was the factions that attacked the PCs and the PCs were only defending themselves. The different factions will be formally arrested and the PCs will be released.

Interrogation of the “unknown” combatants will result in no information worth of any value to the PCs. They will not divulge who hired them or their intentions for the eagle if captured. They will kill themselves at the first available opportunity (and *speaking with dead* spells will give the same results as if they were alive). The PCs should feel that this information is somehow being blocked and they are unable to follow up on it at this point.

- If the PCs win and decide to bring the eagle to the Temple of Torm, the Temple of Waukeen, the Fraternity of Venturers, the Diamond Legion or Llandra Skyrider for the city, **GO TO EPILOGUE A**
- If the PCs win and decide to bring the eagle to Thalys Bailey, **GO TO EPILOGUE B**
- If the PCs win and decide to bring the eagle to Siolomy Jirin, **GO TO EPILOGUE C**
- If the PCs win and decide to bring the eagle to Kiandra Gallastan, **GO TO EPILOGUE D**
- If the PCs win and decide to bring the eagle to Llandra Skyrider and she agreed to turn it over to the Glasyans, **GO TO EPILOGUE E**
- If the PCs win and heal the eagle themselves, **GO TO EPILOGUE F**
- If the PCs lose the eagle to the opposing factions, **GO TO EPILOGUE G**
- If the Diamond Legion intervenes, **GO TO EPILOGUE H**

## EPILOGUE A

This Epilogue is to be used if the PCs return the eagle to the Temple of Torm, the Temple of Waukeen, the Fraternity of Venturers, the Diamond Legion, or Llandra Skyrider (if she refused to deal with the Glasyans). No matter which destination the PCs return to, Pallar the Obedient of Torm will be on hand.

*You are greeted with a warm smile as you carefully bring the injured eagle inside. Pallar motions you to a cushioned table. “Quickly, we haven’t much time.”*

*You set the eagle onto the table. Pallar wastes no time as he chants a healing prayer to Torm. Pallar gently places his hand on the eagle, his hand glowing yellow-white with Torm’s favor. The glow spreads to*

*the eagle and quickly encompasses it. A piercing screech comes from the eagle, as it quickly stands on its own. Pallar steps back, the yellow-white glow fading as he disengages his hand. The eagle cocks its head to allow a single eye to gaze at each one of you.*

*With another ear-piercing screech, the eagle spreads its wings. But instead of taking flight, the eagle’s form begins to shimmer and blur. It takes only a minute before he transformation to be complete. What was once an eagle is now a man.*

*The man stands about five and a half feet tall. His pants, tunic, and cape are covered completely with feathers. His head is feathered as well, which has an eagle-like beak that is attached above his brow like a visor. His dark complexion contrasts the golden hue of his feathered armor.*

*“I ...” he starts out, his soft voice rasping as if it hadn’t been used in quite a long time. He clears his throat and begins again, this time with greater success. “I thank you for my life. I am Chuhotl (Koo-HOT-tal), servant of the Plumed One, Qotal.”*

The PCs may or may not have questions for Chuhotl. He will explain (in a broken, but understandable Common) that he’s been in flight for ten summers now. This was the first time since Qotal had granted his eagle form that he became a man once more. He had seen many places ranging from his own lands to the Land of Fate and to the Far East.

How did you come to crash-land in the city?

*“I was flying very high when I looked down. To my eyes, I thought I saw a great bug. Being hungry, I swooped down for a closer look. Then I realized that I saw not a bug, but a city shaped like one. I was about to ride the thermals when something hit me. I saw a great flash and heard a deafening crackle, but there wasn’t a cloud in the sky. My confusion clouded my judgment. When I realized what was happening, I knew it was too late. With the walls of your city coming up and with my great speed, I had no room to maneuver. The best I could do was to slow my fall as much as possible and try to and in the small water in the area of great huts. I saw darkness as soon as I hit.”*

How did you leave the temple?

*“I am uncertain. I was not aware when it happened. Perhaps it was Qotal that wished to test your city and its people. Was this city worthy of His blessing or not? I do not know. But I will know tomorrow after morning prayers. If Qotal favors your city, I will dwell here for a short while. Great things may come from His favor. But if Qotal does not favor your city, I will take flight by high sun.”*

What great things may come to the city?

*Chuhotl smiles. "I am unaware of Qotal's will, though that will change on the morrow. But great things will come of you today. Keep, as a token of my gratitude, the plumes you found earlier today. They have been blessed by Qotal himself and make be useful."*

At this point, Pallar will say that Chuhotl is very tired and needs his rest. Any payment that was promised will now be paid to the PCs.

*You exit the building just as the sun sets to the west. A certain amount of pride can be felt for a job well done. As the city is immersed in darkness and the lanterns begun to light, you think upon Procampur's immediate future. Great things can very well happen and this day will always be remembered ... the day of the Eagle's Landing.*

## EPILOGUE B

This Epilogue is to be used if the PCs return the eagle to Thalys Bailey at the Bailey Estate.

*The return trip to House Bailey is uneventful. When you are greeted at the door, it is Lord Consul Bailey himself that answers. He looks at you with excitement as he rubs his hands together.*

*"Excellent! Excellent! You have done extremely well! Here is your payment ... just as I promised. Also, there is a little bonus for you as well. Thank you ever so much," he says as Milton steps forward with your reward.*

Thalys Bailey is as good as his word. The payment that was decided upon is given to the PCs without any hesitation. The bonus that Thalys had mentioned seems to be an orange cube. It is, in fact, an ioun stone (see treasure description). This is what will be given if the PCs recover the eagle and do so without killing anyone. If they *had* killed someone in the process (killing undead and/or tanar'ri doesn't count), then they will only be awarded the amount in which they were promised.

*With the day done, you retire with your reward. A lot of excitement has resulted with the coming of this wayward eagle. You cannot help but chuckle when you think about how the people of Procampur will look back on this day ... the day of the Eagle's Landing.*

## EPILOGUE C

This Epilogue is to be used if the PCs return the eagle to Siolomy Jirin at the Jirin Estate.

*The return trip to Jirin Estate is uneventful. Many of her servants are still clearing the lifeless undead from the earlier battle. Siolomy notices your approach and quickly moves to your side.*

*"Is that the eagle? Excellent! You have done extremely well," she says as she signals a couple of her own people to her side. "Please take this eagle to our waiting priest so it can be treated. Quickly! It hasn't that much time left!"*

*Siolomy then turns back to you. "I am very pleased that you succeeded. I have your payment that we agreed upon, and a bonus. Please take this with my compliments."*

Siolomy Jirin has the PCs' payment brought to them. The bonus that was mentioned is a tome. Looking at the tome's title, the PCs can read: "Manual of Equine Mastery." This is what will be given if the PCs recover the eagle and do so without killing anyone. If they *had* killed someone in the process (killing undead and/or tanar'ri doesn't count), then they will only be awarded the amount in which they were promised.

*With the day done, you retire with your reward. A lot of excitement has resulted with the coming of this wayward eagle. You cannot help but chuckle when you think about how the people of Procampur will look back on this day ... the day of the Eagle's Landing.*

## EPILOGUE D

This Epilogue is to be used if the PCs return the eagle to Kiandra Gallastan at the Gaines Estate.

*With Kiandra's directions in hand, you manage to make it to the House Gaines manor without any further incident. You are greeted at the door by one of the House Guards, though he quickly realizes your reason for being here and invites you inside. Obviously, Kiandra informed him to be expecting you. As you are escorted down the hall, a familiar woman approaches you from the other end. Her stride is quick and she is at your side within moments.*

*"Excellent! Excellent! You have done extremely well! Here is your payment ... just as I promised. Also, there is a little bonus for you as well. Thank you ever so much," he says as Milton steps forward with your reward.*

Thalus Bailey is as good as his word. The payment that was decided upon is given to the PCs without any hesitation. The bonus that Kiandra had mentioned seems to be an orange cube. It is, in fact, an ioun stone (see treasure description). This is what will be given if the PCs recover the eagle and do so without killing anyone. If they *had* killed someone in the process (killing undead and/or tanar'ri doesn't count), then they will only be awarded the amount in which they were promised.

*With the day done, you retire with your reward. A lot of excitement has resulted with the coming of this wayward eagle. You cannot help but chuckle when you think about how the people of Procampur will look back on this day ... the day of the Eagle's Landing.*

## EPILOGUE E

This Epilogue is to be used if the PCs return the eagle to Llandra Skyrider at the Diamond Legion Headquarters. Pallar of Torm will not be present, though Jacinda Lassars of Glasya will (because of Llandra's agreement with her).

*You quickly make your way to the Diamond Legion Headquarters in the Castle District. Thankfully, there haven't been any more incidents along the way there. You are escorted the main office where you are greeted by General Skyrider. There with her standing behind the desk is Jacinda Lassars. They both seem very pleased to see you. The trooper that escorted you to the room departs and closes the door behind him.*

*"Thank you ever so much for bring the eagle to me. I really don't know how I will ever repay you for this. But as a token of my gratitude, please accept this gemstone in addition to what was promised."*

The gemstone is a ruby that is worth 2,000 gp. There is one for each of the PCs. This is what will be given if the PCs recover the eagle and do so without killing anyone. If they *had* killed someone in the process (killing undead and/or tanar'ri doesn't count), then they will only be awarded the amount which they were promised.

*With the day done, you retire with your reward. A lot of excitement has resulted with the coming of this wayward eagle. You cannot help but chuckle when you think about how the people of Procampur will look back on this day ... the day of the Eagle's Landing.*

## EPILOGUE F

This Epilogue is to be used if the PCs heal the eagle themselves.

Should the PCs try and heal the eagle themselves, it will require a total of 10 points of healing per tier to get any results. If the PCs don't have enough healing power, they will need to find a priest to complete the job (though the eagle will no longer be in danger of dying).

- If the PCs decide to bring the eagle to the Temple of Torm, the Temple of Waukeen, the Fraternity of Venturers, the Diamond Legion or Llandra Skyrider for the city, **GO TO EPILOGUE A**
- If the PCs decide to bring the eagle to Thalus Bailey, **GO TO EPILOGUE B**
- If the PCs decide to bring the eagle to Siology Jirin, **GO TO EPILOGUE C**
- If the PCs decide to bring the eagle to Kiandra Gallastan, **GO TO EPILOGUE D**
- If the PCs decide to bring the eagle to Llandra Skyrider and she agreed to turn it over to the Glasyans, **GO TO EPILOGUE E**

If the PCs succeed in delivering the required amount of healing, continue on.

*Taking it upon yourselves to heal the eagle, you work with the various faiths in your party in an attempt to try and get the eagle to stir. A piercing screech comes from the eagle, as it quickly stands on its own. You step back, watching the eagle. The eagle cocks its head to allow a single eye to gaze at each one of you.*

*With another ear-piercing screech, the eagle spreads its wings. But instead of taking flight, the eagle's form begins to shimmer and blur. It takes only a minute before he transformation to be complete. What was once an eagle is now a man.*

*The man stands about five and a half feet tall. His pants, tunic, and cape are covered completely with feathers. His head is feathered as well, which has an eagle-like beak that is attached above his brow like a visor. His dark complexion contrasts the golden hue of his feathered armor.*

*"I ..." he starts out, his soft voice rasping as if it hadn't been used in quite a long time. He clears his throat and begins again, this time with greater success. "I thank you for my life. I am Chuhotl (Koo-HOT-tal), servant of the Plumed One, Qotal."*

The PCs may or may not have questions for Chuhotl. He will explain (in a broken, but understandable Common) that he's been in flight for ten summers now. This was the first time since Qotal had granted his eagle form that he became a man once more. He had seen

many places ranging from his own lands to the Land of Fate and to the Far East.

How did you come to crash-land in the city?

*“I was flying very high when I looked down. To my eyes, I thought I saw a great bug. Being hungry, I swooped down for a closer look. Then I realized that I saw not a bug, but a city shaped like one. I was about to ride the thermals when something hit me. I saw a great flash and heard a deafening crackle, but there wasn’t a cloud in the sky. My confusion clouded my judgment. When I realized what was happening, I knew it was too late. With the walls of your city coming up and with my great speed, I had no room to maneuver. The best I could do was to slow my fall as much as possible and try to land in the small water in the area of great huts. I saw darkness as soon as I hit.”*

How did you leave the temple?

*“I am uncertain. I was not aware when it happened. Perhaps it was Qotal that wished to test your city and its people. Was this city worthy of His blessing or not? I do not know. But I will know tomorrow after morning prayers. If Qotal favors your city, I will dwell here for a short while. Great things may come from His favor. But if Qotal does not favor your city, I will take flight by high sun.”*

What great things may come to the city?

*Chuhotl smiles. “I am unaware of Qotal’s will, though that will change on the morrow. But great things will come of you today. Keep, as a token of my gratitude, the plumes you found earlier today. They have been blessed by Qotal himself and make be useful.”*

At this point, Chuhotl will say that he is very tired and needs rest.

*You exit the building just as the sun sets to the west. A certain amount of pride can be felt for a job well done. As the city is immersed in darkness and the lanterns begun to light, you think upon Procampur’s immediate future. Great things can very well happen and this day will always be remembered ... the day of the Eagle’s Landing.*

## EPILOGUE G

This Epilogue is used if the PCs not only lose the final battle, but lose the eagle as well.

*With the battle over and the eagle gone, you sit for a moment to contemplate the day’s events. Many*

*factions within the city wanted the eagle for their own personal gain. With so many people at that last battle, it will be difficult to figure out exactly who ended up with the eagle. And to that the information learned from the divination done at the Shrine of Deneir. Without proper attention, the eagle would die at sundown. Well, the sun has fallen and there is no eagle in sight. You have to hope that those that had taken the eagle managed to heal it in time before it passed away.*

*But besides that, many of the people in Procampur will look back at this day with melancholy and disdain. What could have been a spiritual lift for the city has become something of a disaster. The citizens will forever remember this day... the day of the Eagle’s Landing.*

## EPILOGUE H

This Epilogue is to be used if the Diamond Legion intervenes and breaks up the fight.

*The fighting continues on, seemingly, with no end in sight. It doesn’t matter if you have the edge over your opponents or vice versa as troops of the Diamond Legion literally surround you all. About four squads (forty men) stand ready to engage you as the Legionnaire Captain barks his orders.*

*“Cease you fighting immediately. You are all under arrest for violations of the peace codes, fighting in the street, and destruction of property. If you don’t cease your hostilities, we will do whatever is necessary to take you into custody. This is your only warning.”*

Seeing that they are out-numbered 2 or 3 to 1, the PCs combatants will stop their fighting. Make the PCs aware of this situation and find out if they wish to continue fighting. If so, they will be also be charged with disobeying a Legion directive and resisting arrest.

Everyone (the PCs and the combatants) will be escorted to the Diamond Legion Headquarters in the Castle District. They will have the opportunity to explain their side of the situation (individually), which will take several hours. Witnesses will support the fact that the PCs were acting in self-defense. If further charges were not leveled on them, the PCs will be free to go. If they were charged, each PC will be fine 1000 gp and they will spend a month (6 time units) in jail.

*As you await the Legionnaire’s decision as to your fate, you painfully realize that night had fallen several hours ago. You haven’t seen the eagle since it was removed from your custody. All you can do is hope that the Legionnaire reacted to your testimony in time. Otherwise, the eagle would have died. The citizens of*

*Procampur will always remember this day ... the day of the Eagle's Landing.*

## Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

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

### Encounter 1

Learn who is looking for the eagle. 25 xp

### Encounter 4

Participate in the contest for the Temple of Waukeen. 25 xp  
Defeat the Tanar'ri. 200 xp

### Encounter 6

Defeat the Undead. 100 xp

### Encounter 7

Convince Llandra Skyrider **not** to accept the Glasyans' offer. 50 xp

### Encounter 9

Solve the riddle of the Divination of Deneir without any help. 100 xp  
OR  
Solve the riddle of the Divination of Deneir with help. 50 xp

### Encounter 10

Convince the child to turn the eagle over. 50 xp

### Encounter 11

Defeat the opposition. 100 xp

### Epilogue A or G

Return the eagle in the name of the city or the PCs heal the eagle on their own. 100 xp

Total Experience for Objectives: 750 xp

Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,250 xp**

For Tier 2: 2,500 xp

For Tier 3: 3,750 xp

For Tier 4: 5,000 xp

For Tier 5: 6,250 xp

## Treasure Summary

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

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

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

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

#### **Encounter 4:**

- *Whip of entanglement* (Medium, Value 2,100 gp, Unusual) – The *whip of entanglement* looks like any other magical whip. Upon command, the whip lashes forward 10 feet or upward 7 feet to entangle up to two human-sized creatures (as per the spell *entangle*, cast by a 3<sup>rd</sup> level caster). The whip cannot be broken by sheer strength – it must be hit by an edged weapon (hardness 2, hit points 3). If the *whip of entanglement* is severed, it is destroyed.

The PCs can only receive rewards from one of these Epilogues.

#### **Epilogue A:**

- Gold – Whatever amount that was agreed upon.
- *Feather of Qotal* (3) (Value 500 gp)– This feather has the blessing of Qotal upon it and can create the effects of *bless* spell one time, as if cast by a 10<sup>th</sup> level caster.

(The other feathers found in this set are not magical after all.)

- *Potion of cure serious wounds* (Value 500 gp per dose): This potion works as if the spell were cast by a 5<sup>th</sup> level caster. (2E: *potion of extra healing*). Two doses.
- *Coin of Waukeen* (Value 4,000 gp, Unusual) – This gold coin is about four inches in diameter. It has a picture of Waukeen on one side and her symbol in its reverse. Priests can use the coin as a holy symbol and confers a +1 competence bonus to the save DC for spells it is used to cast (2E: -1 penalty to saving throws vs these spells). It only works for priests of Waukeen. ***This item will only be given to a priest of Waukeen, and only if the eagle was brought to Waukeen's temple.***

#### **Epilogue B:**

- Gold – Whatever amount that was agreed upon.
- *Bailey Pendant* (Value 3,600 gp)– This is a specially crafted brooch with a single special power. A *contingency* spell has been placed on the brooch. If the wearer falls below 10 hit points (and is still alive), he will be completely healed as by a *heal* spell. The use of the *contingency* spell is automatic (not controlled by the owner), and will burn out the brooch (so it only works one time).
- *Ioun stone (orange cube)* (Value 6,000 gp, Unusual) – This ioun stone grants a +1 bonus to Will saves vs mind-affecting spells (charms,

compulsions, phantasms). The stone must be spinning around the user's head to grant the bonus.

#### **Epilogue C:**

- Gold -- Whatever amount that was agreed upon.
- Jirin Mount -- This medium warhorse is of a very fine quality, with maximum hit points. It can be trained to do three tricks. If the PC owner has the Handle Animal skill (2E: animal training proficiency), he or she can teach it two additional tricks.
- *Manual of equine mastery* (Value 15,000 gp, Unusual)– This manual, when read, grants a +1 competence bonus to Ride skill checks (2E: Riding, land proficiency). Reading the book uses up its magic, so only one reader can benefit. Copying the book counts as reading it for the person making the copy, and the copy has no magical power to grant the bonus. One person can only benefit from one of these books.

#### **Epilogue D:**

- Gold -- Whatever amount that was agreed upon.
- Gallastan Heirloom (Value 15,000 gp) – This item has been in the family for several hundred years. It is an intertwined necklace of gold, silver, and platinum. The various strands are encrusted with emeralds, sapphires, and rubies with a large diamond in its center.
- *Medallion of empathy* (Value 7,000 gp, Unusual) – This item allows the user to sense the basic emotions (hostility, rage, hunger, greed, concern, or fear) of a single living creature within 30 feet. Use of the medallion is a full round action. The user must have line of sight to the target. The target gets a Will save (DC 12) to resist the effect, and Spell Resistance applies. (2E: detect basic emotions of a single living creature within 30 ft., use takes a full round, line of sight required, target gets save vs spell to resist, magic resistance applies).

#### **Epilogue E:**

- Gold -- Whatever amount that was agreed upon.
- Ruby (one per PC)– This gemstone is worth 2,000 gp.

#### **Epilogue F:**

- Gold – Whatever amount that was agreed upon.
- *Feather of Qotal* (3) – This feather has the blessing of Qotal upon it and can create the effects of *bless* spell one time, as if cast by a 10<sup>th</sup> level caster.  
(The other feathers found in this set are not magical after all.)

**Noble Recognition:**

Thalus Bailey	Jacinda Lassars
Chuhotl	Undil Latheen
Kiandra Gallastan	Pallar the “Obedient”
Siolomy Jirin	Llandra Skyrider

- First off, the PCs will gain Noble Recognition from the person(s) in which they bring the eagle to.
- If the PCs succeeded in repulsing the Tanar’ri at the Temple of Waukeen, then they will earn recognition from Undil Latheen.
- If the PCs defeated the undead at the Jirin Estate, they will earn recognition from Siolomy Jirin.
- If the PCs succeed in helping the eagle change back into Chuhotl, they will earn recognition for him as well.

Please remember that it is not possible to gain recognition for all names available. Only those that the PCs acted on in a good light would be marked down. Players are to record all recognitions in their Player Log.

**Fame:**

If the PCs bring the eagle to Llandra or the Diamond Legion, they will get a point of Fame in the Procampur Diamond Legion fame category.

**Awards:**

Those in the Diamond Legion will gain a Loyalty Point if they returned the eagle to Legion HQ in Epilogue A. They will be awarded a Major Honor, the Pearl Eagle. The Pearl Eagle is awarded for extreme loyalty in service of the city.

## PLAYER HANDOUT 1

You vaguely recall something familiar about the feathers that jog your memory.

A new land mass was discovered beyond the shores of Evermeet several years ago. A religion in this New World had a faith that adorned themselves with feathered cloaks, or even complete suits of feathered armor. The people that donned these garment paid homage to their local deity, Qotal. It was discovered that Qotal's holy warriors were granted the ability to change into an eagle form once they have proven their worth to their god. But many of the Payit people, the natives that served Qotal, were content in remaining in their own land. At least, until now.

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## PLAYER HANDOUT 2

Ladies and Gentlemen,

As you know, the injured eagle has been recently discovered missing. It is imperative that the eagle is found and returned to the Temple of Waukeen. I understand that you might have received offers from other people around the city. I am willing to triple the monetary amount of whatever was offered and award you with the *Coin of Waukeen*.

Please hurry. Other factions will stop at nothing to gain possession of the eagle.

Regards,

*Undil Latheen*

Undil Latheen

Overgold of Waukeen

### **PLAYER HANDOUT 3**

Greetings.

It is up to you to bring further honor to your House. You have the power to recover a most sacred item that is very important to this city. Well, it's very important to me, too. I will personally reward you with double of what I offer the others. In addition, you will receive the *Bailey Pendant*. It is an item that will save you in your most dire hour.

So go forth and return in success!

Regards,

*Thalus Bailey*

Thalus Bailey  
House Lord Consul

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### **PLAYER HANDOUT 4**

Greetings.

It is up to you to bring further honor and glory to your House. I will personally award you double of what is promised to the others in addition to receiving the finest steed available in our herd. This horse is special in that it acts in many ways like a Paladin's bonded mount. I only have one of these at the moment, but it is yours if you bring the eagle to me.

So go forth and return in success!

Sincerely,

*Siolomy Jirin*

Siolomy Jirin  
House Lady Consul

## **PLAYER HANDOUT 5**

General Llandra Skyrider,

We have recently been informed of your plight and wish to help you. It has come to our attention that while you are truly of elven descent, your actual lineage is from the winged-elf variant of your species. Yes, you are an avariel. You, unfortunately, were one of the few of your kind that were born without wings. It is no secret of your desires for flight, and your association with the Order of the Eagle supports your desires. And in light of your recent ordeal of being transformed into an eagle, perhaps we can help.

It is also our understanding that you are one of several individuals that are in search of the missing fallen eagle. We can correct what was nature's oversight ... that is, give you the wings that you most desire. All that you need to do is deliver the eagle to us. Are these terms acceptable?

Sincerely,

*Jacinda Lassars*

Jacinda Lassars  
Priestess of Glasya

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## **PLAYER HANDOUT 6**

Greetings.

It is important that it should be you to recover the eagle. Once found, bring the eagle to Legion Headquarters so that it can be immediately treated. The symbol of the city must be preserved at all costs.

You know your duty. It is up to you to succeed.

Thank you,

*Llandra Skyrider*

Llandra Skyrider  
Order of the Eagle

## PLAYER HANDOUT 7

### Denier Divination

The one you seek is in a body of plume,  
If you arrive too late it will be his doom.

His nest is one that's difficult to find,  
You can start your search in the least of the nine.

Once you arrive speak not to the tall,  
The answers you seek are near the bottom of the wall.

Move with haste and be vary wary,  
For others have designs on the same quarry.

But if night should fall it will be his last,  
Which will spell dark tidings for the Jewel of the Vast.

## DM APPENDIX 1: NON-CORE NPC SPELLS

### **Insatiable Thirst** (*Tome of Magic*, Wizard Spell)

(Enchantment/Charm)

Level: 2

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, victims may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending on their nature) may be willing to kill for drinkable fluids.

### **Spirit Armor** (*Tome of Magic*, Wizard Spell)

(Necromancy)

Level: 3

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The spirit armor is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a savings throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

### **Holy Flail** (*Faiths & Avatars*, Priest Spell)

(Alteration, Invocation)

Level: 3

Sphere: Combat, Creation

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 1 nonbladed weapon or the caster's holy symbol

Saving Throw: None

This spell allows the caster to transform his or her holy symbol or any nonbladed weapons wielded by another being that the cleric touches into a magical *holy flail*. The holy symbol or transformed weapon becomes a snakelike, flexible field of force attached to a rigid handhold. This invisible, crackling spectral *flail* has +2 attack bonus when wielded in battle and is considered a magical weapon for attack purposes. The spell also conveys proficiency in the use of the *holy flail* upon the *flail's* wielder, provided this does not violate class restrictions.

A strike from a *holy flail* inflicts 1d6+1 points of damage. If a *holy flail* is wielded by a priest of the same religion as the caster, a hit inflicts an additional 1 point of damage per experience level of the caster to all undead creatures and to any creature of opposite moral stance (good vs. evil -- lawful vs. chaotic does not matter) to the caster. If the caster is neutral, the alignment-oriented damage does not apply.

A *holy flail* created from a holy symbol can only be wielded by a priest of the same deity as the symbol or it vanishes. If *holy flail* is cast upon a weapon held by a creature of opposite moral stance to the casting cleric (see above), the *flail* does not form. A *holy flail* vanishes if it is transferred from one wielder to another unless the recipient is the caster of another priest of the same deity. A holy flail does not need continued concentration to be maintained and can be dropped to enable spellcasting or thrown as a weapon without vanishing.

The material components of this spell are the holy symbol or nonbladed weapons (which are not consumed by the spell) and a pinch of powdered gemstone.

**Invisibility Purge** (*Tome of Magic*, Priest Spell)

(Abjuration)

Level: 3

Sphere: Wards

Range: 30 yards

Components: V, S, M

Duration: 1 turn

Area of Effect: 10-foot square/priest

Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. *Invisibility*-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or person within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

**Miscast Magic** (*Tome of Magic*, Priest Spell)

(Invocation/Evocation)

Level: 3

Sphere: Chaos

Range: 40 yards + 10 yards/level

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

*Miscast magic* can be cast only on a wizard. It causes the next spell by the affected wizard to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the *sleep* spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the *miscast magic* would have no effect and the wizard's spell would be cast normally.

The miscast spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the altered results until the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Wizards who are targets of *miscast magic* are allowed a saving thrown vs. spell to avoid the effect.

# Procampur Campaign Information

## Attitudes of the Procampans

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 Procampans 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 Procampans 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 Procampans is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many tutors' 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 reputation.

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 Procampans.

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, and 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 Procampans 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 it's 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 the last four follows him. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampans citizens 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.

### **Procampur Character Creation**

Character generation for Procampur PCs is identical to the guidelines for all Living City Character generation (with some exceptions). Select weapon and non-weapon proficiencies. Procampur PCs 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:

**Fighter:** Cavalier, Myrmidon, Peasant Hero, Swashbuckler

**Ranger:** Explorer, Mountain Man, Pathfinder, Sea Ranger, Seeker, Stalker

**Paladin:** Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Votary

**Wizard:** Academician, Militant Wizard, Mystic, Peasant

**Priest:** Outlaw, Pacifist, Scholar Priest, Peasant Priest

**Druid:** Hivemaster, Natural Philosopher, Wanderer

**Thief:** Acrobat, Adventurer, Bounty Hunter, Cutpurse, Investigator, Spy, Swashbuckler, Swindler, Troubleshooter

**Bard:** Blade, Charlatan, Gallant, Herald, Jongleur, Loremaster, Meistersinger, Thespian

**Benefits for being a Noble:** Nobles receive 1 Fame point in each Procampans Fame Category except for the Port District and the Thultyrl/Hamayarch categories (this is standard for every Procampans citizen). They also receive two additional Fame points in the Nobles category and are permitted free access to the Nobles District for themselves and their friends. As of *Weekend in Procampur 2*, Noble adventurers have been allowed

to reside in the Nobles District once more. The ban that prevented them from living in the district while adventuring was lifted by Rendeth of the Royal blood in gratitude for saving him and his city. Finally, they start with the *Etiquette* and *Local History (Procampur)* NWP's already known.

### **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 Procampan 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 Procampan 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 Ravens Bluff.

Here is the list of fame categories for both cities:

<u>Ravens Bluff</u>	<u>Procampur</u>
Lord (and Deputy) Mayor	(None)
(None)	Thultyrl & 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

PCs native to Procampur begin with one fame point in each category, except for the Thultyrl & 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.

### **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 adventure they play. This payment only affects this adventure, and the PCs will be required to pay the same rate to maintain their chosen lifestyle at the beginning of the next adventure. For example, if a character chose to squander all of her resources one adventure to buy a Middle Upper class lifestyle, and then ran out of funds, the next adventure 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:

<u>Class Level</u>	<u>Procampan Cost</u>	<u>Visitor Cost</u>	<u>Reaction Mod</u>
Upper Upper	10,000 gp	15,000 gp	+3/+1 to Fame
Middle Upper	5,000 gp	7,500 gp	+3
Lower Upper	1,000 gp	2,500 gp	+2
Upper Middle	500 gp	750 gp	+1
Middle Middle	50 gp	75 gp	0
Lower Middle	25 gp	50 gp	0
Upper Lower	10 gp	25 gp	-1
Middle Lower	5 gp	10 gp	-2
Lower Lower	1 gp	5 gp	-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 Ravens 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.)

Examples:

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

**Middle Upper Class:** Many nobles and very wealthy merchants enjoy this lifestyle.

**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 that 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 Ravens 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, 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.

