

A FISTFUL OF DRACMAS

A One-round Living City Adventure.

by David P. Santana

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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 capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way 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+

DM's BACKGROUND:

Two weeks ago, a team of Red Lancers had been sent out with two Zhent spies to meet with a group of Zhentarum somewhere halfway between Zhentil Keep and Ravens Bluff. The spies were to be traded for a Lord of Ravens Bluff and his daughter whom had been caught near Zhentil Keep during a hunting expedition. The Zhents would have had them hung, but were willing make a trade. Three days ago, a message was received from the Zhents. It said that the Red Lancers had never arrived and if the two 'Zhent travelers' were not brought to the rendezvous point within two weeks, they would execute the two nobles as spies. An augury was done and it revealed that the Lancers never did

arrive at their destination, though their actual location could not be determined.

The adventurers are hired to accomplish several things. First, the group is to track down the missing Lancers and if the spies are found, to meet the Zhentarim at the rendezvous. If the spies are not found or they are found dead, the group is to go to the rendezvous and free the Lord and his daughter before they are returned to Zhentil Keep. The PCs will be paid 1000 gp each.

The group can take a boat as far as Ylraphon. That part of the trip is uneventful. Gathering information in Ylraphon, the group will follow the North Road, towards the rendezvous point. About a half a day's trip through the flooded forest, a delirious lancer is found. Following his ravings, a trail is found leading to a Cult of Bane. The Leader of the Cult, Castron, is a magic-user trying to summon a demi-lich of Bane. After defeating the cult, the party will be able to retrieve the missing spies.

To make the rendezvous, the group will have to cross the River Lis and travel along the banks of the Elvenflow. There, they will encounter the Zhent camp with the Lord and Lady of Ravens Bluff. After coming out into the clearing, they are approached by the Zhent commander. He introduces himself as Captain Alexi von Trampf, a member of a faction of the Zhentarim who believes in possible peace in Fareum That is why he is willing to trade the two from Ravens Bluff for the zhent spies. The truth is that this faction of the Zhentarum do not support the current plans of the Zhents and have plans of their own.

When the party trades the two Zhents for the two captives, Captain van Trampf will pass the spies onto the other Zhents, the two spies will scream. The Zhents go through a ritual of execution for the two spies. The ritual will be short, and not lost on those who would try to disrupt it. They will then disappear into the darkness. The party is then free to return the Lord and his daughter back to Ravens Bluff.

ENCOUNTER ONE SPIES LIKE US!

It is a warm, bright morning in Ravens Bluff. The early sun woke you, even though the window shutters did try to keep the light out. Still, you got up and had breakfast. As you headed towards your door, you see a note on your floor.

For PCs who can't read, the note will have symbols and pictographs for them to understand.

The note reads:

Come to the Prancing Pony Inn

The Cook has a Cleaver

For the illiterate PC, a symbol of a Dancing Pony (The Inn's symbol), a plate with knife and fork (The symbol for food or kitchen) and a cook's cleaver is all that is shown.

At this point, the PCs can go to the Prancing Pony, or they can procrastinate. They need to see the cook of the Prancing Pony before noon or it is the end of the adventure.

THE PRANCING PONY

The Prancing Pony is a well-to-do inn sandwiched between the Temple and Marketplace districts. The Cooks here are famous for their culinary talents. Since the inn does not serve breakfast, it is closed this morning.

The PCs can look around, or ask passers-by to find out that the Inn is indeed closed, but you can find the cook going through the back entrance. The PCs can go one at a time, or they can run into each other. The key to the encounter is for any of the PCs who talk to the day cook to say *The Cook Has A Cleaver*, which is the password.

Once the PCs go around back, they will find the back door to the inn slightly open. If the PCs do not go to the back of the inn, it is the End of the Adventure.

Going to the back of the inn, you see that the back door leading to the kitchen is ajar. Peering in, you see a young half-elf moving pots and preparing several different vegetables.

the elf they see is Rain Selentro, the day cook at the Prancing Pony. He is also a member of the City Watch Investigative Branch, working undercover for Rolf Sunriver. Rain had been instructed to wait for adventurers this morning. Each adventurer has to give the pass phrase *The Cook Has A Cleaver*. He is not using a cleaver. Once the PC has given him the password, he will tell them to go to the Ill Ease Warehouse in Crow's end and give them a coin he hands them. The coin is a flat disk, with a star on one side. He will also tell them to say the password *Dane's Early Light* when they get there. If any PC refuses to give the password, he will be shooed out of the inn and Rain will await the next adventurer. Any adventurer who is loitering will be arrested by the city watch, once Rain alerts them to do so.

Your patience is beginning to wear thin as you head towards the Ill Ease Warehouse. Going to Crow's End is bad enough without all of this back and forth through the city you are doing. Ahead you see

the Ill Ease sign above a warehouse door. The door to the warehouse is closed.

Give each PC the opportunity to knock on the door individually. A small peephole will open and look down on the PC. The city watchman who is looking down on the PC will ask what they want. Unless the PC gives the watchman the coin and says the pass phrase *Dane's Early Light*, the watchman will tell the PC to go away. If they loiter around, the city watch will alert other watchmen to arrest the PC. There is only the one entrance to the warehouse, and no windows. Any PCs breaking in to the warehouse will have to deal with the city watch that are stationed here.

Once the PC enters the warehouse, he will be escorted to a room to wait. Once all the PCs enter the warehouse, continue.

As you are escorted to wait in a room, you see that there are others waiting in here as well. After you enter the room, the door is bolted shut and you are left to sit in the dim light from a slow-burning candle.

Give the characters a chance to introduce themselves to each other. The door is locked and the characters will be interrupted before anyone can complete an Open Locks roll.

City Watch (12), human F5: AL NG; AC 3, MV 12, hp 30; THAC0 14, AT 5/2, Damage 1d8+2 (Long sword), 1d6(Short Sword); SA Specialization in Scimitar; SD Nil; MR Nil, SZ M; ML 12.

Items: long sword +1, short sword, leather armor.

The watchmen are not wearing uniforms. Instead, they are wearing brown robes to hide their weapons. They will not attack unless someone breaks into the warehouse. The PCs will be arrested if they break in to the warehouse and kept in a room in the warehouse until the operation is over.

Vandros Garlarga, Master Sargent, hm F7: AL NG; AC 1; MV 12; hp 58; THAC0 10; #AT 2/1; Damage 1d8+3 (long sword)/1d6+2 (short sword); SA Specialization in Scimitar; SD Nil; Str 17, Dex 17, Con 15, Int 12, Wis 15, Cha 14; MR Nil; SZ M; ML 13.

Items: long sword +2, short sword +1, leather armor +2

Vandros is in charge of this operation here to make things go as quietly as possible. He is a member of ASP assigned to work in the Investigate branch of the City Watch.

ENCOUNTER TWO INTRODUCTIONS ARE IN ORDER

As you are about to reach the limits of your patience, the door to your room is unlocked and then opens. In the doorway stands a tall man in dark robes. Behind him is another man also in robes. As the first man in dark robes moves forward, the other man steps inside and shut the door. The first man takes the only remaining seat. He pulls back his hood and stares at you all, then nods. The other two men pull back their robes to also look upon you.

The players can make Local History rolls to determine that the two men standing behind the robed man sitting down is Sunny Sunriver, leader of the City Watch. A Local History at -4 would determine that the man sitting down is the head of the Ministry of Art, Alcides von Tighe. In any case, they will be introducing themselves.

As the man takes your measure through is steel gray eyes, he begins to speak, "For those of you who do not know me, my name is Sunny Sunriver. I am speaking to you in an unofficial capacity, since this is a matter of the utmost secrecy, which is why you heroes were put through so many loops. I hope they were not too rough, but my colleague here felt this was necessary. About four weeks ago, Ravens Bluff received a communiqué informing them that two 'spies' from Ravens Bluff had been captured near Zhentil Keep. They further informed us that two citizens of the Zhentarium had been detained here and had been charged with spying, but they would be willing to make a trade for the two spies. It was further determined that the two people who were captured were the missing Lord Freewater and his daughter Celestia who had been out on a hunting trip.

The trade was agreed to, and a team of red lancers were dispatched with the two Zhent spies to a rendezvous with the Zhentarim representatives. Unfortunately, as of this time, the Lancers and their charges have not arrived at the rendezvous and they cannot be located. We were only able to determine that the Zhent representatives did not lie when they said the Lancers did not arrive. The Zhentarim have issued a warning. Unless the two Zhents are brought to them within the next two weeks, the 'spies' that they are holding will be executed."

Alcides von Tighe says, "What we need is for a group of adventurers, such as yourselves, to follow the trail of the Lancers and hopefully rescue them and deliver the spies. Or, failing that, meet up at the rendezvous and free Lord Freewater and his daughter from the Zhents. For this, we will pay each of you 1000 gp."

Several pieces of information the party may inquire about:

- The Red Lancers are the honor guard of Ravens Bluff.
- The names of the Red Lancers are:
 - Commander Havarrd Benson
 - Lieutenant Kent Travalis
 - Lancer Phillip Moritson
 - Lancer Robert Edgeson
- The names of the Zhent spies are:
 - Thief Karl Lopazitm
 - Fighter Gorge Hartentem
- The names of those at the rendezvous are not known.
- Lord Freewater is well known for his hunting expeditions in the North.
- The trail the Red Lancers took was one not often traveled.
- If the PCs should ask about a map of the area, they will be told that such information will be provided.
- A ship is provided for traveling over water (Encounter Three). The PCs will be escorted to the ship.
- If the PCs insist to travel over land, the guards will escort them to the city gate.

Note: If the PCs accept the mission, they will be escorted to the *Mage's Pride* (Encounter 3). If the PCs wish to travel overland, they will arrive in Ylraphon (Encounter 4) with no trouble. But any time spent in the city will delay them too long. Go Encounter 10D. If the PCs do not spend any time in Ylraphon, Go to Encounter Five.

If the PCs turn down the offer, read the following:

Rolf looks you over, "Since you are refusing to accept the mission, I will swear you to secrecy and let you leave. If any of you are found to be talking about this mission, you will be arrested and charged with treason. Treason is punishable by death, so you would be well advised to keep quiet."

The PCs will be given back their weapons if they had been taken, and released from the warehouse. If any PC mentions the mission, or has intent to do so, mark the Who's Who sheet with 'Treason' and inform your coordinator. The module ends here with the PCs receiving no payment and no experience points.

ENCOUNTER THREE MAGE'S PRIDE

The Port of Ravens Bluff is slow this morning. Few merchant vessels are in port, with a few putting out to sea by tugboats. You are escorted under guard to a ship called the Mage's Pride. In front stands a man in what appears to be silk sea togs in purple, wielding a staff. He seems to be having a discussion with a pelican sitting on one of the dock supports and looking in your direction. Another man in a leather jerkin stands idly on the gangplank to the ship.

The PCs may know the *Mage's Pride*, from the module *Sojourn*. If they wish to proceed to role-play with the Captain, they can. Otherwise, a Fame roll of 12 in merchants is needed to know or be known by the Captain.

The pelican is truly Kaorlan, mage and Captain of the *Mage's Pride*. He polymorphs himself into a pelican when in port and lets his first mate, who is standing on the gangplank, take care of most business in town. The man in the purple silks is a spectral force of Kaorlan, which he casts for those who insist on speaking to the captain. He still will not touch the party or take anything from them, but let the first mate handle those details. Once Kaorlan feels comfortable with those on board will he bother to appear in his true, natural form.

As the party approaches, the Captain illusion will nod to the first mate and then towards the party. Only a gem of seeing, or a dispel magic or detect illusion or detect magic spell will reveal anything is strange about the captain or the pelican. Under no circumstances will the captain/illusion allow itself to come in contact with the party.

As you approach, the man in silk folds his hands and speaks, "Hail and well met, travelers. Is this the 'cargo' we are to transport?" You can tell that he is expectant, waiting for something.

The guards will extend a writ to the first mate. The first mate will read it and indicate to the Captain/illusion it is so.

"So you be the ones I be transportin' up the River Lis, eh? I am Kaorlan, the Captain of the Mage's Pride. This be my first mate. Anything you want to be declarin' before you board my ship?"

At this point, Kaorlan/pelican will cast a detect magic spell on the party, to show where anything dangerous or powerful is. This is only for his own assurance, and the PCs won't even see him do it. The party may declare anything they like, and the illusion will nod politely.

The first mate will note down anything important the party may say.

"Well, we best be on our way. But remember, if we be besieged by pirates, I'd be expectin' even yuh to be among the fighters stoppin' them. Mate, take em aboard and show them to quarters." And, with that, Kaorlan disappears in a wink. It would seem that the Mage's Pride does sport a powerful mage as its captain. But now the plank awaits, and the first mate, already half way up, has not waited for the party to follow.

Kaorlan has canceled the illusion spell of the mage. After the party has boarded, Kaorlan/pelican will waddle up the gangplank and into the hold, where Karolan will use a secret entrance into the Captain's quarters.

The PCs will be escorted by the guards to comfortable quarters on board the ship, then they will take their leave. The ship will leave soon after. The captain will have Goorlan invite the PCs to dinner. He will also ask them to assist the sailors once they put out to sea. Available jobs include:

- Working The Rigging Seamanship, Rope Use
- Crow's Nest, Watch Navigation, Observation
- Navigator Assistant Navigation
- Cooking Cooking skills

The PCs can interact with the sailors, Goorlan or Shaela. Try not to spend more than 10 minutes at this; the adventure still awaits. After sunset, Captain Kaorlan will have the PCs escorted to his dining hall, and left alone with several foodstuffs. After a short time Captain Kaorlan will walk in.

"Welcome, traveler's! I am Captain Kaorlan. Feel at home while you are on my ship. The food is fresh and well cooked, and the wine is delightful!"

Kaorlan will sit at the head of the table, take a swig of wine from a goblet and then look over the PCs.

"Now, adventurers, tell me about yourselves."

Kaorlan will listen and converse with the PCs. He will insert into the conversation, the codeword Redbird. He is waiting for the code words Seagull Blues. Once these are established, Karolan will say:

"Ah, finally! I needed to make sure." Kaorlan will produce a scrollcase from his belt, and hand it to the PCs. "This map will help you with your voyage."

The PCs receive **Handout #1**. Below is info the Captain MAY tell the PCs. Most of this info can also be gotten from talking to Shaela, Goorlan or the sailors.

- Ylaphron is an open town run by retired adventurers.
- The Mortimer Inn is a comfortable place to stay. Watch out for the hands of his ladies.
- Mistress Bree, of the Temple of Selune is newly appointed, and more affable than the previous High Priestess.
- Many unique items can be gotten in the marketplace.
- There are rumors of a major Bane Cult near Ylaphron.

After dinner, the Captain will invite the PCs on deck. Shaela will play her lute and entertain the crew with her singing. Bards may join in. The sailors will provide wine and dance for those PCs interested, but they will settle in early for the next morning's work. The trip will continue mostly the same for the rest of the voyage.

Kaorlan, Captain of the *Mage's Pride*, hm W8: AL NG; AC -2; MV 12; hp 36; THAC0 16; #AT 1; Damage 1d4+3 (Dagger); SA Nil; SD Nil; Str 12, Dex 12, Con 15, Int 17, Wis 15, Cha 14; MR Nil ;SZ M; ML 14

Magic Items: *dagger +3*, *wand of illusion* (12 charges), *wand of magic missiles* (18 charges), *ring of protection +2* *cloak of protection +1*, *bracers defense AC 7*.

Spells: 1st: *magic missile*, *shocking grasp*, *unseen servant*, *color spray*; 2nd: *suggestion*, *invisibility*, *vocalize*; 3rd: *hold person*, *dispel magic*; 4th: *minor globe of invulnerability*, *spectral forces **, *stoneskin* (active 6 attacks)

Kaorlan is friendly yet cautious, which is why he relies on his spells to check out anyone boarding his ship. Once he feels he is comfortable, he will invite them to dinner. Kaorlan can be very gregarious and very cunning as well.

Goorlan, First Mate, hm F6: AL NG; AC 1; MV 12; hp 42; THAC0 12; #AT 5/2; Dmg 1d8+3 (Scimitar)/1d6+2 (Short Sword); SA Specialization in Scimitar; SD Nil; Str 17, Dex 17, Con 15, Int 12, Wis 15, Cha 14; MR Nil; SZ M; ML 12.

Items: *scimitar +2*, *short sword +1*, *leather armor +2*.

Goorlan has served with Kaorlan for the past ten years. As the son of a fisherman, he was born at sea. He has shown aptitude for dealing with merchants, which is why Goorlan keeps the deepest of the captain's secrets to himself.

Shaela, Navigator, hf B5: AL NG; AC 1; MV 12; hp 24; THAC0 18, #AT 5/2, Damage 1d8+1 (Scimitar)/1d6 (Short Sword); SA Nil; SD Nil; Str 14 ;Dex 17, Con 15, Int 17, Wis 12, Cha 14; MR Nil , SZ M; ML 12.

Items: *scimitar +1*, *dove lute*.

Shaela has been with the *Mage's Pride* for the past three years. As the daughter of a female entertainer, Shaela struck out on her own at an early age. Soon after leaving home, she found herself surrounded by drunken men who meant her no good. Kaorlan and Goorlan saved her from this situation. Now, as Goorlan's future wife, she serves Karolan as Navigator and musician. Shaela can be very friendly, but she is fiercely loyal to Goorlan.

Sailors (20), human F4: AL N; AC 3, MV 12, hp 30; THAC0 15, AT 5/2, Damage 1d8+2 (Scimitar), 1d6 (Short Sword); SA Specialization in Scimitar; SD Nil; Str 17, Dex 17, Con 15, Int 12, Wis 15, Cha 14; MR Nil , SZ M ;ML 11

Items: *scimitar +1*, *short sword*, *leather armor*.

The sailors of the *Mage's Pride* vary from young to old and male to female. None have served less than a year and all are loyal to Captain Kaorlan.

ENCOUNTER FOUR YLRAPHON! YLRAPHON!

The city of Ylraphon can be found in the FORGOTTEN REALMS Campaign boxed set: *A Grand Tour of the Realms* pg 77. The small, Dale-like town was settled by Dalesmen who crossed the River Lis. The ruins to the North and West of the City has attracted a lot of adventurers to the town. So many in fact, that a formal Adventurer's Guild has formed in the town and several of the adventurers have settled in to town and taken some prominent positions. As many as 400 adventurers can be in town at any given minute, either resting, retired or readying for an expedition. If the PCs attack any of the NPCs in town, a bell will sound, summoning adventurers nearby. Under no circumstances should the PCs escape the adventuring townsfolk. If the brutally killed any townsfolk, the PC(s) responsible will be judged by Alexander Gordon (The Guildmaster) or Bree (The Priestess of Selune) if Gordon was killed.

The PC(s) who murdered the townsfolk will be sentenced to death. If the PCs escape after being caught or they claim to be working for Ravens Bluff, they will be taken to Ravens Bluff where the city will lock them up in Golden Ball for the rest of their days. The PCs can turn their character over to the DM or sent to HQ. The adventure ends for those who choose this path.

As the Mage's Pride docks into the city of Ylrapon, you are greeted to the sights of a bustling town, filled with the sounds of busy people and the smell of good food. As you come down the docks, you are greeted with a large sign . The sign contains some writing, some common symbols and arrows.

The PCs have the option of going to:

- the Grapes of Mortimer Inn,
- the Adventurers Guildhouse,
- the Temple Of Selune,
- the Marketplace,

or follow the road out of town. The map the PCs carry should indicate the most likely road followed. Each area is detailed below:

4A-THE GRAPES OF MORTIMER

The Grapes of Mortimer is a busy, yet well kept tavern. Several people are busy eating and drinking, while being served by women scantily clad in revealing purple veils. The bartender stands behind the bar serving drinks as quick as they are asked for. He is wearing voluminous purple robes, obviously in an attempt to hide his large girth. Several groups of merchants, fishermen and adventurers, like yourselves, are seated around the room. It also seems that a table may have opened up for you, or is that standing room there, over by the bar?

The bartender is the proprietor, Mortimer. Mortimer is an 8th level Mage who has chosen to retire to his home with his group of six women whom he keeps as a harem of sorts. The women are accomplished thieves of 4th level, though they use their skills only in defense of Mortimer or the Inn.

There are stairs that go to the second level and, if the PCs ask, rooms are provided for a nightly fee of 6 sp. Meals consist of Roast Beef, Mutton, steamed vegetables or assorted prawns, if available (60% chance). Meals can range of 6 sp for Roast with bread rolls, to 2 gp for roasted prawns.

If the PCs go to the bar, they will encounter Mortimer. He will offer them ale or mead for 5 sp, a decent red wine for 8 sp, or harder liqueur for 1 gp up to 10 gp, if asked. Mortimer may answer questions, for a price. Here is what he may tell the players.

5 gp > "You know, some strangers did come through here about two weeks ago, but they went out the north road."

> "The north road leads through the middle of the swamp. Hope they didn't stray too far off."

7 gp > "Them Bane worshippers are not too far of the North road."

10 gp > "We had some strange lookin' warriors here a few days ago. I swear they had the smell of Thavians on them." (False)

20 gp+> "Time are pretty hard up North. Them Zhents don't know when to trust each other."

If the PCs take a table, Albione, the red-headed serving woman will take care of the table. Stepping to the table, she will give the PCs her name and ask for their orders. She is easily charmed and may impart some information if someone in the party charms her. Have the players who want to make an attempt, to make a roll vs Charisma. Use the following as possible information she may impart.

- Made Cha
"You may not be too suave, friend. I hope the Guild doesn't take too harshly to your manners."

- Made Cha by 2
"A nice face like yours shouldn't be going on the North road. The comforts of our city are much nicer than the old swamp."

- Made Cha by 4
"Ooohh, you are truly a romantic. The rooms upstairs are much more comfortable than you can find at the Adventures Guild."

- Made Cha by 6
"Such panache! Truly you are different than those Zhents who came through here two weeks ago. I was sure those red guards with them were ready to slap them down!"

- Made Cha by 8 or more
"A man (woman) such as you would surely count his blessing at the Temple of Selune. May Priestess Bree Bless you!"

The others in the bar seem much to involved with each other, talking about business, fishing or other town situations. If the PCs attempt to hear, let them make an Observation or Detect Noise to overhear the following:

"Those men surely won't make it through the swamps. And who would want to go there, besides the Bane Watchers! Bunch of idiots if you ask me!"

The fisherman who was talking doesn't have much else in the way of information. If the PCs talk to him, he will peel money away from them for any nonsense they want to hear.

Mortimer, hm W8: AL CG; AC -2, MV 12, hp 36; THAC0 16, #AT 1 Damage 1d4+3(Dagger); SA Spells; SD Spells; Str 12 ;Dex 15, Con 15, Int 17, Wis 12 , Cha 15; MR Nil , SZ M; ML 11

Spells: 1st: *armor**, *armor**, *unseen servant*, *color spray*; 2nd: *suggestion*, *invisibility*, *vocalize*; 3rd: *hold person*, *dispel magic*; 4th: *minor globe of invulnerability* , *Belyn's burning blood*, *stoneskin* *

Items: *dagger* +2, *wand of illusion* (12 charges), *apron of holding*, *ring of protection* +2, *cloak of protection* +1, *bracers of defense* AC 7.

*Armor cast on two of the women. *Stoneskin* is cast on Albione (7 attacks).

Albione, hf T7: AL NG; AC 4, MV 12, hp 34; THAC0 14/16, #AT 1(2); Damage 1d4+2 (Dagger)/1d6+1(Short Sword); SA Nil ; SD Nil; Str 13 ;Dex 18, Con 12, Int 15, Wis 8, Cha 16; MR Nil , SZ M ;ML 11

Items: *dagger of venom* +2 (sleep 6 doses save vs poison -2 or sleep for 6 turns), *short sword* +1, *veils of protection* +2.

Albione has the following thieving skills: PP50 OL30 F/RT30 MS50 HS60 DN30 C20 RL 20

Serving Women (5) hf T5: AL CN; AC 5, MV 12, hp 28; THAC0 15, AT 1 Damage 1d4+1(Dagger); SA Nil ; SD Nil; Str 12, Dex 17, Con 15, Int 14, Wis 9, Cha 15; MR Nil , SZ M; ML 11.

Items: *dagger* +1, *ring of protection* +1.

The serving women have the following thieving skills: PP50 OL20 F/RT20 MS40 HS40 DN20 CW20 RL 20

4B-ADVENTURER'S GUILDHOUSE

The Building marked the Adventurer's Guildhouse seems to take up to square blocks of space up into the middle of town. The building is three stories tall, made of wood with a gabled slanted roof. It is obvious the building has been here awhile, but is kept in good condition. A sign on the front door points to a side door. The sign says 'All New Adventurers This Way'.

The Adventurer's Guild was established in town 50 years ago to manage the large volume of adventurers that pass through the town. Because of the various known ruins in the area, they also maintain traveling rights for those groups who wish to explore specific areas and prepare writs to give people those rights. They also handle a court for those groups who are attempting to jump said rights.

The guildhouse itself maintains rooms for adventurers who are staying locally as well as a festhall, well-stocked larder, stable services and a very secure vault for stored valuables. To search through ruins or otherwise operate as an adventurer in the area, a person has to be a member of the Guild. Guild membership is

500 gp a year and 10% of the gold acquired through guild-sponsored adventures.

If the PCs enter through the main door, a guard will ask them to show their member badges. If they admit to not being members, he will direct them to the side door. If they give the guard any trouble, he will summon the Guildhouse Guards to deal with the PCs. Whether they defeat the guards or not, eventually the town watch will come and arrest the PCs and put them in jail. Eventually they will be returned to Ravens Bluff, never allowed to return to Ylraphon again. End of Adventure.

If the party enters through the side door, read the following:

As you enter, you see a sparsely decorated room. At the far end is a desk with two chairs. On the other side of the desk sits an old man, probably in his fifties. He is dressed in leather armor. His long, gray hair is sitting around his shoulders. A scar runs down along his left eye, probably a badge from some battle. He has been writing some notes onto a scroll. Eventually he sees you and looks up. "Well," he says, "State your business."

The man behind the desk is Alexander Gordon, 3rd prelate of the Adventurer's Guild. Alexander is a well-decorated leader of the city as well as a very successful adventurer in his own right. His job is in the interviewing of new members of the guild. He will explain all the rights listed above about the guild. In addition, he may also impart the following information if the party presents itself well:

- "Those men you call Red Lancers were here, not two weeks ago. We gave them some comfortable lodging before they left the next day."
- "We gave them a map of the North Road and advised them to be wary, since we believe that worshippers of Bane may be operating in the vicinity."
- "Zhents do occasionally pass through town. They don't bother us and we don't bother them."
- "If you insist on following your friends, you will need this (Give them **Handout #2**). This map will show you the North Road."

Anyone who joins the Guild will be offered rooms for the night, and will be presented with a certificate that gives them all the rights and privileges extended to all guild members of the Adventurer's Guild of Ylraphon. If the party tries to attack Alexander, he will summon the Guildhouse Guards and the party will be treated as to exile listed above.

Guildhouse Guards (12), hm F8: AL NG; AC 0, MV 12, hp 66 THAC0 7, AT 5/2; Dmg 1d8+7 (Bastard

Sword)/1d6+4 (Short Sword); SA Specialization in Bastard Sword; SD Nil; MR Nil, SZ M; ML 11

Items: *bastard sword +2, short sword +1, chain mail +1.*

Alexander Gordon, hm F12 (Myrmidon): AL LN; AC -3; MV 12; hp 80; THAC0 4; #AT 3; Damage 1d8+11 (Bastard Sword)/1d6+9 (Short Sword); SA Specialization in Bastard Sword; SD Nil; Str 18/00, Dex 18, Con 17, Int 14, Wis 16, Cha 15; MR Nil, SZ M; ML 11.

Items: *bastard sword +3, short sword +3, scarab of protection +1, plate mail of blending +2* (appears as leather), *gem of seeing, candle of truth.*

Notes: Scarab gives +1 to all saves and gives a 1 in 20 chance to save vs spells that don't have a save (Adjusted by other items to 7).

4C-TEMPLE OF SELUNE

The Temple of Selune here is a large, but not too audacious. Many tapestries adorn the walls. Some townsfolk are paying their respects to a rather beautiful woman near the altar. As they turn to leave, she motions you forward. As you approach, you are swept up in her beautiful blue eyes, as if they can see deep inside of you. "What may I do for you gentle travelers?"

Priestess Bree is willing to talk to the PCs. She blesses all those who stop at the temple and ask. It is late in the day, and Bree has few spells available to her. She is capable of casting cure light wounds and bless and she has one remove curse available. If requested, she will charge 1/2 price for it. Otherwise, Priestess Bree doesn't have any information for the PCs.

Priestess Bree, hf P8 of Selune: AL NG; AC 0, MV 12, hp 54; THAC0 12, #AT 1 Damage 1d6+2 (Mace); SA Spells; SD Spells; Str 15; Dex 15, Con 16, Int 12, Wis 17, Cha 17; MR Nil, SZ M; ML 11.

Spells: 1st: *bless x 2, cure light wounds x2, know age, 2nd: aid x 2, hold person, nap, withdraw, 3rd: cure disease, cure blindness, remove curse, accelerate healing, speak w/dead, 4th: cure serious wounds, divination*

*Special: *starshine 1/day; moonbeam 1/day; moonblade 1/day;*

Items: *moon's hand (mace) +2, chain mail+2.*

**Faiths & Avatars*

Temple Guards (12), hf F8: AL NG; AC 0, MV 12, hp 66; THAC0 7, AT 5/2; Damage 1d8+7 (Bastard Sword), 1d6+4 (Short Sword); SA Nil ; SD Nil; MR Nil; SZ M; ML 11.

Items: *bastard sword +2, short sword +1, chain mail +2.*

4D-MARKETPLACE

The hustle and bustle of a marketplace brings fond memories of a Ravens Bluff not at war. The smells of baked good and smoked fish wanders through the canvas tents as merchants hawk wares. Only four stalls catch your attention as you continue on your trip.

The marketplace does not have any info for the PCs, since the lancers did not go there. It is here for the PCs to roleplay if the so desire.

Stall #1 Frieda's Fish Emporium

Frieda is a tall and rather large redhead who has seen better days. Frieda has several types of fresh and fried fish and will prepare fish sandwiches to order costing between 3 cp to 3 si. This can be as simple as fresh fish to fish sandwiches.

Stall #2 Makkon the Barber

Makkon will as soon cut your hair as treat a stomach cramp. His services as a doctor only go up to herbal treatment. Haircuts will cost 3 cp and medicinal treatments can cost from 5 sp to 25 gp but nothing too serious. The treatments only work 50% of the time.

Stall #3 Alphonse and Appointments

Alphonse is a tailor and will have various clothing from the southern lands of Fate and from Waterdeep. While most gowns and suits will run from 5 gp to 150 gp, his southern silks will garner the most attention. They sell for 20 to 200 gp from a simple veil to a full suit. If the PCs ask, several Arabian outfits will be found. Alphonse is the importer of the *veils of protection* for Mortimer's women. But he got one of the protection veils mixed in with the normal ones. There are several veils available in yellow, red, blue, and a green one available. The blue one is a *veil of protection +2*. He will sell the *veil of protection* to them in exchange for 500 gp. If they cast *detect magic*, he will use a *gem of appraisal* on the items they look at. He will discover his error and will trade the PCs the veil for a +2 magic item, or three +1 items. **If the players seem to know exactly what to do to get this veil, then sell it to their PCs for four +2 items.**

Stall #4 Incredible Edibles

Sheila makes the most wonderful muffins in Ylaphron! If the PCs approach, she will be crowded in by children buying cookies. Sheila has a large selection of baked goods running from 2 cp to 25 sp. Muffins, Cinnamon Buns, and cookies of all sorts are available.

ENCOUNTER FIVE THE ROAD TAKEN

Here, at the east end of the city, the road forks: one goes east and then north. The other goes straight north into the swamp.

If the PCs take the east road, they will have several days of uninterrupted travel to the River Lis go to **Encounter Seven**.

If the PCs take the north road, read the following.

The traveling gets murkier and murkier as you reach deep into the swamp. During your second day of travel, you notice the road becomes better kept. As you start to examine the smoothness of the cobblestones ahead, you hear the bushes rustle to your left.

If the PCs investigate, read the following:

When you part the bushes, you find a wounded man in a red lancer suit. He seems to be slightly delirious as you come forward, but he does not back away.

This is Lieutenant Kent Travailis, one of the missing Red Lancers. He was wounded when the Bane worshippers attacked, and left on the roadside for dead. He crawled into the brush and has tried to close his wounds and survive on the last of his rations. He has a high fever and will hallucinate from time to time. As the PCs question him, he may mistake them for his parents, members of the Red Lancers, officials from Ravens Bluff or even deities. The following information should be given out with his delirium:

- "The Lancers....the lancers are the sacrifice..."
- "The men in black are EVIL! EVIL I tell you! You have to save them!"
- "The trail to the right is a trail of death. The road goes ahead to the men in red." (The men in red are the lancers who would have completed the mission).
- "To the alter do our charges go."(The Bane worshippers have the Zhents as well).
- "Call Bane, they do, as if he were there!"

Kent Travallis will stay conveniently conscious until he gives the PCs the information. If the PCs attempt to bind his wounds or cast curing spells, they can heal his wounds with 30 points of healing. It will not cure the delirium. If the PCs try to cure the delirium with spells or otherwise, he will pass out and the PCs will not be able to revive him.

If the PCs manage to rescue the others, and they come back to get him, he will be able to travel then, though not fight. Otherwise, they may spend time trying to figure out how to carry him.

If the PCs decide to continue to follow the road, go to **Encounter Seven**. If the players decide to find the trail the Baneites used, they will have no trouble finding it and following it.

ENCOUNTER SIX TEMPLE OF BANE

As you follow the trail further into the swamp, you find higher, dry ground. From ahead, you can hear the moaning and chanting. Since it is close to night, it does not surprise you to see a glow coming from the ruins ahead of you. As you proceed further into the brush, you know that your destination is those ruins.

If the PCs want to make a religion or an ancient history roll, they can tell that the chanting is part of a summoning ritual of some sort.

The brush starts to thin out as you reach the edge of the clearing. In the ruins ahead of you, you can clearly see twenty to twenty five people chanting and praying to the symbol of Bane, which is painted on a wall, over a symbol of Lathander, high above and way in front of them. Between the followers and the symbol is a large, ebony altar. A tall man wearing the robes of a Bane Priest as well as a full mask, leads the chanting while holding a rather large and ugly knife high above the altar. Tied down to the altar is an unconscious man who is still wearing the armor of a Red Lancer! To the side, bound in chains, is another Red Lancer and the two missing Zhent spies.

Give the PCs a chance to prepare or attempt to do something. The distance from the edge of the clearing to the Red Lancer is too far for range attacks and spells, and too run or jump. Even a teleport will get a player there, but not in time to stop Castron.

You realize that all your attempts will be in vain! Too far and not enough time, as the priest plunges the knife into the chest of the Red Lancer! The followers become expectant and lean towards the altar. A pink cloud seems to begin to form behind the priest....

The priest is not actually a priest, but a mage named Castron. While trying to research a way to gain power, Castron came across a book, Ancient Bane and

Banalities. The book explained that there still existed a portion of Bane's power in Faerum and that by summoning that power, it could grant power to the summoner and also bring a new rule of Bane over Faerum. Castron had gathered these people to worship Bane, by promising them great power also. They have been following the rituals for the past few months. After sacrificing a Red Lancer the night before, and sacrificing this one now, they have completed the summoning ritual. But it will not turn out as they expect. Instead, they will gain the attention of a Mist (See Below). The cloud will form into either a crimson death or a vampiric mist. Also, if the party attacks, some of the followers will also attack, as detailed below. Followers listed as 0-level humans will flee and not attack the PCs.

If the party chooses to leave, they can continue on the road to meet with the Zhents and try to free the Lord and his daughter. If they choose to return to Ylraphon to inform them of the Bane Cult, they will not have enough time to complete the mission. If they go anywhere from dealing with the Baneites except to the Zhentarium, they will not be able to complete the mission, and go to Encounter 10C.

Once the Mists are dispersed and/or Castron is killed or defeated, the remaining followers will disperse into the brush, and will be difficult to find. Use your judgment if the PCs pursue. The Red Lancer says that they will be able to report about the cult on their return. Castron has on him a *dagger* +2, a set of *bracers of defense* AC 7, an emerald worth 200 gp, and 50 gp. If the PCs search the symbol of Lathander, they will find a wand imbedded in the symbol. This is a wand of illumination (6 charges). Castron has a pouch carrying 3 rubies worth 50 gp each, and 150 gp.

Tier 1

Summoned Mist, Vampiric (2): Int Avg; AL NE; AC 4 (8); MV 12, 6; HD 3; hp See Below (24); THAC0 10 (See Below); #AT 1; Dmg 1-8; SA See Below; SD See Below. MR nil; SZ L; ML n/a.

Castron, hm W5: AL CN; AC 2, MV 12, hp 18; THAC0 16, #AT 1; Dmg 1d4+2 (Dagger); SA Spells; SD Spells; MR Nil, Str 10, Dex 15, Con 10, Int 17, Wis 10, Cha 15; SZ M; ML 11

Spells: 1st: *armor**, *unseen servant*, *color spray*, 2nd: *suggestion*, *invisibility*, *vocalize*, 3rd: *hold person*
Items: *dagger* +2, *bracers of defense* AC 7.

Followers (15), human F0: Int: Low; AL N; AC 10, MV 6, HD 1/2; hp 4; THAC0 20, #AT 1; Dmg 1d2 (Fist); SA Nil ; SD Nil ; MR Nil , SZ M; ML 10.

Follower/Adventurers (2), hm F2: AL NE; AC 3, MV 12, hp 24; THAC0 17, #AT 1; Dmg 1d8+2 (Long sword); SA Nil ; SD Nil; MR Nil , SZ M; ML 10.

Items: Long sword, Chain Mail

Tier 2

Summoned Mist, Vampiric (3): Int Avg; AL NE; AC 4 (8); MV 12, 6; HD 3; hp See Below (24); THAC0 10 (See Below); #AT 1; Dmg 1-8; SA See Below; SD See Below. MR nil; SZ L; ML n/a.

Castron, hm W7: AL CN; AC 2, MV 12, hp 248; THAC0 16, #AT 1; Dmg 1d4+2 (Dagger); Str 10, Dex 15, Con 10, Int 17, Wis 10, Cha 15; SA Spells; SD Spells; MR Nil, Str 10, Dex 15, Con 10, Int 17, Wis 10, Cha 15; SZ M; ML 11

Spells: 1st: *armor**, *magic missile*, *color spray*, 2nd: *suggestion*, *invisibility*, *vocalize*, 3rd: *hold person*, *fireball*; 4th *stoneskins**(cast 7 skins).

Items: *dagger* +2, *bracers of defense* AC 7.

Followers (15), human F0: Int: Low; AL N; AC 10, MV 6, HD 1/2; hp 4; THAC0 20, #AT 1; Dmg 1d2 (Fist); SA Nil; SD Nil; MR Nil; SZ M; ML 10.

Follower/Adventurers (2), hm F5: AL CG; AC 2, MV 12, hp 36; THAC0 13, #AT 3/2; Dmg 1d8+4 (Long sword); SA Specialization: Long sword; SD Nil; MR Nil; SZ: M; ML 11

Items: Long sword, Chain Mail, Shield

Tier 3

Summoned Mist, Vampiric (5): Int Avg; AL NE; AC 4 (8); Move: 12, 6; HD 3; hp See Below (24); THAC0 10 (See Below); #AT 1; Dmg 1-8; SA See Below; SD See Below. MR nil; SZ L; ML n/a.

Castron, hm W7: AL CN; AC 2, MV 12, hp 20; THAC0 16, AT 1; Dmg 1d4+2 (Dagger); SA Spells; SD Spells; MR Nil, Str 12, Dex 15, Con 15, Int 17, Wis 12, Cha 15; SZ M; ML 11.

Spells: 1st: *armor**, *magic missile*, *color spray*; 2nd: *suggestion*, *invisibility*, *vocalize*; 3rd: *hold person*, *fireball*; 4th : *stoneskin** (cast 7 skins).

Items: *dagger* +2, *bracers of defense* AC 7.

Followers (15), human F0: Int: Low; AL N; AC 10, MV 6; HD 1/2; hp 4; THAC0 20; AT 1; Dmg 1d2 (Fist); SA Nil; SD Nil; MR Nil, SZ M; ML 10.

Follower/Adventurers (3), hm F7: AL CG; AC -2; MV 12; hp 66; THAC0 11, #AT 2/1; Dmg 1d8+4 (Long sword); SA Specialization: Long sword; SD Nil; Str 18, Dex 16, Con 16, Int 8, Wis 8, Cha 10; MR Nil; SZ M; ML 11.

Items: Long sword, Chain Mail, Shield.

Tier 4

Summoned: Mist, Crimson Death (3): Int Genius; AL NE; AC 0 (4); MV 12, 6; HD 13; hp 80; THAC0 7; #AT 1; Dmg 3-30; SA See Below; SD See Below MR 95%; SZ L; ML n/a.

Castron, hm W9: AL CN; AC 2, MV 12, hp 24; THAC0 16, #AT 1; Dmg 1d4+2 (Dagger); SA Spells; SD Spells; MR Nil; Str 10; Dex 15, Con 10, Int 17, Wis 10, Cha 15, SZ M; ML 11.

Spells: 1st: *armor**, *magic missile x2*, *color spray*; 2nd: *suggestion*, *invisibility*, *vocalize*, *mirror image*; 3rd: *hold person*, *fireball*, *Melf's minute meteors*; 4th: *stoneskin**(cast has 7 skins), *phantasmal killer*; 5th: *feeblemind*.

Items: *dagger +2*, *bracers of defense AC 7*.

Followers: (15), human F0: Int: Low; AL N; AC 10, MV 6; HD ½; hp 4; THAC0 20, #AT 1; Dmg 1d2 (Fist); SA Nil; SD Nil; MR Nil; SZ M; ML 10.

Follower/Adventurers (3), hm F9: AL CG; AC 2, MV 12, hp 76; THAC0 10, #AT 2/1; Dmg 1d8+5 (long sword); SA Specialization in long sword; SD Nil; Str 18, Dex 16, Con 16, Int 8, Wis 8, Cha 10; MR Nil; SZ M; ML 11.

Items: Long sword, Chain Mail, Shield.

Tier 5

Summoned: Mist, Crimson Death (5): Int Genius; AL NE; AC 0 (4); MV 12, 6; HD 13; hp 80; THAC0 7; #AT 1; Dmg 3-30; SA See Below; SD See Below; MR 95%; SZ L; ML n/a.

Castron, hm W9: AL CN; AC 2, MV 12, hp 24; THAC0 14; #AT 1; Dmg 1d4+2 (Dagger); SA Spells; SD Spells; MR Nil, Str 10; Dex 15, Con 10, Int 17, Wis 10, Cha 15, SZ M; ML 11.

Spells: 1st: *armor**, *magic missile x2*, *color spray*; 2nd: *suggestion*, *invisibility*, *vocalize*; *mirror image*; 3rd: *hold person*, *fireball*, *Melf's minute meteors*; 4th: *stoneskin* (giving him 8 skins), *phantasmal killer*; 5th : *teleport*.

Items: *dagger +2*, *bracers of defense AC 7*.

Followers (15), human F0: Int: Low; AL N; AC 10, MV 6, HD 1/2; hp 4; THAC0 20, #AT 1; Dmg 1d2 (Fist); SA Nil; SD Nil; MR Nil; SZ M; ML 10.

Follower/Adventurers (3), hm F13: AL CG; AC 2, MV 12, hp 90; THAC0 5, #AT 5/2; Damage 1d8+5 (long sword); SA Specialization in long sword; SD Nil;

MR Nil, Str 18, Dex 16, Con 16, Int 8, Wis 8, Cha 10; SZ M; ML 11.

Items: Long sword, Chain Mail, Shield.

The Following NPCs may be found in the camp:

Red Lancer Havarrd Benson hm F5: AL LG; AC 10(1); MV 12; hp 40; THAC0 11, #AT 3/2; Dmg 1d8+8 (long sword) or 1d12+6 (Lance); SA Specialization in long sword; SD Nil; MR Nil; Str 18/00, Dex 16, Con 15, Int 14, Wis 12, Cha 8; SZ M; ML 10.

Items: Long sword, Lance, Plate Mail, Back Pack. All items were kept on the side of the NPCs. Their Horses are behind the wall the symbol is on.

Havarrd Benson is the last surviving Red Lancer, besides Kent Travalis. While having to suffer from the Baneites treatment, Havarrd is capable to fight and travel, though his attacks are at -2. He will offer to return to Ravens Bluff with Kent and his dead compatriots, if the party will finish the mission. If the party refuses to complete the mission, he will send them back to Ravens Bluff and complete it himself End of Adventure. Kent Travalis has the same stats as Havarrd.

Karl Lopazitm, Zhent Prisoner, hm T5: AL LE; AC 8, MV 12, hp 18; THAC0 16, #AT 1; Dmg 1d4(Dagger)/ 1d6(Short Sword); SA Nil; SD Nil; MR Nil; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 15; SZ M; ML 6.

Karl was a thief who was spying for the Zhentarum. He has no armor or weapons. Given the opportunity, he would escape into the wild. He knows what awaits failure spies of the Zhentarum.

Gorge Hartentem, Zhent Prisoner, hm F4: AL LE; AC 7; MV 12; hp 35; THAC0 14, #AT 1; Dmg 1d8+1 (long sword); SA Fights Two-Weapon Style; SD Nil; Str 16, Dex 17, Con 12, Int 12, Wis 10, Cha 8; MR Nil; SZ M; ML 6.

Gorge is a Zhent fighter. Having no weapons or armor would not dissuade him from being belligerent towards his captors. He will struggle against them, and given the opportunity, would also escape. He has no idea what awaits those who fail the Zhentarum.

Mist, Vampiric: Vampiric Mists always sense life within 50 feet. Drawn by the chanting, the Mists will appear as the chant ends. Since Castron believes it to be a Bane-Lich, he will stand back and let it (them) feed on the dead lancer on the alter. Unfortunately, the mist seeks the blood of the living. The mist(s) will attack the lancer and the Zhents chained on the side. Since they are prone, their AC is 10. When the Mist attacks, only

Dex bonus and Magical Protection apply. i.e., their THACO is 10, but against Dex 15 and Cloak of Protection +1, it needs THACO 12. When it hits, it drains 1d8 points of life from the target. These Mists have 8 hp when they appear. As they drain hp, they gain it until a total of 24 hp is reached. Until then, their AC 4 and is damaged only by Magical Weapons and spells that affect the air (Magic Missile and Lightning Bolts also). When 24 hp is reached, the Mist becomes AC 8 and may be hit by normal weapons. Once it reaches this total, it will attempt to leave. The blood drain is not the same as regeneration, and a total of damage has to be kept. Example, a Vampiric Mist has 8 hp. During a round, it gains initiative, and drains 4 hp, bringing the total to 12. The fighter swings and does 8 points of damage. The Mist has 4 hp and the maximum amount of damage it can take is reduced to 16. If the fighter can do more than 4 hp of damage before it drains again, it is dead. Otherwise, the hp drain continues, but now to a maximum of 16.

Mist, Crimson Death: The ritual that Castron is using is more than he is capable of, therefore he cannot summon a bane-lich. It has gotten the attention of a crimson death. The pink cloud forming behind Castron is the Crimson Death. Since he believes this to be a Bane Lich, he will step back to let it feed on the dead lancer. While it feeds on him, Castron will fight the party.

The Crimson Death only attacks to feed or defend itself. It surrounds its victim with vaporous tentacles. whenever it hits, it drains bodily fluids and causes 3d10 points of damage. The creature is immaterial (AC 0) and can be struck only by +2 weapons or better. After feeding, the AC is 4 for six turns. During that time, it moves slower and can be hit by +1 weapons or better. Before it feeds, the Crimson Death gains +4 to Initiative. If the party does not attack it, it will complete its meal in three rounds, and then leave.

If the PCs came here after leaving the Ferry in Encounter Seven, there is no time to go and make the rendezvous. Go To Encounter 10C.

ENCOUNTER SEVEN THE ROAD TRAVELED

If the PCs took the east road, this is where the adventure picks up. If they took the North road, make sure they are told that they did make it through the swamp. They still get here.

As you make your way towards the shore of the River Lis, you realize that you have yet to cross it. Ahead on

the road, you spy a sign:

Ferry Service Ahead

Every 15 Minutes

3 gp per person

1 gp per horse

2 gp per wagon

Other prices may vary*

* Ask about our excursion rates.

If characters cannot read, describe a sign with a boat carrying a horse painted at the top of the sign.

As the road continues to wind down to the shore, a small ferry is finishing to load two carts on board. You figure, if you rush, you just might make it.

The ferry has loaded two farmers heading towards the Dalelands. When the PCs approach, the two humans who are helping the carts board, will wait for them. They will charge the PCs accordingly to the price list above. The ferrymen do not know of any Zhents or Red Lancers having come this way.

If the PCs turn back at this point, they will not find the missing Lancers in time. Go To **Encounter Five**. If the PCs have found the Lancers or if they decide to proceed to rescue the Lord and his daughter, continue to the next encounter.

ENCOUNTER EIGHT BANKS OF THE ELVENFLOW

After leaving the ferry behind you a day ago, you are approaching the area where the rendezvous should take place. Rushing waters ahead of you marks the area as Elvenflow, a natural canal leading deep into the woods. Ahead of you, you can hear the sounds of a small camp. Silently, you crawl up to where you can get a clear view.

A small river flows along a grassy clearing surrounded by the trees of the woods. In the center of this clearing sits two people, both blindfolded. The blindfolded man is elderly, and looks to have lived a rich life. The lady is dressed in some finery, worn ragged from the passage of time. These two are obviously the Lord and Lady you have come to rescue. Standing behind them, cleaning a short sword, stands a Zhent in full military uniform. His ensignia identifies him as a captain, and probably in charge of the group. Sitting opposite the Lord and Lady are two

more Zhents, in the process of completing a meal. Two more are on the side tending to horses, while another sits by the stream, fishing.

Tier 1

Captain Alexi von Trampf, hm F5/W6: AL LN; AC 2; MV 12; hp 40; THAC0 10; #AT 1; Dmg 1d8+5 (Scimitar); SA Spells; SD Spells; MR Nil; Str 18/20, Dex 16, Con 10, Int 17, Wis 14, Cha 15; SZ M; ML 11,
Spells: 1st: *magic missile, grease, shield, color spray*; 2nd: *invisibility, vocalize*; 3rd: *hold person*.

Items: *scimitar +2, bracers of defense AC 6, ring of protection +2.*

Lt Peter Garickson, hm P4 of Cyric: AL LN; AC 0; MV 12; hp 24; THAC0 17; #AT 1; Damage 1d6+1(Mace); SA Spells; SD Spells; MR Nil; Str 12, Dex 15, Con 15, Int 17, Wis 12, Cha 15; SZ M; ML 11.

Spells: 1st: *command, entangle, protection from good*; 2nd: *hold person, silence 15' radius*.

Items: *cloak of protection +2, bracers of defense AC 6, ring of protection +2, mace +1.*

Zhent Foot Soldiers (4), hm F3: Int: Avg; AL LN; AC 0; MV 12; hp 28; THAC0 15; #AT 3/2; Damage 1d8+6(Scimitar); SA Specialization in Scimitar; SD Nil; MR Nil, SZ M; ML 11.

Items: *chain mail +2, scimitar +2*

Tier 2

Captain Alexi von Trampf, hm F5/W7: AL LN; AC 0; MV 12; hp 45; THAC0 10; #AT 1; Dmg 1d8+5 (Scimitar); SA Spells; SD Spells; MR Nil, Str 18/20, Dex 16, Con 10, Int 17, Wis 14, Cha 15; SZ M; ML 11.

Spells: 1st: *magic missile, grease, shield, color spray*; 2nd: *invisibility, vocalize*; 3rd: *hold person*.

Items: *scimitar +2, bracers of defense AC 6, ring of protection +2.*

Lt Peter Garickson, hm P5 Cyric: AL LN; AC 0, MV 12, hp 28; THAC0 16, #AT 1; Dmg 1d6+1 (Mace); SA Spells; SD Spells; MR Nil; Str 12, Dex 15, Con 15, Int 17, Wis 12, Cha 15; SZ M; ML 11.

Spells: 1st: *command, entangle, protection from good*; 2nd: *hold person, silence 15' radius, dust devil*; 3rd: *remove paralysis*.

Items: *cloak of protection +2, bracers of defense AC 6, ring protection +2, mace +2, ring of free action.*

Zhent Foot Soldiers (4), hm F4: AL LN; AC 1; MV 12; hp 33; THAC0 14; #AT 3/2; Dmg 1d8+4 (Scimitar)/ 1d4+3 (Dagger); SA Specialization in Scimitar; SD Nil; MR Nil; Str 18, Dex 18, Con 10, Int 10, Wis 10, Cha 10; SZ M; ML 11.

Items: *chain mail +2, scimitar +2, dagger +1*

Tier 3

Captain Alexi von Trampf, hm F5/W8: AL LN; AC -2, MV 12, hp 45; THAC0 10, #AT 3/2; Dmg 1d8+9 (Scimitar); SA Spells; SD Spells; MR Nil; Str 18/20, Dex 16, Con 10, Int 17, Wis 14, Cha 15; SZ: M; ML 11.

Spells: 1st: *magic missile, grease, shield, color spray*; 2nd: *invisibility, vocalize*; 3rd: *hold person*.

Items: *scimitar of speed +3, bracers of defense AC 6, ring of protection +2, cloak of protection +2, wand of paralyzation (2 charges).*

Lt Peter Garickson, hm P6 of Cyric: AL LN; AC 0, MV 12, hp 36; THAC0 16, #AT 1; Dmg 1d6+2 (Mace); SA Spells; SD Spells; MR Nil; Str 12, Dex 15, Con 15, Int 17, Wis 12, Cha 15; SZ M; ML 11.

Spells: 1st: *command, entangle, protection from good*; 2nd: *hold person, silence 15' radius, dust devil*; 3rd: *remove from paralysis, summon insects*

Items: *cloak of protection +2, bracers of defense AC 6, ring protection +2, mace +2, ring of free action.*

Zhent Foot Soldiers (4), hm F5: AL LN; AC 1; MV 12; hp 40; THAC0 14; AT 3/2; Dmg 1d8+6 (Scimitar)/ 1d4+4 (Dagger); SA Specialization in Scimitar; SD Nil; MR Nil; Str 18, Dex 18, Con 10, Int 10, Wis 10, Cha 10; SZ: M; ML 11.

Items: *chain mail +2, scimitar +2, dagger +2*

Tier 4

Captain Alexi von Trampf, hm F5/W9: AL LN; AC -2; MV 12; hp 60; THAC0 10; #AT 3; Dmg 1d8+9 (Scimitar); SA Spells; SD Spells; MR Nil; Str 18/20, Dex 16, Con 10, Int 17, Wis 14, Cha 15; SZ M; ML 11.

Spells: 1st: *magic missile, grease, shield, color spray*; 2nd: *invisibility, vocalize*; 3rd: *hold person*.

Items: *scimitar of speed +3, bracers of defense AC 6, ring of protection +2, ring of free action, cloak of protection +2, wand of paralyzation (2 charges).*

Lt Peter Garickson, hm P7 of Cyric: AL LN; AC -1; MV 12; hp 44; THAC0 15; #AT 1; Dmg 1d6+2 (Mace); SA Spells; SD Spells; MR Nil; Str 12, Dex 15, Con 15, Int 17, Wis 12, Cha 15; SZ M; ML 11.

Spells: 1st: *command, entangle, protection from good*; 2nd: *hold person, silence 15' radius, dust devil*; 3rd: *remove from paralysis, summon insects*; 4th: *giant insect*.

Items: *cloak of protection +2, bracers of defense AC 6, ring of protection +2, mace +2, ring of free action, staff of the serpent: python.*

Zhent Foot Soldiers (4), hm F6: AL LN; AC 1; MV 12; hp 28; THAC0 12; #AT 3/2; Dmg 1d8+4

(Scimitar)/ 1d4+3 (Dagger); SA Specialization in Scimitar; SD Nil; MR Nil; Str 18, Dex 18, Con 10, Int 10, Wis 10, Cha 10; SZ M; ML 11.

Items: chain mail +2, scimitar +2, short sword +2

Tier 5

Captain Alexi von Trampf, hm F5/W9: AL LN; AC -3; MV 12; hp 70; THAC0 8; #AT 3; Dmg 1d8+9 (Scimitar); SA Spells; SD Spells; MR Nil; Str 18/20, Dex 16, Con 10, Int 17, Wis 14, Cha 15; SZ M; ML 11.

Spells: 1st: *magic missile, grease, shield, color spray*; 2nd: *invisibility, vocalize*; 3rd: *hold person*.

Items: *scimitar of speed +4, bracers of defense AC 6, ring of protection +2, ring of free action, cloak of protection +2, wand of paralyzation (3 charges)*.

Lt Peter Garickson, hm P8 of Cyric: AL LN; AC -2; MV 12; hp 50; THAC0 14; #AT 1; Dmg 1d6+3 (Mace); SA Spells; SD Spells; MR Nil; Str 12, Dex 15, Con 15, Int 17, Wis 12, Cha 15; SZ M; ML 11.

Spells: 1st: *command, entangle, protection from good*; 2nd: *hold person, silence 15' radius, dust devil*; 3rd: *remove from paralysis, summon insects, prayer*; 4th: *sticks to snakes, giant insect*

Items: *cloak of protection +3, bracers of defense AC 6, ring of protection +2, mace +3, ring of free action, staff of the serpent: python*.

Zhent Foot Soldiers (4), hm F7: AL LN; AC -1; MV 12; hp 50; THAC0 11; #AT 3; Dmg 1d8+6 (Scimitar)/ 1d6+4 (Short Sword); SA Specialization in Scimitar; SD Nil; MR Nil; Str 18, Dex 18, Con 10, Int 10, Wis 10, Cha 10; SZ M; ML 11.

Items: *chain mail +3, scimitar +2, short sword +2*

- If the party has the two Zhent spies and will meet with the Zhents, proceed with Encounter A.
- If the party never met the Lancers, proceed with Encounter B.
- If the party tries to surprise the Zhents by ambush, use Encounter B.

Encounter A

The PCs may make contact with the Zhents with little trouble. If they cause any trouble after the contact the captain and his men will be teleported back to their home base through an improved *contingency* spell. If they brought the two spies, the spies will also be teleported back. The improved *contingency* should only be used if the Zhents are losing. Under no circumstances should the party be allowed to capture the Zhents.

If the PCs approach, the guards will halt them and question them. They will be brought before Captain Alexi von Trampf.

The man seems to be in fine health and decently fed. His stance shows that his rank is not honorary. "I am Captain Alexi von Trampf. I see that you have brought the two citizens back to us." He signals his guard to take possession of the two Zhent prisoners.

The PCs may take any appropriate actions at this time. Any action, save attack, will end up with the Zhents with the Zhents spies and the Lord and his daughter with the PCs. Allow the PCs to parley with the Zhents. If the PCs did not attack and after the Zhents have the spies, continue.

The two spies are very reluctant to go into the hands of the Zhents. Once there, they are forced to kneel in front of the log the Lord and Lady once sat on. The Captain begins to speak:

"As citizens of the House of Zhendar, your ACTIONS and deeds here and elsewhere has proven you to be a FAILURE to Zhentarim. Therefore, I pronounce the sacrifice of your blood to stain the ground where you kneel!"

The two guards standing on either sides of the Zhents draw scimitars and prepare to strike mighty blows!

This is the only chance the party can act. The PCs may interfere with the ritual execution, but a combat will commence. If the Zhents are losing, the improved *contingency* spell will come into effect. Otherwise, continue.

The two Zhents strike simultaneously. The spies scream and the fall forward, dead. As they clean their blades, Captain von Trampf approaches your group. "I thank you for not interfering with our ceremony. We must take care of our own, after all." He reaches in to his uniform, "Here, take this little trinket. It is a gift of ceremony, demanded by our ritual," he hands you a small cube on a gold chain. "Now, I do believe you should go." He turns away and, after awhile, the whole camp seems to shimmer and disappear.

Lord Freewater will be very thankful, but will insist it is imperative to return to Ravens Bluff as soon as possible. His daughter Celestia will also be very grateful and, if any man treats her with respect, she will grant him her favor, in the form of a green scarf.

The small cube on the chain is a *cubic foot* with 15 uses.

Encounter B

Give the PCs some time to come up with a plan and proceed accordingly. The Zhents are prepared to be ambushed, though, and will not be surprised if the PCs

attack. Also, multiple successful uses of *hold person*, and other such spells will activate the improved *contingency* spell, sending all the Zhents home. If the PCs lose the combat, the PCs and Lord Freewater and his daughter are permanently lost. The bodies will not be found.

Notes for all Encounters:

The improved *contingency* will function if it seems the Zhents are losing or are about to be killed. If the PCs try to teleport away with any of the Zhents, the improved *contingency* will go off and all the Zhents and the Lord and Lady will disappear from the camp. In this event go to Encounter 10.

ENCOUNTER TEN THE ROAD BACK

After all your trials and tribulations, your trek once again return you to the shores of Ravens Bluff. When you disembark from the Mage's Pride, you are surrounded by members of the City Watch, who tell you that you are wanted "for questioning." They bring you to the warehouse. Awaiting you there is Sunny Sunriver and a scribe. He waits patiently until you have been secluded, and asks you to tell your story.

Ask the PCs to tell you their adventure.

10A

If the PCs successfully found the missing Lancers and returned the Lord and Lady Freewater, read the following:

"Well," he says, " I must thank you for bringing us back the missing nobility of Ravens Bluff. I am sure you will be remembered for your chivalrous act."

Each PC gets 1000 gp and a Writ from Lord Freewater thanking them for their safety (for knights this is a Chivalry Point). The remaining Lancers thank the players by presenting them with a red pin, in the shape of a lance, with a small diamond on the tip (100 gp ea).

10B

If the PCs were unable to find the missing Lancers and still rescued the Lord and Lady Freewater, read the following:

"Well," he says " I must thank you for bring us back the missing nobility of Ravens Bluff. It is unfortunate you could not locate our missing Lancers. Our prayers are with them."

Each PC gets 1000 gp and a Writ from Lord Freewater thanking them for their safety (for knights this is a Chivalry Point).

10C

If the PCs were able to find the Lancers, but not free the Lord and Lady Freewater, read the following:

"Well," he says," It is unfortunate that you failed in your mission. I must ask each of you not to speak a word of this to anyone, on pain of death. There is no way to determine what that faction of Zhents might do now.

The remaining Lancers thank the players by presenting them with a red pin, in the shape of a lance, with a small diamond on the tip (100 gp ea). If the PCs argue over the payment, Sunny Sunriver reminds them of the safety of Ravens Bluff, and about the jails being a safe place for traitors. If they persist, Sunny Sunriver can hold them in jail for thirty days. If they continue to persist, the PCs will be put in jail for one year, real time, that the PC will not be allowed to play that character.

10D

If the PCs were unable to do either, read the following:

"Well," he says," It is unfortunate that you failed in your mission. I must ask each of you not to speak a word of this to anyone, on pain of death. There is no way to determine what that faction of Zhents might do now.

If the PCs argue over the payment, Sunny Sunriver reminds them of the safety of Ravens Bluff, and about the jails being a safe place for traitors. If they persist, Sunny Sunriver can hold them in jail for thirty days. If they continue to persist, the PCs will be put in jail for one year, real time, that the PC will not be allowed to play that character.

The End

Experience Points

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. Finally, multiply the total by the tier according to this chart:

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

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

Encounter Four

If the PCs gathered information at the Inn	25 xp
If the PCs gathered information at the Guildhouse	25 xp
If the PCs Joined the Adventurer's Guildhouse	25 xp
If the PCs gathered information at the Temple	25 xp

Encounter Six

Finding the Lancer on the Road	50 xp
Helping the Wounded Lancer	50 xp
If the PCs defeated the Mist	100 xp
If the PCs defeated Castron	75 xp
If the PCs defeated the Followers	25 xp

Encounter Eight

If the PCs brought the spies to the Zhents	50 xp
If the PCs fought the Zhents to free the Lord & Lady	50 xp
If the PCs fought the Zhents to prevent the ritual murders	100 xp
If the PCs traded the Spies for the Lord & Lady	150 xp

Total Experience for Objectives:	600 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,100 xp

For Tier 2:	2,200 xp
For Tier 3:	3,300 xp
For Tier 4:	4,400 xp
For Tier 5:	5,500 xp

Treasure Summary

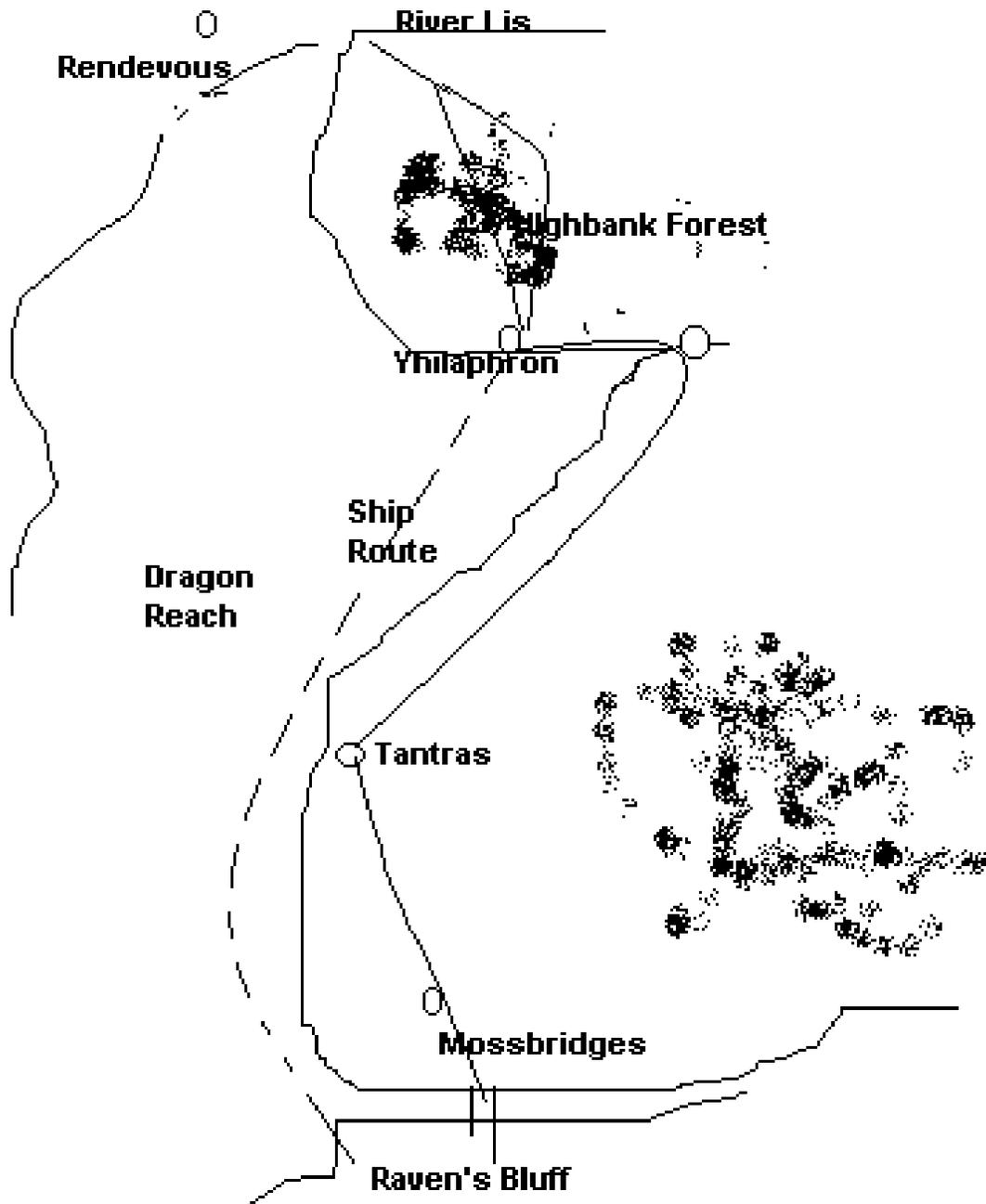
If it's not on this list, the PCs cannot keep it.

There are a lot of magical items in this event, many of which the PCs cannot keep. These are found on NPCs in Ylraphon.

What they can keep:

- 1,000 gp for each PC from Sunny Sunriver for saving the Lord & Lady Freewater.
- 150 gp Red Lance Pin each PC from the Red Lancers for saving them.
- A writ from Lord Freewater for each PC who participated in saving him. For knights, this is one Chivalry Point.
- *Veil of protection* +2 from the marketplace at Ylraphon (If the PCs went to the marketplace and purchased it): This veil grants a +2 bonus to armor class. It combines with other magical items of protection as a *cloak of protection*, and will NOT function if a *cloak of protection* is worn. In addition, the wearer must wear sandals for the veil to function magically at all. No sandals, no protection.
- *Wand of illumination* (6 Charges)
- *Dagger* +2
- *Bracers of defense* AC 7
- *Cubic foot* (15 uses): This item functions as a *bag of holding* that holds 500 lb. of weight maximum. The cube can hold one item at a time, up to 500 lbs and one cubic foot in size. Putting an item in and taking it out costs one charge (one charge for both, not for each).
- 3 rubies worth 50 gp each
- 150 gp

PLAYER HANDOUT #1



PLAYER'S HANDOUT #2

