

For a Few Zhents More

A One-round Living City Adventure

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Once more the city is in need of adventurers. But is this more babysitting than anything else? What could possibly go wrong?

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

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

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

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

Tier Structure

NEW: To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. Then take that total and divide it by 2x the number of players. This will give you a number in the range 1-6. This number is the tier. Round down most of the time, unless the characters seem powerful enough to handle the next tier up. Never round up unless you are at X.75 or greater (so 2.75 can go to 3, but 2.74 should go to 2).

For reference, character levels fall into tiers as follows:

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

DM's NOTE:

This adventure is designed to test the ability of the PCs to be able to deal with a) an enemy that refuses to fight them and b) a non-magical opponent. This is a fight the PCs are destined to win. The assassins know this. But they are happy to kill as many of their targets as

possible. The module leaves that possibility, as the PCs must strive to stop them from being killed.

DM Introduction

A group of Zhents, members of the **Flight of Arrows**, a splinter group from Zhentil Keep, has traveled to the city of Ravens Bluff to seek Asylum. In the module, *A Fistful of Drachmas*, the adventurers first encountered members of this splinter group, after trading spies for captured Ravens Bluff nobles. The Zhents, finding most adventurers from Ravens Bluff honorable, decided to have dealings with the city.

A sect from the **Flight of Arrows** has traveled to Ravens Bluff in order to establish a safe house for their members. Forces from Zhentil Keep have been hunting them down, destroying them for following their concept of peaceful co-existence. They made it to the Stand and the commander there escorted them into the city. After several hours, Mayor Amber Thoden had them secluded in an inn on the edge of Crow's End. The Mayor felt that these Zhents would need to be protected until the safehouse arrangement was ready. But she also felt that they should be made accustomed to living in Ravens Bluff.

Selecting several adventurers that they might trust, Mayor Theodin sent out letters to each of them.

Player's Introduction

A late autumn breeze welcomed you this morning, as you made your way towards Crow's End. The request sent to you was short and to the point:

Meet me at eight bells this morning at the Ill Ease Warehouse, in Crow's End.

*Amber Lynn Thodin
Lord Mayor*

Not a too informative message, but for whatever reason you find yourself at the doors of the Ill Ease Warehouse.

The PC who complains that they can't read, should be told that the messenger who delivered the message reads it to them.

The PCs should arrive at about the same time and will be escorted in shortly. A Captain of ASP will be on guard at the inside of the doors when the PCs knock. Prior to him opening the door is an opportunity for the PCs to introduce themselves to each other. Give them a little time, and then continue.

You wait at the door for a few moments, and a slot above it opens. "State your name and business here," a voice says from within.

The City Watch Captain was told to await the PCs and will allow them in, once they have identified themselves or produced the letter.

You are all escorted within the Ill Ease warehouse. Those of you who have been here before realize it has not changed much, and you are soon inside a familiar locked room.

PCs may check to see if the door is locked. It isn't, but two ASP members are stationed outside the door.

The room holds several wooden chairs and a table. A pitcher of water with several glasses sits on the table. As you begin to get comfortable in the chairs, the door to the room opens up. Two people step in. The first is a cloaked woman, who pulls back her hood, revealing long, blonde hair and light green eyes. The man who steps in behind her wears simple traveling leathers and a simple jerkin. His hawk-like features and jet-black hair mark him as a northerner. The only outstanding feature of this man is a small, purple arrow pinned to his leathers, over his heart.

"Greetings," says the lovely, green eyed woman. "For those of you who do not know me, my name is Dame Karren Mystamere. I am the assistant to the Lord Mayor of Ravens Bluff. She has asked me to meet you here for a matter of importance and of great secret. This is a secret that must be kept for the sake of the city. I would wish for you to swear to keep this a secret, even from close fellows. I understand that some of you might need to report to your superiors, but only the highest of such orders may be spoken to, since once this is accomplished, they will be informed."

Dame Karren pulls out two scrolls and a vial of red ink. She unrolls one of the parchments and places it on the table. She slips a quill in the red ink and gestures to all of you. "This contract is will bind you in an agreement that you will keep all things of this matter secret, save for your highest superiors, upon penalty of treason. If any of you wish not to keep this matter secret, you may leave now, escorted by my guards. So, do you agree?"

The PCs may not want to keep secrets. If so, they are escorted out, and the module continues for the rest. The PCs must pledge to keep secret anything pertaining to this matter. Each PC must also sign in red ink, their signature or their mark. As each PC signs, indicate that as the pen touches the scroll, the ink glows slightly pink. This is an effect of a *cantrip* spell from an orange topaz Dame Karren is carrying. There are no harmful

spells from this effect and, if asked, she will simply explain it is a form of finalizing the agreement. For those players who are mercenary in nature, she guarantees to give each PC who signs 500 gp and 500 gp for completing the mission.

Once the PCs sign the agreement, she will continue.

Dame Karren smiles, and rolls up the parchment. "I am glad you have agreed to keep secret what you are about to hear. Understand, some of the information is not even for your ears, so do not be wary if some questions remain unanswered."

She gestures to the Hawk-like man who has remained standing there all this time. "Allow me to introduce Captain Randar von Tramf."

Dame Karren looks into each of their eyes, as if searching for something. PCs who played *Fistful of Dracmas* might remember that Alexis von Tramf was the captain of the group of Zhents with whom they made a trade of prisoners with in that module. Dame Karren is gauging the PCs knowledge as well as their ability to keep silent. If asked about this, she will not answer more than to say that this is of the utmost secrecy at this time.

"Captain Randar has led a small group of people here to Ravens Bluff, fleeing oppression in another part of Faerun. For reasons known to the Mayor and members of the Lords Council, we have agreed to give them asylum in our city. But, it will take some time to set up a safe haven for them that would fit their needs. Furthermore, they have been under a geas cast by the dying breath of a priest. This geas does not permit them to attack OR defend themselves in any form of combat. They come to us defenseless. Also, so that they may move freely within our community, we feel they should be guided around the city as well as protected from it. That is where you adventurers come in."

Dame Karren stops to pour a glass of water and to drink. She pauses momentarily, savoring the cooling freshness, then continues. "We would like you to protect and guide the members of Captain Randar's troupe. There are five members in all. Your mission will be to have them become accustomed to life in Ravens Bluff and protect them from any combat that would leave them helpless. This should not be for more than two days, at which time, my agents shall contact you and free you from your responsibility. In exchange, I am prepared to offer you 1000 gp total. 500 gp now and 500 from my agents when they contact you. Remember, this is of great importance to the city and must be kept confidential."

What Dame Karren Knows:

- There are five members of this group.
- They do maintain a group name, but it is classified.
- Captain Randar is leader of the group and can fill the PCs in on all of his members.
- They have tried to lift the curse, but even high members of the Clerical Circle have not been able to.
- The agents shall contact you within two days or earlier.
- The contacts will have a writ from the Mayor's Office.
- The Mayor shall have a Writ that covers all of the PCs IF they run afoul of the City Watch. The Writ bears the signature of a Captain of ASP.
- The other members are under guard at a nearby inn.

What Randar Can Say:

- There are four other members of his group:
 1. Jeridal, a young yet experienced young lady who may go far someday.
 2. Almain a middle aged man who has served his group well.
 3. Caleni an experienced middle aged man who is an expert cook.
 4. Alastan a young man who has served faithfully since becoming a member of this group.
- There are no spellcasters in the group. They were slain by the enemies that have tried to track them throughout the Vast.
- The only thing he can say about their enemies is that those that tracked them has been slain. He will say no more about them.
- Their final encounter in combat was with the priest who cursed them.
- The members of his troupe can be chaotic at times, but do need to be guided through Ravens Bluff.

If the PCs do not wish to participate in the mission, they are given 100 gp and sent on their way. Otherwise, Dame Karren will present them with the writ and send them out on the mission.

"Good Luck. May this mission find you well." Dame Karren departs leaving you with Captain Randar, the writ, the pitcher of water and not much else.

"Shall we go to the Inn now?" Randar asks?

Dame Karren Mystamere is indeed the assistant and advisor to the mayor. A former Knight of the Lady and well-experienced adventurer in her own right, is one of the most trusted and legitimate servants of the city government.

Dame Karran is an athletic and attractive human woman (Cha 17) in her middle years. Her fair skin and light green eyes accent her long and straight blond hair. She is a sharp, intelligent woman gifted in dealing with people. She possesses a warm, comfortable personality that tends to put people at ease with in her presence. She speaks with a strong confident voice, but is careful not to be offensive. One of the original Knights of the Lady, she has served the city of Ravens Bluff for years and is held in high regard in government circles. There should be no reason for the PCs to fight with Dame Karran. But with ASP City Watch on duty, there should be no problems. She does possess one magic item, an *amulet of proof vs detection & location*.

Encounter 1 Into the Inn

In the company of Captain Randar, you enter the Inn. Pausing briefly on the tavern floor, you are soon going upstairs to the rooms. Down the corridor, you see two guards bearing ASP emblems on their jerkins. As you approach they ask to see your papers.

Allow the PCs to present the writ to the guards. Scrutinize the players so that they realize these guards are careful and on the ball. Once this is done, they will allow the PCs entrance. Otherwise, they will not allow the PCs entrance until such document is shown.

After the guards have scrutinized your writ, they will permit you entrance to the room.

"What is this," exclaims Randar, "There is no one here!"

The **Flight of Arrows** has left the Inn. While there are guards in front of the door and down under the window, the **Flight of Arrows** used a few simple magic items they were carrying. A *cone of silence* allowed Jeridal to open the window and lead the group outside without being heard. Once the window was open, a quick climb to the roof was made, and they made their way over rooftop to escape into the city.

The room was simply laid out for some small comfort. There were two double beds and a table set with a wash basin. Five backpacks lean against the far wall, with some unrolled bedrolls. The beds are unkempt as if they had been slept in, but not yet made. A note is pinned to the pillow of one of the beds.

The note reads:

My Darling,

Got tired of sitting in this room, with a city calling to us. We figured going out for a little while couldn't hurt, so we did. We will soon be back.

*Love
Jeridal*

The city watchmen only know that Randar was escorted out and you just went in. No one else has entered or left, nor have they heard anything strange going on within. The same info can be garnered from the city watchmen posted outside.

A search of the room will reveal the following things:

- A small burnt pile of ash that once was an incense cone (unscented).
- Dirty water in the wash basin.
- The window is unlocked.

If the PCs open the window, they will here a 'halt in the name of the city watch' from below. A quick check will allow the PCs to continue to investigate. The window was unlocked and there are a few scratch marks on the sill. Anyone with Climbing will be able to easily tell that the missing people climbed to the top of the roof and escaped.

Once Randar is shown the burnt ashes, he can piece together how they escaped. Randar has an idea where his missing friends might go:

- Jeridal - has a taste for fine wine and good weapons. With a few drachmas in her pocket, she would head for the marketplace (Encounter 2).
- Almain - will head for any group of knights the city might hold. He has a hatred for them and will bait them at any time (Encounter 5).
- Caleni - is a master chef. His specialty is seafood, something that was rare where he came from. He would seek out a place to pry his trade (Encounter 4).
- Alastan - will most likely seek out his deity, Waukeen, for guidance (Encounter 6, or 6a if done last).

Once the PCs have searched the room and/or decided to leave the room in search of the missing people, they may go anywhere in Ravens Bluff. Unless they search at one of the Encounters Below, they will not find any good leads. Encounters 2 to 6 may be encountered in any order.

Randar will insist on traveling with the party, since these are his men and he is responsible. He also knows them and will be able to help the PCs make contact. The PCs will have to be VERY convincing to get him to stay behind. If so, he will be found dead, without any clue as to how, at the end of the adventure. The PCs may always return to get him before the end of the adventure, but if left, he will be dead.

If Randar goes along, read the statements of his in parentheses throughout the adventure. If not, skip them.

Encounter 2 The Merchant's Price

The crowd is unusually thick in the marketplace today. Many people are hustling and bustling, hawking wares and spreading gossip. Suddenly, your hear a merchant yell out, "What kind of money is this!?"

PCs looking in the direction of the yell will see a wine merchant yelling at a strangely dressed woman. She is dressed more in the browns and blacks of the Northlands than the lighter clothes of the Vast. The woman is waving the coins at the merchant.

"What, minted gold is worthless in your small village? Or perhaps you feel your rancid grape is worth a few more ducats?"

"Worth more than this strange coin you are using!" The merchant grabs at the strange woman.

("That is Jeridal," says Randar.) But before any of you can react, the merchant grabs at his own neck and fall over.

The merchant has just been poisoned by one of the Shadow Assassins, using a blowpipe and small dart. He was hiding near a fruit vendor and, once delivering the blow, has quickly moved out of the area. The merchant was poisoned to create a commotion. With the merchant falling for no apparent reason, the crowded marketplace will surge forward, allowing other Shadow Assassins already hidden in the crowd, to get close to their target(s)-Randar and Jeridal. If the PCs move to cover the merchant, the Shadow Assassins will strike. They will move behind their target(s) and strike as a backstab with a ceremonial dagger.

The poison only lasts for one attack. After the Assassins have made their attempt, they will try to disappear into the crowd, using it as a blind to the PCs (since they are already non-detectable). If prevented to escape, they will use their short swords and dagger, trying to block PCs attacks, so they last as long as possible, so that the

poison in their veins will kill them (6 rounds after they strike at their targets).

The poison used on the merchant was sleep poison, and a quick check (healing, herbalism) will determine this, from the pinprick and the little wound on his neck. If the target(s) survive, they can tell the PCs that the assassins use a poison that kills instantly, unless a neutralizing spell or potion is used. If the person still breathes and is unconscious, then a neutralize poison spell will save that person.

The assassins, if caught, will not speak, nor can they be the targets of an ESP. They will wait until the poison courses through their veins and kills them. Once the bodies of the assassins are searched, the PCs will find several broken vials and one unused vial. The unused vial is 2 doses of Universal Antidote. This cannot be determined by use of spell nor will it detect magic. The appearance of the vial, brown with leaves floating within, would allow anyone with herablisim, at half, determine it is an antidote of some kind.

If, by some miracle, the PCs manage to capture the assassins and save them from the poison, they cannot reveal anything except the fact that they were to kill two targets.

The appearance of the city watch to do cleanup of the situation, and a showing of the ASP Writ, will allow the PCs to move on.

Once the PCs have collected their targets (or their bodies), the PCs may move on to wherever they wish to go next.

Tier 1

Shadow Assassins (2) 3rd level thief: AL CE; AC 6, MV 8; hp 15; THAC0 19 (15 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x2), SA See Below; SD; See Below MR See Below; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; HiS 80; DN 60; CW 75; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix

SA DeathKnell Poison. See Appendix B

Tier 2

Shadow Assassins (2) 4th level thief: AL CE; AC 4, MV 18; hp 18; THAC0 19 (15 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x2), SA See Below; SD; See Below MR See Below; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; His 80; DN 60; CW 75; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix

SA DeathKnell Poison. See Appendix B

Tier 3

Shadow Assassin (2) 6th level thief: AL CE; AC, MV 18; hp 31; THAC0 16 (14 from Surprise); #AT 1; Dmg

1d6, 1d4 (backstab x3), SA See Below; SD; MR See Below; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; His 80; DN 60; CW 75; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix

SA DeathKnell Poison. See Appendix B

Tier 4

Shadow Assassin(2) 8th level thief: AL CE; AC, MV 18; hp 37; THAC0 15 (11 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x3), SA See Below; SD ; MR See Below; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; his 80; DN 60; CW 75 ; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix

SA DeathKnell Poison. See Appendix B

Encounter 3 A Dull Edge

(OPTIONAL ENCOUNTER)

This is an optional encounter. It is a random attack of the assassins on the PCs to eliminate as many targets as possible. Run it for those who like combat.

Proceeding towards your next location, you turn the corner and suddenly....

The Shadow Assassins are **hidden in shadows** on this street. The street is currently deserted. Each Assassin has also used cover to conceal themselves. Two are hiding behind barrels, while a third is using the side of a building. The others are using building shadows and the sides of buildings. Once the PCs enter this encounter, unless they were looking for an ambush, Assassins beset them. For each target (meaning a member of the **Flight of Arrows**) a thief shall attempt a backstab with a dagger with the DeathKnell poison. The other assassins will attempt a backstab on the PCs with their short swords. After the initial attack, roll for surprise and resume with normal combat rules.

If the PCs were looking for an ambush, roll for surprise. If surprise is lost, have the assassins make backstab attempts on their targets. The remaining assassins will make their attempts to backstab PCs randomly. Then follow normal combat rules.

The special poison is useable only in the first round, the damage poison on the short sword lasts 3 rounds. The Assassins will attempt to leave once they have brought down all the targets. Otherwise, they will die at the end of nine rounds, regardless of what the PCs do. The PCs will find on the Assassins, more

broken glass and another two doses of Universal Antidote.

Remember, the non-detection on the Shadow Assassins renders them undetectable to *detect invisibility* & other such detection spells. Also, since most of the combatants are hidden, *true seeing* will not detect them.

Tier 1

Shadow Assassins(4), hm T3: AL CE; AC 6, MV 8; hp 15; THAC0 19 (15 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x2), SA See Below; SD nil; MR nil; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; his 80; DN 60; CW 75 ; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix

SA DeathKnell Poison (for Flight of Arrows members) or short sword poison (for PCs). See Appendix B

Tier 1

Shadow Assassins(4), hm T4: AL CE; AC 4, MV 18; hp 18; THAC0 19 (15 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x2), SA See Below; SD see below; MR nil; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; his 80; DN 60; CW 75 ; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix B.

SA DeathKnell Poison (for Flight of Arrows members) or short sword poison (for PCs). See Appendix B.

Tier 3

Shadow Assassin (5), hm T6: AL CE; AC, MV 18; hp 31; THAC0 16 (14 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x3), SA See Below; SD see below; MR nil; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; HiS 80; DN 60; CW 75 ; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix B.

SA DeathKnell Poison (for Flight of Arrows members) or short sword poison (for PCs). See Appendix B

Tier 4

Shadow Assassin(6) 8th level thief: AL CE; AC, MV 18; hp 37; THAC0 15 (11 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x3), SA See Below; SD see below; MR nil; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; HiS 80; DN 60; CW 75 ; RL 45 Backstab x3

SD: Non-detection from *death sentence* spell. See Appendix B.

SA DeathKnell Poison (for Flight of Arrows members) or short sword poison (for PCs). See Appendix B.

Encounter 4 Cook Has A Cleaver

You wander down towards the waterfront, knowing that Caleni has a penchant for fish and fishfood. Looking around, you overhear two shipmates walking away from the direction of The Shark's Fin, "... best cod stew I have ever had! I hope they hold onto him..."

The PCs may stop and ask questions of the fishermen or ignore them. Randar will have mentioned, or if with the party, mention again that Caleni is a master chef and cod stew is his specialty. If the PCs stop the two crewmates, they will introduce themselves as Caleb Shan and Arthur Curry, two crewmates from the Mage's Pride. They will continue to talk about the cod stew and deviled crab. They know the following:

- There is indeed a new cook at the Shark's Fin
- He is a total stranger, though his accent is from the north.
- There had been some scuffle in the bar about the food and something about a bet the new cook won, but they don't know anymore about it.
- They don't know the name of the new cook.
- They highly suggest the deviled crab.

Again, if the PCs do not wish to talk to the two crewmates, Randar would have made the suggestion that Caleni's specialty is cod stew. In either case, the PCs will go into or pass by the Shark's Fin. If they pass by, they will never locate Caleni, since the owners of The Shark's Fin will become very protective of him.

If the PCs go into the Shark's Fin, continue. If not, let them continue to any destination they choose.

The Shark's Fin seems to be extraordinarily busy today. A waitress had escorted you to an empty table, since there was no room at the bar, and has taken your orders, leaving you to take in the atmosphere of the tavern.

There are several groups of people in the tavern

1. *A group of sailors are drinking and singing sea chanteys, while munching on sea chips (which are pressed cod and fried like potato chips).*

Harran, Duke & Mortimer are sailors from the Free Breeze out of Cormyr. The three brown haired

sailors will enjoy teasing the PCs and leering at the females.

2. Another group of longshoremen is playing a game of darts at one end of the tavern. They are being quite noisy, and there seems to be a large stake set on the chalkboard.

Carole, Michael, Syvnn, Wickes, Smith & Haradin are enjoying a game of darts. They are playing for matches. But if a PC approaches them, they will wager with the PC up to 10 gp. The object of the game is to reach the center target on the board. Wickes will insist that the PC uses the darts that are with the game. The darts given to the PC are so off balance that they have a -4 to hit. In order to hit the bullseye with accuracy, the PC must hit AC 0. Make appropriate rolls for the longshoremen. Negative AC hits means the darts are better attached to the bullseye. If there are several in the bullseye, the lowest AC hit with the darts will knock off other darts, or will not be knocked off by other darts. They let the PC go first. Then, make appropriate rolls for the others. If the PC wins, They will receive two gp from each longshoreman. Then they will insist that the winner always buys the rounds.

3. At the captain's table, several captains and first mates are involved in a game of poker. Serving wenches are constantly bringing them drink and food.

Captain Oseris and his first mate Murrow of the *Wyndam*, Captain Targill and his first mate Jennings of the *Osprey's Race* and Jenalla of the *Fury's Choice* are relaxing after their perspective voyages. While they don't normally allow outsiders (Landlubers is what Murrow calls them), they will allow anyone who shows they have 500 gp, but not more than 1000 gp with them. The buy in is 100 gp to a maximum of 500 gp. If the bar doesn't explode into violence, and any PCs play, the PC has a 20% of winning 1d3 x10% of the buy in, 21-80% of losing 1d10 x 10% of the buy in and 81-00% of breaking even. If the PC has gaming, they may increase their chance of winning by 5%.

4. There are several dockworkers at the bar, drinking stiff drinks and trying to get drunk. They want to be left alone and will start a fight if anyone annoys them.

Since the dockworkers are from Ravens Bluff, the PCs might know them. Their Fame is a 10 in lower class. They are Morte, Luke, Allen, Hooke, Filpher and Steve. Mostly they will want to stay alone and left to get drunk. They will accept drinks from the PCs, but will at most reluctantly answer one or two questions before going back to their drinks.

The PCs are free to talk to anyone in the tavern. If the PCs want to talk to the waitress, this is what she knows:

- The Deviled Crab is excellent!

- She has never heard of anyone named Caleni (a lie)
- The captains are in a big stake poker game.
- The dart players are really playing for sail pins.
- The cook doesn't want to see anyone (if she is asked to see the cook, she will get nervous and will alert Pearl Finn (the owner of the Shark's Finn) that they were asking after the new cook.

The PCs may want to talk to the bartender. They might have trouble getting to him past the dockworkers at the bar. If they stay steady and don't force trouble, there will eventually be space available. The bartender knows the following:

- The new cook is coming up with some great recipes.
- He is a stranger in these parts.
- The Dwarven Ale just came in.
- The captains are in a high stakes poker game.
- For a fee of say, 5 gp, he might introduce one of the PCs to the captain's table.
- "Are you lookin' for this 'Caleni' person?" or "Are you lookin' for the new cook?". If the PCs ask specifically for Caleni or the new cook, Granz (the bartender) will give the 'trouble' sign to his people. They might make ready to fight the PCs if the seem to want to start trouble.

The other NPCs in the room don't know much about the new cook. They will continue to admire his cooking, and enjoy the chips. If the PCs try to get to the kitchen, or insist on seeing the new cook, the people in the bar will come to defend the kitchen and try to oust the PCs. If the PCs do not leave in three rounds, Doris (one of the waitresses) will sneak Caleni out the back and to her place. If they do go out, they might see him leaving. Otherwise, a combat ensues.

Longshoremen (5), hm F0: AL N; AC 6; MV 12; hp 5; THAC0 20; Dmg 1d6 (hook); SA Nil; SD Nil; MR Nil; SZ M; ML 16

Captains (4), hm F3: AL N; AC 4; MV 12; hp 15; THAC0 18; Dmg 1d6 (Short Sword); SA Nil; SD Nil; MR Nil; SZ M; ML 16

Items: Leather Armor, Short Sword

First Mates (3), hm F2: AL N; AC 4; MV 12; hp 10; THAC0 19; Dmg 1d4 (Belaying Pins); SA Nil; SD Nil; MR Nil; SZ M; ML 16

Items: Leather Armor Short Sword

Dockworkers (6), hm F0: AL N; AC 6; MV 12; hp 5; THAC0 20; Dmg 1d6 (hook); SA Nil; SD Nil; MR Nil; SZ M; ML 16

Pearl Finn: See Appendix C : Shark's Finn
Granz Stronghold See Appendix C: Shark's Finn

If the PCs convince either Pearl or Granz of their desire to protect Caleni, Pearl will allow them to meet with him (with several of the captains present). Caleni is willing to talk to Randar, but admits he wants to stay in the inn. Pearl will guarantee Caleni's safety in the Shark's Finn. If the PCs insist, Caleni will go with them. Caleni is perfectly safe in the Shark's Finn and will survive because the assassins will not find him there. If he goes with the PCs, he is just another target.

Encounter 5

Knight on a Dog like This

Reaching the Knights quarter, you look up the avenue towards the Rooster's Roost. A commotion seems to be coming just from inside the wide doors that frame the main entrance.

The Rooster's Roost is considered the premier quarters of the Knights of the Golden Rooster. Almain, the fighter member of the **Flight of Arrows**, found his way to the Rooster's Roost, looking for knights and squires of any order. Almain was mistreated by the Knights of the Mystic Fire, an order of Kossuth, and has gained a strong hatred of all knighthoods. He had meant to start an argument with the Knights of the Golden Rooster, but unfortunately, Sir Reginald Hawthorne and his son, squire Phillip Hawthorne took Almain's taunts too seriously. When the PCs arrive, they will hear Sir Reginald challenge Almain to a duel (which is legal only in the Rooster's Roost).

Entering the Roost, you see a semi circle of Knights of the Golden Rooster, surrounding an oddly dressed man who seems to have just upset one of the Knights. "I shall have satisfaction, sirrah! We shall duel!" and with that, the Knight draws his sword. "That is Almain," exclaims Radar, "he cannot defend himself, but will accept the challenge!"

The PCs have several choices at this point:

1. Knights and squires of the Golden Rooster should step in and be a champion for Almain in the duel. The highest level Golden Rooster at the table would be acceptable by Sir Reginald. Other knights may champion for him as well, but not over a Golden Rooster PC. Knights of the Dove should attempt to solve this peacefully. Any argument that can calm down Sir Reginald and is reasonable to excuse the insult will end the duel. Hawk Knights can use subterfuge to either have Sir Reginald cancel the duel, or spirit Almain out of the Roost.

2. City Watch cannot end a duel, since it is perfectly legal within the Roost. City Watch PCs can attempt to gain control of Almain, claiming that he is a criminal and must be brought before the law BEFORE a duel can be carried out. A lie, yes, but possible.
3. Non-Knight PCs may champion for Almain, Sir Reginald doesn't care. But if a Knight is present, Sir Reginald will not accept a championing of a non-knight.

The duel is a simple one: Only Sir Reginald and the Champion will enter the circle of duels. A squire is assigned to the duelists chosen from those present. The duel will be of the two-touch variety. Two successful strikes wins the duel. Golden Rooster duels require that spoils be provided by either side. Sir Reginald will place a pouch, which holds two vials, on the spoils table. The PC fighting must also place some item of value (certed) on the table. The winner of the duel receives the spoils of the battle. Each combatant is allowed a weapon in combat and no magic is allowed (scanned for by a mage Golden Rooster). PCs, who would otherwise be naked, are provided with a robe or leathers (as desired) and a weapon of choice (Long Sword, Short Sword, Bastard Sword, Mace, Cutlass, and spear).

The combat will consist of the mage NPC dropping a scarf. At that point both combatants are to make their attacks (All THAC0 and Dex bonuses apply). A successful attack will cause a small scar of some point, equivalent to the damage done by the PC with the weapon. Each time the mage drops the scarf, another round is attempted. If the combats continue as a tie, then the rounds continue until a winner is declared. If a PC or Sir Reginald cannot continue with the combat (at 0 or below), their squires will take their place. Once that occurs, only two more passes are allowed. If after that, there is no outcome, then the duel is considered null and satisfaction is cancelled. A cleric will be present to bring PCs and/or Sir Reginald to 1 hp, and no more.

Sir Reginal Hawthorne, hm F7: AL NG; AC 1;MV 12; hp 59; THAC0 11; #AT 2/1; Dmg 1d8 + 5 (Bastard Sword); SA Specialization w Bastard Sword; SD: Nil; Str 18/51, Int 9; Wis 10, Dex 17, Con 16,Cha 15; MR Nil; SZ M; ML 15

Items: Bastard Sword, Chain Mail, and Shield

Items in pouch: *ring of protection +1, potion of extra healing, Ruby worth 50 gp.*

Squire Phillip Hawthorne, hm F4: AL NG; AC 1; MV 12; hp 59; THAC0 14; #AT 3/2; Dmg 1d8 + 5 (Bastard Sword); SA Specialization w Bastard Sword; SD: Nil; Str 18/51, Int 9; Wis 10, Dex 17, Con 16, Cha 15; MR Nil; SZ M; ML 15

Items: Bastard Sword, Chain Mail, and Shield

Encounter 6 Preaching to the Choir

If the PCs come here last, then skip this encounter and go to 6a. If they come here any time other than as the last stop, continue. Encounter 6a should be done after the PCs have done at least three other encounters or they are lost.

You arrive at a shrine dedicated to Waukeen. As you arrive, you find the shrine open and welcome. Within there are several priests in attendance and several donation boxes placed in specific locations. A priest wearing a rather gaudy and ornate white silk robe approaches you. "How may I help you young seekers of wealth?"

Kandar is a Goldeneye of Waukeen, pressed into service after the return of Waukeen. He serves in the temple area, bringing the words of Waukeen. He accepts small donations and will take donations in exchange for information because 'Wisdom and Knowledge need to be earned.'

Kandar knows the following:

- He has no knowledge of anyone named Alastan.
- He knows of no one fitting that description.
- He is willing to take a donation of 100 gp for an augury. The augury should not elude too much into the mission.
- He has heard that the Deviled Crab is excellent at the Shark's Finn (free tip).

Kandar, hm P(Sp)6 of Waukeen: AL N; AC -2; MV 12; hp 32; THAC0 16 ; Dmg 1d6+2(Mace) ;SA See Below; SD See Below; Str10 Int12 Wis18 Dex 18 Con8 Cha15; MR Nil; SZ M; ML 13

Magic Items: *mace of light +2, chain mail +3, luckstone, girdle of many pouches, jewel of flawlessness, Reglar's gloves of freedom.*

Goldeneye Abilities: *metal tell at will, detect metals or minerals 1/day, shocking grasp 1/day, know customs 1/day, Function as a rod of splendor for 12 day once a tenday.*

Spells: 1st: *truemetal* (F&A), *bless*, *detect poison*, *cure light wounds (x2)*; 2nd: *aid*, *augury*, *hold person*,

enthrall, *messenger*, 3rd: *cure disease*, *prayer*, *protection from fire*

If the PCs go to the shrine of Waukeen, continue on to Encounter 6a

Encounter 6a The Choir Eternal

The PCs may have come to the Shrine of Waukeen earlier or right before this. This encounter should be done before the final ones, since it is the setup for the conclusion.

If Randar is with the PCs:

The walls of the temple Waukeen stretch slowly in the late evening now. As you stand momentarily, a little girl runs up to you. "Excuse me, you 'venturer's," she says, smiling. "I gotta give a Radar a message..."

If Randar is not with the PCs:

The walls of the temple Waukeen stretch slowly in the late evening now. As you stand momentarily, a little girl begins to cross the street, humming to herself and flipping a coin that sparkles in the like gold.

The little girl's name is Gloria. One of the assassins found her playing hide and seek in the alley. He was able to talk to her without running off, and then gave her a gold piece and a message to give to Captain Randar. She can't seem to describe the person who gave her the message, just that he was over there in the alley. He is long gone by now. Soon after, Gloria's mother will call for her, and she will run off.

If Randar is not here, she will describe meeting him and giving him a note, which said something about going to a vaunted warehouse in Crow's End. She is not at all sure why a warehouse in Crow's End should be vaunted, but if vaunted relates to an arched ceiling then she kind of understands. If the PCs hurry towards Crow's End after talking to her, they can catch up to Randar in the street, or follow behind.

The message reads:

We have Allastan. Come to the Vaunted Warehouse in Crow's End alone, or he will be killed and sent to you piece by piece.

A Friend

There is also a sketch map leading to the warehouse.

The PCs probably realize this is a trap. They may take any action to prepare for this situation, but the trap in Encounter 7 probably still go off.

Encounter 7 Abandon All Hope....

(Use DM's Map #1)

The PCs can either come here with Randar (if he has been with them the whole time), or follow him here from the Shrine of Waukeen (where he got the message from the little girl).

If the PCs accompany Randar to the warehouse, read the following.

You match Randar's intent and speed as you travel the streets of Ravens Bluff. As you reach close to your destination, you realize that the last street leading to the warehouse forms a cull-de sac. Suddenly, the wall of the nearby building starts tumbling down!

The assassins have set up this situation. Several of them who had been attached to the Crow's End Construction Company had, when working on some of the buildings, set them up so that, under certain circumstances, the facades could be made to fall. As the PCs entered the cul-de-sac, two assassins pulled the last pins on the building, causing the front to fall and hopefully crush Randar, their target. Everyone in the area of effect (anyone in the cull de sac and flying within 30' of the ground) must make a Dex check as follows:

- Tier 1 4d10 dam, save for half. Those who save make a second check to avoid the area.
- Tier 2 6d10 dam, Save for half. Those who save make a second check to avoid the area.
- Tier 3 8d10 dam, Save for half.
- Tier 4 15d10 dam, Save for half.

All those who fail are pinned by the debris until freed. Randar takes Tier 1 effects, no matter what the tier of the party. If everyone is pinned by the debris, a Bend Bars/Lift Gate of STR 18 or better combined will allow a conscious PC to be freed. Damage in Tier 1 & 2 is considered concussion damage, so only 1/4 of it is real. If all the PCs are unconscious or dead, the city watch will arrive to revive them, but the body of Randar will be gone.

If the PCs follow him in hiding, read the following.

You travel cautiously through the streets of Ravens Bluff. As you reach close to your destination,

you realize that the last street leading to the warehouse forms a cull-de sac.

If the PCs are invisible, then a move silently roll needs to be made, or 1/4 Dex for each PC. If two or more PCs fail, the assassins notice and the trap in the encounter A goes off. Otherwise go to Encounter 8. Randar cannot move silently with any proficiency, being a fighter.

If the PCs are flying, the assassins will avoid them. Any PCs noticed below will still cause the assassins to set off the trap. Otherwise go to Encounter Eight.

Any method may be used to avoid the falling building. Use your judgment on what will work.

Encounter 8 A Pointed Lesson

(Use DM's Map #1)

Arriving near the Warehouse, you quickly realize there is only one entrance to the warehouse. A single door (4' wide by 7' high. The original double doors had been walled in by recent construction and only this door remains.

This last trap by the assassins is truly a parting shot. The door is connected to a spring-loaded crossbow. If the door is opened, broken or roughly jostled, the crossbow will be heard to fire. Upon opening the door, they will see a lone figure in the dark, his heat source fading. The crossbow bolt will be buried deep in his heart. The body belongs to Alastan, who was a member of Randar's group but actually an agent of Zhentil Keep to keep track of the doings of the **Flight of Arrows**.

He stole away from the group when they escaped from the Inn and he made contact with the only assassin he knew in the city. While Alastan knew the assassin, the assassin had been trained to remember only specific information. So he listened to Alastan's information and then, since they were ordered to kill **Flight of Arrows** on sight, he slew Alastan. The assassins took the body to this warehouse and tied it up to a chair. Then they set the wall trap and the crossbow trap. Once set, they had a message delivered to Randar to lure him to the site. If the wall trap failed, they felt that Randar would set off the crossbow trap and it would make him think that he had pulled the trigger that killed Alastan.

The door is trapped with a needle trap with a contact poison, which does d6 x Tier damage. There is a -20% chance to the disarming. A secondary trap is within the lock. This one releases a cloud of dust in a 10' radius of the door. The dust itself is harmless. PCs should save vs death magic and those who fail should sneeze for 1d3 rounds and feel slightly ill. These two

traps are a cover for the crossbow trap. Any PC who searches will discover the first trap. Then, a separate roll for anyone searching for a second and still another roll for the crossbow trap. A find traps will indicate all three traps. The crossbow trap has a -25% of being disarmed. PCs may go through a wall into the building.

There is no one in the building except for the dead body of Alastan. Any careful inspection of the body (herbalism or healing proficiency) will reveal a pinprick behind his left arm, where the poison that killed him was injected. A careful search of the warehouse will find a trap door leading to the sewers and a long jacked that Randar identifies as Alastan. Within the coat, the PCs will find a vial of *potion of strength and weakness*.

Trying to follow the tracks of the assassins through the sewer will lead the PCs to the other side of the cul-de-sac and the assassins long gone, never to be found. Alastan, who had been trained as a spy/assassin, is also under the death sentence spell and cannot be raised, resurrected or be the subject of a speak with dead spell.

Conclusion A

Once the characters have been to the warehouse or otherwise disposed of the Flight of Arrows members in some way (as in, have them under guard), use this to wrap things up. This conclusion applies if any members of the **Flight of Arrows** is still alive. If they are all dead, skip to **Conclusion B**.

If the PCs went to the warehouse, read the following:

You leave the abandoned warehouse, with the body of Alastan. You realize that you have failed to protect these people, but you were failed in that duty before you even started. Making your way back down the cul-de-sac, you get the feeling you are once again being watched. Suddenly, several eyes appear of the darkness and peer at you!

If the PCs never went to the warehouse, read the following:

You are truly baffled as to why these people you were set to guard were so important, but guard them you do. Suddenly, near you, you get the feeling you are being watched. The feeling is proven true as eyes appear from within nearby darkness, and peer at you!

If the PCs went to an enclosed room or area, read the following:

You continue to guard your charges, wondering what could happen next. A rapping on your door catches your attention and as you answer it, you see what appears to be a young man dressed in leathers. Behind him you can see in the receding darkness several sets of glowing red eyes!

The eyes staring at the PCs are from wererats who work for the city in the sewers (Darkstar, Tears of Selune). The mayor contacted them to secure a safehouse for the **Flight of Arrows**. Since the wererats have secured such a place, they have come to collect their new charges. Candar Taft, a wererat, was sent specifically to secure the Zhents, since his is a relative of Jeridal. The wererats will wait to feel out the PCs before exposing themselves. Battle is possible, but within three rounds, the PCs will be inundated with wererats to continue in any battle. Candar Taft will reveal their mission at that time. Otherwise, he will talk to level headed PCs as to why they are there.

Tier 1

Candar Taft, Lt Commander of the City Wererats:

AL N; AC 1; M 12; HD 6; hp 40; THAC0 14;# Attk 3/2; Dmg 1d8+3 (Longsword); SA Surprise, Specialization with Longsword ; SD Hit by Silver or +1 & better weapons; Str 17, Int 12, Wis 12, Dex 15, Con 14, Cha 12; MR Nil; SZ M; ML 15

Items: Longsword, Chain Mail Carries a Sewer Brigade Badge

Wererats (12 with 12 more hiding in the darkness): AL N; AC 6; M12; HD 3+1; hp 25; THAC0 17; Dmg1d6+1; SA Surprise; SD Hit by Silver or +1 & better weapons; MR Nil; SZ M; ML 15

Items Short Swords

Tier 2

Candar Taft, Lt Commander of the City Wererats:

AL N; AC 1; M 12; HD 6; hp 40; THAC0 14;# Attk 3/2; Dmg 1d8+3 (Longsword); SA Surprise, Specialization with Longsword ; SD Hit by Silver or +1 & better weapons; Str 17, Int 12, Wis 12, Dex 15, Con 14, Cha 12; MR Nil; SZ M; ML 15

Items: Longsword, Chain Mail Carries a Sewer Brigade Badge

Wererats (12 with 20 more hiding in the darkness): AL N; AC 6; M12; HD 3+1; hp 25; THAC0 17; Dmg1d6+1; SA Surprise; SD Hit by Silver or +1 & better weapons; MR Nil; SZ M; ML 15

Items Short Swords

Tier 3 and 4

Candar Taft, Lt Commander of the City Wererats:

AL N; AC 1; M 12; HD 6; hp 40; THAC0 14;# Attk 3/2; Dmg 1d8+3 (Longsword); SA Surprise, Specialization with Longsword ; SD Hit by Silver or +1 & better weapons; Str 17, Int 12, Wis 12, Dex 15, Con 14, Cha 12; MR Nil; SZ M; ML 15

Items: Longsword, Chain Mail Carries a Sewer Brigade Badge

Wererats (12 with 24 more hiding in the darkness): AL N; AC 6; M12; HD 3+1; hp 25; THAC0 17; Dmg1d6+1; SA Surprise; SD Hit by Silver or +1 & better weapons; MR Nil; SZ M; ML 15
Items Short Swords

Once the combat is over or the PCs have made contact with Candar Taft peacefully, Candar will speak:

"The Mayor of Ravens Bluff has entrusted us loyal servants of below to secure the safety of those you were left to guard. As your mission was temporary, and since we have secured shelter, we are to relieve you of your duty. This sack contains the payment agreed to as well as a gift from the Mayor herself."

Candar tosses a bag to the PCs. Within do the PCs as well as a writ thanking the PCs for their assistance require any gold? If the PCs have a problem with turning over their charges to the wererats, Candar will provide them with a writ from the mayor assigning the wererats with the duty. Once the PCs have handed their charges, read the following:

Randar turns to you, "Like my brother before me, I thank you for delivering us from our enemies. As is customary at a time of dear parting, I bestow upon you a gift," he removes a chain from his neck and hands it to you . It appears to be a small cradle that a tiny box might fit in." I thank you in this time of help."

Jeridal turns to you also, "I also give you thanks for our protection," She presses a small pouch to (PC's Name) hand. "May this help you in silence as it did me." With that, she joins Randar. In short time, they all disappear into the shadows.

If any of the other members of the Flight are with the party, they too will disappear into the shadows. If asked, the wererats will admit to having already collected either the bodies or the other members of the flight still alive. If Randar is dead, omit his thanks above.

Conclusion B

If the PCs failed to protect any member of the **Flight of Arrows** (they are all dead), read the following:

Surveying your situation, you realize that all of those you were charged to protect are either dead or missing. Suddenly, you feel as if you are being watched. From the shadows several eyes peer at you.

Allow the PCs to react, then continue.

"The Mayor of Ravens Bluff has entrusted us loyal servants of below to secure the safety of those you were left to guard. As your mission was temporary, we have come to retrieve all the bodies for their proper disposal. I grieve in their loss, as should you."

If any of the PCs ask, Candar can provide a writ from the Mayor giving the wererats approval to take the bodies and dispose of them properly. Obviously, there is no payment. Any complaints to the Mayor or high city official about any sort of payment, the PC (s) doing so will receive a -1 infamy in Mayor's Office and City Government.

CONCLUSION C

Those PCs who moved forward and took a blow for one of the **Flight of Arrows** and fell into a coma (and were not awakened within the hour) will be removed from game play for 3 months, or use 12 time units to play the PC sooner. The city will secretly reward them for their bravery and selflessness with one of the following (PC's choice):

1. Recommendation to Knights of the Lady
2. Recommendation to Knights of the Dove
3. Medal of Valor

The medal of Valor adds +3 to all Fame checks in City Government, Lord Mayor and Upper Class. If All these are already above 19, then apply to general. This only comes into play if the PC wears the medal AND never reveals the true story of what they did.

The End

Experience Points 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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

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

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

Encounter 1

Discovering the method of escape 50 xp

Encounter 2

Protecting the targets 50 xp
 Protecting the merchant 25 xp
 Defeating the assassins 100 xp

Encounter 3

Defeating the assassins 50 xp

Encounter 4

Getting info about Caleni 50 xp
 Getting to Caleni without a fight 50 xp
 OR
 Convincing Caleni to leave 50 xp

Encounter 5

Taking the knight's challenge 50 xp
 OR
 Defusing the knight's challenge without violence 75 xp

Encounter 6

Getting info from the temple of Waukeen 50 xp

Encounter 6a

Preparing for a trap 50 xp

Encounter 7

Escaping or evading the trap 50 xp

Encounter 8

Removing two traps 25 xp
 OR
 Removing all three traps 50 xp
 Figuring out that Alastan was already dead 50 xp

Total Experience for Objectives: 700 xp
 Roleplaying Experience: 0-500 xp

Maximum Possible 1200 xp
 Tier 1 1,300 xp

Tier 2	2,600 xp
Tier 3	3,900 xp
Tier 4	5,200 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law. Any valuable or personal items which the owner would miss and want returned will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. Theft of magical items from NPCs will always be discovered, and the items always tracked down and returned to their rightful owners. Fines apply, and characters caught in theft receive one Infamy point.

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

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

Encounter 1

- 1,000 gp per PC who accepts payment for the mission

Encounter 2

- *Universal antidote* (2 doses): This antidote neutralizes any poison. It will also cure any damage from the poison and make the imbiber feel fully refreshed. If there is no poison in the system of the imbiber, the antidote deals 2d6 points of damage.

Encounter 5

- *Ring of protection +1*
- *Potion of extra healing*
- Ruby worth 50 gp

Encounter 8

Potion of Strength and Weakness: This potion awards the imbiber with a base 16 Strength plus 1d4 additional Strength points (max 20, count 17, 18, 19, 20) for 1 turn. At the end of that turn, the imbiber loses from his or her own base strength the same 1d4 result that was added, for a full day. For example, if the imbiber has strength 12 and 1d4 = 3, then the imbiber gets a strength of 19 for 1 turn, and a strength of 9 for the rest of the day. Neutralizing this poison once the strength gain has been taken cannot result in avoiding the strength loss once the strength gain wears off.

Conclusion

Cubic extender: Designed to be used with the *cubic foot*. The extender binds to the cube that is placed in its cradle. Once bound, the cube and extender counts as one item. If the extender has cradled a *cubic foot*, the *cubic foot* becomes a cubic yard and the yard is recharged (to 15 charges). Once a cube is cradled, the extender cannot be reused, nor can another extender be bound with a cube already bounded. This extender has no effect on other magical cubes.

Cone of silence: This incense has no scent. Once burned, any recipient within a 15' radius of the cone becomes under effect of a *silence 15' radius* spell (cast at 6th level) for 5d4 rounds. The smoke of the incense must be breathed to take effect, which uses the whole cone.

FOR THOSE WHO WERE IN A COMA

Those PCs who moved forward and took a blow for one of the **Flight of Arrows** and fell into a coma (and were not awakened within the hour) will be removed from game play for 3 months, or use 12 time units to play the PC sooner. The city will secretly reward them for their bravery and selflessness with one of the following (PC's choice):

1. Recommendation to Knights of the Lady
2. Recommendation to Knights of the Dove
3. Medal of Valor: The medal of Valor adds +2 to all Fame checks in City Government, Lord Mayor and Upper Class. If all these are already above 19, then apply to general. This only comes into play if the PC wears the medal AND never reveals the true story of what they did.

Fame Award

None. This mission was a secret.

Knightly Honors

Chivalry point: knights and squires who champion Almain and fight in his place in the duel can receive one chivalry point.

Bronze Hawk Ring: Hawk Knights may receive this knightly honor for discovering the secret of the Zhents AND maintaining that secret away from the rest of the party.

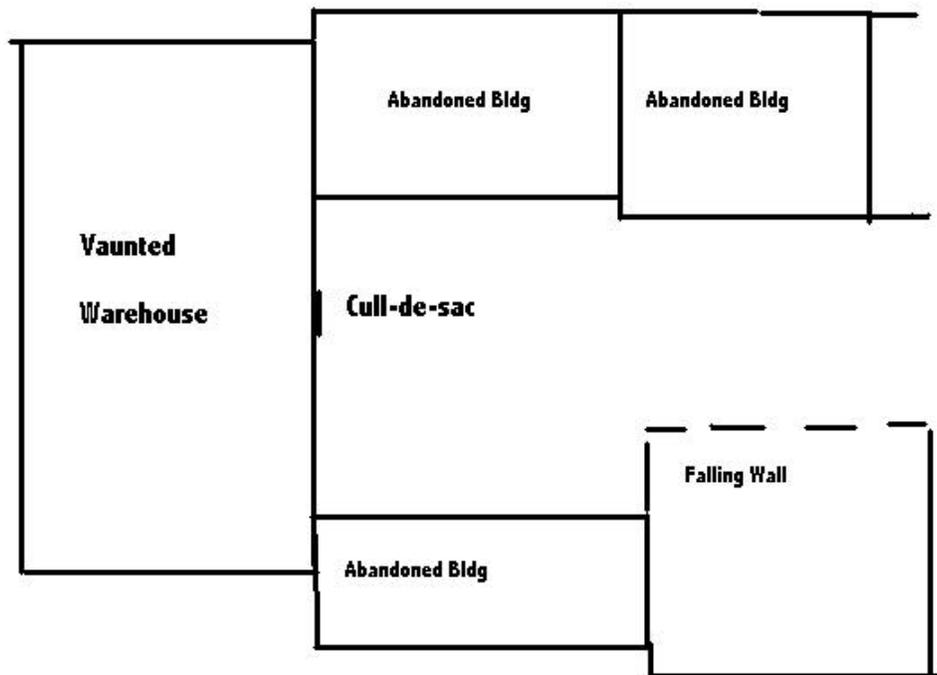
Red Rose Ring: For Dove Knights. Awarded posthumously for saving the life of an innocent at the loss of your own. Given to those who died at the hands of the poison. Of course, the PC is permanently dead.

Or

Red Crossed Bars: For Dove Knights squiring to the Order of the Red Rose. This honor is bestowed upon a Knight of the Red Rose that is directly responsible for preventing injury or possible death to a citizen or citizens of Ravens Bluff. There must have been possible threat involved (so that a Dove Knight with a *stoneskin* spell in effect does not qualify).

A single PC cannot get both a knightly honor and a chivalry point; one or the other only. Award whichever makes the most sense based on the PC's actions.

DM's Map #1



Warehouse Map (Encounter 7 & 8)

Appendix A: Flight of Arrows

The **Flight of Arrows** was created by a splinter group of Zhents who had tired of the infighting between factions in Zhentil Keep. Striking out on their own, they set up several safe houses to keep them safe from Zhentil forces. During the next few months, their numbers grew and different sects of the **Flight of Arrows** were set up near the River Lis and as close to the Dalelands as they dared go.

Sometime after these sects grew numerous, two members of one of the sects informed Zhentil Keep of two locations of different sects of the Flight. Zhentil Keep was swift to eliminate both sects and then promptly sent the two informants to spy upon Ravens Bluff.

The Flight knew they could not withstand the forces of Zhentil Keep, but they also knew this could not go unanswered. They went about to decide a proper course of action. Soon after, the instrument of this action fell into their hands. A hunting party from Ravens Bluff was traveling through the Dalelands planning to use the River Lis and the Dragon's Reach to travel home. One evening, the hunting party encountered a sect of the **Flight of Arrows**; a combat ensued.

While many escaped the combat, two members of the hunting party, Lord Freewater and his daughter Lady Celestia, were captured by the Flight. Once the Flight secured them with one of the sects, they sent a message to Ravens Bluff. This message said they would trade the Lord and Lady Freewater in exchange for two zhent spies in Ravens Bluff. Since the two spies were already in the custody of Ravens Bluff, no one in the city felt this request was strange in the least. A group of Red Lancers was dispatched to make the trade with the Zhents.

Unfortunately, during their trip, the Red Lancers took a route detour and ran afoul of a Bane cult. The cultists held the survivors of their skirmish, and left one Lancer for dead. They decided they would use the survivors as a sacrifice to summon a Banelich.

Fortunately, Ravens Bluff had watched and waited for word of the trade. The only message they received was that the Lancers had failed to meet the rendezvous. Using several divination spells, they determined that the Zhents were not lying about the rendezvous, and that they could not detect the Lancers. The Ministry of Art and the City Watch decided to summon the help of adventurers to find the missing Lancers and spies.

The adventurers traveled the route the Lancers did and encountered the near dead body of the Lancer left for dead. In his final breaths, he told the adventurers the direction the other Lancers and spies took. Venturing in

that direction, the adventurers were able to stop the Bane summoning and rescue the Lancers and the spies.

While the wounded Lancers returned to Ravens Bluff, the adventurers took control of their charges, and proceeded to the rendezvous. Once there, they traded the two spies for Lord & Lady Freewater. The two traitors were promptly executed. The leader of the Zhents, Captain Alexis von Trampf, was grateful that the adventurers did not interfere with the execution, and gifted them a cubic foot. They then promptly vanished.

Returning to his sect, he began to make plans for the **Flight of Arrows**. He knew his people would eventually be found and executed. He decided the people of Ravens Bluff seemed honorable enough to live amongst and might offer asylum to his people. A communiqué, was sent to the Mayor of Ravens Bluff, offering her any assistance and information the **Flight of Arrows** might have in exchange for a secluded asylum. The Mayor agreed to this arrangement.

The **Flight of Arrows** will arrive in small groups who will meet with a member of the **Wererats** who live under Ravens Bluff. They will escort the group to a safe location where they may make a new live and build their philosophy of living through peaceful coexistence.

The members of the **Flight of Arrows** in this group are:

Captain Randar von Tramf, hm F7: AL NG; AC 6; MV 12; hp 59; THAC0 8; #AT 2/1; Dmg 1d8+8 (Longsword); SA Specialization in longsword; SD Nil; Str 18/00, Dex 16, Con 17, Int 12, Wis 15 Cha 17; MR Nil; SZ M; ML 14

Items: Leather Armor

Magic Items: *longsword +1, cubic extender*

The brother of Alexis von Tramf (*Fistful of Drachmas*) has brought the remains of his cell to Ravens Bluff, hoping to find asylum. He is much in love with Jeridal, and would be devastated to see her die.

Jeridal, hf T4: AL CG; AC 2; MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d6+2 (Rapier); SA Nil; SD Nil; Str 15, Dex 18, Con 14, Int 14, Wis 10 Cha 18; MR Nil; SZ M; ML 14

Magic Items: *leather armor +2, rapier +1, cones of silence (2)*

She is in love with Captain Randar and hopes to marry him once they settle in this city. Jeridal is a competent thief, and likes good wine and fine weapons. She is a devout follower of Waukeen and will always seek out the guidance of one of their temples. It is one of Jeridal's cones of silence that enabled the flight to escape out the window.

Almain, hm F5/T6: AL N; AC 5; MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d8+6; SA Nil; SD Nil; Str 17, Dex 17, Con 12, Int 12, Wis 8 Cha 14; MR Nil; SZ M; ML 14

Items: Leather Armor

Almain is a capable follower and assistant to Randar. He only has one flaw. After being mistreated by Knights of Myth Drannor when he was young, he hates all knighthoods. He attempts to discredit them by taunting a knight to slay him where he stands, an unarmed opponent.

Caleni, hm F4: AL LN; AC 8; MV 12; hp 46; THAC0 13; #AT 3/2; Dmg 1d8+6; SA Specialization Longsword; SD Nil; Str 18/51, Dex 9, Con 17, Int 15, Wis 9 Cha 12; MR Nil; SZ M; ML 14

Items: Leather Armor

Magic Items: *longsword +1*

Caleni is a master chef of the **Flight of Arrows**. Allowed to run free in the city, he will find a place to ply his venue. He is faithful to Randar, but prefers to stay in the Shark's Fin as their new cook.

Alastan, hm T6: AL LE; AC 5; MV 12; hp 40; THAC0 14; #AT 1; Dmg 1d4 +2 (*dagger +1*), 1d6+2 (Short Sword); SA Shadow Assassin Ability; SD Shadow Assassin Ability; Str 14, Dex 17, Con 12, Int 12, Wis 9 Cha 8; MR Nil; SZ M; ML 18

Items: Leather Armor

Magic Items: *dagger +1, short sword +2*

Alastan is a traitor to the **Flight of Arrows** as well as being a Shadow Assassin. He was only inducted recently and is not very proficient in his skills as an assassin. He will seek out his assassin contact in Ravens Bluff, which is what gets him killed.

Curse of the Pacifist

All members of the **Flight of Arrows** is affected by this curse, which had been placed upon them by a 24th level priest, before he fell to his death. Any weapon or spell can never be used by the recipient of the curse to attack anyone, and may only use such to defend themselves in blocking movements (+4 to AC, no attacks). Combat spells memorized will vanish from memory. This curse can only be removed by a 24th level remove curse or by a divine remove curse.

APPENDIX B: Shadow Assassins

Shadow Assassin, hm T6: AL CE; AC, MV 18; hp 31; THAC0 16 (14 from Surprise); #AT 1; Dmg 1d6, 1d4 (backstab x3, SA See Below; SD ; MR See Below; SZ M; ML 18

Thief Abilities: PP 45; OL 35; F/R T 35; MS 80; HiS 80; DN 60; CW 75 ; RL 45 Backstab x3
SA Poisons

Deathknell Poison: This is a two-part poison. The first part is administered into the water supply of Zhentil Keep and all their outposts. This builds up in the body, but causes no harm. As well, it remains in the body for several years, if the water is consumed for a week's worth of time. This poison is introduced by the Red Shadows as a way to maintain some control over those who may be traitors to Zhentil Keep. The second part of the poison, known as Knell, can be administered at any other time after consumption of the tainted water, even if it is many years later. While Knell itself is very deadly, its use as the catalyst for the first part is even more so. Anyone who has spent more than a week's time in Zhentil Keep, or any Zhentarim compound is susceptible to the deadly catalyst. The second part is usually applied to a dagger and only lasts for one attack, since the exposure to air quickly breaks down.

Anyone who has consumed the first part of the poison and a successful attack is made upon them with a dagger coated with Knell must make a save vs. poison. If failed, the target falls dead, and cannot be resurrected, reincarnated, nor is a *speak with dead* spell possible, unless a *neutralize poison* is cast within one round of being affected by the poison. With a *neutralize poison*, the target falls into a coma for three months, where another save vs poison needs to be made. Failure means the target is dead, though normal methods of return are possible.

If the target saves vs. poison, the target falls into a coma for 1d4 months. While the target will recover from the coma without any problem, nothing else will bring them out of the coma, save a limited wish or a *wish* spell.

Those who do not have the first part of the poison (the PCs, for example), and a successful attack is made upon them with Knell, a save vs poison is made. If the save is failed, the target falls over in a coma for one week. A *neutralize poison* spell cast within one hour of the injury will revive the victim sooner, as will *limited wish* and *heal*. Normal methods of *raise dead* and *resurrection* apply. A successful saving throw results in an additional 25% of original hit points in damage (so four hits does kill the victim).

UNDER NO CIRCUMSTANCES CAN THE PCs GET ANY OF THE POISON, SINCE THE

ENCOUNTERS OCCURE AFTER THE ONLY APPLICATION THE ASSASSINS HAD.

Short Sword poison does additional damage. Save vs poison. If successful, poison does 2 pts of damage. If failed, poison does +2d6 points of damage. Poison lasts 3 rounds.

Blowgun poison puts target to sleep 1d6 rounds. Save vs poison -2 or fall asleep for 1d6 rounds. After 1d6 rounds, target may be awoken normally. Poison lasts 2 rounds on dart.

DeathWatch Poison: Imbided by assassins before engaging attack. Poison courses through the blood of the assassin. If the assassin does not take the antidote in one turn, the assassin dies. This is to assure that they complete the mission without delay.

Spell: Always in Effect

Death Sentence

Level 7

Necromancy

Components VSM

Casting Time 1 Day

Area of Effect 1 target

Duration Permanent

Saving Throw: None

This spell is exclusively in use by Necromancers who are part of the Guild of Assassins of Zhentil Keep. They developed this spell to guarantee the loyalty of the assassins inducted into their guild. Each assassin must accept this spell when inducted, or be slain on the spot. The spell is part of the initiation and is done in darkness and blood must be spilled, which is why the Assassin's Guild is called the Red Shadows.

Once the caster has cleansed himself of all thought, the ceremony begins. The new assassin must be brought fourth and presented to the caster. At that point, the would-be assassin must make a Constitution check or be struck unconscious. In either case, the spell takes effect.

The effects of the spell are as follows:

1. The target cannot be raised from the dead, resurrected, or reincarnated. Once the target is dead. He remains dead, since his lifeline is severed at the time of death.
2. The target cannot be affected by *speak with dead* or other such spells.

3. The target is as if under the effect of a *non-detection* spell.

Any attempts to dispel or alter this spell sets it off. The target dies, no save, no resurrection, no raise dead, no reincarnation, no speak with dead.

The spell was developed to assure the loyalty of the assassins as well as to keep secret the cults procedure and activity beyond the grave. Only a wish spell may alter this effect, if immediately followed by Raise dead, resurrection or reincarnation.

The material component of this spell is a garment from the target cursed under a new moon.

The Red Shadow

The Red Shadow is an unknown member of the Wizards of the Shadow Assassin. No one knows who he is and very few have even heard mention of his existence. He knows who the assassins are in the city. They have been charmed into believing their existence as farmers, guards, workers and other low-level people in Ravens Bluff. But, with the mention of one word, their assassin personalities come forward, and they know where to get their equipment and their mission. This is so they cannot give anything away. The Red Shadow will not be encountered, but may not be far away...

APPENDIX C: RULES FOR DUELING

Any of the methods listed below can be used when the duel occurs in Encounter **5: Knight On A Dog Like This**

In Ravens Bluff, dueling is illegal everywhere, except for the Rooster's Roost. The Roost was given compensation over such things, since they, being the Knights representative of the way things are handled by knights, they would be able to control it. Whether this was a good idea by the Knight's Council or not is still to be decided.

Many methods of dueling are possible. In honorable combat, certain methods are always in effect. Below are listed several methods to handle a duel in Ravens Bluff.

Standards:

These rules are almost always used.

1. When challenged, the one challenged gets to choose the weapons in the combat.
2. The challenger chooses the time and place.
3. Some token or value is set aside as spoils which go to the winner of the duel
4. Magic is not allowed in duels, unless agreed to by both parties.
5. Weapons and other equipment are to be equal to both combatants.
6. A second may be chosen to duel if a combatant wrongfully falls before a contest is ended.
7. A champion may be chosen to fight in stead of either or both of the duelists.

First Blood

Dueling to First blood allows the winner to be decided by the first blood drawn. The duelists will each take one swing in a round, the first one going with the lowest initiative, then the other combatant swings. If either combatant draws blood, he/she is the victor and honor is settled. This is the least used method of dueling.

Marks of Blood

This method of dueling allows combatants to take one swing each turn until either of the duelists has drawn blood twice. This is usually within three swings each. After the third set of swings take place, then the first one to draw blood is the victor, and honor is settled.

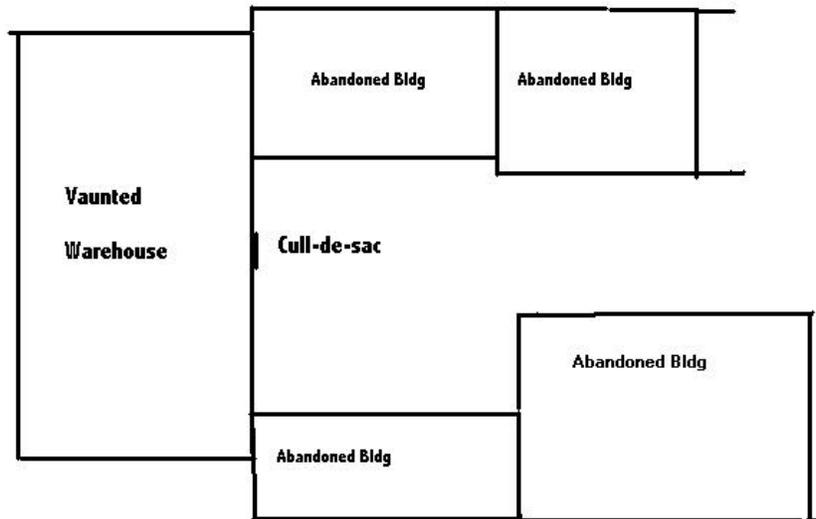
Honor of Opponents

When dueling, blood letting isn't always possible if the combatant does not use edged weapons. In this dueling method, the duelists must use subdual rules (each swing is at -4, damage is half, 1/4 real). Each combatant attempts to subdue his or her opponents. In this type of combat, the normal amounts of attacks in a round are permitted. The one who remains standing is the victor and honor is settled.

To The Death

This method of dueling is illegal in the city and should never be allowed. Duelists using this method decide to fight to the death. Regular combat rules are used. The one left alive is the victor of the duel and honor is settled. This is looked upon as the least honorable method of dueling, and if caught dueling in the city this way, is one year at the Golden Ball.

Player Map



Warehouse Map (Encounter 7 & 8)

The Shark Fin

Laughter and music emanate from a converted warehouse on the waterfront. Although old, the building has been repaired and is kept in good condition. Closer inspection of the establishment will afford some rich smells and attract the famished into Pearl Finn's Shark Fin Restaurant and Tavern. The Shark Fin offers an assortment of soups, fish, bread, and drinks to appease the hungry and thirsty; all for a reasonable price.

When entering the Shark Fin, the warm atmosphere and the sound of laughter surrounds customers. Many objects of sea life line the walls—harpoons, nets, shells, shark jaws, and much more. Besides the open customer area, there is also a kitchen and private quarters for the staff in the back of the building.

The tavern is frequented by sailors, dock workers, and many locals. It is a place to share stories, dance away one's worries, test one's strength in arm wrestling bouts, and relax among friends. Strangers are always welcomed—new blood often means new stories and perhaps some additional music. The regulars will not leave a newcomer alone for very long, especially if he or she appears to be an adventurer or sailor. Surly strangers learn quickly not to pick fights with the locals, who protect their own.

The Shark Fin, owned and operated by Pearl Finn, was established 12 years ago. After her husband, Earl, Captain of the SS *Shark Fin*, failed to return from sea, Pearl mourned him a short while and then got busy building a new life for herself. (Captain Finn and his cargo ship were presumed lost in a major storm.) She was good in the kitchen and had often been complimented on the hospitality of her table, so it seemed to her that a restaurant would provide a natural way to make a living.

Today, the Shark Fin is a thriving business. Pearl has earned enough to buy the warehouse and is glad that she no longer has to pay rent. She continues to offer good food, decent drinks, a friendly ear, and a warm smile to her clientele. She employs a bartender, Granz, and four barmaids: Charlene, Doris, Flaux, and Sydney.

Menu

Fare	Cost
Shark fin soup	1 sp
Fish stew	3 cp
Seafood chowder	4 cp
Corn biscuits	1 cp each
Loaf of rye	2 cp
Shark	1 gp
Mahi mahi	3 sp
Flounder	2 sp
Whitefish	8 sp
Grouper	15 sp
Halibut	1 sp
Fish-of-the-day	5 sp
Ale	1 cp—glass, 1 sp—bottle
Whiskey	1 sp—glass, 2 gp—bottle
Brandy	10 sp—glass, 5 gp—bottle
White wine	2 sp—glass, 3 gp—bottle
Goat milk	3 cp
Water	1 cp

Pearl Finn

0-Level Female Human

STR: 11
INT: 13
WIS: 10
DEX: 15
CON: 9
CHR: 13

AC Normal: 9

AC Rear: 10

Hit Points: 3

Alignment: Neutral Good

Languages: Common, Wharf Slang

Age: 43

Height: 5'2"

Weight: 138 lbs

Hair/Eyes: Brown/Brown

Weapon Proficiencies: Butcher knife

Nonweapon Proficiencies: Cooking (13), fishing (9)

Background: Pearl is a plump, pleasant woman who mothers her customers. She is very kind and often finds a way to help any local down on his luck, especially the hungry. She always sides with her customers in disturbances involving strangers. She is an excellent cook and runs the business well. Her deepest desire is to hear any word of her husband. Deep down, she has not given up hope that he is alive and that he will, someday, come back to her.

Pearl married Earl Finn at an early age

and bore him two sons, Franzio and Dutch, who are now grown and have signed on with trade ships. She worries that one day they may also share their father's fate.

Granz Stronghand

2nd-Level Male Human Fighter

STR: 17
INT: 8
WIS: 12
DEX: 16
CON: 18
CHR: 13

AC Normal: 8

AC Rear: 10

Hit Points: 23

Alignment: Lawful Neutral

Languages: Common, Wharf Slang

Age: 29

Height: 5'4"

Weight: 170 lbs

Hair/Eyes: Black/Brown

Weapon Proficiencies: Cargo hook, knife, staff, dagger

Nonweapon Proficiencies: Cooking (8), fishing (11), hunting (11)

Appearance: Granz, short in stature, was once a longshoreman who worked on the docks for years. Five years ago, he was pushed into the water and into the jaws of a previously lured shark. He killed the shark, taking it as a trophy, but not before it took his right leg from the knee down. He now wears a peg leg made of walnut and carved with seaweed fronds.

Background: Nowadays, even with the aid of the leg, Granz is unable to work the docks, so Pearl hired him to do the heavy lifting and to tend bar at her place. Granz is bitter about the loss of his leg and is obsessed with finding the stranger who pushed him off the dock. He always hopes to hear something in the Shark Fin which will help him determine the identity of his assailant. Even though he misses his old life on the docks, Granz enjoys his work at the Shark Fin and is extremely loyal to Pearl.

Charlene Butterman

0-Level Female Human

STR: 8
INT: 11
WIS: 13

The Shark Fin

DEX: 12
CON: 13
CHR: 12
AC Normal: 10
AC Rear: 10
Hit Points: 2
Alignment: Neutral Good
Languages: Common
Age: 20
Height: 5'6"
Weight: 145 lbs
Hair/Eyes: Wheat/Sea green

Weapon Proficiencies: Knife

Nonweapon Proficiencies: Singing (12)

Background: Charlene has been with the Shark Fin for the past four years. She is courteous and makes the customers feel at home. Charlene does not want to work as a bar maid forever, but fervently hopes to marry one day—preferably an adventurer with the promise of wealth. Thus, she is quite friendly to male customers, but is cold to females, whom she views as competition.

DORIS

3rd-Level Female Human Fighter

STR: 17
INT: 12
WIS: 10
DEX: 13
CON: 16
CHR: 13

AC Normal: 5

AC Rear: 5

Hit Points: 26

Alignment: Neutral Good

Languages: Common, Wharf Slang

Age: 26

Height: 5'2"

Weight: 128 lbs

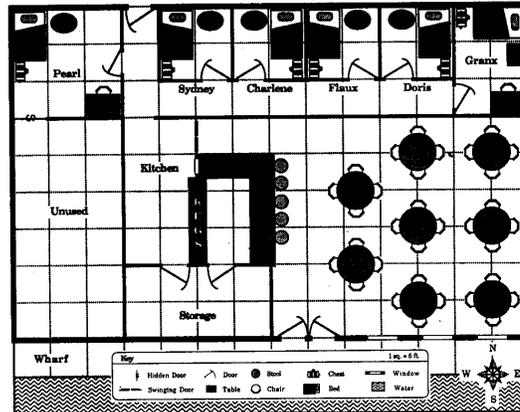
Hair/Eyes: Black/Brown

Weapon Proficiencies: Cargo hook, long sword, dagger, short bow

Nonweapon Proficiencies: Cooking (12), blind-fighting

Magic Item: *Bracers of defense AC 5*

Background: Doris came to Ravens Bluff from the city of Grayhawk, ejected from a spelljammer ship when she spurned the advances of the captain. She worked on the docks for a time, learning about her new



world, before eventually going to work at the Shark Fin. She enjoys its atmosphere and the steady work. Because of her above average strength, she is quite useful helping Granz with the heavy work and the bar chores. She also serves as a bar maid. Doris also enjoys sharing stories and arm wrestling with the patrons (the wager is usually a glass of brandy).

Although she has no current plans to leave the Shark Fin, she would love to join a band of adventurers and explore her new world.

Flaux

2nd-Level Female Half-Elf Thief

STR: 12
INT: 15
WIS: 12
DEX: 17
CON: 11
CHR: 16

AC Normal: 4

AC Rear: 7

Hit Points: 68

Alignment: Neutral

Languages: Common, Elvish, Wharf Slang

Age: 68

Height: 5'1"

Weight: 97 lbs

Hair/Eyes: Strawberry blond/Blue

Weapon Proficiencies: Short bow, dagger

Nonweapon Proficiencies: Reading/writing (16), tightrope walking (17), disguise (15)

Magic Item: *Ring of protection +3*

Thief Skills

PP	OL	FT	MS	HS	DN	CW	RL
35	50	25	35	15	80	15	10

Background: Flaux left her homeland after becoming fed up with its racial prejudices, but the shame she felt heaped upon her has followed her to this day—she still hides her half-elven ancestry, almost unconsciously now. After leaving home, she adventured for a while, but grew tired of the injuries and other dangers and eventually made her way to Ravens Bluff and the Shark Fin.

She does her job honestly, but keeps an eye out for wealthy patrons who she can track down after work and rob. Flaux hopes an opportunity will surface to get her out of the bar trade.

Sydney Farsight

0-Level Female Human

STR: 10
INT: 12
WIS: 11
DEX: 6
CON: 10
CHR: 18

AC Normal: 11

AC Rear: 10

Hit Points: 4

Alignment: Neutral Good

Languages: Common, Wharf Slang

Age: 17

Height: 5'4"