

A Hope and A Prayer

A One Round AD&D Living City Tournament

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“A lesson in history taught by one who has much to learn”

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

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

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

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

Tier Structure

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

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

DM Information

The basis for this module includes a search for history of sorts. Hope, a young gold dragon, and the only gold dragon in the area of the Vast, has been raised by the Temple of Tyr. (As first encountered in the module *Search for the Truth*) Hope has been reading history texts of the Vast and civilized areas of the Realms. He is currently extremely interested in the Time of Troubles, when the gods of Faerun walked the Realms. The problem he is having is that nowhere in the Temple's histories is Tyr's part during the Times of Trouble ever detailed. This confuses Hope.

So, to remedy this issue, Hope has decided to determine the truth of Tyr's part in that time of history.

He wants to hire the PCs to accompany him and help him determine and document the truth of the matter. They are to be witnesses, "nothing more".

Unfortunately, he has also hired a gnomish illusionist to show the actions of Tyr during this time frame. Perfectly Harmless has never been known for the perfection of his magic, although he is able to accomplish the task set to him by Hope. Unfortunately, the PCs and Hope are sent back in time into the bodies of a number of villagers. Hope is with them and is extremely confused but is not willing to give up this opportunity to witness the truth.

The module is broken out into the following encounters:

Introduction:

The PCs will receive a message asking them to meet at the Crescent Moon Inn. They should ask for Hope when they arrive. The PCs are brought to a separate dining room where a huge meal is brought to them. Hope is here and will explain that he needs witnesses to verify and document a portion of history. He will be writing a narrative of what they witness allowing scholars to be able to learn from their experiences.

Encounter One: Balcony Seats at the Theatre

Hope will bring the PCs (if they agree) to the Ravens Bluff Opera House. This is where the "performance" is scheduled to be held. Perfectly Harmless will make his appearance on the stage and will give a small speech to prepare Hope and his witnesses to the accurate history about to be displayed. At the moment of casting, a disaster will occur as the balcony collapses and assassins emerge to attack Hope. Attempting to safeguard Hope, Perfectly Harmless attempts to alter his spell in mid-stream and bad things happen from there.

Encounter Two: Other Side of History

The PCs will find themselves in the bodies of a number of citizens of Nagarr, a small fortified village on the Nagawater lake. There is nothing else near the fortified village and Tyr is indeed here and has set-up court to administer justice for the citizens of Nagarr.

Encounter Three: Getting to Know you

The PCs are allowed to get used to the bodies they are currently inhabiting. Note: They have all the skills and also have five pieces of equipment from their regular bodies. Equipment covers magical as well as non-magical equipment.

The PCs will find out that a number of them have reasons to be in the court of Tyr, either as witnesses, or as accused.

Encounter Four: Naga attack

A group of Naga attack and the PCs must defend the town from the Naga. The key here is that one of the naga attempts to surrender and the PCs will be judged by their actions during this battle.

Encounter Five: Into the Courtroom

The PCs will first get to meet Tyr here. He has cowed the entire village into supporting the search for the truth. Ever little offense is brought to the court and even Tyr is learning during this time. Remember that Tyr is a very NEW god at this time. He has very little experience besides his own personal goal of justice for all. Any PC that has been charged with a crime will be dealt with here.

Encounter Six: Personal Crisis

One of the PCs will discover that they have a family and that one of their children has been accused of a crime. What is worse is that they are truly guilty of the crime and now the PC's child will be facing Tyr's justice. It will be up to the PCs to plead the case and hopefully save the child from the harshest of judgements.

Encounter Seven: If it looks like a Naga

A good-aligned naga will come into town and immediately be attacked by the villagers. The PCs may assist the naga or the villagers or even step away from the situation. In any case Tyr will have some serious accusations at the conclusion of the battle which the PCs must help him handle.

Conclusion: Judgement

As the sun begins to set, Tyr makes his judgements for the day. The PCs do not have any clue that this is also the planned ending of Perfectly Harmless' demonstration. With Tyr's judgement they are transported back to their bodies, minus the five pieces of equipment (they arrive later) to witness Perfectly Harmless struggling to protect their bodies and Hope's body.

Rewards and perhaps some fame to a co-author of "The Times of Trouble: A Day in the Life of Tyr"

Players Introduction

"Please meet me at the Crescent Moon Inn during high sun tomorrow afternoon. I have a very simple task and I need witnesses to the history and to the truth that it will reveal. Just ask for Hope."

That was the message that arrived at your doorstep by the white clad messenger. The messenger seemed to be unable to speak as she bowed slightly when you accepted the message but said nothing.

We are not going to rush the PCs into the opening scene, they can get there themselves. Figure the message is delivered sometime near dusk. The messenger is not dumb, she has taken a vow of silence and that is why she will not speak to the PCs. If you want to role-play out the delivery of the message, a copy of it is in **Players Handout #1**. At this point the PCs have gotten the messages separately and have not met each other. Have each of the PCs describe how their character will appear when they arrive at the Crescent Moon and what equipment and precautions might they be taking. Note: the description in this case would OUT-OF-CHARACTER. When they have all described themselves and their preparation for the meeting, continue. Ask what time the PCs are going to get to the Inn so that they can be added one at a time to help them introduce themselves and begin role-playing

The Crescent Moon in is an older building in the center of the business district. It is immaculately clean inside, and you are magically cleaned when you enter through the door.

The main room is spotless with two normal-sized tables and about fifteen halfling-sized tables. The human tables are empty, however, the halfling-sized tables are all full. Seeing you enter and looking around the room, an apron clad halfling approaches you. "Hey, good afternoon, I'm Beans can I show you to a seat or do you have an appointment in one of the private rooms?"

Beans is the current proprietor of the Crescent Moon Inn since the sickness of Harold Pierre and his subsequent trip to Waterdeep. Beans does know of Hope's private room if the PCs ask him about it, otherwise he can have the PCs seated in any of the outside tables.

NOTE: Hope is not yet at the Crescent Moon Inn, he will be showing up later. Therefore, the initial role-playing will be between the PCs. Of course, this will be IN-CHARACTER role-playing. When they have all arrived, continue with the following text:

The private room is very comfortable with a large fireplace and long oak table. A mounted boar's head is stuffed and placed on the right wall opposite the door. As you begin to be served hot or cold apple cider by the halfling server, the door to the room opens, but instead of another adventurer following up a similar message as yours, a young boy of about eight years old enters the room.

"Hello everyone, my name is Hope and I am very happy that you were able to come here and meet with me. My goal in this is very simple. I am going to be

writing a book to categorically document the role of Tyr during a past portion of our own Realms history. I have procured a magical method of seeing this history and would like it if you could verify my discovery as well as protect the ceremony. I have received information from Tyr that the course of action that I have planned will be opposed, so I would greatly appreciate any protection you might be able to offer.”

The young boy continues, sticking out a small hand, “So do we have a deal!”

He has of course forgotten to make the PCs an offer, but I am sure most groups will remind him. He will offer each PC 200 gp or a random gem from his trust fund. He has the gems in a large sack and all the PCs have to do is reach in and grab one, without looking. He treats this very much like a childish game. Those are the majority of the details that he has at this time. He can tell the PCs the following additional items if they ask:

- He has contracted a wizard from the Wizard’s Guild to display using illusionary magic the events from the Times of Trouble.
- He strongly believes that the attack will be the work of either Mask or Myrkul and he has taken the display away from the innocent people of the city.
- He rented the Ravens Bluff Opera House for the next day so to have privacy and be able to accurately record the events from the Time of Troubles.
- His book will be published and sold at cost so the PCs cannot barter for a piece of the profits since there will not be any. Hope will not mislead them in this, always taking the honest approach.

When the PCs have asked all they want and agreed to the job continue with the following text:

Hope stands from the table, “I am very pleased to be working with you. Of course you will all be mentioned in the book for your help in this study. I will meet you at dawn at the Ravens Bluff Opera House. The performance should take no longer than the day so try to get a little rest before the show.”

The PCs have until the next morning, thus the PCs have from the end of lunch until the next morning. Allow them to have fun, prep spells, cast spells and memorize spells. They can also attempt to research a little about the situation. However, Hope will not be found again during the day. Although the Temple of Tyr does know about Hope’s plans, they have offered him financial support for the project.

- Any Wizard Guild members will not find out any additional information from the Wizard’s Guild. They can check at the Ministry of Art but again there is no information about who will be performing the theatrics.
- Any follower of Tyr will recognize Hope, he is one of the orphans that is being raised at the Temple of Tyr. He is in very tight with the upper clergy and he is extremely intelligent.
- Any clergy of Tyr of at least 9th level will know that the Temple of Tyr has a secret that it does not reveal to those outside its upper clergy. Hope is a young gold dragon that Sirrus Melander was training. No one has asked the Temple about Hope so they have happily kept the information from the public.
- The Opera House is rented for the entire next day and evening, although the PCs will not be able to get into the Opera House prior to the next day unless they buy tickets to Opera du Bluff, one of the worst performances ever to come to the Opera House. Unfortunately, not everyone likes the same style of music so there is a 0.5% chance the PCs might like the show, after all the show is very packed with true followers of the show.

When they are ready continue with Encounter One.

Encounter One A Day in the Theatre

The Ravens Bluff Opera House is a grand enclosed structure whose use has dwindled in this time of bardic expressionism. It does however, usually house the performances of The Burning Truth, a bardic group centered in the Temple of Tyr. A large stone restraining wall separates the stage and the three levels of seating. The watchman shows you to the mezzanine where Hope waits for you in the prime box. Hope is seated in the front of the box, five large volumes stand in a walnut shelf next to his seat.

“On time, I like that. Well do come in and make yourself comfortable. I am told that the seats can be moved, I had them take out the extra seats so we would have more room. I have also ordered breakfast just in case you are a little hungry. The performance will be starting soon, the wizard is just getting his props and such together.”

Okay, a couple of facts before the main act. The PCs will most likely want to search the playhouse looking for the attack that is destined to happen. Please allow them up to 40 minutes (of PC time) to search. They will not find anything. The watchman is in his office with a

large breakfast given to him by Hope. Hope is in the balcony seat with a buffet of food outside in the hallway. Perfectly Harmless in on stage behind the curtain preparing the performance.

Okay, that last item will most likely spark the PCs' interest. If they go behind the curtain prior to the start of the show you can use this section to describe the scene, otherwise continue with the ATTACK box text.

The stage is devoid of all props and backdrops. The only visible sight is that of a gnome in chainmail sorting through a variety of glass bottles. The bottles rest on a small 2-foot wooden stand and contain all types of colored stand as well as a variety of scales. The scales are those of lizards, turtles, glass scales of justice as well as what looks like a stack of dragon scales.

“Well what have we here?” says the gnome spotting you. “Have you come to see how this is going to work? Hope told me that he had hired some people to make sure everything is safe. That is a good idea, it is very important to be safe. So how can I help you, I don’t have much time but I suppose I could slow time down a little. Yeah, I slow time down and we can talk for a long time. That is a good idea, well I guess it is a good idea if you need a lot of time to talk. I’m not sure, but I will keep it in mind. So where were we? Oh yeah, you were going to introduce yourselves. Oops, I almost forgot, I’m Perfectly Harmless, and you are?”

Perfectly Harmless is indeed the “wizard” who is going to be casting the magic. If the PCs ask him about any of the following items his answers are below. He WILL NOT volunteer this information; they must ask directly. The trouble is he is not thinking about the items, not that he is attempting to deceive anyone about the Truth. He is not lying about anything although his perception about his paladinhood may be incorrect.

- *Are you a wizard?* – No, I am a paladin of the Goddess of Magic. You call her Mystra, I call her Mitra.
- *Are you a member of the Wizard’s Guild* – Of course. Actually, I would have to check. I am a member of many Wizard’s Guilds and most will offer complimentary membership to traveling wizards and I certainly travel a great deal.
- *What will the ritual consist of?* - Well, in order to show a year in the Life of Tyr, I have petitioned Tyr for the truth. I then enchanted nine flasks of sand with the Truth. This sand is of a variety of colors and textures. I will use the sand to create the illusionary images that Hope requests. Since the sand is imbedded with the Truth, the illusions will be the true history of the time.

- *Are you sure your magic will work?* – Nothing is certain in life, however Hope was able to determine that the process that I am using is accurate. Mitra should grant me the proper powers, and I am very aware of the danger of magic.
- *Have you seen any strange people in the area?* I have not except for the watchman, what a strange person. Did you know that he actually collects ogre eyelashes?
- *We were warned that there might be assassins about.* I have not detected any. Of course they might be out of range. Of course, I never did determine what the range might be since most that I have met, no all I met I killed. Nope, no assassins in the area that I know of.

THE ATTACK

This boxed text begins the ritual and starts the scene depicting Tyr during the Time of Troubles. Part of the way through, the scene changes as a group of Mask followers attempt to destroy the Truth and destroy Hope.

Hope insists that you take your seats in the balcony and waits until all of you are seated until calling for the lights. As the lights dim, a faint sound of music comes from the stage. Your attention is drawn as the velvet red curtain is slowly drawn open. Perfectly Harmless stands in the center of the stage, a spotlight of moonlight centered upon him. “What you are about to witness is the Truth. The Truth takes many forms, however history itself will show us the Truth and allow us each to interpret it ourselves. At least if everything works!”

The lights come up on the stage, a great staircase of golden light climbs up from the stage. “The staircase leading back to the heavens. As the gods were sent to the Realms, they each strove to regain their position by climbing once again the staircase to the outer realms. Okay, I guess I should send it back now.”

As the staircase quickly disappears, all light on the stage is doused. “However, history has failed to detail what actions the God of Truth took during these days in the Realms. Today we will discover the Truth. The Truth will be clear.” Streams of light come from the stage illuminating the entire Opera House.

“Mitra grant us the power and Tyr the Truth so that we may see his first days in the Realms.” As the lights fade a scene comes slowly to the stage. A very small village can be seen. The dozen or so townfolk are arguing in the center of the square, a bound woman the center of the argument.

As you watch, a statuesque man enters the village. He appears to listen to the villagers a while before

interrupting. "Excuse me. I could not help overhearing your problem. I may be able to help for although I am not from your village, I am an impartial judge that can help you discover the truth. I would be willing to sit in judgement for all your conflicts for the return of a place to sit in judgement and whatever nourishment may be purchased."

The villagers discuss the matter for a very short time before escorting the stranger to the town hall. Time seems very fluid as the scene shows Tyr sitting in judgement over a number of very important decisions. However, for every judgement he makes, five more conflicts are presented to him. "Tomorrow will be the final day of judgement for the town", he says, "then I must continue to administer justice to the remainder of the Realms."

See if any of the PCs have the Alertness proficiency. If they do they can make the NWP check. A success in the check will give them a "feeling" that something bad is going to happen. You can ask them what their action is going to be for the next round. No one else will have an action.

The show continues however all is not right in the Opera House as numerous black clad men and women walk from the walls, ceiling and floors. Perfectly Harmless is struck multiple times but the bulk of the assassins seem to be after Hope himself.

NOTE: There are a great number of these assassins listed here. That is because the PCs are not expected to be able to destroy them all in the two rounds they are given. But, you should keep track of how many are killed and reduce the number at the final conclusion, by that many, even if that means that all the assassins are gone.

Tier One:

Assassins (16), hm T4: Int Average; AL LE; AC 4; MV 12; hp 18; THAC0 18; #AT 2; Dmg 1d4; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14

Tier Two:

Assassins (32), hm T4: Int Average; AL LE; AC 4; MV 12; hp 22; THAC0 17; #AT 2; Dmg 1d4+1; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14.

Special Note: Daggers are poisoned, the first successful attack will cause 1d6 additional points of damage (half if saved)

Tier Three:

Assassins (48), hm T7: Int Average; AL LE; AC 4; MV 12; hp 34; THAC0 14; #AT 2; Dmg 1d4+2; SA

backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14.

Special Note: Daggers are poisoned, the first successful attack will cause 1d10 additional points of damage. This damage continues for 1d3 rounds. The damage is halved if the save is made although a save must be made each round.

Tier Four:

Assassins (64), hm T4: Int Average; AL LE; AC 4; MV 12; hp 18; THAC0 18; #AT 2; Dmg 1d4; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14.

Special Note: Daggers are poisoned, all successful attack require a saving throw versus poison. If the throw is failed an additional 30 points of damage is taken. If it is successful 15 points is taken. If the failed saving throw is a '1' then it means that the PC has been killed if they fail a system shock.

After two rounds of combat continue with the following text:

"You are interrupting the ritual!" yells Perfectly Harmless. "I demand that you go. You don't belong here, this is our viewing of history and you were not invited. I suppose, yes I will take care of this." A bright light and the distinct sounds of daggers striking flesh are the last things you remember. A rooster crows in the distance signaling it is time to awake and begin a new day. You find it difficult to determine if the Opera House was just a bad dream or if it really happened.

When you finish reading the text go to Encounter Two.

Encounter Two A New Day Dawns

Pass out the character sheets at this point. Try to put the PCs into bodies that you believe they will have fun with. This does not always mean the ones that will cause them the most problem but you should try to make the event the most enjoyable for the PCs.

Here is a quick synopsis of the NPCs that the PCs could now be, please note the order that they should be handed out. Not following this order could result in Encounter Five not making any sense at all and not having a conclusion that the PCs will find acceptable:

FIRST OUT: Oscar: No other name, Oscar is the village sheriff. He is in charge of the safety of the entire village. He has a terrible secret though. He is a kleptomaniac. He likes to steal things. He is the one

guilty for most of the thefts that the villagers are being accused.

SECOND OUT: Avery Morris Miller: Yes the village miller is one of the richest men in town. He actually rents much of the space that the other people occupy. The village itself was built on lands that his great, great grandfather helped clear for the Pasha and was subsequently granted to him. He pays for Oscar as well as the mercenaries that keep the roads clear. The Naga problem is causing him great concern. He is married with one child. His son Thomas will be brought to court under the charge of murder. Unfortunately for the Miller family, the charge is true.

THIRD OUT: Fawn Brokenfall: Fawn was the woman that the PCs saw in the opening scene. She worked in a brothel in the distant city of Baldur's Gate until she met a merchant who paid her tremendous amounts of money to travel with him. She came to be in the village when the merchant died of the Swamp Cough and she was forced to stay here. She was accused of being forward and attempting to seduce two of the villagers away from their money and their wives.

FOURTH OUT: Sirrus Melandor: Sirrus is much younger than the PCs might remember him. This young priest of Tyr has traveled to the village after experiencing strange dreams. Tyr was able to empower Sirrus with a small fraction of his power prior to being expelled. Mystra gave him that advice. He is very pleased to serve Tyr and acts as the prosecutor in all of the cases.

FIFTH OUT: Casper Trailheather: Casper is married with four children and a wife of 15 years. He was in the middle of a mid-life type of crisis and did socialize with Fawn. He is accused of stealing a number of uncut stones from Mason Drix, the local miner, to finance his girlfriend.

SIXTH OUT: Benjamin Turner: Benjamin is a bounty hunter come here on the behalf of the Millers to bring in as many nagas as possible. He is guilty of "murder" in the fact that he does not warn the creatures, he uses his weapons and skills to kill them coldly. However, up to this point no one in the village will ever accuse him of the crime.

Yu We: Traveler from the far lands of Kara Tur, Yu settled in the village many years ago. He is one of the few members of the village who is able to read and write. He scribes many items for the villagers and helps negotiate many of the merchant deals in the city. He is both the court reporter and a witness in many of the cases. (Use YU only if there are 7 Players)

Give the PCs their character sheets and some time to read and get used to their new bodies. On the character sheets are the statistics for the characters, their locations in the village and a physical description of the new character along with anything else that the character might remember of the life they were leading.

The PCs have their memory intact including spells, although spell components are not readily available. You will have to make a judgement call as to whether or not a component can be found in the village. Glass rods are not available for example, but iron nails are available (*lightning bolt* and *hold person* components). Also, each PC will have their choice of five items that were mystically transported with them. This is important, it could include spell components or normal items as well as their magical ones. Taking a *bag of holding* is fine, it is empty as would a normal backpack be empty. Five items only. Take a short break and let the PCs explore when you return continue with Encounter Three.

Encounter Three Welcome to Nagarr

The day is beautiful in this small fortified village. A large lake can be seen off to the north of the village. As the sun rises in the eastern sky the village comes to life quickly. Much quicker than you might wish, given the strange circumstances of "yesterday"?

As you look out over the small village the center of attraction seems to be the town hall where a number of villagers are already lined up.

The rest of this module will be allowing the PCs and NPCs to encounter and speak with each other. NOTE: There is no obvious way for the PCs to recognize or identify each other unless they are wearing a particular visible item from Ravens Bluff or their adventuring equipment.

Listed here are the major NPCs and buildings that the PCs might encounter. They will probably be looking for each other so don't make it too hard if they use any intelligent method of determining their comrades identify.

BUILDING LIST

Most of the buildings are small one-story wooden homes with a thatch roof. The exceptions are the small inn, the mill and the town hall. The regular buildings are:

Garrison Barracks – this houses the four regular guardsman.

Trading Post – run by Albert Melforman and his wife Tessa.

Private Homes (12)

The Cracked Tankard – the local inn and tavern. This three-story building has six guestrooms plus rooms for Tony Stonehelm and his family.

The Mill – this mill sits on the outside of the fortified walls next to a gurgling stream that powers the mill.

NPC LIST

Militia Men (4), hm F3: Int Very; AL NG; AC 6; MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 11.

Names: Oscar, Mervin, Gayor, and Samuel

Mother Helen, hf P6 of Ilmater: Int Exceptional; AL LG; AC 10; MV 12; hp 36; THAC0 18; #AT 1; Dmg 1d6 (quarterstaff); SA nil; SD nil; MR nil; SZ M; ML 14

Mother Helen is an older woman long widowed. She is a priest of Ilmater and tends to all in the village as her children. She is well over 65 years old and 5'5" tall, 155 pounds. She is extremely friendly, making sure to ask everyone how they are doing this morning.

Tessa Melforman, hf F0: Int Average; AL N; AC 8; hp 3; THAC0 20; #AT 1; Dmg 1 (fist); SA nil; SD nil; MR nil; SZ M; ML 15

Tessa is very much a gentlewoman, hardly suitable for this rural location. She is the daughter of a merchant who found a bargain in marrying her off to Albert Melforman, a trader who lives in Nagarr. Albert is the trader that is supporting Fawn, although he is not doing anything illegal, just offering her terrible value for her silk dresses and jewelry. Of course Tessa has other ideas and will bring these up violently if she comes face-to-face with Fawn. The watch will arrest Tessa should she attack (scratch) Fawn and place her in the queue to be seen by Tyr.

Tony Stonehelm, hm F8: Int Very; AL N; AC 9; hp 43; THAC0 13; #AT 3/2; Dmg 1d6 (club); SA nil; SD has chainmail available to wear; MR nil; SZ M; ML 15

Tony lives with his wife and four sons. He keeps Alice and Tony Jr, Frankie, George and Sean well out of sight most of the time. Truthfully he wants to keep them safe and knows that to get to his family something would have to go through him first.

He is very much assured of himself and this is reflected in all he does. The inn is fairly free and easy

although Tony has had to break-up a fight or two personally.

Felton Cloverleaf, hm F0: Int Very; AL NG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; MR nil; SZ M; ML 8

Felton is 5'9" tall and about 210 pounds. He is in his early forties and sports a fluffy beard and moustache of almost complete gray hair. He is a confirmed bachelor and the herbalist in the village. He loves this area, if it wasn't for the people and the nagas everything would be wonderful. He does have the healing and spellcraft skills. He can sell PCs a month's supply of healing herbs (for use with the healing proficiency) for 5 cp.

Aziel Mapledown, hm F0: Int Low; AL LN; AC 10; MV 12; hp 4; THAC0 19; #AT 1; Dmg 2d4+1; SA nil; SD nil; MR nil; SZ M; ML 16

Aziel is the town blacksmith, he is a great strapping lad of 22 years of age. He is fit and very strong. The only problem is that he really never finished his apprenticeship. The blacksmith he was apprenticed to died after being attacked on the road. While not too bright, he is very loyal. Although his teacher was dead, he continued to Nagaar and accomplished the tasks that his teacher had committed to finish. He stayed in the village since he no longer had the direction in his life. The village knows he is only a blacksmith's apprentice, but his work has been exceptional and they do not have problems with having a full time blacksmith in the village.

After the PCs have found each other and been faced with any of the issues facing them in the village continue with the following text, at the conclusion of the text continue with Encounter Four.

A regally dressed man steps out of the town hall. "ORDER! There will be order and now! The just Tyr will hear your cases this afternoon. Tyr has decided upon the most ordered manner in which to see the cases and that order will be posted as soon as our scribe is able. If anyone sees Yu We please inform him that Tyr is patiently waiting for his presence."

The villagers look about their gaze finally settling their eyes on <point to the PC in Wu's body>. As they start to move towards you, a lookout from the walls screams out, "NAGA! Coming from the Lake!"

Encounter Four Snake Attack

Allow the PCs to take whatever actions they would like. They should consider the physical bodies that they are in, however, many of the noble souls will find they need to help defend the village.

Tier One:

Spirit Naga (1): Int High; AL LE; AC 4; MV 12, HD 9; hp 36; THAC0 11; #AT 1; Dmg 1-3; SA poison (1d4 damage), charm person (gaze); SD nil; MR nil; SZ M; ML 11.

Spell-like Abilities: Wizard (as 5th level) *color spray, friends, web*; Priest (as 4th level) *cure light wounds, command, darkness* (reverse light), *hold person*

These black-and-crimson-banded naga have a most human-like head, with stringy hair and deep brown eyes, and they smell of rotting flesh, which happens to be their preferred food! Hiding in deserted ruins or caverns, these evil and cunning spirit naga seek to cause harm to any creature that passes through their domains. They set traps and frequently attack without warning. While they are not big enough to constrict their prey, they have a poisonous bite, a gaze that charms (as a charm spell) all those who look into their eyes and fail a saving throw vs. paralyzation, and can use wizard spells at 5th-level ability and priest spells at 4th-level ability.

Naga can usually speak four or more languages.

Combat: Naga often set traps to snare trespassers. Magical spells are always attempted first, since naga have few melee skills. Once their magic is expended, naga rely on their poisonous bites -- only the largest of these creatures can actually constrict victims like a giant snake.

Habitat/Society: Naga live solitary lives, hunting or foraging over an area usually only a quarter mile square. They favor dwelling in a deep hole, but sometimes are found curled up in ruins or in a darkened room. While the sexes are impossible to tell apart, there is a 10% chance that an encounter includes one or more mates. These matings are temporary, as a pregnant naga quickly leaves the male to hide her eggs in a secluded spot. Young naga resemble giant snakes until they reach adulthood; then their human-like head emerges after a long and painful molting.

Ecology: While naga do not produce trade goods, their lives span many human generations and they keep a detailed oral history, so they are good sources of information. They are often protectors of treasures or artifacts for centuries. Their hides can be fashioned into scale mail +2, and their eyes and teeth have been sold for use in arcane spells.

Tier Two:

Spirit Naga (1): Int High; AL LE; AC 4; MV 12, HD 9; hp 54; THAC0 11; #AT 1; Dmg 1-3; SA poison (1d4 damage), charm person (gaze); SD nil; MR nil; SZ M; ML 11.

Spell-like Abilities: Wizard (as 5th level) *color spray, friends, web*; Priest (as 4th level) *cure light wounds, command, darkness* (reverse light), *hold person*

Tier Three:

Spirit Naga (2): Int High; AL LE; AC 4; MV 12, HD 9; hp 54; THAC0 11; #AT 1; Dmg 1-3; SA poison (1d4 damage), charm person (gaze); SD nil; MR nil; SZ M; ML 11.

Spell-like Abilities: Wizard (as 5th level) *color spray, friends, web*; Priest (as 4th level) *cure light wounds, command, darkness* (reverse light), *hold person*

Tier Four:

Spirit Naga (3): Int High; AL LE; AC 4; MV 12, HD 9; hp 36; THAC0 11; #AT 1; Dmg 1-3; SA poison (1d4 damage), charm person (gaze); SD nil; MR nil; SZ H; ML 11.

Spell-like Abilities: Wizard (as 5th level) *color spray, friends, web*; Priest (as 4th level) *cure light wounds, command, darkness* (reverse light), *hold person*

Dark Naga (1): Int Exceptional; AL LE; AC 6; MV 13; HD 9; hp 63; THAC0 11; #AT 2; Dmg 1d4/2d4; SA see below; SD nil; MR Nil; SZ L; ML 15; Spell-like abilities: Wizard (as 6th level) *magic missile, friends, shrink* (reverse of *enlarge*), *shield, invisibility, mirror image, slow, dispel magic*

Dark naga are fey creatures who have human-like faces (with fanged mouths) on leathery, snake-like bodies. They usually work with other evil beings for mutual gain or survival. Dark naga tend to be black, purplish-black, or very dark blue in hue, and their crested heads and smooth, almost invisible scales make them look like gigantic eels more than snakes.

Combat: Dark naga have natural ESP powers (80' range), and use this ability constantly.

Dark naga have a (non-poisonous) bite and a poisonous tail-sting; the barbed stinger does physical damage, and any struck being must save vs. poison or take 1-2 hp additional damage and fall into a drugged sleep (onset time 1 round, sleep lasts 2d4 rounds).

The most feared ability of dark nagas is their power to wield magic. A dark naga casts spells as a 6th-level wizard (4,2,2), and employs only verbal spells. It may learn these spells from dragons, Phaerimm, or other creatures who can cast spells with but a word or thought

(act-of-will spells, as opposed to spell-like natural powers, can easily be altered into verbal-release magics . . . but the devising of a verbal-only version of a spell that normally has somatic and material components is not nearly so simple a matter). It may devise new spells, or verbal-only spell versions, itself by means of experimentation. Either means of acquiring new magics is slow and expensive, and this can often force dark nagas into servitude to a stronger evil creature or anyone who hires them, or into the life of an adventurer.

Dark naga are immune to the effects of all known (normal and magical) acids, venoms, and poisons. Some have been known to swallow poisons and act as a courier, spitting up the dangerous liquid when they deliver it to its destination. They can spit poison that they are so carrying up to 10' distant at any opponent; this requires a successful attack roll, and takes the place of their bite, though a naga can elect to bite and then release the poison as it does so, combining the damage.

In battle, a dark naga may use its sting and either a spell or a bite in the same round. If space permits, the naga can direct its sting and bite against the same foe, but it is quite intelligent enough to direct attacks at multiple opponents, even attacking foes in front of and behind it, simultaneously, if caught between them in a narrow passage.

Dark nagas cannot be mind-read; their ESP ability somehow renders them immune to the ESP-like probes of others. They are subject but resistant to charm, sleep, hold and similar enchantment/charm spells, receiving a +2 bonus to all saving throws against this school of magic.

Habitat/Society: Dark nagas lair in rocky places, such as caverns or ruins; they like to have a home where they can hide things (such as treasures and spellbooks), that has more than one entry or exit, and at least one place narrow enough that they can block it with their body, and singlehandedly fight off intruders. Dark nagas are fond of traps, and will devise these (or hire other creatures to install them) whenever possible.

Dark nagas tend to be loners, but can form stable family groups of two or three; they are bisexual, and give birth to a squirming mass of many wormlike young which they promptly abandon to fend for themselves. Intelligent enough to know they can prevail against few creatures in the Realms alone, dark nagas work with other evil creatures, such as orcs, hobgoblins, drow, phaerimm, beholders, and the like. They like to fill a "commander and magical strike force" role, perhaps in a sergeant-like intermediary rank, under a more powerful ruler -- but they are wise enough to adopt the faith, beliefs, and rules of whatever group they join.

Ecology: Dark naga do not willingly eat other dark naga, but they will eat just about anything else, both

alive and dead. They eat a few lichens and the occasional green plant, but their main diet is meat. They especially prize hot, still-fresh blood.

Dark nagas spend their lives outwardly working with, or serving, others. Whenever possible, however, they also pursue private goals, which may be as whimsical and odd as some human goals ("cover this desert valley with trees," for instance), but always include increasing their personal power by acquiring new spells and magical items. Dark nagas are quick to plunder fallen foe, swallowing items, scrolls, and spellbooks to spit forth later -- for all dark nagas have a bag-like internal organ that they can use to carry things. This organ has thick, rubbery air-sac walls to protect the naga against sharp points and the like, but it also protects the cargo against digestive juices, and has the unusual side-effect of shielding magic from all detection spells.

NOTE: If the PCs are having trouble allow the villagers to pitch in. They should do 1d6 hit points per round from arrows and hand axes. You can also attack some of the NPCs or have the nagas use their abilities against the NPCs. This is especially important on tier one and two.

Encounter Five Brought before the Court

The town hall has been rearranged as its tables and chairs have been moved to create the image of a courthouse. A warm, friendly looking man sits at the end of the room at a large oak table. He smiles as he looks up at you. "Wonderful, I am glad you are here Sirrus, Wu, now we can begin. Hopefully, there are only a few problems so that I can determine the next location that I should be visiting."

This is indeed Tyr. He is very pleased that Nagaar has accepted him. He does however wish to conclude all the business so that he can continue to other towns. He was unsure as to how to proceed since the gods were expelled to Toril. He would very much like to determine the truth regarding the gods, but since he has found mortals of need of judgement and justice, he believes his course to be destined. However, his sense of justice has kept him here in Nagaar for over three days. He did not expect it to take this long but he is happy because the good citizens of the village are happy. There is an appendix with the court cases scheduled to be heard that day. You may give this to the player playing Sirrus and the player playing Wu.

Tyr will wonder why other PCs are with his staff but will patiently await their replies as to why the others

are here. He does refer to Sirrus as the leader and most responsible one in the group. If they do not explain what is going on continue with the following text:

“Understand, I have the ability to see the truth in all matters and although the physical forms of those here in front of me (with the possible exception of those characters without players) have not changed, the minds and spirits within them have changed. I will have your explanations as to the situation.”

It is important for you as the judge to extend this situation. You know how they got here but Tyr does not. In fact he has a certain number of questions for the PCs – GRILL THEM!

- How did they get here?
- How do they propose they return?
- What do they know about their past, in particular the Time of Troubles?

Now it is VERY likely that a number of groups will start inundating Tyr with all the recent history about Ravens Bluff. This may include his own role in sending an avatar to Ravens Bluff. He will accept all the information the PCs wish to give him, he will however inform them if they reveal anything to anyone other than himself, that they will be punished. This also includes planting or manipulating events to change history or their present condition. He is very serious and will point out the items that they have “brought” with them from the future could be lost as punishment for any disturbances.

KEEP TRACK OF WHAT THEY TELL TYR AND INCLUDE THE STATEMENTS ON THE DM SUMMARY FORM.

When the PCs have finished answering Tyr’s questions and venting their frustrations continue with the following information:

Tyr takes in all you have said and with a beaming smile of confidence looks over all of you. “I do not know how this came to be however, we will have to consider how to correct the situation. In the meantime, I have a number of cases to hear. I believe a number of you have been accused of crimes or of participating in crimes. We must continue, although “you” did not commit any crime, the perception is that the bodies you possessed did and must be judged. I will be fair and will take into consideration any and all information you are able to determine.”

Tyr looks over and you hear the locks on the doors close. “I have a number of questions for you. I will understand if you do not want to answer. I have been debating justice and law within myself and my

followers. I want laws to protect the good mortals of the realms, however, I have seen law misused terribly in the outer planes. How should I balance Law and Justice for the Good of the people.”

Tyr will wait to hear from each of the PCs. This is a big roleplaying section. Tyr is young and wants to get clarification on how his role is seen within the Realms. It is not that he is unconfident, he is just trying to do the best good for the people. When the PCs have finished he will thank them and then ask them to open the doors and his court so that they can proceed with the day’s cases.

The PCs might ask for more time and in general be very confused over the situation, however Tyr will hear the case that day and nothing the PCs are able to do will change that situation.

The cases that are being heard and the evidence is listed below. Sillas is being asked to present all the evidence in each case. You can hand the player the next page with the cases upon it and allow him to consult with the other PCs if they wish. You roleplay Tyr and the other NPCs and allow the players to roleplay their portions.

JUDGE’S NOTE: Tyr is a Lawful Good deity that prides himself on the opposition to evil and the bringing of justice to mortals. He is starting to develop his balance between goodness and justice since the two concepts sometimes conflict. Make sure when you are roleplaying Tyr you keep an even hand, site law and rules but always be looking to make the correct decision for what is good for the community.

Case#1: vs. Calvin Horton Drunk while on Watch

Evidence: Two eyewitness reports of Calvin drinking at the Cracked Tankard Inn before his duty time. Also, Calvin passed out while on watch being awoken only by violent shaking in the morning.

Rebutal by Calvin: None, he admits he did and promises not to do so again.

Calvin is a young militaman that was considering joining a mercenary group. He knows what he did was wrong and is glad no one got hurt because of it.

Judgement: Tyr punishes Calvin by sentencing him to community work for his next six days off duty.

Case#2: vs. Fawn Brokenfall Theft – running an unauthorized brothel in the village

Evidence: Tony Stonehelm testifies about her visitors while at his inn. They include Casper and Albert

Melforman. Albert never did stay long, however Casper did spend a great deal of time with her.

Fawn, Casper and Osca are expected to testify. Oscar is also expected to present evidence linking her to the stolen gems. The PC playing Oscar may or may not give this testimony, but remember Tyr can tell if they are lying.

Rebutal by Calvin: Up to the PC.

Tony is worried about his family, but he is not going to lie to the God of Truth and Justice. He isn't sure exactly what is happening and is only telling what he saw.

Judgement: Tyr's judgement depends on what the PCs do. Fawn does not have any excuses nor does Casper, however the PC playing OSCAR can clear her of the theft charge. Tyr will proclaim her innocent of the brothel charge after hearing testimony from Albert. See the next case for possible punishments.

Case#3: vs. Casper Trailhether Theft

Judgement: There is really no evidence needed here. It will all depend on the outcome of the case prior. If Oscar does not admit anything and gets away with it, then Tyr will find Casper guilty of the theft of gems although he will not find Fawn guilty of the theft. He will sentence Casper to 10 lashes and a fine of 500 gp to be paid to the merchant's who lost the items.

Case #4: vs. Thomas Miller Horse Theft

Evidence: The evidence is that Thomas admitted to the sheriff (OSCAR) while in front of Tyr that he had taken the horse, but he was attacked by Naga outside the village. He "borrowed" the horse because a couple of his friends had ridden out to the river and he was not allowed to go. The horse was taken down by naga and has probably since been eaten.

Rebutal: Thomas's excuse was that he was only borrowing the horse, he did not mean for it to be killed.

Judgement: Tyr's judgement depends on what the PCs do. He feels very bad since the boy has obviously learned his lesson, however the law in this area is that horse thieves are to be executed. He must be convinced not to execute the boy and will of course turn to the PCs to help him make this decision.

At this point BEFORE Tyr makes a judgement continue with the next encounter.

Encounter Six If it looks like a Naga

Tyr stands from behind his bench, "I have weighed the options in this case and have come to a decision. Thomas Miller is indeed guilty of the theft of the horse and thus is found guilty by this court. The sentence in this case...."

Tyr's words are impossible to hear as the doors open and the shouts of "Naga!" again roll through the village. Villagers move quickly, some barricading themselves into their homes while others grab makeshift weapons to defend the village.

The PCs will most likely again move to defend the village. As they approach the front gates read to them the following. Keep track of preparatory spells since the others will most likely get to the walls first.

A lone naga, silver in color and obviously wounded, is moving towards the gate. It slithers slowly supporting the weight of a human woman held up in its coils, almost like a human shield. The militia has made their way to the wall and are preparing a number of bows to take out this threat.

It is very important for you to clarify any questions that the players pose. The naga is unarmed and obviously wounded. In fact, it is attempting to escape from the Dark Naga with this human woman that was captured by raid earlier in the week. The militia will be waiting for the PCs as long as the PCs performed well in the earlier battle.

Wounded Guardian Naga (1): Int Exceptional; AL LG; AC 3, MV 15; HD 11; hp 66 (5 remaining); THAC0 9; #AT 2; Dmg 1d6/2d4; SA see below; SD nil; MR nil; SZ H (20' long); ML 14; Current Spells: None

Surrounded with a flowery sweet scent, the guardian naga is marked by green-gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful good nature makes it a perfect sentinel over a like-aligned being's treasure or some evil. This naga always warns off trespassers, and often buries those defeated in battle. The guardian naga can spit poison at an individual attacker at up to 30-foot range, and the poison kills all who fail their saving throws vs. poison. In addition to a poisonous bite and constriction, these naga have the ability to use priest spells as 6th-level priests.

Again it will be up to the PCs as how they react, if the naga is allowed to close to speaking distance continue with the following:

“I thinkss thisss is oness of yourss. SSShe wasss captureds bys the evil onessss. I returnss her to you.”

The guardian naga’s name is SSSliithia, and she had responsibility for guarding the tomb of a long dead warrior. The dark naga have been moving into the area. She would like the village’s aid in protecting the tomb and defeating the dark naga.

After the confrontation continue with the conclusion:

Conclusion

When the PCs have either killed Ssslithia or built some type of relationship with her, they will be summoned back to the courthouse to hear the verdict.

IF THEY DID **NOT** HARM OR ALLOW HARM TO COME TO THE GUARDIAN NAGA:

Tyr is awaiting your return having watched the altercation at the wall. “You show great wisdom for one so young. I will test your wisdom once again, how should I punish this horse thief?”

IF THEY **DID** HARM OR ALLOW HARM TO COME TO THE GUARDIAN NAGA:

Tyr looks unhappy as you approach the courthouse, “I thought better of you. Your decisions show a lack of wisdom and knowledge. I will ask you to accompany me to the courthouse so that you and the horse thief may begin your punishments.”

IN ALL CASES:

As you follow Tyr into the courthouse, the scene becomes blurry as the signs of the theatre come back to you. The fight is not very different than you left it, there are a number of assassins fallen on the stage around Perfectly Harmless. Hope stands wounded next to Perfectly Harmless.

The number of assassins here should be the lesser of the number shown below with the stat blocks, or however many were actually left from Encounter One.

Tier One:

Assassins (6): hm T4: Int Average; AL LE; AC 4; MV 12; hp 18; THAC0 18; #AT 2; Dmg 1d4; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14

Tier Two:

Assassins (8): hm T4: Int Average; AL LE; AC 4; MV 12; hp 22; THAC0 17; #AT 2; Dmg 1d4+1; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14.

Special Note: Daggers are poisoned, the first successful attack will cause 1d6 additional points of damage (half if saved)

Tier Three:

Assassins (12): hm T7: Int Average; AL LE; AC 4; MV 12; hp 34; THAC0 14; #AT 2; Dmg 1d4+2; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14.

Special Note: Daggers are poisoned, the first successful attack will cause 1d10 additional points of damage. This damage continues for 1d3 rounds. The damage is halved if the save is made although a save must be made each round.

Tier Four:

Assassins (16): hm T4: Int Average; AL LE; AC 4; MV 12; hp 18; THAC0 18; #AT 2; Dmg 1d4; SA backstab x2; SD hide in shadow 45%; MR nil; SZ M; ML 14.

Special Note: Daggers are poisoned, all successful attacks require a saving throw versus poison. If the throw is failed an additional 30 points of damage is taken. If it is successful 15 points is taken. If the failed saving throw is a ‘1’ then it means that the PC has been killed if they fail a system shock.

NOTE: Perfectly Harmless will continue to battle, protecting Hope and killing one assassin per round.

At the conclusion of the fight continue with the following.

Hope looks confused as the battle ends, “My friends I am so glad you have returned. I have recorded all that happened while you were gone and all that Tyr accomplished during the Time of Troubles while Perfectly Harmless kept these followers of Mask away. If anyone would like, I would very much like to spend a few hours talking about the experience and your perceptions.”

Hope will offer to put the adventurers up in a large hotel (Seven Tiger Inn) and feed them well as they review his notes and add their ideas. It is not mandatory but Hope would appreciate their assistance and verification.

**This Ends
A Hope and A Prayer**

For Tier 3: 3,450 xp
For Tier 4: 4,100 xp

Experience Point Summary:

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Multiply the total by the tier according to this chart:

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

3. Assign discretionary role-playing experience (0-1,500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

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

Encounter One:

Per assassin killed (400 xp max) 25 xp

Encounter Four:

Defeating the naga attack without assistance 250 xp

OR

Defeating the naga attack with the assistance of other townfolk 175 xp

Conclusion:

Per assassin killed 25 xp

Note: the award for assassins cannot go above 400 for the base, including both Encounter One and the Conclusion

Total Experience for Objectives: Tier One: 650 xp
Tier Two: 1,300 xp
Tier Three: 1,950 xp
Tier Four: 2,600 xp

Roleplaying Experience: 0-1,500 xp

Total Possible Experience: 2,150 xp
For Tier 2: 2,800 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

From Hope and Perfectly Harmless:

- Ancient Prayer Book of Tyr – written during Tyr's days on Toril during the Time of Troubles by SIRRUS MELANDOR. Gives reader +1 to any religion checks that involve Tyr or any of Tyr's allies or enemies.
- Holy Symbol of Tyr – etched in copper from the area around Nagarr – worth 750 gp to a collector
- Golden Serving Dish – highly polished gold serving tray of an unknown material. Worth 1,250 gp
- *Potion of rainbow hues*
- Hand Keg of Gnomish Ale – brought to Toril by Perfectly Harmless, this gnomish recipe is unknown in Toril. It is a wonderful tasting ale. Hand Keg worth 50 gp.

If a PC stays the extra day or two with Hope and reviews the details of the adventure they also receive:

- 200 gp one-time royalty payment to account for moneys made in the first year of the book's publication (after that the royalties are very small, therefore not paid to the PC).
- Favor of Hope – good at the Temple of Tyr in Ravens Bluff for up to 4 *cure light wounds* spells and a *remove curse* spell. The spells must be cast at the Temple of Tyr in Ravens Bluff or by a priest of the Ravens Bluff temple of Tyr encountered during an adventure.

Fame Award

1 point in Temples or Upper Class for helping Hope review his notes and work on the book.

Court Agenda

Case

Charge

Village of Nagarr vs. Calvin Horton

Drunk while on Watch

Village of Nagarr vs. Fawn Brokenfall

Theft – unauthorized Brothel

Village of Nagarr vs. Casper Trailhether

Theft

Village of Nagarr vs. Thomas Miller

Horse Theft – Destruction of Property

Fawn Brokenfall

Human **Female** **22 years old** **Dark Red Hair Green Eyes**
5'4" **108 lbs**

Strength: 8 Dexterity: 17 Constitution: 13 Hit Points: 5
Intelligence, Wisdom, and Charisma are reflective of the PC's statistics although her Appearance would be the equivalent of a 17 Charisma.

Dress:

Fawn has many low-cut revealing dresses in her traveling chest, although most are of cotton and linens, she has been forced to sell most of her silk dresses to afford to live. She does still have one silk robe that she refuses to part with. Her dresses are all of vibrant colors and stand out obviously in this small village.

Location in the Morning:

Fawn wakes up in the small local inn. A hearty breakfast is being served. The inn is called The Cracked Tankard and many of the locals in the inn will welcome her as Fawn.

Memories of the Past:

She worked in a brothel in the distant city of Baldur's Gate until she met a merchant who paid her tremendous amounts of money to travel with him. She came to be in the village when the merchant died of the Swamp Cough and she was forced to stay here. She was accused of being forward and attempting to seduce two of the villagers away from their money and their wives. She does remember one of the villagers, a good-looking man who is a wealthy farmer. His company brings a smile to her face, although she can not remember his name. She does remember a man giving her gifts to help her get by, but does not remember what he looked like.

Casper Trailhether

Human **Male** **48 years old** **Dark Brown Hair** **Brown Eyes**
5'11" **176 lbs**

Strength: 15 Dexterity: 12 Constitution: 14 Hit Points: 18
Intelligence, Wisdom, and Charisma are reflective of the PC's statistics although his Appearance would be the equivalent of a 15 Charisma.

Dress:

Casper has a small chest full of wool and linen clothing. Most of the clothes look fairly rugged, well suited for a life at a farm.

Location in the Morning:

Casper wakes up in his small home. A cold breakfast remains and no sign of his wife (does not remember her name). His home is near the city walls and has a small local garden. A young child (5 year old girl) tells you that Mommy and Casper Jr and Carl and Scottie have gone out to the farm to work, since Daddy was sleeping. The young girl's name is Carla and she does not understand why mommy was crying.

Memories Remaining:

Casper is married with four children and a wife of 15 years. He was in the middle of a mid-life type of crisis and did socialize with Fawn, a woman that has worked in Baldur's Gate. He is accused of stealing a number of uncut stones from Mason Drix, the local miner to finance his girlfriend. You do not have any gems, but are unsure as to whether or not he really did steal the gems. He is a farmer growing the most goods than anyone else in the village. This gives him a level of recognition and respect.

OSCAR

Human **Male** **31 years old** **No Hair** **Brown Eyes**
6'2" **212 lbs**

Strength: 18/32 Dexterity: 12 Constitution: 16 Hit Points: 35
Intelligence, Wisdom, and Charisma are reflective of the PC's statistics although his Appearance would be the equivalent of a 11 Charisma.

Dress:

Oscar has a well-worn set of studded leather armor as well as a large mace and a longsword. His other clothes are also well worn and patched. He does seem to be an official of some sort, a large red sash being laid out diagonally across his armor.

Location in the Morning:

Oscar wakes up in his small home. It does not appear as if the home is shared by anyone else. It is a single room, with fireplace, stove, wash tub and bed. There is a small chest with a number of jewels, coins and gems within, along with a number of scrolls and small silver charms.

Memories Remaining:

No other name, Oscar is the village sheriff. He is in charge of the safety of the entire village. He has a terrible secret though. He is a kleptomaniac. He likes to steal things. No one knows of this secret and he is terribly afraid that others in the village will find out and force him to quit his job. He is really not that good of a sheriff, but he is a good fighter. He gets paid well for keeping the peace and wants to stay in the relatively easy position.

Avery Morris Miller

Human **Male** **27 years old** **Black Hair** **Brown Eyes**
5'9" **155 lbs**

Strength: 11 Dexterity: 12 Constitution: 14 Hit Points: 15
Intelligence, Wisdom, and Charisma are reflective of the PC's statistics although his Appearance would be the equivalent of a 16 Charisma.

Dress:

Avery has very fine clothes as well as basic linen clothing. Obviously, when he is working he will wear the sturdy linen clothing, but when he goes into town he has much nicer silk clothing as appropriate for a man of his wealth and position.

Location in the Morning:

Avery wakes up in a very nice room. He is a little uncomfortable having slept in a chair next to a now cold fireplace. He is still dressed in his work clothes although an armoire stands open next to the fireplace. A very young good-looking woman lies in a nearby bed, the victim of obviously a terrible nights sleep.

Memories Remaining:

Yes the village miller is one of the richest men in town. He actually rents much of the space that the other people occupy. The village itself was built on lands that his great, great grandfather helped clear for the Pasha and were subsequently granted to him. He pays for Oscar as well as the mercenaries that keep the roads clear. There is a terrible Naga problem is causing him great concern. He is married with one child. His son Thomas has been arrested under the charge of murder. He thinks his wife's name is Olivia.

Benjamin Turner

Human **Male** **29 years old** **Black Hair** **Black Eye (left eye under patch)**
6'4" **255 lbs**

Strength: 18/76 Dexterity: 16 Constitution: 17 Hit Points: 58
Intelligence, Wisdom, and Charisma are reflective of the PC's statistics although his Appearance would be the equivalent of a 5 Charisma.

Dress:

Benjamin has only one full set of clothes. He has a doeskin outfit and a magical set of bracers that he wears (even to bed). The bracers are *bracers of defense AC 5* and they are sketched with the symbol of an oak tree. The same symbol is scratched upon a shortsword scabbard (with sword within) and an oaken cudgel.

Location in the Morning:

Benjamin wakes up in the a private room of The Cracked Tankard Tavern. His equipment along with a backpack (full of something) tied off with red ribbon rest against the inside of the door. His sword & scabbard rest next to the bed. There is a warm full breakfast waiting outside the door and one of the children calls him Mr Benjamin when he brings fresh water.

Memories Remaining:

Benjamin is a bounty hunter come here on the behalf of the Millers to bring in as many nagas as possible. He is guilty of "murder" in the fact that he does not warn the creatures, he uses his weapons and skills to kill them coldly. However, up to this point no one in the village will ever accuse him of the crime. You remember being hired and the slaying of two Naga outside of the city. However this morning when you awoke you remember being hired by someone named Miller, however you have no idea who this is. He does owe you 200 gp for the two naga heads you have in your backpack.

Sirrus Melandor

Human **Male** **19 years old** **Brown Hair** **Icy Blue Eyes**
5'11" **150 lbs**

Strength: 15 Dexterity: 15 Constitution: 15 Hit Points: 18
Intelligence, Wisdom, and Charisma are reflective of the PC's statistics although his Appearance would be the equivalent of a 15 Charisma.

Dress:

Sirrus Melandor has a number of semi-fine garments from his time at the Temple of Tyr. He does have a small scroll tube with a map of Ravens Bluff and a letter of reference from the Temple of Tyr in Ravens Bluff. He was ordained last year and was called to this portion

Location in the Morning:

Sirrus awakes in the Cracked Tankard Inn in his private room.

Memories Remaining:

You think there is something at the Town Hall that requires your attention.

DM Summary Sheet

To be completed by DM's running this at Dragon Con and Origins

And returned to Daniel Donnelly, 2213 Austin Lake Dr. Smyrna, GA 30023

1. What were the results of the cases?

Case#1?:	Calvin Horton:	_____
If so whom?:	Fawn Brokenfall:	_____
If so whom?:	Casper Trailhether:	_____
If so whom?:	Thomas Miller:	_____

2. What perceptions did the PCs give to Hope?
