

# Elementally Speaking: Full Circle

A One-Round D&D Living City Adventure

by David Samuels

The city has decided to make a pre-emptive strike against the Circle of Four, to end the threat of this group forever. Adventurers are being called by the score into the mayor's office, you included. With the destruction caused in previous Circle member appearances in mind, you are sure that Charles O'Kane is worried about the safety of the populace. The conclusion of the *Elementally Speaking* series. An adventure for characters levels 5-20.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

## LIVING CITY Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T3:	23-32	25-35	27-38	29-41	8 <sup>th</sup>
T4:	33-42	36-46	39-50	42-54	10 <sup>th</sup>
T5:	43-52	47-57	51-62	55-67	12 <sup>th</sup>
T6:	53-64	58-70	63-77	68-83	14 <sup>th</sup>
T7:	65-76	71-84	78-92	84-100	16 <sup>th</sup>
T8:	77-88	85-97	93-107	101-116	18 <sup>th</sup>
T9:	89-100	98-111	108-122	117-132	20 <sup>th</sup>
T10:	101+	112+	123+	133+	<none>

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

## Adventure Summary and Background

This scenario is the fifth, and final, in the Elementally Speaking series. It is not necessary to have played in or be familiar with the other scenarios *Elementally Speaking: Waterfalls*, *Elementally Speaking: Fire's Eye*, *Elementally Speaking: Air's Looking at You*, *Elementally Speaking: Stone Cold*. In the previous scenarios it was discovered that there was a band of rogue elementalists called the Circle of Four. The membership of the Circle consisted of Marina Waterdale, a water elemental, Jerendella Fireblade, a fire elemental, Maurice Stone, an earth elemental, and Mortimer Lightfoot, an air elemental.

*In Elementally Speaking: Waterfalls* the Circle had kidnapped many prominent citizens in an attempt to force the city's Acting Mayor, Lord Chancellor Arvin Kothonos, to turn over control of the city, more precisely the laws concerning the elements, to them. Some of the city's adventurers rescued the kidnapped citizens including Chief Constable Rolf Sunriver, and Regent of the Harbor Lord Calvin Longbottle.

*In Elementally Speaking: Fire's Eye* the Circle captured Judge Rupert T. Hangman, who they later killed and destroyed the Ravens Bluff courthouse.

*In Elementally Speaking: Air's Looking at You* the Circle captured members of the Wizards Guild, the Ministry of Art, and high priests of the temples of Tyr, Llira, Torm, and Lathander. Mortimer Lightfoot personally attacked Lady Katharine Moorland Blacktree

and severely wounded her husband Lord Blacktree. The Circle destroyed the temple of Lathander and their allies launched attacks on the temples of Llira, Torm and Tyr. Not content to stop there the Circle destroyed Griffon Hall and the Roost. Seven members of the elite Griffon guard that tried to stop them were also killed. The adventurers of the city again rose to the occasion and thwarted the plans of the Circle. One of the members of the Circle, Mortimer Lightfoot the air elemental was killed.

*In Elementally Speaking: Stone Cold* Lady Lauren DeVillars and her children were captured by the Circle of Four so that Maurice Stone could use one of them as a vessel to bring his brother back. The adventurers of the city rose to the occasion and stopped the Circle's plan. During the course of the adventure it was revealed that Mortimer Lightfoot was alive. In fact there were actually eight Mortimer Lightfoots loose in the city, courtesy of the *improved cloning* spell that Mortimer had created and used in *Elementally Speaking: Air's Looking at You*.

Mortimer Lightfoot decided to take advantage of the opportunity afforded to him by the capture of one of his clones in *Elementally Speaking: Stone Cold*. The clone allegedly had in its possession a copy of the Circle of Four's agenda. Mortimer believed that the anonymous tip that the raid was based on came from one of his former compatriots in the Circle of Four, as a means of drawing him out, or from one of his clones, as a means of getting him to make a mistake that they could capitalize on and eliminate him.

Mortimer decided that he would use this opportunity to teach the Circle, the city, and the clones a lesson. He put into motion a plan that gave the clones assignments to keep them busy, affording him the time to put his real plan into effect. Mortimer has always planned on seizing control of the city, and this seemed like fate providing him with the perfect opportunity to do so. He knew that the city's adventurers would try to take him down based on the agenda document, leaving the city unprotected and ripe for his conquest.

While putting his plan into action Mortimer also decided that the time was right to make Lady Katharine Moorland his bride, so that she could have her rightful position of ruling the city by his side. Mortimer considered the fact that Lady Katharine was already married to Lord Blacktree as both an annoyance, and an inconvenience that would be dealt with once he assumed control of the city. Now that Lord Blacktree is dead, Katharine is "ripe for the plucking," as it were.

Mortimer dispatched the clones to launch a combined assault on the city's temples, and then leave once the assault was repelled. He knew that this assault would be met by the combined forces of the temples'

priests and the city's elite adventurers, and he planned to be ready for them. He also wanted to make sure that he didn't lose any clones during this attack because although they had become expendable he needed them to keep the city's forces occupied.

Eventually the PCs will discover through interrogating some of his underlings that Mortimer has established a new base of operations for himself in the clouds. It is at this base of operations that the PCs will battle Mortimer and finally put an end to his tyranny.

**Introduction:** Child hawking Trumpeters gets coin purse stolen. The PCs will help resolve the situation. Then a messenger will bring PCs a sealed message (**Player Handout 2**). The message is actually a form notice with instructions to report to Ambassador Carrague's home at a given time. The PCs' names and time to report are handwritten while the rest will be printed.

**Encounter 1: Carrague's house.** Regardless of what time the PCs arrive at Carrague's house they will find a line of people. The people in the line are organized by their scheduled appointment times. There are guards watching the line to make sure that no one tries to cut in front of anyone else. The PCs can use this time to introduce themselves to each other. Ambassador Carrague, and Glora Varro will swear the PCs to secrecy and explain that the city wants to hire them to deal with the Mortimer Lightfoot situation. It was decided that although the Circle is a big problem for the city, there was a greater threat in having seven Mortimer Lightfoot's running around the city. Once the threat of Mortimer Lightfoot has been neutralized the city will have the opportunity to go after the rest of the Circle.

**Encounter 2: Blacktree Townhouse.** Mortimer kidnapped Lady Katharine Moorland Blacktree and left some "guards behind to deal with any interfering adventurers that come along. After the guards have been dealt with the PCs will be able to enter the townhouse and see the writing on the wall that Mortimer left behind for them. The writing will clue them in to what Mortimer plans to do. The PCs will also find Lady Blacktree's butler, whom they can question to learn more information

**Encounter 3A: Ambassador Carrague's House.** The PCs will discover that Ambassador Carrague has been killed and Glora Varro mortally wounded. A message was left for the PCs in blood on the floor next to their bodies. The PCs will also have to deal with being ambushed by villains on the roof.

**Encounter 3B: City Watch.** When the PCs arrive at the City Watch office they will discover that the officers inside have been petrified.

**Encounter 4: Temple District.** Mortimer sent forces to unleash an assault on the temples of Lathander, Tyr, Torm, Helm, Sune, Llira, Tempus, and Mystra. When the PCs arrive at the temple district they will discover some prisoners from the attack and learn that some of the city's adventurers as well as some priests were captured during the assault.

**Encounter 5: Getting to the clouds.** The PCs need to get to the clouds, and for those PCs that don't have the ability to get there themselves, a city guard will come up and provide them with transportation to the clouds, in the form of pegasi. The PCs will need to arrange for transportation down from the clouds.

**Encounter 6: The Palace Awaits.** The PCs have reached Mortimer's estate in the clouds. They will need to explore the estate to locate the missing people from Ravens Bluff as well as the villainous wizard so that they can bring him to justice once and for all. They will also find Mortimer's clones, which might be convinced to help them, as they are beginning not to trust Mortimer, especially after he didn't tell them about his current overall plan.

**Encounter 7: Watch That First Step.** The PCs will need to figure out how to get all of these people back down to the city below. The people are all heavier than before due to the fact that they are solid stone statues at the moment.

**Conclusion:** The PCs will gather at Mayor O'Kane's office. The mayor will thank them for their help. He will ask them to explain everything about their mission to him, and will provide them with their payment.

## Introduction Part A

*It's an ordinary morning in Ravens Bluff. The sun is shining, the birds are singing and there isn't a cloud in the sky. Many people are out in the street, apparently taking advantage of the peace and quiet that the city is experiencing. As you are going about your business a young boy walks past you hawking the Ravens Bluff Trumpeter. The boy appears to be about 5 or 6 years old. He is doing a brisk business as lots of people are purchasing the Trumpeter from him, in fact he doesn't seem to have more than a handful of them left.*

*Suddenly without warning a disheveled man bumps into the young boy and then begins running away from the boy quickly. The young boy lets out a piercing scream and then slumps to the ground sobbing uncontrollably. What are you going to do?*

The PCs can make a successful spot check at DC 10 to notice that the man has stolen the young boy's coin purse.

The PCs have several options available to them, which are detailed below.

A) They can try to calm the boy. If they calm him down the boy will give them the following information:

- His name is Parvisc.
- His mom just had a baby and his dad is out of work due to an injury.
- His dad was a member of the city watch, who had both of his likes cut off by bad men with a sharp sword. The priests are re-growing his father's legs.
- He is selling the paper to help his family out.
- Now his mom and baby sister can't eat today because he lost the money.
- He doesn't mind that he won't eat today, he's used to not eating every day, but his mom and the baby need to can't eat every day.

He will ask the PCs if they wish to buy a paper. If they turn him down, he will beg them to reconsider saying that he needs to make money for food.

If the PCs should buy a paper, please give them **Player Handout 1**. It is possible that the PCs might just give the boy money to replace what he's lost if that is the case he will insist on giving them a copy of the Trumpeter as he would feel guilty taking money from them, and not giving them something in return.

A successful sense motive check against DC 10 will reveal that Parvisc is telling the truth.

B) If they pursue the thief, they will have no problem catching up to him. After apprehending him they can learn the following information:

- His name is Merriwater
- He is sorry for stealing the coin purse but he didn't know what to do.
- He lost his job and his little girl is sick.
- He needed the money to buy the herbal poultice that she needs to survive.
- He used to sell insurance but his company closed when everyone that he sold a policy to collected on it due to the actions of the Circle of Four.

- His wife died of a strange disease that hit the city about two and a half years ago.
- He's behind in taxes and knows that Vernon Condor will probably seize his home to cover it. He's not worried about that, his only concern is his daughter.
- He is willing to return the money and be punished for it, if the PCs will help him arrange for his daughter's care.

A successful sense motive check against DC10 will reveal that Merriwater is telling the truth.

C) The PCs might summon the City Watch to deal with it. If that should happen members of the watch will immediately show up and apprehend the thief. They will bring him back to the little boy. The man will apologize to the boy, and tell him his story (the information mentioned above) at which point the boy will tell the officers that he doesn't want anything to happen to the man, as long as he gets his money back.

If the PCs have given him money, he will allow the man to keep the money for his little girl. The boy will give the PCs a copy of the Trumpeter as a way to say thank you for their help. Please give the PCs **Player Handout 1**.

If for some reason the PCs do not deal with this situation, all is not lost. A group of adventurers will pass them talking about the city's raid against the Circle of Four this morning. If the PCs should ask about the raid on the Circle this morning the adventurers will tell them that the raid this morning captured Mortimer Lightfoot, and that the full story is in the Trumpeter. The PCs can then find the young boy and purchase a copy of the Trumpeter.

## Introduction Part B

*As you are trying to decide what to do next, you notice a member of the City Watch approaching you. The Watch officer is holding some pieces of parchment in his hand. Each of the pieces of parchment appears to have an official seal on it. After verifying your identity the officer hands each of you a piece of parchment and then turns and leaves.*

If any PCs claim to be unable to read the summons the officer will read it for those that ask him to.

If the PCs ask him any questions he will politely tell them that as much as he'd like to answer their questions he needs to deliver the rest of the summons he's been assigned to hand out. He's confident that all

of their questions will be answered when they show up for their meeting.

A Sense Motive check at DC 10 will reveal that the guard is telling the truth

If the PCs take a look at the parchment please give the players **Player Handout 2**. The PCs should notice from looking at the parchment that while it is a summons from the mayor it asks them to report to Ambassador Carrague's home. They will also notice from looking at the parchment that their names, as well as the location and the time that they need to show up, are written differently from the rest of the letter.

## Encounter 1: Ambassador Carrague's Home

*Arriving at Ambassador Carrague's home, you notice a line of other adventurers gathered there. The adventurers all appear to be holding pieces of parchment similar to the one that you received from the messenger. There are two guards at the front of the line, who appear to be checking the parchments of the adventurers before they let them inside.*

*The adventurers in the line seem to be organized into groups ranging in number from 4-7. There are two groups ahead of you. The other adventurers on the line seem to be passing the time until their appointment by regaling each other with tales of their past exploits. It's strange though as they each seem to be telling different tales, tales that neither the rest of the adventurers or yourselves have heard.*

*While you are awaiting your turn, more adventurers show up and take their place in the line behind you. Ten adventurers, most likely two groups, have emerged from Ambassador Carrague's, and each of them has a smile on their face. They are all talking about how they are looking forward to this mission, as it's about time the city decided to do something about this.*

*After approximately half an hour, the guards check your parchment and allow you to enter, as the group before you emerge from inside. When you enter you notice that there are two people in the room, standing behind a large desk. You also notice that there are enough chairs for the two of them as well as for each of you. As you enter the room the woman quickly writes something down on a piece of parchment.*

If the PCs should ask what she's doing the woman will respond that she's just keeping track of who responded.

The woman asks you to be seated and then the woman begins speaking.

***“Greetings. Thank you for coming. I am Glorra Varro and this is Ambassador Carrague. You have been sent for because the city needs your help. Before we begin, We need to ask you an important question” She looks at Ambassador Carrague who begins speaking. “Are you willing to keep what we’re about to tell you our secret, a secret not to leave this room? We believe that if details of this conversation got out, it could jeopardize the mission that the city needs you to undertake. What is your answer?”***

If the PCs agree to keep the details secret, continue. Otherwise, dismiss the PCs; their adventure is over.

***Glorra Varro begins speaking again. “As you have seen in today’s edition of the Trumpeter, the city has launched an assault against the Circle of Four. It was decided that instead of waiting for the Circle to attack, the city would bring the attack to the Circle. The first strike against the Circle went off without a hitch early this morning and resulted in the capture of Mortimer Lightfoot, or rather one of them anyway. There’s still seven more of him running around the city, six clones and the original.”***

***Ambassador Carrague continues, “Mortimer had a handwritten agenda on him when he was captured. According to the agenda, Mortimer is planning an all-out assault against the other members of the Circle. As much as we’d like to be able to let the Circle fight this out amongst itself, we can’t. Whenever the Circle is involved there’s always loss of innocent lives and untold property damage. We can’t risk that.”***

***Glorra Varro interjects, “Unfortunately we don’t know whether the information in the agenda is correct or not. That is where you come in. The mayor has recruited some of the city’s other adventurers for this mission as well. The fate of the Circle needs to be resolved once and for all. Mayor O’Kane has pledged that each and every resource in the city will be committed to this endeavor.***

***“The two groups that were in here before you have gone off to some of the locations mentioned in the agenda. They have been given the task of bringing both Mortimer Lightfoot and the Circle members to justice and preventing the deaths of innocents as well as minimizing property damage.***

***“We’d like to send you to another of those locations, to check out reports that the Circle and Mortimer Lightfoot will be there. If the reports are true we’d like you to bring them in so that justice can be properly dispensed.”***

***Ambassador Carrague begins speaking again, “As if all of this weren’t enough rumors have surfaced that the Circle members will be holding***

***auditions throughout the city to help them recruit a new member. The city has responded to this potential threat as well. Adventurers were recruited to put a stop to this. Those groups have been instructed not to interfere with your mission, and I’d like to ask you not to interfere with theirs.***

***“Now we’re sure that you must have some questions for us so please ask away.”***

What Ambassador Carrague and Glora Varro know (they will take turns answering the PCs’ questions):

- The Circle of Four is a group of powerful wizards specializing in elemental magic that have attacked the city when their attempts to seize control of it were rebuffed.
- The current membership of the Circle of Four consists of: Marina Waterdale, Jerendella Fireblade, Maurice Stone, and Ariella. As their names would indicate Marina’s chosen element is water, Jerendella’s is fire, while Maurice’s is stone. Ariella is a priestess of Istishia. The Circle membership included at one time or another Mortimer Lightfoot and Ariella, both of whom specialize in magic pertaining to air.
- The Circle has a love-hate relationship with Ravens Bluff. They claim to love the city, but hate the fact that their not in charge.
- The Circle has committed many crimes against the city including: arson, assault, extortion, kidnapping, and murder
- The Circle has kidnapped on occasion Lady Katharine Moorland Blacktree, Lady Lauren DeVillars, Charles O’Kane, Rolf Sunriver, Lord Calvin Longbottle, Relarn Dayspring, Chester D’Marke, Dame Dawn of the Desert Moon, and both of us.
- Glorra Varro and I are longtime enemies of the Circle of Four. It was we who opposed them when they applied to be ministers of elemental magic.
- The Circle killed Judge Rupert T. Hangman and almost killed Lord Blacktree.
- They burned down the Ravens Bluff courthouse.
- They destroyed the Roost and Griffon Hall
- Chief Constable Rolf Sunriver and Lord Calvin Longbottle were both engaged to Marina Waterdale. Unfortunately they did not part on friendly terms, and Marina has harbored a grudge towards both of them.
- Lady Lauren DeVillars had told Maurice Stone’s brother Ezekiel that he didn’t have what it took to be a priest of Waukeen. Ezekiel set out to prove her wrong and joined up with an adventuring group that was planning to go up against a dragon. During their adventure Ezekiel was killed. Maurice holds

Lady DeVillars responsible for his brother's death, as he believes that if she had given his brother another chance he would've been a good priest of Waukeen.

- Jerendella Fireblade's grudge was against Judge Hangman, because he was the judge in the case in which her parents were tried and falsely convicted of treason on planted evidence and executed. Evidence clearing her parents turned up shortly after the execution, and they were cleared posthumously. The judge had the bodies exhumed and personally paid the cost to have them brought back to life, but this action was met with futility.
- Mortimer Lightfoot had been engaged to Lady Katharine Moorland. Her father disapproved of Mortimer as a potential son-in-law, so Mortimer arranged to have her father killed. When Lady Katharine's became suspicious about Mortimer's involvement in this attempt on her father's life, and Mortimer couldn't offer any proof that he wasn't involved in this plot they broke up. Mortimer never got over Lady Katharine and has kidnapped her at least once that we know of. Mortimer even created a life-size doll golem in Lady Katharine's image to deal with the adventurers of the city when they came to rescue Lady Katharine. The city's adventurers defeated the doll golem and rescued Lady Katharine.
- Each of the other groups was given a location from the agenda to check out.
- The Blacktree Estate is one of those places mentioned in the agenda that we'd like you to check out for us. Even if the agenda isn't real we need to check out this location due to the relationship that Mortimer Lightfoot has with Lady Katharine Moorland Blacktree and her husband Lord Blacktree. Mortimer has attempted to kidnap Lady Blacktree on more than one occasion and has attacked her husband as well. With the recent death of her husband, Lady Blacktree is probably looking more appealing to Mortimer as we speak.
- Unfortunately we do not know where the auditions will be held, as there are lots of potential locations to choose from. We are not the ones recruiting for that mission. But as we said earlier we don't want you interfering with their mission.
- The Merchant District, the Uptown District, the Harbor District, the Court District, the City Watch Offices, the Temple District, and the Wizards Guild are a few of the places mentioned in the agenda.
- The Desert Moon Sanctuary and Starlight Cavalcade is another place to investigate as Mortimer is extremely upset that Dame Dawn of The Desert Moon, the proprietor of the sanctuary

prevented him from kidnapping Lady Katharine on one occasion.

- As if all these actions were not terrible enough they have kidnapped king, my beloved companion. You need to find him
- The Circle needs to be dealt with once and for all the citizens of Ravens Bluff deserve to be able to wake each day without having to worry about the Circle.
- As I previously mentioned all of the city's resources are being mobilized to end this threat once and for all. This includes members of the City Watch, all the Knightly orders, the Clerical Circle and Wizards Guild. You also should be aware that if word gets out about the facts that the temples and city watch offices are deserted, except for a minimal number of priests and city watch officers to provide emergency assistance, the people might begin to panic. It is also possible that vandals might decide to take advantage of the situation. We expect you to watch for these types of things and react accordingly.
- Unfortunately the mission itself doesn't pay anything. With every adventurer in the city being mobilized for this mission the city would go bankrupt before it finished paying all of the participants. However there is a reward of 1,000gp for each member of the Circle. There is only a 500gp reward for the clones of Mortimer Lightfoot as that involves less risk than capturing Mortimer Lightfoot or one of the other Circle members. In addition, you may keep any magic items that you find that aren't considered a threat to the city.
- Unfortunately we do not have any items that we can loan you to help with your mission, and anyone that might've had something that they could loan you is busy either trying to catch the Circle, or dealing with the auditions.

## Encounter 2: The Blacktree Townhouse

*Arriving at the Blacktree Townhouse you notice that there are some uniformed guards outside the entrance to the townhouse. The uniforms are not city watch uniforms, they have the insignia of the safe and secure security agency. One of the guards approaches you and demands to know what you are doing here.*

*After explaining to the guards your reason for being here, they instruct you that you'll have to leave, as Lady Blacktree left explicit orders not to be disturbed.*

Have the PCs make a Spot check. What the PCs notice will depend on what DC they roll

- **DC 10** They will notice that the guard that's doing most of the talking appears to be shaking, almost as if he's afraid of something. He also has a look of fear in his eyes.
- **DC 15** There appears to be a body part sticking out of a bush just off to the side of the entrance.
- **DC 20** The uniforms on all of the guards, except for the one that been doing the talking, do not appear to fit properly. The uniforms appear to be either too snug, or too short.

If the PCs have a means of detecting alignment (casting a *know alignment* or *detect evil* spell for example) they will detect evil from all of the guards except the one doing the talking who is neutral good.

The PCs need to get inside the townhouse, but they need to figure out how to do that. They have some options available to them.

A) They can attack the guards. Note that the guard member that was doing most of the talking is actually a surviving member of the security force that was hired to protect Lady Katharine. He will not take part in the battle.

B) They can pretend to leave, and then once the villains have let down their guard attack them with spells and missile weapons. The PCs will have one free round of attacks on the guards and can catch them flatfooted.

C) They can attempt to bribe them to let them inside. The fake guards are looking to make easy money. If the PCs are willing to give them money or magic items worth at least 100 gp the guards will be more than willing to take it.

D) They can try to Intimidate or Bluff their way past the "guards." In order to succeed the PCs must achieve DC 25. The guards know that Mortimer would be very unhappy with them if they just let the PCs in. The guards believe that if they can get some money out of the PCs they might be able to go somewhere where Mortimer can't hurt them.

If the PCs come up with an idea that's not listed here, but sounds reasonable, allow it a chance to work.

### **Tier 3 (EL 9)**

Two Ftr 7

### **Tier 4 (EL 11)**

Four Ftr 7

### **Tier 5 (EL 13)**

Four Ftr9

### **Tier 6 (EL 15)**

Four Ftr 11

### **Tier 7 (EL 17)**

Four Ftr 13

### **Tier 8 (EL 19)**

Four Ftr 15

### **Tier 9 (EL 21)**

Four Ftr 17

### **Tier 10 (EL 23)**

Four Ftr 17

Eight Ftr 15

## **When the PCs enter the townhouse:**

***Entering the townhouse you notice that it is a total mess. The furniture is overturned, and the floor is covered with pieces of parchment. The wall is covered with writing, and appears to have a message.***

Please give them **Player Handout 3**.

### *Witless fools of Ravens Bluff*

*For too long you've sought to deny me that which is rightfully mine, but this time you're too late. I've already obtained my treasure. The city thought to go up against me that was a mistake. Now the adventurers of the city will pay the price for the city's folly, with their lives. At each and every one of the locations specified in the agenda, the locations where the city dispatched her brave adventurers to, are bands of assassins waiting to strike them dead.*

*The best part about this was that I didn't have to come up with this plan. The mayor did it all for me. All I needed to do was modify it so that it was the city's adventurers that paid the price and not me. I need to figure out a way to properly thank the mayor and an elemental just seems too impersonal. Perhaps a nice imprisonment spell*

*Because I'm in a nice mood, and there's nothing that you can do to stop me anyway, I'm going to allow you to keep living, at least for now. I won't be that nice in the future. Besides I like the fact that you owe your lives to me, "Mortimer the Great."*

The PCs will hear a sound coming from beneath the overturned furniture. If they move the furniture they will discover a badly beaten body, dressed like a butler.

The PCs can get the following information by questioning the body (or by raising him):

- His name is Umberto.
- He is not Lady Blacktree's butler.
- Mortimer Lightfoot hired him to play the part of Lady Katherine's butler because of his ability to shapechange into an exact duplicate of a person. He got this ability from his former boss Marina Waterdale.
- Mortimer Lightfoot Kidnapped Lady Katharine's real butler four days ago.
- He was paid handsomely, 5,000 gp per day of work.
- Mortimer Lightfoot attacked him to make it look real.
- He's been slipping Lady Katharine elixirs to make her more susceptible to Mortimer's spells.
- He doesn't know where Mortimer took her, although he does remember Mortimer saying something about needing a priest.

The PCs need to figure out what to do next. If they captured one of the guards then they can interrogate him, or they can speak with the dead guards (either the ones that they killed, or the ones that these fake guards killed) if they're able to.

If they bribed the guards to gain entrance then the guards won't be here when they come out. They will find the guard that was doing all of the talking, who has been mortally wounded and is in desperate need of healing or he will die (consider him at -6 hit points).

The PCs will also need to figure out what to do with the bodies and/or any prisoners that they may have. If they decide to take any prisoners with them please make note of that as it could have bearing on how encounter 3A plays out

Information that can be learned in this encounter:

#### **From the fake guards**

- They were hired by Mortimer Lightfoot to stand guard out here while he and his betrothed spent some quality time together.
- Mortimer Lightfoot said that he had big plans for the city.
- When they got here they found the 5 guards. They killed 4 of them and kept the 5<sup>th</sup> alive in case anyone showed up. This way they would have a real guard on hand to deal with any suspicions.

- Mortimer left with his woman before you arrived.
- Mortimer mentioned that now that he had his love he was going to deal with the adventurers of the city, who don't know when to mind their own business.

#### **From the real guards**

- They were hired by Lady Blacktree to provide her with additional security after the agenda was found detailing the plans of the Circle of Four. She knew that Mortimer would come after her, because he always comes after her. She was extremely concerned, especially with the recent death of Lord Blacktree.
- Unfortunately they weren't very good at providing security. They couldn't defeat the 4 guys that showed up and attacked them.
- Please save Lady Blacktree. She shouldn't have to pay for their incompetence
- Mortimer Lightfoot was with them. Mortimer looked so pompous, so full of himself. They guess that he can afford to act that way when he's got that level of power.

#### **From the real guard member that was doing all the talking**

- His name is Ralph
- He's sorry that he had to act so rudely to them, but the villains swore that they would kill the rest of the employees of the security force that he works for. He knew after seeing how easily they dispatched his colleagues here how easy they could do just that. He didn't want to risk anyone else getting hurt.
- The villains told him that he couldn't say anything to anyone about what happened or they would follow through on their promise, after they killed the people that he told.
- He was trying to figure out how to warn the PCs that something was wrong without actually telling them. He didn't want to risk their safety.
- He saw a man leaving the townhouse with Lady Blacktree. He's guessing that it was Mortimer Lightfoot. The two of them began walking along and rising in the air.

If the PCs decide to return to Ambassador Carrague's to tell him about the writing on the wall, please run **Encounter 3A**. If the PCs decide to alert the city watch about this please run **Encounter 3B**. If the PCs decide to head to the temple District to get healing for the

wounded guard, or any of their companions please run  
**Encounter 4.**

## Encounter 3A: Ambassador Carrague's House

*Returning to Ambassador's house you are surprised to find that the front door is wide open. Entering the house you notice that it's a complete mess. There is a trail of blood that leads back to the Ambassador's bedroom.*

*Following the trail of blood you find two bodies on the floor. The bodies are Ambassador Carrague and Glora Varro. Their throats have been slit and the following message has been written on the floor next to their bodies in blood.*

*"Revenge is sweetest when served cold. Both Glora Varro and Ambassador Carrague have been major thorns in my side since we first met. It's nice to know that justice has prevailed. This will serve as a warning of things to come, for anyone else that dares to oppose me.*

*"Today is a glorious day. Not only will I take the love of my life, Lady Katharine as my wife today but the city will also be mine for the taking. Well what is it that they say about weddings? Something old. Something new. Something borrowed. Something blue. It's wedding time, now where is that priest."*

Glora Varro is not dead, and a successful Spot check DC 15 reveals that (she is barely breathing). Once the PCs check the bodies, they can find this out easily. She is dying, though, and needs help immediately or she will die within a minute.

Within a minute of the PCs finding the bodies, two members of the City Watch will show up claiming that they got reports of a disturbance. When they notice the bodies one of the officers will pull out a whistle and blow it, to summon other city watch officers. The other officer will check the bodies and then ask the PCs to explain what happened, as this appears to be a case of high murder. The guards will be watching the PCs intently, trying to determine if they are lying by using Sense Motive (skill bonus +6, check vs. DC 10 or PCs' Bluff checks).

It will be up to the PCs to convince the officers that they had nothing to do with this. If the PCs mention the name Mortimer Lightfoot, the guards will ask them if they know where to find Mortimer Lightfoot, as apprehending Mortimer Lightfoot should earn them the promotion that they deserve.

The PCs might decide to show the officers the summons from Mayor O'Kane. If they do that the

officers will ask the PCs if they're sure that the summons came from Mayor O'Kane, as it's possible that the summons were stolen from Mayor O'Kane's office, as a means of getting the city's adventurers out of the way. Play the officers as suspicious but competent.

About this time three additional City Watch officers will show up and be filled in on all that's transpired.

The officers will insist that the PCs accompany them out of the house. Since the house is a crime scene the officers don't want to risk the PCs doing anything to compromise the investigation. They will be quite adamant about this fact, even if the PCs are nobles, Lords of the city, or members of the city watch. Ambassador Carrague and Glora Varro are both important people in the city, and the officers do not want to do anything wrong and end their own careers. If the PCs persist that they want to talk to either Ambassador Carrague or Glora Varro before they leave the officers will allow them to do so but will watch the PC intently (sense motive checks) to tell if the PCs are being truthful with what they learn.

If the PCs (or a guard that's also a priest that will show up as the PCs are leaving if the PCs are unable to) cast *speak with dead*, they can discover the following information:

- They really are Ambassador Carrague and Glora Varro (if she died).
- They were killed by Lady Katharine Moorland Blacktree under the guidance of Mortimer Lightfoot.
- They didn't actually see Lady Blacktree's face, she was wearing a white mask, but they remember hearing Mortimer call their killer Katharine. They also heard her voice and it sounded like Lady Blacktree.
- They also recall Mortimer saying that Katharine's participation in their murders proves that her devotion is to him now, and not to Ravens Bluff.

When the group leaves the house, have PCs make a Spot check, or a Listen check (both at DC 10) to hear a pinging sound. If the PCs should look they will notice a small stone at the feet of one of the Watch officers. They will also notice that the officer is turning to stone (no check needed for this).

If the PCs make a successful Spot check vs. DC 15 they can tell that the stone was thrown from the roof of Ambassador Carrague's home. The PCs need to either find cover or a way to get up to the roof so that they can deal with the threat up there.

The City Watch officers are busy trying to drag their compatriot back to the building. They do not want

to take the risk of their fellow officer being the subject of a *shatter* spell.

The PCs will find a ladder placed against the side of the building around the side. Climbing the ladder will place them on the roof and in a position to deal with the villains up there.

When the PCs reach the roof, they will notice that it is empty. The villains are hiding on the adjoining rooftops. Have the PCs make a Spot check DC 20 to notice movement on the adjoining rooftops. They can't be sure how many people are on each rooftop. At some tiers, there are one or more beholders with the bad guys. Don't ask. The beholder(s) start on the rooftop of the next building.

As if that weren't enough the PCs will notice with a Spot check DC 10 three beholders and nine humans accompanying them. The beholders seem to be converging on Ambassador Carrague's. The PCs will need to decide which of these threats to deal with.

If the PCs have a quick means of getting up to the roof, such as flying, the villains will still be together on the roof, not having split up yet.

For the villains on the rooftops, use the stats in **DM Aid #1** and the quantities below. The beholders' stats are below.

The spacing between rooftops is 8 feet, so watch those jumps.

### **Tier 3 (EL 7)**

One Ftr7

### **Tier 4 (EL 10)**

Three Ftr7

### **Tier 5 (EL 12)**

Three Ftr9

### **Tier 6 (EL 14)**

Six Ftr7

Three Ftr9

### **Tier 7 (EL 16)**

Six Ftr9

Three Ftr11

### **Tier 8 (EL 18)**

Four Ftr11

Three Ftr13

One beholder

### **Tier 9 (EL 20)**

Six Ftr13

Two Ftr15

One beholder

### **Tier 10 (EL 22)**

Three Ftr15

Four Ftr17

Two beholders

**Beholder:** CR 13; Large Aberration (6 ft. wide orb); HD 11d8+11; hp 70; Init +4 (Improved Initiative); Spd 5 ft., fly 20 ft. (good); AC 20 (-1 size, +11 natural); Atks +7 ranged touch (eye rays), +2 melee (2d4, bite); SA eye rays; SQ all-around vision, antimagic cone, fly; AL LE; SV Fort +4 Ref +3 Will +11

Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15

*Skills:* Hide +7, Knowledge (Arcana) +10, Listen +15, Search +18, Spot +20. *Feats:* Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run.

SA: *Eye rays*—(each ray can attack once/round even if beholder is attacking physically or moving at full speed, and has a range of 150 ft.). *charm person* as spell, Will save DC 18; *charm monster* as spell, Will save DC 18; *sleep* as spell but one target only and no limit on HD, Will save DC 18; *flesh to stone* as spell, Fort save DC 18; *disintegrate* as spell, Fort save DC 18; *fear* as spell, Will save DC 18; *slow* s spell but single target, Will save DC 18; *inflict moderate wounds* as spell doing 2d8+10 points of damage, Will save DC 18 for ½ damage; *finger of death* as spell, Fort save DC 18 (if save succeeds target takes 3d6+13 points of damage); *telekinesis* as spell, can move objects or creatures that way 325 lbs or less, creatures can make will save DC 18 to resist.

SQ *All-Around Vision*—+4 bonus to Search and Spot checks, and they can't be flanked. *Antimagic cone*—The central eye produces a 150 ft. antimagic cone extending straight ahead from the creature's front. Functions like *antimagic field* cast by 13<sup>th</sup> level sorcerer. All magical and supernatural powers within the cone are suppressed, even the beholder's eyebeams. *Flight*—The beholder body is naturally buoyant, which allows it to fly as the spell as a free action. The buoyancy also gives it a permanent *feather fall* spell.

After the PCs have taken care of the villains, they will have to decide where to go. If they decide to go to the temple district please run **Encounter 4**. If they decide to go to the City Watch office with the officers to see if anyone else in the city has been killed or is missing please run **Encounter 3B**.

It is possible that the PCs might attempt to question the villains. The villains know the following information, although how much of the information that the PCs can get depends on whether they are being questioned alive, or through the use of a *speak with dead* spell.

- They were hired by Mortimer Lightfoot to attack as many people in the city as possible.
- Mortimer gave them stones that were specially created to stone people that they hit.
- Counting this officer they have already stoned 25 people.
- They are not the only ones that Mortimer gave this assignment to. There are at least a dozen others.
- Mortimer Lightfoot said that he needs to get a priest, as well as some witnesses for the event.
- His wedding will be held at his estate.
- The estate is quite impressive. It is composed entirely of clouds.

## Encounter 3B: The City Watch Office

*Arriving at the City Watch office, you notice a most disturbing sight. Inside the office are two stone statues of City Watch officers. It's obvious from looking at the statues that these are actually members of the City Watch that have been turned to stone.*

*Next to the officers are several small stones on the ground, as well as a rolled up piece of parchment.*

If the PCs should attempt to read the parchment they will need to make a Reflex saving throw DC 23 to avoid the *sepia snake sigil* spell that has been cast on the parchment. The parchment says:

*“So you couldn’t leave well enough alone could you? You’re trying to mess up my wedding day. Well, I won’t have that. Now that I have demonstrated what happens to those that oppose me, I hope that you’ll reconsider your foolish pursuit of me. Of course I know that you don’t have much choice, being the obedient but mindless lap dogs of the city that you are.*

*“What happened to these poor deluded fools will happen throughout the city. By tomorrow morning I’ll have both my wife and my city.”*

As the PCs are trying to figure out what to do next a young City Watch officer will enter the office. He will have a very shocked look on his face when he sees the petrified officers inside. The officer will report that other people have been petrified too, some of them adventurers from the city.

He doesn’t know the names of the adventurers, so insert any that you know that are not at the table.

The attack on the Temple District has come now too, and that several priests from the temples and some adventurers from the city have been abducted.

If the PCs wish to go to the Temple District please proceed with **Encounter 4**. If they wish to go somewhere else not in the scenario feel free to let them, but mention how the streets are filled with people running around screaming about how the city should be able to protect its citizens from something like this. They will even hear people shouting that the city should just give in to the Circle of Four and then no one would get hurt.

## Encounter 4: Temple District

*Arriving in the Temple District, you notice that the area is in a state of chaos. There are bloodied bodies scattered along the ground, and people running round screaming about how this is a sign that the world would end shortly. Each of the temples has bodies lying in front of it. Near the temple of Mystra is a banner with the symbol of Cyric on it. From what you can tell, the attacks were vicious but none of the temples were penetrated.*

If the PCs should examine any of the bodies, they can find a body with a hawk tattoo on its arm (Search check DC 15). On this person is a note, **Player Handout 4**.

The PCs will be able to find witnesses to question about what transpired.

From the witnesses:

- Several of the city's temples were attacked.
- Each of the attacks occurred simultaneously.
- Six of the assaults were led by Mortimer Lightfoot himself.
- The remaining attacks were led by evil priests of Cyric and Talona.
- Priests and several adventurers defended the temples.
- A few priests were captured; the beings (mostly humans) teleported the fallen bodies away.
- During the battle 3 Mortimer Lightfoots were captured.
- The attack lasted about two minutes, and then the attackers retreated.

A Sense Motive check vs. DC 10 will reveal that all of the statements are true.

## Encounter 5: Up, Up, and Away

The final battle with Mortimer will take place in Mortimer's hideout in the clouds. If all of the PCs have a means of flying to the clouds on their own please skip to **Encounter 6**.

*A member of the City Watch runs up to you. He reaches into his pocket and pulls out what appear to be a handful of whistles. "Captain Rockcrusher told me to find you. It seems that the battle has to be taken to Mortimer Lightfoot. Captain Rockcrusher can get you to the cloud hideout by pegasus."*

*The officer leads you towards the Aerie, a plateau high up in the mountains. Here the Griffon knights keep their mounts. Today, however, four majestic creatures stand waiting. The creatures are all winged horses, one silver, one white, and two black. The silver horse begins speaking, "We come to honor our debt to this city for freeing us from the evil man that tried to dominate us. Where would you like us to take you?"*

After informing the pegasi where they wish to be taken, the creatures ask the PCs to mount, one or two on each. Then they take off.

It's a strange feeling riding a Pegasus, but smooth, as the pegasi go slowly enough to ensure that none of the PCs fall off. The pegasi fly up towards a massive cloud that looms ominously ahead.

## Encounter 6: The Clouds

*Arriving at the clouds, you're surprised to discover that they are solid. There is a really large building, a towering mansion, that appears to be made of clouds.*

The building is the result of two of Mortimer's favorite spells that he created, *solid cloud* and *cloudshape*.

When the PCs land on the cloud, they will trigger a series of *magic mouth* spells.

*"Greetings witless dolts. I see that you are persistent, but this is getting down right annoying. I'd like to say that I admire your tenacity, but that would be lying, and lying is evil. You have arrived too late! Katharine is mine and so is the city. If you swear your allegiance to me I might allow you to live, at least until I finish my honeymoon. If not, either you'll be found guilty of treason and executed, or you can be exiled to Procampur."*

*"I'd like to say that you've been a challenge but again that would be a lie. I'm a little disappointed in the fact that it took so much time and effort to accomplish, when the city knowing that they would be defeated in the end could've just surrendered years ago and avoided all the death and destruction that followed."*

*"Once I am finished with my honeymoon I will begin the task of handing out the death sentences to Mayor O'Kane and the rest of the city's administration. They opposed me, and lost. I'm nothing if not a gracious winner. I'll make their deaths as painful as possible."*

*"You are dismissed! Good day and good riddance"*

Mortimer knows that the PCs will not leave so he's got surprises in store for them inside his palace.

### The Palace

*The cloud palace is an impressively 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, you find that you are in a hallway. The hallway continues briefly ahead but also branches off to both the left and the right.*

Descriptions of the rooms in the palace are as follows:

### Room 1:

*This room appears to be the sleeping quarters of someone. The room contains a bed, a wardrobe, a desk, a chair, and a nightstand. There is a figure on the bed that hasn't reacted to the opening of the door yet.*

*As you enter the room the figure will slowly and with some effort get off the bed. The figure is the spitting image of Mortimer Lightfoot. "Leave; I don't want to go to the effort of hurting you."*

A Sense Motive check DC 10 will reveal that the figure is sincere. He doesn't seem to want to hurt the PCs.

If the PCs question the clone they can learn the following information:

- He discovered that every time he exerts himself he drains himself of energy.
- Every time he loses energy, he finds it harder to concentrate on casting a spell like *prismatic sphere*,

*time stop*, and *wish*, but now he's lucky if he can concentrate enough to cast a *cloudkill* spell.

- He's not exactly sure, but he believes that this is all related to the spell that Mortimer used to create him and the other seven clones.
- He hasn't spoken to the other clones about it, but he knows that they are all going through the same problem. He can tell by the looks on their faces.
- He doesn't know where Mortimer is right now.
- He was involved in the capture of some of the city's priests.
- The captured priests were placed into the reduction globes.
- Those inside the globes are put into a sort of temporal stasis. While inside the globe they cannot be harmed or affected by anything, other than the globe breaking. He's not sure exactly what effect breaking the globe would have on those inside, but whatever it is it can't be good.

He doesn't want to fight the PCs because he discovered that every time he exerts himself he drains himself. He will fight them if they leave him no choice. He will try to cast his lower level spells first because they don't require as much concentration. He's also found that with the drain in energy, it gets harder to concentrate and cast a spell.

**Mortimer Clone #1, male human Wiz9:** CR 9; Medium Humanoid (5 ft. 9 in. tall); HD 9d4+33; hp 60; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+4 Dex); Atks +4 melee (1d4 [crit 19–20], dagger), or +8 ranged (1d4 [crit 19–20], dagger); SA spells; AL NE; SV Fort +6, Ref +7, Will +6.

Str 11, Dex 18, Con 16, Int 18, Wis 11, Cha 11.

*Skills:* Alchemy +11, Concentration +17, Craft (painting) +5, Knowledge (Arcana) +11, Knowledge (Geography), +11, Knowledge (Local) +7, Spellcraft +15, Spot +3. *Feats:* Brew Potion, Improved Initiative, Maximize Spell, Scribe Scroll, Skill Focus (Concentration), Toughness, Toughness.

*Spells (4/5/5/4/3/1):* 0 lvl – *daze, flare, mage hand, ray of frost*; 1<sup>st</sup> lvl – *charm person, expeditious retreat, magic missile, magic missile, unseen servant*; 2<sup>nd</sup> lvl – *cat's grace, fog cloud, levitate, Melf's acid arrow, summon swarm*; 3<sup>rd</sup> lvl – *gust of wind, hold person, lightning bolt, sleet storm*; 4<sup>th</sup> lvl – *enervation, rainbow pattern*, Maximized *magic missile*; 5<sup>th</sup> lvl – *cloudkill*

## Room 2:

*This room appears to be the sleeping quarters of someone. The room contains a bed, a wardrobe, a desk, a chair, and a nightstand.*

A search of the room will not reveal anything else.

## Room 3:

*This room appears to be the sleeping quarters of someone. The room contains a bed, a wardrobe, a desk, a chair, and a nightstand. There is a figure on the bed that hasn't reacted to the opening of the door yet.*

If the PCs should step into the room the figure will continue sleeping. This clone appears to be exhausted. If the PCs should wake him up he will hold out his hands and tell them that he surrenders. He will ask them if he can wait in bed, until they've dealt with Mortimer and the others that are here. He will tell the PCs that there are 6 others here Mortimer and his new bride can be found in room #9. He will ask the PCs to shut the door on the way out.

The clone does not want to fight the PCs because he's trying to figure out a way to get back at Mortimer because of the drain in ability that he's been experiencing. In fact the clone will promise to surrender if the PCs capture Mortimer.

**Mortimer Clone #3, male human Wiz9:** See stats for Mortimer Clone #1.

## Rooms 4,5,16:

These rooms are the sleeping quarters of the three clones that were captured in the raid on the temples. The rooms each contain a bed, a wardrobe, a desk, a chair, and a nightstand. There is no one in any of these rooms, nor is there anything of value in here either.

## Room 6:

This room contains a table with beakers and books. It is obviously that they contain a laboratory of some kind. There are papers containing the beginnings of some spells that were being worked on, but they don't appear to have been finished. If the PCs search the room they will find a body slumped on the floor behind the table, another of the clones.

If the PCs approach the clone he will be a bit startled. He will tell the PCs that Mortimer and his new bride are in room #9. He's working on some experiments to help himself and the rest of the clones, who are becoming weaker with each passing moment. He will ask the PCs if he can continue working on his experiment while they capture Mortimer. He promises that he's only working on finding something to help the clones, but he will understand if the PCs should say no. If the PCs should say no, he will ask them if they can

escort him back to his bedroom, room #2, so that he can lie down until they've apprehended Mortimer.

The PCs can tell with a Sense Motive check DC 10 that the clone is being sincere.

**Mortimer Clone #2, male human Wiz9:** See stats for Mortimer Clone #1.

### Room 7:

The four walls of this room are covered with bookcases constructed from clouds. Each of the bookcases is full of books. Some of the books are, "The Beginner's Guide to Conjuring Your First Elemental," "Reincarnated and It Feels So Good," "Your Familiar and You: A Wizards Guide to Getting a Familiar that is Right for You," and "The Wizard's Almanac on Recruiting Followers."

### Room 8:

This room is locked. There are no openings to allow anyone to pick the locks. The door can be forced by making a Strength check. DC 25. If the PCs should fail, they will need to enter this room from Mortimer's bedroom.

When they open the door the PCs will discover that this is Mortimer's laboratory, 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 once he took over the city. He knew that with an army of golems at his disposal no one would oppose him, and that they would be more of a deterrent against crime than the city watch currently is. 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 players **Player Handout 5**.

### Room 9:

*Opening the door to this room, you notice Mortimer Lightfoot and Lady Katharine are in this room sitting on the bed. They are discussing plans for their honeymoon. You notice that Lady Katharine has a circlet on her head. There are cages on the walls filled with exotic birds.*

*Mortimer and Lady Katharine both notice you, and he begins speaking to you. "It's about time you showed up. I knew that you couldn't keep your prissy*

*little noses out of my business. If you kneel before me and acknowledge me as your superior, which we all know is true, I might let you live Then again I might not. Omnipotence does have its advantages. You've been a thorn in my side, for far too long. Now here is where you get what's coming to you."*

(For all but Tier 7) *As Mortimer says this he waves his hands and the birds fly out of the cages which were obviously closed but not locked, and transform back into their original forms, that of heavily armed humans. They stand between you and Mortimer.*

For Tiers 3-6, Mortimer then takes Katharine by the hand and casts a teleport spell. The PCs can act in this round to interrupt it. When it goes off, Katharine is not teleported with him, but remains in the room confused. Thus, Mortimer does not fight the PCs on Tiers 3-6.

Ftr stats come from **DM Aid #1**.

#### **Tier 3 (EL 10)**

Three Ftr7

#### **Tier 4 (EL 12)**

Six Ftr7

#### **Tier 5 (EL 14)**

Six Ftr9

#### **Tier 6 (EL 16)**

Six Ftr11

#### **Tier 7 (EL 18)**

Mortimer

#### **Tier 8 (EL 20)**

Mortimer  
Four Ftr13

#### **Tier 9 (EL 22)**

Mortimer  
Four Ftr 17

#### **Tier 10 (EL 24)**

Mortimer  
Eight Ftr17

**Mortimer, male human Wiz14/Archmage 5:** CR 19; Medium Humanoid (5 ft. 9 in. tall); HD 19d4+76; hp 130; Init +13 (+9 Dex, +4 Improved Initiative); Spd 30 ft.; AC 30 (+9 Dex, *bracers of armor* +8, *ring of protection* +3); Atks +9/+4 melee (1d4 [crit 19–20], dagger), or +18/+13 ranged (1d4 [crit 19–20], dagger); SA high arcana; AL NE; SV Fort +9, Ref +14, Will +16.

Str 11, Dex 28, Con 18, Int 30, Wis 16, Cha 12.

*Skills:* Alchemy +32, Bluff +11, Concentration +26, Intimidate +11, Knowledge (Arcana) +32, Knowledge (Geography), +32, Knowledge (History) +32, Knowledge (Local) +32, Knowledge (Nature) +32, Knowledge (Religion) +32, Spellcraft +32, Scry +32. *Feats:* Brew Potion, Combat Casting, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Initiative, Maximize Spell, Scribe Scroll, Silent Spell, Spell Mastery.

SA: Spell-like Ability—can cast *fireball* 2x/day. *Spell power* +3—add +3 to DC for spells cast. *Mastery of shaping*—can alter area and effect of spells to create area within spell that's not subject to spell (for example ground zeroing *fireball* without caster and those within area he designates not taking damage from the spell). *Arcane reach*—can cast touch spells up to 30 ft. away. *Mastery of counterspelling*—a successful counterspell turns counter-spellable spells back on their caster.

Spells (4/7/7/6/6/4/4/2/2/1): 0 lvl – *flare, mage hand, ray of frost, resistance*; 1<sup>st</sup> lvl – ~~*endure elements (electricity), magic missile, magic missile, obscuring mist, ray of enfeeblement, ventriloquism, ventriloquism*~~; 2<sup>nd</sup> lvl – *cat's grace, fog cloud, fog cloud, invisibility, levitate, melf's acid arrow, whispering wind*; 3<sup>rd</sup> lvl – *gust of wind, hold person, lightning bolt, sleet storm, stinking cloud*; 4<sup>th</sup> lvl – *confusion, enervation, ice storm, improved invisibility, polymorph other, solid fog*; 5<sup>th</sup> lvl – *cloudkill, cone of cold, ~~feblemind, feblemind~~*; 6<sup>th</sup> lvl – *circle of death, control weather, mass haste, summon monster VI*; 7<sup>th</sup> lvl – *reverse gravity, limited wish*; 8<sup>th</sup> lvl – *incendiary cloud, sunburst*; 9<sup>th</sup> lvl – *energy drain*

After the battle, the PCs can free Katharine from the charm spell by removing the circlet from her head. She comes to herself, but has hazy memories for a few hours. After the PCs reach the city, her memory becomes clearer and she can recall everything that happened to her. At this time, for Tiers 3-6, she can produce sufficient clues that high-powered adventurers can go and capture Mortimer in his castle (he is hiding in his laboratory, working on something to enslave Katharine completely).

### Room 10.

This room is Mortimer's personal library. The bookshelves are lined with books on every subject imaginable. There are books on the art of manipulating others to do your bidding, and how to get what you want when you want it. The PCs can find books on any subject that they're interested in. If the PCs search the room they will find a book which contains pieces of parchment with the heading "Hidden Hawks no more."

The PCs will need to decide what they are going to do with this book. Publishing the list of Hawks, or keeping it, is not an option (as the names are not provided). The list is in a magical code that will take time to decipher, and a Hawk knight gets it back if the PCs decide to keep it.

### Room 11:

This room is a torture chamber. Mortimer has all the latest in torture equipment here.

### Room 12:

These rooms contain a table with beakers and books. It is obviously that they contain a laboratory of some kind. The PCs will find papers containing the beginnings of some spells that were being worked on, but they don't appear to have been finished.

### Rooms 13, 14:

These rooms are used to house Mortimer's henchmen. Each of these rooms has 5 cloud bunkbeds, as well as 10 chests. The chests are empty.

### Room 15:

This room is used as an equipment storage room. There are 2 swords of each and every type here, as well as pieces of armor. Each of the swords is a masterwork sword

### Room 16:

Look, an empty storage room.

### Room 17:

This room is the kitchen. There are cloud pots and pans hanging above a cloud stove.

### Room 18:

This room is the pantry. There are assorted dry goods here.

### Room 19:

This is an extremely large room. It is obvious by the large silvery scale left on the enormous cloud bed that this is where the dragon resides when it's here.

### Room 20:

This is an extremely large room. It is unused at present.

## **Room 21:**

This room contains all of the missing people from Ravens Bluff. King is in this room as well. There are eight small globes that are on top of a throne at the other end of the room.

If the PCs examine the globes they will notice that each of the globes has an image of adventurers being whipped around in the middle of a tornado. They will recognize the adventurers as heroes from Ravens Bluff.

If the PCs lift one of the globes up they will notice two 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 in 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 need to figure out how to get down from the clouds with everyone that's up here. The pegasi cannot carry more than eight people total, and cannot handle the weight of petrified persons. There are nine petrified priests and the eight adventurers from the globes. If the PCs know how to use the globes, they can use them to carry the extra people.

Once the PCs get back to Ravens Bluff they will receive a summons to report to Mayor O'Kane's office. It is possible that the PCs might decide to head to one of the temples to try and get help for the rescued prisoners before heading to Mayor Okane's office.

## **Conclusion**

*When you arrive at Mayor O'Kane's office you are immediately ushered in to see him. You can't help but notice that the mayor is not alone. There are a few members of the city watch here as well as Marina Waterdale, Jerendella Fireblade, Maurice Stone, and Ariella, known throughout Ravens Bluff as the Circle of Four.*

*Mayor O'Kane asks the guards to escort the Circle of Four out of the room, and to the city jail to await trial for their crimes. The Circle surprisingly follows the guards out of the office without so much as uttering a word. The mayor turns to you and asks you to enlighten him with the details of your mission.*

After they report, continue.

*"Thank you for helping the city in her time of need. Indeed, we owe a great debt to the adventurers who make this place home. The other groups were also*

*successful, and the threat of the Circle of Four is ended. The "auditions" were the efforts of the Circle members' underlings and they have been stopped. Further, the Circle of Four members have turned themselves in to answer for their crimes.*

*"But I find that we owe the members of the Circle a debt too. They visited Carrague and Glora Varro, and it was they who developed the plan that brought Lightfoot to justice. They worked in secret, but in some part repaid the damage that they have caused over the years.*

*"The Circle discovered where Lightfoot might be found, and let their "agenda" to be found as well. They knew that Lightfoot would try to use the agenda against them, and indeed he did. He is not as smart as he thinks, that one. This was concealed from me, and though I am not pleased with the methods I am pleased with the results.*

*"The members of the Circle are willing to help the petrified citizens before their incarceration and trial, another show of remorse over their actions. Even with these shows of good intent, they will spend a long time as guests of our prison system."*

The Circle members are led away by guards.

Katharine Moorland Blacktree gives the PCs a reward of 12,000 gp total in thanks for rescuing her.

Carague is resurrected, as is Glora Varro if necessary. Glora gives the PCs a *wand of magic missiles* (5<sup>th</sup> level caster, 50 charges) in thanks for helping defeat Lightfoot.

## **The End**

## **Experience Point Summary**

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 3	Tier 4	Tier 5	Tier 6	Tier 7	Tier 8	Tier 9	Tier 10
<b>Intro:</b>								
Helping the boy	25	25	25	25	25	25	25	25
<b>Encounter 2:</b>								
Defeating fake guards	2,700	3,300	3,900	4,500	5,100	5,700	6,300	6,900
Getting information from the guards or butler	25	25	25	25	25	25	25	25
<b>Encounter 3:</b>								
Defeating the ambushers	1,350	2,200	2,600	3,000	3,400	3,800	4,200	4,900
<b>Encounter 6:</b>								
Getting the journal entries in Room 8	25	25	25	25	25	25	25	25
Defeating Mortimer and/or goons	4,050	4,950	5,850	6,750	7,650	8,550	9,450	10,350
Capturing Mortimer alive (not raising him later)					200	200	200	200
Figuring out how to get everyone back to the city	25	25	25	25	25	25	25	25
Total possible experience	8,200	10,550	12,450	14,350	16,450	18,350	20,250	22,450
Divide the total by the number of PCs and round down								
<b>Total possible experience per PC</b>	<b>1,366</b>	<b>1,758</b>	<b>2,075</b>	<b>2,391</b>	<b>2,741</b>	<b>3,058</b>	<b>3,375</b>	<b>3,741</b>
Then add:								
Discretionary roleplaying award	0-100	0-100	0-100	0-100	0-100	0-100	0-100	0-100

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught

receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

### Encounter 2

- One *potion of cure moderate wounds* (Value 750 gp) per guard fought  
Tier 3: 2, Tier 4-9: 4, Tier 10: 8

### Encounter 3A

- One *potion of cure moderate wounds* (Value 750 gp) per guard fought  
Tier 3: 1, Tier 4-5: 3, Tier 6-7: 9, Tier 8: 7, Tier 9: 8, Tier 10: 7

### Encounter 6

Tier 7-10 only:

- *Bracers of armor +8* (Value 64,000 gp)

- *Ring of protection* +3 (Value 18,000 gp)

### **Knightly Awards**

Knights and squires can earn a chivalry point or honor, but not both, from this scenario. Award whichever is most appropriate, regardless of what the PC already has earned.

### **Conclusion**

- Reward of 12,000 gp from Katharine Moorland Blacktree if she is rescued
- *Wand of magic missiles* (Value 75 gp per charge, 50 charges): This wand functions at 5<sup>th</sup> caster level.

**Chivalry point:** If a knight or squire helped the boy's family, helped the man's daughter, and paid to have any of the guards raised, he or she qualifies for a chivalry point.

### **Knightly Honors**

**General Honor: The Hero's Cup:** A bronze drinking horn with a stylized emblem of Ravens Bluff on the face, presented to the knight by the Lord Mayor. This is awarded to the knights who successfully bring a major evildoer in to the city authorities for justice. The evildoer must be alive and must have presented a clear and certain danger to the city. The knight must have been the individual who subdues and captured the evildoer and be the person who presents the prisoner to the city officials. Treatment of the prisoner must have been just and honorable while in the custody of the Knight, in addition he would have provided protection from hostile forces.

The knight must have been an active participant in the capture of Mortimer Lightfoot. Mortimer must be alive at the end of the combat, and turned over to the authorities for the knight to get this award.

**Keeper of the Mystic Flame: Sapphire** - Awarded for direct individual actions that resulted in the capture and/or containment of a serious magical threat to Ravens Bluff.

The knight must have played an active role in capturing Mortimer Lightfoot

**Knights of the Hawk: Crescent Moon (Silver Hawk):** This mother of pearl pin depicts a full moon inlaid with a silver hawk in flight. This honor is bestowed upon a knight whose direct action resulted in the rescue and safe return of a citizen of Ravens Bluff being held by a powerful enemy. If multiple hostages are involved, all must be recovered safely to be eligible for this award. Note: The knight need not be injured in taking this action nor even be seen.

The knight needs to play a direct part in rescuing Lady Blacktree and the hostages.

Any Knight or squire of the hawk that retrieves the roster of hawk members in secret will receive a recommendation from an NPC Knight of the Hawk. This recommendation can be used toward the required number of recommendations for entry or advancement in the order. Note this on the log sheet.

## DM Aid #1: Stats for Fighters

Use as many of these guys as an encounter calls for, at whatever levels the encounter calls for. You may be using multiple blocks at different levels.

### CR 7

**Guard, male human Ftr7:** Medium Humanoid; (6 ft. tall); HD 7d10+17; hp 66; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+1 Dex, +8 full plate armor); Atks +12/+7 melee (1d6+6 [crit 19-20], short sword); AL LE; SV Fort +7, Ref +4, Will +2.

Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 9.

*Skills:* Climb +12, Jump +11, Swim +11. *Feats:* Blind-fight, Cleave, Combat Reflexes, Great Cleave, Power Attack, Toughness, Weapon Focus (short sword), Weapon Specialization (short sword).

Equipment: *potion of cure moderate wounds*

### CR 9

**Guard, male human Ftr9:** Medium Humanoid; (6 ft. tall); HD 9d10+21; hp 84; Init +2 (+2 Dex); Spd 30 ft.; AC 20 (+1 Dex, +8 full plate armor, +1 ring); Atks +14/+9 melee (1d6+6 [crit 17-20], short sword); AL LE; SV Fort +8, Ref +5, Will +3.

Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 9.

*Skills:* Climb +13, Jump +12, Swim +12. *Feats:* Blind-fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (short sword), Power Attack, Quick Draw, Toughness, Weapon Focus (short sword), Weapon Specialization (short sword).

Equipment: *potion of cure moderate wounds*

### CR 11

**Guard, male human Ftr11:** Medium Humanoid; (6 ft. tall); HD 11d10+25; hp 102; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+1 Dex, +8 full plate armor); Atks +16/+11/+6 melee (1d6+3 [crit 17-20], short sword); AL LE; SV Fort +9, Ref +5, Will +3.

Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 9.

*Skills:* Climb +14, Jump +13, Swim +13. *Feats:* Blind-fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (short sword), Power Attack, Quick Draw, Sunder, Toughness, Weapon Focus (short sword), Weapon Specialization (short sword).

Equipment: *potion of cure moderate wounds*

### CR 13

**Guard, male human Ftr13:** Medium Humanoid; (6 ft. tall); HD 13d10+29; hp 120; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, +8 full plate armor); Atks +18/+13/+8 melee (1d8+6 [crit 17-20], longsword); AL LE; SV Fort +10, Ref +6, Will +6.

Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 9.

*Skills:* Climb +16, Jump +14, Swim +14. *Feats:* Blind-fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (longsword), Improved Initiative, Iron Will, Power Attack, Quick Draw, Sunder, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: *potion of cure moderate wounds*

### CR 15

**Guard, male human Ftr15:** Medium Humanoid; (6 ft. tall); HD 15d10+33; hp 138; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, +8 full plate armor); Atks +18/+13/+8 melee (1d8+6 [crit 17-20], longsword), +11/+6 melee (1d6+2 [crit 19-20], short sword off-hand); AL LE; SV Fort +11, Ref +7, Will +7.

Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 9.

*Skills:* Climb +17, Jump +16, Swim +15. *Feats:* Blind-fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (longsword), Improved Initiative, Improved Two-weapon Fighting, Iron Will, Power Attack, Quick Draw, Sunder, Toughness, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: *potion of cure moderate wounds*

### CR 17

**Guard, male human Ftr17:** Medium Humanoid; (6 ft. tall); HD 17d10+37; hp 156; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, +8 full plate armor); Atks +20/+15/+10/+5 melee (1d10+9 [crit 17-20], bastard sword), +13/+8 melee (1d6+2 [crit 19-20], short sword off-hand); AL LE; SV Fort +12, Ref +7, Will +7.

Str 18, Dex 14, Con 15, Int 11, Wis 10, Cha 9.

*Skills:* Climb +17, Jump +16, Swim +15. *Feats:* Blind-fight, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Improved Initiative, Improved Two-weapon Fighting, Iron Will, Power Attack, Quick Draw, Sunder, Toughness, Two-weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Equipment: *potion of cure moderate wounds*

## Player Handout 1

### Highlights

- **A Final Battle Approaching**
- **The History of The Circle of Four**

### Staff

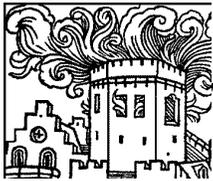
**Editor-in-Chief: Fred Faber**

**City News: Clio Hesperin**

**Society Editor: Jacinth Moonspring**

# The Trumpeter

*The Newsletter of  
Ravens Bluff  
March 2001*



## The Final Battle seems Destined

*The city finally takes action against the Circle of Four*

### **by Harold Dayspring**

Early this morning the city launched an all out battle against the Circle of Four. In a spectacular show of force, Knights of The Griffon, Phoenix, and Golden Rooster Forces, acting on a tip from the Knights of the Hawks, raided a warehouse in the Merchant District.

According to my sources, inside the warehouse the group found and captured Mortimer Lightfoot, founding member of the Circle of Four, well one of them at least. I heard from one of my sources that the raid also netted an agenda of the Circle's plans.

I'm not sure but I'm hoping that this means that the mayor also plans to step up the battle against the other members of the Circle of Four. It would be nice to take care of those elementalists before any more lives are lost. Unfortunately that was something that the previous administration, and this administration before today were either unwilling or unable to commit to doing.

I will keep you posted as further developments arise.



## The History of The Circle of Four

### **by Harold Dayspring**

Many people in the city have come to know, fear and despise the band of individuals that comprise the Circle of Four. As the city has launched an offensive against the city's most despised elementalists we thought that it would be a good time to look at the Circle of Four, who first threatened the city 3 years ago.

The membership of the Circle currently consists of Marina Waterdale, Maurice Stone, Jerndella Fireblade. Over the past two years, the Circle has had two different air elementalists, Mortimer Lightfoot one of the founding members, and Anjelica his replacement, as the fourth member of the group.

Its hard to believe that this is a group of people all of whom have dedicated their lives to making the city pay for what they believed were transgressions against them by city officials. Marina Waterdale was involved in romantic relationships with both Rolf Sunriver and Calvin Longbottle. In fact, my sources said that she was engaged at one time to both of them, but the two men called off the engagement shortly before the weddings were to take place.

Jerndella Fireblade's parents were accused of treason after one of her fathers friends turned them in. The evidence against her parents was overwhelming. The case was tried in Judge Rupert T. Hangmans court and due to the evidence against her parents they were convicted and executed for treason. Jerndella held a grudge against Judge Hangman, and it was this grudge that led to his death, as well as the destruction of the Ravens Bluff courthouse.

Maurice Stone has blames Lady Lauren DeVillars for the death of his brother Ezekiel. Maurice even went so far as to kidnap Lady DeVillars and her children so that one of her children could be used as a vessel for his brother's spirit.

Mortimer Lightfoot was involved years ago with Lady Blacktree, in fact he still carries a torch for her. This was evidenced by the many times that he kidnapped Lady Blacktree and almost killed Lord Blacktree.

The relationships of both Anjelica and Marina's good friend Ariella who has helped the Circle on numerous occasions are unknown.

## Player Handout 2

Dear \_\_\_\_\_ ;

The city has need of your assistance. Please report to Ambassador Carrague's home at 10 bells. You will be provided with information when you arrive. Thank you for assisting the city in her time of need

Mayor Charles O'Kane

### Player Handout 3

The following message was written on the wall at the Blacktree townhouse

#### *Witless fools of Ravens Bluff*

*For too long you've sought to deny me that which is rightfully mine, but this time you're too late. I've already obtained my treasure. The city thought to go up against me that was a mistake. Now the adventurers of the city will pay the price for the city's folly, with their lives. At each and every one of the locations specified in the agenda, the locations where the city dispatched her brave adventurers to, are bands of assassins waiting to strike them dead.*

*The best part about this was that I didn't have to come up with this plan. The mayor did it all for me. All I needed to do was modify it so that it was the city's adventurers that paid the price and not me. I need to figure out a way to properly thank the mayor and an elemental just seems too impersonal. Perhaps a nice imprisonment spell*

*Because I'm in a nice mood, and there's nothing that you can do to stop me anyway, I'm going to allow you to keep living, at least for now. I won't be that nice in the future. Besides I like the fact that you owe your lives to me, "Mortimer the Great."*

## Player Handout 4

### Brother

A situation has arisen which requires your attention. It was discovered that the order had been compromised by members of Mortimer Lightfoot's regime. We managed to capture one of the traitors and with a little convincing learned that his cohort had made copies of all of our secret documents, including our membership roster. He said that his companion was in the process of turning them over to Mortimer Lightfoot himself.

As you can see we found the other traitor, but unfortunately he died before we could learn what he did with the records. You need to keep your eyes open, for this most important record, it must be retrieved at all costs.

We cannot have the city's greatest enemy in possession of our roster. The names of our members are supposed to be secret, which is why we could not reveal this information to anyone else. If our membership were to be made public knowledge we would lose our covert effectiveness, and be just like any of the other knightly orders in the city. We are depending on you to take the necessary steps to assure that our order remains secret.

The Brotherhood

## Player Handout 5

*It was child's play to manipulate those incompetent simpletons that though themselves my equals much less my betters. They never realized that all of their actions were dictated by me. Ever since we met I've been calling the shots. They are so paranoid, but they never realized that the rings and other items of protection that I so generously provided for them when we first formed the Circle had a side effect that allowed me to bend their wills.*

*Every plan that they thought up was an idea that I came up with and allowed them to have. I knew from looking at them that they had no style, no class, so I found a way to give them some. It was really good because doing things in this fashion I could get my ideas carried out and if anything went wrong those fools would be the ones to take the blame for this. That's the most delicious part of all this.*

*Jerendella wasn't responsible for the death of Judge Hangman, I was. The plague that Marina supposedly inflicted upon adventurers, that was my work too. Maurice's capture and torment of Lady DeVillars and her children my work yet again. All the deaths and destruction that the Circle caused were all due to my guidance. If it wasn't for me they'd still be moping around talking about how the city did them wrong. They lack initiative and don't have any follow-through. Sometimes I even amaze myself, I'm just so good at being bad.*

*It's getting old, my thinking for them. It's time to end this charade once and for all and deal with my former compatriots, and I think that I know just how to do it. I've planted the seeds of dissension in some of the Circle's former underlings. I even made sure that they knew where the Circle kept some of their most powerful magic items. After all why should I get my hands dirty? I've got more important things to deal with now like my current plan to take over the city. It's brilliant if I do say so myself.*

*Those clones have outlived their usefulness. The good thing about the improved cloning spell that I used to create them was the modification I put on it about how the use of their abilities would drain their life force. At the rate that I'm keeping them busy they should barely be able to cast spells of any real power, not that they won't try.*

Map of the Cloud Castle

