

In Memory of Evermeet

A One Round Living City Tournament

By Kevin Blake

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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+

DM Information

Over the past month or so children have been disappearing throughout Ravens Bluff. The City Watch is stumped and overwhelmed searching for the culprit or culprits. Last night the daughter of an influential clothing merchant became one of the missing. The merchant went to the Watch and was told they could be no help so the merchant turned to the next best thing, the adventurers. The PCs wake up in the midst of a summer thunderstorm to a knock at the door. It is the agent of Angus Delinor, clothing merchant. They are invited to his shop to discuss a "matter of great importance". One way or another they will end up at Angus' shop. Inside he will inform them that his

daughter, Branwen was kidnapped last night on her way to the docks. He needs the PCs to find her because the Watch is swamped and can not help. He says the bodies of the girl's guards are in the city morgue and gives the PCs a letter proving that they are working for him. On the PCs way out of the store Grondil, Delinor's employee, stops them and tells them of a man who might wish to harm Delinor. The man's name is Rod Haring.

If the PCs go to the morgue they will find that one of the men seems to have been stabbed; the other two guards had their throats ripped out. One man has a handful of silver-white hair in his hand. One has remnants of red paint on his lips and a piece of blue silk in his hand. If a *Speak with dead* is cast they will tell of a big white dog and a beautiful elven lady. The city watch will tell the PCs of the almost 40 missing children throughout the city. The blue silk will lead to the description of an elven lady who acts much younger than she is.

At Rod Haring's shop the PCs will interrupt a small time thug trying to collect protection money from the merchant. After they have beaten the thugs Haring will give the PCs the name of a man in Crow's End who may know something about where she is. His name is Jeromal the Moneychanger. The PCs are given directions to a place called the House of the White Bear and a description of the man.

They easily find the House of the White Bear but to no avail; Jeromal is not there. On their way out Jeromal approaches them and spouts some obscure reference to a white dog and a child. He will also offer to change their money quite insistently.

As Jeromal leaves a child will approach them with an actual lead. He saw his sister get stolen by a big white dog and followed the dog to its lair then came back for help. The child will lead them to a cave some ways from Ravens Bluff. Inside is a beautiful parody of an elven palace.

A door leads into a room with a pool formed by a hot spring within. Living in the pool is a water naga who will show token resistance then withdraw.

Another door leads into a room where a red wizard of Thay, Delinor's employee Grondil, and a couple guards are. Grondil will order the guards with the blank stares to attack and battle will ensue.

A door out of that room leads to a room full of children. Inside is the 'White Fox'. She is a beautiful elven female with stark white hair. She is actually a foxwoman. She was the daughter of an elven lord and lived on the enchanted elven isle of Evermeet. Then a foxwoman 'adopted' her and she could never go back. Unfortunately the strain of becoming a foxwoman and losing all she held dear broke her mind and she is now trapped with the mind of a young girl. She has been kidnapping children because she was lonely and her

friend Grondil said it would be a good way to get friends. She doesn't know that Grondil is planning to sell the children to the Thayvians as slaves, or that he is trying to ransom Branwen.

The PCs have the chance to take the foxwoman back to Ravens Bluff to be cured.

When the PCs reunite Delinor and his daughter there is much weeping and Delinor will reward them handsomely. The whole city will be grateful that the case is solved.

Players Introduction

The gray clouds churn and whirl as the rain pours out of them. It is a dreary morning in Ravens Bluff. You are awakened from a deep sleep by a clap of thunder. As you roll over to go back to sleep there is a rapping at the door, nearly as loud as the thunder from moments before.

When the PC answers the door.

A dwarf dressed in fine clothes stands at the door. He is soaking wet and has obviously just come in out of the rain. "I am Grondil Hammersforge, Agent of Angus Delinor. My employer has heard of your great deeds and wishes to employ you in a mission of utmost importance."

If the PCs have questions here.

"I do not have leave to answer your questions, but my employer will do so. He asks that you meet him at his shop in the merchant district, at highsun. He will answer all of your questions then."

If the PCs are cold fish and don't interrupt:

"My employers asks that you meet him at his shop in the merchant district at highsun. All of your questions will be answered then."

If the any of the PCs have the local history proficiency have them make a check. If successful they will know that Angus Delinor is a wealthy clothing merchant and a known philanthropist. He regularly gives money to various orphanages, temples, and soup kitchens throughout Ravens Bluff and is known to be a man of great integrity. If they don't have the proficiency and are still skeptical to the point of not wanting to go, have them make an intelligence check to see if they have heard people talking about Delinor in a positive light. If they fail that and still won't go have them drag out a new character that will want to go. Or they could

overhear someone saying good things about Delinor while they are having breakfast.

Encounter One: Delinor's

"Delinor's Cloth and Clothing." Is a large brick building in the heart of the merchant district. Whitewashed wooden shutters cover the windows, in an effort to keep out the weather. Lightning flashes and for a moment the building looks like some sort of giant scarred face. It is then that you notice the pits and scars on the brick facing of the building, grim reminders of the recent war. The door leading into the building stands closed. A sign on the door says, "CLOSED".

If they knock on the door, Grondil will come to the door and usher them inside, if not he will come to the door anyway as if he was about to leave, and then usher them in.

The interior of the store is nothing like the exterior. It is cozy, warm, and dry. A cheerful fire burns in a small hearth on the right side of the room. Clothes in tasteful colors hang on racks scattered throughout the room. Grondil leads you into a small room in the back of the store that looks like it is used for showing off the latest fashions. He motions toward a group of chairs, "Please be seated, Mr. Delinor will be here in a moment. Please take this time to get to know each other, you are probably going to be working together."

If the PCs did not do introductions, etc. outside of the store this gives them time to do so. If they ask Grondil questions he knows nothing of why the PCs were asked to come to the shop other than the fact that Delinor needs them for some reason. In fact he seems rather put out about the fact that he does not know. Aside from that, he has nothing but good things to say about Delinor. After the PCs have finished with their introductions and questions read the following.

The door opens and the man that you assume is your host enters. He is a tall middle aged human with a look of great sadness in his eyes. The man is thin and his sculpted cheekbones suggest that there may be some elven blood in his heritage. He is dressed in the height of fashion, although his clothes are dyed the deep black of mourning. With a grace belying his years he walks to the front of the room and begins to speak.

"Noble adventurers, I am Angus Delinor," he says in a voice just above a whisper. "Two nights ago, my daughter Branwen was kidnapped on her way to one of my warehouses on the docks. Her bodyguards

were killed, their throats torn out by some creature.” He clears his throat and continues, “I spent all of yesterday talking to members of the city watch, but they have no investigators free right now. They have agreed to assist in any way possible though.”

“This morning I received this,” he says and holds out a crumpled piece of parchment. (Players handout #1) “I do not know who this White Fox is and the City Watch didn’t either and they didn’t seem to care,” He says.

“Since the City Watch can not investigate, I need your help. I will, of course be willing to reward you handsomely if you can help me find or rescue my daughter. Please, she is everything to me.”

(When the PCs agree to help him hand them Players handout two.)

Delinor hands you a piece of paper, “Show this letter to the City Watchmen if they give you trouble while you are investigating, it says you are working for me. Now do you have any questions for me?”

He will answer any questions.

- The bodies of the two bodyguards are being held in the city morgue for further investigation.
- If asked about anyone who might want to see harm come to him he will say every business man has enemies, but he can think of no one in particular who wishes him harm.

When the PCs are done asking questions Delinor will excuse himself to attend to some business affairs. When Delinor has left the room Grondil will stop the PCs.

“I know a man who might want to hurt Delinor. His name is Rod Haring. He and Delinor used to be in business together. Delinor caught Haring stealing money from the store to finance his gambling habit. Well Delinor’s not a violent man, but he almost killed Haring before throwing him into the street. Needless to say there’s some bad blood there. Haring has a shop down in Crow’s End, and from what I’ve heard he’s deeply in debt.”

Grondil will give directions to Haring’s shop.

Encounter Two: The City Morgue:

When the PCs go to the City Morgue and show their letter from Delinor they will be brought into an underground room with a large table in the center of it. There are three bodies lying on it. The bodyguards were

burly men but they look more like adventurers than thugs. Two of them have had their throats ripped out, and the third seems to have been stabbed by a sword. One has traces of some sort of red paint on his lips and a small piece of blue silk with a golden swan pattern on it. Another has a handful of silver-white fur in his hand. If a PC casts *Speak with Dead* they will discover that the bodyguards and Branwen were stopped on their way to the docks by an elven woman of near unearthly beauty wearing a blue dress. She said something they can’t remember because they were too wrapped up in her beauty. Then she grabbed Branwen, and the man who was stabbed (Corin) tried to stop her, she ordered the other two to defend her and they killed Corin. Then all they remember is a big silver-white dog.

Any PC with tailoring will recognize the golden swan on the piece of silk as a maker’s mark. Local History and tailoring will tell them that the maker’s mark belongs to Camilla Swann, a seamstress in the merchant district. They can also show the fabric to Delinor, or any other tailor in town and they will tell the PCs of Camilla Swann.

Encounter Three: The City Watch

If the PCs swing by the city watch the watchmen will tell them that there have been a rash of disappearances in Crow’s End and the Dock area. Almost forty children have come up missing and they are swamped looking for all of them. That is why they can’t make a special case of Branwen’s disappearance.

Encounter Four: Camilla Swann’s Shop

Camilla Swann’s shop is very feminine. There are hundreds of dresses on racks and mannequins. They are all made of exquisite materials, silks and velvets. Most of them look sized for elves or short humans. Camilla Swann is helping a young elven woman but when she’s finished with her, will approach any females in the party, or barring that any elves, and barring that the most charismatic member of the party.

She will look at the fabric and then smile. She remembers selling a blue evening gown to an elven lady of nearly unearthly beauty. She bought it about three days ago. Camilla thought it was strange because the lady seemed to act much younger than she looked; almost like a child.

The elven lady gave no address and all Camilla remembers for a description is the stark white hair.

Encounter Five: Haring's Clothier

Haring's Clothier is in a nice building, for Crow's End. It looks like a bad copy of Delinor's shop. The windows are covered with decrepit wooden shutters, half of which seem to be falling off of their hinges. Lightning flashes and for an instant you can see that they were whitewashed once long ago. The color has long since faded. The front door has a sign that says 'OPEN'.

The interior of Rod Haring's shop is the picture of disaster. Piles of clothes lie here and there. Some of them seem to have been halfheartedly folded. Rod Haring stands behind a low counter. He is a short man, no more than five feet tall, and from the redness of his nose you can tell he probably drinks most of his profits. When asked about the disappearance of Delinor's daughter, he will say that he knows nothing about it. He will seem shocked that you think him possible of something as criminal as kidnapping. Haring really doesn't know anything about it. In fact he spent last night in a cell, due to public drunkenness. He's merely a man who likes to gamble and drink. If accused flat out he will be very offended and demand that the PCs leave his shop immediately.

There is a large thunderclap and the door to the shop crashes open. Rain floods in through the open doorway, followed by five large men. The first of the men, who obviously has some orc blood in his veins, glares at you and at Haring. "We's here for our protection money, Haring. You's gonna give it to us or we's gonna tear yer shop apart."

Haring will look stunned and then start digging under the counter. The men are very big and glare at the PCs. PCs should do what they can to save Haring. No matter how much they disapprove of the man they shouldn't stand by and let him be preyed upon by thugs. If they don't, Haring will give the big man a small bag of coins. And then...

Rod Haring, hm T(3): AL: NG; AC 10; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA nil; SD nil; Str 10, Dex 14, Con 10, Int 14, Wis 8, Cha 9; MR nil; SZ M (5' tall); ML 12.

The big man looks in the bag and spits on the floor. "This all ya's got? We's told ya it were ten golds a

month, this here looks like only five." Haring glares defiantly, "You said five gold, not ten, Org. It's all I have." Org chuckles, "I raised the cost, now you's gonna pay us five more golds or we's gonna wreck yer shop." Org looks at you, "And you's fancypants adventurers can pay us five gold apiece too, or we's gonna hurt ya." The other three thugs move to flank you...

Org is a half-orc; his father is a full-blooded orc. Org is not very proud of that fact and will react very violently to anyone accusing him of being part orc. He will attack that person to the exclusion of all else and will not flee even if all of his henchmen have fallen. He will only flee when the person who 'slandered' him has fallen. Org is a common bully who latched on to the 'protection money' idea one day, and hasn't looked back since. Heck it's worked for this long, why mess with a good thing. It is a wonder that he has evaded the City Watch for so long, but heck, this is Crow's End after all.

Tier I:

Org, half-orc male F3: AL N; AC 7 (studded leather); MV 14; hp 28; THAC0 16 (+1 for str, +1 for spec.); #AT 3/2; Dmg: 1d6+5 (club + str + specialization); SA specialized in club; SD nil; Str 18/50, Dex 12, Con 16, Int 6, Wis 8, Cha 6; MR nil; SZ M (6 feet tall); ML 13.

Thugs (4), hm F2, AL N; AC 8 (leather armor); MV 12; hp 13; THAC0 19; #AT 1; Dmg: 1d6+1 (club + str); SA nil; SD nil; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 8; MR nil; SZ M; ML 12.

Tier II:

Org, half-orc male F5: AL N; AC: 7 (studded leather); MV 14; hp 43; THAC0 14 (+1 for str, +1 for spec.); #AT 3/2; Dmg: 1d6+5 (club + str + specialization); SA specialized in club; SD nil, Str 18/50, Dex 12, Con 16, Int 6, Wis 8, Cha 6; MR nil; SZ M (6 feet tall); ML 13

Thugs (4), hm F4, AL N, AC 8 (leather armor); MV 12; hp 30; THAC0 17; #AT 1; Dmg: 1d6+1 (club + str); SA nil; SD nil; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 8; MR nil; SZ M; ML 12.

Tier III:

Org, half-orc male F7: AL N; AC: 6 (studded leather + dex); MV 14; hp 60; THAC0 12 (+1 for str, +1 for spec.); #AT 2; Dmg: 1d6+5 (club + str + specialization); SA specialized in club; SD nil; Str 18/50, Dex 15, Con 16, Int 6, Wis 8, Cha 6; MR nil; SZ M (6 feet tall); ML 13

Thugs (3), hm F6; AL N; AC 8 (leather armor); MV 12; hp 50; THAC0 15; #AT 1; Dmg: 1d6+1 (club + str); SA nil; SD nil; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 8; MR nil; SZ M; ML 12.

Bosco, hm P5 of Mask, AL NE; AC 5 (leather + Dex); MV 12; hp 27; THAC0 18; #AT 1; Dmg: 1d4 (dagger); SA spells; SD spells and *ring of shadow* (see below); Str 12, Dex 17, Con 10, Int 13, Wis 13, Cha 11; MR nil; ML 14.

Magic Item: *ring of shadow*, (generates darkness 15' radius that the wearer can see through)

Spells: 1st level - *command*, *darkness*, *protection from good*, *cause light wounds*; 2nd level - *hold person x 2*, *silence 15' radius*. 3rd level - *cause deafness*

Tier IV:

Org, half-orc male F10: AL N; AC: 6 (studded leather + Dex); MV 14; hp 80; THAC0 9 (+1 for str, +1 for spec.); #AT 2; Dmg: 1d6+5 (club + str + specialization); SA specialized in club; SD nil; Str 18/50, Dex 15, Con 16, Int 6, Wis 8, Cha 6; MR nil; SZ M (6 feet tall); ML 18

Thugs (3), hm F8, AL N; AC 7 (studded leather armor); MV 12; hp 65; THAC0 13; #AT 1; Dmg: 1d6+1 (club + str); SA nil; SD nil; Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 8; MR nil; SZ M; ML 17.

Bosco is a minor cleric of Mask who helps Org with his small time operation. He is very disillusioned with his god because he isn't good enough to become a specialty priest. There is a 10% chance that when Bosco casts a spell that it will fail as a warning from good old Mask. If this happens he will no longer be able to cast spells and will activate his ring and attempt to escape

Bosco, hm P9 of Mask, AL NE; AC 5 (leather + Dex); MV 12; hp 55; THAC0 16; #AT 1; Dmg: 1d4 (dagger); SA spells; SD spells and *ring of shadow* (see below); Str 12, Dex 17, Con 10, Int 13, Wis 13, Cha 11; MR nil; ML 14.

Magic Item: *ring of shadow*, (generates darkness 15' radius that the wearer can see through)

Spells: 1st level - *command X 2*, *darkness*, *protection from good*, *cause light wounds*; 2nd level - *hold person x 3*, *silence 15' radius*; 3rd level - *cause deafness*, *feign death*, *magical vestment*; 4th level - *free action*, *protection from good 10' radius*; 5th level - *slay living*

Assuming the PCs survive the battle, Haring will be extremely grateful.

“Look, I don't know where Angus' girl is, and I don't know who took her. But I do know someone who

might be able to help you, “ says the clothier. He digs around behind the counter and pulls out a scrap of paper and a quill pen with ink. “The guy is called ‘Jeromal the Moneychanger’ and if anyone would know what's going on it'd be him. ” He writes something down on the paper and hands it to you.

(Players handout three)

“There's a description of what he looks like. He usually hangs out at the House of the White Bear, a soup kitchen and temple on the other side of Crow's End.” Lightning flashes momentarily illuminating Rod Haring's face, “Good luck finding Branwen, she's a good kid.”

If the PCs didn't mention Branwen or the kidnapping at all and just made vague accusations:

“Look I don't know what kind of information you're looking for, but I know of a guy who might. His name's Jeromal the Moneychanger. He stays at a place called the House of the White Bear down in Crow's End. Here's a description.” He hands you a piece of paper. (Players handout three)

Encounter Six: Jeromal, the Moneychanger

The PCs should have no problem finding the House of the White Bear, as it is a popular establishment in this part of town. The place is very clean, and full of people seeking solace from the storm. When they enter, a male gnome will come over and ask if he can help them. He is Gnerimar Thistledown, a cleric, cobbler and worker in the soup kitchen. He does know Jeromal, but hasn't seen the fellow today. As they leave the House of the White Bear, if any of them have the observation proficiency have them make a check. If not then have one of the PCs make an intelligence check. After they have rolled, ask them how much they made or missed the check by, nod sagely, then read them this.

As you step back into the storm that has plagued you for the entire day, you notice that one person seems unaffected by the weather, as you get closer to the man you see that he is tall and gangly. His scarlet cloak billows out behind him. He reaches up to brush a strand of gray hair out of his eyes, hands clad in long white leather gloves. His face is lined with worry lines. He looks straight at you and giggles. “Oh ye seek the child, yes the child. Trouble with the little ones; yes much trouble, yes. Do ye truly know what ye seek, methinks not, no methinks not. Jeromal knows

the child, Jeromal knows. Jeromal knows the white dog, hhhhhhhhhhh Jeromal, knows, yes, yes.” He scampers over to you. Suddenly his face grows calm and he speaks in a clear, deep voice. “So what coinage would ye have me change? Please, waste not my time.”

If the PCs make an observation check they will notice a coin with the face of a woman on it on a thick gold chain around his neck. Have any clerics make a religion proficiency check, it is a holy symbol for the church of Waukeen, goddess of money and wealth. Before the time of troubles Jeromal was a highly ranked member of the church of Waukeen, but with the disappearance of his goddess, Jeromal has gone mad. He does not accept Leira as a substitute for his goddess, although Leira would be happy to have him as one of her own. Despite his apparent disdain for her Leira has watched over Jeromal since the day he went mad. Soon after he went mad, he left Tantras, and traveled to Ravens Bluff where he has been since. As a priest of Waukeen he amassed quite a large fortune which is hidden somewhere near Ravens Bluff. He still carries a large amount of money despite the apparent squalor he lives in. Any one who attacks Jeromal will meet with the wrath of Leira, they will begin to laugh, and think of Jeromal as their great friend. Only high level priests of other gods are immune to the effect, although they will know it exists and that it is the work of a god. When he went mad Jeromal gained a limited form of prophecy, unfortunately he is usually raving madly when it comes upon him.

Jeromal hm P(Sp)11 of Waukeen: AL N; AC 10; MV 12; hp 75; THAC0 14; #AT 1; Dmg (by weapon); SA nil; SD see above; MR nil; SZ M (5' 10"); ML 20
Spells: nil

If the PCs ask Jeromal questions they will get no answers from him because he does not remember what he was just raving about. He will continue to ask if they want money changed, and if not then he will ask them to “get out of his store”. If they do have him change some money of any kind read them this.

“Oh so ye do have business with me and aren’t just wasting my time.” He takes your coin and places it into a belt pouch, then takes a sheathed dagger out of his cloak. He unsheathes it and you see that the dagger is made of silver. “Here ye be, it’s the only silver I have right now, the other changers aren’t open yet ye know. But this will cover your coin. Do have a nice day.” The strange fellow bows and starts to walk down the street into the torrential rain.

Encounter Seven: Mikel the orphan

Obviously the PCs will walk away a little disappointed from Jeromal, having learned nothing from the man. A few moments after they leave Jeromal, a small child will step out of an alley and tug on one of the PCs cloaks. Decide which of the PCs are most likely to take pity on the boy that is the PC he will approach. The little boy says his name is Mikel and he needs someone to help him save his sister. He says that she got stold from their small house by a big white doggy with blue eyes. He followed the doggy out of town to a cave, but was to scared to go in, so he just watched it until the sun came up then he went home to look for some brave grownups to help. Mikel and his sister Sarah are orphans and have been living in an abandoned building. He will gladly show them where it is and if any have tracking they can find large dog tracks in the dust of the floor, along with a few strands of silver-white fur. A successful animal lore proficiency at half will identify the fur as fox fur, otherwise the animal lore proficiency will determine that it is dog hair. If the PCs agree to help Mikel will lead them out of Ravens Bluff and into the hills, after travelling about five miles through the pouring rain, they will reach a small hillock with bushes growing all around it. When they reach the hillock it will be just before midnight. Mikel will point to a clump of bushes barely visible in the darkness and say that the doggy leaded Sarah into the big cave behind the bushes. Mikel says he will stay here sheltered by the bushes and wait for you to come out, and if you don’t come out he’ll go back to the city and get more grownups.

Encounter Eight: The Cave of the white doggy

It will take the PCs no more than five minutes to clear away the bushes even if they are a party of six strength min-maxed mages. Behind the bushes is a small cave. It is about twenty feet deep and fifteen wide and is completely empty. Any PC with the tracking proficiency will be able to discern the footprints of a dog, which abruptly change into those of a midsize humanoid. The tracks will stop at a point right next to the back wall as if the creature walked through the wall. This is obviously where a secret door opens. They can look for it any number of ways, elves have their racial ability, thieves have find remove traps, or you can just have someone make a perception (wisdom + intelligence/2) check. There is a small rock near the roof of the cave that if pulled toward the mouth of the cave will cause a section of the back wall to slide inward and to the left. Through the secret door is a

small hallway, it is well lit with small globes of magical radiance which will go out if removed from their niches. The walls are decorated in forest scenes and are exceedingly gorgeous. Dwarves will be astounded at the workmanship of this place, as it is obviously not dwarven make. Elves will feel a strange sense of homesickness. If they have ever been to any of the elven courts have them make an intelligence check, if they make it they will recognize the workmanship as elven.

The hallway leads to a door covered in an intricate nature scene. The door is trapped with a *glyph of warding* which when triggered causes a bolt of lightning to shoot back toward the cave entrance hitting everyone in the passageway. The lightning bolt does damage based on the Tier (save vs. spells for half damage) A thief's find/remove traps will find the trap as will a detect magic. A successful *dispel magic* at 10th level will dispel it. There is also secret panel in the floor that can be found with a find/ remove traps at half, inside is a small lever which will disarm the trap.

Tier I: 1d4
Tier II: 2d6
Tier III: 6d6
Tier IV: 10d6

Encounter Nine: The Pool Room

The door leads into a breathtaking room. The floor is covered in white marble and there are mosaics depicting ocean scenes on all the walls. On the farthest side of the room away from the door is a large pool with steam coming off of it. On the right hand wall is another door. There are steps leading into the pool.

As you near the steaming pool you are startled by a voice coming from the pool reminiscent of a snake. "Here now, what are you doing in the Lady's bathing room?" It says from the steam.

The voice is Sarilana's friend the water naga, Sslinith. He's not happy with you invading his nice warm lair.

Sslinith the Water Naga; Int Very; AL N; AC 5; MV 9, Sw 18; HD 7; hp 32; THAC0 13; #AT 1; Dmg 1d4; SA see below; SD nil; MR nil; SZ L (10' long); ML 11.

Spells: 1st: *magic missile, detect magic, audible glamor, dancing lights*; 2nd: *invisibility, glitterdust*; 3rd: *wraithform*

Sslinith found this hot spring nearly ten years ago. It was perfect for a lazy naga who didn't want to worry about people bothering him. Then over a year ago Sarilana found his cave and his hot spring, but rather than fighting the foxwoman for the rights to use the cave he allowed her to move in as well as long as she let him do as he pleased. He isn't really very loyal to the foxwoman, and wouldn't mind at all if the PCs got rid of her for him. He also knows nothing about Grondil. He will threaten the PCs at first but is very susceptible to bribery. If it is a High Tier party he will probably just slink off through a hole in the back wall of the pool and vanish rather than fight. If he is forced into a fight he will cast a couple of his spells and try to escape, or barring that will use his 1d4 poisonous bite, save vs. poison or it does another 1d6 damage the next round after the bite. The naga's lair is in a secluded corner of the pool but can be found by any PC who gets into the pool and actively searches for it. In his lair are 100 gold, 20 silver, and a *pearl of wisdom* that he got from someone who foolishly tried to steal his pool. The door on the right hand wall is neither locked nor trapped.

Encounter Ten: The white Fox's Lair

Through the door out of the pool room is a large room. The room is tiled with ice blue squares that seem to glint in the magical light. A raised dais is on the far side of the room; a dwarf in gleaming chain mail sits on a throne-like chair. The PCs will recognize the dwarf as Grondil Hammersforge, Delinor's employee. There is a small wood paneled door on the left wall of the room. Standing in front of Grondil is a bald headed man wearing a red robe and his two guards. The man in the robes is obviously a red wizard of Thay. There are also a few other guards along the walls; the number depends on the Tier. Have the party and the people in the room roll for surprise. When the party enters Grondil will yell for the charmed guards lining the walls to kill them and will then *enlarge* himself and throw himself into the fray.

Torinil is a minor Red Wizard. His left leg was mauled by a demon when he was merely an apprentice so he walks with a noticeable limp. His face was also horribly disfigured in the same incident.

Grondil is half duergar, he met Sarilana almost a year ago and immediately saw her a weapon waiting to be used. She thinks he's a 'nice man' who is trying to help her get back to Evermeet. , and since then he has worked himself into the good graces of Delinor, so that

one day he might arrange for Sarilana to kidnap Branwen. In battle Grondil uses a little trick from his duergar side, he *enlarges* himself (the percentage he can enlarge himself is based on his level). He is not a stupid dwarf though, and if it looks like it's going bad for his side of the battle will probably try to escape. The ring he wears makes him immune to *detect alignment* spells.

The Charmed Guards are all high charisma mercenaries and townsfolk that the foxwoman has charmed to do her bidding. They wear blank stares on their faces and make no noise when struck. When the PCs see this they should do every thing they can to subdue the men without killing them.

Tier I:

Torinil the Red Wizard, hm W(N)4, AL NE, AC 6 (armor spell), MV 8, hp 12, THAC0 19, #AT 1, Dmg 1d3 (knife), SA spells, SD spells, Str 9, Dex 7, Con 7, Int 17, Wis 16, Cha 4, MR nil, SZ M (6' tall), ML 13.

Spells: 1st - *armor (precast), detect undead, magic missile, chill touch*; 2nd - *glitterdust, spectral hand, levitate*

Thayvian Guards (2), hm F3; AL LE, AC 6 (chainmail); MV 12, hp 20; THAC0 17; #AT 3/2; Dmg 1d8+3 (str + longsword + spec); SA nil; SD nil; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 14; MR nil, ML 14.

Grondil Hammersforge, dm F3: AL NE; AC 5 (chainmail); MV 6; hp 25; THAC0 17 (+1 for Str); #AT 3/2; Dmg 1d6+1(shortsword + Str); SA see below, specialized in short sword; SD nil; Str 17, Dex 12, Con 16, Int 15, Wis 10, Cha 10; MR nil (+4 to saves vs magic); SZ M (4' foot tall); ML 10.

Magic Items: *ring of limited mind shielding*

Charmed Guards (2), hm F2; AL (charmed); AC 8 (leather armor); MV 12, hp 12; THAC0 19; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 16; MR nil, ML 20 (see below).

Tier II:

Torinil the Red Wizard, hm W(N)6, AL NE, AC 6 (armor spell), MV 8, hp 20, THAC0 19, #AT 1, Dmg 1d3 (knife), SA spells, SD spells, Str 9, Dex 7, Con 7, Int 17, Wis 16, Cha 4, MR nil, SZ M (6' tall), ML 13.

Spells: 1st level - *armor (precast), detect undead, magic missile (X2), chill touch*; 2nd level - *glitterdust, levitate, spectral hand*; 3rd level - *vampiric touch, protection from normal missiles, Melf's minute meteors*

Thayvian Guards (2), hm F4; AL LE, AC 6 (chainmail); MV 12, hp 30; THAC0 16; #AT 3/2; Dmg 1d8+3 (str + longsword + spec); SA nil; SD nil; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 14; MR nil, ML 14.

Grondil Hammersforge, dm F5: AL NE; AC 5 (chainmail); MV 6; hp 40; THAC0 14 (+1 for Str +1 for specialization); #AT 3/2; Dmg 1d6+3 (shortsword + Str + specialization); SA see below, specialized in short sword; SD nil; Str 17, Dex 12, Con 16, Int 15, Wis 10, Cha 10; MR nil (+4 to saves vs magic); SZ M (4' foot tall); ML 10.

Magic Items: *ring of limited mind shielding*

Charmed Guards (4), hm F3; AL (charmed); AC 8 (leather armor); MV 12, hp 20; THAC0 18; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 16; MR nil, ML 20 (see below).

Tier III:

Torinil the Red Wizard, hm W(N)8, AL NE, AC 5 (armor spell, ring of protection +1), MV 8, hp 29, THAC0 18, #AT 1, Dmg 1d3 (knife), SA spells, SD 5 stonelines, spells, +1 on all saves vs magic, Str 9, Dex 7, Con 7, Int 17, Wis 16, Cha 4, MR nil, SZ M (6' tall), ML 13.

Magic items: *ring of protection +1*

Spells: 1st level - *armor (precast), detect undead, magic missile, chill touch (X2)*; 2nd level - *glitterdust, levitate, spectral hand, darkness 15' radius*; 3rd level - *vampiric touch (X2), protection from normal missiles, Melf's minute meteors*; 4th level - *enervation, stonelines (precast), fumble*

Thayvian Guards (2), hm F6; AL LE, AC 6 (chainmail); MV 12, hp 50; THAC0 17; #AT 3/2; Dmg 1d8+3 (str + longsword + spec); SA nil; SD nil; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 14; MR nil, ML 14.

Grondil Hammersforge, dm F10: AL NE; AC 4 (chainmail + shield); MV 6; hp 80; THAC0 8 (+2 for Str +1 for specialization); #AT 2; Dmg 1d6+6(shortsword + Str + specialization); SA see below, specialized in short sword; SD nil; Str 18(76), Dex 12, Con 16, Int 15, Wis 10, Cha 10; MR nil (+4 to saves vs magic); SZ M (4' foot tall); ML 10.

Magic Items: *ring of limited mind shielding*

Charmed Guards (3), hm F5; AL (charmed); AC 6 (scale mail); MV 12, hp 40; THAC0 16; #AT 1; Dmg 1d6 (shortsword); SA nil; SD nil; Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 16; MR nil, ML 20 (see below).

Charmed Guards (archers) (2), em F5; AL (charmed); AC 7 (studded leather); MV 12, hp 40; THAC0 15 (+1 for being elves); #AT 2; Dmg 1d6 (shortbow and shortsword); SA nil; SD nil; Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 16; MR 90% resistant to sleep/charm, ML 20 (see below).

Tier IV

Torinil the Red Wizard, hm W(N)10, AL NE, AC 5 (armor spell, ring of protection +1), MV 8, hp 29, THAC0 17, #AT 1, Dmg 1d3 (knife), SA spells, SD 8 stonemarks, spells, +1 on all saves vs magic, Str 9, Dex 7, Con 7, Int 17, Wis 16, Cha 4, MR nil, SZ M (6' tall), ML 13.

Magic items: *ring of protection +1*

Spells: 1st level - *armor (precast), detect undead, magic missile, chill touch (X2)*; 2nd level - *glitterdust, levitate, spectral hand, darkness 15' radius*; 3rd level - *vampiric touch (X2), protection from normal missiles, Melf's minute meteor*; 4th level - *enervation, stonemark (precast), fumble*; 5th level - *animate dead, summon shadow, transmute rock to mud*

Thayvian Guards (2), hm F7; AL LE, AC 6 (chainmail); MV 12, hp 60; THAC0 13; #AT 2; Dmg 1d8+3 (str + longsword + spec); SA nil; SD nil; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 14; MR nil, ML 14.

Grondil Hammersforge, dm F12: AL NE; AC 3 (chainmail + shield); MV 6; hp 110; THAC0 6 (+2 for Str +1 for specialization); #AT 2; Dmg 1d6+6(shortsword + Str + specialization); SA see below, specialized in short sword; SD nil; Str 18(76), Dex 15, Con 16, Int 15, Wis 10, Cha 10; MR nil (+4 to saves vs magic); SZ M (4' foot tall); ML 10.

Magic Items: *ring of limited mind shielding*

Charmed Guards (6), hm F6; AL (charmed); AC 6 (scale mail); MV 12, hp 50; THAC0 15; #AT 1; Dmg 1d6+1 (shortsword + str); SA nil; SD nil; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 16; MR nil, ML 20 (see below).

Charmed Guards (archers) (2), em F6; AL (charmed); AC 7 (studded leather); MV 12, hp 50; THAC0 14 (+1 for being elves); #AT 2; Dmg 1d6 (shortbow and shortsword); SA nil; SD nil; Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 16; MR 90% resistant to sleep/charm, ML 20 (see below).

Encounter Eleven: The Children.

There is a small door on one side of the room that Sarilana was in that leads into a large room covered in thick red carpet. There are about forty children between the ages of six and ten scattered around the room, most of them look like they have just awakened from a long sleep. Standing in the middle of the room is an elven woman with stark white hair, this is obviously Sarilana, the white fox.

The door opens onto a room as luxurious as the rest in the cave complex. The floor of this room is covered in a thick red carpet. Scattered around the room are over three dozen children, most of which are rubbing their eyes as if they just woke up from a long sleep. Standing in the middle of the room is an amazingly beautiful elven woman with pure white hair. Her clothes are outlandish imitations of elven court wear. She looks at you and moves in front of a group of children. 'Don't hurt my children!' she screams.

This is Sarilana, the foxwoman. She will position herself between the PCs and a group of 'her' children. If any of the PCs start toward some of the sleeping children she will cast *magic missile* at them and then get ready to fight everyone else to protect the children. The PCs can talk to her. If the PCs offer to get her cured she will eagerly go with them back to Ravens Bluff. Sarilana is the daughter of an elven Lord on Evermeet. About one hundred years ago a foxwoman came to Evermeet, she charmed her way into the Elven court and eventually kidnapped the beautiful Sarilana and escaped back to the mainland. Unfortunately the strain of becoming a foxwoman and losing her beloved Evermeet has trapped Sarilana's mind in the mentality of an adolescent elven girl. Since that day Sarilana has been seeking a way to return to the magical isle. In the confusion of the recent war she took up residence in this cave and brought in charmed artisans to redecorate, in a vain attempt to recapture her beloved Evermeet. Recently she met Grondil and he told her the only way to get back to Evermeet was to raise a lot of gold to buy her way back to the elven island. One day Sarilana mentioned she was lonely and Grondil suggested she go into Ravens Bluff and bring some friends back. She went into Ravens Bluff in elven form and charmed children so that they would follow her. But she wasn't happy with just a couple friends. After all if ten friends were good a hundred friends were ten times as good. When she had about a fifty children Grondil called upon the Red Wizards to have them send an envoy to pick up the children which he would sell to them as slaves. Grondil came up with the idea of the ransom

note and Sarilana knows nothing about it. Sarilana is 90% immune to sleep and charm spells as are all elves. In battle she will cast a two spells then shift into her half fox half elf form and attack bodily. Any human, or demihuman male with a wisdom of 13 or less must make a save vs. Spells or be *charmed* (as the spell *charm person*) by the foxwoman's beauty, and with a wisdom over 14 will still find her amazingly attractive. Any human or elven woman bitten by the foxwoman for more than 50% of their hp will become a foxwoman within three days unless a both a *remove curse* and *cure disease* are cast on them by a 10th level cleric.

Sarilana Moonglow, Foxwoman; Int Exceptional; AL CN; AC 3; MV 12 (elven form) 18 (vixen form) 24 (fox form); HD 8+1; hp 60; THAC0 12; #AT 1; Dmg 1-2(bite in fox form) 2-6 (bite vixen form) or by weapon (elven form); SA spells; SD +1 or silver weapon to hit; MR see above; SZ M; ML 13.

Spells: 1st level – *magic missile, hypnotism, charm person*; 2nd level – *blur, glitterdust*; 3rd level – *haste*.

The PCs can take Sarilana back to the temple of Selune in the city and leave her there for them to cure. If the PCs pay for it she will give them a magical brooch showing the symbol of her elven house.

Curing Sarilana requires both a *remove curse* and a *cure disease* cast by a 10th level cleric. Branwen is among the children.

Encounter Twelve: Branwen's Return:

At the gates of the city, the Watch will take the little children into custody and will return them to their parents, or in the case of orphans to an orphanage. When Branwen is returned to her father they'll embrace and weep, etc.

Angus Delinor looks up and wipes some tears away from his eyes. "I thank you with all my heart worthy adventurers. It is truly a shock to me that my trusted friend Grondil turned on me, but I suppose no one can know what is in another's heart but the gods." Then he and Branwen begin weeping anew.

Conclusion

By morning the rain has stopped and it looks like it's going to be a beautiful day. There is a note on your doorstep inviting you to a reception in your honor at the house of Mr. Angus Delinor. The reception is one of the biggest celebrations Ravens Bluff has seen in a

long time as most of the city turns out to honor you. This will be a day remembered in the city for years to come.

Each PC is given 300 gold from Delinor's coffers as well as a suit of hand tailored clothes worth 500 gold. They all receive +1 Fame in general and +1 fame in City Watch for solving the forty cases of missing children and freeing the Watch up to actually police the city. Watch members also receive a watch promotion.

Experience point summary

Experience is calculated as follows for Living City Events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500). These should reward accurate character portrayal throughout the adventure, NOT just how the character reacted socially.
3. Finally multiply the experience by the tier according to this chart

Levels 4-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38+	Tier 4

A PC 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 three group and have to bump the combats up to challenge them they still get Tier three experience, not tier four experience.

Encounter One:

Asking about Enemies 25 xp

Encounter Two:

Using *speak with dead* on the corpses. 50 xp

Encounter Three:

Finding out about the other missing children. 50 xp

Encounter Five:

Defeating the Thugs 100 xp

Getting Jeromal's name 25 xp

Encounter Six:

Getting the *silver dagger* 25 xp

Encounter Seven:

Helping Mikel 50 xp

Investigating the house 25 xp

Encounter Nine:	
Killing the Naga	50 xp
OR	
Defeating the Naga without killing him	100 xp
Encounter Ten:	
Defeating the bad guys	125 xp
Encounter Twelve:	
Curing Sarilana	125 xp
(Paying for a cure or casting it, not delivering her to the temple of Selune)	
Total Experience Possible for Objectives:	750 xp
Roleplaying Experience	0-500 xp
Maximum Possible Experience	1,250 xp
Tier Two:	2,500 xp
Tier Three:	3,750 xp
Tier Four:	5,000 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.

- *Ring of shadow* – This ring creates the effects of a *blacklight* (the *darkness* spell except the caster can see inside of it) spell once per adventure.
- *Silver dagger* – a dagger made of silver.
- *Pearl of wisdom* – this pearl, when carried, adds one to wisdom-related checks. It does not add to the wisdom attribute. Additionally, it cannot raise the total bonus for wisdom-related checks for the holder above +4.
- *Ring of limited mind shielding* – this ring renders the wearer immune to *detect alignment* spells.
- *Ring of protection +1* -- +1 to AC and saves
- *Brooch bearing the Emblem of House Moonglow* -- +2 reaction adjustment when dealing with members of elven nobility.

Player's Handout One: Ransom Note

Delinor,

I have your daughter. I will not release her until you pay me ten thousand gold coins. I will contact you with a date and time for the trade.

--The White Fox

Players Handout Two: Letter from Delinor

These Adventurers are investigating the disappearance of my daughter, and do so with my blessing.

-- Angus Delinor

Players Handout Three: Description of Jeromal

Tall, skinny fellow with gray hair.

Usually wears a long scarlet cloak, and elbow length white gloves.

Blue eyes.