

All Bad Things Must Come to an End

A One-Round D&D Living City Adventure

By John Bentas

A band of noble adventurers is needed to remove a family curse, but can they do it in time to save the life of an innocent? An adventure for characters levels 1-8.

DUNGEONS & DRAGONS, D&D, FORGOTTEN REALMS, and RPGA are registered trademarks of Wizards of the Coast, Inc. RAVENS BLUFF and LIVING CITY are trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a nametag 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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

No-vote scoring: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.

Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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.

LIVING CITY Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12 5-13	6-14	7-15	4 nd	
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

DM's Background

This adventure should take place entirely within the confines of the city of Ravens Bluff. Therefore it would be prudent for the DM to be familiar with some of the local laws. Bear these rules in mind when the party deals with the numerous NPCs, most of whom are upstanding and/or important citizens of Ravens Bluff. These can be found in *The City of Ravens Bluff* Campaign Expansion supplement at pp. 69-75. Some local laws of potential pertinence are reproduced below:

- High Murder: Execution
- Murder: Execution or 30 yrs imprisonment
- Low Murder: 5 yrs imprisonment and/or fine
- Attempted Murder: 10 yrs Hard Labor
- Theft: 1-year imprisonment
- Magically Influencing Others: 1-year imprisonment and 1,000gp fine
- Assault: 20-1,000gp fine
- Bribery: 500-10,000gp fine
- Using Harmful Magic: 100-2,000gp fine

It is recommended that the DM review the entire scenario before running this tournament as the majority of the scenario is non-linear. The party is not necessarily led from one encounter to the next in a sequenced fashion, although some encounters may be more appropriate at certain times (DM's discretion). To further facilitate ease of play, a brief synopsis of the tournament follows.

The PCs begin the adventure with a summons to the temple of Tyr by a fellow adventurer, named Sir Fultee Parkhurst III. At the meeting, the party will be asked to help lift the Parkhurst family curse. To accomplish this feat, the party will be required to rescue

Sir Fultee's secret love interest, Julie Loggins. She has mysteriously disappeared a few days ago. The curse can be lifted only if the head of the rather arrogant Parkhurst family can swallow his or her pride and rely on commoners in a time of need. This is a time of need, and the adventurers (or some of them) are certainly commoners. Thus, whether they succeed or fail, if they try their best they break the curse.

In actuality, Julie has been kidnapped by the Shadow Cult and will be sacrificed in a dark ritual to summon a shadow demon. Unfortunately, the Shadow Cult, a splinter-faith of Mask, has taken great measures (both magically and otherwise) to protect their identities and location. As a result, the party will be given little information to begin with. They must depend mostly on their own ingenuity to rescue Julie before midnight, at which time she will be sacrificed to the demon. The party must work expediently to solve this mystery, as they have only a few hours.

Sir Fultee gives the PCs a list of four names, none of whom he knows anything further about, and the deadline of midnight. This is the extent of information that any divinations can provide.

The party must locate these four people and find out how they are involved with the disappearance of Julie Loggins. In reality, the four people on the list are unknowing participants of the Shadow Cult. Each has been given a special amulet which, when viewed in the aggregate, shows the ever-changing location of the Shadow cult's lair.

The party, while searching for these four individuals, will encounter Earl Smilthik, a rambling, long-winded, man with almost endless useless knowledge of Ravens Bluff's people and geography.

In addition, the party's investigations will attract the attention of the high priest of the cult, who will send a lackey with a special surprise to discourage the party. The "surprise" is an ambush of the party by the party's own shadows! In order to summon the shadows, the lackey unwittingly sacrificed himself (a component of the spell).

Hopefully, the party will be able to put the clues together and learn that the amulets form a map to the location of the Shadow Cult lair, which also happens to be the location of Julie. Also, by defeating the surprise sent by the Cult leader and discovering the body of the unfortunate lackey, the party should be able to learn that the Shadow Cult is behind the kidnapping and that Julie is to be sacrificed to Mask in return for increased power to the cult.

Finally, the party must infiltrate the lair of the shadow cult. The lair is in a warehouse by the docks (where else?). But, the warehouse has been modified with numerous traps and illusions. Once these obstacles are overcome, the party must confront and defeat the Shadow Cult's high priest and allies.

If successful, the party will have defeated the Shadow Cult, rescued Julie relatively unharmed, and lifted the Parkhurst family curse. All in a day's work for the adventurers of Ravens Bluff!

The Amulets

The leader of the Shadow Cult, Thorgram, went to great lengths to ensure the secrecy of his cult. Through magic and skills of disguise, he was able to dupe the four people on the list into openly wearing amulets. Each amulet displays part of a "map" to the cult's lair. The location of the lair changes every month (with the cycle of the moon) to keep from being easily discovered. Therefore, the "maps" on each amulet change each month as well.

The four people were chosen because of their easy access by the public (Korg is a bartender, Katy is a city watchwoman, Elaitha constantly patrols Crow's End, and Cordin makes the streets his home). Therefore, the occasional visit by the 24 members of the Shadow Cult will not raise anyone's suspicion. Besides this precaution, the cult leader has the four amulet-bearers surreptitiously monitored by his inner sanctum (the four thieves in the final encounter) a few days before the full-moon meeting to insure that no one is snooping on the cult's affairs. This is how he eventually learns of the party's involvement and sends the "surprise."

The people who wear the amulets have no idea that they are used for such nefarious purposes, and no one would suspect, which is why Thorgram uses them. Thorgram knew what "professions" the amulet-bearers were going to eventually have through prognostication (i.e. divination spells). Each person is a citizen in good standing. They have each received their amulet in a special way, making the object a cherished one. The amulet-bearers are aware that the shapes on the amulet change (approximately once a month), obviously through magic. They don't pay it much heed though; they just figure that it is tied in with the cycles of the moon. After all, it has never done them any harm.

The amulets confer special powers on the initial recipient (only) to further complicate the lives of the PCs. These powers are complete immunity from charm and divination spells. The divinations that revealed the names tapped on divine power and a lot of luck.

Player Introduction

It figures! Just as you were about to settle in for a nice, quiet rest, there is a sudden and urgent knock at your door. Opening the door you see an out-of-breath, rain-soaked young boy who immediately reaches into his drenched overcoat to produce a miraculously dry, rolled-up scroll.

He addresses each PC by their proper name, and hands each PC the scroll. Without waiting for any response, the boy turns to leave, apparently in a rush to get out of the pouring rain and finish his task.

If stopped, the boy will be blunt. His name is Barthus and he is an acolyte at the temple of Tyr. He was asked by “someone important” to deliver six urgent messages this evening.

Wait for each PC to acknowledge that they are indeed unrolling and reading the scroll, then give them **Player Handout #1**. In the event that a PC is unable to read, allow them to stop the message boy. He will gladly read the missive for a small fee (1 sp).

After reading the scroll, allow the PCs to ready their equipment, cast spells, and conduct any short side-treks. Remember that time is of the essence and any significant delay will cause the PC to miss the adventure.

Your journey through the almost desolate streets of Ravens Bluff was a quick one. After all, who would want to be out on such a cold, wet and windy evening?

Reaching the Temple of Tyr, you are welcomed immediately and escorted promptly to Sir Fultee’s room.

Within the Spartan room there burns a large fire that immediately restores some semblance of warmth to your chilled bodies. A large human male with black hair and large brown eyes, dressed in dazzlingly bright full plate armor, stands to greet you.

“Well met, brave adventurers! I am Sir Fultee Parkhurst III. I must apologize for my bluntness but time is of the essence. Please be seated.

“I need you to discover the whereabouts, and I fear, rescue my beloved Julie Loggins. She disappeared about three days ago. No one knows her location, and no one has seen her leave or be abducted. I have asked the priests of Tyr to assist. After days of divinations and prayers, they have divined only four mysterious names. They also discovered that Julie will die by the stroke of midnight tonight! Any further divination attempts have been stymied.

“Normally I would eagerly search out these rascals and deal them swift justice, but I believe Tyr has provided this opportunity for a greater purpose. Long ago, my family had a tradition of working in the service of Tyr as Paladins. But, because of an ancestor’s egotistical mistake, which resulted in a bloody feud in my home country of Cormyr, Tyr cursed my family. None has been able to take up the mantle of paladin and remain true ever since. We have tried for decades to atone, without success. Now I believe I have discovered how.

“My family, being a proud noble house, always believed that justice could only come from nobility.

We felt that justice must be dispensed by the nobility upon the commoners, who were inherently incapable of justly governing themselves.

“I have learned that justice does not emanate solely from the blood of nobility. My experience with the adventurers and people of Ravens Bluff, many of whom do not hail from noble families, is that they can be as just and in some cases, even more so, than any noble! To prove my conviction to justice from whatever source, I am willing to entrust the life of my beloved Julie Loggins to your hands.

“As a result, I cannot offer you any form of payment aside from my undying appreciation, the self-fulfillment of saving an innocent, and any loot you may recover from the scoundrels who have kidnapped my beloved.

“Will you help me?”

At this point Sir Fultee will answer a limited number of questions, bearing in mind that he understands that time is running out. There are only 5 hours until midnight!

- Sir Fultee’s relationship with Julie has been a secret one, and no one is aware of their involvement.
- Julie is a commoner who works at a local flower shop called Flowers and Sentiments. (Searching the shop reveals no helpful information at all).
- There have been no ransom demands.
- Julie lived in a small, modest apartment near the flower shop. (Searching the apartment will reveal numerous flowers and assorted love letters from Sir Fultee, but no sign of forced entry or struggle).
- Julie had no enemies.
- The family curse began about 80 years ago, when his ancestor Sir Justin IV, was arranged to marry another noble’s daughter, Priscilla, who had fallen in love with a commoner. Unable to cope with the fact that Priscilla would chose a commoner over him, Justin IV slew the commoner in “honorable combat.” Unfortunately, the commoner was no commoner at all, but rather the disguised son of a powerful noble family. They did not take lightly to the slaying of their only son, and a feud ensued. Many lives were lost. Since then, the Parkhurst family has served Tyr faithfully in every capacity, aside from as paladins, in an effort to regain Tyr’s favor, to no avail.
- The four names on the list are **Elaitha Silveraid, Korg Skullcrusher, Capt. Katy Smithstone, and Cordin “Steelheart” Lurmont.**

Brainstorm in a Rainstorm!

At this point, the party is free to use any ingenious methods for discovering who and where these

individuals are. Below are some ways in which the party can familiarize itself with the people on the list, but it is not exclusive. Bear in mind that NO DIVINATIONS or other magical means will reveal any further information about Julie Loggins' current plight or any of the names on the list. This is because of the powerful magic associated with the amulets and the power of the altar at the Shadow Cult Lair (see **Beyond a Shadow of a Doubt** encounter for complete details). Although it should not be an easy task to locate the people on the list, any reasonable plan should have a chance of success.

- Elaita Silveraid is a low-ranking priest of Ilmater who works constantly in the Anvil Neighborhood of Crow's End. Any PC who is very familiar with the area (something written on the character sheet or a cert acknowledging this fact) can make a Local History check (DC 15) to recognize the name and probable location.
- Korg Skullcrusher is a recently retired adventurer who has taken up the honorable pastime of bartending. He currently works in the Southside District at Cliff's Bard & Swill. A PC who states they hail from that district or is a very heavy drinker may make a Local History check (DC 20) to recognize the name.
- Cordin "Steelheart" Lurmont is an unfortunate war veteran who is now homeless and frequents the Shady Streets district of Crow's End. A PC who has served in the armed forces during the war against the forces of Myrkyssa Jelan may make a Local History check (DC 15) to recognize the name as one who received some of the highest commendations for valor for service in the war. His current whereabouts will be unknown to any PC unless they have specific evidence of helping the homeless. If so, a Local History check (DC 20) could yield a clue as to his location.
- Capt. Katy Smithstone is the easiest person to start with. Any city watch station will know that Capt. Smithstone is stationed in the Burnt Gables area of Crow's end. As an alternative, any PC who is a member of the city watch can make an Intelligence check (DC 15) to recognize the name and where she is stationed.

Of course, asking a lot of people (and we do mean a lot) will eventually put them on the right track. Make them work for it, though.

If the party is unsuccessful in locating all the people on the list, or in locating the lair of the Shadow Cult, then use the following encounter to help them along.

There's one in every town...

Since the rain has stopped and the winds have died down, the city streets have surprisingly become a bit more crowded, although the hour is getting late.

As you make your way through a particularly busy part of town, at least for this time of the night, you hear the gravelly shouts of an old man:

"Help! Help! Hooligan! Hooligan!"

A few yards from the PCs there is a chaotic scene. An old man, dressed in well-worn common clothing, lies on his side outside Drak's Barbers, pointing towards a small figure darting through the stunned crowd.

"The little whipper-snapper has taken my cane! Stop him, please," the old man pleads at your arrival.

The "thief" is really Aaron, a young boy who is just playing a prank. He is good at avoiding pursuers through the city streets, as he plays this "game" with his friends everyday. Therefore catching him should be no easy task. Bear in mind that Aaron has complete familiarity with the surroundings, and he will use that information to his advantage. In other words, he knows where the small holes in the fences are, where the alleys go, and the good places to hide.

Because of the crowded streets, the party will find area-of-effect spells useless (unless they want to violate some of the city laws mentioned in the **DM's Background**). Spells that require line-of-sight for targeting, such as *hold person*, are useless also as the party cannot catch more than a fleeting glimpse of the boy at any given time.

Aaron, (male human Com1; Hide +2) 10-year old boy who stands about 4 feet tall, with blond hair and blue eyes, a slender build, and who is remarkably quick and agile for his age.

Once caught, Aaron will begin to cry and say that he didn't mean to hurt Earl (the old man). He was just trying to play a little prank. He was going to give the cane back eventually (after all, what would he do with it?).

As a matter of fact, he knows Earl all too well. The boy will plead his case to the PCs that Earl has "ratted" him and his friends out to their parents on numerous occasions for their childhood antics (typical stuff like pulling girls' pigtails, etc). Aaron doesn't like Earl because he is "too nosy" and makes his life out of knowing "everything about everyone."

If Aaron is returned to the victim, whose full name is Earl Smilthik, he will receive a verbal berating from the old man and a promise that he will tell the boy's

parents. In addition, Earl will tell the boy he is acting quite unlike his father who was a good boy!

After spouting off a few more trivial facts about other random people in the vicinity (i.e., “Good thing you guys came along because Charlie over there can’t chase anyone with his hurt leg which he got after he fell out of his mistress’ window, and Evan over there is about as fast as turtle on a molasses patch ever since he was a young boy, that is why he was always picked last in street games”), Earl will thank the party for their assistance. Feel free to make up any more stories of a personal nature about the people milling about. The point is to make the party aware that Earl may have some knowledge of the people on the list.

Earl, a retired sewer worker, spends most of his time in Drak’s Barbers gossiping about people in Ravens Bluff. He can be found there from early in the day until late at night. Of course, hardly anyone gets their haircut at this late hour, so it serves more as a location for the know-it-alls to hang out and exchange information.

The purpose of this encounter is to the clue the party into the fact that Earl knows A LOT about the people and places of Ravens Bluff. If asked about anyone on the list, Earl will be able to give the information listed in **Brainstorm in the Rainstorm** section (DM’s discretion as to how much he knows and what “additional” stories he can tell). Also, if the party is having difficulty locating the Shadow cult’s lair, then Earl can be of assistance as he is familiar with all the landmarks of the city. In other words, if the party shows Earl a copy of **Player Handout #2**, he will immediately recognize the reference of “Deephands” on that amulet to be Deephands Nettery and Net Repair on the corner of Thaverdasz Way and Khalahmongre Steet. If needed, Earl will also point out that the abbreviations appear to be street names. That is the extent of Earl’s assistance with regards to locating the secret lair, he does not know anything about the Shadow Cult or Julie Loggins.

Elaiitha Silveraid

The Anvil Neighborhood is the heart and soul of Ravens Bluff’s flourishing trade. Carts and wagons full of goods constantly work their way through the winding streets at all hours of the day or night.

Your search for Elaiitha Silveraid has brought you to the Cracked Tankard on Red Wyrms Ride. As you approach, you see a lithe, half-elven woman wearing a simple light brown robe tied at the waist with a hemp rope waving the holy symbol of Ilmater over the prone body of what is obviously a sailor, who is lying face down on the cold streets. Her hands glow as she

touches them to the man. With that he stands, looks about sheepishly and slinks off towards the docks.

A touch of a smile comes to the half-elf’s lips as the sailor departs. But it quickly disappears as another unfortunate patron of the Cracked Tankard is tossed out of the bar, this time through a closed-shuttered window!

The former patron is unconscious, suffering numerous minor wounds from his journey through the shuttered window, not the least of which is the large lump on his head from his unceremonious impact with the hard street. Any kind of magical healing (*cure light wounds* spell, *potion of cure light wounds*, etc) will revive him. Unfortunately, Elaiitha has had a busy night. She is out of curing spells for the night.

Elaiitha Silveraid, female human Clr3: Medium Humanoid (5 ft. 3 in. tall); HD 3d8+9; hp 31; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +3 melee (1d3 subdual, unarmed SQ Turn undead AL LG; SV Fort +5, Ref +4, Will +5.

Str 10, Dex 16, Con 14, Int 10, Wis 15, Cha 15.

Skills: Diplomacy + 9, Heal +9, Knowledge (religion) +7.

Equipment: robes, pouch containing 40 sp., medicine bag, *amulet of the shadow cult* (see below)

Spells: all cast or used for healing.

Elaiitha will tend to the wounded “patron” despite the party’s inquiries. Her primary concern is to assist those who are suffering. Curing the injured man is the best way to get her undivided attention, at least for a short while.

Once the party has her attention, they will find that Elaiitha is a soft-spoken, beautiful woman. She is extremely humble and finds good in everyone. Although she helps the victims of numerous crimes, she does not know Julie (or that she has been kidnapped). She will be taken aback if she finds out that her name has been brought up in this kidnapping. She will consistently and truthfully deny any conscious involvement.

If startled (like when the party reveals her “involvement,” or at the mention of the kidnapping), she will begin to rub an amulet hanging from a necklace (which is NOT her holy symbol). Any PC with an observation proficiency will easily notice this behavior, while those without it must make an intelligence check.

The amulet makes Elaiitha, and only her, completely immune to charm-related (*charm person*, etc) and divination spells. It is good-sized (about 4 inches in diameter) and made of bronze. Any party members that can make a close examination of the

amulet will receive **Player Handout #2**. If *detect magic* is cast, the amulet does not radiate as magical (since *detect magic* is a divination spell).

Elaitha will not part with the amulet. She was given the amulet by the first person ever to have died in her arms. She does not know the name of the person, as she randomly came upon them on her first excursion onto the city's streets. The person was an old woman who was suffering from some acute affliction unknown to her. It worked too quickly for Elaitha to get the woman back to the temple, and she perished in Elaitha's arms. Before doing so, the old woman gave her the amulet, her only worldly possession, as a token of her appreciation. The old woman made one condition though; she must openly wear the amulet while she tends the wounded. Elaitha has done just that in her memory ever since.

Unbeknownst to Elaitha, the "old woman" was really the high priest of the Shadow Cult in disguise, who used the occasion as a ruse to give her the amulet. This occurred about one year ago.

The party will have to somehow either make a copy or commit the amulet to memory (Intelligence check DC 15). Elaitha has done nothing wrong and the "evidence" that the party has so far is insufficient to confiscate the amulet, or to even detain Elaitha. Refer to the laws of Ravens Bluff set out in the **DM's Background** if the party gets "physical" with her.

If the party chooses to enter the Cracked Tankard, they will find that it has calmed down quite a bit, relatively speaking. The man was thrown out through the window for being a cutpurse, and a bad one at that. The sailor which Elaitha had been helping was inebriated, of course, and was beginning to become hostile so some regulars took preemptive action to remove him before "trouble" started. Other than that, things have returned to normal at present. The Cracked Tankard is described in more detail on pg. 133 of *The City of Ravens Bluff* supplement.

Korg Skullcrusher

Your search for Korg Skullcrusher takes you to Cliff's Bard and Swill in the Southside District. You almost pass right by the place, as it is nestled between numerous, rundown rooming houses, but the sounds of merriment alert you to its location. The non-descript nature of the nightclub might have something to do with its proximity to The House of War, the temple dedicated to Tempus.

As you enter the establishment, you come upon an unusual sight within. The hall is packed with patrons of every sort: men and women of all the different races, including strange creatures such as a minotaur, lizard man and a kenku. But that is not the strangest

sight in the dimly lit tavern. On the stage, a handsome, pale skinned human male with fangs appears to have the audience enthralled with his recitation of a story of love lost. Behind the vampire, a row of undead, including skeletons, zombies, and the like stand idly by.

Cliff's Bard & Swill is currently having a special entertainment evening called a Haunt Night, where the theme of the party is ghost stories and entertainers dressed as undead. Although very convincingly disguised as a vampire, and other assorted undead, the "creatures" on stage are actually just actors

Any hostile acts by the party may result in a violation of the city laws (see **DM's background**). Also, any interruption of the story or play will bring about the disapproval of the crowd in the form of hurled mugs and dinner plates.

Korg Skullcrusher is the bartender/bouncer.

Korg Skullcrusher, male dwarf Ftr10: Medium Humanoid (4 ft. 3 in. tall); HD 10d10+30; hp 96; Init +2 (Dex); Spd 15 ft.; AC 18 (*bracers of armor* +4, +2 Dex, +2 *ring of protection*); Atks +17/+12 melee (1d10+8 [x3] +3 *dwarven waraxe*); AL NG; SV Fort +10, Ref +5, Will +3.

Str 17, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills: Jump +13, Climb +13, Spot +2, Profession (bartender) +2; *Feats:* Exotic Weapon Proficiency (*dwarven waraxe*), Weapon Focus (*dwarven waraxe*), Power Attack, Weapon Specialization (*dwarven waraxe*) Cleave, Great Cleave, Improved Critical (*dwarven waraxe*), Dodge, Blind Fight

Equipment: *bracers of armor*+4, +2 *ring of protection*, *ring of warmth*, +3 *dwarven waraxe*, *amulet of the shadow cult* (see below)

Korg is amicable, for a dwarf. Provided that the party did not interfere with the show, he will politely greet any PC who approaches the bar. He will be skeptical of anyone who addresses him by name, or is looking for him. After all, he has made quite a few enemies in his days as an adventurer.

Korg has one unusual quirk (that is obvious anyway); he never wears a shirt. His long beard almost completely blends in with his equally hairy chest, arms and back. Almost lost within the tangle of hair, a bronze amulet lies cushioned on the bed of "fur."

Much like the other amulet-bearers, Korg will not part with his. It has too much sentimental value to him. The amulet, like the others, grants him complete immunity to charm-related and divination spells.

Korg believes an adventuring companion of his who died in a confrontation with a beholder gave him the amulet. Miraculously, Korg was the only survivor. After charging headlong into battle against the

beholder, he was struck by a beam. He felt that he was surely going to die. He awoke later, to find all of his companions slain, with the exception of “Slip” (the party’s rogue), who was dying (“Slip” was also the one who convinced the party to go after the beholder). He handed Korg the amulet and told him to keep it as a memento of their adventures. As a tribute to his comrades, he must display it openly for the remainder of his days.

Because of the wounds he suffered in the battle, he now has a wooden leg and can no longer adventure, so he took up his favorite past-time, tending bar (and drinking).

In actuality, “Slip” was really the high priest of the Shadow Cult in disguise (he had killed “Slip” and taken his place). The high priest had struck a deal with the beholder earlier to insure Korg’s survival, albeit disabled.

If the PCs manage to get a copy made of the amulet, or can memorize the inscription on it (Intelligence check DC 15), then give them **Player Handout #3**.

Cordin “Steelheart” Lurmont

As you enter the Shady Streets district of Crow’s End you begin to realize that there may be a good side to the recent rains. It has succeeded in temporarily flushing these streets of the abundant rotting fish and assorted other refuse that normally accumulates along the streets’ edges.

As you make your way through the “cleansed” streets, you come to the last known hangout of Cordin “Steelheart” Lurmont – just outside the Salty Dog.

Any PC who makes a successful Local History check (DC 15) will know that the Salty Dog is a place best left unexplored! The Salty Dog is one of the most unsavory bars in all of Ravens Bluff, where a crime-a-minute occurs. It is frequented by drunken sailors and other nefarious individuals. The DM is free to create a suitable rowdy atmosphere if the party is so adventurous as to enter

As the PCs approach the Salty Dog they will be “accosted” by a homeless man asking for spare coppers. It is Cordin. He is not drunk, but will act like it. He wears clothing typical of his station: well worn, full of holes, and very dirty. There are numerous patches and repairs to his clothing (done by Cordin, as he has become experienced as a tailor through his days in the war). Around his neck, obvious to anyone who is looking for it (Spot check, DC 15 for those who aren’t) is a bronze amulet (about 4 inches long with strange markings). Cordin, if standing erect would be over 6 feet tall, but he currently walks and stands stooped over

(back injury from the war). His hair is long and unkempt, he is unshaven (not quite a beard but enough stubble to show his graying hairs), and his eyes are light brown with a glint of determination.

Unless the PCs give him some money, he won’t bother to talk with them, but will rather shoo them away as he has a “living to make.” If they do give him some money, he will listen to them, albeit hesitantly. He has learned to be distrustful of those who “freely” part with their coins.

Essentially, Cordin is very bitter about his current situation and what has become of himself since the war. He gave his all to Ravens Bluff and now he feels abandoned. The PCs will need to listen to his tirades of betrayal and lack of justice before getting any adventure-relevant information.

Cordin was given the amulet (which bestows the same immunity from charms and divinations as the others of its kind) by a fallen comrade of his during the final assault in the war. His unit had to charge up a hill and take the position from a well-entrenched enemy unit that would have rained disaster on the final counter-offensive of Ravens Bluff. During the heat of battle, things began to look grim for the Ravens Bluff charge, as many valiant soldiers were dropping all around them. Somehow Cordin found the strength of heart (therefore his nickname “Steelheart”), in the face of great adversity, to personally lead his unit to the top of hill, despite numerous spells aimed at him (some say he was blessed by Tempus himself).

Soon after reaching the summit, as small skirmishes still played out around him, Cordin came across a gravely wounded soldier he did not recognize, but who bore his unit’s insignia, amidst the numerous bodies of his enemies. With his dying breath, the soldier asked Cordin to proudly wear the amulet in his memory. To this day, Cordin does not know who the soldier was, but he wears the amulet as a tribute to his sacrifice.

In reality, the “soldier” was the high priest of the Shadow Cult who secretly worked his way to the site and impersonated a member of Cordin’s unit (by stealing uniforms from the fallen, etc).

Like the other amulet-bearers, Cordin will not part with amulet as he cherishes it more than he does his commendation for valor from the city, which has since turned its back on him (at least in his mind). Any PC who can memorize the inscription (Intelligence check, DC15) or convince Cordin to let them copy it may have **Player Handout #4**.

Any knight-PC who takes it upon themselves to help Cordin get back on his feet (not just give him lots of money) will receive a **chivalry point**. Helping him means getting him back on his feet and earning a living

again, or at least making a positive contribution to society.

Cordin ‘Steelheart’ Lurmont, male human Ftr4: Medium Humanoid (6 ft. 3 in. tall); HD 4d10+8; hp 42; Init +0(+1*); Spd 20 ft. (back injury*); AC 10(11,+1 Dex *); Atks +4 melee* (1d3 subdual*, unarmed) AL CG; SV Fort +6, Ref +1*, Will +1.

Str 11(16*), Dex 11(13*), Con 14, Int 11, Wis 11, Cha 16.

Skills: Jump +7*, Climb +7*, Ride +7*; *Feats:* Power Attack*, Cleave*, Weapon Focus (longsword), Improved Bull Rush*, Combat Reflexes, Great Cleave*

Equipment: clay begging bowl, pouch containing 6 copper, *amulet of the shadow cult* (see above)

*Cordin has a serious back injury, which not only prevents him from using his full Strength and Dexterity, but keeps him from adventuring or getting a job as a laborer.

Capt. Katy Smithstone

Your “tour” of the Burnt Gables district in search of Capt. Katy Smithstone is a boring one indeed. Almost this entire section of the town consists of warehouses, shipping offices or something associated with the docks.

Although the rain has stopped, making the search at least tolerable, your quest has brought you all over this part of town to no avail. Sure, you have come across a few city watch patrols, but none with Capt. Smithstone in command.

As you come to the intersection of White Wyrms Way and Khalahmongre Street for what appears to be the umpteenth-time, you come across an armored woman in the livery of the watch, embroiled in keeping the peace between two red-faced, plump men shouting at one another.

At this point, Capt. Smithstone is desperately trying to keep these men from accosting one another by physically placing herself between the two with a hand on each man’s chest.

Although she is in no physical danger from the two merchants, her patience is running thin (it has been a hectic night). Each man is claiming that the other is responsible for lost shipments over the last few weeks. Of course, neither has any proof, except for the obvious disdain they have for one another. Each will try to make up some plausible reason why the other is at fault. In actuality, each merchant has been the unfortunate victim of unrelated pirate attacks.

At some point the PCs might offer to help her, as she does not have a squad with her. She will insist that

she can handle the situation herself, and then get really upset with the two men and show that she really could use a little help.

The best solution is to convince each merchant of the other’s innocence (via *discern lies* or an equivalent spell, their assurances to investigate the matter later, etc), or at least convince Smithstone not to arrest them. If the PCs do not intervene, then Capt. Katy will arrest the two men and disappear from the streets for at least a few hours.

If freed of this burden, Capt. Smithstone will give her full attention to the party. Capt. Smithstone is an attractive middle-aged human woman with light auburn hair, brown eyes and a raspy voice. She is normally a thoughtful and understanding woman. Her demeanor will be pleasant, but business-like. She is also very inquisitive and will demand to know who the PCs are and why they are interested in her or her amulet.

Once again, remember the amulet confers upon the wearer (Capt. Smithstone) complete immunity from charm and divination spells.

Capt. Smithstone received the amulet a little over a year ago from a small girl she had rescued from a burning building. “She was the cutest little thing, even covered in all that smoke and ash,” she will say. The girl told her that she was an orphan and had snuck into the building for warmth from the winter’s cold. The amulet was a gift from her mother, who died a few years back. The little girl, whose name was Amanda, gave her the amulet for saving her life and reminding Amanda of her dead mother. Capt. Smithstone reluctantly accepted the gift, but Amanda insisted before she would let Capt. Smithstone bring her to the orphanage. Capt. Smithstone went back to visit her a few days later, but learnt that some street thugs had killed Amanda. She wears the amulet as a reminder of her need to be constantly vigilant to protect the children.

In reality, the high priest of the Shadow Cult disguised himself as the cute little girl (with magic), after setting fire to the building.

Capt. Smithstone will refuse to part with amulet, despite the party’s concerns. Their evidence is too circumstantial and unreliable by her standards. She will allow them to examine it closely (Intelligence Check DC 15) or make a quick copy of it if they were cordial and truthful with her. In either case give the party **Player Handout #5**.

Ambushed by Your Shadows?

Anytime after the party has spoken with one of the people on the list and before they arrive at the Shadow Cult's lair, the following occurs:

The city streets have quieted- down after the pouring rains. It is so quiet that you hear only the faint sounds of the rainwater trickling down a nearby sewer grate and the meows of lone cat, happy the rains have ended.

The dark storm clouds overheard create a thick canopy blocking out any illumination from the moon or stars. The flickering lights of sporadic street lamps light the street you are on.

Suddenly, the tranquility of the moment is pierced by a blood-curdling scream up the street. In the distance, you see a form fall from an alleyway onto your street.

As you move to investigate, you notice something strange. Your shadows are no longer following you. In fact, they seem to be rising up from the ground to attack you!

Tier 1

Shadows (2) Medium-Size Undead (Incorporeal) HD 3d12; hp 19 each; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary Strength [x2] Incorporeal touch; SA Strength Damage, Create Spawn SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7; *Feats:* Dodge.

Tier 2

Shadows (4) Medium-Size Undead (Incorporeal) HD 3d12; hp 19 each; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +3 melee (1d6 temporary Strength [x2] Incorporeal touch; SA Strength Damage, Create Spawn SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4.

Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7; *Feats:* Dodge.

Tier 3

Shadows (5) Medium-Size Undead (Incorporeal) HD 4d12; hp 25 each; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +4 melee (1d6 temporary Strength [x2] Incorporeal touch; SA Strength Damage, Create Spawn SQ Undead,

incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +5.

Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +8, Spot +8; *Feats:* Dodge.

Tier 4

Shadows (5) Medium-Size Undead (Incorporeal) HD 6d12; hp 40 each; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atks +5 melee (1d6 temporary Strength [x2] Incorporeal touch; SA Strength Damage, Create Spawn SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +6.

Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills: Hide +9, Intuit Direction +6, Listen +9, Spot +9; *Feats:* Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe.

Create Spawn (Su): Any humanoid reduced to 0 Strength by a shadow becomes a shadow under the control of its killer in 1d4 rounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Should the PCs survive this ambush, they may investigate the body that has fallen onto the street. The body appears to be that of male moon elf. His head is completely shaved and he has numerous scars about his body (old wounds that have long since healed). His eyes are wide-open as is his mouth, as if a surprised yelp was all he could muster before his death. There are no fresh wounds on his person. Aside from his normal leather armor and short sword, he is carrying 2 vials and a rolled-up scroll in a pouch. The vials contain *oil of slipperiness* and a *potion of flying*. The scroll is a message from Thorgram (see **Player Handout #6**). Lying next to his outstretched hand is a blank, unrolled scroll.

This moon elf's name was Gortius, a thief in the service of the Shadow Cult who was sent on this unwitting suicide mission. The high priest sent him to intercept the party. He gave Gortius a scroll with a powerful magical spell on it that created the shadows. However, he did not read the scroll exactly right, and

the shadows stopped for a little “snack” before dealing with the PCs

If suitable magic is employed, such as *Speak with Dead*, etc., the PCs may learn the following information, in addition to that in the previous paragraph. (in life, Gortius’ alignment was NE, and as such his spirit will get a saving throw against this spell, as described in the *Player’s Handbook*)

He is (was) a member of a splinter faith of Mask called the Shadow Cult, which has clandestinely operated in Ravens Bluff for the past year.

The cult’s lair changes location each month to avoid detection.

The new location is not revealed to any member until the day of their monthly meeting (full moon), by visiting each of the four amulet-bearers.

Julie Loggins will be sacrificed at midnight to summon a creature of shadow to increase the power and influence of the Shadow Cult.

Traps laid by the high priest and by protective magics that emanate from the altar always protect the lair.

He does NOT know the current location of the cult’s lair or the name of the high priest (he calls him the “Shadow Lord”).

Where else but a Warehouse?

Following the “map” you gathered from the amulets, you start at Deephand’s Nettery and Net repair. By going east on Thaverdasz Way, then turning left onto Khamongre Street, you are sure you are on the right track. You then take another left onto Jossil Street, at Downunda Patisserie from which the sweet smells of baking pastries can be had at almost any hour. Once on Jossil Street you follow that until Sindle Street and then turn left. You continue past the E.L.F. & Co. trading headquarters until Sindle Street ends at the Bandaged Wound. You then turn right onto Lymril Lane and proceed to the second warehouse on your left.

This is a sturdy built, single-story warehouse. The only entrance or exit appears to be the large double doors before you on Lymril Lane. The large double doors have a smaller door set in the left hand one.

The only normal entrances are the ones currently in front of the party. Of course, they may decide to make their own entrance(s), but any destruction of the building will immediately bring the city watch to investigate, and possibly charges against the PCs for vandalism. There are no traps on these outside doors, but they are locked.

There are numerous surprises and challenges within the warehouse. First, the entire building and the temple beneath it are protected by the magic of the altar (see also, **Beyond a Shadow of a Doubt** encounter). The altar negates the use of any divination spells (or spell-like abilities from magic items) within the warehouse itself.

The altar also prevents any form of bright illumination within the warehouse or the temple. All such forms of illumination (such as *daylight*) are dimmed to torch-light brightness.

Lastly, the altar is the source of power that prevents any divination spells from working on the amulet-bearers, the high priest, or anyone within the temple (i.e. Julie Loggins).

Refer to **DM’s Reference #1** and **DM’s Reference #2** for maps of the warehouse and the temple beneath, respectively.

What lies behind door #1

Entering the warehouse you see what must be a large storage chamber that is filled with crates, barrels and assorted boxes in piles that sometime reach the ceiling.

Unless the party moves in to investigate, they will not be able to see the doors on the other side of the storage room. Before these doors come into view though, the party may set off the *programmed image* (by entering the room without saying a brief prayer to Mask) of wraiths with red, glowing eyes rising from crates, barrels and boxes (a sorcerer aligned with the cult prepared the image for Thorgam). (Will Disbelief, DC 19)

The illusion is as follows: from all around the party, or at least the lead PC(s), shadowy forms with red glowing eyes will rise up from nearby crates, barrels and boxes. Although these are merely illusions (and therefore cannot be turned), statistics are provided below for use of the DM:

Illusionary wraiths (1 per PC in tiers 1&2; 2 per PC in tier 3; 3 per PC in tiers 4) Medium-Size Undead (Incorporeal) HD 5d12; hp 32 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atks +5 melee (1d4 and 1d6 Constitution Drain (illusory) [x2] Incorporeal touch) SA Constitution Drain, SQ Illusions, but mimic being Undead and Incorporeal AL LE; SV Fort +1, Ref +4, Will +6.

Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15.

Skills: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Spot +12; *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Bear in mind that these wraiths are illusions, but programmed to attack and act like real wraiths. These wraiths cannot be turned. Additionally, any physical or magical attacks that should hit them pass harmlessly through them. These should be the first clues to the party that the wraiths are illusions. Moreover, the wraiths cannot Drain Constitution, but let a struck PC think he is actually suffering the loss. A PC who is “drained” to Constitution 0 or is “killed” by the wraiths merely falls unconscious for 1d4 hours. If the whole party is “slain” by these wraiths, there are no immediate consequences to them, but Julie may have been sacrificed by the time they come to (DM discretion depending on how quickly they progressed through the adventure to this point in game time).

The door that leads into the next room has a *Leomund's trap* cast on it. Anyone who is searching for traps manually, will notice the “trap,” as described on pg 221 of the *Player's Handbook*.

What lies behind door #2

The falsely trapped door leads into what appears to be an office and file room of some sort. There is a large, plain desk devoid of any paperwork in the far right hand corner. Numerous filing cabinets are up against the wall opposite the door you came in. Another closed door is centered on the wall to your left.

This room is currently unoccupied. If the desk is searched, the drawers will yield a few vials of ink, some quills and a few blank pieces of parchment. Nothing of interest will be found within.

The filing cabinets contain numerous logs of shipments that have passed through this warehouse. The current proprietor is Jacob Swaselbee, an independent contractor with little success until recently (with the help of the Cult). He is a follower in the Shadow Cult and is in the temple below for the ceremony. The records do not reveal any more than who the proprietor is and how incredibly successful his business has become in the last few months after dismal performances in the previous years (Jacob was near bankruptcy before).

The other door in this room is really trapped. The door is trapped with a *glyph of warding*, set to admit only followers of Mask.

Tier 1

Glyph of warding: 5 ft. electric burst (2d8); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28). Glyph cast at fifth level for *dispel magic* purposes.

Tier 2

Glyph of warding: 5 ft. electric burst (3d8); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28). Glyph cast at sixth level for *dispel magic* purposes.

Tier 3

Glyph of warding: 5 ft. electric burst (4d8); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28). Glyph cast at eighth level for *dispel magic* purposes.

Tier 4

Glyph of warding: 5 ft. electric burst (5d8); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28). Glyph cast at tenth level for *dispel magic* purposes.

What lies behind door #3

After bypassing the trapped door from the office, you enter what appears to be long corridor with a descending staircase at the far end. The corridor is some 40 feet long and 10 feet wide.

As you enter this corridor, you hear the faint scream of a woman coming from the down the stairs!

In actuality, the corridor is only 30 feet long. There is 20 feet of normal passageway, and the remaining 10 feet is a rough-hewn stone staircase, hidden by an *illusory wall* (Will disbelief, DC 19) The rest of the apparent corridor is very realistic painting of a hallway. (the deception is aided by the spells dampening light in the temple/warehouse area). Unless the lead PC(s) proceeds with caution, he (they) will fall down the staircase, taking 3d6 points of damage (Reflex save, DC 15 for half damage).

Beyond a Shadow of a Doubt

Refer to DM's Reference #2 for this encounter.

Descending the staircase you stumble upon a large basement with stone-wrought walls and floors. The far side of the crypt-like room is raised about three feet.

Upon the raised dais, a lithe dark-skinned human male wearing purple robes gestures over the prone form a beautiful woman lying on a marble table that is covered in runes.

Next to the man, who is obviously a high priest of some kind, there rests what appears to be the altar of this shrine. It is a ceramic square about four feet on the side, which is also covered in runes and strange depictions. It glows with an eerie purple light.

Between you and the raised dais is a large mass of people wearing the clothes of those you would

normally find on the streets of Ravens Bluff. You can make out people who are obviously dockhands, store clerks, and bakers, among other professions.

If the PCs are in tier 3 or 4, also read the following:

Also on the raised dais is an incredibly beautiful woman with black, bat-like wings and piercing red eyes.

There are a few things of interest in this room.

The Altar: The altar, which dims bright lights, also prevents the use divination spells. It can be physically destroyed. It is AC 10, has a Hardness of 5, and 10 hit points per tier.

Julie Loggins, (female human Com1; Craft (florist) +5, Cha 17) lies unconscious on the marble table just in front of the high priest. She is manacled by both hands and feet across the table. A few moments ago she was awake and struggling during the high priest's incantations, but when she saw what the incantations had brought forth, namely the shadow demon, she screamed and promptly passed out.

The crowd: The people in the temple are simply followers of the Shadow Cult. They were not aware that Julie was kidnapped and they didn't know that she was going to be sacrificed. Some consider this a "show."

If the party makes a lot of noise coming down the stairs, such as falling down the stairs or charging, then the crowd panics. They will scatter out of harm's way and then try to make their way up the stairs, if possible. At the end of the third round, the crowd should be completely out of the room, assuming the party allows them to leave.

20 Panicked Followers (human Com1; AC 10, Hp 7 (toughness)) Dressed in various workman's outfits

In the ensuing combat, the DM should bear in mind that the fleeing followers could hamper the PCs.

The real bad guys: The real trouble in the room comes in the form of the high priest, his henchmen (a pair of rogues), and possibly a succubus (tiers 3 and 4)

Tier 1:

Thorgram, High Priest of the Shadow Cult, (of Mask): male human Clr3/Sor2: Medium Humanoid (6 ft. 4 in. tall); HD 3d8+2d4+10; hp 32; Init +0; Spd 30 ft.; AC 15 (*ring of protection* +1, +4 *mage armor*); Atks +3 melee (1d4+1 [crit 19–20], dagger); SQ Granted powers, Command Undead; AL NE; SV Fort +7, Ref +5, Will +10.

Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 14.

Skills: Scry +8, Spellcraft +8, Knowledge (arcana) +8, Knowledge (religion) +8, Concentration +8. *Feats:* Blind fighting *, Combat Casting, Scribe Scroll, Lightning Reflexes.

SQ: Granted Power, Evil Domain: Thorgram casts all evil spells at +1 Caster level

Granted power, Darkness Domain: Thorgram gains the feat Blind-fighting for free

Equipment: Ceremonial robes, spell component pouch, dagger, *cloak of the shadow* (see treasure summary), *ring of protection* + 1, *potion of extra healing*.

Sorcerer Spells (6/5): 0 lvl—*ray of frost, daze, mage hand, dancing lights, flare*; 1st lvl—*magic missile, mage armor*

Cleric spells (domain spells are underlined. Evil and Darkness domains. Darkness Domain is from the Forgotten realms sourcebook.) (4/3+1/2+1)

0 lvl—*resistance, virtue, cure minor wounds, cure minor wounds* 1st lvl—*bane, cause fear, protection from good, divine favor*; 2nd lvl—*bull's strength, hold person, blindness*

Bear in mind that Thorgram stands behind the marble table upon which the unconscious form of Julie Loggins lies. He will attempt to stay behind her as long as is practical, receiving one-quarter cover (+2 to his AC, +1 to Reflex saves) and hopefully minimizing any area-of-effect spells the party has in mind (more than likely it will get Julie too).

Henchmen (2) male humans Rog2: Medium Humanoid (5 ft. 3 in. tall); HD 2d6+7; hp 16; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 from leather armor, +3 Dex); Atks +2 melee (1d6+1 [crit 19–20], shortsword), or +3 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack +1d6; SQ Rogue evasion; AL NE; SV Fort +2, Ref +8, Will –1.

Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills: Disable Device +6, Hide +7, Jump +3, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7. *Feats:* Lightning Reflexes, Toughness.

Equipment: leather armor, shortsword, shortbow, nine arrows, pouch containing 15 gp and 40 sp.

SQ: *Rogue evasion*—when spell allows Ref save for ½ dmg, Henchmen take no dmg on successful save and full dmg on failed save.

The henchmen will attempt to flank and Sneak Attack suitable characters (obvious spellcasters), using their abilities and the confusion caused by the crowd.

Tier 2:

Thorgram, High Priest of the Shadow Cult, (of Mask): male human Clr4/Sor2: Medium Humanoid (6 ft. 4 in. tall); HD 4d8+2d4+12; hp 40; Init +0; Spd 30 ft.; AC 15 (*ring of protection* +2, +4 *mage armor*); Atks +5 melee (1d4+1 [crit 19–20], dagger); SQ Granted powers, Command Undead; AL NE; SV Fort +9, Ref +6, Will +12.

Str 12, Dex 10, Con 14, Int 12, Wis 17, Cha 14.

Skills: Scry +9, Spellcraft +9, Knowledge (arcana) +9, Knowledge (religion) +9, Concentration +9. *Feats:* Blind fighting *, Combat Casting, Scribe Scroll, Lightning Reflexes, Leadership

SQ: **Granted Power, Evil Domain:** Thorgram casts all evil spells at +1 Caster level

Granted power, Darkness Domain: Thorgram gains the feat Blind-fighting for free

Equipment: Ceremonial robes, spell component pouch, dagger, *cloak of the shadow* (see treasure summary), *ring of protection + 1*, *potion of extra healing*.

Sorcerer Spells (6/5): 0 lvl—*ray of frost*, *daze*, *mage hand*, *dancing lights*, *flare*; 1st lvl—*magic missile*, ~~*mage armor*~~

Cleric spells (domain spells are underlined. Evil and Darkness domains. Darkness Domain is from the Forgotten realms sourcebook.) (5/4+1/3+1)

0 lvl—*resistance*, *virtue*, *cure minor wounds*, *cure minor wounds*, *resistance*, 1st lvl—*bane*, *cause fear*, *cause fear*, *protection from good*, *divine favor*; 2nd lvl—*hold person*, *hold person*, *blindness*, *heat metal*

Bear in mind that Thorgram stands behind the marble table upon which the unconscious form of Julie Loggins lies. He will attempt to stay behind her as long as is practical, receiving one-quarter cover (+2 to his AC, +1 to Reflex saves) and hopefully minimizing any area-of-effect spells the party has in mind (more than likely it will get Julie too).

Henchmen (2) male humans Rog3: Medium Humanoid (5 ft. 3 in. tall); HD 3d6+9; hp 20; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 from leather armor, +3 Dex); Atks +4 melee (1d6+1 [crit 19–20], shortsword), or +5 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack +2d6; SQ Rogue evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +8, Will –1.

Str 12, Dex 17, Con 14, Int 12, Wis 8, Cha 10.

Skills: Disable Device +7, Hide +8, Jump +4, Listen +3, Move Silently +9, Open Locks +7, Pick Pockets +7, Search +6, Spot +2, Tumble +8. *Feats:* Lightning Reflexes, Toughness, Weapon Focus (shortsword)

Equipment: leather armor, shortsword, shortbow, nine arrows, pouch containing 15 gp and 40 sp.

SQ: *Rogue evasion*—when spell allows Ref save for ½ dmg, Henchmen take no dmg on successful save and full dmg on failed save.

Uncanny Dodge—Henchmen retain their Dex bonus to AC when flat-footed or when struck by an invisible attacker

The henchmen will attempt to flank and Sneak Attack suitable characters (obvious spellcasters), using their abilities and the confusion caused by the crowd.

Tier 3:

Thorgram, High Priest of the Shadow Cult, (of Mask): male human Clr5/Sor4: Medium Humanoid (6 ft. 4 in. tall); HD 5d8+4d4+18; hp 56; Init +0; Spd 30 ft.; AC 15 (*ring of protection* +2, +4 *mage armor*); Atks +6 melee (1d4+1 [crit 19–20], dagger); SQ Granted powers, Command Undead; AL NE; SV Fort +11, Ref +6, Will +13.

Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 14.

Skills: Scry +12 Spellcraft +12, Knowledge (arcana) +12, Knowledge (religion) +12, Concentration +12. *Feats:* Blind fighting *, Combat Casting, Scribe Scroll, Lightning Reflexes, Leadership, Great Fortitude

SQ: **Granted Power, Evil Domain:** Thorgram casts all evil spells at +1 Caster level

Granted power, Darkness Domain: Thorgram gains the feat Blind-fighting for free

Equipment: Ceremonial robes, spell component pouch, dagger, *cloak of the shadow* (see treasure summary), *ring of protection + 2*, *potion of extra healing*.

Sorcerer Spells (6/7/4): 0 lvl—*ray of frost*, *daze*, *mage hand*, *dancing lights*, *flare*, *ghost sound*; 1st lvl—*magic missile*, ~~*mage armor*~~, *color spray*; 2nd lvl—*summon monster II**

(*counts as an evil spell)

Cleric spells (domain spells are underlined. Evil and Darkness domains. Darkness Domain is from the Forgotten realms sourcebook.) (5/4+1/3+1/2+1)

0 lvl—*resistance*, *virtue*, *cure minor wounds*, *cure minor wounds*, *resistance*, 1st lvl—*bane*, *cause fear*, *cause fear*, *obscuring mist*, *divine favor*; 2nd lvl—*hold person*, *hold person*, *blindness*, *heat metal*; 3rd lvl—~~*magic circle against good*~~, *deeper darkness*, *dispel magic*

Bear in mind that Thorgram stands behind the marble table upon which the unconscious form of Julie Loggins lies. He will attempt to stay behind her as long as is practical, receiving one-quarter cover (+2 to his AC, +1 to Reflex saves) and hopefully minimizing any area-of-effect spells the party has in mind (more than likely it will get Julie too). Also, at this tier, he has cast *magic circle against good* around himself and Julie

Henchmen (2) male humans Rog4: Medium Humanoid (5 ft. 3 in. tall); HD 4d6+11; hp 29 each; Init +4 (Dex.); Spd 30 ft.; AC 16 (+2 from leather armor, +4 Dex); Atks +5 melee (1d6+1 [crit 19–20], shortsword), or +7 melee (1d6+3 [crit 19–20], +2 *shortsword*), or +7 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack +2d6; SQ Rogue evasion; AL NE; SV Fort +2, Ref +9, Will –1.

Str 12, Dex 18, Con 14, Int 12, Wis 8, Cha 10.

Skills: Disable Device +8, Hide +10, Jump +5, Listen +4, Move Silently +11, Open Locks +9, Pick Pockets +9, Search +7, Spot +3, Tumble +10. *Feats:* Lightning Reflexes, Toughness, Weapon Focus (shortsword).

Equipment: leather armor, shortsword, +2 *shortsword*, shortbow, nine arrows, pouch containing 15 gp and 40 sp.

SQ: *Rog evasion*—when spell allows Ref save for ½ dmg, Henchmen take no dmg on successful save and full dmg on failed save.

Uncanny Dodge—Henchmen retain their Dex bonus to AC when flat-footed or when struck by an invisible attacker

The henchmen will attempt to flank and Sneak Attack suitable characters (obvious spellcasters), using their abilities and the confusion caused by the crowd. One of the rogues has the +2 *shortsword*, the other has the +1 *ring of protection*

Slyluss, (succubus) medium size outsider, Tanar'ri HD 6d8+6; hp 33; Init +1 (Dex); Spd 30 ft., fly 50 ft (average); AC 20 (+9 natural, +1 Dex); Atks +7 melee (1d3+1 [x2], claws); SA Spell-like abilities, energy drain, summon tanar'ri; SQ Damage Reduction 20/+2, SR 12, Tanar'ri qualities, Alternate form, tongues; AL CE; SV Fort +6, Ref +6, Will +7.

Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Skills: Bluff +11, Concentration +7, Disguise +11, Escape artist +7, Hide +7, Knowledge (arcana) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16; *Feats:* Dodge, Mobility

SA:

Spell-like Abilities: At will—*charm monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, ethereal jaunt* (self plus 50 pounds of objects only), *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); once a day—*unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DCs, where applicable, are 15 + spell level).

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace inflicts 1 negative level;

however, the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Summon Tanar'ri (Sp): Once a day a succubus can attempt to summon one balor with a 10% chance of success.

SQ: Alternate Form (Su): Succubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but allows only humanoid forms.

*While using this ability, a succubus gains a +10 competence bonus to Disguise checks.

Tongues (Su): A succubus has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer. Succubi usually use verbal communication when dealing with mortals and save telepathic communication for conversing with other fiends.

Skills: Succubi receive a +8 racial bonus to Listen and Spot checks.

Thorgram has just summoned Slyluss. She knows that Julie would make a good morsel. She will avoid combat if possible, but attack anyone who interferes with her meal plans.

Tier 4:

Thorgram, High Priest of the Shadow Cult, (of Mask): male human Clr7/Sor4: Medium Humanoid (6 ft. 4 in. tall); HD 7d8+4d4+22; hp 72; Init +0; Spd 30 ft.; AC 17 (*ring of protection* +2, +4 *mage armor*, +2 *magical vestment*); Atks +8 melee (1d4+1 [crit 19–20], dagger); SQ Granted powers, Command Undead; AL NE; SV Fort +12, Ref +7, Will +14.

Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 14.

Skills: Scry +14 Spellcraft +14, Knowledge (arcana) +14, Knowledge (religion) +14, Concentration +14. *Feats:* Blind fighting *, Combat Casting, Scribe Scroll, Lightning Reflexes, Leadership, Great Fortitude

SQ: **Granted Power, Evil Domain:** Thorgram casts all evil spells at +1 Caster level

Granted power, Darkness Domain: Thorgram gains the feat Blind-fighting for free

Equipment: Ceremonial robes, spell component pouch, dagger, *cloak of the shadow* (see treasure summary), *ring of protection* + 2, *potion of extra healing*.

Sorcerer Spells (6/7/4): 0 lvl—*ray of frost, daze, mage hand, dancing lights, flare, ghost sound*; 1st lvl—*magic missile, ~~mage armor~~, color spray*; 2nd lvl—*summon monster II**

Cleric spells (domain spells are underlined. Evil and Darkness domains. Darkness Domain is from the Forgotten realms sourcebook.) (6/5+1/4+1/3+1/2+1)

0 lvl—*resistance, resistance, virtue, cure minor wounds, cure minor wounds, cure minor wounds* 1st

1st—*bane, cure light wounds, cause fear, cause fear, obscuring mist, divine favor*; 2nd 1st—*hold person, hold person, blindness**, *heat metal, spiritual weapon*; 3rd 1st—~~*magic circle against good**~~, *deeper darkness, dispel magic, magic vestment*; 4th 1st—*divine power, summon monster IV**, *unholy blight**
(*counts as an evil spell)

Bear in mind that Thorgram stands behind the marble table upon which the unconscious form of Julie Loggins lies. He will attempt to stay behind her as long as is practical, receiving one-quarter cover (+2 to his AC, +1 to Reflex saves) and hopefully minimizing any area-of-effect spells the party has in mind (more than likely it will get Julie too). Also, at this tier, he has cast *magic circle against good* around himself and Julie

Henchmen (2) male humans Rog6: Medium Humanoid (5 ft. 3 in. tall); HD 6d6+15; hp 41 each; Init +8 (Dex); Spd 30 ft.; AC 16 (+2 from leather armor, +4 Dex); Atks +5 melee (1d6+1 [crit 19–20], shortsword), or +7 melee (1d6+3 [crit 19–20], +2 *shortsword*), or +8 ranged (1d6 [crit x3], shortbow); SA Rog sneak attack +3d6; SQ Rogue evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +9, Will –1.

Str 12, Dex 18, Con 14, Int 12, Wis 8, Cha 10.

Skills: Disable Device +10, Hide +12, Jump +7, Listen +6, Move Silently +13, Open Locks +11, Pick Pockets +11, Search +9, Spot +5, Tumble +12. *Feats*: Lightning Reflexes, Toughness., Weapon Focus (shortsword), Improved Initiative

Equipment: leather armor, shortsword, +2 *shortsword*, shortbow, nine arrows, pouch containing 15 gp and 40 sp.

SQ: *Rog evasion*—when spell allows Ref save for ½ dmg, Henchmen take no dmg on successful save and full dmg on failed save.

Uncanny Dodge—Henchmen retain their Dex bonus to AC when flat-footed or when struck by an invisible attacker. Also, the Henchmen cannot be flanked except by a rogue at least 4 levels higher than themselves

The henchmen will attempt to flank and Sneak Attack suitable characters (obvious spellcasters), using their abilities and the confusion caused by the crowd. One of the rogues has the +2 *shortsword*, the other has the *ring of protection +1*

Slyluss, (succubus) medium size outsider, Tanar'ri HD 9d8+9; hp 51; Init +1 (Dex); Spd 30 ft., fly 50 ft (average); AC 20 (+9 natural, +1 Dex); Atks +10 melee (1d3+1 [x2], claws); SA Spell-like abilities, energy drain, summon tanar'ri; SQ Damage Reduction 20/+2, SR 12, Tanar'ri qualities, Alternate form, tongues; AL CE; SV Fort +9, Ref +9, Will +10.

Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Skills: Bluff +14, Concentration +10, Disguise +14, Escape artist +10, Hide +10, Knowledge (arcana) +13, Listen +19, Move Silently +10, Ride +10, Search +12, Spot +19; *Feats*: Dodge, Mobility

SA: Spell-like Abilities: At will—*charm monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, ethereal jaunt* (self plus 50 pounds of objects only), *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); once a day—*unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DCs, where applicable, are 15 + spell level).

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace inflicts 1 negative level; however, the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Summon Tanar'ri (Sp): Once a day a succubus can attempt to summon one balor with a 10% chance of success.

SQ: Alternate Form (Su): Succubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but allows only humanoid forms.

*While using this ability, a succubus gains a +10 competence bonus to Disguise checks.

Tongues (Su): A succubus has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer. Succubi usually use verbal communication when dealing with mortals and save telepathic communication for conversing with other fiends.

Skills: Succubi receive a +8 racial bonus to Listen and Spot checks.

Thorgram has just summoned Slyluss. She understands that she and Thorgram are about to make a pact in which she gets regular sacrifices, starting with Julie. It is a life that Slyluss finds intriguing at this point, therefore she will ally herself with Thorgram.

Conclusion

Returning to the temple of Tyr, you are warmly welcomed and ushered quickly to the room of Sir Fultee Parkhurst III.

Julie's steps begin to hasten as she approaches the door. Before she gets too far down the hall though, the door swings open and Sir Fultee steps out. Hurrying into on another's arms, Julie and Sir Fultee embrace for a long moment -- tears and tender kisses exchanging freely.

With unabashed sincerity, Sir Fultee vehemently shakes each one of your hands.

“I can never repay you for what you have done for me and my family this fine evening,” he says. “You have restored my faith in the people. I can only pray that Tyr’s faith has been restored in my family and me as well. Thank you!”

This concludes the scenario. If any of the PCs are interested in what happens after this scenario. The DM can tell the party that each has been invited to the wedding a few months later. It is a splendid affair. Not long after the wedding, Julie gives birth to a beautiful, bouncing baby boy who may become the first Paladin of Tyr in the Parkhurst family in a long time (Yes, the curse has been lifted).

Experience Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 1	Tier 2	Tier 3	Tier 4
Brainstorm in a Rainstorm:				
Retrieving Earl’s cane				
Assisting Elaitha with the injured	50	50	50	50
Taking no hostile action in Cliff’s Bard and Swill	50	50	50	50
Assist Captain Smithstone with merchants	50	50	50	50
Puzzling out the amulet	100	100	100	100
Ambushed by your Shadows?				
Defeat shadows	1,200	2,100	2,700	3,300
Where else but a Warehouse?:				
Discern programmed illusion	50	50	50	50
Glyph of warding				
Bypassing/discerning floor illusion	300	300	450	450
	150	150	150	150
Beyond the Shadow of a Doubt				
Defeat the Cult of Shadow	1,600	2,100	5,400	6,600
Total possible experience	3600	5000	9050	10850
	Divide the above by the number of PCs and round down			
Total possible experience per PC	600	833	1508	1808
	Then add:			
Discretionary roleplaying award	0-50	0-50	0-50	0-50

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three

times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Ambushed by Your Shadows

- *Oil of slipperiness* (Value 900 gp)
- *Potion of fly* (Value 750 gp)

Beyond a Shadow of a Doubt

- *Ring of protection +1* (Value 2000, tiers 1 and 2) or +2 (Value 8000 gp, tiers 3 and 4)
- +2 *shortsword* (tiers 3 and 4 only) (Value 8,305 gp)
- *Potion of cure serious wounds* (Value 750 gp)
- *Cloak of the shadow* (value 4400 or 6400 gp) This cloak acts as cloak of resistance +1 (tier one) or +2 (Tiers 2, 3, and 4), but also grants the wearer the ability to transform into a shadow (treat effects as similar to the spell gaseous form cast at 5th level, but the form is shadow and not gas) once per day. This ability functions only in dim light, like torchlight, starlit nights, etc. Bright light and complete darkness neutralize the shadow power of this cloak. If the wearer, while in shadow form, is exposed to bright light (daylight, any sunlight or its equivalent) then the wearer is immediately forced back into his normal form.

Chivalry Point

The PC who undertakes the care of Cordin “Steelheart” Lurmont earns one chivalry point.

Player's Handout #1

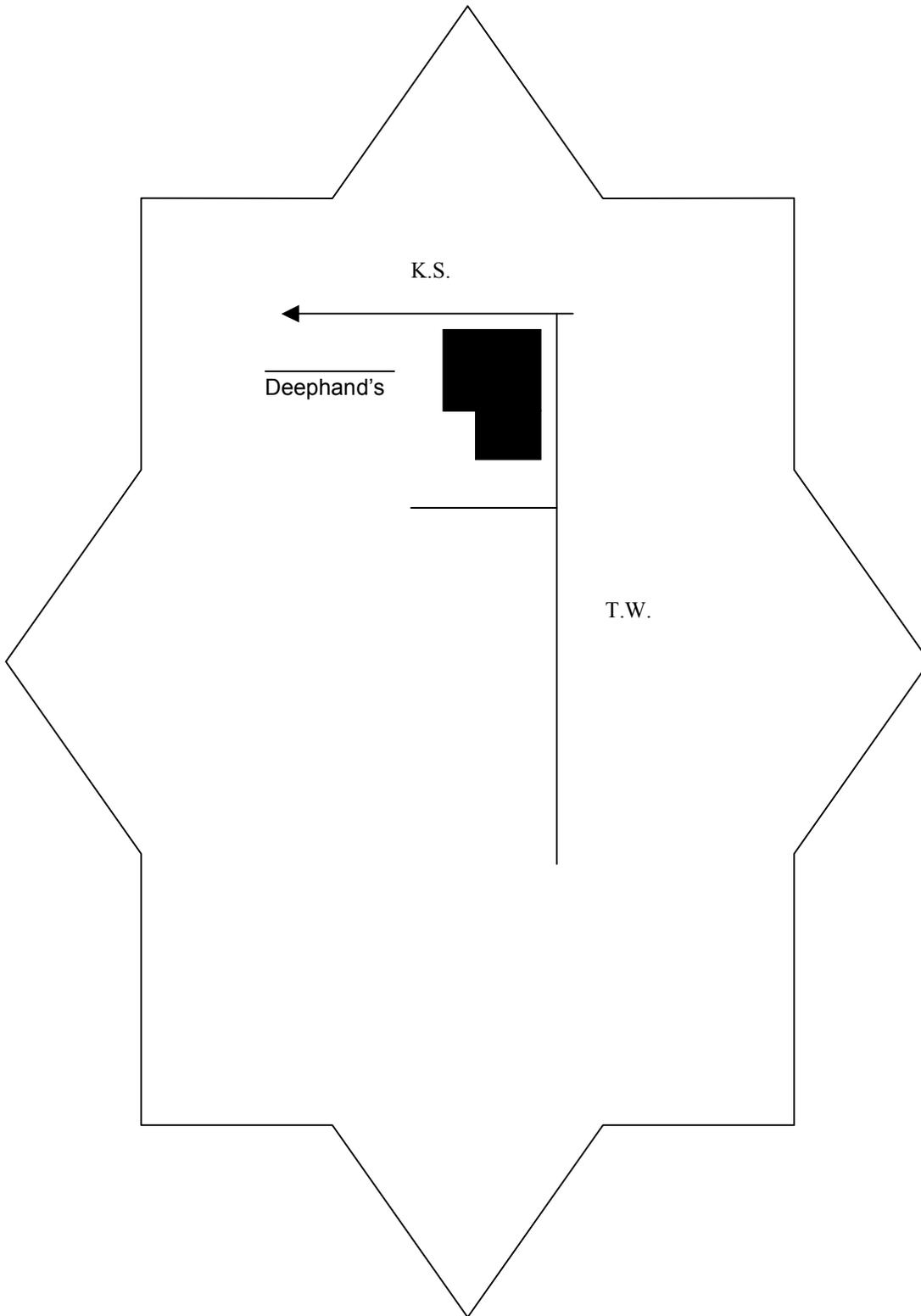
Dear Fellow Adventurer,

Let me begin with a quick introduction. I am Sir Fultee Parkhurst III, a knight in the service of Tyr. Your name has become familiar to me through your exploits on behalf of Ravens Bluff. I would be honored if you would undertake a mission of personal importance. I apologize for the last minute nature of this summons, but I fear that a beautiful and innocent maiden will perish by the stroke of midnight if you cannot assist. I am confident that I have chosen wisely and await your arrival at the Temple of Tyr forthwith.

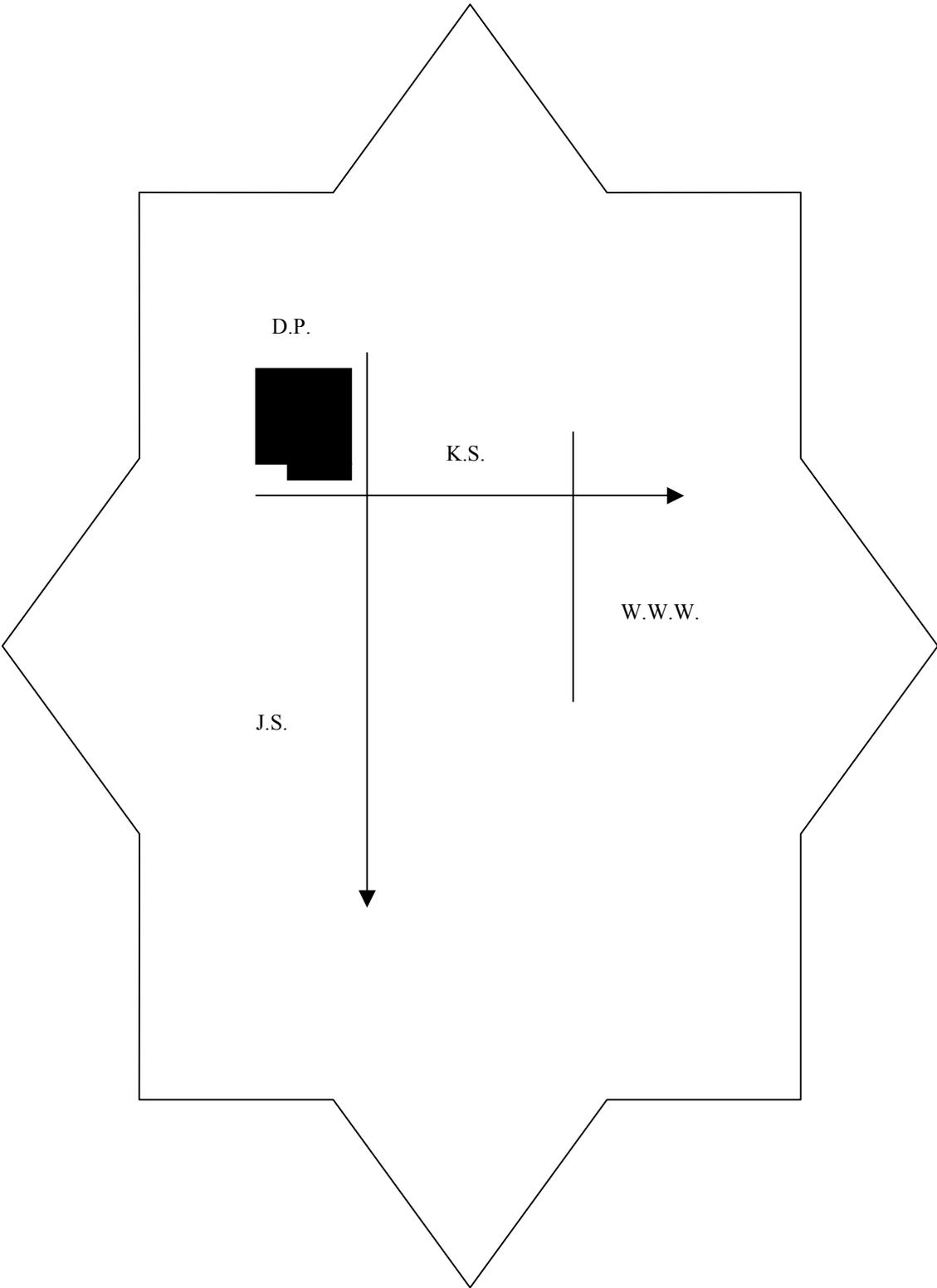
Yours Truly,

Sir Fultee Parkhurst III

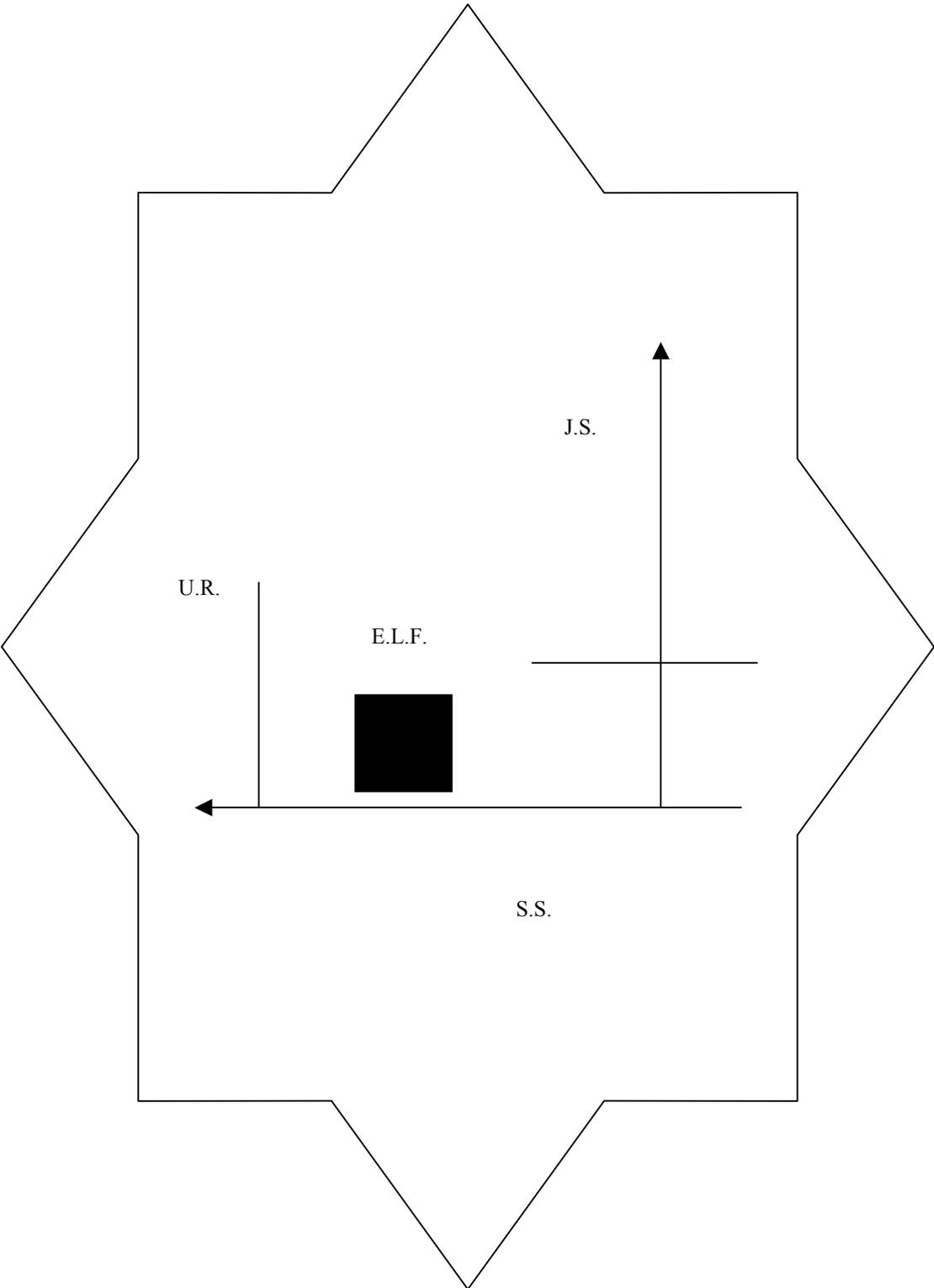
Player's Handout #2



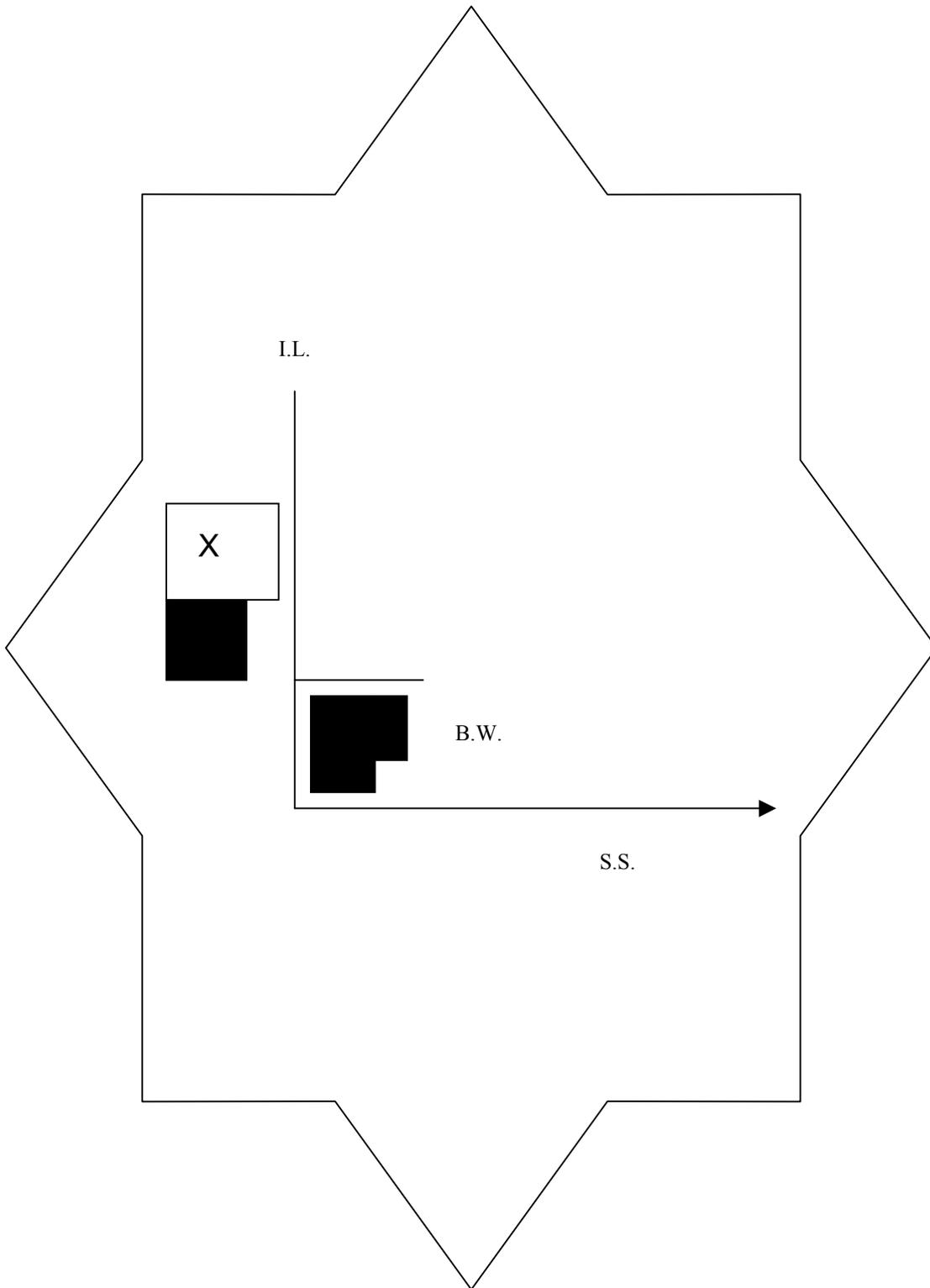
Player's Handout #3



Player's Handout #4



Player's Handout #5



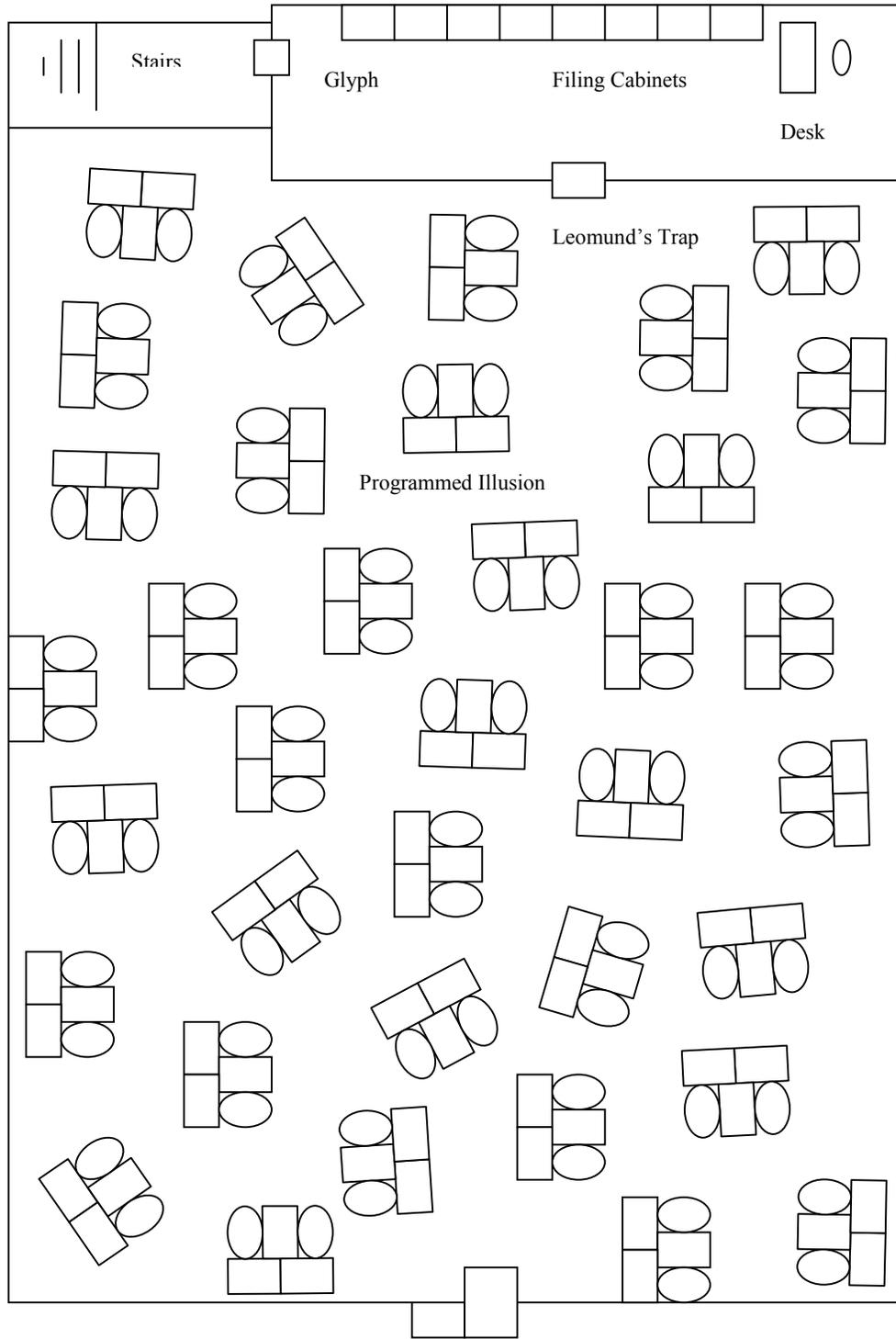
Gortius,

It has come to my attention that a certain band of meddling adventurers may be searching for the cult's lair. They must not be allowed to interfere with our plans to sacrifice the virgin at midnight.

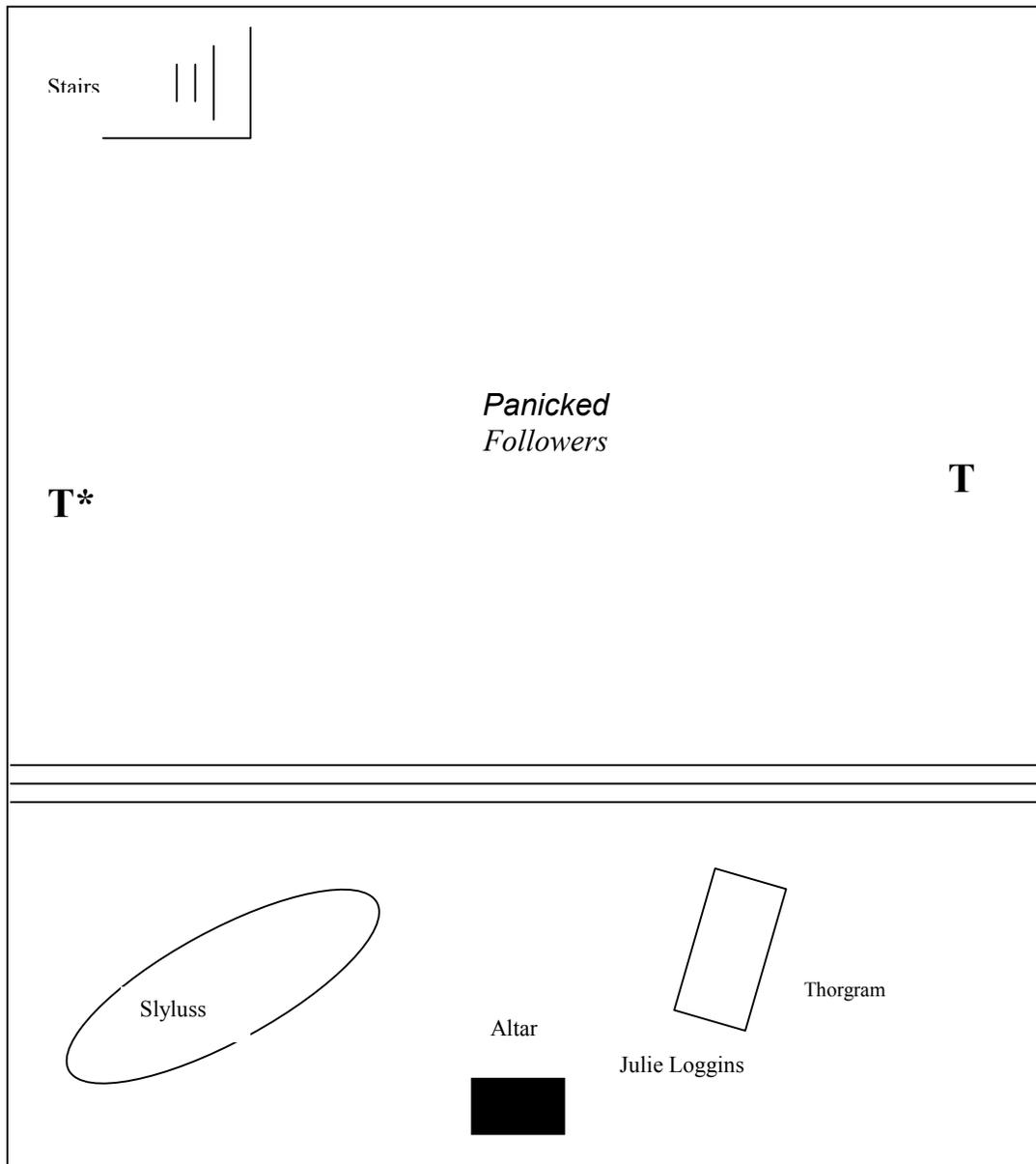
Along with scroll is another with a powerful incantation scribed upon it. When you are within sight of the infidels, read it and the powers unleashed should be sufficient to neutralize them. If you wish to return to the good graces of the Shadow Cult, do not fail us in this.

Shadow Lord

DM's Reference #1



DM's Reference #2



T = Thief

T* = Thief with short sword +2 (if tier 3 or 4)

The room is 40 feet wide, 60 feet long and the ceiling is 20 feet high. The raised dais area is 40 feet wide and 20 feet long.