

Grimm Determination

A One-Round Living City (Procampur) Tournament

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

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

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

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

Tier Structure

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

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

Native Procampa PCs

This is a great time for players to start native Procampa PCs. If they are thinking about starting another character, encourage them to do this. It is not required, but the timing of this chance is good.

Native PCs will know certain things about the Houses of Procampa that Ravens Bluff PCs will not. These things are stated on **Player Handout #1**. Give this to any players who play native Procampa PCs only.

Note that Ravens Bluff PCs who use the Etiquette non-weapon proficiency in Procampa during this adventure will suffer a -2 penalty to all attempts, due to

unfamiliarity with the city and the customs of the nobles therein.

Reaction of Procampa NPCs to Ravens Bluff PCs

Most Procampa NPCs will look at adventurers from Ravens Bluff as almost the same they would native Procampans. The difference is that honors, knighthoods, governmental positions, and so forth which Ravens Bluff PCs have carry no weight at all in Procampa. NPCs will not be patronizing of non-native characters, but any boasting of deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampa natives, but there will not be enough of a difference in attitude to be offensive.

Why am I here?

This question will be asked by almost every Ravens Bluff character who goes through this adventure. The answer is, "you decide." Really. Make the players come up with reasons why they have traveled to Procampa and are involved in this adventure. Here are a couple reasons you can suggest if the players are having difficulties:

1. You found working in Ravens Bluff to be tedious or could not find work at this time.
2. You decided to see the sights of this new city, and your money was stolen soon after you got here so you need work.
3. You heard the rumors about the party and want to attend, but as you were not invited you have to get in by this means.
4. You got drunk and awoke in a tavern in Procampa, and decided to pass the time since you are here anyway.

These should start the players on the path of explaining why they are here.

What Has Gone Before

In the previous Procampa module (*A Vial Secret*), the PCs investigated the final ingredient to be used in the creation of a *philter of love*. Though they thought that it was intercepted, this philter was given to Rendeth during a recent hunting trip, in which he had fallen madly in love with Lady Constantine Grimm. The two

announced their engagement immediately upon their return from the hunt; an action which surprised both noble and commoner families alike.

Particularly surprised (and dismayed) was Alissa Wyndsong, who secretly coveted that position for herself for the amount of power it would bring. Sure she thought that Rendeth was handsome, but her immediate goals were to wed the Thultyrl, not let some airhead from House Grimm charm her way into his heart and her position! So as a result, Alissa had sent out some of her most trusted associates (the term "thug" is very harsh) to "suggest" that Constantine should change her marital plans and quickly! There was never the intent to do her harm as she figured that the threat would be enough.

But instead of having Constantine cower away as planned, the "suggestions" only aroused her ire. She suspected Alissa's involvement as the two had locked horns on difference occasions at affairs and noble functions. Constantine is not known for her intelligence, but she is a shrewd judge of character and has long suspected Alissa's hand in trying to make a play for Rendeth. After all, the party (in *Pirate of Hearts*) had the perfect atmosphere and setting; and who can resist a damsel in distress?

Meanwhile, by happenstance and sheer luck, Kiandra Gallastan came to know of Alissa's jealous plot and decided to take full advantage of it. She contacted a Calishite mage named Kadir Altair, one of her late father's favorite assassins, to help her get revenge and regain her status as a Noble. Kadir agreed to help her in return for payment in magic items and future favors.

Kadir used his spells to heighten the tensions between Alissa and Constantine, hoping that Alissa would look guilty when Constantine was found murdered. This, however, was just a ruse that would eventually lead investigators to Kiandra's true target: Lord Zinzann Allison. Zinzann has been behaving strangely and having violent nightmares since a recent hunting party, and his health has deteriorated since then.

Unknown to the Allisons, the nightmares are a result of the assassin Kadir's work. He has used his *hat of disguise* and illusion spells to sneak regularly into the Allison mansion to plant drugs in Lord Allison's food. This drug would leave Zinzann highly susceptible to enchantment/charm and illusion/phantasm spells (mind-affecting spells), but with the side effect of making him emotionally volatile, prone to sudden violent outbursts. Given his already outspoken nature, a dangerous combination. Using his illusion spells, Kadir has forced Zinzann to experience carefully programmed nightmares in which he stalks and kills Constantine.

Last night Kadir spirited Zinzann away and used spells such as suggestion and dominate to make him go

through the motions of killing an illusion of Constantine. Kadir left nothing to chance, using his *hat of disguise* to kill the real Constantine himself soon afterwards, but disguised as Zinzann so that anyone using magical scrying would see Zinzann committing the murder! He stuck one of Zinzann's own daggers into Constantine's body, and then had the dominated Zinzann carefully bury the bloody dagger in the rose garden just outside his own bedchamber.

Kadir's work was made easier by the fact that Zinzann was once engaged to Constantine many years ago, an affair that ended badly. Since then Zinzann has avoided Constantine at Noble functions. He was greatly bothered by the idea that she would soon marry into a position of great power, but he had never thought himself capable of such hatred, or such violent thoughts as he experienced recently in his nightmares, until now. Zinzann's family has noticed that his health has deteriorated with his many sleepless nights, but none of them know what to do about it.

Kadir had sent letters to both Alissa and Constantine, suggesting to each that the other desired to end their conflict peacefully before it went too far. In the letters, Constantine was told to arrive moments before Alissa. Kadir then used his hat of disguise to take on the appearance of first Alissa Wyndsong, then Lord Allison and murder Constantine, moments before the real Alissa's arrival. He quickly fled the scene to return the bloody dagger to Zinzann and have him go through the motions of burying the evidence to confirm Zinzann's guilt.

When Alissa found Constantine dead in the alley, she realized that she had been set up and ran away to try to cover her tracks.

By now Kadir had planted two sets of evidence: one circumstantial, designed to make it seem at first that Alissa was the murderer, and then another set to clearly implicate Lord Consul Zinzann Allison instead! Kiandra's plan is to hurt Alissa's social standing with the trumped murder charges, then unleash the damning evidence to destroy House Allison...and in the bargain, leave herself a window of opportunity to regain her family's lost Lordship!

Both Kiandra and her ally know that the honorable Lord Allison will defend himself to the death in a duel that he is certain to lose. Indeed, he may believe himself guilty and make it that much easier for her! Once he falls, his house falls in disgrace, and House Gallastan will rise once more!!!

Module Summary

The module begins as the PCs are wandering the market square in the Port District, a frantic bard rushes

forward to announce the murder of Constantine. He leads the PCs to the alley where she was killed, where the Diamond Legion is occupied with crowd control. The PCs can help or hinder their efforts, but they are noticed by Lord Alaric Grimm, who decides to hire them to investigate his sister's murder.

After returning home, each PC receives a summons to report at once to the estate of House Grimm in the Nobles District. The armed Star Guards will then either see the PCs to the Grimm estate or (if they resist the summons) to jail for the remainder of the module. Lord Grimm then explains that he requires the PCs' services to investigate the murder of his sister, for they have no vested interest in any of the power factions of the city and can be relied upon to be objective. He is quite certain that Alissa Wyndsong is the guilty party, but there are other possible suspects and he wishes to have an objective investigation and fears that his Star Guard would be prejudiced by his own feelings. Likewise, he would rather not have the Diamond Legion involved in the investigation for various reasons.

The rest of the module is completely non-linear, allowing the PCs to roam Procampur as they see fit and interrogate various NPCs who may or may not be connected with the murder. Different events may occur depending on where they go and with whom the PCs speak.

Exactly half an hour before the time slot for this event ends (REAL TIME), the PCs must report their findings to Lord Grimm. Their findings may be indeterminate, or they may find evidence implicating either Alissa or others. Regardless of the findings, the trumped evidence against House Allison is presented, and all other suspects are cleared of charges. The PCs are thanks for their efforts and rewarded appropriately.

Scene One: You're Not In Ravens Bluff Anymore!

The mood in Procampur has been unusually excited this past month since the surprise engagement of Rendeth to Lady Constantine Grimm! It has been a well-known fact that the Thultyrl had been seeing Alissa Wyndsong, the famed bardess of Procampur. But Lady Constantine Grimm is well known among the nobles of the city for her social graces, but also her distinct lack of wit, so it is no surprise that she made a play for the Thultyrl's hand in marriage. What is surprising is the fact that he asked for it, for he had never given Constantine a second glance until now! Of course, she is Nobility. Many rumors have spread regarding the cause of this sudden change of heart, ranging from the fantastic to the absurd!

But for the moment, the impending marriage of the Thultyrl is not of immediate concern to the people of Procampur. The Port District's Market Plaza is crowded this afternoon as the good citizens try to complete their purchases and chores before sunset.

The PCs may wish to do some shopping, run into each other and chat, or something else. The DM can make up vendors and personalities as needed, but only take 5-10 minutes. Then proceed with the following encounter:

"She's dead! She's dead! Oh, what terrible news!!!" Everyone turns to see a brightly-dressed, breathless young man run into the market, his eyes wide with shock and horror!

"She's dead! Surely the gods have forsaken us!"

It will take quite a bit of calming before the young man will be able to do anything but repeat the above statements. Shaking him or a quick, firm slap on the face will get him back to reality.

"It--it's just so terrible! Have you heard? She's dead...Lady Constantine Grimm, betrothed to Rendeth of the Royal Blood, is dead! MURDERED!!!"

The crowd quickly surrounds the frightened young man, threatening to smother him as they press him for details of the murder. It is up to the PCs to hold them back so the man can reveal more. When he is rescued and the crowd restrained or pacified, he answers questions:

Who are you?

"Oh, I'm Jordan. I'm a bard, I do weddings. Have you heard of me?"

What happened to Constantine?

"Well, I was traveling through the port heading for the Happy Hippocampus...I perform there from time to time...and I noticed some movement in a nearby alley. I glanced in to see what was happening, but all I saw was Lady Grimm's body! She'd been stabbed, her throat slashed...murdered!!! Oh, it was terrible..." (The alley Jordan is referring to is about a fifteen minute walk from the Market Square. The movement was some rats that were scurrying about the alley, as Constantine was murdered this morning, the body not found until mid-afternoon by Jordan.)

Did anyone else see her body?

"Well, yes, everyone who heard me scream! They all rushed forward and shoved me aside! I was so stunned I just wandered off and eventually ended up here."

How long ago did this happen?

“I’m not sure...a half hour perhaps. I was in a daze...”

Unfortunately, the crowd around the PCs has also listened to Jordan’s terrible news, and as soon as he tells the PCs where the body can be found, they stampede off in that general direction! If the PCs were clever enough to question the bard in private (not an easy task, but it will only happen if the players think of it BEFORE asking their questions), then this scene will be avoided. In that case, others come upon the crime scene and the crowd control situation that follows will still be as written in the next scene.

Scene Two: The Scene of the Crime

The PCs may proceed from the meeting with the bard to the scene of the crime. What they find is a large crowd of upset citizens all around the alley. There are already Legionnaires on the scene doing crowd control with long batons that are being used to push back the crowds. A covered ambulance wagon is parked nearby. Play this up as a wild, potentially dangerous crowd control situation where the sheer number of bodies becomes a potential threat to the PCs and others nearby.

The PCs will be unable to press far into the crowd, and if they try they will be halted by Legionnaires. PCs do NOT have any official authority to investigate or interfere with the soldiers. The Legionnaires are hard pressed for crowd control in a politically volatile situation; any mistakes here could cost them their ranks and commission!

The DM should make Fame checks for any PCs who try to speak with the Legionnaires (using converted Procampur Fame, not Living City Fame!). Success will indicate a favorable response, but either way the PCs will be asked to help with crowd control. Attempts to investigate in the alley will be flatly refused, simply because the Legionnaires are too busy right now to deal with it. There is no way to approach the alley or the higher-ranking officials who are currently there investigating. PCs will politely but firmly be told to either help out or leave the scene.

If PCs don’t take this hint and either help or leave, they will be shoved back with the rest of the crowd. If PCs try to pull rank or order the Legionnaires around, the guards take offense and threaten to arrest them. If the offender is a “famous” Ravens Bluff PC who makes the mistake of thinking his status in Ravens Bluff will

carry over to Procampur, the Legionnaires will return their rudeness by being sarcastic and caustic, such as **“Oh, so you’re Captain of the Guard in Ravens Bluff, eh? Well, you’re about five minutes too late to stop this crime. Nice work.”** or **“I don’t care if you do brunch with Lord Mayor Thoden every Restday! Go talk to HER about it and get out of my way!”**

Any further attempts will result in the arrest of the offending PC, and there are enough Legionnaires to do it. Considering the problems with crowd control in this situation, the PCs deserve to be arrested for interfering with an officer of the law.

DMs, please remember that this is not an attempt to take shots at Ravens Bluff, only a means of putting LC characters in their place if they try to pull rank in a foreign city and are rude about it. Only do this if the PC in question is asking for it.

On the other hand, if the PCs decide instead to help with crowd control, the PCs can do so successfully. This will attract the attention of Lt. Bailey Collins, a human female who is currently in charge of this situation (this will soon change). She is a no-nonsense soldier who takes her job seriously. She will thank any PCs who assist in crowd control and ask their names. Getting on her good side may pay off later in the module.

Anyone who is simply scanning the crowd to look for suspicious characters can make an Observation check or a 1/2 roll under Intelligence. Success indicates that the PC notices a cloaked figure at the edge of the crowd who is quietly watching the tableau. If approached or pointed out he quickly blends into the crowd and vanishes.

PCs may also notice a well-dressed man, obviously a noble, in the alley speaking with the Legionnaires. Along with him are members of the Star Guard (PCs with Local History: Procampur may make a check to realize the difference). This is Lord Alaric Grimm, although the PCs will NOT have a chance to meet or talk with him just yet. PCs who keep tabs on him notice that he watches them and takes note of their activities during this scene. If he sees them helping with crowd control he will look favorably upon them when he hires them later. If they run afoul of the Legionnaires by harassing them about looking at the scene of the crime, he investigates their backgrounds and realizes that they are probably interested in solving the crime...which suits his needs just fine. He will hire them if they do nothing else and see to it that charges are dropped in Scene Two.

After the PCs have had a chance to either help with crowd control or make it worse, the crowd is forcibly

parted as reinforcements arrive. Some Star Guards convey a stretcher with a human-sized figure beneath a white sheet. There are noticeable blood-red stains where the chest and head would be. The wagon's driver spurs the horses on, and it proceeds down the street heading towards the Great Way, accompanied by several officers of both the Diamond Legion and the Star Guard. An Observation or 1/2 Intelligence check reveals that there are a few cold glances exchanged between members of the two military orders.

The PCs will be able to find out by asking around that Constantine was found with multiple stab wounds on the chest and slash marks on her neck. No one can recall seeing a murder weapon

At this point Commander Alaric Grimm comes over and introduces himself to the PCs (he is Constantine's brother). He noticed their actions during the investigation and asks them what their purpose was in being here. If he gets a satisfactory response (i.e. they were just trying to help, trying to find out more about the murder so they can solve it) that shows proper respect for his station (he is obviously a man of noble standing and a high-ranking official in the Guard of the Star Sapphire...natives will know that he leads this group!) then he will offer to tell them more about what happened here, and what he found out. They should report at one hour past dawn tomorrow to the Grimm estate in the Nobles District. He gives the PCs directions and also a one-day pass that will allow them free access to the district (normally forbidden to commoners not in the employ of nobles).

Alaric will not volunteer any more information at this time. If necessary, he points out that he must see to his sister's burial and other official matters right now and excuses himself from the conversation. We will reveal more tomorrow. If the PCs don't take the hint, he turns to leave, his Guardsmen blocking the PCs as he leaves.

If the PCs show disrespect for his office or noble standing, or fail to give a good reason for being there, or (even worse) made the crowd control worse by their actions, Alaric will simply whisper something to his soldiers, turn and leave. But tomorrow he will forcibly "volunteer" the offending PCs.

The DM should deal with mixed reactions separately. If, for example, three PCs try to help and the other three PCs try to hinder the work of the soldiers, then Alaric will invite the three helpful PCs to visit him while ignoring the other three, who will be collected by Alaric's Guardsmen the next day to make up for their offense. These PCs are recruited in Scene 2A below.

Scene Two A: You've Been Volunteered!

Run this scene only if you have one or more PCs who were not invited by Alaric to attend the meeting at his home the next day.

The next morning each offending PC is roused at their home or hotel room with a loud knock on the door. It is three members of the Star Guard, who inform the PC that his/her presence is requested immediately by the Star Guard. They are to get dressed and come along at once.

Have non-native PCs make a proficiency check on Local History: Procampur to make an important connection. Native PCs remember it with an Intelligence check, a Wisdom check, or a Local History check at +2. Those who succeed recall that the Guard of the Star Sapphire (known commonly as the Star Guard) were recently reestablished to serve and protect the Nobles District. They really have no particular authority over the PCs unless they're here on Noble business. Which is not to say that anyone can argue with them about it!

If any PCs attempt to flee (a bad idea because the law is strict in Procampur, and they really haven't done anything wrong), play out a mad chase through the Port District that ends with their escape (play it up as a chase scene and make up the details as you go). Play out a combat/chase sequence, with the understanding that if the PC does not come along that he/she will be out of this module. If spellcasters try using spells on the guards, then they will all try to grapple the PC and pin his arms so he cannot continue spellcasting. Then one will break off and try to tie up the offending PC (they each have a Strength of 14).

The DM should point out to the player that not only is he resisting a legal summons, which in Procampur is punishable under the law, but the odds are three-to-one AGAINST the PC. Plus if this goes badly, the PC will not be playing in any future Procampur modules. More to the point, the PC is not under arrest or being charged with any crimes, so why fight it?

PC Level 1-2

Star Guards (3), hm F1: Int Average; AL LN; AC 3; MV 12; hp 10; THAC0 19 longsword / 20 other; #AT 3/2 longsword or 1; Dmg 1d8+2 or 1d4; SA nil; DS nil; SZ M; ML 14.

They wear plate mail armor and carry longswords and daggers, specialized in longsword.

PC Level 3-4

Star Guards (3), hm F3: Int Average; AL LN; AC 3; MV 12; hp 25; THAC0 17 longsword / 18 other; #AT 3/2 longsword or 1; Dmg 1d8+2 or 1d4; SA nil; DS nil; SZ M; ML 14.

They wear plate mail armor and carry longswords and daggers, specialized in longsword.

PC Level 5-6

Star Guards (3), hm F5: Int Average; AL LN; AC 3; MV 12; hp 35; THAC0 15 longsword / 16 other; #AT 3/2 longsword or 1; Dmg 1d8+2 or 1d4; SA nil; DS nil; SZ M; ML 14.

They wear plate mail armor and carry longswords and daggers, specialized in longsword.

PC Level 7-8

Star Guards (3), hm F7: Int Average; AL LN; AC 3; MV 12; hp 45; THAC0 13 longsword / 14 other; #AT 2/1 longsword or 3/2; Dmg 1d8+2 or 1d4; SA nil; DS nil; SZ M; ML 14.

They wear plate mail armor and carry longswords and daggers, specialized in longsword.

PC Level 9+

Star Guards (3), hm F9: Int Average; AL LN; AC 3; MV 12; hp 55; THAC0 11 longsword / 12 other; #AT 2/1 longsword or 3/2; Dmg 1d8+2 or 1d4; SA nil; DS nil; SZ M; ML 14.

They wear plate mail armor and carry longswords and daggers, specialized in longsword.

If the PCs deny their identities, the Guardsmen become very suspicious of them and take them along anyhow to clear things up.

In the end, the PCs will either cooperate or leave the module. Assuming they cooperate, the Guardsmen take them to the Nobles District. If asked why they are going there, the Guardsmen simply reply that they were summoned and refuse to go into details (that's what they were told). If the PCs ask if they are being arrested, they answer "no" unless the PCs have given them a reason to do so (like refusing to cooperate with an officer of the Star Guard, which yields a "maybe" result). No other details are available at this time. The PCs are then escorted to House Grimm's manor house:

Scene Three: The Interview

PCs who were invited by Alaric to meet with him are roused the next morning by members of the Star Guard,

who state their intention to escort the PC to Alaric's estate (Alaric was too distracted to think of an escort yesterday, and will tell the PCs so if he is asked later). They will escort the invited PCs, but a bit less curtly than those who are "volunteered" for the job.

Your "escorts" take you through the Nobles District, where you draw looks of disdain from the locals. Traffic by non-nobles into this area is heavily restricted, even for natives. You approach one of the noble estates, and see the standard of a red tower underneath a red jewel on a white field

The grounds are well-attended and well-patrolled, as evidenced by the strong presence of several Star Guardsmen and house soldiers. You see other adventurers approaching the estate, each with a Star Guard escort.

Anyone with Local History: Procampur or Heraldry may recognize the crest of House Grimm, one of the oldest noble houses in the city and the one most connected with the military forces of Procampur.

A Local History: Procampur check at 1/2 the normal roll will reveal the following background information: House Grimm is strongly associated with the Procampur military, and has always had a member of its family in the Diamond Legion until recently. Lord Alaric Grimm, a respected officer, was dismissed from service due to injuries in the line of duty (he lost much of the vision in his left eye and some mobility in his left leg due to a cave-in). He was given an honorable discharge, but he and his father, Lord Consul Augustus Grimm, did not take it well. Shortly thereafter the Star Guard, an old military order who served and protected the Nobles of Procampur, was reinstated to service after many years of inactivity with Lord Alaric Grimm as its commander-in-chief.

Without ceremony, the Guardsmen lead the PCs inside the manor house to a waiting room and tell them to sit. Then they go out and close the door behind them. It is the only door and there are no windows. After a half-hour wait, the door opens:

Before you stands a seasoned warrior, a veteran of battle whose steely eyes reveal a strength of body, mind, and purpose. He is perhaps in his mid-thirties but seems older. Perhaps it is his injuries that give this impression: the left eye focuses slightly off-center, seeming a bit milky in appearance, while there is a noticeable drag in his left leg as he walks. The rest of his body, however, is well-muscled and powerful. As he advances on you, you feel that he is sizing up your strength and capabilities...probably with alarming accuracy!

Lord Grimm is here to give the party instructions and answer questions. He is NOT here to have his authority challenged, or to be interrupted. If this happens, he will first tell the offending PC to be patiently quiet and all will become clear. After that he will give one warning before he charges the offending PC with interfering with the law (plus whatever else he can make stick later on). He is a powerful man and not one to trifle with, and the PCs should understand this right away.

The DM should keep in mind that Alaric is also a man in mourning for his sister. He is also a strictly disciplined military man and accustomed to keeping his feelings to himself. He will seem rather cold and businesslike about the whole affair, and with good reason. This is all under the surface and will not be easy to spot.

"I am Alaric Grimm, commander of the Guard of the Star Sapphire. You may address me either as Lord or Commander Grimm. You have come here to serve the city of Procampur.

"You are no doubt aware of the murder of my dear sister, Lady Constantine. Your task is to discover the identity of her murderer and, if possible, to bring him, her, or them in alive to face justice.

"You are wondering why I have summoned you to perform this task. I am not in the habit of explaining myself, but you have need to know my reasons for this decision so you can do your job efficiently. This case, as all others, is being investigated by the Proctors, the judicial branch of our city's government. The Star Guard obviously has some stake in this case as well since it involves the murder of a noble. However, I am personally involved in the case and am therefore biased in my suspicions and judgments. My men will no doubt share these biases whether I want them to or not as they wish to do my bidding. I need objective investigators, not loyal soldiers who will find guilt where I expect to see it. That is where you come in.

"Each of you were referred to me as possible candidates for this task, such as the Society of Entertainers and Providers, the Fraternity of Venturers, the various temples within the city, your peers and/or officials of Ravens Bluff (if these type PCs are present), or by word of mouth from respected individuals whose judgment I trust. You will not disappoint me.

"I will brief you as completely as I can, and then you will investigate the circumstances of my sister's death. My Star Guard and the city's Diamond Legion will be instructed to aid you in the investigation in any reasonable manner, reasonable meaning legally. It is expected that in the course of your investigations, you

will always conduct yourselves in a manner befitting the laws of the city of Procampur.

"Besides the honor of serving our Shining Jewel, you can expect to be rewarded appropriately. I cannot give you the details at this moment, I have more pressing matters that require my full attention. But I can promise you, upon my honor, that you will be properly paid for your services, and well rewarded for your efforts.

"Others are investigating the murder as well, most notably the Proctors. It is of vital importance that YOU discover the truth quickly, before others muddy the waters and you lose the trail. The Proctors are already investigating the case, but it's really a point of honor that the Star Guard be the ones who find and arrest the murderer of a noblewoman, so act quickly.

"You have until sunset to make your investigations and return to me with your report, which will be made before representatives of the Proctors. Make certain you have the facts we need for an arrest.

"You are not to make contact with the murderer yourselves or indicate in any way that you are on to him, her, or them, UNLESS they are planning to escape the city. In that event I want them brought in ALIVE for trial.

"Now, are there any questions before you set off on your task?"

If any PCs interfered in the crowd control at the alley yesterday, Alaric also mentions that this mission in service for the city will clear them of any "ill-planned" actions taken yesterday. If the offending PCs refuse after repeated warnings that they will be banned from the city, then (and only then) they can start packing their bags and moving to another city.

The DM should explain to the players that for game purposes, sunset is half an hour before the end of the time slot. The players have until then to investigate and then report to Lord Grimm. At the half-hour mark the PCs will go to make their report, the module will resolve, and voting will be done. If they waste time then they simply don't find as much information. Make this clear to the players.

In case the PCs haven't gotten the hint yet, they are NOT being given a choice as to whether or not to accept this mission...at least, not if they want to stay in the city!!! Non-native PCs who refuse to serve will be shown first to their hotel to collect their things, then to the city gates. Natives will find themselves stripped of their citizenship (thanks to Alaric's connections in the city government and the grief of the Thultyrl, who is furious that anyone would refuse to help find his

beloved's killer!), given a chance to pack, and then shown the city gates. They will be banned from play in all future Procampur events and refused admission to the city.

Assuming the PCs want to stay in Procampur, they will accept the mission.

Question and Answer

Lord Grimm can offer the following information:

How was Constantine murdered?

"My sister was killed in an alley in the port district. No weapon was found, but the wounds indicate the use of a small sharp implement, probably some kind of dagger or knife. No signs of poison, acid, or any other agent. She simply bled to death. Her vocal cords were cut, which is why no one heard her screams as she was being stabbed to death in the stomach."

Why haven't you had Constantine raised from the dead?

"The attempt was made and it failed. My sister was not strong enough to return to us."

Did anyone see the murderer?

"No, the cur--or curs--had fled by the time anyone showed up. A young amateur bard apparently was the first one to find my sister. But instead of finding a soldier to report the incident, he apparently panicked and summoned a large crowd to the scene. I have questioned the young man quite thoroughly and this does not seem to be a premeditated action or cover-up on his part. It was simply a case of poor judgment. Unfortunately we may have lost any important leads in the case due to the presence of the crowds."

Was anything found at the scene of the crime?

"No, nothing. No way to tell if any evidence walked away, either. We'll just have to make do with what we have."

Who is your prime suspect? When Alaric speaks about Alissa, his anger and hatred should be obvious but contained. He has NEVER liked her!

"At the moment, Alissa Wyndsong. Renowned as the Bard of Procampur, Alissa is the spokesperson for the Society of Providers and Entertainers and a former member of the famous adventuring band known as the Blades of Song. She is also none too fond of nobles, and my sister in particular. The two had a rivalry of sorts going, and each would always seek excuses to put the other down."

"This is not what I consider motive for murder--

rather, it's sadly typical of the games that women, particularly noble women, play. No, there is something else. Alissa has long shared a friendship with Rendeth of the Royal Blood. I've always wondered if there was more to it than that on her part, and she is an ambitious woman. Obviously, the Thultyrl will marry nobility, as he must. But the recent, somewhat unexpected engagement of my sister to her old "friend" may have been more than she could take. In the last month or so since the engagement was announced, the two women have been noticeably more vicious and biting in their remarks on one another, and this has not gone unnoticed.

"From what I know of Alissa, she can be ruthless to get what she wants. More importantly, I have confirmed a rather disturbing report from Constantine's lady-in-waiting, Melinda. Apparently Alissa had recently spoken with my sister to convince her to break off the engagement, and not in a kindly fashion. If she's gone as far as threats, I imagine murder would not be beyond her reach.

"At this point I am fairly certain that Alissa did the deed, but there is no absolute proof and this proof is needed to tender an arrest warrant. I don't want to prejudice your judgment, but Alissa Wyndsong's actions speak for themselves and warrant a thorough investigation."

May we speak with Melinda?

The PCs may interview Melinda, Constantine's former lady-in-waiting. She can tell the party that Constantine received letters (three) from Alissa Wyndsong to meet her secretly in the Port District. The last time was about a week ago, and the Lady came home furious, outraged that "this upstart minstrel-wench should suggest that she, a Lady of Noble birth, should be unfit to wed the Thultyrl!" Those were her words, and she spoke no more on the matter. No note was found for a meeting yesterday. (This is not entirely true; a maid found the note that led Constantine to her death, but fell victim to the *illusionary script* spell cast upon the note. Falling victim to a *suggestion* from the spell, she burned the note completely and then forgot that she ever found the note or burned it!)

Can we examine Constantine's body?

Lord Grimm will reluctantly the PCs to examine the LADY'S body (if the PCs neglect to use her full title he does this to remind them to treat her with proper respect!), but he insists on being present to monitor the examination.

Constantine died by bleeding to death. She has a deep slash wound on her neck (the vocal cords were severed), and multiple stab wounds are on the abdomen and lower chest. All look like they were inflicted with a

short bladed weapon like a knife or dagger. Modern forensics are not possible, but the body had been in the alley for a few hours before it was found (Constantine was killed in the early morning before dawn).

Any PCs making examinations may make a proficiency check against Observation, or a 1/2 Intelligence check if they lack this skill. Anyone who does notices the imprint of a small sign like a musical note on the side of Constantine's neck. PC bards will automatically identify it (and others with any Musical Instrument skill or musical background) as a treble clef, but one with an oddly thick line down the middle. Local History: Procampur will reveal that this is the symbol of the adventuring band known as the Blades of Song (detailed below). Lord Alaric can also identify the symbol if shown it.

*Can we perform a **speak with dead** spell upon Constantine?*

Lord Grimm will reluctantly allow this to be done, but he insists on being present during the questioning. If the PCs cannot perform the spell themselves or cannot afford it, he is willing to pay for the spell himself to see her killer delivered to justice. Her body lies in state awaiting burial.

Constantine can provide the following information if the PCs ask the right questions. Keep in mind that the questions should be interpreted fairly literally, so if the PCs don't think to ask if someone else was present at the meetings with Alissa, they will not find out about the two thugs. The PCs will have a limited number of questions they may ask before the spell expires, so they will have to be careful.

- She met six times with Alissa Wyndsong outside of social functions. Each time she questioned her decision to accept the Thultyrl's proposal of marriage, and the last time tried to convince her that the marriage would be a foolish decision on her part. She also made veiled threats the second to last time they met, just over a week ago.
- Present at the meeting just over a week ago were two burly men, both wearing chain mail and bearing longswords. Both were in their mid-twenties, one with blond hair and the other red. Neither had beards but each had stubble.
- On the day of her murder, she met one last time with Alissa to work out their differences and avoid possible future trouble. Alissa was there in the appointed alley, where she simply warned Constantine to "end the engagement, or else". Outraged, she stormed out of the alley, but she must have made a wrong turn because she ended up at a dead end. Then she was grabbed from behind, her hands held together as a blade was drawn across her face. A simple dagger did the work. It bore the mark of Opara Rendril upon the

hilt. She also remembers seeing a ring upon the hand of her assassin. It had a symbol upon it that looked like the number six, but with a sword pointing down the middle (she doesn't know it, but this is a treble clef; see the previous section about examining the body for details). This ring is worn by former members of the Blades of Song adventuring company, the one that Alissa and her friends all belonged to in their youth.

- If asked for more details about the hand, she notes that it seemed larger than Alissa's hands could have been. It was hard to tell because she only saw the hand for a couple of seconds as the blade went across her throat, and her attention was drawn more to the blade and the ring than the hand itself.

Where can we find the other members of the Blades of Song?

Alissa Wyndsong used to adventure years ago with Lord Consul Zinzann Allison, Lady Consul Ellyn Reilly, Staern Bladebreak (advisor to Zinzann Allison), Magardi Slimhands, and Calton Fieldman. The band was known as the Blades of Song, their symbol a treble clef with a sword running down the center instead of a line. They all knew each other quite well and still keep in touch. They would be willing to die for one another.

Alissa usually wanders throughout the city's taverns. The Lords Consul can each be found at their respective estates, and Staern Bladebreak also can be found at the Allison estate. Magardi was killed a few years later and never revived. Calton usually wanders about the woods that he loves and is rarely in the city anymore.

Are there any other suspects?

"Were we to gather everyone whom my sister had at one time vexed or offended in one room, we could fill the Thultyrl's castle and more. I have compiled a list of likely suspects, based primarily upon the fact of Constantine's recent engagement to the Thultyrl. They are:

Lord Consul Magnus Arawl: "His mental faculties have deteriorated as of late, and he has taken to outlandish statements unbecoming a noble. His house has fallen on hard times, and he would very much like to see his daughter, Lady Cardinal, married into a powerful house to seal an alliance that would save his own house."

Lord Consul Thalys Bailey and Lord Drail Bailey: "Rumors of the questionable dealings of this house abound. It is said that no noble of Procampur need sully his own hands, you can hire a Bailey to do it for you! Nothing can be proven, but it is known that they perform or arrange such criminal dealings for others. Otherwise there's no particular motive, for House Bailey actually bears a grudge towards Alissa."

She had revealed in her songs certain...improprieties and dishonorable actions committed by the House Founder, Duncan Bailey, 145 years ago. So I can't see her hiring them. But the odds are that if something is rotten in the Nobles District, you'll find House Bailey standing upwind.

“In addition, Thalys may desire to marry his daughter, Lady Stella, into house Thultyrl. She is a ranger of some note.”

Did Constantine have any old fiancées or boyfriends?

“Ten years ago my sister was courted by Lord Zinzann Allison. The two were young and apparently very much in love, but the romance ended soon after they announced their engagement. My sister's reason for breaking off the engagement was ‘personality differences.’ That's all I know and I don't--didn't--delve that deeply into my sister's social involvements, so I left it at that. They've avoided each other over the years and, to my knowledge, really haven't had contact since. I've noted some cold glares between the two, and also Zinzann's wife, High Lady Deyniel Steen-Allison. I assume she sides with her husband.”

Lord Alaric knows other relevant information, but only if he is *specifically* asked about these particular topics! He can name by memory every known living member of every house in Procampur. He also knows the following:

- Some of the older houses hate House Allison and House Reilly for their quick rise to noble status. Among these are House Bailey and House Lurian.
- If asked about Lord Consul Zinzann Allison's recent episode on a hunting trip, Alaric can relate the information from the article “A Hunting We Will Go” in the second issue of the Procampur Shining Jewel (reproduced at the end of this module as **Player Handout #1** which he can provide to the PCs!). He does not know what happened to Zinzann on that trip, and fears for his health. Perhaps he ate some strange berries that are producing his strange nightmares.
- If asked if anyone has survived from an old Noble House that is no longer Noble, he will mention that Kiandra of the former house Gallastan still resides in the city. It is said that she is scheming to recover her lost nobility and power. Her business holdings are impressive, as she has made good use of her family's personal wealth over the years. She resides in the Port District and Alaric can give directions to find her.

Unless this specific question is asked, Alaric will not even think of Kiandra Gallastan, let alone consider her a possible suspect. He is too focused on Alissa and will probably not take Kiandra at all

seriously as a suspect at this time.

When the PCs are done asking questions (or are threatening to ask so many that the module never starts), Alaric wishes them good luck and charges them to quickly seek the murderer and let justice be done. Before they leave, Alaric gives the PC who appears to be the leader a writ stating that the PCs (their names are all listed) have been temporarily deputized by Lord Alaric Grimm as agents of the Guard of the Star Sapphire and sanctioned by the Proctors for the purpose of investigating the death of Constantine Grimm. As such, they are to be afforded the full cooperation of the citizens and agents of the city of Procampur and be given to any areas of the city in the course of their investigation.

Just before he dismissed the PCs, Alaric hands them a special edition of the *Procampur Shining Jewel* (**Player Handout #2**). He mentions that the PCs should read it as a reminder that the law is strict in Procampur, and that while he welcomes creativity and resourcefulness in the investigation, the law is sacrosanct and is not to be violated, especially by representatives of a Lord of the city! He makes eye contact with any PCs who were forced to attend this meeting to make the point stick!

As the PCs leave the Grimm estate, they find the following:

As you walk out into the streets of Procampur, eager to find the murderer before the Proctors, you observe another roaming the streets with a mission. The old man wears tattered robes whose original color cannot be determined, his long, scraggly hair probably gray from his apparent age, but it is impossible to tell thanks to the grime and dirt that covers him. He staggers through the streets of the Nobles District, eyes wide and darting about as if desperately seeking someone! Suddenly he turns and rushes towards you, grabbing [DM: insert name of the PC most likely to be embarrassed by this!] by the shoulders and shouting “The End Is Near! The End Is Near!”

The old man will eagerly talk (or preach) to anyone who speaks to him. Wild-eyed and frantic, he barely registers what the PCs are saying! He prophesies that the end is coming soon, when Procampur's dead will rise up from their graves to reclaim their city from the living!

The DM should have him rant and rave for only a minute or two. The PCs will be unable to get any more detail out of him than this. After a couple of minutes, three Star Guards come along and escort him out of the Nobles District because he doesn't have a pass. They do

wonder how he got past the guards at the gate though. On the way, they ask the PCs for their pass into the Nobles District. The PCs should produce the writ from Alaric, in which case the guards thank the PCs and wish them a good day. If they don't for some reason, they get a one-way trip out of the Nobles District (this really should not happen).

Continuing the Adventure

From here the module becomes largely non-linear. In Scene Four the PCs have some leads to follow up by visiting various locations throughout the city. The DM is encouraged to consult the Procampur Expansion Packet for basic information on any characters or locations that are not detailed in this module. The entire city is open to the investigation.

There is one event that must occur sometime while the PCs are wandering the streets of Procampur. Ideally it should happen after the PCs find evidence pointing them towards Lord Zinzann Allison, or perhaps when the party is lost and doesn't know exactly where to turn. Ideally, the event should happen about halfway or two-thirds of the way through the module, no later. This event is described in Scene Five.

When a half hour remains in the time slot for this event, the DM should quickly summarize the rest of that encounter and then proceed directly to Scene Six, where the PCs will make their report to Lord Grimm.

Scene Four: I'm Just Looking For Clues...

This part of the adventure is a location-matrix adventure where the heroes are free to roam about the city of Procampur as they try to figure out what happened and track down the murderer of Lady Constantine Grimm.

The DM can use the Location Index (DM Handout #1) to quickly find notes on different locations that the PCs could visit in the city. The key locations and people for the purpose of this adventure are detailed in this scene. If the PCs visit any other location, the DM will have to improvise and get the party to move along to the next location as quickly as possible.

Some locations will already have been visited by agents of the Proctors who are also investigating the murder. This will be noted at each location.

Most nobles will be found at their townhouse manors inside the city walls unless otherwise noted.

Remember, when a half hour remains in the time slot for this event, the DM should quickly summarize

the rest of that encounter and then proceed directly to Scene 4, where the PCs will make their report to Lord Grimm.

Investigation of Alissa Wyndsong: Alissa will not be at her apartment. She's too busy right now trying to cover her tracks and establishing alibis. She can commonly be found at the headquarters of the Society of Providers and Entertainers, and the Gilded Cage. Unknown to most, she secretly owns the Proeskampalar Gardens and its currently using it as a temporary base of operations while she tries to cover her tracks. Observant PCs may notice two Proctor detectives nearby watching her apartment. They will decline to discuss their business, even if the PCs present proof that they are investigating the Grimm murder.

Alissa will not be found or met during this module. Magical attempts to locate her fail thanks to her amulet against detection or location.

Investigation of the Hired Thugs: The PCs may try to locate the two thugs whom Alissa hired to "encourage" Constantine to call off the wedding. The logical place to start is the Fraternity of Venturers, but Alissa was not foolish enough to hire these men through normal channels. They will not be found or even named during this module. Kadir located and eliminated them in such a way that no one will ever find their bodies. This way spells like *Speak with Dead* cannot be used to prove Alissa's innocence (at least, not right away).

Investigation of House Allison:

The Proctors have not visited yet.

CLUE: As the PCs arrive at the Allison manor, have them each roll 1d20. Whoever fails their Dexterity check by the most (or rolls the highest in any event) slips on a clump of soil on the doorstep. No damage is taken, but it is rather embarrassing. This was left by Zinnzan last night when he was magically sleepwalked through his nightmare. It is a clue to the PCs that they should search in the garden. They are quickly greeted by a butler (Shaunticles) at the door before they have a chance to discuss the matter further. Etiquette demands that they answer him right away as proper guests!

The PCs are told that Lord Consul Zinzann Allison is indisposed due to illness. They will be introduced instead to High Lady Deyniel Steen-Allison. In reality, Allison is in a frantic state. He awoke after another of his nightmares to find him naked and covered in blood! His wife is aware of this and wonders what might have happened. She did not notice him leave during the night, but the blood had to come from somewhere! She does know about her husband's recent violent nightmares about Constantine, and now fears that he

may have somehow sleepwalked and done something terrible last night without realizing it. She's doing her best to forget about it.

When the PCs meet her, the High Lady is convivial and friendly, but seems a bit distracted. An Observation check will reveal that she has bags under her eyes that are covered with makeup, skillful enough that the casual observer will not notice it. She will NOT discuss this condition, nor will she admit to her husband's odd behavior of late or his sudden, violent dreams about Constantine. She covers herself well, but not completely. PCs with Observation or emotion-reading magic will realize that she is anxious and concealing something.

The couple has three young children, ages 2-8, whom she will NOT allow the PCs to interview for obvious reasons.

She knows nothing in particular about the recent murder and is rather upset about it. She was never terribly fond of Constantine but is nonetheless saddened by her passing. If asked about it specifically, she admits that she is aware of the prior engagement of her husband to Constantine. Her husband cited 'personality conflict' as the reason for the breakup; he had a personality and she didn't! Deyniel will not admit it, but she was jealous of Constantine for her incredible beauty, and like many women she cannot help but be jealous of her husband's old girlfriend and fiancée. She made no effort to establish contact or dialogue with Constantine and so really doesn't know her beyond her reputation, though they have attended most of the usual noble functions together.

PCs who use *ESP* throughout the interview will at some point get a flash of an image of Lord Zinzann waking up screaming and crying naked with blood on his hands and torso. The image quickly fades as the High Lady pushes the memory out of her mind and focuses on the PCs' questions.

These are her views of the suspects:

Alissa: She feels affection for Alissa as she was an old adventuring friend of her husband, and she certainly doesn't believe her capable of murder! If the PCs want more information, they can speak with Staern Bladebreak, Zinzann's advisor and also an old adventuring comrade, who knew Alissa much better.

Staern is a specialty priest of Torm. He is extremely polite and diplomatic, and has been trying to temper Zinzann's outspoken nature with tact and subtlety, gifts his Lord is sorely lacking. He will vouch for Alissa's good character. Alissa has an irreverent attitude towards authority figures that often brings her into conflict with certain Procampan Nobles (Lord Alaric Grimm and the entire House Bailey among them). However, her attacks upon them, if any, are made through the spreading of embarrassing tales and

songs (witness the popular but damaging "Ballad of Brave Bailey"), and he'd be shocked beyond words to find that Alissa would stoop to murder for any reason.

House Bailey: These barbarians are never invited to her parties, and with good reason. They are unsavory individuals who gained Nobility through unscrupulous means, and cannot be trusted. If they did not wish the murder for themselves, they probably committed it for someone else. She wouldn't be surprised to find that they are trying to frame Alissa or someone else for the murder.

House Arawl: She feels very sorry for Lord Consul Magnus Arawl and was good friends with his late wife Oriel. His fortunes have fallen rapidly with the encroachment of humanoid raiders on his lands, and many of his farmers have abandoned their fields. He has no real income and is heavily in debt. That, and the death of his wife, have weighed heavily upon him, and many fear that he has gone mad. His children are largely disappointments, and only his daughter Lady Cardinal gives him any hope for the future. Despite all of this hardship, she knows that Magnus is an honorable man who would never stoop to subterfuge or murder, he would take his own life first. She fears that he is suicidal.

Kiandra Gallastan: High Lady Deyniel has met her a few times at society functions. An incredibly cold and calculating young woman who knows how to manipulate men to get what she wants. She's dated a few nobles, most recently Lord Consul Gaines.

If asked about the fall of House Gallastan, she mentions that her husband was attacked by Kiandra's father, the last Lord Gallastan, in an improper duel (he had not sought the proper sanctioning for the duel). Fortunately her husband survived and triumphed, and as an example to the other nobles the house lost its noble status, and most Gallastan assets were stripped and bestowed upon other nobles. The remaining Gallastan family members were moved to the Poor District with their personal belongings and holdings.

Needless to say, there is no contact between the Allisons and Kiandra, the last surviving Gallastan. Her mother died of illness a few years after the duel.

The Murder Weapon

Lord Zinzann is sleeping peacefully in his bedchamber (he was given a powerful sleeping draught by his wife to calm him) and cannot be awakened before the PCs make their report. The PCs will not be permitted entrance to his bedchambers. However, should the PCs find a way to do so (guards in the service of the House do regularly patrol both the manor and the grounds), they will find Zinzann as described above. Searching will reveal signs that the window was opened, the sill sagging from some strain, like a heavy weight pressing upon it.

Outside the window is a rose garden. Bare-footed tracks (Zinzann's) are easy to spot. Observation or Tracking (or a 1/2 Intelligence check) will reveal a recently dug area right by Zinzann's bedroom window. Digging here for a few minutes will unearth both a bloody dagger and Zinzann's bloody nightclothes. The blood on the dagger is Constantine's, as is the blood on the clothes. But the blood on the clothes was manufactured artificially by a *metamorphose liquids* spell that used a drop of Constantine's real blood as the material component. For all purposes it's the real thing, but radiates a faint aura of alteration if this is looked for by the PCs.

The dagger was manufactured by Opara Rendril for Zinzann Allison, the first such dagger commissioned for House Allison by the master weaponsmith. On one side it bears the mark of the smith himself, on the other the crest of House Allison (a silver unicorn on a field of dark blue). If shown the dagger, Opara can confirm that she made the dagger for Allison, she knows her own work rather well.

If anyone finds a way to search the manor, or the trophy room in particular, they will find that one dagger is missing. The plaque on the wall notes that it is the first dagger forged for the House by the master smith Opara Rendril. The room is otherwise decorated with weapons, stuffed bodies of dead animals and monsters, and other momentous of Zinzann's adventuring days.

If the PCs find and decide to show the dagger to Lady Allison or Staern, they will be shocked. They will also believe it is planted evidence and say so. If shown the crests, they can confirm that it is indeed Zinzann's. In the back of their minds, of course, they will secretly fear that he has gone mad and might have in fact murdered Constantine. Zinzann himself cannot be roused from his slumber and will have no reaction. No one will stop the PCs from reporting their find to the Proctors, but the Allison's beg the PCs to find out what really happened, and who was responsible for planting this evidence against Lord Allison.

Investigation of House Arawl

The Proctors have not been here yet.

Only a lone servant is to be found at the family mansion in the Nobles District. He will direct the PCs to visit the family's country estate (ThornBriars), also the ancestral home of House Arawl. It is just outside the city in the surrounding farmlands.

On the road out to ThornBriars, they will run into Jordan the bard (from scene one). He will be in much better spirits, just having serenaded young Lady Cardinal Arawl in the gardens. This is a grave secret, since her family would never accept her romancing or marrying a commoner. If asked, he will state that he was simply visiting to deliver recent news to House

Arawl and possibly to engage himself for future performances. He's not very hopeful but plans to build a name for himself by being very visible and dropping his name around the noble houses.

If the PCs treated Jordan well in the earlier encounter, he will share one or two rumors that they had not previously heard. If they did not treat him well, he will answer questions curtly and to-the-point, and not offer any additional information, rumors, or help. An Observation check (or 1/2 Intelligence) will reveal some lipstick stains that Jordan did not quite wipe completely clean. He will decline comment, saying only that "I'm a lover, not a fighter...and it shows!" He will also mention that the Chamberlain is not such a friendly fellow, and to be careful in dealing with him (the Chamberlain is secretly in love with Jordan's sweetheart, Lady Cardinal, and suspects that the two may be involved--nothing he can prove, but it makes him testy and he does his best to shoo Jordan off the estate whenever he finds him there).

The PCs will be met at the door by Chamberlain Denton Petrovich, Lord Consul Magnus' aide-de-camp and old childhood friends, and Lord Evgar Arawl, Magnus' eldest son. The Chamberlain will go to fetch the Lord Consul while Evgar makes small talk. He is 21, blond, thin and bony. He is a very nice guy who will chatter on about current gossip (let him drop one or two rumors), but will not really know anything of practical use. He is basically an airhead who is weak in the head and easy to manipulate; he eagerly agrees with whoever is speaking on most issues, and will change sides several times in the same conversation!

After a few minutes, the Chamberlain will come in to report that the Lord Consul is currently indisposed, but he will be able to speak with them. Evgar will confirm that the Chamberlain can be trusted to speak in his father's behalf on all matters and has his complete trust. He does this in a tone of voice that implies that Evgar has not earned his father's trust!

The Chamberlain is careful in speaking with the party, since reports of Magnus' instability have been circulating widely. If asked about this, he will state that the Lord Consul was deeply hurt by his lovely wife's early, unexpected death, and the added strain of the family's financial troubles has aged him considerably. He is trying very hard to preserve his farm holdings and leave his children a proper estate when he passes on, but is struggling against stronger opponents who are trying to seize his holdings. In particular, House Jirin has been suggesting land reforms that would put the Arawl holdings in peril. But nonetheless, the Lord Consul has his health and his children, he only needs time to recover from his losses. He will categorically deny any involvement in Constantine's death. Magnus is first and foremost a man of honor. He would take his own life before taking base action against anyone,

Noble or commoner.

If asked about other house members who might have done the deed, the Chamberlain pauses very briefly but noticeably, then answers a firm but polite “no.” He will not mention ANY of the following to the PCs, but an ESP spell will pick up the following: the Chamberlain was thinking about Caucus Arawl, second son and swashbuckler, who is not as moral as his father, but decided that murder was probably beyond him. He has engaged in dangerous stunts in the recent past with his friend Andonicus Erikas, and only miracles and a few favors have kept him out of prison. They socialize together frequently in the Port District.

The Chamberlain can comment on the following suspects:

Alissa: He has no particular opinion of this bard one way or the other, but he loves her “Ballad of Brave Bailey”!

House Allison: Young upstarts who don’t know when to keep their mouths shut. Lord Consul Zinnzan needs to learn some tact and manners. Too bad he’s not more like his wife. Unfortunately the children take after their father! And he’s been acting rather strange of late himself, not a surprising turn of events by any stretch of the imagination of course!

House Bailey: Scoundrels one and all. No doubt Thalus and his son Drail—or should I say ‘Thalus Jr.’--are up to no good...probably working to destroy Magnus’ good works!

Kiandra Gallastan: This youngster has a chip on her shoulder the size of the Earthfast Mountains. She has a need to prove herself to the rich and powerful of the city by becoming rich and powerful herself. She has done well by herself despite the disgrace brought upon her by her father’s dishonor.

Before the PCs leave ThornBriars, they hear shouting down the hall. Lord Magnus is shouting in the hall, wearing only his sleeping gown: **“What do you mean there isn’t any more vanilla pudding? Send to the Fraternity and get me some heroes! They’ll scour all of Toril if need be to get me my pudding!”** Some servants then usher him back into his bedroom. As the Chamberlain shows the PCs out, he asks them: **“Please, say nothing of this incident for the sake of a poor sick man and his doting children. And if you are even the least bit inclined to speak of this nonetheless, please be kind.”**

Investigation of House Bailey

The Proctors have not yet visited House Bailey.

The mansion of House Bailey is poorly maintained, the shrubbery over grown and poorly shaped, the walk cracked and pitted from the elements. A solemn, bored-looking servant announces the PCs with a slow, drawling tone that implies complete and utter boredom.

They will be made to wait in an antechamber for about half an hour (protests will seem to make the wait longer), until finally the servant admits them to the office of Lord Consul Thalus Bailey.

About 50 years old, the pudgy man has stringy graying hair and is overweight, his features rubbery and greasy. He snorts occasionally when he speaks (not to excess, just enough to be noticed). He asks the PCs what they want.

If accused of the murder, he amusedly replies “Oh, that’s just what they’d LIKE you to think, isn’t it? Don’t believe everything you hear, lads. Particularly rubbish. Remember always and never forget: ‘I heard that’ are the three words most likely to precede a lie!” If asked about his son Drail’s possible guilt, he mentions Drail’s busy schedule training for the rank of lieutenant in the Diamond Legion, and then asks (with more than a hint of amused sarcasm) when he could find the time to commit a murder that he would obviously be trying to prevent in the first place, had he even known of it in advance?

If asked about Alissa Wyndsong’s public humiliations of House Bailey, he scowls, then smiles and starts his accusations against Alissa detailed below.

On the other suspects, he has much to say.

Alissa: Wyndsong? Hee hee hee...oh, that little strumpet! She can almost carry a tune and so she thinks she’s a proper peacock! Bah! You can give a pigeon lacy frills and some cheap perfume and call it a peacock, but in the end you still have a pigeon! She has no respect for the Nobles of this city...and she and the late Constantine have had their own squabbles of late. She has a temper, that Alissa, and she can be vicious...there’s your murderer, my friends. Please don’t forget to invite me to the execution...I’ll keep my schedule open!

House Allison: Zinnzan has been outspoken in his lack of admiration for the poor Lady Constantine. And lately he’s been haunted by terrible nightmares since that hunting trip we took recently...perhaps he’s wracked with guilt over the planned murder of his ex-lover, the late Lady Constantine? Perhaps he even conspired with Alissa to commit the murder! She’d be the perfect foil to keep his Noble hands clean...

House Arawl: A rather sorry example of what Nobility can lower itself to...I quite fear that dear Magnus has fallen a few sandwiches shy of a picnic! I’m not one to talk, mind you, but then I’m not the one who hired a band of adventurers to hunt for Tarrasque eggs in the Sea of Fallen Stars! (Tarrasques--if there are indeed more than one of the beast--don’t lay eggs!) And frankly, his house is on the edge of bankruptcy! I wouldn’t be at all surprised to find that he had hired Alissa Wyndsong to murder poor Lady Constantine, just to take everyone’s attention away from his problems and get some breathing room! And his

daughter Cardinal IS of marriageable age...sounds guilty to me!

Kiandra Gallastan: Not much to be said for this one. She carries herself like a noble, but she'll never be our equal. Allison and Rendeth saw to that when her father ruined the house.

Investigation of House Reilly

The Proctors have not visited House Reilly.

The Reilly estate, the Lion's Den, lies just outside the city walls past some very fertile farmland. The front steps to the manor house are guarded by two lion statues, one on either end of the staircase (like the ones at the Metropolitan Museum of Art in New York City). PCs with Art Appreciation skills or those familiar with the Moonshae Islands will realize that the Reilly clan is from that area.

A very prim and proper butler names Smythe greets the PCs very insincerely and asks what their business would be with Lady Reilly. If shown the writ from Lord Grimm he grudgingly takes them in to meet with Lady Consul Ellyn Reilly. After suggesting that he get a sense of humor, Ellyn dismisses Smythe to get some refreshments for the PCs.

First Ellyn asks if there's any trouble with her brother Sion. She knows he's a bit much to handle in town...berserkers are like that you know...but he's a good man and he makes his sister proud as the Captain of the Lionhearts adventuring company! Ah, so much like their mother...

The PCs will find the Lady to be very informal compared to other Lords of Procampur, as she only received her lordship a few years ago. She remembers fondly her adventuring days and will happily trade stories with the PCs. She enjoys bawdy songs and jokes, especially while Smythe is present, he hates "improper" conduct!

On the murder suspects:

Alissa: Ah, my little sister has grown to be quite a woman, hasn't she? Honestly, though, scratch her off your list. She's no angel, that much I can tell you from our wild youth, but she's no murderer either.

House Allison: Zinzann always had a sharp tongue that was getting him into trouble. He's a free spirit like Alissa and myself, he won't shut up for anybody! I have to admit, however, that I've been worried about him of late. He invited us out to his estate for a hunt the other month, and he showed us the strangest behavior...running around the woods for hours in torn clothes with a wild look in his eyes...and then those dreadful nightmares! Lady Deyniel doesn't say much about it, but I can tell that he's not been at all well. I do wish there were something I could do, but I'm not even sure what the matter is!

House Arawl: It takes a very small person to hit someone else when they're down. Sadly, there are

many such people in Procampur now, as Lord Consul Magnus has discovered to his dismay. None of them ever heard the phrase "there but for the grace of the gods goes I!" No, he's no murderer. He has other burdens to bear.

House Bailey: Alissa pegged them quite well...skewered them, really! These are the scoundrels to watch, they're in it somehow!

Kiandra Gallastan: You've heard how the apple never falls far from the tree? Well, I knew her father, to my regret. The scum nearly murdered my dear friend Zinzann in an unjust duel! I wouldn't trust his daughter any farther than the cup I hold in my hand! Consider yourselves warned.

Investigation of Kiandra Gallastan

Kiandra can only be found if the PCs think to ask about former nobles who still reside in the city. The Proctors have not visited her, nor are they likely to do so.

Local History/Procampur will yield the following information: Kiandra's father died in an unlawful duel which resulted in the family losing their noble status and most of their holdings (the reality is far more serious, but most citizens don't know that). She yearns to regain her title and still thinks of herself as a Noble. She owns several businesses in the city and is known as an aggressive social-climber, dating various Noblemen in the city at one time or another.

She resides in the Port District in a building that was formerly the Red Star Inn, a "Beer and Breakfast" inn that she acquired. Hanging above the front entrance is a pine-carved sign with a red glass star. The interior rooms are designed with wide open spaces and a dining room that allows for formal dining with many guests.

Kiandra is at home and will interview with the PCs. She wears a *ring of mind shielding* to avoid detection by magical means. She truly believes that Kadir somehow forced Zinzann Allison to murder Constantine but pretends to know nothing about the murder. If accused of committing the murder, she laughs, saying she has far more important things to do, like running her many businesses in the city. When would she find the time to be a criminal?

Kiandra will become very cold and angry if anyone brings up her family's sordid past. She simply tells the PCs that there are some things better left unspoken. She will warm up a bit if they speak well of her father or claim that they think the removal of House Gallastan's noble status was unfair she will pretend to favor the PCs, but is too clever to fall for such an obvious ruse. She won't tell this to the PCs of course!

If asked about the other suspects:

Alissa: Alissa is the most likely candidate. She's always maneuvering to get into a better position with the Thultyrl, and what better position is there than the

Thultyrl's wife?

House Allison: Well, since that hunting party a while back he has been acting rather odd. And wasn't he involved with Lady Constantine a few years back? I imagine there are still some old feelings between them, not all of them good. I even noticed High Lady Deyniel exchanging some icy glares with Constantine of late. To be expected, I suppose, Constantine was younger and, no offense, somewhat more comely than Deyniel. But then, what woman isn't jealous of her husband's ex-lovers?

House Arawl: One has to wonder how the nobles could possibly have the nerve to claim fairness when the old fool Magnus is allowed to retain his title after nearly running his house into the ground! Someone should shovel on the first clump of dirt and be done with it!

House Bailey: I'll say this for House Bailey, they never did me or mine any harm. Nor were they of any particular help. I have more important concerns. On the other hand, they're probably up to no good.

Investigation of Rendril's Forge

The forge is in the Port District. The Proctors have not visited yet.

This shop's owner, Opara Rendril, is a master smith whose bracelets and belt-daggers are famous around the inner sea. She also makes excellent long swords and helms. She is in heavy demand and does most of her work outfitting weapons for the noble houses.

The forge hosts two large rooms: one is the display room, where samples of Opara's works are on display. All bear the stamped mark of Opara (crossed longswords over a great helm). The other room is the workshop, where Opara's forge always burns hot as she toils over her creations. If the PCs present the writ from Alaric, they will be admitted to the workshop to speak with the master weaponsmith herself.

Opara is a small woman, 5' 2" tall, with pale but sooty skin. She wears her hair long but tied back in a bun (to keep it out of the way when she is working). She doesn't seem that strong, but a pair of gauntlets of ogre strength allow her to work even the hardest metals. Opara is currently fashioning a dagger. She speaks as she works, timing her statements to the blows of his hammer. She is extremely sociable and will chat with the PCs while she works.

Opara supplies weapons to all of the Noble families of Procampur and their servants, and so rarely contracts for other work. She can identify any item that she personally forged, and will identify the dagger that was buried at House Allison as her own if she sees it. It is the first dagger that she forged for the new House Allison. She recalls that Zinzann swore this magnificent blade would never be bloodied and would bear a place

of honor in his trophy room. She knows nothing else of note, but would be surprised to find that Zinzann went back on his word, or for that matter that he would use such a blade to commit murder.

She has no comments on the murder since he's only heard about it through the town criers. She has no comment on any of the nobles involved; he doesn't know anything useful and she won't speak against his employers without good reason. On the other hand, she loves gossip and will chat on any other subject at length. She knows most of the rumors that the Noble NPCs know and will share them with great glee!

If asked anything else she might know about the engagement of Rendeth and Constantine, or just for juicy gossip in general, she winks and remarks: "It's amazing how suddenly and completely Rendeth changed his opinion of Constantine Grimm from one of amused indifference to undying love! I hear that he nearly spilled his wine, so suddenly did the passion overcome his senses! This was most definitely an arranged marriage, or would have been, take my word for it!"

Investigation of The Fraternity of Venturers

The Proctors have been here.

The huge domed headquarters of the Fraternity dominates the Adventurer's Quarter of the city. This adventurer's guild provides training and other services for those who adventure inside and outside the city. Notice boards in the Venturer's Circle provide ready means to find work.

If asked whether Alissa Wyndsong hired any mercenaries in the last month or so, they will answer a definite "no." They can offer services to the PCs and put their names down on mailing lists for future job referrals. They know nothing useful about the murder, and have nothing bad to say about any suspects, noble or otherwise. That's the Proctors' business, not theirs.

Investigation of The Society of Entertainers and Providers

The Proctors have been here. As a result the Society is in a state of alarm and cautious in their dealings today, fearing for the safety of their spokeswoman. The main office is located in the Services District. Simon LeGriens (NG hm B4) is manning the desk, a man of about twenty summers with dark hair, a slender build and an easy smile. He will ask the PCs' business. If he thinks they suspect Alissa of the murder he will suggest that they look for her at her apartments (she's not at home and he knows it). If he gets the impression that they think she's innocent and want to help her (based on the PCs' statements and DM's intuition), he will refer them to the Gilded Cage in the Port District, but arranges for a warning to arrive there beforehand with instructions to find out what the

PCs are doing and what it means for Alissa.

Wherever he sends them, Simon sends word ahead alerting those in charge that they should find out more about the PCs' intentions and then either send them on a wild goose chase, be cautious, or help them prove Alissa's innocence.

Investigation of The Gilded Cage

The Proctors have not come here yet.

The Gilded Cage is a well-kept establishment that provides companionship and escorts for the men and women of Procampur. A number of small multicolored pennants line the roof of the building, and elaborate bas-relief designs depicting elegant ballroom settings cover the wall.

Inside, the Cage is lavishly decorated with fine, expensive quality artwork (tapestries, sculptures, and paintings). If they explain their business, a receptionist asks the PCs to wait while she fetches the manager. The waiting room provides fresh fruit, cheese and crackers, and wine for the gentlemen waiting within, and the PCs are free to partake. A female harpist plays elegantly in the corner of the room.

Some escorts are present, most female but some male, all modestly but pleasantly attired. They carry themselves with courtly grace and elegance, and engage the PCs in intelligent discourse on whatever subjects may interest them. These ladies (and gentlemen) are highly intelligent and highly skilled conversationalists who know how to listen carefully and how to size up their customers. They immediately know what to say to each PC and artfully draw them into conversations. They naturally know how to cater to any adventurer's interests!

A few moments later the manager, a woman of some forty summers named Stella, appears. She asks the PCs why they are here. If told that they are investigating the murder, she asks more questions, trying to find out who they suspect and why they are looking here. If Stella suspects that the PCs think Alissa is the murderer, she suggests that they seek her out at the Society as she is often found there, then excuses herself. She suggests that the PCs avail themselves of the Gilded Cage's hospitality while they are here. She then orders a runner to go out and warn the Society and Alissa of the investigation, with descriptions of the PCs, and flies a red pennant flag on the corners of the building as a warning not to approach openly.

If the PCs say that they are only seeking Alissa for questioning, they are given the same answers, but a yellow pennant flag is flown instead to indicate caution.

Either way, Stella encourages the PCs to go out and find the murderer.

Scene Five: Oh, No You Don't!

This encounter must occur while the PCs are conducting their investigations. The ideal time is either before the PCs visit the Allison estate, about halfway through the time slot for the module, or no later than 2/3 of the way to the end in any event. If the PCs are still not aware of the Allison connection, or are wandering aimlessly, this is a good time to use it.

Kadir wants to make sure the PCs visit the Allison estate and find the bloody dagger that implicates him in the murder. To ensure this, he has hired an illusionist (he enjoys the irony) named Darynn Wisper to discourage the PCs from continuing the investigation. He will use his magic to "create" a mercenary party to confront the party. In the course of their threats, they will drop one or two important clues that may lead the PCs to the Allison estate. The illusionist will remain hidden nearby, protected in some tiers by *wraithform* and *invisibility* spells. His plan is to set the PCs up for combat with his illusions, force them to draw their weapons, and then let the Diamond Legion arrest them for walking around Procampur with their peacebonds untied (or better yet, their weapons drawn in the middle of the street!).

The PCs have options besides fighting. They can try to call the Legion themselves to protect them, which will work as long as the PCs draw no weapons until the soldiers arrive! They could attempt to flee, which will be successful when the PCs leave the area of the illusion. However, this might prompt Darynn (the illusionist) to attack them directly at the higher tiers.

If the PCs don't figure out that they're fighting an illusion, give them 3-5 rounds of combat before the Diamond Legion shows up to arrest them. If they figure out the deception and try to deal with the illusionist, then hold off the arrival of the Legionnaires until that combat is resolved.

As you make your way to your next destination, you notice that the number of armed patrols have increased. Not only do you find a Diamond Legion patrol every few blocks, but members of the Star Guard are evident as well, even outside the Nobles District. Clearly a sign of Commander Grimm's determination to find his sister's murderer.

As you continue on your way, you see a trio of men walking towards you. The three burly, muscled warriors are clad in chain mail and dark blue tabards, bearing sheathed longwords, shields, and longbows. Around their necks dangle identical silver pendants. Two flank the third, who steps forward and addresses your group.

“Greetings. I understand you are currently on a mission to seek a certain truth. I have been instructed to tell you that you are wasting your time, and to cease your investigations. There are no terrible secrets buried in the city waiting to be found. You will only impale yourselves upon your worst fears, your most terrifying nightmares, await you where you would seek to go. Turn back now, go home, and forget all about this fool’s quest. There are surely more entertaining diversions to enjoy this evening in the Port District!” The speaker smiles a toothy grin.

CLUE: The pendants all bear the head of a silver unicorn. PCs with Heraldry or Local History/Procampur, or who have already visited House Allison and make an Intelligence check, will recognize this as the standard of that house!

While the PCs were paying attention to the speaker, three more “mercenaries” sneak up behind the PCs to close off their escape. If any PC specifically states that he is looking or watching behind him, he will see their approach. The PCs will not be able to get out of the way before they are surrounded unless they take immediate action.

The PCs may agree (or pretend to agree) to quit the investigation. The “mercenaries” will be less than convinced of the PCs’ sincerity. It depends on how scared they look. Play out the threats and questions from the mercenaries for a few minutes, then have them attack “just to make sure they get the point”. They draw weapons that were apparently tied with a clever slipknot that resembles a peacebond, but does not restrict the weapon’s removal. Only a careful, close-up check would reveal the fake knot, an opportunity the PCs will not get in this adventure. Besides, it’s only an illusion.

The PCs may immediately call for the Diamond Legion, but this will prompt an immediate attack from the “mercenaries.” Unless the PCs realize that they are fighting an illusion, a squad of Legionnaires will show up 3-5 rounds after combat starts, and the mercenaries will vanish into thin air!

Probably the best option is to run away. It will give each mercenary a free shot at the PC’s back at +2 to hit, but once that’s over they’ll have to pursue the party. Since the mercenaries are all illusions, they won’t be able to pursue beyond 130 feet or so. The PCs don’t know this, but if they expect to find Legionnaires nearby this is still a good idea! However, at tiers 3-5 the illusionist will then make spellcasting attacks on the PCs!

PC Levels 6-13

“Mercenaries” (6), hm F2: Int Very; AL NE; AC 4; MV 12; hp 15; THAC0 18; #AT 3/2; Dmg 1d8+2; SA nil; SD nil; SZ M; ML 20.

They seem to wear chain mail armor with medium shields and carry longswords, and are specialized with the longsword.

PC Levels 14-25

“Mercenaries” (6), hm F4: Int Very; AL NE; AC 4; MV 12; hp 30; THAC0 16; #AT 3/2; Dmg 1d8+2; SA nil; SD nil; SZ M; ML 20.

They seem to wear chain mail armor with medium shields and carry longswords, and are specialized with the longsword.

PC Levels 26-37

“Mercenaries” (6), hm F6: Int Very; AL NE; AC 4; MV 12; hp 40; THAC0 14; #AT 3/2; Dmg 1d8+2; SA nil; SD nil; SZ M; ML 20.

They seem to wear chain mail armor with medium shields and carry longswords, and are specialized with the longsword.

PC Level 38-56

“Mercenaries” (6), hm F8: Int Very; AL NE; AC 4; MV 12; hp 55; THAC0 12; #AT 2/1; Dmg 1d8+2; SA nil; SD nil; SZ M; ML 20.

They seem to wear chain mail armor with medium shields and carry longswords, and are specialized with the longsword.

PC Level 57+

“Mercenaries” (6), hm F10: Int Very; AL NE; AC 4; MV 12; hp 70; THAC0 10; #AT 2/1; Dmg 1d8+2; SA nil; SD nil; SZ M; ML 20.

They seem to wear chain mail armor with medium shields and carry longswords, and are specialized with the longsword.

DM Note 1: It is possible that a PC party may not have a magical means of dealing with an invisible illusionist (the *detect invisibility* or *dispel magic* spells in particular). Allow players to get creative with attempts to locate him, such as watching the ground for footprints, loose gravel shifting, or similar tactics. This will allow them an attack at -4 to hit, but at least give them a chance to fight and stop him. Don’t give the players any hints...let them figure out these strategies on their own!!!

DM Note 2: Also, if the DM finds that a PC party is well-equipped with magic items that make it easy to detect an invisible opponent, he should feel free to give Darynn the *improved invisibility* and *wraithform* spells at lower tiers to make this a more challenging encounter.

If the PCs think to disbelieve the illusion for some

reason, allow a saving throw vs. spells (at -2, this is a rather convincing illusion) to disbelieve it. Anyone who doesn't takes full damage from the mercenaries' attacks. This damage heals when the PCs reach their next encounter area. Consult the guidelines adjudicating illusions in the Player's Handbook, pages 82-84, before running this encounter. If the PCs cast incapacitating spells like *hold person* on the mercenaries, they will seem to make their saving throws. Damaging spells will cause full damage.

If the PCs want to locate the illusionist, it won't be easy. He's *invisible* at the lower tiers, *improved invisibility* at tiers 3-5, and in *wraithform* at tier 5. The *wraithform* spell makes him immaterial and immune to non-magical attacks (or attacks by magical weapons). At higher tiers he also uses *misdirection* to keep the party from detecting him! Remember that until he actually attacks someone he stays invisible (improved invisibility allows him to attack while remaining invisible)! *Dust of appearance* will work at the lower tiers, but not in tier 5 because it will go right through the *wraithformed* illusionist. A *detect invisibility* spell will work, but only if the PCs point the spell in the right direction (except tier 5 thanks to the *misdirection* spell).

A *dispel magic* against his level will bring down the his defensive spells so he can be attacked normally. *True seeing* will also allow a PC to see and attack him normally. If this happens, he will then use his full compliment of spells if necessary to defend himself. He will attempt to flee if cornered or reduced to 1/3 of his hit points or less he will surrender. He enjoys casting *glitterdust* followed by *audible glamer* (to confuse his opponents when they're blinded). Unfortunately, he has had the misfortune of never being able to learn any spells that cause damage, so he has become creative with the spells he has acquired!

Darynn is wearing a *hat of disguise*, which he is using right now to appear as someone else. If his hat is removed by the PCs, he reverts to his normal appearance.

The illusionist will be watching the PCs' spellcasting with his spellcraft proficiency, and he will flee if he sees one of them cast spells that can remove his protective spells or harm him. His *advanced illusion* of the mercenaries will last for three rounds after he stops concentrating on it.

PC Levels 6-13

Darynn Wisper, hm W(I)5: : AL LN; AC 4 on first strike, 6 after (due to *blur* spell); hp 15; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD *invisibility*, *blur*, spells; Str 8, Dex 16, Con 13, Int 17, Wis 13, Cha 10; SZ M; MR Special.

Spells Memorized (5/3/2): *audible glamer*, *phantasmal force*, *spook*, *grease*, *detect magic*,

glitterdust, *invisibility**, *blur**, *suggestion*, *spectral force**.

* = Pre-cast spell

Boldface = an illusionist specialist spell.

Magic Items: *hat of disguise*, one application of *Nolzur's marvelous pigments*.

PC Levels 14-25

Darynn Wisper, hm W(I)7: AL LN; AC 4 on first strike, 6 after (due to *blur* spell); hp 21; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD *invisibility*, *wraithform*, spells; Str 8, Dex 16, Con 13, Int 17, Wis 13, Cha 10; SZ M; MR Special.

Spells Memorized (5/4/3/2): *audible glamer*, *phantasmal force*, *spook*, *grease*, *detect magic*, *glitterdust*, *invisibility**, *ray of enfeeblement*, *blur**, *slow*, *spectral force**, *suggestion*, *fear*, *rainbow pattern*.

* = Pre-cast spell

Boldface = an illusionist specialist spell.

Magic Items: *hat of disguise*, one application of *Nolzur's marvelous pigments*.

PC Levels 26-37

Darynn Wisper, hm W(I)9: AL LN; AC 4 on first strike, 6 after (due to *blur* spell); hp 28; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD *improved invisibility*, spells; Str 8, Dex 16, Con 13, Int 17, Wis 13, Cha 10; SZ M; MR Special.

Spells Memorized (5/4/4/3/2): *audible glamer*, *phantasmal force*, *spook*, *grease*, *detect magic*, *glitterdust*, *invisibility*, *ray of enfeeblement*, *blur**, *slow*, *spectral force**, *suggestion*, *hold person*, *fear*, *improved invisibility**, *rainbow pattern*, *shadow door*, *teleport*.

* = Pre-cast spell

Boldface = an illusionist specialist spell.

Magic Items: *hat of disguise*, one application of *Nolzur's marvelous pigments*.

PC Level 38-56

Darynn Wisper, hm W(I)11: AL LN; AC 4 on first strike, 6 after (due to *blur* spell); hp 32; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD *improved invisibility*, *wraithform*, *misdirection*, spells; Str 8, Dex 16, Con 13, Int 17, Wis 13, Cha 10; SZ M; MR Special. 7 *stoneskins* active.

Spells Memorized (5/5/5/4/4): *audible glamer*, *phantasmal force*, *spook*, *grease*, *detect magic*, *glitterdust*, *misdirection**, *ray of enfeeblement*, *blindness*, *blur**, *wraithform**, *spectral force**, *suggestion*, *slow*, *hold person*, *fear*, *improved invisibility**, *stoneskin**, *rainbow pattern*, *chaos*, *dominate*, *shadow door*, *teleport*.

* = Pre-cast spell

Boldface = an illusionist specialist spell.

Magic Items: *hat of disguise*, one application of *Nolzur's marvelous pigments*.

PC Level 57+

Darynn Wisper, hm W(I)13: AL LN; AC 4 on first strike, 6 after (due to *blur* spell); hp 40; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA Spells; SD *improved invisibility*, *wraithform*, *misdirection*, spells; Str 8, Dex 16, Con 13, Int 17, Wis 13, Cha 10; SZ M; MR Special. 10 *stoneskins* active.

Spells Memorized (6/6/6/5/5/3): *audible glamer*, *phantasmal force*, *spook*, *grease*, *detect magic*, *reduce*, *glitterdust*, *misdirection**, *ray of enfeeblement*, *blindness*, *levitate*, *blur**, *wraithform**, *spectral force**, *suggestion*, *slow*, *fly*, *hold person*, *improved invisibility**, *fear*, *stoneskin**, *rainbow pattern*, *dimension door*, *feeblemind*, *chaos*, *dominate*, *shadow door*, *teleport*, *eyebite*, *mass suggestion*, *true seeing*.

* = Pre-cast spell

Boldface = an illusionist specialist spell.

Magic Items: *hat of disguise*, one application of *Nolzur's marvelous pigments*.

If he is captured, Darynn was hired for this job by an unknown person with a very nondescript appearance. If anyone checks, he wears a REAL silver pendant with a unicorn's head. **No other leads will be gainable**, he doesn't know any more than he was told to do this job. But...he was given the pendant as part of the reward, on the condition that he wear it today.

By the time the Diamond Legion shows up on the scene (or when the PCs flee to find them) the illusionary opponents will vanish, leaving the PCs to explain the problem to the Legionnaires. More to the point, if they have weapons drawn, they are in danger of being arrested!

The PCs will have to do some fast thinking to avoid arrest. Presenting the writ from Alaric is necessary to have a chance to prevent arrest, but one of the PCs will have to explain the situation in such a way as to keep them out of jail! Allow a PC to make an in-character explanation, then roll a reaction check using the table on page 103 of the DUNGEON MASTER® Guide. If the PCs fail to produce Alaric's writ, adjust the reaction to one worse than what is rolled.

A result of "Indifferent" or better will result in the PCs being let go with a stern warning and a reminder about the laws against carrying drawn weapons in the city. Anything worse gets them taken to jail and booked. If they present Alaric's writ someone will get in touch with the Star Guard (a bit slowly, there's no love lost between the two groups) and eventually the PCs will be released with a commuted sentence. But time is running out...

At this point the DM should return to the

investigation. If the PCs still have no idea that they need to check out the Allison estate, allow an Intelligence roll to recall the "mercenary's" exact words to them, which sounded strangely like a hint. After that let them go where they will.

Continue with the investigation in Scene Four. Half an hour before the end of the time slot, go to Scene Six for the conclusion.

Scene Six: And The Murderer Is...

As sunset approaches, you rapidly make your way back to the Grimm estate, hoping that what you have discovered will be enough to bring the guilty party to justice. The guards recognize you at the door and immediately take you to your employer. He is seated at a desk in his office, apparently buried in paperwork. Seated by his side are investigators from the Proctors. As you arrive he bolts up and thrusts his hands down onto his desk, scattering papers in the process. "Well? What have you discovered? Make your report."

The PCs should have some idea of who the murderer might be. Alissa may be a suspect at this point with the knowledge her hiring of the thugs that threatened Constantine. This would be enough to warrant her arrest pending trial. Eventually she would be tracked down and arrested, but impending events in this module will prevent that from coming to pass.

Lord Allison should be the only other key suspect, with the evidence of his nightmares and the bloody dagger in the rose garden. If the PCs are able to produce the dagger or reveal its location, then the Proctors will be able to produce an arrest warrant.

If the PCs decide to report Kiandra Gallastan nothing will come of it, they cannot present any evidence to warrant an arrest. Alaric will be visibly upset with the PCs if they make this recommendation without being able to back it up with cold, hard facts!

If the PCs were unable to reach any conclusions (possible with all of the false leads), Grimm shakes his head and mopes. He sits and folds his hands, pondering this turn of events and ignoring the PCs entirely. Then he calls for an arrest warrant for Alissa anyhow, figuring he has enough to go on that he'll find something else.

If the PCs concluded that one of the other NPCs is a prime suspect and can present proof and/or other evidence to support their theory, he will congratulate them and immediately call for an arrest warrant. If they cannot present any evidence to back up their claim, then

he will become visibly upset with them!!!

If the PCs' prime suspect is Alissa, Alaric will be particularly happy, but his primary concern is catching his sister's killer, not proving that Alissa did it. He will shrug his head as he realizes that she is innocent, chuckle to himself, and then ask the Proctors to start filling in the arrest warrant.

After the PCs make their report, the Proctors respond. If the PCs found the dagger and bedclothes in the garden, the Proctors will nod their heads in agreement as this concurs with their own findings. They will congratulate the PCs on a job well done and put forth the arrest warrant for Lord Consul Zinzann Allison.

If the PCs find Alissa or someone else guilty, the Proctors then will then produce the bloody dagger and bedclothes that they dug up in Lord Allison's rose garden. They felt that the Allison family was hiding something so they did some extra snooping and turned up this evidence, which is enough to warrant an arrest and a trial. Needless to say, Lord Alaric Grimm will be very displeased that his hired investigators failed to turn up this evidence, even more so if they still thought that Alissa was the murderer and didn't collect the evidence needed to convict her!

Lord Grimm then either congratulates or dismisses the PCs, promising that their payment will be tendered tomorrow. Right now he has to prepare for a funeral.

Thus Ends Grimm Determination

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.

Scene One:

Thinking to question Jordan out of the crowd's earshot 25 xp

Scene Two:

Helping the soldiers with crowd control 50 xp

Scene Three:

Finding out about Lord Allison's condition 25 xp

Finding out about Kiandra Gallastan's history 25 xp

Questioning the lady in waiting 25 xp

Getting details about the murder and the Blades of Song Ring from Constantine via *speak with dead.* 25 xp

Scene Four:

Finding the dagger and bedclothes at the Allison estate 50 xp

Each site actively visited for clues and/or questioning 25 xp (maximum: 250 xp)

Scene Five:

Realizing that the thugs are only illusions 50 xp

Defeating and capturing the illusionist 50 xp

Scene Six:

Award only ONE of the following:
Presenting evidence to the Proctors that Zinzann Allison is the murderer 100 xp

OR

Presenting evidence to the Proctors that someone else is the murderer 50 xp

If the PCs realize that Zinzann was set up by someone else 100 xp

Total Experience for Objectives: 775 xp

Role-playing 0-500 xp

Total Possible Experience: 1,275 xp

For Tier 1: 1,275 xp

For Tier 2: 2,550 xp

For Tier 3: 3,825 xp

For Tier 4: 5,100 xp

For Tier 5: 6,375 xp

Treasure Summary

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

- One Grimm Favor per PC (the DM should write the PC's name IN INK on each favor given out in this adventure). This is a favor granted by Lord Alaric Grimm, commander of the Guard of the Star Sapphire of Procampur. It can be redeemed in one of three ways, all benefits to be gained ONLY by the bearer of this favor:
 - (1) It can be used to get a commuted sentence for one misdemeanor-level crime committed in the Procampur city limits.
 - (2) It can be used to get free access to the Nobles District for one full day.
 - (3) Future Procampur modules will allow this Favor to be redeemed for other uses. Possible uses will be detailed in that module.

This Favor may only be redeemed once, at which time the DM should either void this certificate or tear it in half.

- A medium shield constructed by the master armorer Opara Rendril. The shield bears both the coat of arms of House Grimm and the PC's personal standard. This shield is so sturdy that it grants the bearer a non-magical +1 bonus to armor class in addition to the usual one-point adjustment to AC for the shield. The shield makes all item saving throws with a +1 bonus.
- A Whistle of the Guard of the Star Sapphire. This non-magical whistle that will summon a patrol of 6 members of the Guard of the Star Sapphire (commonly known as the Star Guard) to aid the PCs in combat. If blown for any other reason the Guards will angrily berate the PC for wasting their time and confiscate the whistle (and the DM should void the certificate).

This whistle only functions if blown within the Procampur City limits. If blown outside the city of Procampur then no Star Guards are summoned. This whistle has three "charges." After the third time the whistle is used to summon the Star Guards it will be taken away to prevent the PC from making a bigger nuisance of himself to the Star Guard.
- One application of *Nolzur's marvelous pigments* (from the illusionist).

The illusionist's *hat of disguise* mystically vanishes. It's just one of those Treasure Summary things.

Fame Awards

The PCs may each receive one Procampur Fame Point in one of the following categories: Proctors, Noble Class, or General.

Procampur Event Summary: Grimm Developments

The DM should take a few minutes to fill out the answers to these questions. Circle the appropriate answer.

1. Who do the PCs decide to report guilty to the Proctors?

Alissa Wyndsong Zinzann Allison Another (fill in name: _____)

2. Do the PCs think Zinzann Allison was set up for the murder?

Yes No

3. If the answer to question 2 was “Yes,” who do the PCs really think murdered Constantine?

Alissa Wyndsong Kiandra Gallastan Another (fill in name: _____)

4. Did the PCs find the bloody dagger and bedclothes at the Allison estate?

Yes No

5. In Scene One, did the PCs question Jordan in public where all could hear?

Yes No

6. How did the PCs react when they arrived at the crime scene in Scene Two?

Helped with crowd control Refused to help Harassed the soldiers to excess

7. Were any PCs arrested and/or convicted during this module? If the answer is Yes, record on the back of this sheet the names of the PCs and players, and describe briefly what the offending PCs did. Also note whether or not Lord Grimm got the sentence commuted. If the PC is still jailed at the end of this module, mark the “Trapped” box on the Who’s Who form.

Yes No

8. Did the PCs find out about Kiandra Gallastan’s past and her possible connection to the murder?

Yes No

9. On the following table, record the general reactions to the PCs by each major NPC or organization that the PCs met, based on the PCs’ actions. Unless there were varying reactions by individual House members, the House name may be written under each heading.

Friendly Neutral Unfriendly

Return this form to Con HQ with the scoring pack.

Player Handout 1: The Procampur Shining Jewel

A HUNTING WE WILL GO

by Endoria Fairwelker

Over the last weekend, some of Procampur's leading citizens gathered in the forest near Procampur for a hunt. However, the events that occurred in the lodge overshadowed any of the romp into the woods.

The tensions started early when Lord Alaric Grimm arrived at the lodge with his eldest sister, Lady Constantine in tow. Lord Consul Zinzann and High Lady Deyniel Steen-Allison had arrived earlier and Deyniel became very agitated at the appearance of her husband's former lover. Tensions grew as Constantine greeted Zinzann with a smile and a kiss on the cheek. The scene was mercifully broken up and the situation defused when Lady Consul Ellyn Reilly and Lord Rathander Kailin arrived at the lodge. Though a fine dinner was prepared for the guests, the evening's main course for Zinzann was cold shoulder served to him by his wife.

The main conversation of the first night's dinner centered around Alissa Wyndsong as Thultyrl Rendeth asked Lady Consul Reilly and Lord Consul Allison many questions about their friend, much to the disgust of Lord Drail Bailey and Lord Rathander Kailin.

The hunt started early the next morning. The steeds for the hunt were provided by Lord Bairnebus Jirin and were some of the best of the Jirin herd. Rendeth was given the lead hunting position and it did not take long for the hunters to disappear into the forest.

The hunters returned six hours later with several fine catches. Included in the catch were several bucks, a peryton, and even a griffin! However, it became quickly apparent that the hunt had its problems. When Lord Consul Allison returned, it was clear something had happened to him. His clothes were ripped nearly to shreds, and his hair was a mess with leaves entangled in it. That not the worst of it. His face was a pale white and his eyes were wide and bloodshot. High Lady Deyniel immediately went to her husband's side and escorted him into the lodge to rest. Lord Derrick Lurian told those who stayed behind what had occurred. About two hours into the hunt, a howl was heard coming from the forest. The howl spooked Lord Consul Allison's horse, who bolted into the forest. The rest of the hunting party tried to follow, but lost track of him. They found him about three and a half hours later, sitting next to his horse, gibbering nonsense. They immediately got him back on his horse and returned to the lodge.

The evening meal went peacefully, although none of the noble Allison family attended. The night's revelry was broken when a scream came from the sleeping room of Lord Allison. He rushed into the common room in his night gown, sweat pouring from his forehead. He was babbling about being attacked by some noble lady and swinging his arms like he was defending himself. Lady Deyniel Allison followed him out, and after a few minutes was able to talk Zinzann back into the room.

The next morning, as everybody prepared for the return trip, Lady Constantine Grimm was seen fawning over the Thultyrl, Rendeth. Rendeth was trying to gently try to push the poor simple girl away, but his gentle pushes and winks only encouraged Constantine.

Player Handout 2: The Procampur Shining Jewel

CRIME AND PUNISHMENT SPECIAL EDITION

by Lance Corporal Tiamos Reiles, Diamond Legion

I joined the crowd at the raised platform at Way's End in the Port District to watch the parade. As usual, most shops were temporarily closed. The good citizens of Procampur gathered from all points in the city to attend the public ceremony! As one would expect, the citizens became quite rowdy, rude and vulgar! They are pointing at someone you can't see yet through the crowd, shouting and cursing in a manner most inappropriate for a public gathering! Naturally, there were some produce vendors on the sidelines selling old, rotten lettuce and tomatoes to the crowd, who eagerly gathered up the food with a gleam of childish joy in their eyes! Ah, how I long for those days when I could enjoy such delights with a youthful abandon!

Then came a sudden crashing sound, like lightning from the heavens! Silence fell over the crowd, and our attention was drawn to the head of the parade. "The Dreaded Harbinger!" someone shouted as the lead figure comes into view. The stern, robed figure carried in his hands a thin metal alarum and a metal mallet. Behind him followed members of our city's proud Diamond Legion, eight in all! They marched in pairs, the second pair dragging the chained figure of a man who once wore the clothes of a well-to-do merchant, now little better than rags after being dragged through the streets. The normally solemn soldiers looked even more dour than usual, as if disturbed at the very thought of being there. No wonder, for soon they would be the incidental targets of the public's ire!

The parade stopped before the platform. Standing now upon it was the Marshall of Discipline, as always clad in his black slacks, tunic, and concealing black hood. The Harbinger mounted the platform and greeted the Marshall in the proscribed manner, as befits all Procampans. Then he turned back to the crowd, raised his hands high over his head with his fingers outstretched, and the crowd quickly came to a dead silence.

"Hear ye, hear ye, citizens and visitors of Procampur, the Shining Jewel of the Vast! I, the Dreaded Harbinger, am charged now with announcing the sentence of a criminal, whose acts against the city shall not go unpunished! Here to dispense the city's justice is the Marshall of Discipline. Bring forth the prisoner!"

The Legionnaires yanked on the chains and send the prisoner sprawling forward into the dirt. Landing with a grunt, he pulled himself up as the Harbinger continued speaking:

"Hanson Skolyur of Ravens Bluff, you have been duly tried and convicted on charges of theft and smuggling within the city limits of Procampur. Your guilt has been ascertained fairly and beyond any reasonable doubt. Your sentence..."

"Wait!!!" shouted the filthy, bedraggled Hanson. "There has obviously been some mistake here. I never encountered this sort of problem in other cities, and surely a merchant whose reputation is as sound as mine is deserving of some...consideration. If I could simply speak with you for a few moments in private, I'm certain I could set things right..." Hanson smiled as he rubbed his hands together. I could feel

the bile rise in my throat as the dastardly foreigner spoke!

The Dreaded Harbinger stared at the accused for long moments, his expressionless face revealing no hint of emotion. "Perhaps in Ravens Bluff you have found the authorities lacking in the fulfillment of their duties. Perhaps not. I am not here to judge that, or even yourself. That was done in the courts, and you were properly and justly found guilty. My only purpose here is to announce your sentence. If you speak again, however, I can arrange for your tongue to be cut out so that we may proceed without further interruption. What say you?"

Hanson began to speak, then stopped as he realized his situation. "Good. Then we may proceed."

"I remind the good citizens of Procampur...and others...that all care should be taken not to sully the uniforms of the Legionnaires who are charged with removing the prisoner after the sentencing. Please aim carefully."

The Dreaded Harbinger crashed his alarum once more, sending a shiver through the crowd!

"Hanson Skolyur of Ravens Bluff, you have been duly tried and convicted on charges of theft and smuggling within the city limits of Procampur. Your guilt has been ascertained fairly and beyond any reasonable doubt. Your sentence shall be carried out now by the Marshall of Discipline. Your sentence is this: to never commit these crimes again while within the Procampur city limits..." At this, Hanson smiled broadly. You could almost imagine him plotting his next crime!

"...and if you are convicted of these crimes again, you will lose the OTHER hand."

A hush fell over the crowd. Hanson stood puzzled for a moment...until he saw the Marshall of Discipline bearing in his muscled hands a great, two-headed axe!

"NO...NOOOOOOOOOO!!!!" His eyes wide with terror, he bolted towards the crowd, only to be pulled back by the strong chains that bound his arms! "NO, PLEEEEEASSSSSE! Not that! Anything but that! I have gold, I can pay!!!! Please, don't do this to meee...!!!" He cried openly, but the citizens of Procampur offered him no solace, no comfort.

The Dreaded Harbinger remained impassive as before, betraying no feelings at the scene one way or the other. "This is a common enough occurrence at sentencing that I will not render charges of bribery upon the prisoner. The Law of Procampur is nothing if not ... merciful. Bring the prisoner forward."

Unfortunately the crowd then let loose with a volley of rancid vegetables that made viewing difficult. But there was no mistaking the sound of the axe sinking through the wooden stump...and any obstacles in between!

The cries of the accused rang out, proclaiming loudly to all that justice was once more served in Procampur, Shining Jewel of the Realms!

Procampur Campaign-related Information

Attitudes of the Procampans

The citizens of Procampur are hard working and honorable. They live by a code of duty, honesty, and responsibility, tempered by kindness. Like their City, the Procampans way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in It's Place," is a common Procampans saying.

Most Procampans spend at least two, most often four years, in service to the City. Young men are strongly encouraged to join the Diamond Legion to learn duty and responsibility. Until they do, the young men of Procampur are not considered men, but boys, afraid to take responsibility for themselves or the community, and not fit to raise a family. Young women often volunteer in programs that help maintain the Diamond Legion and the District of the Poor. Many women join the Diamond Legion itself and serve with distinction.

The average Procampans is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many tutor's homes on Tutor's Turn in Service District. Others are taught by volunteers in the taverns and dining gardens in the afternoon, after the children have cleaned up the place from the night before. Older children are apprenticed, join

the Diamond Legion as squires, or attend the city's two great schools: the Academy Arcane and the Greyson Institute, a bardic college of great repute.

All of this prevalent duty and responsibility may make Procampur seem like a dull place. To the contrary, Procampans enjoy a good time. Since the streets are safe and well lit at night, many journey out after the hard day's work to the Service District's many restaurants, taverns, and theaters, or to a small nearby tavern. The streets of Procampur are alive with activity in the late

evenings. The crowds rarely get rowdy however, since the Diamond Legion is always present, most often sending would-be trouble makers off in different directions or home instead of arresting them. Also, the Procampans are a polite crowd, since many have spent their childhood's keeping the city clean, and the rest too "civilized" to make a spectacle of themselves.

The exceptions to all of this can be found in the Port District. There, those that would rather live quickly and die young gather. The order of the city penetrates even here. During the day the district functions like the others. At night, the District is a rowdy place, where the streets are filled with cocky and dangerous people, most of them armed and looking to show off. The Diamond Legion is present here too, but often arrive

after one party has bested the other, and often both are arrested.

Criminal activities of all sorts are strongly discouraged. The Diamond Legion is ever present and often stops Procampans that they do not recognize or they find suspicious. Most hauling and other services require permits, and Procampans are careful to keep these available. Procampans are generally tolerant of these questions and periodic checks, as they are deemed necessary for a safe and civilized society.

Procampans are proud of Procampur. The city has stood unconquered for two thousand years. It is a shining example of a well ran, prosperous and civilized city. This pride occasionally leads to arrogance by the citizens. Some will look down at the other cities, thinking of them as uncivilized barbarians" or "chaotic messes with no history." Most truly believe that not only is Procampur the "Shining Jewel of the Vast" but the "Shining Jewel of Toril".

Crime and Punishment

Crime and punishment are taken very seriously in Procampur. The Guard of the Star Sapphire, was recently reactivated on the advice of the Hamayarch to police the Nobles District. The Diamond Legion and the Proctors have kept laws and order in Procampur for over 1600 years, which is something that not only the Diamond Legion is proud of, but so is the average Procampans.

Many activities that might be frowned upon or made illegal in other cities are legal and regulated in Procampur, with the exceptions of thievery, smuggling, forgery, and racketeering. Gambling in the taverns is a common sight. In the Service and Port Districts, both men and women can find escorts to pass the time with in certain establishments. Some places offer exotic drinks and smoking herbs. Begging is legal in the Poor District, but strictly forbidden in other parts of the city. Since the city offers lodging and care for these people, most beggars turn to work to make a living. Other nefarious activities, such as smuggling, forgery, thievery are treated harshly. Still, some individuals persist in making a living in the shadows.

Ever since its founding, Procampur has had to struggle against brigands and thieves of all types. Because of this, the average Procampans has no tolerance for thieves. Any person caught with his or her hands in someone else's pocket or taking goods that do not belong to them are handed over to the Diamond Legion, sometimes in worse shape than when they were caught. The punishments in Procampur are very severe,

not just for theft but for all crimes, and include evering of the thief's hand, crushing a forger's fingers, and magical branding of careless spellcasters.

As can be expected with a city with a fervent hatred of thieves, Procampur has never had a Thieves Guild. All attempts to start a Thieves Guild have been discovered through undercover operations. The reaction to the organization of a Thieves Guild has always been to execute it's leadership, or, quite literally, "Cutting off the head of the snake."

Criminal punishments in Procampur are all done in public and are not kept under the carpet. The criminal is paraded down the public streets of Procampur. This rowdy parade is lead by Dreaded Harbinger, who carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet that is sure to get everyone's attention. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping, and he is followed by the last four. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampans citizens throw garbage at the criminal, and a bit misses its intended target and hits the unfortunate escort.

When Way's End is reached, the prisoner is led to a raised platform, where the Marshall of Discipline is waiting in a long, heavy, black cloak. When the criminal arrives, the cloak is removed. He wears black slacks and shirt, and a simple black hood. If the punishment is execution, the Marshall will wear a silver amulet of Kelemvor around his neck. The Harbinger once again announces the criminal's name, crime and the sentence to the crowd. Then the punishment is performed. During violent punishments, the alarum is struck once, at the moment of punishment. The atmosphere is very grave in the courtyard, often silent. All vendors are prohibited in the area, and no music is played. The tone is kept somber, and the whole event is treated as a warning to all.

Identification in Procampur

Procampur is a very lawful city that is strictly segregated and carefully patrolled. These patrols, and the guards at both the interior and exterior gates, frequently ask about the business of the people. Procampans are used to this behavior, knowing that only through order can the city prosper. To make things easier, the natives of the city proper are given a magically placed, green, dime-sized permanent mark of the seal of Procampur on the inside of their right forearm, which are visible only within the walls of Procampur. These marks are placed by government

magicians within one month of the birth of a child, or upon the lawful naturalization of a foreigner. Only the Thulyr's mages know the spell to place or remove these marks, and the only other way to alter them in any way is to use a Wish spell. Trusted foreigners (usually traders), who have been vouched for by a noble house, receive an identical red mark. This honor gives certain foreigners almost the same level of respect and trust from law enforcement and government officials as normal citizens have. However, other visitors, who have no mark, are often distrusted by natives and officials, which translates into a -2 automatic reaction adjustment for all foreign PCs in Procampur, except in the Port District which caters to visitors or when accompanied by a citizen. The only time these marks are ever changed is in the event of a citizen being exiled from the city. On these rare occasions, the Hamayarch himself turns the mark black, and makes it visible outside of the city walls. Within the city, the black mark glows with baleful light, identifying exiles without a shadow of a doubt to everyone in sight range.

Lifestyles in Procampur

PCs in Procampur have to pay for their room and board, and they have the option of choosing as lavish or as minimal a lifestyle as they want. However, the more costly one's lifestyle, the nicer clothes, perfume, accessories, etc. one can afford. Thus, unless the situation warrants caution or hostility to wealth, a costly lifestyle will afford a positive reaction adjustment on the initial reaction roll, as outlined below.

To make the upkeep of lodging and general expenditures easy, each player must pay for their character's lifestyle at the beginning of each module they play. This payment only affects this module, and the characters will be required to pay the same rate to maintain their chosen lifestyle at the beginning of the next module. For example, if a character chose to squander all of her resources one module to buy a Middle Upper class lifestyle, and then ran out of funds, the next module she might have to buy a much less costly one.

Aside from the costs and modifiers, all specifics of a lifestyle are up to the players' discretion, within reason. Whether the character rents a house or an apartment, what sorts of things he or she purchases or wears, all are up to the player's imagination. Some possible interpretations and guidelines follow the table below. The only restrictions are in location. Non-native PCs can live only in the Port District, and native PCs are considered adventurers, and thus can live in the Adventurers district, or the Port district if they so choose.

Lifestyle costs are as follows:

Class Level	Procamp Cost	Visitor Cost	Reaction Modifier
Upper Upper	10,000	15,000	+3/+1 to Fame
Middle Upper	5,000	7,500	+3
Lower Upper	1,000	2,500	+2
Upper Middle	500	750	+1
Middle Middle	50	75	0
Lower Middle	25	50	0
Upper Lower	10	25	-1
Middle Lower	5	10	-2
Lower Lower	1	5	-4

Lifestyle covers lodging in the appropriate districts, food expenses, and clothing. Specific and special expenditures such as gifts or a special feast are added expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such specific purchases must be handled through the Procampur administration (RPGAHQ and UCC).

Those players that have PC-owned businesses in Ravens Bluff are considered to have "bachelor pad status." They are considered to begin with a base of Lower-Middle status and can build from there. The cost to rise to a higher Lifestyle Level is the difference between the level desired and the base level. (At present, PCs are not allowed to own businesses in Procampur.)

Examples

Upper Upper Class: This is the most lavish lifestyle available, lived only by certain nobles. This is a the lap of luxury.

Middle Upper Class: This lifestyle is enjoyed by many nobles and very wealthy merchants.

Lower Upper Class: This is the lifestyle of many very successful merchants and some of the less wealthy noble families. Members of this class can easily change their wardrobe each season and never wear the same thing to a party (or on an adventure) more than once.

Upper Middle Class: This is the lifestyle of many merchants and some of the most successful craftsmen. These people are able to keep up with fashion, but are likely seen wearing the same outfits from time to time.

Middle Middle Class: This is the lifestyle of many craftspeople and some less successful merchants. These folks have nice but relatively unremarkable clothes, enough to always have a clean and socially acceptable outfit to wear. They can still afford to eat out, or host small parties every so often.

Lower Middle Class: This is the lifestyle of the average craftsman or a successful laborer. They wear clothes which are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat themselves every so often. This is the base social class for those PCs who own their own business in Ravens Bluff.

Upper Lower Class: This is the lifestyle of most common laborers. Often, their clothes have patches or ratty spots from wear, but they are serviceable and they have several of each article of clothing. These people live in relative comfort, but with no frills.

Middle Lower Class: This is the lifestyle of the lowest skilled of workers. They are not able to bathe very often due to their circumstances, and are lucky to have two or three sets of clothes which are serviceable. These folks sometimes have to pinch coppers to make ends meet, and they cannot afford any kind of luxury.

Lower Lower Class: This is the lifestyle of the homeless beggars. They own the clothes they wear, which are dirty and ratty, and are often reduced to begging for food. This is basically a subsistence lifestyle, and much of their time is taken up trying to find food and shelter to stay alive.

Fame in Procampur

Fame Points work the same in Procampur as they do in Ravens Bluff, but just because a PC is very famous in Ravens Bluff does not necessarily mean the same PC is even heard of in Procampur or vice versa. With this being the case, for every five points of Fame that the PC has acquired in a specific fame category, one point of fame is placed in a similar Procampur fame category. All fractions are dropped. (ex. A current LC PC has 13 fame points in the City Watch category. This is converted to 2 fame points in the Diamond Legion category.) Fame points in categories that don't have a Procampur counterpart are not transferable. The reverse works the same for fame earned in Procampur, for every five points of fame earned in Procampur, only one is counted in Ravens Bluff.

Here is the list of fame categories for both cities:

Ravens Bluff	Procampur
Lord (and Deputy) Mayor	(None)
(None)	Thultyrl & Hamayarch
City Government	City Government
City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class	Poor Class
(None)	Port District
General	General

Characters native to Procampur begin with one fame point in each category, except for the Thultyrl & Hamayarch and Port District categories. In an enclosed city such as Procampur, it isn't uncommon to see the same faces from time after time.