

# Elementally Speaking: Air's Looking At You

*A OneRound Living City Adventure*

by David Samuels

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

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

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

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

## Tier Structure

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

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## Judges Information

This module is the third in the Elementally Speaking series. It is not necessary to have played in or be familiar with the either of the first two modules; *Elementally Speaking: Waterfalls*, or *Elementally Speaking: Fire's Eye*. In the previous modules it was discovered that there was a band of rogue elementalists called The Circle of Four. The membership of the circle consisted of Mortimer Lightfoot an air elementalist, Jerendella Fireblade, a

fire elementalist, Marina Waterdale, a water elementalist, and Maurice Stone, an earth elementalist. In the previous modules, the Circle had kidnapped many prominent citizens in an attempt to force the city's Acting Mayor, Lord Chancellor Kothonos, to turn over control of the city, more precisely the laws concerning the elements, to them. They are also responsible for the death of Judge Hangman, and the destruction of the Ravens Bluff courthouse.

The PCs will be called to Sharkey's Bar and Grill to meet with Master Sergeant Tilernus Rockcrusher. Master Sergeant Rockcrusher, Tilly to his friends, needs to hire the PCs for a matter of grave importance, well at least to him. He had wanted to do something special to impress a beautiful woman, so that she might think of him as more than a friend. He had heard from one of his frequent adventuring companions, that if you have a have a piece of someone you can regrow them (*resurrection*), and he did have pieces of both hair and feathers from a pegasus. He wasn't sure that it would work, as not all of Tilly's friends are as smart as he is. If it did work though, he thought that his lady friend, Lady Morra Starson, a renowned druid, might enjoy having a pegasus of her very own. He went to the Ministry of Art where he encountered Gideon who offered to help him. He talked to Gideon and it was arranged that Gideon would create a figure of a silver pegasus for him, one that had sparkling eyes and could talk and let Lady Morra know how he felt about her. Gideon was doing fine until a wild surge occurred, which actually created a silver pegasus.

Unfortunately the pegasus escaped and was captured by Mortimer Lightfoot of the Circle of Four. Mortimer used an *improved cloning* spell to create eight more pegasi, which would help him and the rest of the circle with their plans. Previously the circle was trying to get put in charge of all laws and regulations concerning the elements. They have since decided that because that wasn't going well they needed to change their plans. They decided that since the rulers of the city didn't pay them any mind, they would do the only natural thing and take over the city, which would put them in control of the elements.

As part of their plans the circle used the pegasi to create mayhem, and strike fear into the hearts of the citizens of Ravens Bluff. While that was going on they would put their true plan into motion. They had messages delivered to the ranking members of both the Ministry of Art and the Wizard's Guild inviting them to a party, at the Shark Fin Tavern, honoring former Lord Mayor Charles O'Kane for the many years of service that he gave to the city. When the

wizards arrived at the Shark Fin they were escorted into a lavish party setting. The Shark Fin was redecorated (via *improved phantasmal force* and *audible glamor* spells). The wizards were fed foods that were poisoned. When they succumbed to the effects of the poison they were taken into the back rooms and rendered immobile. The Circle's plans would have been thwarted were it not for the fact that each wizard wanted to one up the others and make a grander entrance to the party. When the last wizards were captured, the villains summoned their chariot (pegasus and carriage) to take the incapacitated wizards to the cloud prison.

The Circle did not stop there, as they wanted to pay back the most famous adventurers, knights and city guardsmen who had thwarted their previous plans, thereby making sure that they weren't able to do so again. The Circle began their plans for elimination of the knights, city guardsmen and other powerful adventurers of the city with the complete destruction of both the Roost, and Griffon Hall, the hangouts of the Golden Rooster Knights, and the Griffon Knights respectively. While this was going on Lord Blacktree's townhouse was attacked, and Lady Katharine was kidnapped. Seven members of the Griffon Guard came upon the pegasi carrying Mortimer and his lackeys as they were leaving the Blacktree townhouse. One of those lackeys pointed a wand at the pursuing Griffons and turned them and their riders to stone. The villains sped off on the pegasi while the stoned Griffon guards fell to the ground and shattered.

A few hours before the PCs were summoned to Sharkey's the villains sent out letters of prospective employment to the city's most famous adventurers. These letters all bore the official Ravens Bluff seal as well as the signature of Lady Amber Thoden. Each of the messages had a gold coin that the adventurers were to bring to a secret location. The letter said that all would be revealed to them when everyone arrived. The adventurers were lured to a location which had *Mordenkainen's disjunction* on the doorway that they passed through. Once all of the adventurers were inside Maurice Stone cast a *passwall* spell to allow the enemy forces to enter the location and still retain all of their abilities. The adventurers were overpowered and then brought before the full circle. The adventurers were then placed inside domed globes that the circle created to hold them. Once the adventurers were inside the globes a button on the bottom of each globe was pressed shrinking the globe to the size of one that would fit in a person's hand, and putting those inside into a state of suspended animation (*temporal stasis* in game terms). As the globes were

created by powerful magic and the adventurers were in *temporal stasis* there were no visible ill effects.

While the PCs were at Sharkey's the villains were busy. They destroyed the temple of Lathander and set in motion plans to remove the temples of Tyr, Torm, and Llira.

## Players Background

*You were awakened in the early morning hours by a knock on your door. Opening the door you saw a member of the night watch, who told you that your presence was requested at Sharkey's Bar and Grill. The officer told you that the person who requested your service would provide any more information. After waiting for you the Night Watch officer began escorting you to the docks, so that you could enter the water and head towards Sharkey's. It did seem rather odd that with the crime wave that the city is experiencing you have not seen any other guards other than one escorting you.*

*When you approach the docks you notice that there is a young dwarven woman waiting there. You're not sure but you think that she might be waiting for you. She is wearing beautiful flowing gray robes with the insignia of Azuth emblazoned on the front of them. The woman holds up her hand and begins addressing you. "I am Lady Tamaranda, priestess of Azuth and Knight of the Golden Rooster. I had been told that you might need my assistance in getting to Sharkey's, for your meeting. As I have business there as well, I am willing to take you there. Do any of you need help breathing water?"*

If any of the PCs need it, she will cast a water breathing spell on them and herself; otherwise she will just cast it on herself. She will lead them into the water and down towards Sharkey's.

*The trip to Sharkey's is uneventful, and would be boring was it not for the dwarf swimming lead in your group. You also realize that whoever arranged for this meeting must have pull with Sharkey as his restaurant is usually not open this early. Lady Tamaranda leads you to Sharkey's and you all enter. There are 2 city guardsmen standing next to what appears to be a blue dwarf. Lady Tamaranda takes her place next to the guardsmen. The dwarf motions for you to come over. Once you are seated she signals motions for Sharkey to come over and take your order. After Sharkey has left the table the water in the room begins swirling rather quickly and some tables and stools start moving around. Just as*

*quickly as the swirling started it stops. The dwarf begins speaking.*

*"What you just feel was result of earthquake in Ravens Bluff, which make things worse. Not know where happen, just that it probably big one if feel down here. Please allow me to speak as we might not have much time. Me Master Sergeant Tilernus Rockcrusher of the Night Watch, but you may call me Tilly. Me call you here because me need your help. There be crimes done at night, by air. Since me Master Sergeant of Night Watch me want they stopped. Me hear stories that people that do those crimes be on horses that fly. If that be true, me might be part to blame.*

*He looks around the restaurant, and continues "Can you keep secret?"*

If the PCs answer yes Master Sergeant Rockcrusher will continue. If not he will tell them that he will have one of the guards escort them home after they have finished eating. Tilly will apologize for bothering them, as they obviously are not the types of adventurers that he was looking for. If this happens they will still wind up having the adventure (as they will be swept up in the changes that will be occurring in the city) but they won't have the information that Tilly could give them. Skip to the end of the introduction about what they see when they return to the city.

*"Tilly have friend, Lady Morra Starson. She pretty half-elf druid. Me want to be more than friend. Every time me try to get she to see how me feel, she just smile and say Oh Tilly! Me try to show her how me feel in way that she has to see. Me know that she druid, and that she like animals. On one of me travels me get feather and hair from black horse that flies. One of Tilly friends, Voltroy Starson, Lady Morra's cousin, who talks to Mystra, tell Tilly many times that if he have piece of person, he can grow that person. Tilly not sure if it be true or not, but decided that he owed it to both himself and Lady Morra to find out. Tilly went to the Ministry of Art, as he knew that he needed the help of someone powerful to grow the flying horse for pretty Lady Morra.*

*As "Tilly get to the Ministry Tilly see man in robes come out building. Tilly not remember who he be, but know that he not bad man, and that he's powerful. Tilly talk to man, as man look able to help. Man say he can help so Tilly go home with he. Man lead Tilly to Ambassador Carrague's home.*

*"When Tilly and man get there, man lead Tilly into room with glasses and thin clear things between*

*they. Man put feather in one glass, and hair in another. Man start waving hand and talking, Tilly see magic before, but not like this, not even from powerful mages Tilly's seen do magic, so Tilly back up. Tilly hear loud noise, and see bright light then Tilly see nothing.*

*"When Tilly able to see again Tilly notice silver horse with wings, standing in room. Horse charge past Tilly and out into open sky. Tilly now sad as gift go away, but he also see that he now pink. Tilly now knows for sure that man is Gideon, wild mage of city. Tilly ask Gideon to fix, and Gideon try, well at least Tilly blue now. Gideon say that he fix Tilly right now, but Tilly decide to stay blue, because if Gideon try again Tilly might be lady dwarf when he finished. Tilly leave Gideon, as Tilly had to get to meeting with Constable Sunriver. Gideon say that he try to get horse back. If bad people get horse and use he to do crimes at night that bad. That was 6 days ago, and crimes at night started 2 nights later. Me know there have to be connection*

*"Tilly and Chief Constable Sunriver decided that since Tilly blue, Tilly do mission underwater and try to find out more on Circle of Four. They bad people who do things with elements. As Tilly love Sharkey's, and Sunriver Tilly boss, Tilly agree. Tilly would be meeting with Isadora Spiritwind, Marina Waterdale's friend to learn what Circle's plans for city are. Isadora spy on Circle for city before, hopefully she do so again. Tilly learn following: Circle have big plans for city, they plan to take revenge on city and all it's heroes. Isadora not know exactly what plan is but that it involves all of city not just elements. She also said that all of officials in city were in danger.*

*"Tilly go tell Chief Constable Sunriver, who put guards on all of city's officials, especially Lord Mayor and Lord Chancellor. Tilly tell Sunriver to be careful as he official of city too. Sunriver tell Tilly that there be crimes done at night. Lady Blacktree missing again, and Lord Blacktree poisoned and at temple of Llira. Bad people enter from hole in roof. Sunriver and Tilly realize it must also be Circle as they try to kidnap Lady Blacktree before. Tilly also hear that roost was destroyed and that seven members of Griffon were killed. They were, flying in sky, see bad people in sky, and follow to capture they. One of people points stick at they and they turn to stone and fall and break. This has not been good day for the city. We need to stop Circle so that city can recover. Tilly needed lead so Tilly go back to Sharkey's to see if can find Isadora to lead Tilly to Circle.*

If the PCs ask where to begin, Tilly will suggest that they start with either the Blacktree Townhouse, in the upper class section of the city, or Ambassador Carrague's which is in the mage's section of the city. Tilly will urge them to hurry. If the PCs talk about money, Tilly will tell them that he is only allowed to offer them 10,000 gp each for each member of circle that they catch. If they get horse back he can offer them something special, (he will not under any circumstances discuss it now).

Role-playing note for Tilly. Tilly is reasonably intelligent; he just has trouble speaking Common.

When the PCs emerge from the water, they will notice a young lad hawking the Ravens Bluff Trumpeter. The headline on the paper will refer to the attack on the Blacktree estate that occurred last night. There are also stories on the attacks against the Rooster and Griffon Knights, as well as the recent crime wave that has hit the city. All of the stories have an underlying implication of corruption within the city watch. If the PCs buy the paper give them **Player Handout 1**. The lad is shouting about how the PCs just missed an earthquake. If they press him for details he will say that he was in the temple district, not too far from the temple of Lathander, 30 minutes ago when the ground began shaking. He ran to the harbor area where it was safe, especially after he noticed the temple of Lathander collapse.

If the PCs head to the temple district at this point go to **Encounter 1**. If they go to Ambassador Carrague's skip to **Encounter 2**. If they go to the Blacktree Townhouse skip to **Encounter 3**.

## Encounter One: Temple District

The streets of the temple district are crowded with people screaming hysterically and running. The PCs will notice that there are long lines outside the temples. They will also notice that there is a large pile of rubble where the temple of Lathander once stood. If the PCs try to talk to the people in the street they can find a woman who is screaming. If they can calm her down they can find out the following:

*“My name is Daphne. I and my husband were in line this morning to receive our blessings from Lathander. We were the first ones in the line this*

*morning as they have bee for the past five years. A man in brown robes tried to cut the line, and my husband told him to get to the back of the line. The man looked at my husband and began gesturing. Before anyone could stop him the ground began to shake. I saw Chief Prelate Dayspring and the other priests rush out of the temple and then we all watched in horror as the temple collapsed into a pile of rubble. Part of the temple fell on my husband pinning him. Prelate Dayspring and the other priests began working to free my husband from the rubble. While they were helping my husband a large number of men approached us and held tubes to their mouths. They blew something out of their mouths through the tubes and then the Chief Prelate and the other priests slumped to the ground. These men picked up the priests and headed towards a large carriage that I hadn't seen before. The man in the brown robes was already on the carriage. Once the men got in the carriage the horses began running and then they and the carriage rose off the ground.*

*“I began screaming for the city watch, and they eventually showed up. The watch members freed my husband from the rubble, and then helped us to the temple of Selune. The priests there were very helpful and they said that my husband would be okay.*

If the PCs try to question anyone else they will find that the other people in the street are all talking about how Lathander has given up on the city. If there happens to be a priest of Lathander in the party the people in the street will want to know why Lathander has given up on them. They will also want to know why the priest didn't let anyone know about the desertion of Lathander.

If the PCs go to examine the remnants of the temple of Lathander they will find that the area has been cordoned off. There are two city guardsmen standing nearby to prevent anyone from getting too close. Looking at the ground the PCs can notice a large crack that appears to run under where the temple once stood. It should be obvious to the PCs even without a spellcraft roll that the temple fell victim to an *earthquake* spell. The PCs will not be able to get any other information at this time.

The PCs have the options of going to Ambassador Carrague's (**Encounter 2**) or the Blacktree Townhouse (**Encounter 3**).

## Encounter Two: Ambassador Carrague's

When the PCs head towards Ambassador Carrague's they will notice that the streets are pretty empty. They will also notice that there is a breeze that appears to be growing in intensity. If the PCs pause for a moment to think about this let them know that the winds are increasing, it will not be safe for them to be on the street much longer. Luckily for them they are not too far from their destination. When the PCs arrive at Ambassador Carrague's they will notice that the front door is open, and that there are billowing clouds of smoke drifting out from inside the doorway. These are the results of a wild surge that Gideon had. Gideon was trying to create something to help with the pegasus situation, as he feels partly responsible for it.

When they enter they will find that the smoke is coming from a laboratory at the end of the hallway. There is broken glass all over the floor. They will also see Gideon's body lying on the floor. On the floor near the body are belts. As soon as the PCs start walking into this room they will hear a crunching sound (more specifically the sound of their shoes stepping on pieces of glass.) The crunching noise will cause Gideon to stir. Once he awakens he will want to know who the PCs are and why they are inside his home. If they don't answer satisfactorily he will call for the city watch. If they should mention Tilly's name, Gideon will have a look of apprehension on his face. He will dust himself off as he gets up and begin talking to the PCs. What Gideon can tell them:

***“I was coming out of the Wizards Guild when I ran into Master Sergeant Rockcrusher. The Sgt. was looking for someone to help him create something special for a lady friend of his that he wanted to impress. The Sgt. told him that a friend of his, named Voltage, or something like that, had told him that he could create something if he had a piece of what he wanted to create. I knew immediately that he was talking about a resurrection spell, and that it wouldn't work, if the creature wasn't dead. I offered him a compromise; I would make him a figurine of a pegasus, with beautiful emerald green eyes, that could talk. He could then give this to his lady friend and the pegasus could tell his friend how he felt about her. It wasn't hard to convince him to go along with this as that was his reason for wanting to do this in the first place.*”**

***“Unfortunately things did not go as planned, because when I tried to imbue it with the magical energy needed to give life to the figurine I had what is known as a wild surge. A wild surge is when a random effect happens due to the release of magical energy by a wild mage, which I happen to be. The surge had knocked both Tilly and I out, and when we came to there was a silver pegasus standing in the room right in front of us. The pegasus bolted for the front door and we were unable to stop it. It is apparent to me that the figurine was enchanted by the magical energy however it was turned into a figurine of wondrous power pegasus which was activated.*”**

***“Tilly was also affected. The wild surge turned him hot pink in color. I tried to fix that but was only able change his color to blue. I offered to try again but he declined stating that he had a meeting that he couldn't be late for. I couldn't help noticing that Tilly appeared to be a little nervous. Tilly left me to deal with the pegasus problem.*”**

***“I had heard about various crimes being committed by people that were said to be riding flying horses. I wasn't sure if this had anything to do with the pegasus that I created, but just in case I wanted to do something to make things right. I realized that the only way to catch the pegasus and put an end to this crime wave was to find a way for its pursuers to fly. I created (please insert the appropriate # of PCs) belts of flying for that purpose. The belts have not been tested yet, and I'd like you to test them for me.”*”**

If the PCs should ask about any sort of reward Gideon will tell them that they can discuss that after this problem is taken care of, but he will consider allowing them to take one of the belts as their reward.

If the PCs try to negotiate for a larger reward Gideon will turn them down, saying he can't afford to give anything else. If the PCs still try to negotiate Gideon will say that maybe he should try to take care of this situation himself, he is after all a mage. If that still doesn't work have Gideon cast a spell to convince them. He will offer to cast a *stoneskin* for one of the PCs, which will also have an automatic wild surge causing the nose and ears of the best looking PC to triple in size (This effect is temporary. It will wear off in 3 hours.). The PC will wind up with 13 *stoneskins*.

If the PCs should mention the Circle of Four Gideon will tell them that he had recently done some research on the Circle. They are enemies of Ravens Bluff, and he wanted to be able to help defend the city

against their actions. He has discovered that the members of the circle are extremely vain. Each of the Circle members has used a *wish* to give all spells that they cast their own personal auras relating to the element that they represent. For example the spells cast by Jerendella Fireblade, the fire elemental all have a red aura.

While the PCs are dealing with Gideon, followers of Cyric attack the temple of Tyr. Cyric's followers will overpower Tyr's followers and seize the temple for their own. The followers of Tyr will be shackled, gagged and, loaded into a carriage and taken to the cloud prison. Cyric's followers will then begin the process of consecrating the temple in his name.

## Encounter 3A: The Blacktree Townhouse

When the PCs head towards the Blacktree Townhouse they will notice that the streets are pretty empty. They will also notice that there is a breeze that appears to be growing in intensity. If the PCs pause for a moment to think about this let them know that as the winds are increasing/still increasing (if they went to see Gideon first), it will not be safe for them to be on the street much longer. Luckily for them they are not too far from their destination.

As the PCs approach the townhouse they will notice a member of the city watch standing guard outside. When they get closer the guard will ask them to state their names and the reason for their visit. Once the PCs have satisfied his suspicions they can learn the following:

- His name is Fred. This is his first day. His mom that this would be a good job for him as she's heard that the city watch doesn't arrive until after a fight is over, and he likes donuts. His training officer, Corporal Bart Starr, had to leave him here as he went to help quash a disturbance in the temple district. He's not sure what it was. He's a little nervous about being here himself, after what happened last night.
- The townhouse was attacked last night. An opening was made in the roof, and the villains entered through it.
- Lord Blacktree was beaten unconscious and then poisoned. Praise Tymora that he was discovered and taken to the temple of Llira before he expired.

He is under the personal care of Lady Lauren DeVillars

- Lady Katharine has not been seen. It is believed that she was kidnapped. .
- The Blacktree's butler was killed in the attack.
- He assumes that the house was investigated.
- There were three guards outside the townhouse when the attack occurred. The guards were killed, and it's obvious that they suffered horribly. One was buried alive, one was burned alive, and the other was drowned.
- There was a message written on the ground. The message said, "This is only the beginning."
- If someone should question him about the men inside he will state that they showed him a work permit signed by Lord Blacktree, and no one told him not to let anyone in if they showed proof that they should be inside. He has heard that Lord Blacktree is someone that you don't wish to anger, and was trying to stay on the Lord's good side.
- He heard that last night there was a loud party next door that was thrown by Lady DeVillars.

Role playing note: As this is Fred's first day on the job he is a little overwhelmed by what is going on. He is trying to hide this by being talkative.

If the PCs have been courteous and have mentioned Master Sgt. Rockcrusher Fred will step aside and allow them entry. When the PCs enter they will notice debris throughout the townhouse. They will see two muscular human males gathering large pieces of the debris and taking it outside. If questioned the two men, Johann and Sven, will claim that they were hired by Lady Blacktree to renovate the townhouse as a surprise for her husband. If the PCs ask them for proof they have a work permit with Lady Katharine's name on it.

The PCs will notice some large stains of dried blood, since Lord Blacktree was in a fight inside the townhouse the PCs will probably assume that the blood is his. Well they are partially right, the Lord managed to wound some of his attackers, before he was overpowered, poisoned and then beaten into unconsciousness (Fred was confused when he mentioned the order that this occurred). The PCs will find no other clues here.

While the PCs are dealing with this encounter the temples of Llira and Torm will be attacked. The temple of Llira will be *fireballed* from above creating a large enough hole for followers of Talona to enter the temple and seize control. Llira's followers will

easily be overpowered and hit with paralytic poison that will last long enough for Talona's followers to place them in the carriage for their trip to the cloud prison. Talona's followers will then begin consecrating the temple in her name.

The temple of Torm will be hit from above by *lightning bolts* and then attacked by followers of Talos. With great effort the Talosians will defeat the followers of Torm, whom they will then tie up and load into the carriage so that they can be brought to the cloud prison. They will then begin consecrating the temple in the name of Talos.

## Encounter 3B: The Obligatory Thug Attack

After leaving the Blacktree Townhouse they will be ambushed. Mortimer knew that the PCs would be investigating the events that have transpired, especially at the Blacktree townhouse and recruited some allies to deal with them. Mortimer is not worried about whether these allies can defeat the PCs; he just wants them to wear the PCs down as he expects that he will wind up dealing with them in the not too distant future.

The PCs will notice upon stepping out into the street that the sky has grown darker. Within moments the sky will open up, pelting the PCs with water. The water will increase in intensity until it blocks the PCs vision. The storm is courtesy of Marina Waterdale, who wants to make sure that the ambush succeeds against the PCs. While the storm is hindering the PCs, Marina, Mortimer, and Jerendella Fireblade will *teleport* the villains into place. To make things more interesting they have cast *invisibility* spells on the attackers. Once the villains are in place, Marina will *dispel* the storm. The villains will get 1 free round of attacks on the PCs, at which time they will become visible and the PCs will need to roll for surprise. The strength of the fighters, wizard, and the priest of Talos depend upon the PCs levels. The 3 elementalists will fly back to the clouds on the pegasi when the PCs are engaged in battle.

### Levels 6-13

**Brendan, hm W3:** AL CE; AC 6 (*armor spell*, 11 points); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d4/1d3 (dagger); SA spell use (see below); SD Nil; MR Nil; SZ M; ML 13.

Spells 1st level: *color spray, magic missile, magic missile*; 2nd level: *irritation*

**Barnaby, Cory, Duke, Allister, Archibald, hm F2:** AL CE; AC 6 (studded leather and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Darwin, hm P(Sp)3 of Talos:** AL CE; AC 6 (studded leather armor); MV 12; hp 14; THAC0 20; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD can endure extreme non-magical heat and cold without harm. Immune to all forms of lightning and electrical damage. +2 to save vs. mind affecting spells (16 wis); MR Nil; SZ M; ML 13.

Specialty priest powers: *shocking grasp* 1/day, *call lightning* 1/day

Spells: 1st level: *cause light wounds, cause light wounds, cause light wounds, curse*; 2nd level: *heat metal, hold person, silence 15' radius*

### Levels 14-25

**Brendan, hm W4:** AL CE; AC 5 (Dex 15, *armor spell*, 12 points); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spell use (see below); SD Nil; MR Nil; SZ M; ML 13.

Spells: 1st level: *color spray, magic missile, magic missile*; 2nd level: *irritation, stinking cloud*

**Barnaby, Cory, Duke, Allister, Archibald, hm F4:** AL CE; AC 3 (splinted and shield); MV 12; hp 35; THAC0 16; #AT 3/2; Dmg 1d8+2 (long sword); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Darwin hm P(Sp)4 of Talos:** AL CE; AC 5 (studded leather armor, Dex 15); MV 12; hp 32; THAC0 18; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD can endure extreme non-magical heat and cold without harm. Immune to all forms of lightning and electrical damage. +2 to save vs. mind affecting spells (16 wis); MR Nil; ML 13.

Specialty priest powers: *shocking grasp* 1/day, *call lightning* 1/day

Spells: 1st level: *bless, cause light wounds, cause light wounds, cause light wounds, curse*; 2nd level: *heat metal, hold person, hold person, silence 15' radius*

### Levels 26-37

**Brendan, hm W5:** AL CE; AC 2 (Dex 16, *ghost mail spell*); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spell use (see below); SD Nil; MR Nil; SZ M; ML 13.

Spells: 1st level: *color spray, magic missile, magic missile, magic missile*; 2nd level: *irritation, stinking cloud*; 3rd level: *hold person*

**Barnaby, Cory, Duke, Allister, Archibald, hm F5:** AL CE; AC 2 (platemail and shield); MV 12; hp 45; THAC0 15; #AT 3/2; Dmg 1d8+2 (long sword and specialization); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Darwin, hm P(Sp)5 of Talos:** AL CE; AC 4 (studded leather armor, Dex 16); hp 40; THAC0 18; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD can endure extreme nonmagical heat and cold without harm. Immune to all forms of lightning and electrical damage. +2 to save vs. mind affecting spells (16 wis); MR Nil; ML 13.

Specialty priest powers: *shocking grasp* 1/day, *call lightning* 1/day, *water walk* 1/day, *control winds* 1/day.

Spells: 1st level: *bless, cause light wounds, cause light wounds, cause light wounds, curse, faerie fire*; 2nd level: *heat metal, hold person, hold person, silence 15' radius*; 3rd level: *cause blindness*

### Levels 38-56

**Brendan, hm W7:** AL CE; AC 1 (Dex 17, *ghost mail* spell, 9 *stoneskins* left); MV 12; hp 28; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spell use (see below); SD Nil; MR Nil; SZ M; ML 13.

Spells: 1st level: *color spray, magic missile, magic missile, magic missile*; 2nd level: *insatiable thirst, irritation, stinking cloud*; 3rd level: *hold person, hold person*; 4th level: *stoneskin\**

**Barnaby, Cory, Duke, Allister, Archibald, hm F7:** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 65; THAC0 10 (specialization + strength); #AT 2/1 (4 *hasted* (5 rounds left)); Dmg 1d8+7 (long sword, specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Darwin, hm P(Sp)7 of Talos:** AL CE; AC 4 (leather armor, Dex 18); hp 50; THAC0 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD can endure extreme non-magical heat and cold without harm. Immune to all forms of lightning and electrical damage. +3 to save vs. mind affecting spells (17 wis); MR Nil; ML 13.

Specialty priest powers: *shocking grasp* 1/day, *call lightning* 1/day, *waterwalk* 1/day, *control winds* 1/day, *lightning bolt* 1/day

Spells: 1st level: *bless, cause light wounds, cause light wounds, cause light wounds, curse, faerie fire*; 2nd level: *heat metal, hold person, hold person, invisibility, silence 15' radius, windlash*; 3rd level: *call lightning, cause blindness, prayer\**; 4th level: *cause serious wounds*

### Levels 57+

**Brendan, hm W9:** AL CE; AC 0 (Dex 18, *ghost mail* spell, 9 *stoneskins* left); MV 12; hp 36; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spell use (see below); SD Nil; MR Nil; SZ M; ML 13.

Spells: 1st level: *color spray, magic missile, magic missile, magic missile*; 2nd level: *insatiable thirst, irritation, stinking cloud*; 3rd level: *fireball, haste\*, hold person*; 4th level: *improved invisibility, stoneskin\** 5th level: *cone of cold*

**Barnaby, Cory, Duke, Allister, Archibald, hm F9:** AL CE; AC 2 (platemail and shield, 18 Dex); MV 12; hp 85; THAC0 8; #AT 2/1 (4 *hasted* (7 rounds left)); Dmg 1d8+8 (long sword specialization and strength); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Darwin, hm P(Sp)9 of Talos:** AL CE; AC 4 (leather armor, Dex 18); hp 72; THAC0 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD can endure extreme non-magical heat and cold without harm. Immune to all forms of lightning and electrical damage, +4 to save vs. mind affecting spells (18 wis); MR Nil; ML 13.

Specialty priest powers: *shocking grasp* 1/day, *call lightning* 1/day, *waterwalk* 1/day, *control winds* 1/day, *lightning bolt* 1/day

Spells: 1st level: *bless, cause light wounds, cause light wounds, cause light wounds, cure light wounds, faerie fire*; 2nd level: *heat metal, hold person, hold person, invisibility, silence 15' radius, windlash*; 3rd level: *call lightning, cause blindness, prayer\**; 4th level: *cause serious wounds, chaotic combat*; 5th level: *flamestrike*

As the battle is winding down the PCs will hear the not too distant whistle of the city guard. The guards will arrive as the PCs are finishing off the last villain, or as soon as the last PC falls (to prevent looting by the villains). If the PCs are victorious the guards will question them now about what has transpired. Once the PCs have answer the guards questions they will let the PCs question any enemy survivors or speak with their dead opponents if they wish. If the PCs wish to speak to the dead villains but

are unable one of the guards will send for a priestess of Mystra to cast the spells (at a cost of 400gps). The PCs can learn the following:

- A man named Morty hired them. He wanted them to eliminate anyone who left the Blacktree Townhouse.
- He was with 2 ladies whom he called them Jerri and Mari. The women were wearing red and blue robes respectively.
- Morty had a woman on the horse with him, and she was tied up. She looked like she might be someone important. Morty said that her name was Katharine. Morty also said that she was with him where she belonged and that he wouldn't have to worry about her husband anymore.
- After hiring us Morty and his friends made us invisible, and then *teleported* us into the area to attack you. While the battle was going Morty and the 2 ladies got back on their horses and flew into the sky. Morty had said that they had other things to do, to prepare for guests that they would soon be receiving.
- When I had met with Morty before today he had asked for my help when he takes his rightful position as ruler of the Circle of Four. He said that he has already been using magic to bend their wills to his own, and they are none the wiser for it. He said that it would be only a matter of time before he and his beloved Katharine control both the city and the Circle. He did ask me not to tell the other members as it would be really bad if they found out what was going on.
- He likes to talk about himself and how wonderful he is. He has a very big ego.
- He promised that if we helped him with his plans, he would use his power to reshape the civic religions of the city so that Talos would finally have his rightful place of worship in the city, so of course we agreed. The man kept his word, there is a temple of Talos, right where the temple to that washed up minor power Torm used to be.
- Morty is a middle aged man about 6' tall with white hair, and glasses. He is approximately 185 lbs. He was wearing a white robe when he saw him last.

If the PCs search the villains they will find that each of the fighters has a bag with 10 platinum pieces.

If the PCs are unconscious or dead the guards will take them to the temple of Mystra to have them healed. They will take the villains into custody in case

the PCs wish to question them when they are well. The temple will do the healing spells free of charge, if the PCs will agree to help them. If the PCs are dead the priest will do a speak with dead spell to find out if the PC wants to come back, and make the same offer (free raise if the PCs will help). Once the PCs are up and around the city guard will question them about what happened.

## Encounter Four: Temple Of Mystra

After speaking with the PCs the priests of Mystra performed the healing spells that they need to get back to full health. Lady Tamaranda will ask them if they have any questions, before she gets back to business here. So skip to the section of this encounter dealing with the information that she knows.

When the PCs head towards the temple district to check on Lord Blacktree they will notice that there have been changes to the temple district. The temple of Lathander has been destroyed, and where there were once temples of Tyr, Llira, and Torm there are now temples dedicated to Cyric, Talos, and Talona respectively. The PCs will notice that there are long lines outside the temples of Mystra, Tymora, Gond, Sharess, Selune and Sune. They will also see people carrying their belongings and heading towards the city gates. The PCs can overhear these people talking about how you know that it is time to leave when the "gods" desert their temples and allow them to be overthrown or even destroyed. When the PCs enter the temple they will notice Lady Tamaranda organizing the other priests. Lady Tamaranda is quite busy right now, however if the PCs tell her that they need to talk to her she will grant them a few minutes. She knows the following information:

- Lord Blacktree was in the temple of Llira when it was attacked and conquered in the name of Talona. She organized, and led a successful rescue effort to free him. He is resting comfortably in one of the back bedrooms.
- The temple of Llira is not the only temple that was affected. The temples of Tyr, and Torm were also conquered and rededicated as temples of Cyric and Talos respectively. An earthquake destroyed the temple of Lathander early this morning. Luckily no one was killed.

- The priests of Lathander, Tyr, Torm, and Llira that were at the temples when they were attacked have not been seen. Witnesses reported that they saw them being loaded into a carriage that then took off towards the sky.
- Ranking members of both the Wizards Guild and the Ministry of Art had disappeared too. She's convinced that there is a connection.
- Lord Of Mystery Chester DeMarke and the priests of the remaining temples have been working together trying to find a way to combat these attacks. They figured that they should work here despite the headaches, because with this temples magical protection it would be the last temple to fall. If the PCs ask to see him she will arrange it.
- Since the attacks on the temples earlier today this temple has been besieged by people offering donations to Mystra in exchange for protection against whatever is happening.

If the PCs ask to see Lord Blacktree, Lady Tamaranda will allow them to see him but will insist that they make the visit brief, as he needs his rest. If the PCs do not agree to this then she will tell them that they have to leave. If they agree she will take them to a spare bedroom in the temple, which has been converted into a triage. The PCs will find Lord Blacktree lying on a soft bed. Some priests of Mystra are tending him to. He turns and looks in their direction when he hears them enter the room. He has a look of concern on his face. He will ask the PCs if they have found his wife. When they tell him no, he will brush off the priests around him standup and walk to the PCs. He will fall down after taking two steps. After he is helped back into the bed he will tell them that he'd like to hire them to find his wife and rescue her. He is willing to pay them 15,000 gp to bring her home safely, plus another 10,000 gp if they catch her attacker also. Unfortunately he does not know where she is being held. What he does know:

- He and Lady Katharine were having dinner last night, when there was a loud noise and then a piece of the ceiling fell down onto the table, narrowly missing her. As he rushed to her side 6 men armed with short swords jumped down through the hole, and moved forward to attack him. He and Lady Katharine both fought valiantly, but in the end they were overpowered. As they were being held another individual floated down. Lady Katharine recognized him as Mortimer Lightfoot. He is a member of the Circle of Four and has been infatuated with Lady

Katharine even going so far as to try and kidnap her twice.

- Mortimer said that now things would be as they should've been all along. With me out of the picture he and Katharine could resume the relationship that they had when she was younger.
- Mortimer pulled out a dagger and a vial; he opened the vial and dipped the dagger into it. He then dug the dagger into my chest. I felt a tremendous fire wave of fire surge through my chest. The last thing that I heard before losing consciousness was Katharine's screams. You must find her.
- There were 3 guards outside the townhouse. He does not know why they did not come in to help.

As the PCs are finishing up their discussion with Lady Tamaranda, or just after talking to Lord Blacktree if they spoke to him, Lord of Mystery Chester DeMarke enters the room and begins talking to them.

***“The city, more specifically the temples need your help. There have been attacks against four of the temples in this city. Priests from these temples are missing, presumed dead or worse. We, myself and representatives from the remaining temples of the city would like to hire you to catch the individuals responsible for these attacks before any other temples are attacked.***

***From what we have seen it is obvious that the Circle of Four is involved in these attacks. We have determined that the Circle members are operating out of a large cloud above the city. We also have reason to believe that the Circle is tied into the recent crime wave that has been plaguing the city. We spoke to Gideon, a wild mage of the city. He told us that he accidentally created a pegasus with a wild surge that he had recently. As there have been reports that priests from the attacked temples were loaded onto carriages that then took off towards the sky we believed there might be a connection.***

***We would like you investigate, and rescue the captured priests if they are up there. Gideon told us that he loaned you some belts of flying so it shouldn't be a problem for you to reach the clouds. Will you do this to help us out?***

If the PCs ask, DeMarke will examine the belts of flying and let them know that they are perfectly safe to use. If the PCs ask him about a reward DeMarke will tell them that there will be time enough later to discuss this. The Circle must be stopped before someone is killed. Once the PCs have agreed to help,

DeMarke will thank them before turning and heading back into the temple.

As the PCs are getting ready to leave they will hear shouts coming from outside the temple. They notice that there are fights going on in front of the temple between Ravens Bluff citizens and followers of Talona, Talos and Cyric. The PCs will see that the city watch has been trying to break up the fighting, but is not having much luck as evidenced by their bodies on the ground. The guards outnumber the followers 2:1 but the followers are superior fighters. The rioters outnumber both the guards and the followers. The PCs will notice a female city watch officer step between a woman holding a small child and a follower of Cyric. They will then see the follower of Cyric stab her in the back, and watch as her body crumples to the ground. The crowd reacts by trying harder to get the followers of the evil gods. Any Knights or City Watch members will know that the woman is Spellswift Sunriver.

**Rioters (50) hm F0:** AL NG; AC 10; MV 12; hp 8; THAC0 20; #AT 2; Dmg 1d2 (fists); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

### Levels 6-13

**Followers of Cyric (2) hm F2:** AL CE; AC 6 (studded leather and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talona (2) hm F2:** AL CE; AC 6 (studded leather and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talos (2) hm F2:** AL CE; AC 6 (studded leather and shield); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

### Levels 14-25

**Followers of Cyric (2), hm F4:** AL CE; AC 3 (splinted and shield); MV 12; hp 35; THAC0 16; #AT 3/2; Dmg 1d8+2 (specialization long sword); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talos (2), hm F4:** AL CE; AC 3 (splinted and shield); MV 12; hp 35; THAC0 16; #AT 3/2; Dmg 1d8+2 (specialization long sword); SA

specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talona (2), hm F4:** AL CE; AC 3 (splinted and shield); MV 12; hp 35; THAC0 16; #AT 3/2; Dmg 1d8+2 (specialization long sword); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

### Levels 26-37

**Followers of Cyric (2), hm F5:** AL CE; AC 2 (platemail and shield); MV 12; hp 45; THAC0 15; #AT 3/2; Dmg 1d8+2 (specialization long sword); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talos (3), hm F5:** AL CE; AC 2 (platemail and shield); MV 12; hp 45; THAC0 15; #AT 3/2; Dmg 1d8+2 (specialization long sword); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talona (3), hm F5:** AL CE; AC 2 (platemail and shield); MV 12; hp 45; THAC0 15; #AT 3/2; Dmg 1d8+2 (specialization long sword); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

### Levels 38-56

**Followers Of Cyric (4), hm F7:** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 80; THAC0 10 (specialization + strength); #AT 2/1 (4 hasted (5 rounds left)); Dmg 1d8+7 (long sword specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers Of Talona (3), hm F7:** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 75; THAC0 10 (specialization + strength); #AT 2/1 (4 hasted (5 rounds left)); Dmg 1d8+7 (long sword, specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers Of Talos (3), hm F7:** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 65; THAC0 10 (specialization + strength); #AT 2/1 (4 hasted (5 rounds left)); Dmg 1d8+7 (long sword, specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

## Levels 57+

**Followers of Talona (5) hm F9:** AL CE; AC 2 (platemail and shield, 18 Dex); MV 12; hp 100; THACO 8; #AT 2/1; Dmg 1d8+8 (long sword specialization and strength); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers of Talos (5) hm F9:** AL CE; AC 2 (platemail and shield, 18 Dex); MV 12; hp 95; THACO 8; #AT 2/1; Dmg 1d8+8 (long sword specialization and strength); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Followers of Cyric (5) hm F9:** AL CE; AC 2 (platemail and shield, 18 Dex); MV 12; hp 85; THACO 8; #AT 2/1; Dmg 1d8+8 (long sword specialization and strength); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

Find out the PCs intentions. If the PCs do not try to help the guards make a note of it, as it will have bearing at the end of the adventure. Note the PCs do not have to take an active role in this battle, they can go inside to try and get help from the temple, or they can call for the city guard. As long as they take some favorable action they will not have any penalties at the end of the module. If the PCs do not help five more guards will fall this round. At the beginning of the next round one of the guards will blow a whistle which will summon all of the guards in the area. The number of guards that will arrive is 5 times the PCs' tier.

After ending the fighting the guards will want to take Spellswift and the other guards inside the temple of Mystra. It is obvious from looking at Spellswift that she was seriously injured in the battle.

## Encounter 4A:

### The Temple of Cyric (Tyr)

If the PCs go to investigate the former temple of Tyr they will find that anything pertaining to Tyr has been put on the ground outside the temple, The PCs will notice that there are two guards standing outside the temple entrance. The guards are wearing chains with the symbol of Cyric around their necks, and are armed with long swords.

**Guards (2), hm F5:** AL CE; AC 0 (platemail and shield, 16 Dex); MV 12; hp 35; THACO 16; #AT 1;

Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

If the PCs manage to get past the guards they can enter the temple. Upon entering the temple they will notice the sorry state that the temple is in. There is an altar that is adorned with symbols of Cyric (a white skull on a dark purple sunburst). The walls are covered with paintings depicting battles and bloodshed. The PCs will also notice that there are a lot of people in here who appear to in the process of consecrating the temple in the name of Cyric

The individuals will notice the Pcs and begin advancing on them.. There are 15 priests of Cyric and a number of fighters equal to 10 times their tier. These individuals will all be advancing on the PCs for the purpose of driving them out of the temple. They will not be trying to kill the PCs, because as much as they would enjoy it their job is to finish getting the temple ready.

Please note that this encounter is not tiered. If the PCs attempt to go back and fight these individuals then they will deserve whatever happens to them.

**Priests, hm P(Sp)7 of Cyric:** AL CE; AC 3 (studded leather armor, Dex 17); hp 50; THACO 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD +2 to save vs illusion/phantasm spells and spell like abilities, +2 to save vs. mind affecting spells (16 Wisdom); MR Nil; ML 13.

Specialty priest powers: +1 to Saving Throws vs Illusion/Phantasm, immune to emotion-altering magic, cast *black talon spell* 1/day (attached to tournament), summon *aerial servant* 1/month (not used in this encounter), create *dark aura* or *skull of secrets* 1/day (attached).

Spells: 1st level: *bless, cause light wounds, cause light wounds, cause light wounds, faerie fire, phantasmal force*, 2nd level: *heat metal, hold person, hold person, invisibility, silence 15' radius*; 3rd level: *call lightning, cause blindness*

**Fighters, hm F7 (10\*tier):** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 65; THACO 10 (specialization + strength); #AT 1; Dmg 1d8+7 (long sword, specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

## Encounter 4B: The Temple of Talona (Llira)

If the PCs go to investigate the former temple of Llira they will find that anything pertaining to Llira has been thrown out of the temple. The PCs will notice that there are 2 guards standing outside the temple entrance. The guards are wearing chains with the symbol of Talona around their necks, and are armed with long swords.

**Guards (2), hm F5:** AL CE; AC 0 (platemail and shield, 16 Dex); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

If the PCs manage to get past the guards they can enter the temple. Upon entering the temple they will notice the sorry state that the temple is in. There is an altar that is adorned with symbols of Talona (three golden amber teardrops on a purple equilateral triangle with point upward). The walls are covered with paintings depicting people suffering from plagues, and pestilence. There is a picture of withered old crone with scars and tatoos on her face. The PCs will also notice that there are a lot of people in here who appear to in the process of consecrating the temple in the name of Talona

The individuals will notice the PCs and begin advancing on them.. There are 15 priests of Talona and a number of fighters equal to 10 times their tier. These individuals will all be advancing on the PCs for the purpose of driving them out of the temple. They will not be trying to kill the PCs, because as much as they would enjoy it their job is to finish getting the temple ready. Please note that this encounter is not tiered. If the PCs attempt to go back and fight these individuals then they will deserve whatever happens to them.

**Fighters, hm F7 (10\*tier):** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 65; THAC0 10 (specialization + strength); #AT 1; Dmg 1d8+7 (long sword, specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Priests, hm P(Sp)7 of Talona (15):** AL CE; AC 4 (leather armor, Dex 18); hp 50; THAC0 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD +4 to all saving throws vs. poison. Immune to non-magical diseases and receive constitution checks against acquiring magical

diseases, these checks are made at +4. When the chance of acquiring a magical disease is expressed as a percentage, that chance is halved (round down). Has a normal saving throw against potions that don't normally have one. +4 to herbalism when brewing poisons. Can identify pure poisons by smell. Can identify poisons in drinks by taking a small sip, this sip is too small to affect the priest. Can identify poisons in food by taking a small bite, this bite is too small to affect the priest. Can use *poison touch* (as the 2<sup>nd</sup> level priest spell) or spread *contagion* (as the 4<sup>th</sup> level wizard spell) once per day by touch; MR Nil; ML 13.

Spells: 1st level: *bless, cause light wounds, cause light wounds, cause light wounds, curse, faerie fire*; 2nd level: *heat metal, hold person, hold person, invisibility, silence 15' radius*; 3rd level: *call lightning, cause blindness*

## Encounter 4C: The Temple of Talos (Torm)

If the PCs go to investigate the former temple of Torm they will find that anything pertaining to Torm has been thrown out of the temple. The PCs will notice that there are 2 guards standing outside the temple entrance. The guards are wearing chains with the symbol of Talos around their necks, and are armed with long swords.

**Guards (2), hm F5:** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d8 (long sword); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

If the PCs manage to get past the guards they can enter the temple. Upon entering the temple they will notice the sorry state that the temple is in. There is an altar that is adorned with symbols of Talos (three different color lightning bolts radiating from a central point). The walls are covered with paintings depicting hurricanes, tornadoes, earthquakes and forest fires. The PCs will also notice that there are a lot of people in here who appear to in the process of consecrating the temple in the name of Talos

The individuals will notice the PCs and begin advancing on them.. There are 15 priests of Talos and a number of fighters equal to 10 times their tier. These individuals will all be advancing on the PCs for the purpose of driving them out of the temple. They will not be trying to kill the PCs, because as much as they

would enjoy it their job is to finish getting the temple ready. Please note that this encounter is not tiered. If the PCs attempt to go back and fight these individuals then they will deserve whatever happens to them.

**Fighters, hm F7 (10\*tier):** AL CE; AC0 (platemail and shield, 16 Dex); MV 12; hp 65; THAC0 10 (specialization + strength); #AT 1; Dmg 1d8+7 (long sword, specialization and strength.); SA specialization (long sword); SD Nil; MR Nil; SZ M; ML 13.

**Priests, hm P(Sp)7 of Talos (15):** AL CE; AC 4 (leather armor, Dex 18); hp 50; THAC0 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below); SD can endure extreme non-magical heat and cold without harm. Immune to all forms of lightning and electrical damage, +2 to save vs. mind affecting spells (16 wis); MR Nil; ML 13.

Specialty priest powers: *shocking grasp* 1/day, *call lightning* 1/day, *waterwalk* 1/day, *control winds* 1/day, *lightning bolt* 1/day.

Spells: 1st level: *bless*, *cause light wounds*, *cause light wounds*, *cause light wounds*, *curse*, *faerie fire*; 2nd level: *heat metal*, *hold person*, *hold person*, *invisibility*, *silence 15' radius*; 3rd level: *call lightning*, *cause blindness*

## Encounter Five: The City Guard

If the PCs decide to stop at any one of the guard barracks around the city, and mention the things that they have learned, or Watch Sgt. Rockcrushers' name the guard will usher them inside. The PCs will notice the statues in this room. The guard will share the following information with them:

- Chief Constable Sunriver, former Lord Mayor O'Kane, Lord Chancellor Kothonos, Vernon Condor, Lord Calvin Longbottle, Lord William Longbottle, and Lord Magistrate Tordon Sureblade were all turned to stone. It was an instantaneous effect. Some guardsmen reported that they were talking to the Chief Constable when an egg hit him. They were about to apprehend the assailant when their attention was suddenly captured by the Chief Constable turning to stone. Upon checking with witnesses it was discovered that the other statues were created the same way. It was decided that all of the statues brought to one location so that they would have

an easier time protecting them from further harm. One of the other guards said that this sounded like there was a *contingency* spell on the egg that would turn whatever it hit into stone, but he couldn't be absolutely sure as he wasn't magically inclined.

- The priests of some of the temples have disappeared. Members of both the Wizard's Guild and the Ministry of Art have been reported missing.
- Lord Blacktree was in the temple of Llira, recuperating from the attack at his townhouse when it suddenly turned into a temple of Talona. The temples of Lathander, Tyr and Torm were also
- Lady Tamaranda of the Golden Roosters led a successful raid on the new temple of Talona to rescue Lord Blacktree. He is resting at the temple of Mystra.
- Seven members of the Griffon guard, flying in sky, saw people on flying horses, and with the recent airborne crime wave decided to follow them to capture them. One of the people on the flying horses pointed a wand at them and they all were turned to stone. They fell to the ground and broke. The griffins and the city lost seven brave knights. The griffins have vowed revenge against those responsible for this attack. Hopefully the city guard will get there first.

If the PCs do a *detect magic*, or touch one of the statues, they will trigger a *magic mouth contingency* spell that was placed there.

*"Greetings foolish adventurers. Your city is now entering a new era. The Ravens Bluff that you knew is gone, never to be seen again. These individuals are the remnants of that old regime, relics of a time best forgotten. As we are extremely compassionate we decided to keep them around for the birds of the city to use, as only birds can. We are the new regime. Long live the Circle!"*

*"You should know that we have taken steps to ensure that you are powerless to stop us, although you're welcome to try. But be warned that in doing so you'll only succeed in making our regime that much stronger ensuring that we will be around forever."*

When the PCs leave the guards barracks or the temples they will have a large boulder dropped right in front of them. If the PCs look up they will notice that there are shadows from what appear to be 4 flying creatures, each about the size of a horse, that are

quickly moving out of the way. The purpose of this situation is to try and provoke the PCs into flying up to the clouds so that Mortimer could dispatch them personally.

## Encounter Six: The Clouds

The PCs will probably be using the *belts of flying* to reach the clouds. **The belts will work normally for any 1st, 2nd or 3rd level PCs.** Higher level PCs have a chance to have the belts malfunction in interesting ways. The belts have a 2 in 6 chance of malfunctioning, and they can malfunction differently each time that they are used, due to the wild magic that is coursing through them. The malfunction will not occur until the PCs are half way to the clouds (50 yds off the ground).

Roll a d6

- 1) belt functions as a *belt of levitation*, except that the wearer cannot change direction
- 2) belt stops in mid flight. It will kick back in as a *belt of feather falling* if the PCs have fallen more than 20'.
- 3) belt functions normally however the PC can't land.
- 4) belt makes the wearer invisible
- 5) belt functions as a belt of walking. The wearer can walk on the air up to the clouds.
- 1) belt causes the wearer to become weightless. This will cause the wearer to begin flying at a much faster speed as the original speed was figured off of their old weight

When the PCs get to the clouds they will discover that the clouds are solid, and that there are 3 buildings that are made of clouds; a stable with a large carriage house, a jail, and palace. The buildings are the results of 2 new spells that Mortimer created *solid cloud* and *cloudshape*.

### The Stable

There are five pegasi tied up here. Each of the pegasi has a saddle, and a *bit and bridle of domination*. Mortimer created the bit and bridle to allow he and the other pegasi riders to dominate the wills of the pegasi. This was how they were able to use them in their plans of revenge against the city.

Inside the stable there are nine stalls each of which is filled with grain and hay. At the far end of

the stable is a door. When the PCs open the door they will find that it leads to a large carriage house. There are four large carriages in there that can each hold 25 people. Each carriage needs two horses/pegasi to pull it. The PCs can load all of the prisoners from the jail in here as well as their opponents from Mortimer's bedroom, provided that their opponents haven't gotten here first and made off with the pegasi.

### The Jail

When the PCs approach the jail they will notice that there are five kenku guarding the building. The kenku will not attack the PCs unless the PCs should strike them first and then they will only be attacking to subdue. The kenku are not evil they were charmed by Mortimer into doing his bidding.

The PCs will have no problems noticing that Lady Lauren DeVillars, Alcides Von Tighe, Lorien Keltree Darkarrow, Reverend Judge Hykros Allumen, High Revel Mistress Shanna Aslaros are inside the jail cell as are the rest of the missing priests and mages of the city. They are not moving. To get to the prisoners the PCs will need to defeat or get past the kenku. The PCs will not be able to communicate with the kenku without use of a spell, as the kenku do not speak.

**Kenku (5):** AL N; AC 5; MV 6; FL 18 (D); hp 16,15,14,13,11; THAC0 19; #AT 3 or 1; Dmg 1d8 (scimitar) or 1-4/1-4/1-6; SA Nil; SD 50% chance of passing for humans; Nil; MR Nil; SZ M; ML 13.

After defeating the kenku, or finding a way past them, the PCs will be able to move closer to the captives. They will notice that each of the prisoners is encased in a shimmering field. The fields are red, white, brown and blue. If the PCs do a *detect magic* they will discover that the school is alteration (*temporal stasis*). The *detect magic* will also trigger a *magic mouth*, as will touching the statues.

*"Greetings foolish adventurers. You are witnessing the dawning of a new era in your city. The Ravens Bluff that you knew is gone, never to be seen again. These individuals are the remnants of that old regime, relics of a time best forgotten. We are the new regime. Long live the Circle.*

*"Before you get any delusions of your being able to stop us, let me say that you're welcome to try. If you attempt to stop us you'll only succeed in making our regime that much stronger ensuring that our regime will be around forever. Any attempt, which goes against our wishes, will level your city, annihilating everyone. We are however in a nice*

*mood so we'll extend this offer to you, leave now with your tails between your legs like the cowards that we know that you are and we will allow you to live. This is the same offer that was extended to the Knights of your city, specifically the Griffon, Phoenix, and Right Hand Of Tyr Knights, who had no trouble realizing when they were outclassed and leaving."*

This warning is intended to convince the PCs to give up, turn tail and run. It also will give the PCs a moral dilemma that they can role-play: do they try to stop the circle and risk innocent lives? or do they return to the city and adjust to the new way of life? After the PCs have spent some time discussing the issue, have them make a perception check. Either (Int + Wis)/2 or Observation NWP; anyone successful will hear a cry for help coming from the palace. The PCs will have no trouble recognizing that the cry belongs to a woman, quite possibly Lady Katharine. If they do decide to leave PLEASE MAKE SURE THAT THEY HEAR THIS PLEA FOR HELP BEFORE THEY LEAVE THE CLOUD.

### Palace

The palace is a large one-story building constructed from clouds. The door to the palace is open. Please take note of anyone entering the palace invisibly, as there is a permanent *invisibility purge* just inside the doorway. Stepping inside the doorway the PCs will notice that they are in a long hallway. It leads to a spacious throne room. There are three doors on each side of the hallway. Each of these doors is locked and leads to sleeping quarters for the kenku, and the villains in Mortimer's bedroom.

In the throne room there are two daises, one straight ahead, and one to the right. The one straight ahead has two thrones, one of which is occupied by a woman resembling Lady Katharine. The other thrones, as well as the three thrones on the right are empty. If the PCs examine the thrones they will notice that there is a semicircular globe on the throne next to the one with Lady Katharine as well as one on each of the thrones on the right. If the PCs examine the globes they will notice that the globe on the throne closest to Lady Katharine has an image of adventurers being whipped around in the middle of a tornado. The other globes have images of adventurers in a cage suspended over a pit of growing flames, adventurers on a small boat being whipped around in a whirlpool, and the last has images of adventurers inside a bubble that is sinking into the ground. If the PCs lift one of the globes up they will notice 2 buttons a red one and

a black one. Pushing the black button will cause the globes to grow enabling the PCs to enter and free the adventurers. Breaking a globe will cause a fiery explosion resulting 1d6 points of damage per tier to everyone in the room. Pressing the red button will have no effect, as this is the button that causes the globe to shrink. The scenery in the globes is not real.

The PCs will notice two doors, one each on the right and left sides of the thrones at the far end of the room, as well as two cages, one with Ambassador Carrague, and the other with Glora Varro the former Minister of Wild Magic. Both of these individuals have been *feble-minded* by the Circle of Four. Mortimer is keeping them around as reminders of how well his plans are proceeding. The cage is trapped, and locked. The trap is a poison needle in the lock, which will deliver 1d4 points poison damage per tier if a save vs. poison is not made.

The Lady Katharine that is on the throne is an imposter. She is a doll golem that Mortimer created, and made an exact double of Lady Katharine by the use of magical spells that he researched.

### The room on the left

This is Mortimer's laboratory. It's where he works on creating spells and magic items. It is fully stocked with the components necessary to make two of each and every kind of golem. Mortimer was planning to use the golems as his insurance policy against the other members of the circle, just in case they learn what he has in store for them. He is also planning on making golems in the form of pegasi. Please note that if the PCs should take any components from here in the hopes of using them to create their own golems the components will be confiscated by the city. Lady Katharine, when she gets home, will mention everything that she has seen in this room when Mortimer brought her here earlier. The PCs will find a journal in here. The entries in the journal detail activities of the circle. Please give the PCs **Player Handouts 2 and 3**.

### The room on the right

This is Mortimer's bedroom; Lady Katharine (the real one) is in here along with Mortimer, five fighters and an air elemental, and priest of Akadi. Lady Katharine is seated in a wooden chair next to a large bed. Mortimer is sitting on the bed talking to her about how it's only a matter of time before he makes her forget her life with Lord Blacktree, and then they can be married and rule Ravens Bluff together. On the other side of the bed is a large nightstand. The

nightstand has two drawers, one of which contains Mortimer's diary. The most recent entry in the diary talks about the plans of the circle, and his personal plans using the circle to put him in charge of all of Ravens Bluff.

The journal; also makes mention of the fact that the Circle knows that Isadora Spiritwind has been leaking information to the authorities. That's why she keeps having information for them, the Circle has been making sure that she knows the information that they want passed along. The diary will also go into detail about the Circle's plans to further destroy the reputation of the Golden Rooster and Griffon Knights. There also is a list of knights and squires to the Knights of the Hawk. It gives the name of a current Hawk Knight who sold out the order.

**Lady Katharine (doll golem):** AL N AC 4; MV 15; hp 40; THAC0 11; #AT 1; Dmg 3-18; SA if bite is successful, victim must save vs. spells. Failure causes the victim to laugh as if under a *Tasha's uncontrollable hideous laughter* spell, and become unable to perform any other action. The round after the save was failed the victim begins to take 1d4 points of damage from muscle spasms associated with the laughter. The damage increases by an additional 1d4 each round after that (i.e. 2d4, 3d4, 4d4 etc.) The damage stops when the victim either dies or has a dispel magic cast on them. Following recovery the victim suffers a 1 per round penalty to all attack and saving throw rolls for each that they were overcome with laughter. This represents the weakness caused by the character's inability to breathe and is reduced by one point/turn until the character is fully recovered. SD Immune to most magic spells, fire spells do 1/2 damage, a *warp wood* spell affects it similar to a *slow* spell; MR Nil; SZ M; ML 20.

In tiers 1-3 the doll golem will move forward to attack Lady Katharine. Mortimer will grab Lady Katharine, and the two of them and the doll golem will *teleport* away.

In tier 4&5 the doll golem will travel with the PCs and will attempt to bite them as they are going to open the door to the room with Lady Katharine in it. The doll golem will try to make this a surprise attack from the back if at all possible.

When the PCs enter the room Mortimer will attempt to grab Lady Katharine, and try to *teleport* away. If the PCs somehow prevent that from occurring, he will cast *improved invisibility* on himself and then *fly* past the PCs as they are battling his minions. Once outside the room he will *teleport* to

his alternate hideout, to join up with the rest of the circle. He will leave Lady Katharine behind. The bed that Mortimer is sitting on has a special magic item on it that Mortimer created. Not completely trusting the other members of the Circle Mortimer created *sheets of spell turning*. Any spell cast into the room with Mortimer as a target (at least while he's near the bed) will be reflected back at the caster.

### Levels 6-13

**Adam, hm W(el-a)3:** AL CE; AC 6 (*armor spell* (precast spell for adventure), 11 points); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d4/1d3 (dagger) SA spell use (see below), can choose to cast 1 air spell (denoted by a #)spell at 4 levels higher. SD Nil; MR Nil; SZ M; ML 13.

Spells 1st level: *feather fall#*; *light*; *magic missile*; *magic missile* 2nd level: *irritation*; *stinking cloud#*

**Allen, Arthur, Albert, Arnie, Andrew, hm F2:** AL CE; AC 6 (studded leather and shield); MV 12; hp 16; THAC0 18 (specialization); #AT 3/2; Dmg 1d8+2 (specialization long sword) SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Anjelica, hm P(Sp)3 of Akadi:** AL CE; AC 6 (studded leather armor) ; MV 12; hp 14; THAC0 20; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below including wizard spells of elemental air (at her own level); SD +2 to save vs. harmful effects of air/wind related spells or cloudlike/gaseous breath weapons; never injured from a fall of 30' or less; +2 to save vs. Mind affecting spells (16 wis); MR Nil; SZ M; ML 13.

Spells: 1st level: *bless*; *cause light wounds*; *protection from good \**; *wall of fog#*; 2nd level: *heat metal*; *hold person*; *silence 15' radius*

### Levels 14-25

**Adam, hm W(el-a)5:** AL CE; AC 6 (*armor spell* (precast spell for adventure), 13 points); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4/1d3 (dagger) SA spell use (see below), can choose to cast 1 air spell (denoted by a #)spell at 4 levels higher, SD Nil; MR Nil; SZ M; ML 13.

Spells 1st level: *feather fall#*; *light*; *magic missile*; *magic missile*; *wall of fog#* 2nd level: ; *forget*; *irritation*; *stinking cloud#* 3rd level: *gust of wind#*; *hold person*

**Allen, Arthur, Albert, Arnie, Andrew, hm F4:** AL CE; AC 3 (splinted and shield); MV 12; hp 35;

THACO 16 (specialization); #AT 3/2; Dmg 1d8+2 (specialization long sword) SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Anjelica, hm P(Sp)5 of Akadi:** AL CE; AC 3 (+2 studded leather armor, 15 dex); MV 12; hp 40; THACO 18; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below including wizard spells of elemental air (at her own level); SD +2 to save vs. harmful effects of air/wind related spells or cloudlike/gaseous breath weapons, never injured from a fall of 50' or less; +2 to save vs. mind affecting spells (16 wis); MR Nil; SZ M; ML 13.

Specialty priest powers: *wraithform*, can *summon 1 8-hd air elemental* 1/day (stays on prime material plane for only 1 hour)

Spells: 1st level: *bless*; *cause light wounds*; *cure light wounds*; *protection from good* \*; *wall of fog*#; 2nd level: *charm person or mammal*; *heat metal*; *hold person*; *hold person*; *silence 15' radius*, 3rd level: *dispel magic*

### Levels 26-37

**Adam, hm W(el-a)7:** AL CE; AC 5 (*armor spell* (precast spell for adventure), 15 points, 15 dex); MV 12; hp 28; THACO 18; #AT 1; Dmg 1d4/1d3 (dagger) SA spell use (see below), can choose to cast 1 air spell (denoted by a #)spell at 4 levels higher. SD Nil; MR Nil; SZ M; ML 13.

Spells 1st level: *feather fall*#; *light*; *magic missile*; *magic missile*; *wall of fog*# 2nd level: *forget*; *invisibility*; *irritation*; *stinking cloud*# 3rd level: *gust of wind*#; *fly*; *hold person* 4th level: *fumble*

**Allen, Arthur, Albert, Arnie, Andrew, hm F7:** AL CE; AC 2 (platemail and shield); MV 12; hp 55; THACO 12 (specialization, strength); #AT 2; Dmg 1d8+5 (specialization long sword, 18/01 str) SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Anjelica, hm P(Sp)7 of Akadi:** AL CE; AC 2 (+2 studded leather armor, 16 dex); MV 12; hp 39; THACO 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below including wizard spells of elemental air (at her own level); SD +2 to save vs. harmful effects of air/wind related spells or cloudlike/gaseous breath weapons, never injured from a fall of 70' or less; +2 to save vs. mind affecting spells (16 wis); MR Nil; SZ M; ML 13.

Specialty priest powers: *wraithform*, can *summon 1 8 hd air elemental* 1/day (stays on prime material plane for only 1hour), *fly* 1/day;

Spells: 1st level: *bless*; *cause light wounds* ; *cure light wounds*; *protection from good* \*; *wall of fog*#; 2nd level: *charm person or mammal*; *heat metal*; *hold person*; *hold person*; *silence 15' radius*, 3rd level: *dispel magic*; *summon insects* 4th level: *free action*

### Levels 38-56

**Adam, hm W(el-a)9:** AL CE; AC 1 (Dex 17, *ghost mail spell*); MV 12; hp 36; THACO 18; #AT 1; Dmg 1d4/1d3 (dagger) SA spell use (see below), can choose to cast 1 air spell (denoted by a #)spell at 4 levels higher. SD Nil; MR Nil; SZ M; ML 13.

Spells 1st level: *feather fall*#; *light*; *magic missile*; *magic missile*; *wall of fog*# 2nd level: *forget*; *invisibility*; *irritation*; *ray of enfeeblement*; *stinking cloud*# 3rd level: *gust of wind*#; *fly*; *haste*\*; *hold person*; 4th level: *fumble*; *improved invisibility*; *solid fog*#; 5th level: *cloudkill*#; *feblemind*

**Arthur, Albert, Arnie, Andrew, hm F9:** AL CE; AC -1 (platemail, shield, 18 dex); MV 12; hp 90; THACO 9 (specialization, strength); #AT 2 (4 *hasted* (5 rounds left)); Dmg 1d8+6 (specialization long sword, 18/90 str) SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Allen, hm F9:** AL CE; AC -1 (platemail, shield, 18 dex); MV 12; hp 90; THACO 8 (specialization, strength +1 long sword); #AT 2 (4 *hasted* (5 rounds left)); Dmg 1d8+7 (specialization long sword, 18/90 str, +1 long sword (*double damage vs. LG aligned individuals*)) SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Anjelica, hm P(Sp)9 of Akadi:** AL CE; AC 0 (+2 studded leather armor, 18 dex); MV 12; hp 39; THACO 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below including wizard spells of elemental air (at her own level); SD +2 to save vs. harmful effects of air/wind related spells or cloudlike/gaseous breath weapons, never injured from a fall of 90' or less,

Specialty priest powers: *wraithform*, can *summon 1 8 hd air elemental* 1/day (stays on prime material plane for only 1hour), *fly* 1/day; *cloudkill* 1/day, can *summon 1 12 hd air elemental* 1/day (stays on prime material plane for only 1 hour), +3 to save vs. mind affecting spells (17 wis); MR Nil; SZ M; ML 13.

Spells: 1st level: *bless*; *curse*; *cause light wounds*; *cure light wounds*; *protection from good* \*; *wall of fog*#; 2nd level: *charm person or mammal*; *charm person or mammal*; *heat metal*; *hold person*; *hold person*; *silence 15' radius*, 3rd level: *dispel magic*; *dispel magic*; *summon insects*; *wind wall* 4th

level: *free action*; *spell immunity* 5th level: *insect plague*

### **Levels 57+**

**Adam, hm W(el-a)12:** AL CE; AC -3 (Dex 18, *ghost mail spell, ring of protection +3 (this ring belongs to one of the captured priests)*); MV 12; hp 42; THAC0 17; #AT 1; Dmg 1d4/1d3 (dagger) SA spell use (see below) can choose to cast 1 air spell (denoted by a #)spell at 4 levels higher. SD Nil; MR Nil; SZ M; ML 13.

Spells 1st level: *feather fall#*; *light*; *magic missile*; *magic missile*; *wall of fog#* 2nd level: *forget*; *invisibility*; *irritation*; *ray of enfeeblement*; *stinking cloud#* 3rd level: *dispel magic*; *gust of wind#*; *fly*; *haste\**; *hold person*; 4th level: *enervation*; *fumble*; *improved invisibility*; *solid fog#*; 5th level: *cloudkill#*; *conjure elemental#*; *feeblemind*; *feeblemind* 6th level: *death fog#*; *disintegrate*

**Arthur, Albert, Arnie, Andrew, hm F12:** AL CE; AC -1 (platemail, shield, 18 dex); MV 12; hp 144; THAC0 5 (specialization, strength); #AT 2 (4 (*hasted* (10 rounds left))); Dmg 1d8+8 (specialization long sword, 18/00 str); SA Nil; SD (18 con); MR Nil; SZ M; ML 13.

**Allen, hm F12:** AL CE; AC -1 (platemail, shield, 18 dex); MV 12; hp 144; THAC0 4 (specialization, strength +1 long sword); #AT 2 (4 (*hasted* (10 rounds left))); Dmg 1d8+9 (specialization long sword, 18/00 str, +1 long sword (*double damage vs. LG aligned individuals*)); SA Nil; SD (18 con); MR Nil; SZ M; ML 13.

**Anjelica, hm P(Sp)12 of Akadi:** AL CE; AC 0 (+ 2 studded leather armor, 18 dex); MV 12; hp 39; THAC0 16; #AT 1; Dmg 1d6 (mace); SA priest powers, spell use (see below including wizard spells of elemental air (at her own level); SD +2 to save vs. harmful effects of air/wind related spells or cloudlike/gaseous breath weapons, never injured from a fall of 120' or less, Specialty priest powers: *wraithform*, *can summon 1 8 hd air elemental* 1/day (stays on prime material plane for only 1hour), *fly* 1/day; *cloudkill* 1/day, *can summon 1 12 hd air elemental* 1/day (stays on prime material plane for only 1 hour); +4 to save vs. mind affecting spells (14 wis); MR Nil; SZ M; ML 13.

Spells: 1st level: *bless*; *curse*; *cause light wounds*; *cause light wounds*; *cure light wounds*; *cure light wounds*; *protection from good \**; *wall of fog#*; 2nd level: *charm person or mammal*; *charm person or*

*mammal*; *heat metal*; *hold person*; *hold person*; *obscurment*; *silence 15' radius* 3rd level: *call lightning*; *dispel magic*; *dispel magic*; *summon insects*; *protection from fire\**; *wind wall* 4th level: *free action*; *protection from good 10' radius\**; *protection from lightning\**; *spell immunity* 5th level: *cloudkill#*; *insect plague* 6th level: *word of recall*

Please keep track of the number of rounds after Mortimer leaves the cloud. The *advanced contingency* spell that he placed on this cloud, for the unlikely case that he would ever be driven off of it, was that five rounds after he left the cloud it would begin to shake (sort of like an earthquake in the air). Anyone on the cloud (other than the prisoners) would need to make a Dexterity check to keep their balance. Failing to do so means that the are on their hands and knees and their movement rate is halved. If there are any villains still standing at this point they will head to the stable, where the pegasi are. The PCs would need to stop them from leaving with the pegasi as there would be no other way for them to get the prisoners off of the cloud safely, before the cloud shakes apart (30 minutes). The PCs would need to continue making Dexterity checks at a 1 penalty for each round that they remain on the cloud.

The PCs have several options available to them:

- They can cast a *heal* spell on either Glora Varro or Ambassador Carrague either of whom could then cast a *wish* to return them safely back to Ravens Bluff.
- They could put all of the prisoners on the carriages and take them down to Ravens Bluff, and let the priests there help the prisoners.
- They can use the *belts of flying* that they are wearing to carry the missing priests and mages down to the ground. They can carry up to 2x their carrying capacity which will cause the belts to function as *belts of feather falling*.

If the PCs do not react the part of the cloud that they and the captured Ravens Bluff citizens are on will separate during the air quake and begin dropping to the ground. If the PCs do nothing they will wind up taking 3d6 points of falling damage/tier. As the clouds get lower the PCs will be able to jump off taking 1d6 points of damage/tier

## Conclusion

*You are gathered for breakfast at the Sleepy Dwarf Tavern. Life in the city is back to normal, well almost. At least the crime wave stopped. The city should not suffer any long-term effects from the latest plan that the Circle of Four tried to carry out. The damage to the temples of Tyr, Torm and Llira should be repaired by week's end and it should only take a few weeks to rebuild the temple of Lathander.*

*You look around and can't help but notice how many of Ravens Bluff's adventurers are in here for breakfast this morning. You see Chief Constable Sunriver, talking with two dwarfs. You all recognize Master Sergeant Rockcrusher and Lady Tamaranda of the Golden Roosters. Suddenly the door to the tavern swings open, and a beautiful human woman walks in. Her blond hair, blue eyes, and low cut dress catch your attention, but not as much as the symbol of the "Keepers Of The Mystic Flame" that she is wearing. She is carrying a large sack, which she drops at Chief Constable Sunriver's feet.*

*"This belongs to you" the woman says to the chief constable. When he opens the sack everyone inside the tavern gasps as the body of Mortimer Lightfoot is revealed. Sunriver looks at the woman for a moment and then nods. He asks her how, and she replies that she came upon him and he attacked her so she defended herself and killed him. Closer examination of the body reveals mud, scorch marks and that his clothes are wet.*

*She asks him about the reward, and he tells her to meet him at the mayor's office later that day and it would be taken care of. The woman turns and leaves. Master Sergeant Rockcrusher picks up the body, and he, the Chief Constable and Lady Tamaranda leave. The atmosphere in the tavern is abuzz with questions. Who was that woman? How did she manage to catch Mortimer Lightfoot when neither the city watch nor the adventurers of the city have been able to do so?*

*As you ponder these thoughts a messenger enters the tavern and heads for your table. He is carrying a letter that asks to meet with Gideon the wild mage at Ambassador Carrague's home later this afternoon.*

*When you show up for your meeting with Gideon you notice that he is outside waiting for you. He is not alone, Tilly, and Lord Of Mystery Chester DeMarke are both here, and there are 9 silver pegasi standing next to them on the front lawn.*

*Gideon steps forward and addresses you. "Thank you for coming. Your group may choose ONE of these belts as a token of my gratitude. We*

*have a belt of levitation, a belt of cleanliness, a belt of leaping, and a belt of sorrows."*

*One of the Pegasi steps forward. "I have spoken with Tilly. As you and your friends helped us, and Tilly is partly responsible for our being here we wanted to do something to reward you all. It was decided after talking to Tilly that the reward would be in the form of rides on one of us. The one that you call Gideon is holding a small sack. Inside the sack is a silver whistle for each of you, which will give you the ability to call us for two rides each. It was agreed that for each ride one of you takes we will give Lady Morra two rides"*

*Lord Of Mystery Chester DeMarke steps forward. "For helping the Temple of Mystra out I am offering you the following items : a potion of swimming, a potion of healing, and a potion of master thievery. If any of you are wizards I will arrange for you to have access to 1 new spell of 1<sup>st</sup> though 4<sup>th</sup> level from the tome of magic instead of your other reward (i.e. if a priest or wizard takes a spell there will be 1 less potion given out).*

*If the PCs have made an attempt to help the city watch, then continue. Otherwise there will be no promotions awarded this day.*

*Master Sergeant Rockcrusher steps forward and says,*

*"You stop great evil. Life in city can be normal again. As reward for your work I can recommend those of you who are watch members for promotion.*

*"Tilly have spoken to Glora Varro. She feel bad about what she do. Tilly tell her not her fault. She try to find people to rescue Lord Marshal Gaius Varro. She send he to other world when Circle control her."*

*If the PCs rescued Lady Katharine then Lord and Lady Blacktree will send their new butler to find the PCs and give them 15,000 gp.*

The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

3. Multiply the total by the tier according to this chart

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

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

#### Encounter Two

Getting all of the information from Gideon 75 xp

#### Encounter Three

Defeating the Villains 75 xp

Getting the information from the villains 25 xp

#### Encounter Four

Attempting to help the city guard stop the riot 25 xp

Getting most of the information from Lady Tamaranda 50 xp

#### Encounter Five

Getting the message from the statues 50 xp

#### Encounter Six

Freeing Ambassador Carrague and Glora Varro 75 xp

Getting off of the cloud without taking damage before it shakes apart 50 xp

Defeating the villains 100 xp

Freeing the captured citizens from the jail 50 xp

Total Experience for Objectives 575 xp

Role-playing Experience 0-500 xp

#### Total Possible Experience 1075 xp

Tier 2 2150 xp

Tier 3 3225 xp

Tier 4 4300 xp

Tier 5 5375 xp

## Treasure Summary

If it's not on this list the PCs cannot keep it

### Conclusion

The PCs can get ONE AND ONLY ONE of the following belts

- *belt of levitation* works like *boots of levitation* but only for 1 hour per adventure
- *belt of cleanliness*. This belt always works. It will when worn keep the wearer looking impeccably clean and smelling fresh.
- *belt of leaping*. Gives the ability to leap 15' straight up or 30' forward. Does not give the ability to leap backwards
- *belt of sorrows*. This belt is always full of the finest wines, ales, and spirits.

Whistle of pegasus summoning. This whistle will summon a pegasi to give PCs up to two rides anywhere in Faerun.

#### Potions from the Temple of Mystra

- *potion of swimming*
- *potion of healing*
- *potion of master thievery*

15,000 gp

Recommendation for Watch promotion – sign the PC's watch tracking form.

**Please note that if the PCs did not make an attempt to find help for the city watch in Encounter Four they are not eligible for the fame point in the city watch category or any honors**

#### Fame Award

1 point in temples or city watch

#### Knightly Honors

A knight can only earn one of these honors, and only the one most appropriate. If the knight already has that honor, he cannot “default to another except for the Jeweled Pin.

*General Award:* The Jeweled Pin for rescuing a kidnapped member of the Ravens Bluffs nobility and successfully capturing the person or persons responsible for the cowardly, ignoble crime.

*Golden Rooster Honor:* The Gold Medal, in the form of a rooster, is given to any knight who stops an evil plot to bring their order's reputation into disrepute.

*Griffon Honor:* Sky Blue Cloak for avenging the honor of the order against a plot to discredit the knighthood.

*Dove Honor:* The White Rose Ring for saving the life of an innocent at the loss of your own.

*Right Hand of Tyr Honor:* The Way of the Blade for those who successfully lead the defense of only a handful against a multitude of evil this book is considered a great honor.

*Keepers of the Mystic Flame Honor:* The Ruby, which is earned by a knight who captures and brings to justice a being whose actions have proved to be a magical threat to the city.

## APPENDIX: Circle of Four Magic

### 7th level: Cloud Shape (Alteration)

Range: Touch  
Duration: Permanent  
Area Of Effect: 1 or more clouds within a 1000 yd radius

Components: V,S,M  
Casting Time: 1 rd  
Saving Throw: None

This spell allows the caster to manipulate clouds into any shape that he/she desires. There is no limit to what can be made out of the clouds. The spell can join multiple clouds together to form a desired shape. This spell also allows the shaper to “stretch” the cloud to up to double its original size. The nature of the clouds does not change. The material component is a cloud.

### 8th level: Advanced Contingency (Evocation)

Range: 0  
Duration: 1 day/level  
Area Of Effect: creature or item

Components V,S,M  
Casting Time 1 turn  
Saving Throw None

This spell when cast enables the caster to place another spell on a creature or item so that the latter spell comes into effect under the conditions dictated during the casting of the advanced contingency spell. The *advanced contingency* spell and the spell it will bring into effect are cast at the same time (the one turn casting time indicated is the casting time for both castings)

Unlike the *contingency* spell, the spell to be brought into effect by the advanced version does not need to be a spell that effects the caster or the item. The spell brought into effect by the *advanced contingency* may be of any level that the caster is able to cast. Up to 3 *advanced contingency* spells may be placed on the creature or item. If the caster casts this spell on himself this limitation is in addition to the single *contingency* spell that he can benefit from.

### 8th level: Solid Cloud (Alteration)

Range: Touch  
Duration: Permanent  
Area Of Effect: 1 cloud

Components V,S,M  
Casting Time 1 turn  
Saving Throw None

This spell, when cast on a cloud, will make it solid allowing walking on the cloud. The cloud will feel cottony soft to the touch. The cloud will be able to support objects as if it were solid ground.

### 9th level: Improved Cloning (Necromancy)

Range: Touch  
Duration: Permanent  
Area Of Effect: Creature Touched

Components: V,S,M  
Casting Time: 1 turn  
Saving Throw: None

This spell when cast creates 18 duplicates of any living creature. The clone, an exact duplicate of the original, possesses all of the original’s memories and abilities up until the time that the cloning occurred. The original and the clone know of each other’s existence and are able to coexist peacefully. *Improved cloning* takes 2d4 hours before the clone is fully developed. The material component is a small piece of flesh from the creature to be cloned.

### New Magic Items

*bit and bridle of domination*. The bit and bridle allow the complete domination of the creature that they are on.

- Blacktree Townhouse Attacked
- Crime Wave hits Ravens Bluff; City Watch Stymied
- Knights Under Siege

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# The Trumpeter

*The Newsletter of  
 Ravens Bluff  
 Special Edition  
 February 1998*

## **Brazen Attack Against Lord Blacktree**

*Lord Blacktree beaten and left for dead*

by Harold Dayspring

Late last night an attack was carried out on the Blacktree Townhouse. While lord and Lady Blacktree were having dinner they were set upon by some thugs. According to my source in the city watch these thugs apparently entered the townhouse through the roof. His Lordship was poisoned and beaten senseless, and there has been no sign of her Ladyship.

According to this source the attack was carried out at the same time that a party was being thrown at one of the nearby townhouses. It is rumored that anyone and everyone with social grace, other than the Lord and Lady, was at this party thrown by Lady Lauren DeVillars.

My source said that this attack was the work of Mortimer Lightfoot and his compatriots from the Circle of Four. It's a good thing that the city watch has the circle around to blame for their ineptitude. As of the writing of this story the guards are no closer to locating Lady Katharine or capturing this Circle of Four.

### **it    atch Baffled ecent   ri   e   a   e**

by Harold Dayspring

The city has been under attack for the past two days. The city watch appears no closer to solving the crimes and apprehending the culprits than they were when the first crime was discovered, but then again why

should they. This reporter has heard allegations that members of the city watch more specifically the Night Watch has been taking kickbacks to look the other way upon discovery of a crime. I went to Chief Constable Sunriver and asked him to either confirm these allegations or refute them. His response was that he could issue no statement until the watch's investigative unit had finished its investigation. The city is reeling from this crime wave, specifically the looting and vandalism that have plagued the city for the past four nights. Citizens have a right to expect that the watch will deal with things like this as expeditiously as possible. I have already petitioned Lady Amber Thoden to appoint a special investigator to look into these charges of alleged corruption.

### **nights   nder Siege**

Last night two of the Knighthoods that have served the city well in its hours of need suffered devastating losses. The roost training ground for the Golden Roosters was destroyed by a tremendous assault of the elements. Tymora showed some favor on the Roosters, as no lives were lost.

At the same time that the Roost was being assailed seven members of the elite Griffin Guard were patrolling the skies in an attempt to help the guard deal with the crime wave. Someone or something caused the Griffins to turn to stone along with their mounts. They all plummeted to

the ground rather quickly and shattered upon impact. Some members of the griffins have been given the task of trying to gather all of the pieces together so that they can possibly be restored but as of yet they haven't had any luck. If that wasn't enough while the griffins were dealing with this tragedy griffin hall was destroyed.

This reporter has spoken to representatives from both orders, who gave statements. The Golden Roosters said that they have begun an official investigation into what has transpired and will provide a full statement when it has been concluded. The Griffins' response was that they would take whatever steps were necessary to see that those responsible for these incidents pay for their actions.

## Player Handout 2

The problems that Glora Varro minister of Wild Magic has been having , were caused by the Circle. Who else could manipulate her so easily. She thought that she was doing things by her own free will, she never once dreamed that she wasn't in complete control of her faculties. She thought herself invincible, well we showed her. It was us that forced her to trap Lord Marshal Gaius Varro, one of her relatives, in a nether dimension. We believed that it would help the enemy take over the city, and that they would be more receptive to allowing us our rightful places in power.

Years ago we had petitioned the ministry to become representatives for our chosen fields. Glora was very vocal in her opposition to that. She managed with the help of one of her good friends, Ambassador Carrague to convince the other ministers to reject our applications. We swore on that day that both she and her friend Carrague would pay for what they've done. We had more in store for Glora. It's one thing to ruin her reputation, it's another to humiliate her. We had circulated a petition to have the seat that she vacated filled by Gideon the "wild mage". This would serve two purposes it would humiliate Glora to no end knowing that she was replaced by Gideon. It would also undermine the level of respect that the ministry should have. As Gideon was essential to our plans, we rectified the "accident" that he had experienced during the war, the one that turned him mind and body into a chipmunk.

We also kept an eye on Gideon, as he had the potential to be a "wild card" in our plans, and we didn't want to take any chances. Luckily for us that stupid little dwarf from the Night Watch asked him to create a pegasus. It also was fortunate for us that with his wild surge Gideon actually did create one. It was childs play for us to capture the pegasus and clone it, thus enabling us to proceed with our plans according to schedule.

how

It is such a pleasure keeping both Carrague and Varro around. They will serve as symbols of what happens to those who oppose the Circle. We had looked into the possibility of having Ambassador Carrague executed, but decided against it as this way he's useful to us.

## Player Handout 3

As we are planning for Ravens Bluff to be our base of power we decided to reshape it in an image more appealing to us. We recruited followers of Cyric, Talona, and Talos to help us conquer the temples of Tyr, Torm, and Llira respectively and establish legitimate houses of worship for their gods. It will be easy for Maurice to wipe out the temple of Lathander. It is our hope that the other temples will put up more of a fight. It would be nice to actually face a challenge.

Tommmorrow our plans call for assaults on the temples of Gond, Selune, Sharess, Sune, Tempus and Tymora. To help us we have recruited followers of Besahaba, Grumbar, Kossuth, Shar, and Umberlee. After that is all taken care of our plans call for attacks on the druids grove and nearby forests to lessen the powers of Chauntea, Meilikki and Silvanus. We have managed to recruit individuals that are loyal followers of Umberlee, Shar, Beshaba, Kossuth, and Grumbar to help carry out these assaults. Once all of this is done it should be easy to persuade these folowers to attack the temple of Mystra as a group. Mystra's minions won't be able to resist the combined forces of all of these followers, and the look of sheer terror on their faces especially DeMarke's would be priceless.

If these plans fail then we will have to consider locating another large army that we can manipulate into attacking the city, making it easier for us to seize control. We also have talked about the possibility of locating Myrkyssa Jelann again as she was very easy to work with. Our plans should succeed easier sue to the election of Lady Anmber Thoden to the position of Lord Mayor. She is too concerned with the suffering of the people to be any type of threat to us, unlike O'Kane and his lackey Kothonos.

# Map of Cloud Castle

