

# For Sale

*(When Darkness Falls, part II)*

**A One Round Living City Tournament**

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**If there is one thing sure to get the attention of a seasoned adventurer in Ravens Bluff, it is the rumor of property for sale....**

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

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

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

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

In monster listings, spells that have been pre-cast will be written in ~~strike-out~~. Spells that are granted abilities are written in *italics*.

## Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

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

## DM BACKGROUND

This module is the second in a series of four modules (*When Darkness Falls*) dealing with the coming of an eclipse to the Living City. All the events of this module take place several weeks before the actual arrival of the eclipse.

The other modules are *What The??*, *Where you Were*, and *Total Eclipse*. It is not necessary to have played in the previous modules to play this one.

A relatively recent resident of Ravens Bluff is starting to cause a bit of trouble. Posing as a cleric of the somewhat forgotten god, Shaundakul, this woman, Harven, a skilled mage and Specialty Priest of Shar, is establishing a network of warehouses and followers. She plans to wreak havoc amongst the clerical circle as well as the city government. She has a small group of other specialty priests of Shar working for her in addition to a band of thieves. The thieves have been stealing funds and gathering information on property that is for sale. Harven then purchases each lot with the stolen loot. The buildings are being purchased so her group has a large number of places to hide stolen loot and themselves, and she is planning on starting a number of secret temples dedicated to Shar. She also plans to increase her following by sacrificing some poor soul on the night of an upcoming eclipse, a truly holy day to her Deity.

The adventure begins with the PCs enjoying a morning breakfast in a fine tavern when the serving lady tells them that last night she heard another patron talking about a building he has to sell very quickly, very cheaply. Knowing how difficult a building is to acquire in Ravens Bluff, the PCs should go to the address to see about a purchase of the lot.

Upon arrival, the PCs discover it was just sold to a beautiful raven-haired woman. They are told of the location of another house that is for sale. When they arrive at this location, they find it has also been purchased, and by the same woman. They find out she claims to be a priest of Shaundakul. Also arriving at the house is a merchant that is looking to buy an affordable building to store his merchandise. He is a legitimate businessman. He recently purchased a building but the deed was stolen two days later and now he has no way of proving the building is legally his as he bought it "quietly" so he wouldn't have to pay taxes to the government. The man has been trying to find another building for five days and every time he finds one this raven-haired woman buys it before he can get there. He gives up looking but asks the PCs to notify him if they find a place or hear anything about the one stolen from him. Every time he has gone to the warehouse it is locked, no one is around. Has no idea how to track it down whoever has the deed.

The PCs should go investigate the warehouse stolen from him. There they will find a man that is just finishing cleaning the place. He is actually one of the thieves that stole the deed. If questioned, he will tell

the PCs he works for the raven-haired woman, doing odd jobs as she re-establishes the worship of Shaundakul in Ravens Bluff. He says he will take them to her later this afternoon as she pays him every day and gives him more duties. After talking to some contacts in Thieves' Cant and setting a trap for these nosy adventurers he will lead them to her "temple." Waiting there will be some of the thieves and a couple priests of Shaundakul (actually Shar).

After the ambush, the City Watch will show up and confiscate the building. The Watch Sergeant will tell the PCs they have been watching these people for quite some time. They suspected them of something because they have been buying so many buildings but they have no proof of any wrong doings. After sacking the place the PCs will find some cleverly hidden information. It will reveal a bit of what the priests were doing. The information talks about some events that have to do with an upcoming eclipse and tells where the priestess may be holding up. By this time it is after nightfall. The sergeant urges the PCs to go now, find if she is there, and stop her if at all possible.

After not hearing from her lackeys, Harven (the raven-haired woman) assumes the trap was unsuccessful so prepares another for the PCs. She is at the warehouse but before the ensuing battle starts, she slips away. After the battle, the PCs find a large amount of gold, and two deeds (one is the merchant's). The PCs have put a serious crimp in her plans but that she may return to seek vengeance at a later time.

Have all spell-casters make a list of memorized spells before the adventure begins, as they will not have a chance to change spells after the introduction. They should assume they would be spending the morning eating out and doing whatever they would normally do after that.

## PLAYER'S INTRODUCTION

*Breakfast. What a wonderful thing a good breakfast can be. Because a good breakfast is so hard to find, you frequent the Happy Stein Inn. They specialize in making spiced potatoes. You wonder where the owner gets such delicious food because they serve some of the best meals in all of Ravens Bluff. The common room is full around meal times, usually with other adventurers or "well-off" residents of the city. Space and seating are always at a premium and it is not unusual to sit with some people you know as well as complete strangers. Today is no different. You find yourselves seated at a large rectangular table.*

Take this time to have the PCs introduce themselves if they do not already know each other. They are waiting for their server to make her way over so they can order some food.

## ENCOUNTER #1: You Don't Say?

*After making any necessary acquaintances, you chat while waiting for the server. For those of you that are regulars, you recognize a young red-haired lady named Tina. "Mornin', sorry about the delay, we're a bit busy." She quickly and calmly takes your orders before hurrying off. She returns a short while later with beverages. "Say, are any of you interested in buying a building? I only ask because some of you seem like the pretty well off adventurer types that usually have some wealth. Last night I overheard a man say he had a building to sell because he needed some money. Told me to spread the word that it will go fast 'cause he's selling it cheap. Said its in good shape and could be a place to live, a shop, or a warehouse, with the right work. Just thought I'd let you know."*

*You hear screaming from the kitchen, "Tina, move it! I got orders piling up here!" She wheels away from you and says, "Sorry, gotta go."*

Allow the PCs to talk about her information and ask any questions. She returns a short time later with their orders.

Tina comes back carrying more plates than a woman her size should logically be able to and sets each down in front of the correct person. She says, "Everybody get what they ordered? Anything else?"

She has time to answer a couple questions and she knows the following:

- The man selling the building is a regular customer; a spice merchant named Halik. He is not originally from Ravens Bluff, thinks he is far the East somewhere. She likes him and said he seems to be a really good man.
- She gives the PCs the address; it is on the edge of the warehouse district, toward some residential areas, a respectable location.
- She does not know how much he wanted to charge, only that it was supposed to be a good deal.

After answering a couple questions she gets yelled at again to start delivering orders. If the PCs start asking around the common room a couple other people have

heard of Halik and all say he is a good guy. Feel free to improvise on whom they talk to, but all the information about Halik should hint to his respectability. A few people have also heard he is selling a building but they are not personally interested. Eventually the PCs should finish their meals and head to Halik's warehouse.

DM NOTE: If the PCs are of a lower level, don't think they can afford a building, or if they are not interested in pursuing this matter on their own, have one of the people in the room overhear Tina's information and approach the PCs. This woman, a silk and clothing merchant named Chauntell, will tell the PCs she is interested in buying the building and will pay them 200 gp each if they find a building she deems satisfactory. If they agree, she will meet them here the next morning for breakfast. Only use this NPC if they decide not to investigate the potential purchase on their own.

## ENCOUNTER #2:

### Missed It By... That Much

*It is a very nice day in Ravens Bluff, the sun is shining and people are moving about the town. Eventually you find the building you are looking for. It is a two-story building made of wood and brick. It seems to be in nice condition, if a bit plain. The front door is open.*

Pause for PC actions or questions.

*Upon entering you see a room that is totally empty except for a wooden table and a middle-aged man with slightly graying hair who is sitting in a chair. "Hello. Are you inquiring about the building?"*

f/when the PCs respond:

*He says, "I must apologize for making you take time out of your busy schedules for I have just completed a transaction for the site with another party."*

This man is Halik. He is a spice merchant originally from Kara-Tur that has been outrageously successful in Ravens Bluff, at least until the war brought his business to an almost absolute halt. His business has survived because of the large amount of wealth he had accumulated. He is selling the building because he is consolidating his assets until his business recovers from the affects of the war.

DM NOTE: Play Halik as a very respectful and educated man that is terribly serious about acting like the consummate professional merchant. Common folk would probably be annoyed with the terminology he uses on a regular basis.

Halik knows the following:

- The building was sold to a woman about an hour ago. She already paid him and has the deed for the building in her possession. Halik will not discuss the terms of the transaction, saying that it would be "unprofessional to discuss those issues with another party". He will say he gave her quite a deal. Name, address, and all other personal information is confidential and he will under no circumstance tells the PCs. He is here finishing some paperwork and was about to leave. All information and payments regarding the transaction have already been sent back to his offices to be finalized and then forwarded to the city government.
- He will try to sell the PCs some of his spices. The prices are slightly above average (use your judgement what to charge) but he has a complete inventory of common and exotic spices. He does offer free delivery.
- Halik knows of another building that is for sale across town. He considered buying it because it is in such nice condition, it would make a nice residence as it has a small yard. He will give them the address. It is all the way across town. It will be easy for the PCs to find the place.
- The woman is a rather attractive woman with long dark hair that is absolutely beautiful, at least to him. She also wore the garb of a clerical order though he was not sure which god as it was a not one of Ravens Bluff's commonly worshiped deities. **DM NOTE.** He will only tell the PCs this last bit if they act professionally or are friendly as he considers it a bending of his personal code of ethics to divulge information on clients to just anybody.

Eventually the PCs will have to go to the address Halik provided.

## ENCOUNTER #3:

### Going, Going, . . . Gone

*You trudge across town and notice the city is very busy today. A couple children and poor folk ask for a spare silver or copper as you pass. The weather must have something to do with the amount of activity for*

*it is a gloriously sunny day. By asking a couple questions you eventually find your way to the building Halik suggested. It is a solid, one-story wooden building with a small fenced yard out front. The front door is slightly open.*

Allow PC actions or questions. They should do the logical and obvious thing - knock.

*Answering the door is a tall, thin woman in her later years. "Greetings! What can I do for you fine folks?"*

This is Pauleena. She is the owner of a small restaurant near the well-to-do end of Ravens Bluff. She buys spices from Halik on a regular basis. The building is already sold. She sold the building because it is a long way from her current residence and she rarely uses it.

DM NOTE: Play Pauleena as an extremely friendly woman that talks very fast. She is used to dealing with people and makes a point of looking them right in the eye. She is one of those people that never runs out of energy.

Pauleena knows the following:

- She sold the house about forty-five minutes ago to a gorgeous raven-haired woman. She sold it for 6,500 gp. Her husband and their son have just taken the gold to one of Ravens Bluff's safe houses. The woman has the deed to the house.
- The woman said her name was Harven and she claimed to be a priest of some kind but she is not sure which. The holy symbol she wore was a leather gauntlet stained black. A silver upright left hand with its wrist trailing into rippling winds was depicted on the back and palm of the gauntlet. (Any PC making a successful Religion check can confirm this is the correct symbol for Shaundakul who until relatively recently was though lost (he is worshipped by wanderers and travelling merchants).
- Pauleena does not know Harven's residence nor where her temple is located. She didn't think to ask.

A short time after the PCs arrive, another man will knock on the door. Allow the PCs to find all the useful information Pauleena has before having this man approach.

## ENCOUNTER #4: Not Again!

*You hear a knock at the front door Pauleena opens it and says, "Greetings! What can I do for you sir?" Standing at the door is a short, brown-haired man, probably in his early thirties. "Hello. Are you Pauleena? I heard you have a building for sale. I'm in the market for a new place to store some of my merchandise but have been quite unsuccessful. Some woman is buying everything in sight."*

*Pauleena shakes her head as she replies, "I'm sorry, the place was purchased by a woman less than an hour ago."*

*The man slumps in obvious disappointment and you hear him mumble, "Not again."*

This man is Tauren Myopen, a merchant of common clothing and boots. He owns a shop called *My Open Door Clothing and Boot Store*. He is an honest merchant that works very hard to make a living. He is not rich but manages a comfortable living for his family. Play him as a straightforward man that cuts to the point.

Allow the PCs to get in on the exchange at this point. Pauleena will excuse herself citing the need to finish packing some personal belongings before leaving. She will respectfully ask the PCs and Tauren to leave. Once out on the street the PCs can freely talk to the disappointed man. He will eventually tell his story.

*"I'm a simple merchant of common goods and clothing. I am looking for a place to store some merchandise. Seven days ago I bought a small warehouse from a man I know quite well. He gave me a fair price and because we both wanted to save some gold and hassles, we didn't report the transaction to the city government, mostly to avoid the taxes. I know it was wrong but I figured the officials are busy with the cleanup after the war and all. Besides, it didn't hurt nobody so what's the difference.*

*"Anyway, two days later my shop was robbed while I was making a delivery. They didn't get much gold but they did manage to find the deed for that new building. I went to the man I bought it from and he was real apologetic but said he had no idea who might of stole it. I'm certain he didn't steal it, too nice of a guy, he even gave me 500 gold back to help me out.*

*"So here I am, no idea who has the deed and with no way to find it. Can't contact the City Watch cause then I'd get in trouble with the tax department and that's trouble I don't need. I've been trying to*

*find a new place but this damned raven-haired woman is buying everything in sight. I think I'm just going to cut my loses and move on."*

Tauren also knows the following:

- He has no idea who the woman is, only that she is apparently some kind of priest.
- Every time he has gone to the warehouse it was locked and no one was there.
- He will give the PCs the address of the place and asks them to check it out, maybe they can find something.
- The warehouse cost him 2500gp.
- He would be greatly appreciative if they would let him know if they find a modest place he could buy or if they find any info on the one stolen from him. He gives them the address of his shop.

### **DM NOTES:**

- Any PC that is either in the City Watch, is a priest of Tyr, or some form of an expert on laws can determine that what Tauren has done IS illegal, but not all that serious. Tell the PC that he/she thinks if the city officials find out Tauren and his associate will be fined but not jailed, etc. Such characters should be expected to take appropriate action (i.e. reporting him to Vernon Condor or other official for proper action). Such PCs know they do not need to arrest the man, as long as he agrees to cooperate, which he will if confronted by an appropriate authority figure.
- The PCs have to go to his warehouse to continue the adventure. If they leave on some other tangent, have them "miraculously" walk right by the place.

Tauren eventually leaves to take care of some other business. The PCs should head to the warehouse in the near future. If the PCs insist on talking to the merchant that Tauren purchased the building from, improvise, or try to have him convince them it is useless.

## **ENCOUNTER #5: Right This Way....**

The PCs will be able to find the warehouse without much trouble as it is quite close to their current position.

*A short walk and a couple questions lead you right to Tauren's warehouse. It is a short one-story wooden building. There are no signs hanging on it and you would normally walk right by it because it is so*

*nondescript. The double doors in front of you are both closed.*

The doors are not locked. Inside the building is Algar, member of a small band of local thieves. He knows they stole the deed and is actually here to finish cleaning before his leaders decide what to do with the building. The thieves he is associated with are working for Harven though they do not know she is a priestess of Shar.

*As the doors open you see a small, thin man dressed in simple clothing. He is holding a broom. Because of the markings on the floor and lack of furnishings this room seems to have been a large storage area at some point, it is currently empty. There is a door at the far end of the room. "What do you want?" he says.*

The PCs will probably startle Algar because he is not expecting any visitors. He will not run away but will stay and pretend to be working for Harven and the priests of Shaundakul. He has no idea who Shaundakul is. What he does know is that they pay him nicely to do things he would already be doing.

He will not let the PCs into the building as he wants to keep some distance between him and them. He will ask them to step back into the street and will only keep the door half-open, with his foot on the backside.

DM NOTE: Play Algar as a quiet man that talks slowly and seems to never get excited. Smart PCs or those with relevant magic items can find out LOTS of good information by asking some intelligent questions here. Be sure to be familiar with spell affects and if Algar gets a saving throw. He is very attentive and will notice any spell casting. If he has any reason to be suspicious, he will stop answering questions and leave, but try to get the PCs to follow.

A familiarity with the rest of the module is also required as the PCs can find out a bit about what the thieves and priests are up to and that they could be walking into a trap.

Algar will quickly deduce that these people could be real trouble and need to be eliminated. He will tell the PCs the following so he can lead them into a trap. Most everything he says will be revealed as true. He is very careful in his answers and knows many people in the city have ways of detecting non-truths. He will be as evasive as possible.

- He does odd jobs around the city for a woman named Harven. He has worked for her for about a month. She is a beautiful woman with long dark hair.

- She pays him every day and then gives him new jobs for the next day.
- He will take them to her if they would like but first he has a couple things he needs to do. He will meet them back here in an hour and then take them to her.
- She owns a building that is dedicated to a god named Shaudakul. He will not give them the address but they can go there if he accompanies them. He will only let them go if he accompanies them, she is a private woman and wants to be left to her own business.
- He will claim to know nothing else, he is only some hired help that needs the work. He will tell the PCs nothing else that is of value.

Algar's intention is to pretend to buy a couple supplies and then lead the party into a trap. One shop he plans on stopping at, a general store, is actually a contact for his group. He will tell his contact that he will be leading a group of pesky adventurers to their "temple" in one hour and that the others should prepare a trap. He will make small talk out loud while quietly telling his friend the details in Thieves' Cant.

Algar is no novice at being sneaky so it will be extremely difficult for the party to follow him without him noticing. He is very observant and very paranoid. Any PC that wants to hear this conversation will have to be invisible and able to speak Thieves' Cant.

The PCs have a few options at this point.

- 1) They can agree to meet Algar back here in one hour and actually wait for him to return. He will do so and will then lead them into the trap.
- 2) They can agree to meet him here in an hour and try to follow him to see what he does. He will appear to do exactly what he claimed he would. He goes to a general store and buys parchment, stops at a boot shop to check some prices, and goes to a clothing store to see if his cloak has been repaired yet. He then heads back to the warehouse to meet the party. It is at the general store that he makes arrangements for the ambush.
- 3) They can refuse his offer and try to follow him to the "temple" so as to gain an advantage. If they choose this option he will proceed in the same manner as he planned but will make it very easy for the party to follow him. He suspects they may try this tactic. Even if he cannot detect the party he will still assume they are on his trail and will attempt to lead them into the waiting trap.
- 4) If the PCs do discover that he is an evil man (via spells, items, etc.) and start to rough him up, a City Watch patrol will show up and stop them

(and arrest them as appropriate). Any member of the City Watch, priest of Tyr, or similar law type person will know that they cannot arrest the man for anything at this point! He has done nothing against the LAW (at least nothing they can prove) so they have no right to harm him. He will leave, but will still make it easy for the PCs to follow him, now its personal. If they chase another tangent, have the party see him watching them, then walking guiltily away, try to get them to follow him, else the adventure is over.

If the PCs do accompany Algar they will probably continue to ask him questions. He will provide no useful information and will ask the PCs about their participation in the war. In any event, the PCs will be able to find their way to the "temple."

DM NOTE: Certain characters may be able to use contacts from a couple organizations to learn a bit of information about this group of "priests". Remember that they have less than an hour to do this, so they must hurry.

- Silent Network – anyone in this organization can go to their Cell Leader and learn a little bit of useful information. The Network has been aware of the purchases by this group and has been keeping a somewhat interested eye on them, so as not to be caught unawares by their presence. All they really know is that they are posing followers of Shaudakul but that this is probably a ruse, as they have had no contact with members of the Clerical Circle. There is another group dedicated to this god that is trying to establish itself in the city, and they have been present much longer. There has been no contact between the two groups, as far as the Network knows. A member can learn no other useful info.
- City Watch – members can go to the local Watch booth and talk to Sergeant Cantos (see encounter #7). He will tell them ahead of time that the Watch is watching the building Algar will lead them to, and that they suspect the "priests" are bogus. The watch suspects them of performing illegal activities but have no proof. They can get no other useful info but can be more prepared for going to "the Temple" which Sergeant Cantos will ask them to do, if they do not decide to on their own.

## ENCOUNTER #6: The Temple of Doom

Once Algar heads to the building, it will take the PCs about fifteen minutes to walk there. If they have been trying to secretly follow him around, it will take him just over an hour to make his way there as he wanders all over the market district completing his tasks. As the PCs approach the building, read the following:

*You approach a large two-story building made of stone and wood. The front of the building is dominated by a large window, and is blocked from the inside by a drape. (If he is with the PCs) Algar walks to the front door and enters.*

The PCs can follow Algar in if they are with him, if not, he will shut the door behind him. The group inside is ready for the PCs so there is almost no way for them to be surprised. The waiting thieves and priests are mostly in the large lower room waiting for the PCs to enter.

**DEFENSE TACTICS:** There are windows on both floors of the warehouse, and **ALL** have been covered from the inside with dark blankets to prevent peeking. The windows are also protected with *magic mouth* spells as well as *glyphs of warding* (cast at 11th level). If any window is opened the Magic Mouth will shout "Honey, we have guests!" and the *glyph* will cause damage to the people close to the window as follows:

Tier 1 (PC levels 4-13): 2d4 cold damage  
Tier 2 (PC levels 14-25): 4d4 cold damage  
Tier 3 (PC levels 26-37): 6d4 cold damage  
Tier 4 (PC levels 38-56): 8d4 cold damage  
Tier 5 (PC levels 57+): 10d4 cold damage

A successful saving throw vs. spells will reduce this damage by half.

The rear double doors have been barred from the inside and a wagon (full of empty crates) has been backed up against them and wedged into place to hinder any attempts to gain a fast entrance from that end. PCs can still get in this way, it will just take a couple rounds to push the wagon aside, climb over the crates, or under the axles.

Algar's intention is to lead the PCs through the front door and into the large back room so his friends can attack. He will keep an eye out for any members that may turn invisible as he has something that can deal with that. The thieves are spread out in the back of the room, around all the crates that are stacked three high. Standing by the table will be the two priests. If the PCs

do not accompany Algar and do not enter soon after he does, the female priestess will start screaming in hopes of forcing the party into rushing into the building. The stairs leading to the second floor have been covered with a large wooden door that is barred from the top. It will take 36 or more Strength points to force the door open. One thief is here, waiting for the fight to start.

If the party is with Algar read the following:

*You enter a room that is mostly empty. A wooden counter crosses most of the room and an open door is in the middle of the back wall. To your left is a set of stairs leading up but a door rests over the opening. There is a large banner stuck to the wall, behind the counter. In the center of the banner is a silver upright left hand with its wrist trailing off into rippling wind. The majority of the banner, which functions as its background, is a deep purple color depicting circling winds. The room is empty of any people. Algar says, "They must be in the back, c'mon." He walks towards the open door.*

Pause for questions or actions.

*The back room is quite large, light radiates from a torch next to the door. Directly in front of you are some good-sized crates stacked three high. At the back of the room, in front of a set of double doors, is a wagon loaded with more crates. To your right is a table. Seated behind it is a young woman with shoulder length black hair. Algar motions you all into the room and walks forward.*

*"My lady, these people would like a word with you," he says as he bows his head before her.*

*"Good," she replies, "for I would also like to speak to them!" She throws the table to the side and pulls a whip off her belt. Algar sprints for the back of the room.*

**COMBAT TACTICS** - see DM Map #1

The thieves are waiting in the back of the room and will stay there for a few rounds until someone comes out of the darkness. They will try to find someone to backstab or will engage anyone that runs to the back of the room. Algar may try to find an invisible PC(s) so he can hit him/her with his *dust of appearance*; otherwise he will run behind the approaching priests and try to move in for a backstab, so he can use his *minor girdle of strength*. The thief waiting upstairs will come down as soon as the fight starts. In tiers 3 through 5 he will shut the door behind the party and bar it so they have no way of escape. Be sure to have him do this in case anyone tries to back out of the room.

#### DM NOTES:

- All priests of Shar can see in magical or natural darkness as if it were a lit room.
- Specialty priests of Shar have a +1 bonus to hit, damage, and on saving throws when in darkness. This has **NOT** been accounted for in the following statistics because the PCs may be able to eliminate those effects. They also have penalty of -1 to the same rolls when in the light of a full moon.
- In darkness, the PCs will be -4 to hit, -2 if they have the blind-fighting non-weapon proficiency. This has **NOT** been accounted for in the AC statistics for the priests, be sure to adjust accordingly.
- The thieves will wait on the edge of the darkness for PCs to emerge and will then try to back-stab. Have PCs coming from the darkness make surprise checks at -3. If they fail, the thieves can back-stab, if the PCs are not surprised proceed with initiative as normal. Be creative as to where they spring from, like off the top of the crates, whatever. All the thieves have the non-weapon proficiency blind-fighting.
- In the higher tiers, especially 4 and 5, the evil priests will all cast *prayer* spells in the first round giving them a large advantage in combat. These spells are cumulative when cast by priests of the same faith.
- Algar will have made a pick pockets roll and removed a pinch of dust of appearance which he will try to use on any invisible PC, if he does not get to use it, assume it was dropped in the fight at some point. It is treasure the PCs cannot have.

The priests of Shar will have just cast their *whip of shar* (see description) spells and will use those as their initial attacks. The priests hiding between the crates have also cast *darkness* spells on themselves. They will rush out to join the priestess as soon as she starts the battle. They will try to surround as many party members in darkness as possible. They will then use their whips or cast spells. The priestess Janto will attack any cleric of Selune first, then spellcasters. Their main tactic is to keep the PCs in darkness as much as possible, which should be easy considering the areas the spells affect (they have plenty of spells).

Also, remember the darkness spells will overlap so it will require multiple light affects to cancel the multiple magical darkness affects.

The priests may seem to have lots of spells because some are bonus spells from their specialty priest hoods (see descriptions in index). All italicized spells are

from the *Faiths & Avatars* accessory (see index), and all pre-cast have been written in ~~strike-out~~.

#### Tier 1 (PC levels 4-13)

**Thieves (3, one is upstairs), hm T1:** AL NE; AC 6 (leather & dex); MV 12; hp 5; THAC0 20 (+4 backstab); #AT 1; Dmg 1d4 (dagger, x2 if backstab); SA backstab; SD HS & MS (50% each); Dex 16; MR nil; SZ M; ML 12

**Algar, hm T1:** AL NE; AC 5 (leather & dex); MV 12; hp 6; THAC0 19 (+4 backstab); #AT 1 or 2; Dmg 1d4 (dagger, x2 if backstab), 2d4 +1 (broadsword) and 1d4 (dagger); SA backstab; SD HS & MS (60% each); Dex 17; MR nil; SZ M; ML 15

Possessions: *dust of appearance* (1 pinch), *broadsword +1( anti-stoneskin)*, *minor girdle of hill giant strength* (gives wearer strength of 19 for 1 round, +3 to hit, +7 damage). He will try to use the girdle for a backstab but will use it in melee if he is forced into the situation. The additional “to hit” and “damage” bonuses from the girdle have not been accounted for in the statistics.

**Henchman (1), hm F2/P(Sp)3 of Shar:** AL NE; AC 4 (chain & dex); MV 12; hp 16; THAC0 18; #AT 2; Dmg 2d4 +1, plus special (*whip of shar*, cast by Janto, lasts 4 combat rounds, will then change to 1d6+2 footman’s mace & Str), 1d4 +2 (war hammer & Str); SA spells; SD darkness; Str 17, Dex 15; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level - *command*, *cure light wounds*, ~~*darkness*~~ x 2 (only one is cast); 2<sup>nd</sup> level - *silence 15' radius*, *blindness* (as 2nd level wizard spell)

**Janto, Leader, hf P(Sp)5:** AL NE; AC 5 (chain, dex); MV 12; hp 23; THAC0 18; #AT 1; Dmg 2d4 + special (*whip of shar*, lasts 5 combat rounds), will then change to 1d6+1 (footman’s mace); SA spells; SD spells; Wis 17; MR nil; SZ M; ML 16.

Spells: 1<sup>st</sup> level - *command*, *cause light wounds*, *cure light wounds* x3, *darkness* x3; 2<sup>nd</sup> level - *heat metal*, *hold person*, *know alignment*, *silence 15' radius*, *blindness* (as 2nd level wizard spell); 3<sup>rd</sup> level - ~~*whip of shar*~~, *continual darkness*

#### Tier 2 (PC levels 14-25)

**Thieves (3, one is upstairs), hm T2:** AL NE; AC 6 (leather & dex); MV 12; hp 9; THAC0 19 (+4 backstab); #AT 1; Dmg 1d4 (dagger, x2 if backstab); SA backstab; SD HS & MS (60% each); Dex 16; MR nil; SZ M; ML 12

**Algar, hm T5:** AL NE; AC 4 (leather & dex); MV 12; hp 21; THAC0 18 (+4 backstab); #AT 1 or 2; Dmg 1d4 (dagger, x3 if backstab), 2d4+1 (broadsword) 1d4 (dagger); SA backstab; SD HS & MS (65% each); Dex 18; MR nil; SZ M; ML 15

Possessions: *dust of appearance* (4 pinches), *broadsword+1( anti-stoneskin)*, *minor girdle of hill giant strength* (gives wearer strength of 19 for 1 round, +3 to hit, +7 damage). He will try to use the girdle for a back-stab but will use it in melee if he is forced into the situation. The additional “to hit” bonus and “damage” have not been accounted for in the statistics.

**Henchman (1), hm F3/P(Sp)5 of Shar:** AL NE; AC 5 (chain); MV 12; hp 30; THAC0 17/20 w/hammer (off hand); #AT 2; Dmg 2d4 +1, plus special (*whip of Shar*, lasts 4 combat rounds, will then change to 1d6+2 footman’s mace & Str), 1d4 +2 (war hammer & Str); SA spells; SD darkness; Str 17, Dex 16; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level - *command*, *cure light wounds* x2, *darkness* x3 (only one is cast); 2<sup>nd</sup> level - *heat metal*, *hold person*, *silence 15' radius*, *blindness* (as 2nd level wizard spell); 3<sup>rd</sup> level - ~~*whip of Shar*~~, *continual darkness*

**Janto, Leader, hf P(Sp)6 of Shar:** AL NE; AC 5 (chain,); MV 12; hp 32; THAC0 18; #AT 1; Dmg 2d4 + special (*whip of Shar*, lasts 6 combat rounds), will then change to 1d6+1 (footman’s mace); SA spells; SD spells; Wis 17; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x2, *darkness* x3; 2<sup>nd</sup> level – *aid*, *heat metal*, *hold person*, *know alignment*, *silence 15' radius*, *blindness* (as 2nd level wizard spell); 3<sup>rd</sup> level - ~~*whip of Shar*~~, x2 (only 1 cast), *continual darkness*

### **Tier 3 (PC levels 26-37)**

**Thieves (3, one is upstairs), hm T5:** AL NE; AC 4 (leather & dex); MV 12; hp 20; THAC0 18 (+4 backstab); #AT 1 or 2; Dmg 1d6 (short sword, x3 if backstab), 1d4 (dagger); SA backstab; SD HS & MS (65% each); Dex 18; MR nil; SZ M; ML 12

**Algar, hm T7:** AL NE; AC 4 (leather & dex); MV 12; hp 29; THAC0 17 (+4 backstab); #AT 1 or 2; Dmg 1d6 (short sword, x3 if backstab), 2d4+1 (broadsword) and 1d6 (short sword); SA backstab; SD HS & MS (70% each); Dex 18; MR nil; SZ M; ML 15

Possessions: *dust of appearance* (1 pinch), *broadsword+1( anti-stoneskin)*, *minor girdle of hill giant strength* (gives wearer strength of 19 for 1 round, +3 to hit, +7 damage). He will try to use the girdle for

a back-stab but will use it in melee if he is forced into the situation. The additional “to hit” and “damage” bonuses have not been accounted for in the statistics.

**Henchman, hm F5/P(Sp)6 of Shar:** AL NE; AC 3 (chain & dex); MV 12; hp 40; THAC0 15/17 w/hammer (off hand); #AT 2; Dmg 2d4 +1, plus special (*whip of Shar*, lasts 5 combat rounds, will then change to 1d6+2, footman’s mace & Str), 1d4 +2 (war hammer & Str); SA spells; SD darkness; Str 17, Dex 17; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level - *command*, *cure light wounds* x2, *darkness* x3 (only one is cast); 2<sup>nd</sup> level - *heat metal*, *hold person*, *silence 15' radius*, *blindness* (as 2nd level wizard spell); 3<sup>rd</sup> level - *prayer*, ~~*whip of Shar*~~, *continual darkness*

**Janto, Leader, hf P(Sp)7 of Shar:** AL NE; AC 2 (chain, dex); MV 12; hp 41; THAC0 15 #AT 1; Dmg 2d4 +1, plus special (*whip of Shar*, lasts 7 combat rounds), will then change to 1d6+2 (footman’s mace & STR); SA spells; SD spells; Str 17, Dex 17, Wis 17; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x2, *darkness* x4; 2<sup>nd</sup> level - *heat metal* x2, *hold person* x2, *silence 15' radius*, *blindness* (as 2<sup>nd</sup> level wizard spell); 3<sup>rd</sup> level - *dispel magic*, ~~*whip of Shar*~~ x2 (only one is cast), *continual darkness*; 4<sup>th</sup> level - ~~*free action*~~

### **Tier 4 (PC levels 38-56)**

**Thieves (3, one is upstairs), hm T6:** AL NE; AC 4 (leather & dex); MV 12; hp 29; THAC0 17 (+4 backstab); #AT 1 or 2; Dmg 1d6 (short sword, x3 if backstab), 1d4 (dagger); SA backstab; SD HS & MS (71% each); Dex 18; MR nil; SZ M; ML 12

**Algar, hm T9:** AL NE; AC 4 (leather & dex); MV 12; hp 41; THAC0 16 (+4 backstab); #AT 2; Dmg 1d6 (short sword, x4 if backstab), 2d4+1 (broadsword) and 1d6 (short sword); SA backstab; SD HS & MS (85% each); Dex 18; MR nil; SZ M; ML 15

Possessions: *dust of appearance* (1 pinch), *broadsword+1( anti-stoneskin)*, *minor girdle of hill giant strength* (gives wearer strength of 19 for 1 round, +3 to hit, +7 damage). He will try to use the girdle for a back-stab but will use it in melee if he is forced into the situation. The additional “to hit” bonus and “damage” have not been accounted for in the statistics.

**Henchmen (2), hm F7/P(Sp)8 of Shar:** AL NE; AC -1 (plate & dex); MV 12; hp 61; THAC0 13/15 w/hammer (off hand); #AT 5/2 (extra attack will be with the *Whip*); Dmg 2d4 +3, plus special (*whip of*

*Shar*, lasts 7 combat rounds, & Str), 1d4 +4 (war hammer & Str); SA spells; SD darkness; Str 18/01, Dex 17; MR nil; SZ M; ML 15

Spells (both have the same complement): 1<sup>st</sup> level - *command*, *cure light wounds* x2, *darkness* x4; 2nd level - *heat metal*, *hold person*, *silence 15' radius*, *blindness*, *forget* (as 2nd level wizard spells); 3rd level - *prayer*, ~~*whip of Shar*~~ x2 (only 1 cast), ~~*continual darkness*~~; 4<sup>th</sup> level - ~~*free action*~~, ~~*protection from lightning*~~

**Janto, Leader, hf P(Sp)9 of Shar:** AL NE; AC -1 (plate, dex); MV 12; hp 54; THAC0 15 #AT 1; Dmg 2d4 +1, plus special (*whip of Shar*, lasts 9 combat rounds), & Str); SA spells; SD spells; Str 17, Dex 17, Wis 18; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x3, *darkness* x5; 2nd level - *charm person*, *heat metal* x2, *hold person* x2, *silence 15' radius*, *blindness*, *forget* (as 2<sup>nd</sup> level wizard spells); 3<sup>rd</sup> level - *dispel magic*, *prayer*, ~~*whip of Shar*~~, *continual darkness* x2; 4<sup>th</sup> level - ~~*free action*~~, ~~*protection from lightning*~~, *darkbolt*; 5<sup>th</sup> level - *slay living*, *nightmare* (as reverse of 5<sup>th</sup> level wizard spell, *dream*)

## **Tier 5 (PC levels 57+)**

**Thieves (3, one is upstairs), hm T9:** AL NE; AC 4 (leather & dex); MV 12; hp 45; THAC0 16(+4 backstab); #AT 2; Dmg 1d6 (short sword, x4 if backstab), 1d4 (dagger); SA backstab; SD HS & MS (85% each); Dex 18; MR nil; SZ M; ML 12

**Algar, hm T10:** AL NE; AC 4 (leather & dex); MV 12; hp 50; THAC0 16 (+4 backstab); #AT 1 or 2; Dmg 1d6 (short sword, x4 if backstab), 2d4+1 (broadsword) and 1d6 (short sword); SA backstab; SD HS & MS (95% each); Dex 18; MR nil; SZ M; ML 15

Possessions: *dust of appearance* (1 pinch), *broadsword*+1 (*anti-stoneskin*), *minor girdle of hill giant strength* (gives wearer strength of 19 for 1 round, +3 to hit, +7 damage). He will try to use the girdle for a back-stab but will use it in melee if he is forced into the situation. The additional "to hit" bonus and "damage" have not been accounted for in the statistics.

**Henchmen (2), hm F8/P(Sp)9 of Shar:** AL NE; AC -2 (plate & dex); MV 12; hp 70; THAC0 11/13 w/hammer (off hand); #AT 5/2 (extra attacks will be with Whip); Dmg 2d4 +4, plus special (*whip of Shar*, lasts 8 combat rounds, & Str), 1d4 +5 (war hammer & Str); SA spells; SD darkness; Str 18/51, Dex 17; MR nil; SZ M; ML 15

Spells (both have the same complement): 1<sup>st</sup> level - *command*, *cure light wounds* x3, *darkness* x4 (only one is cast); 2<sup>nd</sup> level - *heat metal*, *hold person* x2, *silence 15' radius*, *blindness*, *forget* (as 2<sup>nd</sup> level wizard spells); 3<sup>rd</sup> level - *prayer*, ~~*whip of Shar*~~ x2 (only 1 cast), *continual darkness*; 4<sup>th</sup> level - ~~*free action*~~, ~~*protection from lightning*~~; 5<sup>th</sup> level - *flame strike*, *nightmare* (as reverse of 5<sup>th</sup> level wizard spell, *dream*)

**Janto, Leader, hf P(Sp)11 of Shar:** AL NE; AC -1 (plate & dex); MV 12; hp 67; THAC0 13 #AT 1; Dmg 2d4 +1, plus special (*whip of Shar*, lasts 11 combat rounds, & STR); SA spells; SD spells; Str 17, Wis 18; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x4, *darkness* x6; 2<sup>nd</sup> level - *charm person*, *heat metal* x2, *hold person* x2, *silence 15' radius*, *blindness*, *forget* (as 2<sup>nd</sup> level wizard spells); 3<sup>rd</sup> level - *dispel magic*, *prayer*, ~~*protection from fire*~~, ~~*whip of Shar*~~, *continual darkness* x2; 4<sup>th</sup> level - ~~*free action*~~, ~~*protection from lightning*~~, *darkbolt* x2; 5<sup>th</sup> level - *flame strike*, *slay living*, *nightmare* (as reverse of 5<sup>th</sup> level wizard spell, *dream*); 6<sup>th</sup> level - *blade barrier*

It may take quite a while for the darkness spells the priests have cast to dissipate so the PCs need to find a way to light the room before they can properly search it. Most of the crates in the room are filled with common goods and foodstuffs, the rest are empty.

After the fight the party will have a couple of rounds to check the thieves and priests for booty. They can grab a total of *175 gp*, *a 500-gp onyx carving of a cat*, *a minor girdle of hill giant strength*, and *a broadsword +1, anti-stoneskin*.

The most significant thing the PCs can confirm right away is that the priests are not of Shaundakul, and that the woman they defeated is not Harven for this one does not have very long hair and is not that attractive. They do have rather nice yet obviously fake holy symbols of Shaundakul in their possession but the PCs will also find the symbols of Shar on each of the priests. Shortly after the fight read the following:

***The sound of breaking wood comes from the front room and you ready yourselves for another grim fight. You hear orders being shouted and realize it is the City Watch. A full patrol bursts into the room.***

## ENCOUNTER #7: You're a Little Late

*A short red-haired man wearing the armor of a City Watch Officer strides to the front. "I'm Watch Sergeant Cantos. Are you all- right? We've been watching these buggers for about a week now. I see you had a bit of a problem with them."*

Cantos will have his people spread out and search the entire building. The City Watch has been watching the building for about a week. They noticed the priests buying up quite a bit of land and wanted to see what they were doing with it. They had no evidence of any illegal activities, just suspicions.

Cantos will ask the PCs to explain their presence. While this is happening, his men will search the house and find a stash of gold, three deeds to buildings in the city, and a torn piece of paper that appears to be part of a longer letter. The letter says something agree, apparently part of a longer message:

*Coming of Darkness and Dancing,  
Where Shar's Glory will be proven with the Sacrificial Offering.....*

(This is a reference to the next module in the *When Darkness Falls* series).

Also found will be a log recording amounts of gold and jewels stolen. It is quite impressive. The PCs should be able to realize that the thieves have been stealing funds to help finance the building purchases.

At the bottom of the letter is an address. There is no information about what it is but a successful **Local History** check will tell the PCs that it is in the market area, and not too far from their current position. Sergeant Cantos will suggest the PCs come back to the City Watch station to rest while he sends a couple men to check out the address.

For tiers 1 and 2, if they need it, he says he can provide some healing while they decide how to proceed. If the PCs insist on going to the building he consents, he would ask them to eventually, anyway.

The PCs should follow his advice because the fight was probably pretty rough. If they do not want to go to the station allow them to go to the address in place of the Watch guards, proceed to Encounter #8. If they do go to the station, he has a cleric come in that can cast up to *three cure light wounds* spells and *one cure serious* spells on the group. By this time it is well after

nightfall so any more activities will be done in the dark.

The guards he sent will not come back and after about an hour he will send a patrol to see what happened. The patrol will return with nothing, saying there is no sign of the missing men. Cantos will eventually ask the PCs if they will investigate the building, as they are better suited for this kind of activity. He will ask them to go at some point tonight, he wants them to stay on Harven's trail.

## ENCOUNTER #8: Into the Shadows

*You stand before a small one-story bungalow. No lights show in the windows, and there seems to be no one home.*

### LAYOUT: see DM MAP #2

Allow the PCs to investigate the house from the outside all they want. The house will appear empty to anyone looking through the windows, and appears unfurnished. Only if the PCs enter the house will the inhabitants attack.

Harven is in the basement of the house, packing up some items in preparation for moving to another location. The basement has no windows, and as a specialty priest of Shar she can see in the dark just fine.

The other inhabitants of the house are a group of shadows. These shadows were summoned by Harven, and have proved successful as a first line of defense. Nothing remains of the City Watch patrol that proceeded the PCs to the house (if this happened), for the shadows attacked, killed, and transformed them all into more shadows.

**COMBAT TACTICS:** The shadows are located throughout the upper level of the house. When the PCs enter, they will attack. The noise of the combat will alert Harven, who will leave, immediately after giving a little speech, via a *word of recall* spell she had cast earlier from a scroll. The other specialty priest of Shar will stay behind to keep the shadows from being turned. He will use his last pinch of *dust of disappearance* before entering the combat on the second round.

DM Notes:

- Both Harven and the remaining priest have the same bonuses in darkness as in the previous encounter. The bonuses have **NOT** been accounted for in the following statistics.
- They are expecting more people to come looking for the missing City Watch patrol so will be very difficult to surprise. Again, any pre-cast spells will be written in ~~strike-out~~.
- In tiers 3 thru 5, the priest will have a special protection. The *dust of disappearance* is a fantastic defense, and the user cannot be detected even with a *detect invisibility* spell. Again, anyone with the non-weapon proficiency blind-fighting is -2 to hit the priest, -4 if they do not have the proficiency. This has **NOT** been accounted for in the priest's statistics.
- Due to the controlling presence of the priest, the shadows cannot be turned. Any that are turned during round one will return in round two when he commands them to kill the PCs. His main objective will be to keep the room dark so the shadows can wreak havoc.
- In tiers 1 and 2, if the group does not have any magic weapons, do not kill them. Consider the shadows "new" and not full strength. Normal weapons will affect them. But only do this IF they have no or very few magic weapons. Use your judgement.

### **Tier 1 (PC levels 4-13)**

**Shadows (3):** AL CE; AC 7; MV 12; HD 2+2 hp 11; THAC0 19; #AT 1; Dmg 2-5+special; SA strength drain; SD 90% hide in shadows, +1 or better to hit; MR nil; SZ M; M special

**Milkano, hm P(Sp)5 of Shar:** AL NE; AC 5 (chain); MV 12; hp 21; THAC0 17; #AT 1; Dmg 2d4 + special (*whip of Shar*, lasts 5 combat rounds), or 1d6+1 (footman's mace); SA spells; SD spells; MR nil; SZ M; Wis 17; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x2, *darkness* x3; 2<sup>nd</sup> level - *aid*, *heat metal*, *hold person*, *silence 15' radius*, *blindness* (as 2<sup>nd</sup> level wizard spell); 3<sup>rd</sup> level - *whip of Shar* x2, *continual darkness*.

### **Tier 2 (PC levels 14-25)**

**Shadows (4):** AL CE; AC 7; MV 12; HD 3+3 hp 14; THAC0 18; #AT 1; Dmg 2-5+special; SA strength drain; SD 90% hide in shadows; MR nil; SZ M; M special

**Milkano, hm P(Sp)6 of Shar:** AL NE; AC 4 (chain & dex); MV 12; hp 37; THAC0 14; #AT 1; Dmg 2d4 +

special (*whip of Shar*, lasts 6 combat rounds), or 1d6+3 (footman's mace + strength); SA spells; SD spells; Str 18, Wis 17, Dex 15; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x2, *darkness* x3; 2<sup>nd</sup> level - *heat metal* x2, *hold person*, *silence 15' radius*, *blindness* (as 2<sup>nd</sup> level wizard spell); 3<sup>rd</sup> level - *dispel magic*, *whip of Shar* x2 (only 1 cast), *continual darkness*

### **Tier 3 (PC levels 26-37)**

**Greater Shadows (6):** AL CE; AC 5; MV 12; HD 5+3 hp 26; THAC0 15; #AT 1; Dmg 2-5+special; SA strength drain; SD 90% hide in shadows; MR nil; SZ M; M special

**Milkano, hm P(Sp)7 of Shar:** AL NE; AC 3 (chain & dex); MV 12; hp 44; THAC0 13 #AT 3/2; Dmg 2d4 +1 plus special (*whip of Shar*, lasts 7 combat rounds) or 1d6+2 (footman's mace & Str); SA spells; SD *dust*, spells; Str 18, Dex 16, Wis 17; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cause light wounds*, *cure light wounds* x2, *darkness* x4; 2<sup>nd</sup> level - *heat metal* x2, *hold person* x2, *silence 15' radius*, *blindness* (as 2<sup>nd</sup> level wizard spell); 3<sup>rd</sup> level - *dispel magic*, *whip of Shar*, ~~*protection from fire*~~, *continual darkness*; 4<sup>th</sup> level - ~~*free action*~~

### **Tier 4 (PC levels 38-56)**

**Greater Shadows (6):** AL CE; AC 3; MV 12; HD 7+3 hp 38; THAC0 11; #AT 2; Dmg 2-5+special; SA strength drain; SD 90% hide in shadows; MR nil; SZ M; M special

**Milkano, hm P(Sp)9 of Shar:** AL NE; AC -2 (plate & shield & dex); MV 12; hp 61; THAC0 11 #AT 3/2; Dmg 2d4 +1 plus special (*whip of Shar*, lasts 9 combat rounds) or 1d6+2 (footman's mace & Str); SA spells; SD *dust*, spells; Str 18, Dex 17, Wis 17; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cure light wounds* x3, *darkness* x5, ~~*endure cold*~~; 2<sup>nd</sup> level - *charm person*, *heat metal* x2, *hold person* x2, *silence 15' radius*, *blindness*, *forget* (as 2<sup>nd</sup> level wizard spells); 3<sup>rd</sup> level - *dispel magic*, *whip of Shar*, ~~*protection from fire*~~, *continual darkness* x2; 4<sup>th</sup> level - *free action*, *protection from lightning*, *darkbolt*; 5<sup>th</sup> level - *slay living*, *nightmare* (as reverse of 5<sup>th</sup> level wizard spell, *dream*).

## **Tier 5 (PC levels 57+)**

**Greater Shadows (10):** AL CE; AC 1; MV 12; HD 9+3 hp 50; THAC0 9; #AT 2; Dmg 2-5+special; SA strength drain; SD 90% hide in shadows; MR nil; SZ M; M special

**Milkano, hm P(Sp)11 of Shar:** AL NE; AC - 3 (plate & shield & dex); MV 12; hp 71; THAC0 9; #AT 3/2; Dmg 2d4 +1 plus special (*whip of Shar*, lasts 11 combat rounds) or 1d6+2 (footman's mace & Str); SA spells; SD *dust*, spells; Str 18, Dex 18, Wis 17; MR nil; SZ M; ML 16

Spells: 1<sup>st</sup> level - *command*, *cause fear*, *cure light wounds* x4, *darkness* x6, ~~*endure cold*~~; 2<sup>nd</sup> level - *charm person*, *heat metal* x2, *hold person* x2, *silence 15' radius*, *blindness*, *forget* (as 2<sup>nd</sup> level wizard spells); 3<sup>rd</sup> level - *dispel magic*, ~~*protection from fire*~~, *whip of Shar* x2, *continual darkness* x2; 4<sup>th</sup> level - ~~*free action*~~, ~~*protection from lightning*~~, *darkbolt* x2; 5<sup>th</sup> level - *flame strike*, *slay living*, *nightmare* (as reverse of 5<sup>th</sup> level wizard spell, *dream*); 6<sup>th</sup> level- *blade barrier*

### **Searching the building:**

Investigation of the building after the fight will turn up several sets of empty City Watch uniforms, all that remains of the patrol sent to investigate the building. The root cellar is the only room with any furnishings, and has only a few chests and shelves. The shelves hold a small amount of food stocks, and the chests hold mundane cooking gear. One chest, however, holds the following items: *potion of superior healing* (heals 6d8 points of damage), *chime of opening* (3 uses), a *potion of flying*, 10,000gp, and a pair of deeds to buildings in the city. The PCs can tell one of the deeds is Tauren's as the addresses are on each. The thieves were planning on using these items to help them perform thefts and further their cause.

## **AFTERMATH**

After Harven flees and the PCs successfully defeat the shadows and the remaining priest, the module is essentially over. The PCs should report back to the City Watch, and explain what befell the patrol at the house. They can assume the shadows overtook them, as that is what happened, if the patrol went there before the PCs.

*As you enter his office, Sergeant Cantos looks up, glad to see you back from the investigation. "Well, what did you find?" he asks.*

Play out the ending as needed. The PCs may want to role-play their report to Sergeant Cantos, as well as any meetings they might have with Tauren.

The City watch will take down statements from each character, ask for their address in case they need to get in contact, offer their official thanks, and show the PCs to the street. The city will keep any and all deeds the PCs admit to finding, even Tauren's as he purchased it illegally.

It is the PCs decision on what to do with the deed to Tauren's building. The PCs can return the deed to Tauren for which he will be very grateful. Or they can turn it over to the City Watch or some other official. The city will eventually give the building back to the merchant, but only after he and his friend pay a rather hefty fine (1,000 gp). Characters with responsibilities to the city or followers of Tyr should be adamant about turning him in.

The City Watch will allow the PCs to keep the items and wealth found on the clerics and at the house in exchange for their help.

If the PCs were hired to find a building for Chauntell to buy, they should return to the Happy Stein Inn and report their success/failure. Even though they do not have a building for her, she will still give each PC 50gp for their time and effort.

## **THE END OF *For Sale***

### **Experience Point Summary**

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. 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 #1 You Don't Say?**

Questioning Tina or others 25 xp

**Encounter #2 Missed It By... That Much**

Buying spices from Halik 25 xp  
 Getting information about Harven from Halik 50 xp

**Encounter #3 Going, Going,....Gone**

Getting information about Harven from Pauleena 50 xp

**Encounter #4: Not Again!**

Agreeing to help Tauren 50 xp

**Encounter #5 Right This Way....**

Setting up meeting with Harven 50 xp  
 OR  
 Following Algar 50 xp

**Encounter #6 The Temple of Doom**

Winning the battle 100 xp  
 Capturing any priests alive 50 xp

**Encounter #8 Into the Shadows**

Winning the battle 100 xp

Total Experience for Objectives: 550 xp  
 Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,050 xp**

For Tier 2: 2,100 xp  
 For Tier 3: 3,150 xp  
 For Tier 4: 4,200 xp  
 For Tier 5: 5,250 xp

**TREASURE SUMMARY**

If it is not on this list, the PCs CANNOT HAVE IT!

**Encounter #6**

- *Broad sword +1, anti-stoneskin*: This sword works exactly like a +1 broadsword but when used against someone with an active *stoneskin* spell, the sword ignores the affects of the spell, allowing the sword to do normal damage when the bearer successfully strikes the AC of the *stoneskinned* being. Each such use drains one charge; the sword has 10 charges. When the charges run out, the sword is still a *broad sword +1*. Every swing of

the sword still considered an attack, so each will still remove one defense of the *stoneskin* spell.

- *Minor girdle of hill giant strength*: This girdle gives wearer a Strength of 19 for 1 round, once per day. It is usable only by characters of the thief class. Strength of 19 means +3 to hit and +7 damage bonuses.
- *Black Cat*: This carving of a small cat is made from the highest quality onyx and has a value of 1,000 gp.
- *Banner of Shaundakul*: This large (4' x 4') deep purple banner is dominated by the holy symbol of Shaundakul, an upright silver left hand, palm out and fingers together, its wrist trailing away into rippling winds on a deep purple background of circling winds. It is intricately detailed and made from the finest cloths. It is valued at 2,000 gp. It is uncertain how old the banner is, but from the worn and used look, is well-traveled. The banner can be placed on a wall or used as a flag or standard. There are silver eyelets on the left edge. Banners such as this were used in the past to provide protection to caravans or travelers.
- 175 gp

**Encounter #8**

- 10,000 gp
- *Bag of diamond dust*: The dust within is sufficient to be the material component of 10 *stoneskin* or *wizard mark* spells. If sold it has a value of only 500gp.

**Aftermath**

- *Spool of never-ending thread*: This is a small spool of thread that never runs out, as the *endless ball of string*. The color can be easily and permanently changed with a *cantrip* spell. It only functions when used in sewing or tailoring of clothing.

**Fame Award**

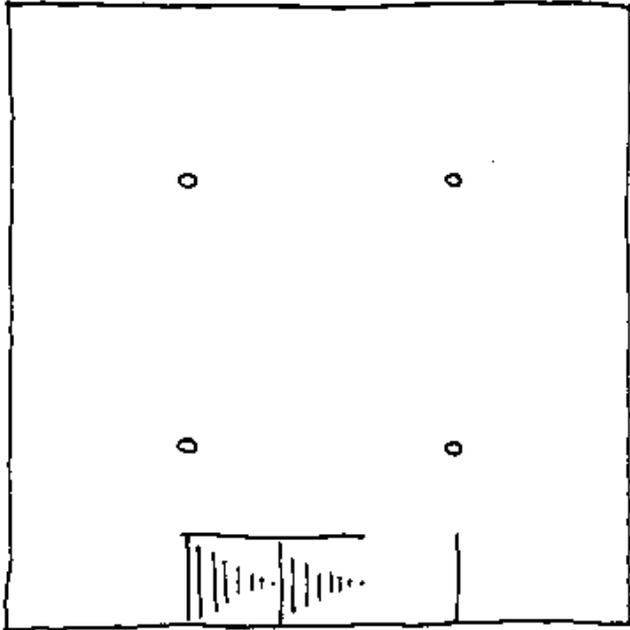
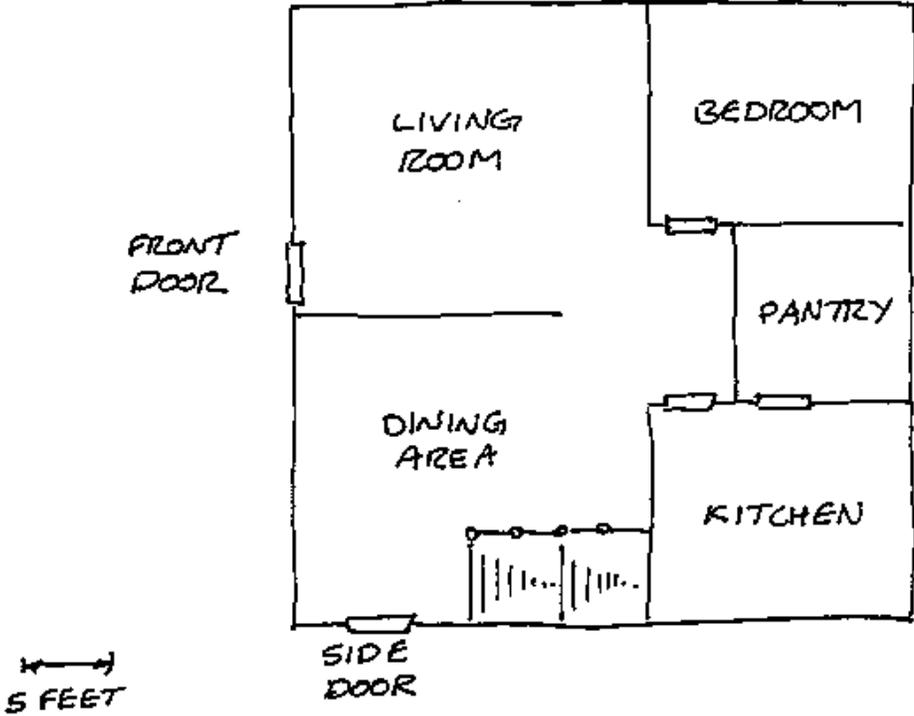
PCs successfully completing the scenario earn one fame point in City Watch.



FOR SALE  
DM'S HANDOUT #2

THE HOUSE

GROUND FLOOR



BASEMENT