

# HE WHO LAUGHS...

**A One-Round Living City Adventure**

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

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

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

**YOU**, the GM, control the time of this game. Keep a close watch, the Final Showdown should occur with approximately 45 minutes left to play.

#### **TIER STRUCTURE:**

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

## **BACKGROUND INFORMATION:**

The Jack Mooney and Sons Circus has just pulled in for the winter just outside of Procampur, as Ravens Bluff is not safe this year. Unfortunately, the leaders of the Zhentarim have decided that taking over the circus and using them to take Procampur is a good idea. In order accomplish this, a group lead by a spell casting vampire, have been elected to execute the plan. The vampire actually wants all out destruction of the entire area and is merely using this tactic as a means to an end, his end. The fact that there is a war on in Ravens Bluff is a bonus and should make his overall plan much easier. It is up to the PCs to thwart these plans.

The vampire in question happens to be an elven vampire and a wizard. He wants to turn this area of the Realms into his own land. He currently goes by the name of Aaron the Red and is posing as a Zhentarum leader. Through his powers as a vampire, Aaron was

able to "convince" the Zhents that taking Procampur, then Ravens Bluff, and eventually Thay, was the best way for them to sieze control over the entire region. He came up with the plan to infiltrate the circus because it was an easy way of creating many undead and charmed creatures to destroy one of the larger cities in the Realms. Aaron has been able to keep his true identity a secret from the others because all of the preparation for this plan has taken place during the day (it is night time that is death for him). And, as the Zhents wish to take power in the region, it was not difficult for Aaron to sell them on his plan.

#### **The Plan:**

Three Zhent Wizards disguised as commoners, joined the circus a few months ago in Waterdeep to begin the infiltration. They have managed to put up with circus life by looking towards the end result. They have also learned much about the circus games, rides, and people. They have gained the trust of some of their co-workers as well as the friendship of a few key people. One of the wizards, known as Greynon, has even attracted the attention of Jack Mooney's daughter Sylva Elkwood, Cleric of Chauntea. The other two, Abram and Cathon, have been working in the Big Top and the Midway respectively.

After the first few weeks the plan was in motion, it was determined that Greynon would get close to Jack Mooney and his family through Sylva, Abram would begin helping around the Big Top to have better control over the animals, and Cathon would get a working knowledge of the games and rides. Meanwhile, The rest of the 15 man group from Zhentil Keep have done reconnaissance work on the grounds where the circus will winter this year. They managed to get plans together, begin enchanting the area and get the overall framework to the three currently in the circus two tendays before they pulled in.

Just after the circus finished setting up for the winter, the full plan was put into motion. Sylva was drugged by Greynon and used to lure her father and brothers into a trap. The three men were caught unaware and were overwhelmed by the wizards and killed. However, their bodies were then animated as JuJu Zombies and used to finish off the rest of the employees. Many employees are now wandering the circus grounds as undead. The rest have been charmed and are serving the Zhents and Aaron.

#### **As The Adventure Begins:**

Of course, every great plan always has at least one loop hole. Aaron and the others were not counting on the fact that three Mooney employees would be spending the first few days in Procampur with earned time off. As the final parts of the plan to take over the circus culminated just before dawn, the three employees returned and saw some things they shouldn't have (or should have, depending on one's point of view). They immediately informed the City Watch of Procampur who brought them to Ravens Bluff with a Representative from their Defense Department. Because of the war and so many soldiers that are now trying to keep the trade routes open, Procampur does not have the forces needed to stop the imminent threat to their city. Because of the good relationship with Ravens Bluff, the Procemurian Representative believed that Ravens Bluff would be able to provide them with worthy adventurers to aid in the situation. Even though they are still needed to help Ravens Bluff, the advisory council decided that fighting one enemy is better than two and the threat of an "undead invasion" from the south is not something Ravens Bluff could handle with the unknown enemy attacks as well. The council has deemed this worthy of knightly honors and possible advancement in the City Watch because the mission is VOLUNTARY and the adventurers that would be going to Procampur would be preventing the loss of a strong ally while protecting Ravens Bluff from another potential, deadly threat.

#### **DM Hints, Pointers, and Stuff:**

Please keep in mind that the employees of the Mooney circus are being magically influenced by Aaron and the Zhentarum. Even though most are dead, the combined effort of the Temples in the Procampur (with some assistance from Ravens Bluff) will be enough to raise them. Also, the Procemurian Mage's guild will be able to break any charms or other magically controls that have been used on the employees of the circus. Therefore, the PCs will be penalized for killing the employees of the circus as the above information will be given to them by the city advisors present at the briefing. These services have been offered as a joint venture because of how much the circus means to all the cities in the vast. Besides, the employees of the circus bring revenue to the cities with the wares, supplies, and entertainment they seek in the city.

The Zhentarim Warriors and Wizards are not stupid and play to win, whatever the cost. This adventure should not be a walk in the park for any group.

Even though Jack, Lockwood, and Edan Mooney are now wandering around as undead (Ju Ju Zombies), they will still be recognizable by any PC. As for Sylva Elkwood, she is currently on her way to becoming a subservient vampire to Aaron. He took a shine to her and hopes to make her his bride. The PCs will also know her. Other employees will also be recognized if the PCs have been to the circus in an adventure with a successful Observation, Awareness or (INT-4) check. Please take this into extreme consideration to prevent any unnecessary permanent death to these NPCs!!!!

As reward for defeating the Zhents and returning the circus with all that entails back to "normal," Jack Mooney will be very grateful and will reward the PCs himself in addition to whatever the cities have paid them.

## **IF YOU SHOULD CHOOSE TO ACCEPT THIS MISSION ENCOUNTER 1**

*At an insane hour of the night, even for hearty adventurers such as you, a rude awakening came in the form of a Night Watch member pounding on the door to summon you to the private home of the Lord Chancellor, Arvin Kothonos. Due to the urgency and total impatience of the Watchman, you found yourself almost having to run to keep up as you made your way to the Lord Chancellor's house. Catching a brief glimpse of the night sky, you noticed that there is a full moon tonight.*

*Upon announcing you to the City Guard at the front door of the Chancellor's home, the Night Watchman quickly leaves. The Watchman you are now facing stiffly greets you and ushers you into the house. You are instructed to wait with the others until you are called.*

At this point, give the PCs an opportunity to introduce themselves and give descriptions to one another. Please take note if there are any officials of the city as this will be important when the briefing takes place. "Officials" include but are not restricted to knights, guardsmen, firemen, etc. Please use your judgement.

*The door opposite the entry into the parlor opens up. A beautiful, petite, very strong looking woman in her late 20's with red hair and wearing a highly decorated Ravens Bluff military uniform greets you.*

*" Please, come in. It is good to see that you responded so quickly to the summons." You notice that she does not look tired or haggard in the least.*

Any PCs with Heraldry or local history may make checks to identify this woman. It is Lady Caroline Skyhawk, Commander of the Griffin Ride and High Knight of the Griffins. If there are any knights present, regardless of knighthood, she will greet them again identifying their specific knighthood. In addition, if there are any knights of the Griffin, they will know her immediately and she will give them a handshake and usher them in personally. Once inside the meeting chamber, Lady Caroline will have any Griffin Knight or Squire sit with her.

The people in the chamber meeting with Lord Chancellor Kothonos are:

High Morning Lord Relarn Dayspring  
Temple of Lathander  
Rolf "Sunny" Sunriver  
Chief Constable  
Lorraine Blacktree  
Ministry of Art  
Lady Caroline Skyhawk  
High Knight of the Griffin  
Sir Tara Sojourn  
Knight of the Golden Rooster  
Lord Matthew  
Knight of the Dove  
Lord Gerald Herrick  
Procampur Defense Department

These honorable officials were called to the Chancellor's home before dawn to discuss the current situation at the Mooney Circus in Procampur. It was their opinion that adventurers be called in to deal with the circus property directly while members of the Procampur City Watch, military, and other organizations stand by if things go incredibly wrong.

Successful Heraldry checks will identify the knights; and the others are well known to all. Each of the assembled "council" will greet PCs with some relation to them accordingly.

Any PC acting disrespectful to anyone in the room including other PCs will be "put in their place" by an appropriate NPC.

*As you enter the inner chamber, you see nine individuals seated around the room. It is obvious that these people have importance in Ravens Bluff, not*

*only because of their dress but because, you recognize most of them. Seated at the desk dominating the far wall is Arvin Krothonos, Lord Chancellor of Ravens Bluff. Around the room you recognize High Morning Lord Relarn Dayspring, Rolf "Sunny" Sunriver, Lorraine Blacktree, and Lady Caroline High Knight of the Griffins. In addition there are two other knights, a woman Knight of the Golden Rooster, and a gentlemen who is a Knight of the Dove. Finally, there is an middle-aged man wearing a Procampian Military Uniform. All have a very serious look on their faces.*

*Lord Chancellor Kothonos motions you in. "Please, please, come in and have a seat. We must hurry as time is of the essence."*

*"I do apologize for the early hour, however, the matter at hand can not be put off. I am afraid we may already be too late. You may or may not realize that the Mooney and Sons Circus pulled in a few days ago for the winter in Procampur. Well, yesterday, three employees returning to the circus site after having some time off witnessed some very bizarre occurrences. Without stopping to think, they reported it to the city. As a result, Lord Gerald Herrick was sent here with the witnesses to possibly recruit adventurers willing to help them. Upon hearing Lord Herrick's report, I immediately sent for council. As a result, you have been summoned."*

*"Sunny, would you read the report from the witnesses." With that, Sunny Sunriver turns to address you. "Upon returning to the circus just before dawn to start the morning work, we noticed a lot of lights at the big top. This is unusual, during work time, lights are kept to a minimum to save on oil. Mr Mooney is very strict on this. So, Lea, Joey and I (Hank) snuck into the area. We noticed that the animals weren't making any noise. When we checked it out, they were still sleeping, at breakfast time. Animals don't sleep in. So we kept getting closer to the big top, you know, it was also strange that no one else was up and we didn't smell food cooking. Anyway, when we got to the tent, we heard a lot of noise and saw all these guys wearing robes with strange markings on them. Then we got a glimpse inside the tent and everyone from the circus was there, even Mr. Mooney and his kids. They looked really strange. Kind of pale. Then there was this big flash of light. One of the guys by the tent flaps must have caught a glimpse of us cause he grabbed someone else and pointed in our direction. Well, we weren't sticking around to see anymore. That's when we high tailed it out of there." With that, Sunriver*

*puts the paper down and addresses the room. "Upon further questioning and discussion here, we have determined that the people gathered at the circus are Zhentarim agents. We are currently getting the proper paperwork together to question Ambassador Zarim. Lorraine, would you please discuss the magical parts of this situation."*

*"It is my feeling," she begins, "from the description of the appearance of the people who work with the circus that there was a specific ritual being performed. I believe that the employees of the circus may now be undead creatures of one form or another."*

*Chancellor Kothonos addresses your group once again. "We are not entirely sure what is going on at the circus grounds and because a day has past, what the state of Procampur is. That's where you come in. My advisors and I have determined that it would be best to have the city watch and available military of Procampur on backup if you fail to rescue the owners and employees of the Mooney Circus and an Undead horde is released into the city. Your group has been chosen because of your previous service to Ravens Bluff. Please, take a moment to decide if you are willing to accept this endeavor to further serve the city you now call 'home' and her allies."*

Give the PCs a chance to discuss things for a few moments and have the assembled advisors answer questions they may have. Below are answers the PCs will receive. Whether or not they ask direct questions, make sure they have the information.

1. Please try not to permanently kill anyone. The temples of both cities have volunteered their services to restore the Mooneys and their employees as they are held close and dear to all the cities in the realms, especially to Ravens Bluff.
2. As this is a truly noble act, the Knights Council will give honors as earned to any knights in the party.
3. In lieu of knightly honors, any City Watch members will receive honors from the City that may influence their next promotion.
4. There are approximately 100 men, women, and children employed by or associated with the circus. We do not know how many have been killed and raised. However, we are almost positive that Jack Mooney, his sons and daughter have been killed and raised.

5. The two cities will be able pay you each 500 gp.
6. You will be provided with six vials of holy water, a scroll with two *hold undead* spells (cast at 9th level), a scroll of *protection from evil 10' radius*, a scroll with two *dispel magic* spells (cast at 10th level) and 500' of rope enchanted with wards to hold undead. The rope can act as a round-up area so that you may safely hold the circus people until things are over and the priests can perform rituals to regain their souls.
7. If you find anyone who is being magically influenced in some way but is still mortal, please secure them also so the Ministry of Art can correct that situation.
8. Remember, no one is expendable at this point and we want as many of the circus employees restored as possible, especially Jack Mooney and his family.
9. We would like as many of the individuals responsible for this outrage brought in alive so we may conduct further investigation with the government and bring them to justice.
10. The three circus employees who reported the incident will be returning with you to Procampur, you may question them as you see fit.
11. We do not know if the animals have been altered or influenced. According to the report, they were asleep.

Once the PCs have finished with their questions, chancellor Kothonos will give them his blessing.

*"Here is a map of the circus grounds as we know it. (Give the PCs Player Handout #1) The cities of Procampur and Ravens Bluff will truly be in your debt if all goes well. May the gods be with you on this quest. Take heart in knowing that we will do our best should anything go completely wrong and you do not return to the city. You will meet at the south end of the harbor in 1/2 hour and join the surviving members of the circus and representatives from Procampur. Thank you. Please, make haste."*

The PCs should be encouraged to leave as the "council" still has many matters to discuss and it is already sunrise.

*As you leave the home of the Lord Chancellor, the sunrise seems to offer no comfort, with your important task at hand. You have heard rumors about the Zhentarim and some of you have even had*

*occasion to meet them face to face. However, the fate of the circus and a city giving much aid to Ravens Bluff for the war effort seems to be on your shoulders.*

Allow them to assemble their gear before meeting at the South Gate. There will not be enough time to visit any temples, shops or public establishments; they are not open at this hour and time is the most important factor.

## ON THE SEA AGAIN ENCOUNTER 2

*As you approach the southern docks, you see three Procampian guards, Lord Herrick, and three people you surmise are from the circus. They are standing beside a small cog, which looks ready to sail. It is just coming into "false dawn."*

*Lord Herrick greets you, "Well met my friends. You do not realize how much this means to me and my City that you have agreed to aid us on such a dangerous mission. It will take about half the day to sail to Procampur so, we should be on our way."*

The circus employees are:

*Lea:* General roustabout. She works with Logroller the verbeeg, among others, and is responsible for set-up of tents and safety during performances. She takes her job seriously, but it is just a job and her life is rather frivolous. Such a disjoint combination worries her superiors, but she performs her duties flawlessly.

*Joey :* An assistant to Isbeau Navarre, the animal trainer. Joey is happy-go-lucky, though this situation has upset his usual cheery nature quite a bit. He is normally loquacious, and can see the bright side of things (even the terrible gash he got from a tiger once).

*Hank:* Food vendor on the midway. He does not have a booth, but is one of the guys who walks around selling juice and corn snacks to the passerbys. He is the most morose of the three, since he worries about his girlfriend back at the circus. He loves the circus life and would never give it up; he feels that he is a gypsy at heart.

During the voyage, which passes without incident, the female circus employee will flirt and hit on any Swashbuckler and or knight in the party. If none are available, the male with the highest Charisma and

Comeliness score will be her target. If there are no men in the party, have Joey hit on a female PC using the same criteria. All three of the employees are 1st Level Thieves, carry daggers, and are better than average in appearance.

Please keep in mind Charisma scores if the PCs attempt to gather information from the circus employees. If the PC is extremely blunt or gruff, the employees will not be willing to talk much to them.

The following information can be gained by questioning the members of the circus. However, if the PCs are hostile in the questioning, Lord Herrick will take personal offense as he has guaranteed their safety. If the PCs choose to use *ESP* or other similar spells, the same information will be obtained.

1. We spent a few days in Procampur gathering some special supplies that we new were here.
2. The supplies were left at the circus grounds.
3. The kinds of supplies included special fruits, cloth for costumes, inexpensive gems, knives, clubs, things to juggle, and such as that.
4. They do not know if anyone else escaped or what was wrong with Mr. Mooney and his kids.
5. Three new guys joined a few months ago in Waterdeep. They seem pretty good at their jobs. One even got the attention of Mooney's daughter, Sylva.
6. They do not know how many Zhents are involved or who might be leading them. Didn't stick around long enough to find out.
7. They do not know of any enemies that Jack Mooney may have at Zhentil Keep nor why anyone would want to do this to the circus. They have always been well received wherever they go.

Allow time for roleplaying. If things start to bog down or the PCs have nothing else to ask, they start approaching the circus.

*The city of Procampur is in sight. Lord Herrick approaches and tells you that the circus grounds are on the north side, and the ship will put in right near the grounds. "We need to go into the city before you start with the circus. I don't know what has happened since we left. Maybe you will be able to get more details."*

If the PCs go into town, go to Encounter 3, if not, Encounter 4

## WISH YOU WERE HERE: ENCOUNTER 3

*Through the efforts of the Procemurian guards and yourselves, the group has managed to avoid the enemy troops. You see armed guards on every corner and almost no one out and about.*

For an overview of Procampur, see the attached pages from Forgotten Realms Adventures. The PCs should not spend a lot of time here, since most everything is closed and they just need some information. The real adventure is at the circus, so get them there.

As the PCs enter Procampur, there will be armed guards on the street and almost no civilians. They may feel free to question the guards and citizens or go to the Thultyrl's (their equivalent of Lord Mayor) office. Either way, below is the information they can learn.

1. The town is shut down until the threat has passed. Everyone entering the city is questioned and searched and no one is allowed out. The city guards will be backing the party up in case things go very badly or the "undead" invade Procampur. (Thultyrl or city official)
2. So far, the circus employees have not been seen in town. (anyone)
3. There is some sort of medical emergency and everyone has to stay in their homes unless it is an emergency. (general populace)
4. No Zhents have been seen in town, that we know of. (anyone)
5. Any city official will be greatly appreciative of the PCs for coming to the cities aid as many of the Procampian soldiers are currently helping with patrols to keep the trade routes open.

If the PCs tell someone from the general populace why they are really there, the person(s) will become hysterical and run away screaming.

## PEANUTS AND POPCORN: ENCOUNTER 4

Note that all undead found in the circus (and there are a lot of them) are circus employees. If you have LC2: *Inside Ravens Bluff, the Living City*, you can flesh out who the various undead are by using people not specifically located in the encounters below. Therefore, the PCs are not to use deadly force on any undead they find. They should know this from the briefing they received.

*Approaching the circus seems the same as any other time you have had the chance to visit, save one, not a soul in sight. Usually, this place is wall to wall people, or at least full of workers setting up shop and getting the rides ready to go. Today, nothing. Things are very quiet and still. But, with the sun shining, it might not be as bad as you think.*

As the PCs approach, have them make an Observation check; success indicates they see a figure go running across the walkway just inside the gate. This figure is Greynon, one of the Zhent infiltrators. He was standing watch at the gate and saw the PCs approach. He is on his way to let the others know, and hopefully lead the PCs into a trap at the Big Top (see below). If the party chooses to chase him, a PC with the Running proficiency will catch him in 2 rounds provided he/she makes a successful Strength check at -8 (running at 4x speed to catch the guy).

However, if the PCs chase Greynon, they are attacked by the undead who are hidden just inside the gates. If they do not chase, then Greynon gets to the Big Top and the PCs are attacked by the undead as soon as they pass through the gates.

If Greynon is caught, he will pretend to be an employee of the circus fleeing from the undead and will try to lead the PCs into the ambush at the Big Top.

### TIER 1

**Zombies (3):** Int Non-; AL N; AC 8; MV 6; HD 2; hp 12; THACO 19; #AT 1; Dmg 1-8; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

**Greynon, hm W3:** Int High; AL LE; AC 8; hp 11; THACO 20; #AT 1; Dmg 1-4 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Saves: PPD 14, RSW 11, PP 13, BW 15, Spell 12

Magical Items: *Ring of protection* +2, *wand of magic missiles* (6 charges).

Spells: 1st level- *affect normal fires, charm person*; 2nd level- *web*.

## **TIER 2**

**Monster Zombies (2):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 31; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Greynon, hm W4:** Int High; AL LE; AC 8; hp 14; THACO 19; #AT 1; Dmg 1–4 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Saves: PPD 14, RSW 11, PP 13, BW 15, Spell 12

Magical Items: *Ring of protection +2, wand of magic missiles* (6 charges).

Spells: 1st level- *affect normal fires, charm person, magic missile*; 2nd level- *blur, web*.

## **TIER 3**

**Monster Zombie (1):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 31; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Ju Ju Zombie (1):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27; THACO 15; #AT 2; Dmg 2–8, 2–8 (claw, claw); SA attack as normal, fight as 6-HD monster; SD turned as spectre, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

**Greynon, hm W6:** Int High; AL LE; AC 8; hp 23; THACO 19; #AT 1; Dmg 1–4 (Dagger); SA spells; SD active stonesskin 5 attacks; MR nil; SZ M; ML 14.

Saves: PPD 13, RSW 9, PP 11, BW 13, Spell 10

Magical Items: *Ring of protection +2, wand of magic missiles* (6 charges).

Spells: 1st level- *affect normal fires, charm person, Snilloc's snowball, burning hands*; 2nd level- *blur, web*; 3rd level- *fireball, hold person*.

## **TIER 4**

**Monster Zombie (2):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 40; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Ju Ju Zombie (1):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 32; THACO 15; #AT 2; Dmg 2–8, 2–8 (claw, claw); SA attack as normal, fight as 6-HD monster; SD turned as spectre, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

**Greynon, hm W7:** Int High; AL LE; AC 8; hp 25; THACO 18; #AT 1; Dmg 1-4 (Dagger); SA spells; SD active stonesskin 5 attacks; MR nil; SZ M; ML 14.

Saves: PPD 13, RSW 9, PP 11, BW 13, Spell 10

Magical Items: *Ring of protection +2, wand of magic missiles* (6 charges).

Spells: 1st level- *affect normal fires, charm person, Snilloc's snowball, burning hands*; 2nd level- *blur, levitate, web*; 3rd level- *fireball, hold person*; 4th level- *stonesskin* (precast).

## **TIER 5**

**Monster Zombie (3):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 60; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Ju Ju Zombie (2):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 42; THACO 15; #AT 2; Dmg 2–8, 2–8 (claw, claw); SA attack as normal, fight as 6-HD monster; SD turned as spectre, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

**Greynon, hm W7:** Int High; AL LE; AC 8; hp 25; THACO 18; #AT 1; Dmg 1-4 (Dagger); SA spells; SD active stonesskin 5 attacks; MR nil; SZ M; ML 14.

Saves: PPD 13, RSW 9, PP 11, BW 13, Spell 10

Magical Items: *Ring of protection +2, wand of magic missiles* (6 charges).

Spells: 1st level- *affect normal fires, charm person, Snilloc's snowball, burning hands*; 2nd level- *blur, levitate, web*; 3rd level- *fireball, hold person*; 4th level- *stonesskin* (precast).

If the PCs do not see Greynon or choose not to chase him, allow them to wander the circus and investigate. Encounters are listed by location on the map (See DM map).

# **A WANDERING WE SHALL GO: ENCOUNTER 5**

## **A. The Big Top:**

*As you open the flap to the Big Top tent and begin stepping in, a blinding flash of light goes off leaving you temporarily blinded and you hear a deep, hideous laughter. Blinking a few moments, your vision begins to return. There are three humanoid figures coming towards you. The one in the middle has got to be at*

*least 9' tall, the other two are probably around your height (if you are a tall human). The big one has no visible weapons although, his fists look like clubs. One is hanging back and gesturing and the third is approaching with a long sword and dagger.*

The ambush. There are charmed circus employees and undead creatures waiting to attack the PCs upon Lord Aaron's command. Once the PCs enter the building, there will be a sudden flash of light temporarily blinding them for 1d4 rounds. It will come as a complete surprise with no saving throw. Aaron had a Zhentarim hiding near the entrance ready with a *wand of illumination*. (The undead will not be affected by the wand as they are currently not in the direct area.) Once the PCs' vision clears, they will see three humanoid figures moving towards them. They have pale skin color, are dressed in circus attire, and are under charm spells. They are to make the initial attack on the PCs. If the PCs make a successful Observation or INT at 1/2 check they will recognize their assailants as circus employees.

**Trenpock Feldson, Circus Employees, hm F3** (from Arthur's Archery): Int Average; AL NG; AC 9; MV 12; hp 26; THAC0 18; #AT 3/2; Dmg 1-8+4 (Long Sword); SA nil; SD nil; MR nil; Str 18/79; SZ M; ML special.

**Ramen Byrrd, Circus Employee, hm W5** (from For the Byrrds): AL NG; AC -1; MV 12; hp 16; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells; SD nil; MR nil; AL NG; Dex 18; SZ M; ML special.

Spells: 1st level- *magic missile* x 4; 2nd level- *mirror image, stinking cloud*; 3rd level- *gust of wind*.

**Logroller, verbeeg M** (from Leaping Lizards): Int Very; AL NG; AC 3; MV 18; HD 5+5; hp 35; THAC0 17; #AT 1; Dmg 1-6+6 (fist); SA nil; SD nil; MR nil; SZ L; ML special.

### Tier 1

**Zombies (2)**: int non-; AL N; AC 8; MV 6; HD 2; hp 7; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, cold; MR nil; SZ M; ML special.

A vial of holy water inflicts 2-8 pts of damage to a zombie. Zombies attack last in a round.

### Tier 2

**Zombies (4)**: int non-; AL N; AC 8; MV 6; HD 2; hp 7; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD Immune

to sleep, charm, hold, death magic, poisons, cold; MR nil; SZ M; ML special.

A vial of holy water inflicts 2-8 pts of damage to a zombie. Zombies attack last in a round.

**Monster Zombies (1)**: Int non-; AL N; AC 6; MV 9; HD 6; hp 18; THAC0 15; #AT 1; Dmg 4-16; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, cold; MR nil; SZ L; ML special.

A vial of holy water inflicts 2-8 pts of damage to a zombie. Zombies attack last in a round.

### Tier 3

**Ghouls (5)**: Int Low; AL CE; AC 6; MV 9; HD 2; hp 10; THAC0 19; #AT 3; Dmg 1-3, 1-3, 1-6 (claw, claw, bite); SA paralyzation; SD immune to sleep and charm; MR nil; SZ M; ML special.

**Ghasts (1)**: Int Very; AL CE; AC 4; MV 15; HD 4; hp 20; THAC0 17; #AT 3; Dmg 1-4, 1-4, 1-8 (claw, claw, bite); SA paralyzation (even elves); SD immune to sleep and charm; MR nil; SZ M; ML special.

### Tier 4

**Ghouls (10)**: Int Low; AL CE; AC 6; MV 9; HD 2; hp 12; THAC0 19; #AT 3; Dmg 1-3, 1-3, 1-6 (claw, claw, bite); SA paralyzation; SD immune to sleep and charm; MR nil; SZ M; ML special.

**Ghasts (4)**: Int Very; AL CE; AC 4; MV 15; HD 4; hp 23; THAC0 17; #AT 3; Dmg 1-4, 1-4, 1-8 (claw, claw, bite); SA paralyzation (even elves); SD immune to sleep and charm; MR nil; SZ M; ML special.

**Wight (1)**: Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 28; THAC0 15; #AT 1; Dmg 1-4; SA Energy drain 1 level on hit; SD immune to sleep, charm, hold or cold, poison, paralyzation, silver or +1 or better weapon to hit; MR nil; SZ M; ML special.

### Tier 5:

**Ghasts (9)**: Int Very; AL CE; AC 4; MV 15; HD 4; hp 23; THAC0 17; #AT 3; Dmg 1-4, 1-4, 1-8 (claw, claw, bite); SA paralyzation (even elves); SD immune to sleep and charm; MR nil; SZ M; ML special.

**Shadows (3)**: Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 18; THAC0 17; #AT 1; Dmg 2-5; SA Strength drain; SD Immune to sleep, charm, hold, cold, +1 or better weapon to hit; MR nil; SZ M; ML special.

Strength drain: successful hit drains 1 point of Strength. Lost Strength points return 2–8 turns after being touched. If a human or demi-human is reduced to zero Strength or zero hit points by a shadow, he/ she becomes a shadow.

**Wight (1):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 28; THAC0 15; #AT 1; Dmg 1–4; SA Energy drain 1 level on hit; SD immune to sleep, charm, hold or cold, poison, paralyzation, silver or +1 or better weapon to hit; MR nil; SZ M; ML special.

### **B. The Animal Pens:**

All of the animals are asleep. They have been drugged and will not wake up for four days. It was the only way to guarantee the plan would go off. Animals are very unpredictable when not controlled. First deal with the people then the animals, that's the motto. If the PCs use a neutralize poison on an animal, it will wake up. It will not attack; it will be too groggy. It will answer questions though. The animals know the following:

1. Supper the other night tasted funny. (that's when they were drugged)
2. They remember seeing some guy walking around in the day before they fell asleep who had no smell.

### **C. Circus Office:**

This is where the PCs will find Aaron and Sylva Elkwood. Aaron is an elven vampire disguised as a human Zhent leader. Sylva is very pale and weak, she is being slowly converted into a vampire. Jack Mooney and his sons are also present. They have yet to be let out and attack. Although they appear to look normal, once the men are let out of the warded cage, they will have all of their normal stats, abilities, and will be considered Ju Ju Zombies.

Please see Encounter 7 for Aaron's stats, abilities, and spells.

*As you enter the circus office, you see a very handsome, human man behind the desk and a half-elf woman standing motionless at his side. The man is dressed in robes with the markings of Zhentil Keep and the woman in dark red/ orange robes. Behind the couple in the left hand corner is a glowing cage with three men inside who look very pale and on the verge of death. They are also standing motionless. The man looks at you and laughs very deeply, making the hair*

*on the back of your neck stand up. "It's about time, I have been expecting you. Please don't think of attacking me as things are not as they appear. I can kill Mr. Mooney and his children at anytime. Now, tell me, what can I do for you fine folks?"*

The PCs may ask any questions they like of Aaron. Due to his arrogance, he will answer them truthfully. If they attack, he will release the Mooneys, take Sylva and *teleport without error* leaving the PCs to deal with Jack, Edan and Lockwood.

**Note:** The three Mooney Men will automatically be held if the scroll with the *hold undead* is used on them. Allow the PCs to make appropriate checks to notice that these men are not moving as slow as normal undead. They "Turn" as "Special" with appropriate hit dice.

**Jack Mooney, (hm R12) Ju-ju Zombie:** AL CE; AC –2; MV 9; HD 12; hp 91; THAC0 9; #AT 2; Dmg 1–8 +1, 1–4+1 (long sword and dagger); SA nil; SD turned as 12-HD undead, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special. Saves: PPD 7, RSW 9, PP 8, BW 8, Spell 10

**Lockwood Mooney, (hem R4/W(E)5) Ju-ju Zombie:** AL CE; AC 3; MV 9; HD 6; hp 31; THAC0 17; #AT 1; Dmg 1–8; SA nil; SD turned as 6-HD undead, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special. Saves: PPD 13, RSW 11, PP 13, BW 15, Spells 12

**Edan Mooney, (hm F5) Ju-ju Zombie:** AL CE; AC 2; MV 9; HD 5; hp 34; THAC0 16; #AT 3/2; Dmg 1–8+1, 1–4+1 (long sword and dagger); SA nil; SD turned as 5-HD undead, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special. Saves: PPD 11, RSW 13, PP 12, BW 13, Spells 14

### **D. Stables**

The PCs will find the horses asleep. However, there are charmed circus employees waiting to attack.

### **TIER 1**

**Halflings (4):** Int Average; AL CG; AC 9; MV 6; HD 2; hp 8; THAC0 19; #AT 1; Dmg 1 Bruise; SA nil; SD nil; MR nil; SZ S; ML special.

They are each armed with 5 water balloons, each of which has a small brick in it.

## **TIER 2**

**Halflings (4):** Int Average; AL CG; AC 9; MV 6; HD 3; hp 12; THACO 18; #AT 1; Dmg 1 Bruise; SA nil; SD nil; MR nil; SZ S; ML special.

They are each armed with 5 water balloons, each of which has a small brick in it.

## **TIER 3**

**Halflings (6):** Int Average; AL CG; AC 9; MV 6; HD 4; hp 15; THACO 17; #AT 1; Dmg 1 Bruise; SA nil; SD nil; MR nil; SZ S; ML special.

They are each armed with 5 water balloons, each of which has a small brick in it.

## **TIER 4**

**Halflings (6):** Int Average; AL CG; AC 9; MV 6; HD 4; hp 19; THACO 17; #AT 1; Dmg 1 Bruise; SA nil; SD nil; MR nil; SZ S; ML special.

They are each armed with 5 water balloons, each of which has a small brick in it.

## **TIER 5**

**Halflings (6):** Int Average; AL CG; AC 9; MV 6; HD 5; hp 28; THACO 16; #AT 1; Dmg 1 Bruise; SA nil; SD nil; MR nil; SZ S; ML special.

They are each armed with 5 water balloons, each of which has a small brick in it.

## **E. Tents**

Tents not listed below are empty and have no encounter.

### **Tent 23** Starbright The Knight

There is some commotion in this area. If the PCs listen, they will hear an argument in the tent marked 23. This is the show tent for "Starbright The Knight" run by a family of gnome Illusionists. Currently, because of the evil magical influence they are under, they are fighting over who is the best spell caster. They will be on the verge of starting a spell contest when the PCs enter the tent. The gnomes will tell the PCs to be the judges for the contest. If the PCs refuse or act aggressively, the gnomes will turn their spells on the PCs.

The PCs will have a chance to make a check against Observation proficiency, Spellcraft proficiency, or half Intelligence to realize that the show the gnomes put on is done completely with spells and they are outclassed. If they opt to judge the spell contest, they can declare a winner at any time and call an end. At this point, the

gnomes will comply with any reasonable request the PCs have. However, they have no information on the fate of any other circus employee.

**Martha Tanner, gf W(I)10:** Int Exceptional; AL NG; AC 10; MV 6; hp 22; THACO 17; #AT 1; Dmg nil; SA spells; SD ni; MR nil; SZ S (2 1/2'); ML special.

Spells: 1st level- *audible glamer, change self, phantasmal force, cantrip*; 2nd level-*improved phantasmal force, blur, invisibility, blindness*; 3rd level- *spectral force x 2, wraithform*; 4th level- *hallucinatory terrain, vacancy*; 5th level- *advanced illusion, demi-shadow monsters*.

**Thouge Flintsteele, gm W(I)5:** Int High; AL NG; AC 7; MV 6; hp 14; THACO 19; #AT 1; Dmg nil; SA spells; SD nil; MR nil; SZ S (3'); ML special.

Spells: 1st level- *audible glamer, phantasmal force, cantrip, ventriloquism*; 2nd level- *improved phantasmal force, blur*; 3rd level- *spectral force*.

**Twig Flintsteele, gf W(I)6:** Int High; AL CG; AC 5; MV 6; hp 13; THACO 19; #AT 1; Dmg nil; SA spells; SD nil; MR nil; SZ S (3' 9"); MI special.

Spells: 1st level- *audible glamer, sleep, cantrip, phantasmal force*; 2nd level- *improved phantasmal force, ray of enfeeblement*; 3rd level- *spectral force, hold person*.

### **Tent 17** Fortune's Lady

*As you look into this tent, there is a dim glow coming from the crystal ball on the table and a human woman lying on the floor. She is dressed in robes and looks like the circus Fortune Teller. Her body is radiating a slight blue haze.*

When the Zhentarim attempted to kill Larinda Brozik, she cast Feign Death and they found her apparently dead. Instead of trying to change this woman into an undead creature, the Zhents believed her power would be much better used serving them so they placed her in stasis. There is an electrical field around her that will cause 2–12 points of damage to anyone trying to touch her. The only way to get to Larinda is to dispel the ward (cast at 7th level). She will then awaken and tell the party what she knows.

1. The Zhents are behind this. Three signed on with the circus several months ago to gather information.
2. The cards foretold her death, so she was prepared.

3. The Leader is not a man at all, he is a creature of some sort that actually fears the night. If he can be stopped, the circus may be saved.

She will volunteer to watch any undead or charmed employees and Zhents already captured as she is a wizard of some power.

**Laurinda Brozik, hm W9:** Int Very; AL CG; AC 7; MV 12; hp 22; THACO 18; #AT 1; Dmg nil; SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: 1st level- *audible glamer, dancing lights, cantrip, phantasmal force*; 2nd level- *ESP, hypnotic pattern, improved phantasmal force*; 3rd level- *gust of wind, illusionary script, spectral force*; 4th level- *Rary's mnemonic enhancer (phantasmal force x 3) hallucinatory terrain*; 5th level- *teleport*.

She is very beautiful and exotic looking.

## **F. Jaws of Death (Midway Ride)**

This ride is an incredible magic device. It looks like a dragon and visitors of the circus may tour the inside. However, now, the PCs will have areas with monsters in them if they go through the dragon. Please refer to DM Map 2 and the corresponding DM Aid for information on the ride if they do go inside. Also, note that the encounter will take place in area 3.

### **Area 3 (The Stomach)**

Once the PCs have gotten into the Stomach of the Dragon, 4 forms will emerge from the water. Have the PCs roll for surprise. Failure allows them no action. The forms are zombies.

### **TIER 1**

**Zombies (4):** int non-; AL N; AC 8; MV 6; HD 2; hp 7; THACO 19; #AT 1; Dmg 1–8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, cold; MR nil; SZ M; ML special.

A vial of holy water inflicts 2–8 pts of damage to a zombie. Zombies attack last in a round.

### **TIER 2**

**Zombies (3):** int non-; AL N; AC 8; MV 6; HD 2; hp 15; THACO 19; #AT 1; Dmg 1–8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, cold; MR nil; SZ M; ML special.

A vial of holy water inflicts 2–8 pts of damage to a zombie. Zombies attack last in a round.

**Monster Zombie (1):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 31; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.  
Monster Zombie (1)

### **TIER 3**

**Zombies (2):** int non-; AL N; AC 8; MV 6; HD 2; hp 20; THACO 19; #AT 1; Dmg 1–8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, cold; MR nil; SZ M; ML special.

A vial of holy water inflicts 2–8 pts of damage to a zombie. Zombies attack last in a round.

**Monster Zombie (1):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 31; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Ju Ju Zombie (1):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27; THACO 15; #AT 2; Dmg 2–8, 2–8 (claw, claw); SA attack as normal, fight as 6-HD monster; SD turned as spectre, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

### **TIER 4**

**Monster Zombie (2):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 40; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Ju Ju Zombie (1):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 35; THACO 15; #AT 2; Dmg 2–8, 2–8 (claw, claw); SA attack as normal, fight as 6-HD monster; SD turned as spectre, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

### **TIER 5**

**Monster Zombie (2):** Int Non-; AL N; AC 6; MV 9; HD 6; hp 50; THACO 15; #AT 1; Dmg 3–12; SA nil; SD immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ L; ML special.

**Ju Ju Zombie (2):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 42; THACO 15; #AT 2; Dmg 2–8, 2–8 (claw, claw); SA attack as normal, fight as 6-HD monster; SD turned as spectre, immune to sleep, charm, hold, death magic, poisons cold; MR nil; SZ M; ML special.

### **G. For the Byrreds (Midway Ride)**

The prize attraction for Mooney and Sons Circus. This an ornate airship floating above the tops of the circus tents. The PCs will find no one around here. This is, in fact, not the case. Reman Byrrd, who is charmed, is lurking around. If the PCs investigate the ship, he will begin casting spells to make it look as though things such as dragons, rocs, or other threats are swooping down on the ship.

Once the PCs figure out that the dragons are not real, Reman will become very upset and begin cursing the PCs. He will not protect himself if the PCs attack. He will attempt to cast 1 spell then surrender.

**Reman Byrrd, hm W5:** Int Exceptional; AL NG; AC -1; MV 12; hp 16; THACO 19; #AT 1; Dmg per spell; SA spells; SD nil; MR nil; SZ M; ML special.

Spells: 1st level- *phantasmal force\**, *unseen servant\**, *sleep*, *identify*; 2nd level-*levitate*, *improved phantasmal force\**, *levitate*; 3rd level- *spectral force\**  
\*Used while the PCs are on the ship

### **H. Tarrontuttle's Merry-Go-Round**

The horses are not hooked up to this ride. There is nothing but the shell. This is the last ride to have an encounter at it.

When the PCs start looking around the area, six charmed gnomes will pop up out of their hiding place in the center of the Merry-Go-Round and throw darts at the PCs.

#### **TIER 1**

**Gnomes (6):** Int Average; AL LG; AC 7; MV 6/9; HD 1; hp 5; THACO 20; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML 11.

Each has sticky darts with a gummy substance instead of a tip. A successful STR check will remove the dart from one's anatomy.

#### **TIER 2**

**Gnomes (6):** Int Average; AL LG; AC 7; MV 6/9; HD 3; hp 12; THACO 18; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML 11.

Each has sticky darts with a gummy substance instead of a tip. A successful STR check will remove the dart from one's anatomy.

#### **TIER 3**

**Gnomes (6):** Int Average; AL LG; AC 7; MV 6/9; HD 4; hp 15; THACO 17; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML 11.

Each has sticky darts with a gummy substance instead of a tip. A successful STR check will remove the dart from one's anatomy.

#### **TIER 4**

**Gnomes (6):** Int Average; AL LG; AC 7; MV 6/9; HD 5; hp 20; THACO 16; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML 11.

Each has sticky darts with a gummy substance instead of a tip. A successful STR check will remove the dart from one's anatomy.

#### **TIER 5**

**Gnomes (6):** Int Average; AL LG; AC 7; MV 6/9; HD 6; hp 30; THACO 15; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML 11.

Each has sticky darts with a gummy substance instead of a tip. A successful STR check will remove the dart from one's anatomy.

## **Lets Go Shopping Encounter 6**

The shops and games are virtually abandoned. At each set of booths, roll on the random encounter chart. Please keep in mind that there is no stock for the shops and games on site as the circus had just pulled in.

Here is where the PCs will meet the Zhent warriors, cleric, and wizard. The Zhents will be waiting for them outside the tent of the 5th shop they investigate. If the PCs try to talk their way out, give them a shot. However, the Zhents will NOT SURRENDER unless they fail a moral check (on d20 roll 15 or greater).

*As you exit the shop, you find yourselves greeted by several men wearing the familiar markings of the Zhentarim. What appears to be a leader steps forward, "Surrender to us now and we will not kill you permanently."*

Allow one round for reactions, if the PCs do not surrender, the Zhents attempt to take them by force.

## TIER 1

**Warriors (3), hm F2:** Int Average; AL NE; AC 6; MV 12; hp 15; THACO 19; #AT 1; Dmg 1–8 (Long sword); SA nil; SD nil; MR nil; SZ M; ML 15.

**Priest (1), hm P2:** Int Very; AL NE; AC 7; MV 12; hp 8; THACO 20; #AT 1; Dmg 1–6 (mace); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *faerie fire, command, entangle*

**Wizard (1), hm W2:** Int Very; AL LE; AC 8; MV 12; hp 6; THACO 20; #AT 1; Dmg 1–6 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile, sleep, wall of fog*

## TIER 2

**Warriors (4), hm F4:** Int Average; AL NE; AC 6; MV 12; hp 30; THACO 17; #AT 1; Dmg 1–8+1 (Long sword); SA nil; SD nil; MR nil; Str 16; SZ M; ML 15.

**Priest (1), hm P3:** Int Very; AL NE; AC 7; MV 12; hp 12; THACO 20; #AT 1; Dmg 1–6 (mace); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *faerie fire, command, entangle, heat metal, hold person*

**Wizard (1), hm W3:** Int Very; AL LE; AC 8; MV 12; hp 10; THACO 20; #AT 1; Dmg 1–6 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile, sleep, wall of fog, flaming sphere, stinking cloud*

## TIER 3

**Warriors (4), hm F6:** Int Average; AL NE; AC 3; MV 12; hp 45; THACO 14; #AT 1; Dmg 1–8+2 (Long sword); SA nil; SD nil; MR nil; Str 18; SZ M; ML 15.

**Priest (1), hm P5:** Int Very; AL NE; AC 4; MV 12; hp 22; THACO 18; #AT 1; Dmg 1–6 (mace); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *faerie fire, command, create water, entangle, heat metal, hold person x2, stone shape, summon insects*

**Wizard (1), hm W5:** Int Very; AL LE; AC 6; MV 12; hp 14; THACO 19; #AT 1; Dmg 1–6 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile x2, burning hands, wall of fog, flaming sphere, stinking cloud, vampiric touch*

## TIER 4

**Warriors (5), hm F6:** Int Average; AL NE; AC 2; MV 12; hp 45; THACO 14; #AT 1; Dmg 1–8+2 (Long sword); SA nil; SD nil; MR nil; Str 18; SZ M; ML 15.

**Priest (1), hm P5:** Int Very; AL NE; AC 4; MV 12; hp 22; THACO 18; #AT 1; Dmg 1–6 (mace); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *faerie fire, command, create water, entangle, heat metal, hold person x2, stone shape, summon insects*

**Wizard (1), hm W7:** Int Very; AL LE; AC 6; MV 12; hp 14; THACO 19; #AT 1; Dmg 1–6 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile x2, burning hands, wall of fog, flaming sphere, stinking cloud, vampiric touch, lightning bolt, ice storm*

## TIER 5

**Warriors (7), hm F8:** Int Average; AL NE; AC 0; MV 12; hp 65; THACO 12; #AT 1; Dmg 1–8+3 (Long sword); SA nil; SD nil; MR nil; Str 18.25; SZ M; ML 15.

**Priest (1), hm P7:** Int Very; AL NE; AC 3; MV 12; hp 48; THACO 16; #AT 1; Dmg 1–6 (mace); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *faerie fire, command, create water, entangle, heat metal, hold person x2, silence 15' radius, stone shape, summon insects, cause serious wounds, produce fire*

**Wizard (1), hm W9:** Int Very; AL LE; AC 1; MV 12; hp 32; THACO 18; #AT 1; Dmg 1–6 (Dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: *magic missile x2, burning hands, wall of fog, flaming sphere, spectral hand, stinking cloud, vampiric touch, lightning bolt, ice storm, wall of fire*

# ALL GOOD THINGS MUST COME TO AN END ENCOUNTER 7

Once the PCs have rounded up all of the circus employees and captured as many Zhents as possible, it is time for the FINAL SHOW DOWN. Don't cut time short or wait until there are only 15 minutes of play-time left for this encounter. Make this very climactic!!!

*You have been at this all day. Finally, it looks as though you have done all you can for the circus and its employees. They are safely being held in the rope and the Zents are secure. As you survey the circus to check any damage, you seem to hear a deep laughing, almost in your head. Scanning the area to find the source, you see a black figure silhouetted in the late afternoon sun. After a brief pause, the figure swoops down and lands about 40' in front of your group. "So, we meet again." The figure pulls back his hood to reveal a hideously twisted and mangled face. Something about his overall build and look makes you think of a hideously deformed elf.*

The PCs must make saving throws versus paralysis or be unable to move until 1d4 rounds after they have lost sight of the vampire. If someone rolls a natural "1," they will be instantly stricken dead. If anyone dies this way, they will not become a vampire and may be raised or resurrected normally. If the entire group fails, the City Watch and military will fight this battle and Lord Aaron will get away.

Aaron's strategy will be to try and capture the PCs. To that end, he will attempt to neutralize any spellcasters as quickly as possible, then move on to the weaker party members and then the stronger ones. He reasons that one or two strong opponents are easier to handle than many weak ones. He may use *charm person* to turn a PC spellcaster on the party (but NOT AT TIER 1), or *hold person* to get a lot of spellcasters. He will immobilize as many PCs as he can, hopefully immobilizing them all and then killing them slowly later or turning them into zombies later.

If the whole party is neutralized (not necessarily dead, but held or whatever), then the military of Procampur stages a raid soon thereafter, saving the PCs and driving Aaron away (he escapes).

### **Tier 1**

**Aaron, Elven Vampire W5:** Int Genius; AL CE; AC 2; MV 12, fl 18 (B); HD 5; hp 33; THAC0 15; #AT 1; Dmg 1-4+1; SA See below; SD See below; MR nil; SZ M; ML 18.

Spells: 1st level- *charm person, reduce, protection from good, wall of fog*; 2nd level- *spectral hand, ray of enfeeblement*; 3rd level- *hold person*.

If an opponent is hit in unarmed melee, vampire drains 2 pts of Charisma and leaves a hideous scar. Any Elf or Half-elf who dies and has a 0 Charisma will become a vampire. Only a *restoration* spell will reverse the effects.

Unaffected by Sleep, Charm, Hold or like spells. Unharmed by poison, toxin, or disease. If dropped to

exactly 0 hp has 2 rounds to *transport via plants* without error or be destroyed. Below 0 hps, vampire is destroyed.

### **Tier 2**

**Aaron, Elven Vampire W6:** Int Genius; AL CE; AC 2; MV 12, fl 18 (B); HD 6; hp 37; THAC0 15; #AT 1; Dmg 1-4+1, 1d8+1 (long sword); SA See below; SD See below; MR nil; SZ M; ML 18.

Spells: 1st level- *charm person, reduce, protection from good, wall of fog*; 2nd level- *spectral hand, ray of enfeeblement*; 3rd level- *hold person*.

If an opponent is hit in unarmed melee, vampire drains 2 pts of Charisma and leaves a hideous scar. Any Elf or Half-elf who dies and has a 0 Charisma will become a vampire. Only a *restoration* spell will reverse the effects.

Unaffected by Sleep, Charm, Hold or like spells. Unharmed by poison, toxin, or disease. If dropped to exactly 0 hp has 2 rounds to *transport via plants* without error or be destroyed. Below 0 hps, vampire is destroyed.

### **Tier 3**

**Aaron, Elven Vampire W7:** Int Genius; AL CE; AC 2; MV 12, fl 18 (B); HD 7; hp 40; THAC0 13; #AT 1; Dmg 1-4+1, 1d8+1 (long sword); SA See below; SD See below, active *minor globe of invulnerability*; MR nil; SZ M; ML 18.

Spells: 1st level- *charm person, reduce, protection from good, wall of fog*; 2nd level- *spectral hand, ray of enfeeblement, invisibility*; 3rd level- *hold person, vampiric touch*; 4th level- *wall of fire*.

If an opponent is hit in unarmed melee, vampire drains 2 pts of Charisma and leaves a hideous scar. Any Elf or Half-elf who dies and has a 0 Charisma will become a vampire. Only a *restoration* spell will reverse the effects.

Unaffected by Sleep, Charm, Hold or like spells. Unharmed by poison, toxin, or disease. If dropped to exactly 0 hp has 2 rounds to *transport via plants* without error or be destroyed. Below 0 hps, vampire is destroyed.

### **Tier 4**

**Aaron, Elven Vampire W9:** Int Genius; AL CE; AC 0; MV 12, fl 18 (B); HD 9; hp 53; THAC0 11; #AT 1; Dmg 1-4+3, 1d8+3 (long sword); SA See below; SD See below, active *minor globe of invulnerability*; MR nil; SZ M; ML 18.

Spells: 1st level- *charm person, reduce, magic missile, protection from good, wall of fog*; 2nd level- *spectral hand, ray of enfeeblement, invisibility*; 3rd

level- *hold person, vampiric touch, lightning bolt*; 4th level- *wall of fire, polymorph other*; 5th level- *feeblemind*.

If an opponent is hit in unarmed melee, vampire drains 2 pts of Charisma and leaves a hideous scar. Any Elf or Half-elf who dies and has a 0 Charisma will become a vampire. Only a *restoration* spell will reverse the effects.

Unaffected by Sleep, Charm, Hold or like spells. Unharmed by poison, toxin, or disease. If dropped to exactly 0 hp has 2 rounds to *transport via plants* without error or be destroyed. Below 0 hps, vampire is destroyed.

## **Tier 5**

**Aaron, Elven Vampire W13:** Int Genius; AL CE; AC 0; MV 12, fl 18 (B); HD 13; hp 95; THAC0 7; #AT 1; Dmg 1-4+3, 1d8+3 (long sword); SA See below; SD See below, active *globe of invulnerability*; MR nil; SZ M; ML 18.

Spells: 1st level- *charm person, reduce, magic missile, protection from good, shocking grasp, wall of fog, summon swarm*; 2nd level- *spectral hand, levitate, ray of enfeeblement, invisibility*; 3rd level- *hold person, slow, vampiric touch, lightning bolt, gust of wind*; 4th level- *wall of fire, Evard's black tentacles, polymorph other, ice storm*; 5th level- *domination, feeblemind, summon shadow, transmute rock to mud*; 6th level- *death fog, flesh to stone*.

If an opponent is hit in unarmed melee, vampire drains 2 pts of Charisma and leaves a hideous scar. Any Elf or Half-elf who dies and has a 0 Charisma will become a vampire. Only a *restoration* spell will reverse the effects.

Unaffected by Sleep, Charm, Hold or like spells. Unharmed by poison, toxin, or disease. If dropped to exactly 0 hp has 2 rounds to *transport via plants* without error or be destroyed. Below 0 hps, vampire is destroyed.

The party will be able to find Sylva Elkwood unconscious in the circus office after the battle.

## **HE WHO LAUGHS LAST**

Ending option 1, if the PCs fail to defeat Aaron

The priests will accept Boons, Favors, cash, or equivalent for their healing services including *restoration, raise dead, and resurrection*. Please have PCs make appropriate rolls if necessary.

*Although you managed to rescue the majority of the circus employees, you can't help but feel like you failed because the hideous beast Aaron still lives. The city of Procampur has planned a celebration in your honor. A joyful celebration just doesn't seem right.*

*The priests from several temples have been attending your wounds and taking care of fallen friends. The people from the circus that survived are starting to be up and about recovering from their ordeal, and the town is making preparations for the celebration.*

*After a magnificent feast, Jack mooney rises and calls the attention of everyone gathered at the celebration. "It is my pleasure to extend my personal Thanks and undying gratitude to these fine adventurers who saved my circus and my children. I can never repay the deeds you have done for us all. I have made donations to all the temples in town and now wish to reward each of you personally. Here is 500 gp for each of you, and I would like you to each pick one of these cloaks as well."*

## **LAUGHS THE BEST**

Ending option 2 if the PCs defeat Lord Aaron

*A vampire was not in this contract. You thought it was just the Zhentarim. Well who's laughing now bloodsucker... As the sun finally sets over Procampur, you turn and see Laurinda the fortune teller followed by members of the city watch and military of procampur. With the threat to the city disposed of, cleaning up is the last thing you want to do.*

*Making your way back to the city, you see that priests are tending to the creatures you have rounded up and mages are seeing to the "charmed" circus employees. Whew, what a day.*

If any party member was killed, they will be raised or resurrected by using Boons, Favors, cash, or equivalent. Make sure to have them make appropriate rolls. Any restorations will be available at standard costs.

*After a magnificent feast prepared by the best chefs in town, Jack Mooney rises and calls the attention of everyone gathered at the celebration. "I have made donations to all the temples in town and now wish to reward each of you personally. Here is 500 gp for each of you, and I would like you to each pick one of these cloaks as well."*

\*\* Please read honors carefully and make sure the knight(s) has earned an honor. Remember, a knight may only qualify for a general honor or an honor for his/ her specific knighthood. No exceptions!! Continue with the following only if there is a knight(s) at the table who earned an honor in the adventure.\*\*

**Lady Caroline Skyhawk rises, to your surprise, and says, "On behalf of the Knights Councils of Ravens Bluff, I wish to bestow upon the following Knight(s), Squire(s), Knight-Squire(s) the following honors."**

You are encouraged to improvise the reading of the Knightly honor. MAKE A BIG DEAL ABOUT IT.

\*\* Continue with the following only if there is a city watch member(s) at the table. \*\*

**"Lastly," LadySkyhawk says (you may have to have her rise as above), "on behalf of Rolf "Sunny" Sunriver, our Chief Constable, I declare (use the city watch members title and name) that a permanent honor has been placed on his/ her record and will receive utmost consideration for their next promotion."**

(The guard member(s) will also receive 300 XP to put towards improving their rank.)

## The End

## Experience Point Summary

All defeat awards listed for circus employees are for keeping the person alive. NO XP is awarded for a dead circus employee.

### ENCOUNTER 1

Asking more than five questions about the mission 100 pts

### ENCOUNTER 2

Questioning the circus employees and getting info 100 pts

### ENCOUNTER 3

Getting info in Procampur 100 pts

### ENCOUNTER 4

Capturing Greydon at entrance 100 pts  
or  
Killing Greydon at entrance 50 pts

### ENCOUNTER 5

A.  
Defeating "Ambush" at Big Top 400 pts

B.  
Communicating with the animals 100 pts

C.  
Capturing and/or not engaging the Mooney men in combat 300 pts

D.  
Capturing the Halflings 100 pts

F.  
Defeating Zombies 200 pts

G.  
Defeating Reman Bryyd 200 pts

H.  
Defeating the Gnomes 100 pts

### ENCOUNTER 6

Defeating the Zhent Gang 400 pts

### ENCOUNTER 7

Defeating Aaron 500 pts  
(Kills count here, but getting away doesn't)

**Total Possible Experience: 2,700 pts**

## Treasure Summary

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

500 gp each

*Wand of magic missiles* (3 charges)

*Ring of protection* +2

Choice of cloak or robe from the list below (only one of each exists):

- *Robe of Stone*
- *Cloak of Blackflame*
- *Cloak of Plenty*
- *Cloak of Strength*
- *Minor Cloak of Lathander*
- *Robe of Vanishing*

# KNIGHTLY HONORS AVAILABLE

## CONDITIONS ON RECEIVING A KNIGHTLY

**HONOR:** *The knight, squire, or knight-squire must meet the criteria of the specific honor. You must keep in mind that not all knights may meet the criteria. Please read the description of each honor and give the most appropriate one to any knight worthy. Only knights of a specific order may receive the honor associated with that order. All knights may receive general honors if they have demonstrated the proper requirements. Each knight may receive only ONE honor, no matter how many he or she earned.*

*As with all Knight-approved tournaments, the term KNIGHT will be used to refer to knights, squires, and knight-squires from here on out.*

## GENERAL:

**The Black Scarf:** A knight who succeeds in destroying a spell using evil undead (vampire or lich) receives the black scarf. **Note:** Aaron must be killed in the final encounter for any knight to receive this honor.

## GOLDEN ROOSTER HONOR:

**The Golden Cloak:** For completing a dangerous mission, where most of the party members were seriously injured, but the knight kept his cool under fire and instructed the lads on the finer points of etiquette even when his own life was in danger. **Note:** To receive this honor, the Golden Rooster Knight must do something flamboyantly or to a bravado extreme in the face of danger or overwhelming odds and at least half of the party members will have had to be at less than half of there hit points when said action(s) occur.

## GRIFFON HONOR:

**Griffon Feather Necklace:** For reckless courage that inspires others to accomplish a great victory over a powerful enemy. **Note:** The party must save the circus in order for this award to be given and knight will have had to immediately charged the vampire without regard to any precast spells or the organization and tactics of his/ her party.

## DOVE HONOR:

**The White Rose Ring:** Saving the life of an innocent at the loss of your own. **Note:** The party must defeat the vampire and the knight sacrifice his/ her life for a party member or circus employee. It does not matter if the knight is raised or resurrected at any time, however, it

must be reported to the city if the raise or resurrection occurs during the course of the tournament to receive this honor. The knight may also be given this honor if they are dead and are raised or ressurected after the final battle.

## HAWK HONOR:

**Hawk Ring (Silver):** For setting up a strong enemy so that he defeats himself. **Note:** The knight will have to convince the party to use the Zhent warriors and wizards as the first wave of attack against the vampire. This must be accomplished through magical means. Just allowing the Zhents to attack at the same time as the party is not good enough. They must be the first to attack. In addition, the party needs to defeat the vampire.

## RIGHT HAND OF TYR HONOR:

**The Way of the Blade:** For those who successfully lead the defense of only a handful against a multitude of evil this book is considered a great honor. **Note:** For a knight to receive this honor, he/she need not be "party leader" but must show significant participation throughout the entire tournament.

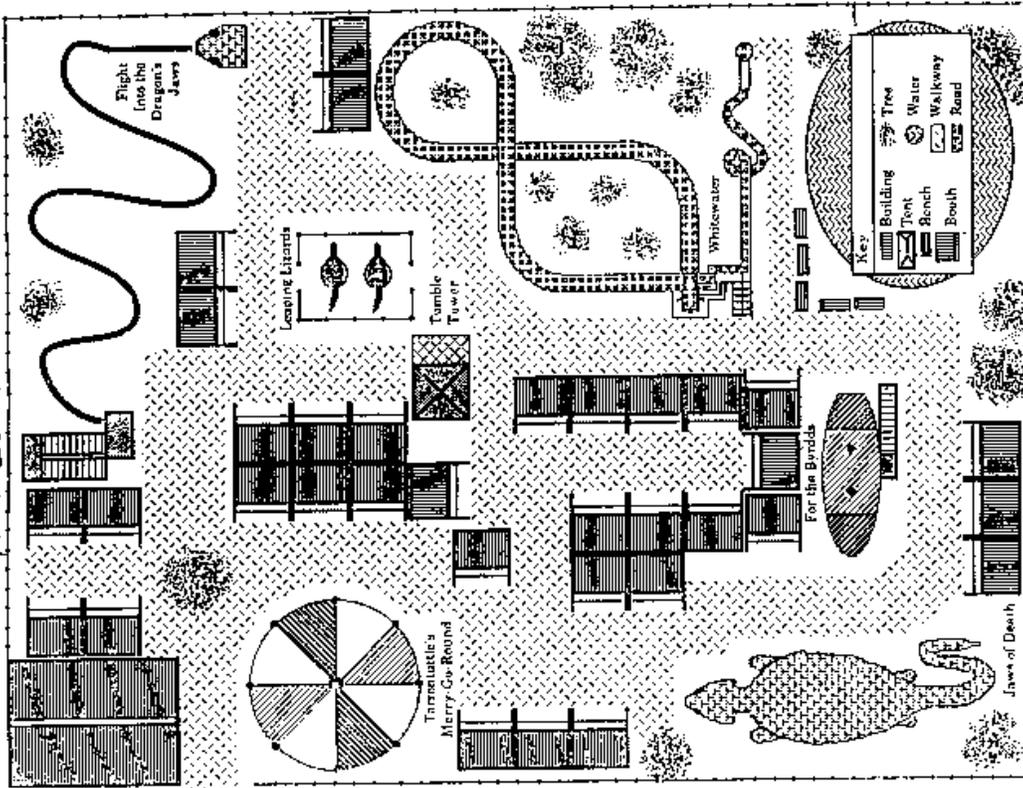
## KEEPERS OF THE MYSTIC FLAME:

**The Ruby( a special 2,000 gp gemstone that appears to contain a flame frozen within itself: To sell one of these gems is to lose all honor and rights of knighthood in this order.):** Earned by a knight who captures and brings to justice a being whose actions have proved to be a magical threat to the city. **Note:** If Aaron is destroyed or escapes, no knight may qualify for this honor.

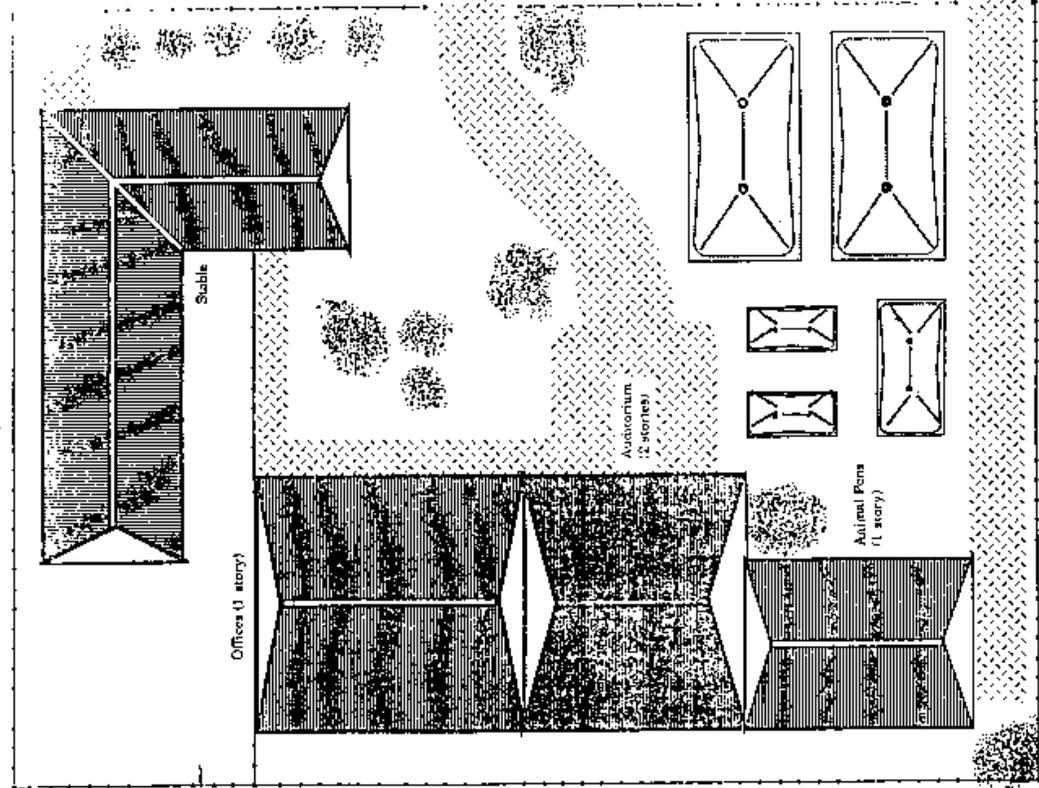
## PHOENIX HONOR:

**The Iron Feather:** This honor is given to a knight who through direct action defeated or otherwise banished a powerful undead or extra-planar creature which threatened the city of Ravens Bluff. **Note:** If Aaron is either destroyed or brought in for trial qualifies a knight for this honor. If he gets away, a knight may not receive this award, the rest of the undead of the circus do not count.

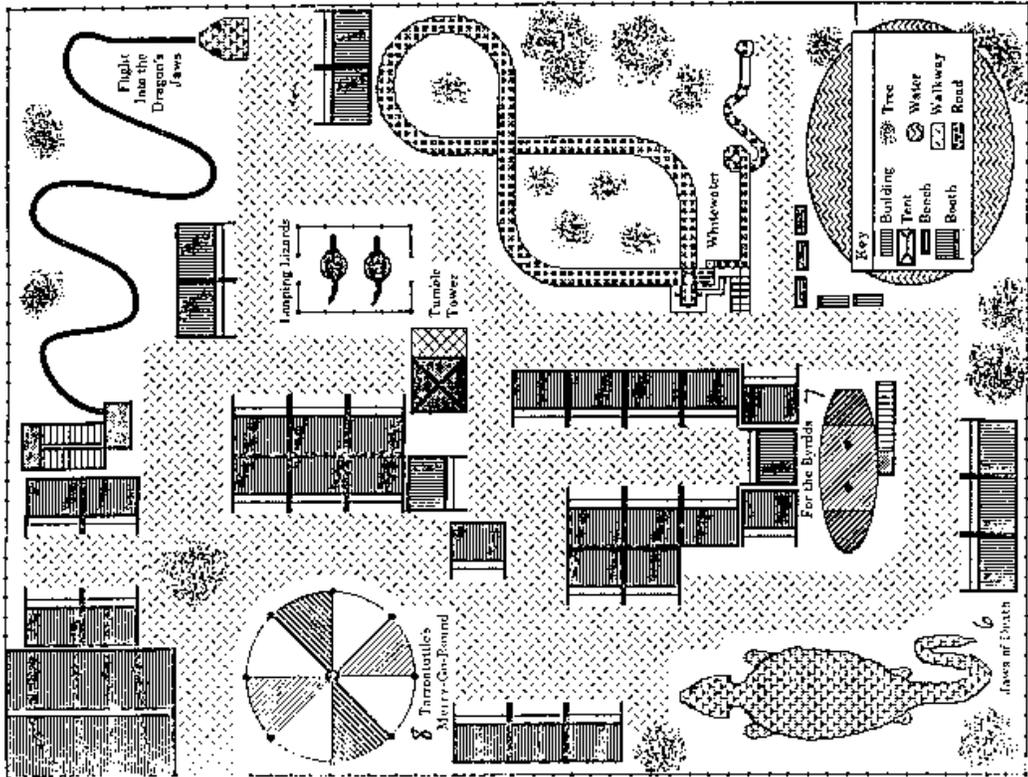
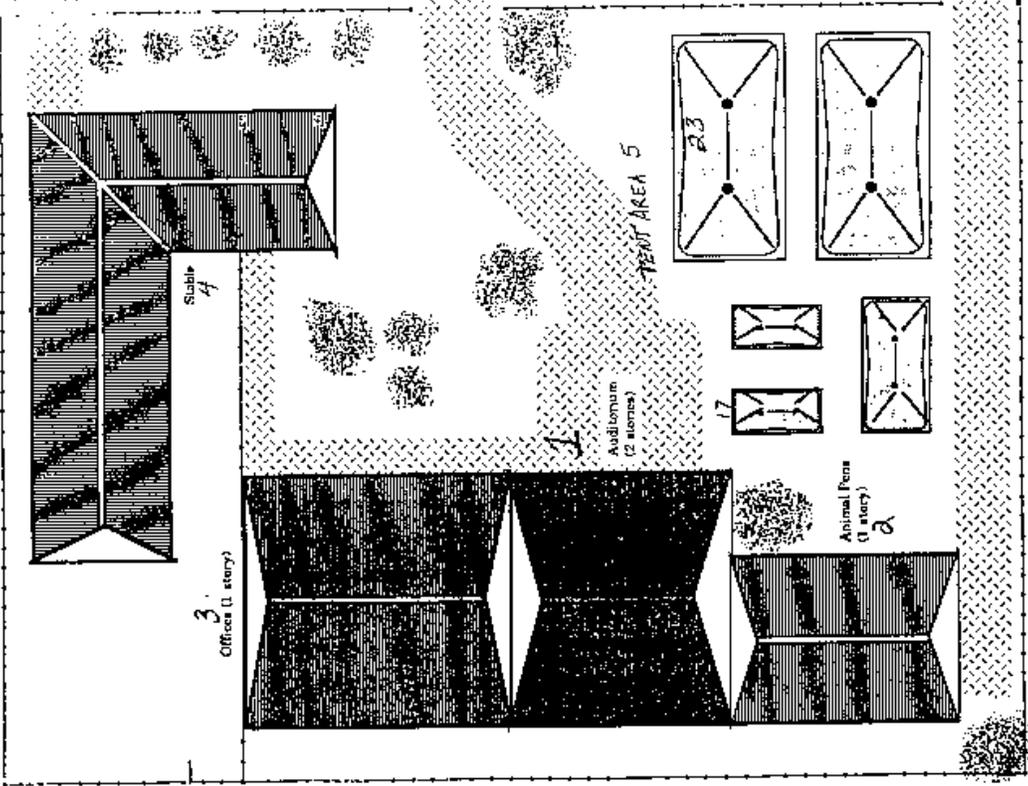
HANDOUT #1



PLAYER



DM MAP 1





**Jaws Of Death**

Jaws of Death is a fun house. Unlike among the attractions in The Joint, Mooney & Sons Circus, the ride consists of several magical effects and demands the attention of at least four attendants. The fun house is constructed in the shape of a blue dragon, and is encircling, educating, and open to people who weigh at least 50 pounds.

It is the creation of Merit VIII, an aged wizard, who spent many years studying dragons. He is responsible for the majority of the enchantments in the ride.

Riders are charged one silver piece each, no discounts are given for children. Two to four patrons go through the dragon at a time, traveling through the internal organs of the beast on a wild journey. The areas and the attractions within are detailed below.

**Area 1: The Jaws**

After passing the admission price, patrons climb a short staircase under the overhanging nose of the dragon. From there they step onto the tongue of the beast, which is kept magically soft and moist by the breath of the dragon. As they reach the entrance to the mouth, as if this instant they feel wind rushing in and out of the windpipe, located at the level of their heads.

**Area 2: The Esophagus**

Next, the patron must crawl through a dark area - unless they are shorter than 5' tall and can walk through it. The floor and walls of this tunnel are soft and moist. The tunnel extends 30 feet. Area 2 is a 9' section of the tunnel which slowly rotates due to another enchantment. The rotation is not fast enough to cause careful patrons to fall, but it should disorient them and keep them off balance. At the end of the tunnel is a slanted doorway which must be pushed open before the patrons can enter the stomach. A sage would advise patrons to move forward, or backward, as they wish. The area will only rotate and level. The brave will live.

**Area 3: The Stomach**

This dimly-lit section is filled with murky water. When the beach from the esophagus opens, the water stays in place because of the enchantments that have

been placed on it. The magic also prevents the water from seeping into the customer's clothing and hair. Another enchantment renders the water breathable, but does not change its transparency. After patrons swim about for a few minutes, two forms appear near the far end of the stomach. These are two first-level fighters, one dressed as a satyr, the other made up as a bloated zombie with a number of injuries. They lead customers toward the doorway to Area 4. The door is operated by massive springs, and anyone landing on the floor falls through into the furnace.

**Area 4: The Furnace**

Patrons fall from the stomach onto a pile of coal just under the trap door. Coal fires the entire floor of this red-hot area, which is warm. The air in here feels stuffy. Jets of fire issue from several points around the room. Patrons are not harmed because of various magical effects. Seconds after the patrons enter, the floor begins to glow warmer; the fire jets become visible. As the fire warms, it causes two trap doors in the ceiling to vibrate and rattle. Riders in the sides of the furnace allow patrons to climb up to the trap doors, and go through them to the furnace pipes.

**Area 5: Furnace Pipes**

These pipes are 3' in diameter and climb up to the open entrances to the windpipe.

**Area 6: The Windpipe**

Wind rushes through this dimly-lit section, changing direction every few seconds. Permanent gusts of wind efflux, placed at the spot marked '5' in the diagram of Area 7. Complementary System gains of Area 7, create this effect. They simulate the dragon's breathing by blowing alternately.

**Area 7: The Lungs**

Wind moves in and out of the lungs periodically. The sound of rushing air is magically augmented to be quite loud, making conversation impossible unless people shout. Inward-moving air causes the outer side of each lung (composed of sturdy leather) to billow outward until stretched tight. The changes in air pressure will cause customers' ears to pop as they move through the area. At the inside end of each lung is a weblike membrane

which allows patrons to enter the heart. It repairs itself after people pass through.

**Area 8: Pulmonary Artery and Vein**

As patrons struggle through the web to enter this area, they will notice a warm, blood-like liquid which flows along the artery side. The "blood" flows from a circular doorway ahead and to the left, around the room, and back into a smaller doorway on the right side of the forward wall. Like the water in the stomach, the liquid has been enchanted to maintain its integrity, and it will not suck to customers or soak into their clothing. Subtle lighting makes the liquid appear almost blue on the left, and a bright red on the right. A deep pounding noise reverberates throughout the section, emanating from the heart. Customers can enter the heart through either the left or the right door.

**Area 9: The Heart**

"Blood" flows from Area 8 to 9a, through Area 9, into Area 9c and into 9d. The walls pulse with the beat of the heart. By 9a and 9b, the blood is strong between 9c and 9d in three compartments, which opens in three directions, leading to the heart. A similar door is situated between Area 9c and 9d. Patrons must go through one of these doors. Areas 9a and 9b lead to a vein, and lighting gives the blood here a blue tinge. The entrance to the vein is through a hatch from 9b that periodically opens. Similarly, Areas 9c and 9d lead to an artery, and lighting in these areas make the blood appear bright red.

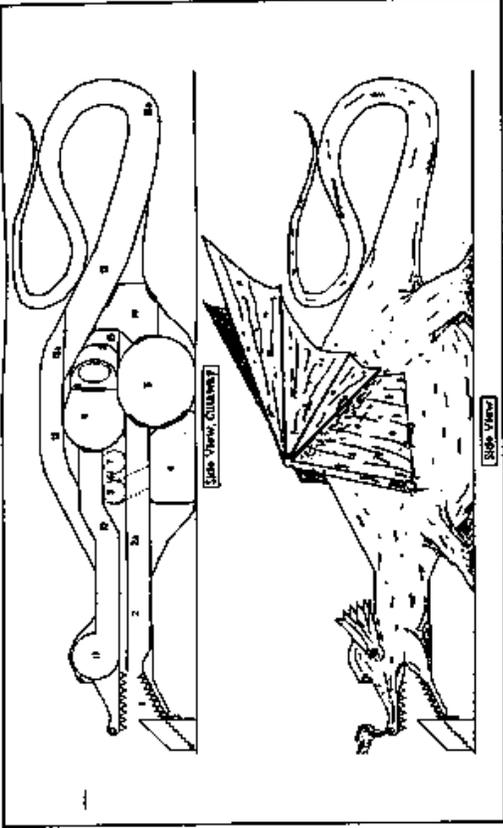
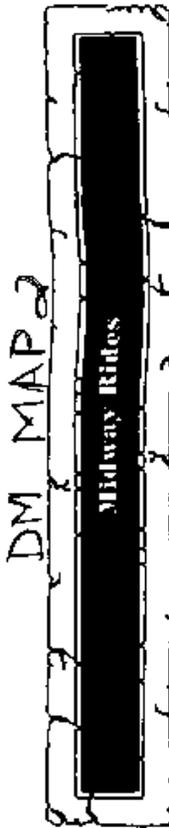
**Area 10: Cranial Blood Vessels**

The blood-like substance also flows along these passages, which are 3' in diameter, forcing most customers to crawl through them to reach the brain. Lighting is blue in the left-hand vein and red in the right-hand artery. The level of blood is strong throughout the vein, which ends in open entrances to the brain.

**Area 11: The Brain**

This egg-shaped area contains a multitude of magic effects. "Blood" flows out of the artery, breaks into a number of smaller streams which move all around the room to enter the vein and flow back to the heart. While light flashes at various points in the room, it flashes like lightning between the points.

Light also enters the room from various points. At the sides, it penetrates dimly



spooky light races along the sides of the tunnel, giving a lightning-like effect and providing the only light. After eight feet, the hatched slats upward to continue along the back of the creature. Area 12a is a trap. The rear portion of the platform here is linked by a spring to the top of the spine. When 50 pounds or more of weight is placed on the forward portion of the platform, it compresses the pressure of the spring and causes the platform to rise. The patrons to fall into the pit.

**Area 13: The Tail**

Customers slide rapidly through the lightning ball to Area 13a, where the ride ends.

**Area 14: Control Room**

Operators wait in this area until needed. The two fighters who bend people through the stomach wait here between customers, and a service man waits to reset the trap in Area 12a and to handle any other problems that occur. Concealed doors allow access to Area 3 and Area 13.

People enter Area 14 through a concealed door at the rear of the dragon.

A rope ladder can be rolled out for the operators to climb into the room. A normal door leads into Area 15.

**Area 15: Service Corridor**

This area allows operators to gain access to the sections around the length, in case repairs are needed.

**General Notes:** There are vents throughout the fun house, allowing air to circulate in all areas. Most doors operate only in one direction, preventing patrons from retracing their steps. Groups are served through an approximate interval, so there is little chance for them to bunch up. If people do not exit after a reasonable time, operators fetch them out or call security. Weapons are not allowed into the ride, and the wearing of armor is strongly discouraged. These items may be checked with an operator.

When the Mooney & Sons Circus is on the road, the Jaws Of Death is broken down into three large wagons for transport. This includes one wagon each for head and tail, one wagon for the neck area (the 10 feet part in front of the furnace), and six for the main body.

# Vampire, Elf



CLIMATE/TERRAIN:	Non-arctic forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	F
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	7+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon (+ Str bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall)
MORALE:	Champion (15-16)
XP VALUE:	3,000 (+1,000 per 100 years of age)



The elvish vampire is a tragic creature indeed, for when someone from a race that so loves life and goodness turns to evil and death, the world has lost much. The evil that lurks within the elven vampire is so overwhelming that it forces the creature to transform the vital, living forests around him into places of death and decay.

Unlike all other types of vampire, the elvish variety cannot move among others of its kind freely. The evil that has twisted the creature's spirit has also wrought havoc on its fair features. Thus, elvish vampires appear as twisted and scarred mockeries of this beautiful and graceful race. Because of this, they often dress in dark robes and wear garments designed to hide their appearance from the world.

Elven vampires tend to speak their own language and a handful of others—whatever they had learned in life. It is rumored (and there is much evidence to support this) that they can converse with the animals of the forest and learn from them all that is occurring in their realms.

**Combat:** When they engage in melee combat, elvish vampires are very dangerous opponents. While they do not have the same physical power that vampires of other types might possess, their Strength score of 18/01 is still enough to merit a +1 on all attack rolls and a +3 on all damage rolls. They will often employ weapons in combat, favoring swords and daggers above all other weapons.

Elvish vampires retain the knowledge they had in life, including their racial, class, and magical abilities. Thus, all elvish vampires have an extra +1 bonus on attack rolls made with long swords or bows, can move silently when not in metal armor, and see fully 60 feet with keen infravision. Further, they remain able to detect secret and concealed doors with great skill and often employ this power to gain entrance into places where their prey might be hiding.

Elvish vampires are also master archers, and will employ all manner of bows in combat. Their undead status removes from them the disrupting effects of breathing, muscle fatigue, and heart beats and allows the vampire a +4 bonus on all missile fire attack rolls. The arrows these foul creatures employ are almost always carved from the bones of living, intelligent creatures and may (20% chance) be magical in some way.

Elvish vampires feed by drawing the vital, creative energies out of their prey. Any successful unarmed melee attack allows the

vampire to drain 2 Charisma points from its victim. The resulting lack of vibrancy and personal leadership ability is also accompanied by a wicked-looking scar that will never leave the body of the victim. A victim of several blows from such a creature may well become so horribly scarred as to be unrecognizable to all but his closest friends. Any elf or half-elf who dies from the vampire's essence draining attack will become a vampire as described in *Ecology*.

Those who see the scared and twisted face of an elvish vampire must save vs. paralysis or be unable to move until 1d4 rounds after they have lost sight of the vampire. If the saving throw attempt results in a natural die roll of "1," the character is instantly stricken dead. Those who die in this way will not become vampires and may be resurrected normally.

Elven vampires can be struck only by +1 or better magical weapons. All lesser arms will not bite into the creature, but will pass through it as though the monster were not there. Even those weapons that harm the vampire may not be strong enough to destroy it, for the creature regenerates 2 hit points per combat round.

All manner of *sleep*, *charm*, *hold*, or similar magical spells will not affect the vampire. Likewise, the creature cannot be harmed by poisons, toxins, or diseases for it is no longer a living thing. Magical spells that inflict damage with fire or cold will do only half damage to the vampire, but those employing lightning or electricity will do full damage.

A vampire driven to zero hit points is not destroyed, but is forced to flee the combat at once by using its *transport via plants* ability (see below) to enter a nearby plant and escape its enemies. If the vampire cannot do this within 2 combat rounds, its body will crumble into dust and will be forever destroyed.

At will, the elvish vampire can make use of a power almost identical to the *transport via plants* spell. With this power, the vampire may simply walk into any man-sized or larger plant and walk out of another plant (of the same type) anywhere else in the world. In Ravenloft, it cannot use this power to cross domain

# Vampire, Elf



borders or leave the demiplane itself. As soon as the vampire has used this power, both of the plants involved are killed. Within a week, they will lose all of their leaves and begin to dry out. Within a month, they will be fragile and unsafe to climb, finally collapsing or crumbling under their own weight. Unlike the *transport via plants* spell, the vampire's ability has no chance of error. Otherwise, the spell works just as described in the *Player's Handbook*.

An elvish vampire may, at will, assume the form of a wild eagle. In this guise, it retains all of its natural vampiric powers, immunities, and vulnerabilities, but has the characteristics listed for such creatures in the *Monstrous Compendium*. Once per week it may take on the form of a giant eagle, again conforming to the statistics presented in the *Monstrous Compendium*.

Elven vampires can command the creatures of the forest to come to their aid when they are in peril. As a rule, they will call upon wolves (3d6), birds of prey (5d6), or small mammals like badgers, porcupines, or the like (6d6). In all cases, these animals arrive within 1d6 turns and will remain with the vampire until dismissed.

Elvish vampires have a number of natural abilities that make them very dangerous in their natural environment. At will, they can *pass without trace* or become *invisible to animals*. They seldom use the latter power, however, for they can command any creature of the forest to obey them, as described above. Thrice per day they may employ the following spell-like abilities: *entangle*, *warp wood*, *snare*, *spike growth*, and *anti-animal shell*. Once per day they may create a *wall of thorns*, *change sticks to snakes*, or manifest a *giant insect*.

Sunlight does not harm the elvish vampire. In fact, they live their unives by day and shun the night. As soon as the sun falls behind the horizon, the elvish vampire must be in his coffin. Each round that the monster lingers outside after sunset inflicts 1d4 points of damage, ultimately killing the creature. An elven vampire that dies in this manner is forever dead.

The cruellest card that fate has dealt the elvish vampire is that of its *black thumb*. Any plant that the creature touches withers and dies. In small plants, like flowers, this effect is instantaneous. In larger plants, like shrubs or hedges, it takes about a day for the plant's death to become obvious. The largest of plants, trees and such, will take over a week to die, during which time the elf feels the agony they are experiencing. This curse does not travel through clothing, so elvish vampires wearing boots do not leave a trail of dead footprints in the grass they walk through. They can also handle flowers if they wear gloves. The intimate relationship that the elf had with living things when he was alive, however, has been shattered and this is a psychological blow that drives many elvish vampires over the brink of madness when they are first created.

Although the powers of the elvish vampire are many and varied, they are not without weaknesses. Like all vampires, they can be turned by priests or paladins with the courage to do so. In fact, the elven vampire's link to the negative material plane is not as strong as those of other vampires, causing it to be turned as if it were a spectre instead of a vampire.

Elvish vampires can travel beneath the earth's surface only at great physical risk to themselves. For each round spent in such a setting, the creature must suffer 1d4 points of damage (as if it were moving about after nightfall). Further, the creature cannot regenerate or employ any of its magical abilities when underground. If the vampire dies or is reduced to zero hit points while underground, it is destroyed.

An elven vampire is unaffected by holy water, but can be burned by contact with sap from any deciduous tree. If the sap is fresh (drawn within the last 6 hours) it may be smeared on the vampire with a successful attack roll. As soon as it hits the creature's skin, it causes the vampire extreme pain and inflicts 2d4

points of damage.

Elven vampires cannot be held at bay by mirrors, holy symbols, or garlic, but cannot cross an a line of flower petals. The petals must be fairly fresh—plucked from their plants within the last 24 hours—and the line must be unbroken in order for this defense to be effective. The vampire cannot take direct action to break the line of petals, but can command some animal or other servant to break the line for him.

Destroying an elvish vampire is as difficult as destroying any other vampire, for they are crafty and deadly foes. The surest way to accomplish this feat, however, is to impale the creature with a charcoal stake. In order to be effective, the stake must be driven through the creature's heart with a single blow from a wooden mallet. If the vampire is incapacitated in some way, this does not normally present a problem, but in combat it is almost impossible to accomplish.

While a charcoal stake through the heart will kill the creature, it will rise again as soon as the stake is removed unless the vampire's head is cut off and burned in a fire made of flowers and flowering shrubs. In order to completely destroy the skull and brain, which is vital to the destruction of the vampire, the fire must burn for no less than 24 hours.

**Habitat/Society:** Elvish vampires despise the living world that they have left behind. The sight of thriving woods and blooming flowers that once thrilled them has now been replaced by a hatred of all that is vital and fair. The areas they inhabit reflect this, for they will always be groves or forests with diseased trees, dying plants, and infertile soil. No attempt to raise crops or cultivate the land near an elven vampire's lair will be tolerated by the creature.

As time goes by, elvish vampires can become even more powerful than they are initially. The following table list the modifications associated with the aging of the monster.

Age	HD	To Hit	Bows	Resistance
0-99	7+3	+1	+4	0%
100-199	8+2	+1	+4	5%
200-299	9+1	+1	+5	5%
300-399	10	+2	+5	10%
400-499	11	+2	+6	15%
500+	12	+3	+6	25%

**HD** is the number of Hit Dice that a vampire has at any given age.

**To Hit** indicates the magical plus that must be associated with a weapon in order for it to harm the vampire.

**Bows** lists the attack roll bonus that the creature gains when it is employing any form of non-crossbow.

**Resistance** lists the magic resistance that the vampire acquires as time goes by.

**Ecology:** Like all undead, the elven vampire is not a part of the living world. It has no place in the land of the living and, knowing this, seeks to corrupt or destroy all that it encounters. Because of this, even the dreaded Drow fear these creatures greatly.

Any elf or half-elf who falls to the essence draining attack of an elven vampire will rise again as an elven vampire so long as the body is intact after three days. If the body has been destroyed or mutilated, the transformation is averted, and the dead character may rest in peace. However, any attempt to revive the slain character (with a *resurrection* spell, for example) has a flat 50% chance of transforming the character into a vampire once the spell is cast.

## Procampur

Independent City (allied to the neighboring city of Turlagol)

**Who Rules:** The Thultyrl, a hereditary overlord, currently Rendeth of the Royal Blood (NG hm F11)

**Who Really Rules:** The Hamayarch, mage-adviser to the Thultyrl. This office is traditionally filled by a wizard weaker than the ruler, and intensely loyal. At present, it is secretly held by an evil wizard who uses amulets and spells to conceal his true alignment and level. Purporting to be Alamondh (NG hm W8), he is really Carthoun Misintle (NE hm W16). Carthoun has quietly collected many magical items and created some undead servants to do his bidding (such as attacking all who pry too closely into his activities). He plans to achieve lichdom, and to eventually rule Procampur by slaying the unsuspecting Rendeth and taking his place, magically altered to resemble the Thultyrl. He dare not do this until Rendeth marries and conceives an heir with the distinctive copper-hued Thultyrl hair, sharp chin and gray-green eyes, or he will be discovered.

**Population:** 49,000 (latest census results—98% human, 1% dwarven, 1% half-elven). In this strictly policed city, visitors are segregated.

**Major Products:** Gems, jewelry, ornate and fine-quality hardware (smithywork).

**Armed Forces:** Procampur has always needed a strong defense against those who would seize its valuable gems and metals. It has defeated Mulmaster, Sembia, and pirates, and remains vigilant, expecting to do so again.

Procampur can field 4,000 well-trained men (clad in plate mail and armed with spears, crossbows, morning stars, broad swords, and daggers) and a navy of 16 major warships. It lends its protection to neighboring Turlagol, who in turn spies for and financially aids Procampur.

**Notable Mages:** Aside from the Hamayarch, the city holds the following known mages:

- Jandather (CN hm W(E)6), a dashing would-be adventurer out to make a reputation.
- Keldor Hantith (LN hm W10), a careful, quiet man who sells scrolls and potions and casts spells for fees.
- Ombedor Steen (NG hm W12), an old, retired adventurer risen to the nobility, who researches new spells and obscure details of magical lore and history.

- Undylyl Tessran (CG hf W9), a young, ambitious adventurer, willing to hire on with or join adventuring bands.

### Notable Churches:

- The House of the Hand, temple of Torin; High Priest Pallar "the Obedient" (LG hm P15); 26 priests, 48 followers.
- The Tower of the Eye, temple of Helm; High Guardian Endra "Watchever" Mathlyn (LG hf P16); 18 priests, 24 followers.
- The Hall of Success, temple of Waukeen; High Priest Undil Latheen (LN hm P10) who Waukeen's fate may have driven insane; 33 priests, 69 followers.
- The Lady's Happy Hall, temple of Tymora; High Priest Orn Thavil (CG hm P14); 24 priests, 16 followers.
- Shrines to Mystra, Denier, and Oghma.

**Notable Rogues' and Thieves' Guilds:** None permitted (or known to exist). Many independent thieves.

### Equipment Shops: Full.

**Adventurers' Quarters:** Visiting adventurers must stay in the port, choosing from:

- The Happy Hippocampus inn and tavern, a noisy place (good/cheap);
- The Silent Sword inn, much quieter (good/moderate);
- Or one of the many small bed-and-breaker houses clustered around those two.

**Important Characters:** The most prominent Procampans are skilled smiths and gem-cutters and merchants who operate widely outside the city, and thereby grow rich. One of each follows:

- Opara Rendril (LN hf F6), a master smith whose bracelets and belt-daggers are famous around the Inner Sea. She also makes excellent long swords and helms.
- Nathchan Belemmor (CN hm F3), a gem-cutter of matchless skill—among humans—whose fits of rage are legendary. He now makes only regalia for royalty and nobility.
- Torstan Ulzimmer (CG hm F12), a fleet owner whose fast, sleek ships are the best equipped and manned on the Inner Sea. He spares no expense to get the best men and equipment, for speed and reliability—and it has paid off.

**Important Features in Town:** In its expansion beyond The Thultyrl's Castle, the city was divided into areas reserved not so much for differing classes, but for differing activities. It is roughly circular, with two stub walls curving southwest to meet the shore, forming a crescent outside the circle. This crescent is the port, where vis-

itors and citizens can come and go freely, acting more or less as they please. The warehouses, shops, inns, and taverns here are roofed in all colors. To leave the port, one must pass through gates. Each has a double portcullis and guards, who patiently explain the city's rules to all who ask.

A broad avenue runs from the port up to the Thultyrl's castle. It may be used for all activities that do not impede travel or interfere with others (and in practice is simply the main walking route in the city). Opening off this walled avenue are gates into the eight city districts, each with its own guards. (Each district also has gates into adjacent districts.) Every activity is confined to a certain district, and can only be done in that district or outside the city (the port is considered outside the city).

On the south side of the avenue, next to the port, is a district whose buildings are all roofed in gray slate. This is the district of the poor, where rooming houses are found, and people beg, pool their belongings, and otherwise scratch out a living. No one owns a house here; all are owned and maintained by the Thultyrl. Homeowners belong in another district. Visitors who stay for a season or more often live here; there is no actual wealth (or lack of wealth) requirement.

On the north side of the Great Way (avenue), next to the port, is the blue-roofed Sea District. Here sailors, sea-captains, and fleet-owners live, and cargoes, ships' stores, and outfitters have their storage buildings and businesses. (Ship-builders and fishermen are of necessity located in the port.)

Next to the Sea District is the Services District, its buildings having only yellow roofs. Here all the servants, builders, and handimen live and have businesses, and restaurants and taverns are found.

Next to the Services District is the Nobles District, a clean, spacious area of trees, gardens, ornamental pools, and grand houses—all roofed in silver.

Next to the Nobles District is the castle, the former fortress-city, which contains the white-roofed stables and barracks of the soldiers and two grand, gold-roofed buildings: the Palace of the Thultyrl and the High Court (abode of the royal servants and officials and location of audience rooms, state guest apartments, courtrooms, and treasury). Folk who do not live or work in this area are not encouraged to enter and wander about.

Next to the castle, coming down the other (southern) side of the avenue, is the Temple District, a place of shining black roofs, with an open area for the erection of temporary shrines. Next to it is the Merchant District, which has sea-green roofs and contains the homes and shops of all domestic businessmen (those with local businesses not concerned with the sea or with adventuring).

Next to the Merchant District is the red-roofed Adventurers' District, home to all who have no work but seem to have money to own homes nonetheless, or who make their livings engaged in prospecting, exploring, scavenging, mining, and other dangerous pursuits. A man who exports clothing is a merchant in Procampur; the man who drives or guards the wagons that take it elsewhere is an adventurer, often a surprising distinction to newcomers. Weapons training and weapon-making are restricted to this district—but the training, stabling, and doctoring of mounts is relegated to the port.

Next to the Adventurers' District is the District of the poor; our tour has come full circle. Guard houses and other mili-

tary buildings have whitewashed roofs. The visitor to Procampur can tell his location with a glance upward.

**Local Lore:** Generally considered the richest of the cities on the north coast of The Sea of Fallen Stars (Inner Sea), Procampur has always been a wary place. Once known as Proeskampalar, it stands near the oldest gem mines on the North Coast. From its earliest days, the city has been known for its skilled goldsmiths and gem-cutters.

From the first, the miners and craftsmen of Procampur were beset by thieves, pirates, and cheats. Continual raids drove all but the most determined Procampans away. The miners who stayed vowed to turn back those who would rob and slay. To this end, they hired strong mercenary armies. To control the mercenaries, magic was needed, and a local family of wizards rose to power. The Thultyri (it is now a title, but has always been the family's surname) commanded a fortress-city, and grew to appreciate the ordered peace and discipline of walled and guarded areas.

When the city was expanded, it was strictly segregated into self-contained, walled areas, each with its own guarded

entrances. This cut down on petty thievery and allowed the Thultyri to rule with ease (compared to open, sprawling cities of the same size ruled by merchants or single men without the aid of strong magic and strong walls).

The city was once home to Thallastam, a famous sage (now deceased) whose interest and expertise was magical swords. Some items from his collection of blades have never been found, and are believed to still be hidden somewhere in the city.

#### KEY

1. Port
2. District of the Poor
3. Sea District
4. Services District
5. Nobles District
6. Castle District (High Court and Palace)
7. Temple District
8. Merchant District
9. Adventurers' District

