

# The Laws of Luck

A One-round Living City adventure

By Gail Reese

A very important amulet has been stolen from Lady Lauren DeVillars, the *amulet of life protection* that holds the soul of SIRRUS MELANDOR. Can you find it and retrieve this important item? This is the second adventure in the Luck of Tyr series. It is strongly recommended that players bring character played in the first adventure. This event is not tiered. Characters of less than 5<sup>th</sup> level should reconsider participating.

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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 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.

[paragraph for pre-gen games only] Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

**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:

1. *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.
2. *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.
3. *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.

## DM Background:

This is the sequel to *It's Your Lucky Day*. In that event, the PCs were hired by the Deputy Mayor, Charles O'Kane, to go and investigate why some adventuring groups were hurt in the ***Dungeon*** at the Star Dust Inn. This establishment is owned and operated by Lord Banner.

The PCs found that the training dungeon at the StarDust had been "broken into" when they located a secret door in the stone wall that lead to the sewers. However, in this part, the sewers are no longer used and the tunnel led to the, now destroyed, ***Shrine of the Triad***. In the shrine, they found an undead creature that was the embodiment of Judge Rupert T. Hangman. Upon releasing the judge's soul to Tyr, he imparted his knowledge to the PCs.

- The shrine has been claimed by another power. He didn't know what power.
- SIRRUS MELANDOR'S soul still lived in his *Amulet of Life Protection* that had been altered by the *Great Machine*.

It is in this event where the saga continues.

In the event, *A Very Serious Matter* (by Paul Pederson), SIRRUS MELANDOR'S amulet had been stolen by an extra-planar creature and taken to a fortress in the Abyss. While there, the amulet had been placed into an artifact known as the *Great Machine*. Through various High Level Planar and other regular events, the PCs have probably learned that things are altered when put into the great machine.

At the start of this event, strange things are happening with magic. Both clerics and mages are having problems casting. (This includes druids, bards, and other spell casters.) Their spells are working at some percent of normal power and will be until WINTER FANTASY 2001. This includes the bad guys too.

- To determine how effective a spell is, roll d%. The spell works at that percentage with respect to range, duration (when not instantaneous or permanent), area of effect, and damage.
- Divination spells of any kind produce no response. The gods are not answering.
- All wizard and clerical necromantic sphere spells that are cast causes the caster to lose all spells of that level for the next 24 hours from the time the

spell was cast. For example, if a cleric casts *raise dead*, he or she loses all 5<sup>th</sup> level spells for 24 hours.

The reason for this... the *Heart of Bane* is making its presence known. This information came out in the October 2000 Trumpeter.

**Encounter 1:** The PCs will get the low-down on what is happening now. They will be asked to meet with Lady DeVillars. She is going to have to inform them that Sirrus' amulet has gone missing. It was being kept in her "safe" that was heavily warded. She can't imagine how anyone was able to penetrate the magic. She desperately wants to retrieve the amulet.

**Encounter 2:** The PCs will be able to go in different directions if they wish. They should be gathering what information they can. At some point, they should wind up at the DeVillars crypt in the central cemetery. It is here that they will meet Seerik. He is a caretaker. Seerik knows a few things about the amulet. But, more important, he has a message from Sheenra Duth that the PCs need to get the rest of the story they are following.

**Encounter 3:** In this encounter, the PCs should meet up with Sheenra and get her information. They will find out that strange things are happening elsewhere in the realms. In fact, magic is going awry. Plus, there are people of the Zhentarim that are up to something and have come to Ravens Bluff. Followers of Bane that are currently in the city are actually setting them up. (The PCs may know that Sheenra is a Harper and may be wary to deal with her.)

**Encounter 4:** The PCs will find some opposition in their quest for answers. You see, there are worshipers of Bane that are seeking the amulet and the *Heart of Bane*. They are planning a ceremony to raise their dead god.

**Encounter 5:** Finally, the PCs will be lead to the former *Shrine of the Triad* beneath the city. There, they will find a strange ceremony going on. It involves followers of Bashaba. They are trying to re-consecrate the area to their goddess. However, the Banites are going to break it up.

The weather is cold and gloomy throughout this event.

## Encounter 1: Yes, My Lady...

*The weather is growing colder and the day is a bit gloomy. A slight rain is falling but, looking at the sky, you could swear it is going to snow soon. On this day, you find yourself taking shelter from the weather at the Crescent Moon Inn. It is an establishment run by the halfling, Harold and his wife Cassy. The Inn is warm and inviting. The food is some of the best in Ravens Bluff. The fire is warm and takes the chill off.*

*As you sit and have your mid-day meal you see others around the inn. There is a table of 6 halflings having a celebration of sorts. There is a group of 4 human men sitting at a corner table having a quiet discussion. Two human women are sitting near the fire.*

Please keep in mind that there is a permanent *clean* cantrip cast on the front door.

This would be a good time for the PCs to introduce themselves. They may already know each other or they may be in groups. If any of the PCs wish to listen in on other conversations, use the following for information that may be overheard.

### The other patrons:

1. Halflings: They are having their mid-day meal at their favorite inn. They are telling stories about the halflings around Ravens Bluff including Rhett (a PC) who rescued two dozen halflings from the Abyss from the slave block, Jesper's nifty freezer where he keeps things frozen like ice, Gidael Boldog who gave himself heroically to a balor so the rest of his adventuring group could survive. Then there's Olive who faced down a scouting party of orcs and not only defeated them, but made them look sillier than goblins.
2. Humans (4): These gentlemen are going over a business deal. Seems that they are looking to finance a caravan to the city of Rib Cage in the Outlands. Since an initial trade agreement has been established, they are planning on being one of the first to bring outer-planar goods to Ravens Bluff.
3. Humans (2 woman): One is a pretty, young, brunette who seems to be gossiping about her friends. The woman with her is a pretty, young redhead. There is only one name that stands out in their discussion, "Blackstaff". This is a name known throughout the realms. It names a tower and the wizard who calls it home in Waterdeep.

### **The Crescent Moon Menu:**

Fine Brewed Ale	2 sp
Meade	3 sp
Fine Elven Wine	3 sp
Goat's Milk	1 sp

Halfling Special	1 gp
Roast Pig Dinner	2 sp
Roast Pheasant Dinner	2 sp
Roast Beef Dinner	3 sp

--served with fresh baked rolls, creamy butter, steamed vegetables and buttered potatoes.

Sticky Buns	1 sp
Cinnamon Rolls	1 sp
Puff, Cream Pastry	2 sp
Apple Strudel	2 sp
Assorted Donuts	5 sp (6 donut platter)

After the PCs have had a chance to role-play for a little while, a messenger will come into the tavern. He is wearing the livery of House DeVillars. His name is Philip and is here to find the PCs. He has a missive for them from Lady Lauren. Philip is stiff and formal in his approach.

*A burst of chill air comes in through the door as a finely dressed man enters. As he crosses the threshold, you see his muddied boots “magically cleaned” as he crosses the entrance. He looks around the room and his eyes settle on each of you in turn. “If I may have a word with you good people, please.”*

If the PCs ask, they will definitely recognize his livery as being from House DeVillars.

*The man walks to the bar and motions for Harold to come over. He leans close and whispers. The man then pulls a small pouch from his pocket and slides it across the bar. Harold takes it and motions down the hall. The man looks back to you and says, “If you would please follow me.” With that, he moves down the hall and enters a room on the left.*

The PCs should follow the man. If they ask Harold who that is, he will tell them honestly, he is Philip from House DeVillars and he wished to have a private room in which to speak with the PCs.

Once the PCs have assembled in the room, Philip will close the door.

*“My name is Philip, I work for the Lady Lauren DeVillars as a member of her guard. She has asked that I speak with you and extend an offer. However, this is a matter that will soon spread throughout the city and may be very difficult. You see, she has had a very valuable item stolen from her estate. I have been sent by the Lady to ask your help in recovering the item. She asks that you come to the DeVillars estate at dusk.”*

Philip will not beg the PCs to help the Lady. He will mention a few of her more noteworthy accomplishments.... Starting the knighthoods, bringing some law and government to the city, establishing trade with several other realms, being a member of one of the

original founding families of Ravens Bluff. He will give no further information.

Hopefully, the PCs won't need any more encouragement. If they do, then they weren't meant to help the Lady. At this point, the player should either pick a different PC or choose another game. Of course, unbeknownst to the players and the PCs, Lady DeVillars will certainly make helping her worth while.

Once the PCs accept the invitation to meet with Lady DeVillars, Philip will give them letters of introduction to get them into the estate. The seal is that of Lady DeVillars. The signature is of Philip Melune.

*“As always, the Lady has chosen her champions well.” Philip pulls several parchments out of a scroll tube. He writes each of your names on one and places them on the table. “Present this letter of introduction to the gate guards. You will be granted admission and a meeting with Lady DeVillars. Be there at dusk. Do not be late, the Lady hates to be kept waiting.”*

Philip rises and leaves the room.

The PCs will be left alone in the room to discuss what they are going to do.

Because it is late in the year and the days grow shorter, the PCs have about 2 hours to try to gather information, make preparations, whatever they think they need to do.

## Encounter 1a: How to kill time

If the PCs wish to try to find out more information before their meeting with Lady DeVillars, there are a couple of rumors on the street.

### At a temple of a civic religion:

Only the following temples are among the Clerical Circle: Chauntea, Gond, Helm, Lathander, Mystra, Selune, Tempus, Tymora, Tyr, and Waukeen. *These are the only civic temples in the city.*

- There was a meeting of the Clerical Circle last night. All members were in attendance. It lasted well into the night.
- If the PC is a higher-level priest in a civic temple (9<sup>th</sup> or above), they could get a meeting with their High Priest. In this case, they would find out that Sirrus Melandor's amulet and what to do with the knowledge that his soul still survives was the subject of heated discussion. Also, Hykos Allumen (High Priest of Tyr) was attacked last night by a group of thugs.

### **The City Watch:**

- Rumor has it that there was a theft at the DeVillars estate. However, the Lady has not filed a formal report with the watch that is known about. They have no idea why should would be keeping this a secret.
- If the PC is a Watch member, they can learn the following: Hykos Alluman, the High Priest of Temple of Tyr, his carriage was attacked last night. The priest asked that the information be kept quiet. Seems thugs attacked it.

### **The Civic Knights of the city:**

- There has been rumor of a group of refugees from Zhentil keep have come to the city. The various knighthoods are keeping an eye on them.
- If the PC is a higher level knight (9<sup>th</sup> or above), they can learn the following: a small group of the Zhent refugees attacked the High Priest of Tyr, Hykos Alluman last night.

### **Underworld / Thieves / Silent Network:**

- The DeVillars estate is one of the most impenetrable targets in the city. It's like trying to break into the Embassy of Thay. Only someone who has a death wish would ever try that. But, someone did break in last night. It had to be an inside job; there is no other way it could be successful. Seems that the old priest of Tyr's amulet was taken.
- If the PC is a higher level (9<sup>th</sup> or above), they can learn that the Hykos Alluman, the High Priest of Tyr was attacked on his way across town. There is a group of Zhents that attacked him.

## **Encounter 1b: The Meeting**

At dusk, the PCs should arrive at the DeVillars estate. They need to present the guards at the gate with their letters. The guards will take the letters.

*Approaching the DeVillars estate at dusk, you see the grandeur that the family is famous for. The light drizzle is still falling. At the gate, there are armed guards both on the inside and the out. There is a high wall that surrounds the estate. Many trees, shrubs, flowers, and exotic statuary can be seen through the gate. As you approach, you see the others arriving as well.*

The PCs will not be admitted until they all arrive.

*After gaining admittance to the property, another set of guards leads you up the walkway and to the house.*

*It is quite an impressive site. There are 4 levels above the ground. The walkway is lit with glowing globes of magical light and the house radiates with the same.*

*As you approach the front door, they open. You can see Philip just inside waiting with three other servants of the house.*

*Philip steps forward and motions you inside. "Welcome, I am glad you have joined us this evening. Come in, Gladys, please take our guests wet cloaks." Two servants move forward and assist you off with your wet outerwear.*

*"Lady DeVillars will be meeting with you in the study. Right this way." Philip turns and walks down the hall.*

Hopefully, the PCs will follow and have the respect appropriate for the situation and place. There are servants moving about and many wards protecting the valuables of the DeVillars home. If a PC should attempt to pocket something or go to another room, a silent ward will be set off and the servants and guards will be alerted. They will not make a big deal about things, but will be very discreet. If the PC makes a fuss, take appropriate action. The Lady, herself, will handle it in her own "special" way.

As long as things go well, as they most likely will, continue with the following.

*Philip enters a warmly lit room with a large fireplace on the opposite wall. There are overstuffed couches and chairs spaced around the room. A portrait of a distinguished man and very lovely woman hangs over the fireplace. The room has very tasteful, but expensive decorations. "Please, help yourselves to refreshment and have a seat, the Lady will be here momentarily."*

After the PCs serve themselves some refreshment, there is wine, ale, juices, and assorted fruits and deserts, Lady DeVillars will join them.

*After getting settled, seemingly on cue, the grand Lady of the house sweeps into the room. She is dressed in all the finery she is noted for. She looks like the regal Lady the city has come to champion the most worthy and note-worthy causes. Lady DeVillars pauses and takes in each of you with slow, deliberate looks. Finally, she smiles. In the familiar tone of this woman, she speaks to you. "Thank you for coming. This is a very trying time for me. I will not beat around the bush. Last night, the amulet of life protection I retrieved from Sirrus Melandor when he was killed during the war, was taken. I want you to assist me in finding it and those behind the theft."*

*After saying her peace, Lady DeVillars takes an open chair and sits. "I am sure you have heard of all*

*the protections I have on my property and myself. So, you are probably wondering how this theft occurred. Well, so am I. The people that I employ are very loyal. My friends, well I trust them a bit more than most. Except for SIRRUS, he was a true friend."*

*The older woman gets a far away look for a brief moment. "As you probably know, the priests' amulet was stolen from me a few years ago by a devil. He took it and me to the Abyss. While there, he placed it in the artifact we have come to know as the Great Machine. Well, that enhanced the amulet." Lady DeVillars rises and pours herself a glass of wine then returns to her seat.*

*"A couple of years ago, an incarnation of a late judge of the city murdered two corrupt judges of the city. That brought even further doubt in upon the church of Tyr. What, with the destruction of the temple during the war and the corrupt priest that had unsuspecting members of the adventuring community let a demon out of it's prison. The killing incarnation of Judge Hangman was too much for the church of Tyr to overcome." Pausing for a moment, the lady sips her wine.*

*"A few months back, there were some incidents that occurred at local establishment known as the Star Dust Inn. Some 'would-be' adventurer's were hurt while using the training and entertainment facility known as the 'Dungeon.' My good friend, Lord O'Kane, hired some adventurers to investigate the situation. As it turns out, an area that was once a shrine to the Triad had been destroyed and taken over. There, the creature that was once Judge Hangman was standing guard over three captive priests. Once the creature was destroyed, the spirit of Judge Hangman was released and revealed that SIRRUS Melandor's soul survived in his amulet." "Of course, some of you were there. But, alas, I have strayed from the reason I brought you here.*

*"So, last night. After a meeting of the Clerical Circle, the household closed for the night as usual. Then, this morning, when I went to get some papers from one my safe keeping spaces, I found that the amulet that I also kept in that space, was gone. There was no note, nothing else in the house missing, just the amulet. I need to get SIRRUS' amulet back." "You must have many questions. Then I shall show you where the item was kept."*

The PCs should have several questions for Lady DeVillars. She will be more than happy to answer almost any question the PCs have regarding the robbery, what has happened to Judge Hangman, what happened to SIRRUS' amulet in the Astral plane, and things along those lines.

- The Clerical Circle meeting did have a heated discussion on what to do with the amulet. Hykos is all for trying to retrieve the soul of SIRRUS. However, he is really unsure as to what the resurrection would result in. We don't know how the Great Machine may have altered the man.
- I have heard that Hykos Alluman's carriage was attacked last night. I have no idea who would have done that. Of course, there are several groups that would like to, I'm sure.
- There is no magic that I know of that can penetrate the wards on and around this house. Even if an *anti-magic shell* where to pass through them, it would alert someone that they had stopped working.
- A fiend stole the amulet a few years ago and kidnapped me. I was held prisoner in a fortress on the Astral plane. While there, the creature disguised himself and took the amulet to another fortress we later found to be that of the Githzari. It was experimented on and placed in, what we have come to know as, the Great Machine. The artifact is known to alter anything that is placed inside it. It seems that this has happened to the amulet.
- It is possible that an extra-planar being or beings may be behind this. While someone plane shifting still ends up at the gate to the north, nothing is preventing teleportation from other places. There is much magic out there that we do not understand or have even seen. That may be a possibility.
- I am not going to discuss the particulars of the meeting.
- I have not filed a formal report with the City Watch yet. I want to keep this a bit quiet for the time being. I know how gossip is around this city.
- She has tried several types of divinations to no avail.

#### **So, you want to get paid.....:**

Lady DeVillars will impress upon the PCs that there are many more important things in life other than rewards, and how it seems the adventures of the city have become more concentrated on what is it in for them than the sense of accomplishment. There is something to be said for solving a mystery and that personal reward should be more gratifying than money. However, if the PCs insist on financial rewards or seeing what the Lady will do for them, she will become insulted.

*"I did not ask you here to quibble over money and what my position in this city can do for you. I asked you here to help me. Apparently you are not the type of people I expected you to be. If all you are*

*concerned about is gaining fortunes, then you should register with an adventuring guild.”*

*The lady gets up and walks out of the room. Philip comes into the room through another door. “I’m sorry, I couldn’t help but overhear. I hope you will reconsider helping my lady. Just because the goddess she worships has shown her the ways of making good business decisions and has given her a gift for money matters does not mean that is the only thing she is interested in. However, if you will not do this to help her, and the city, then I shall show you out.”*

Philip is very loyal to Lady DeVillars. He will tell the PCs that he values working for the lady because of all that she has taught him. He has seen the way she has helped the city for many years and would do anything for her.

If the PCs do not agree to no reward upfront, the game is over. Hopefully, this will not be the case.

### Once the PCs agree to help Lady DeVillars...

*Lady DeVillars smiles, “I’m so glad that you have decided to help me. Maybe we all have something to learn.” She motions and Philip steps forward, “Philip, please show them the area where I kept the amulet. When you have solved the mystery, please, send word, I will meet with you immediately. I wish you all the luck Tymora can bring.”*

*Philip motions for you to follow him out of the room. “Follow me, please.”*

The PCs should follow Philip. If anyone tries to stay behind and speak with Lady DeVillars, she will plead other business to attend to.

**Exception:** If the PC is a Harper or Harper friend, Lady DeVillars will speak with them. She has some interesting information to pass along.

### **Harper’s Only**

There is word of some strange happenings with magic. She hasn’t heard exactly what has happened but, she has felt some strange things herself. During her divinations, she felt strange feelings from the weave. There is now doubt that she can cast these spells, and has on several occasions. However, there was something different this time.

## Encounter 1c: The Investigation Begins

*Following Philip out of the study, you are taken further into the house. Absolutely exquisite decorations adorn the walls, floors, and tables; there is nothing here that doesn’t make you wonder how much it really cost. Moving along behind your guide, you pass several rooms. Finally, Philip opens a door and ushers you inside.*

*The room that greets you is one filled with books, more books, scrolls, vials, and other magical tools. It is easy to guess that this room is Lady DeVillars’ research room. A place she works with her skills as a priestess. Philip walks to the left wall and places his hand against a wall sconce. An area of shelving slides open on the opposite wall. Inside, you can see a few scrolls and a gold box.*

*“The amulet was kept in that box. The Lady had it hidden in here. She was working with it every day trying to find the changes that occurred to the amulet after it was placed in the Great Machine. Once it was revealed that Sirrus Melandor’s soul still lived, she would spend hours doing research.”*

Philip has some information, but not much. He is a lower level priest of Waukeen himself and the Lady’s most loyal and trusted servant. That is why he was trusted with the secrets of her magic. He would occasionally aid her in her quest to find the answers to the amulet.

What Philip knows:

- Lady DeVillars kept the amulet in the secured area since the day I retrieved it.
- I was at the Temple of Selune, delivering a message to them for the Lady when all hell broke out. I saw Sirrus fall, and the demons appeared everywhere. I wasn’t far from the priest and was able to grab the amulet before his body was taken. About that time, several heroes of the city came to our aid and drove the demons away. I quickly left the scene and returned here. I told Lady DeVillars what happened and she hid the amulet here.
- The Lady has worked since trying to find out where his body has been taken. To this day, she has not been able to locate it. Lady DeVillars was all but lost a year after his death because she thought it was over. Then, when the knowledge came when the incarnation of Judge Hangman came to her, she has renewed her hope in finding a way to bring him back.
- When the Lady DeVillars was kidnapped and the amulet was stolen, a color pool to the Astral Plane opened up inside the house. Nothing like that had

ever happened before, nor since. With all the protections on the estate, Philip doesn't believe that it could happen again. However, there is always the possibility.

- Of course the Lady has enemies. Of course there have been disagreements between her and the other Clerical Circle members. Of course there is every reason why someone would want to hurt the Temple of Tyr even further, especially with the possibility of SIRRUS being resurrected.
- There is only one thing that allows entrance to the estate, the family brooch. Only the Lady and her children have them.

### The "Safe" area

The "safe" has magic on it, powerful magic at that. Lady DeVillars has cast the protections herself. Trying to discern the actual spells is impossible, as there are several cast on the "safe" and the entire room. Anyone doing a detect magic here will be virtually blinded by the intensity.

The other contents of the safe are scrolls the lady is working on. If the PCs want to read them, they may. They deal with the findings she has thus far on the amulet.

The rest of the room holds of hundreds of books covering several topics. Many deal with spell research (none deal with necromancy except the one currently on the table). Some deal with extra-planar topics and the creatures of the other planes. Amongst these books relating to other planes there is information on Sigil.

Finally, on the table in the center of the room, there are several parchments with notes. This is the Lady's research on bringing SIRRUS back. If the PCs read any of the information, they will find that the Lady is concerned with how the Great Machine may have altered her friend's soul and what might happen if she is able to resurrect the man. There are also notes that she has information regarding where SIRRUS' body is. She believes it to be in Sigil. Seems that the Githzari have located it and sent word through the caravans that have been using the Astral plane for travel.

If the PCs ask Philip about Lady DeVillars' notes, he will tell them that she believes SIRRUS' body is in Sigil somewhere. She would like to have a group go to Sigil and investigate, but she is not sure what will happen with the Clerical Circle. So, that option has not been put together yet.

### Clues

PCs checking the room looking for clues will find the following:

- By the safe, there is some dirt on the floor.

- There is a one of the papers about Sigil missing.
- There is a small charm under the desk. It made of gold and is in the shape of a jackal-headed man.
- There is another small charm under some papers in the safe that is a ruby triangle with raised, onyx antlers. (A successful Religion check will note that the charm resembles the holy symbol of Bashaba.)

If asked about the clues, Philip will tell the PCs that Lady DeVillars did not really search the room after discovering the amulet missing. She set about seeing to finding adventurers to help her. Philip will get Lady DeVillars if they insist. Once she sees the clues, she will be able to identify the symbol of Bashaba and will also identify the dirt as being from the central cemetery. It's very distinctive and is terrible to try to get out of rugs. Other than that, she doesn't have any other leads.

Should the PCs press the Lady for information regarding SIRRUS Melandor and the body possibly being in Sigil, she will confirm the information. In addition, she will state that her sources have traced the body to Sigil. She has paid quite a sum for the information. However, she is not ready to send a team to the Outlands to investigate quite yet. She has no idea why the body would be there.

The PCs will be allowed to take the charms and dirt if they would like.

At this point, the PCs should be able to start their investigation. There are several ways they could go.

## **Encounter 2: Places to go, People to question, Things to find.....**

While the PCs are investigating the theft, they will get the sense of being followed. However, the people following them are very accomplished thieves that do not wish to engage the PCs just yet. That will happen in the former Shrine of the Triad.

Please use the locations in this encounter when the PCs decide to go there. There is no real time-line, as the NPCs will be there regardless.

### 2A. Temple of Tymora

The PCs may decide to go to the Temple of Tymora, seeing as there was a symbol of Bashaba found near the "safe." Once there, the PCs will probably try to speak to Luckmistress Calrissa Tupkas or one of her underlings. She will be available provided the PCs are at least 9<sup>th</sup> level average for the party. If the party has a lower average of levels, they will be able to have an audience with Luckbender Ralogliir Mercyhand. In order to gain this audience, the PCs will have to come up with a good reason. Once possible reason would be mentioning the

symbol of Bashaba. Another reason would be if a follower of Tymora is in the party and is looking for council. Of course, the PCs may just dump the story, and that would work as well. Finally, a PC that has at least 12 Fame points in temples could gain the audience with Ralogliir.

***Upon entering the Temple of Tymora, you are greeted with the site of several gaming tables and a few people taking their chances with Lady Luck.***

Anyone with the Gaming skill may make a roll to notice that the odds are definitely in the PC's favor. Seems that the masked men and woman running the games are trying to spread the luck rather than fleece the PCs.

The PCs are on a mission, but they may wish to try their luck first. Use the PC's Gaming proficiency and assume the person running the game has a 16 to roll against. However, if the PC loses too much, the person running the game will ask if he or she truly believes in Lady Luck. If the PCs say they do (and means it), the one running the game will then make sure the PC wins. If a PC with the gaming proficiency makes an observation check, they will notice the house making sure the PC wins.

At some point, the PCs may mention that they are seeking an audience with the Luckmistress or one of her underlings.

***Finally gaining an audience with (either Luckmistress Calrissa or Luckbender Ralogliir), you are ushered up to the second floor and into a small meeting room. As the acolyte leaves, a (pretty woman or strong looking, attractive man) comes in. (She or He) has a set of dice in her hand. "Greetings, I understand you are looking for me. I am (Luckmistress Calrissa or Luckbender Ralogliir), how may Lady Luck serve you this day?"***

#### **What Calrissa or Ralogliir knows:**

- Yes, she was at the meeting last night at the DeVillars Estate.
- Her opinion of bringing SIRRUS back is that of luck. If Lady DeVillars believes that it can be done, then, let Lady Luck show her the way. She is aware that Lady DeVillars believes the body to be in Sigil.
- Several months ago, one of her newer priests was kidnapped and held captive in an area under the city that was once a shrine to the Triad. It seems that whatever power had destroyed the shrine had something against 3 temples, including Tymora.
- The other temples that had captives in that shrine were Tyr and Selune. Each of the captive priests has recovered, but has no memory of the experience.

- If shown the symbol with the antlers, it will be confirmed it is the symbol of Bashaba. Calrissa or Ralogliir will be interested in where it was found.
- She or He has no idea what a worshiper of Bashaba would want with SIRRUS' amulet, unless it has something to do with the shrine.
- Rumor has just arrived that there is some Zhentil Keep refugees that have come to the city. They are being watched and they came to the Temple to try their luck. They were pretty well down on money and luck. There were no problems when they were here.
- They did not know that the amulet had been stolen.
- There have been some strange feelings while casting their magic. Things just don't seem to be working quite right.

***"I am so glad you have stopped by to chat. The information is interesting. I wish you the blessings of Tymora on your mission. Seems you may need it. Oh, if you find out any more regarding worshipers of Bashaba, I would like to know." (Calrissa or Ralogliir) calls for the acolyte to escort you downstairs. "Randolph, please show these good folks back downstairs."***

## **2B. Temple of Tyr**

The PCs may wish to investigate at the Temple of Tyr, due to the mentioning of the priest that was kidnapped. The fact that SIRRUS was the High Priest; or the fact that the Shrine to the Triad was involved; or even the fact that Hykos Alluman was the target of an attack the night before. There are lots of reasons for the PCs to go to this temple.

Hykos will be unavailable unless the average level of the party is 9<sup>th</sup>. He is recovering from his attack last night. However, the PCs could ask for and receive an audience with Sir Thresh Balancer (hm Pal 12). He is a Knight of the Right Hand of Tyr and the personal assistant of Hykos Alluman.

If the PCs gain an audience with Hykos, he will appear as have being in a minor brawl and rather concerned. If the audience is with Thresh Balancer, he will appear to have been in a fight. In actuality, they were both much worse for the wear and they have been healed somewhat at this point.

Regardless of which person the party speaks with, they can learn the following information.

- Hykos' carriage was attack last night on the way back to the Silver Halls. It was very dark and they are not positive who assaulted them.
- Hykos is very concerned about what SIRRUS may come back as if his body was to be recovered. He is aware that Lady DeVillars believes the body to

be in Sigil. He doesn't know what has happened to his soul since the amulet was put into the Great Machine.

- After the attack, they recovered one thing that is leading them to the culprits. However, they have not been located at this point. It is this, and a piece of black fabric with a red shield and a black hand. Any PC making their religion check will identify it as a symbol of Bane. If the PCs don't recognize it, they will be told.
- Aside from the traditional hatred between these two churches, they can't think of another reason why Banites would attack Hykos.
- Several months ago, one of our priests was kidnapped and held in the Shrine of the Triad. He doesn't remember what anything from that time. There were two other priests that were kidnapped as well. One from the Temple of Tymora and one from the Temple of Selune. Neither of them have any memory of what happened either.
- None of their priests have been to the Shrine since it was found destroyed.
- It was a complete shock to the priests of Tyr when it was revealed that Judge Hangman's soul had been captured and held from reaching its final destination. Not even Hykos knows or understands what is happening.
- Many divinations have been done regarding where the body of Sirrus Melandor is and none have been successful.
- They did not know that the amulet had been stolen.
- They have experienced strange happenings in their magic since last night. As you can see, even their healing magic is not working as it normally does.
- They are unaware of any Cult of Bashaba in the city.

## 2C. Temple of Selune

Here, the PCs may be seeking to find some information about the kidnapping or the Clerical Circle meeting of the night before.

As with the other temples, the PCs will be seeking an audience with the Moonmistress, Ariel Nightglow or one of her underlings. In this case, the underling will be Moonhand, Arakha Dunsoun. If the average level of the party is 9<sup>th</sup> or above, they will see the Moonmistress. If the average party level is less than 9<sup>th</sup>, they will see the Moonhand. Either way, the PCs will get the same information.

- Ariel Nightglow was at the Clerical Circle last night. There was discussion about trying to resurrect Sirrus Melandor. Ariel is a bit concerned, as are some of the other priests; about how the

Great Machine may have corrupted the soul of the priest.

- The Moonmistress is aware that Lady DeVillars believes Sirrus' body is being held in Sigil.
- The Selunites have been made aware that there are Zhent refugees in town. However, they are welcome until they broke the law.
- They did not know that there were any worshipers of Bane in the city. However, there was a symbol of Bane found at the scene of Hykos' attack last night.
- They are aware that Hykos was attacked last night as some of their priests were out and heard the fight. They came to the aid of the priest but were unable to identify any of the attackers.
- One of their priests was kidnapped several months ago along with a priest of Tyr and a priest of Tymora. None of them have any memory of what happened. They seem to have all recovered from their injuries.
- They have experienced some strange happenings to their magic. Last night at the moon services, none of the priests touched by Selune were able to change form. It was very strange.
- They are unaware of any Cult of Bashaba in the city or the surrounding area.

## 2D. The other Civic Temples

As with the three temples above, the High Priests of the Civic Temples will only have audience with parties whose average level is 9<sup>th</sup> or above. The names are listed for each temple. They all have virtually the same information.

### **Chauntea**

High Harvestmistress, Arabella Ieruin (human female) or Sheaf Taker, Janice Roldelym (human female).

- They are not in favor of Lady DeVillars bringing Sirrus Melandor back from the dead as this disrupts the balance of life. However, after hearing everything surrounding his death and that his body is possibly being held in Sigil, they are not convinced that it was truly his time. They are also concerned about what the Great Machine may have done to his soul.
- They have had strange happenings with their magic. As they touch things to aid them in the growing process, things are dying.
- Several plants that grow just outside the city have become poisoned. They priest's have no idea what has happened.

## Gond

Favored Father, Otis Gregor (human male) or Temple Brother, Dempsey Womble (human male).

- They are extremely interested in finding out how the Great Machine has altered the SIRRUS' amulet. However, they are unsure if they want to find out by having the priest resurrected.
- If Lady DeVillars wants to investigate SIRRUS' body being held in Sigil, that is her right. If she can afford it, why not.
- They have had strange happenings with some of their constructs. One went awry and attacked the Gondsmen working on it. It was a construct like the one the former Thayvian ambassador had as her butler.

## Helm

High Vigilant Master, Darrel Ironhands (human male) or Guardian, Malik Hulstar (human male).

- They would like to see what has happened to the amulet after being put in the Great Machine. However, they will go with whatever decision is reached.
- As far as SIRRUS being resurrected, they feel his death was untimely and will take it upon themselves to guard the amulet if it is found. (Lady DeVillars has told Darrel that the amulet has been taken.)
- They have not noticed any strange happenings with their magic; however, they have had word that a band of adventurers sent out before the war is in Sigil. They would like to find them and would be willing to send guards with a group that Lady DeVillars may send.

## Lathander

Chief Prelate, Relarn Dayspring (human male); Altarmistress, Allara Dawnmaiden (half elf female).

- Relarn is aware that the amulet has been taken. Lady DeVillars sent word early this morning. He is greatly concerned about what has happened.
- They are deeply concerned about what the Great Machine has done to SIRRUS' soul. However, they are supportive of Lady DeVillars in her desire to resurrect the great priest.
- They have noticed some strange occurrences in their magic. There have been some that have purchased a "life insurance" policy from the temple. However, when the spell to bring the person back to life was cast, it failed. Upon further investigation, it was found that the person had no

"faith" of his or her own. That has never happened before.

## Mystra

Lord of Mystery, Chester D'Marke (human male) or Senechal Arcane, Derry Hlammae (human male).

- They were unaware that the amulet was stolen. However, if the Lady asks, they would be more than happy to try to locate it for her.
- They would like to find out the secrets of the Great Machine, however, they are not sure the best way is to include resurrecting SIRRUS. They would like to have a chance to study the amulet.
- They have been experiencing some strange feelings with their connection to the magical weave. It is almost as if there are gaps. Normally, the priests are able to cast inside the temple where others are not, due to the Dead Magic area. However, some of their own priests are unable to cast. It doesn't seem to be anyone in particular, just random occurrences.

## Tempus

War Master, Karalus Daehventura (human male) or Weapon Master, DaeMonde Vochette (human male)

- Their opinion on resurrecting SIRRUS Melandor seems to follow their beliefs. The priest would not have possessed an *amulet of life protection* if he didn't want to come back to continue his fight in life. They support Lady DeVillars.
- If something happened to corrupt the priest and it is made known, the temple will stand and destroy him if necessary.
- They have experienced strange effects in their recent ceremonies. Warrior/Priests, strong in their faith, have been seriously injured in ceremonial fighting.

## 2E. Wizards Guild

The PCs may wish to speak to members of the Wizards Guild. Especially after the PCs hear that the temples are experiencing strange happenings with their magic.

If the average level of the party is at least 9<sup>th</sup> level, they will be granted an audience with Lady Delshandra Sinaran, Dean of Wizardry and Knight of the Raven (female elf). If the average level of the party is less than 9<sup>th</sup> level, they will be able to see Jancy Sito, Inner Circle and Diviner.

- There have been some accidents with the casting of magic recently. Seems that spells are not functioning, as they should.

- They Wizards Guild is very interested in information regarding the Great Machine, however, they were unaware that Lady DeVillars held the amulet again. It was stolen from them shortly after it was returned from the Astral Fortress the first time. That theft was made by extra-planar magic.
- Many of the wizards are just not able to cast some of their spells. Others have their spells casting at drastically reduced effects.
- There seems to be something-strange happening to the connection to the weave of magic.
- They are unaware that Lady DeVillars believes SIRRUS Melandor's body is in Sigil.

## 2F. Other Temples of the city

Many PCs worship deities that are not among the civic temples. While these other temples will have no knowledge of what has happened with the Clerical Circle, they have a little bit of other knowledge.

- The priests of the various temples have noticed strange occurrences in their spell casting. Something is affecting them but they are unable to figure out what it is. The water in the temples at the Hallowed Halls turned black this morning.
- Several of the temples aid the city in various ways. They have noticed that the common people of the city have become very angry and aggressive.
- A priestess of Illmater was attempting to aid some of the people who have taken ill in Crow's End and ended up having them become even worse.
- A priest of Lliira was attacked while shopping in the market. Seems he was accused of stealing someone's purse. The priest was innocent; the person accusing him was trying to make some extra money from the temple. The strangest thing, the priest had just helped his attacker the day before by healing him after he had been attacked himself.

## 2G. Silent Network / Underworld

### Contacts

PCs that have members of the Silent Network or thieves in the party may wish to see what is going on behind the scenes. They have much the same information as the rest.

- A priest of Lliira was attacked while shopping in the market. Seems he was accused of stealing someone's purse. The priest was innocent; the person accusing him was trying to make some extra money from the temple. The strangest thing, the priest had just helped his attacker the day

before by healing him after he had been attacked himself.

- Gang activity has increased. However, they seem to be infighting and not going after the citizens of Ravens Bluff. This is strange because they had made truces while trying to flush out the "Shadow."
- There are some Zhents in town. Seems they may have attacked the High Priest of Tyr last night.
- Something strange happened last night at the central cemetery. Seems that the Temple of Kelemvor had their hands full when some of the cemetery residents decided to climb out of their graves.
- It seems that every major civic organization, and any other organization around, wants to get their hands on the Orb of Protection once it is recovered. They are also hoping to find the Heart of Bane. Seems that there is speculation from various places that both of these artifacts are related to the Great Machine. Of course, none of them will admit to it in public.

## 2H. Civic Knighthoods

The following are the only Civic Knighthoods in the city: Golden Roosters, Hawks, Doves, Griffons, Pillars, Keepers, Phoenix, Right Hand of Tyr, Ravens. Any other knighthood would be considered a warrior society or Lords Knights. These groups will not have any information; it hasn't gotten to them yet.

However, the knighthoods have some information that might be useful.

- The Knights Council was approached about providing extra guards to some of the temples and members of the Clerical Circle.
- There was a bit of a skirmish in the Posh Paladin Inn last night between some squires. Seems that some Keeper squires got into a verbal battle with some Pillar squires about the Great Machine, the Heart of Bane, the Orb of Protection, and SIRRUS' amulet. Each thought that their Knighthood should have control over these artifacts and the secrets contained in them. Publicly, neither knighthood has made a statement.
- There have been several knights sent to the Underdark to help in the recovery of the Orb of Protection.

## 2I. The Bards Guild

It always seems like the bards get all the news first. And in Ravens Bluff, this is no exception.

- There was a bit of a skirmish in the Posh Paladin Inn last night between some squires. Seems that some Keeper squires got into a verbal battle with some Pillar squires about the Great Machine, the Heart of Bane, the Orb of Protection, and Sirrus' amulet. Each thought that their Knighthood should have control over these artifacts and the secrets contained in them. Publicly, neither knighthood has made a statement.
- It seems that there are several groups in town that have their sights set on obtaining any of the artifacts the city is currently searching for. In addition, there is rumor that the Wizards Guild wants to bring the Great Machine to the city.
- There was a disturbance in the cemetery last night. Some of the residents didn't like staying where they were, buried. They do not know who is responsible.
- There are some refugees from Zhentil Keep in town. They are keeping a low profile but almost every organization in the city is having them watched.
- There are tales making it to the city about magic acting strangely around the realms. This has been confirmed by happenings in Ravens Bluff. Some people are attributing it to the quest for the Orb of Protection, others are saying that the Heart of Bane has something to do with it.
- The bards currently performing in the taverns and inns are having problems. Those gathered don't seem to enjoy anything the bards do to entertain. It is beginning to take its toll on the guild members. Some crowds are even getting violent.

NOTE: Now, since the PCs may wish to approach a group not noted in the text, please use your best judgment on what information they would logically have. Do not give away information dealing with temples from the Merchant Watch. They would not have that information.

## 2J. Central Cemetery

At some point in time, the PCs should end up in the cemetery. After all, there was dirt found near the safe from the cemetery.

The caretaker at night is named Seerik. He really does enjoy his job but really hates it when outsiders try to take the bodies that he has so carefully tended to.

During the day, there is no problem getting into the cemetery. However, if the PCs come at night, the gate is closed and locked. They will have to obtain entrance by getting the attention of one of the guards patrolling the grounds, or by having a priest of Kelemvor with them. The priest will have access because their temple is on the grounds.

If they have to go through the guards, the PCs will be asked their business. If they mention that they are looking into something for Lady DeVillars, they will be admitted. However, the PCs will be told no to disturb any of the graves.

If the PCs have at least one person in the party with a general fame of 12 or higher, the guards will not have a problem letting them in. The hero must be on some important business again. The same holds true if there are any knights with at least 4 honors (exception would be a secret Hawk knight).

The PCs will not be allowed to enter the DeVillars crypt without the caretaker with them. For one, they don't have the key. For two, they do not know how to get by all the wards on the crypt. Let's just say, it will be very bad for the PCs to try to get into the crypt without help.

Seerik will be around no matter what time of day it is. Some of the PCs will have met this man before (in *Beauty and the Beholder*). However, Seerik will not really remember anyone in particular.

***Entering the Central Cemetery of Ravens Bluff, you look around and notice that there are a few fresh graves. You also notice that there are some graves that seem to have been dug up, from the inside. The center of this place is home to the Temple of Kelemvor. It just appeared about three years ago during the Great War.***

The PCs should be looking Seerik, as he is the caretaker that was around last night. Seerik will be digging a grave when the PCs arrive. He will be covered with dirt and humming a catchy tune to himself. If it is night, there will be 3 lanterns around the grave.

In addition, please note, if it is nighttime, there are 4 minor deaths that fly around and patrol the Temple of Kelemvor.

***After looking around for a few minutes, you finally see someone in a grave. You hear the sound of humming coming from the hole in the ground. {pause} Approaching the gravesite, you see a man, covered in dirt, digging the hole and humming. This must be the man you are looking for.***

Seerik is a simple man. He has become a follower of Kelemvor since the temple showed up in the cemetery.

***The man looks up. "Hello, I'm Seerik, may I help you?" The man begins climbing out of the grave. He wipes a towel across his face and then cleans his hands. He puts the towel back in his pocket and approaches your group.***

This mans name should make some people cringe just a little. After all, his name is pronounced like the God of Strife.

The PCs should ask him some questions about what happened the night before. This may lead to the PCs looking to access the DeVillars family crypt.

Seerik knows the following:

- He was working last night. He takes great pride in his job. He really dislikes it when people come into the cemetery and disturb the bodies he cares for. This is supposed to be a place of eternal rest. Where the body gives back to the earth. It is not a place where necromancers should be playing. He takes great offence at this.
- Some time after moonrise, the bodies that rest in this cemetery began to get out of the earth. He began to run to find the guards. What he found was the guards were asleep. So, he began using the abilities that Kelemvor has granted him to keep the undead at bay. He made his way to the temple and pounded on the door. It didn't take long for a few of the priests to come to his aid.
- The undead were very difficult to control and overcome. However, they finally were put back to rest. Once this was accomplished, the priests began looking around to find the necromancer or priest responsible. There was no trace. However, they did find that the DeVillars crypt had been opened.
- Seerik is still puzzled how someone could get into the crypt without the key. There is very powerful magic protecting the DeVillars family.
- He will take the PCs to the crypt and grant them entrance if they tell him that they are doing an investigation for Lady DeVillars. The other way they will convince Seerik to let them in is if there are any Phoenix Knights or City Watch in the party.
- Seerik will also show the PCs a couple of things he found near one of the graves. It is a piece of red cloth that has a black hand on it. He also found a cloak clasp with a red shield and black antlers. The PCs will recognize these as they like the ones found in the DeVillars house. They are the symbols of Bane and Bashaba.

### **The DeVillars Crypt**

It was this crypt that was the goal of the bad guys. They were seeking a magic item that would allow them to gain entrance into the DeVillars estate without setting off the alarms. The broach of the DeVillars family is an item that allows the family members to pass through the magical protections of the estate.

The youngest son, who became a vampire and was put to final rest by some adventures, had his broach laid

to rest in his tomb. This was not public knowledge. However, the bad guys were provided with that information.

The PCs will have to have Seerik let them in with a special key. Otherwise, the PCs will be struck by a series of spells. NOTE: it is possible to try to dispel the spells in place, however, there are more inside. In addition, any thief that is trying to bypass the spells by removing traps must do so at an additional -20% to their check for each spell (this is added to the -50% for magical traps). There are so many interlocking protections; it is nearly impossible to disable them all.

### **Inside the crypt**

In the crypt, there are medium sized bowls in nooks in the wall. Most are filled with coins. There are five tombs in the chamber. They are lined from front to back and are on pedestals. There is only one that has a body in it. Lord DeVillars died several years ago and his remains are here.

There is a tomb marked for the youngest of the DeVillars boys, however, there are no remains. Inside this tomb was his family broach and a few other items that were his prized possessions. The only thing missing is the broach.

## **Encounter 3. Shrine of the Triad**

(Close encounter of the Harper kind)

Due to the fact that the first event of this series climaxed in the destroyed Shrine of the Triad, the PCs may end up back here. This is also to be expected because a few of the temples and Lady DeVillars mentioned it.

It is here that the PCs will meet up with a couple of Harpers who have traveled to the area specifically to find the PCs. They are the accomplished thieves that have been following the PCs. The Harpers are here to swap information.

There is something else in the former shrine, a couple of bad guys making plans. And these bad guys are strange bedfellows, at best. There are 2 followers of Bane and 2 followers of Bashaba in the shrine. You see, the Banites have something the Bashaban's want and they want the Bashaban's to go get something they need. It's time to make (or break) the deal.

There is a sewer grate in an alley next to the Temple of Tyr. That is the closest entrance into the sewer near the shrine. If the PCs ask a priest at the Temple of Tyr, they can show the party where it is.

*Entering the sewers, your senses are assaulted by the odor and sounds. This is an area that is still outside the main pipes, so the mucky water isn't very deep. Walking against the flow of the sewage, you finally*

***find the dry floor of an underground tunnel. Several feet ahead, there is an intersection. You hear voices raised in argument coming from the left tunnel.***

If the PCs played in *Twilight Avenger 2* or in *It's Your Lucky Day*, they will recognize this area. The tunnel to the left, where the voices are coming from, is where the shrine was located. No matter what time the PCs decide to come here, they will be walking in on an argument between the Zhents and the Bashabans.

***Moving through the tunnel, the voices get louder. As you get closer, you notice that the tunnel ends in a doorway.***

The Harpers are following relatively close behind the PCs at this point. If the PCs need help, the woman will assist.

Inside the doorway is the area that has destroyed statues of the gods Tyr, Torm, and Illmater. There is a door in this room. It leads to the former shrine. In this room is where the argument is taking place. If a PC detects evil, there is nothing but radiating from inside the next room.

If the PCs take the time to approach quietly and listen to the conversation, they will get hear the end of the conversation. They may use magic to get in and see the people involved. However, they will be exposed if they try to physically get into the room. A *wizard eye* spell would be a good choice. Possibly using a mirror, however, that may get them caught. There is an invisibility purge on the doorway, so that method will not work.

The PCs will not be able to see the man clearly. His features are distorted and shrouded in a mist. He is about six feet tall and well built. He is wearing finer clothes. There is a second man standing with him. He is nearly seven feet tall, dressed in plate armor and holding an unsheathed bastard sword. The sword has darkness radiating about it and has an aura of pure evil. You are unable to see his face. However, the man's armor has a red breastplate with a black hand on it.

The woman has deep brown hair and is very pretty. She is wearing a purple dress that has a lot of lace. She wears an amulet around her neck with a red shield and black antlers. You do not recognize her. Behind her, there is a figure dressed in plate armor. The helmet resembles the head of a jackal.

If the PCs intervene at any point, the man will use an item he is carrying and will teleport without error out of the room.

***Female voice:*** {is raised and sounds very stressed} ***"How can you be so stupid. Do you not realize that the Lady is likely to have brought some of the adventures in on this? She supports them and doesn't hesitate to***

***bring them in when she feels it is something beyond what the watch can handle."***

***Male voice:*** {is not nearly as loud and is very condescending} ***"My dear, you are going to help us. You see, no one knows what we are here for yet. Andy they don't know what you are doing... yet. However, you have a lot more to loose than I. You see, we can move on. Your mistress wants this place. However, we now have something you need."***

***Female voice:*** {getting more panicked} ***"What, what could you possible have that we need. Your master is dead. You are being watched in this city. There is no way that you have the amulet."***

***Male voice:*** {dripping with sarcasm} ***"Seems that we are a bit more capable than you thought. We not only got into the old woman's house, we acquired the amulet. Now, we want the body and your mistress wants the amulet. I guess that puts us in the right place at the right time."***

***Female voice:*** {rather angry} ***"Oh and I suppose you know where the body is."***

***Male voice:*** {very arrogant} ***"Of course, the old lady was more than happy to share her information with us. I will now share that with you."***

At any time, the PCs may be inclined to go in and break up the "discussion." However, if they listen just a bit more, they may have all the answers they are looking for. At least for now.

***Female voice:*** {still angry and panicked but dropping in volume} ***"So, what is it that you propose?"***

***Male voice:*** {even more smug than before} ***"Please, you know exactly what I propose. You get the body for us, and we will make an exchange. That way, we both win."***

***Female voice:*** {angry but still lower in volume} ***"Oh, sure, and why should I trust you?"***

***Male voice:*** {still very smug} ***"Because you have no choice. I hold the cards and your mistress is getting impatient. She wants her place back. In my pocket is the information the old woman had telling where the body is."*** {if the PCs are watching through a *wizard eye*, they will see the man pull out a piece of paper and put it on a small table. ***"That is the information to locate the body. Take it and complete our deal."***

Again, if the PCs are observing, they will see the woman take the piece of paper.

**Male voice:** {with a hint of triumph in his voice} **“Wonderful. Do let me know when you have returned. I can’t wait to complete this transaction. Good luck.”**

If the PCs have not intervened yet, that is fine. If they are observing, the man will remove something from a different pocket and throw it on the floor. It is a glass globe that the PCs will hear break. The man and his “body guard” will disappear.

The sound of breaking glass can be heard and a gasp. Then, the room becomes very quiet.

Again, the PCs may be inclined to intervene. If they do not, the woman and her “body guard” will come to them as they leave the area.

Please remember (from the DM Background), the Zhents that are currently in Ravens Bluff are not worshipers of Bane. The man that was in the former shrine is actually setting up the refugees.

As the woman and her “body guard” enter the anti-chamber, they will be surprised that the PCs are there. All they want to do is get out of there.

**Stepping through the door, a woman comes out and immediately stops. A shocked look crosses her face and then one of anger settles. “Excuse us, but what are you doing here?” The man in armor steps to the side and slightly in front of woman.**

The woman will not answer any questions and will become very indignant if pressed. She is not wearing the symbol of Bashaba openly at this point. She has tucked it into her dress. Her name is Shelisa and she is a 12<sup>th</sup> level priestess of Bashaba. The man with her is her “Right Hand Man,” Garth. He is her bodyguard and also a follower of Bashaba.

At this point, Shelisa has broken only one law, conducting worship of an evil deity in the city. However, the PCs don’t know that. If detected, her alignment shows as Chaotic Evil. This area is not a shrine yet, and there is no proof that Shelisa was behind any of the kidnappings. Truly, she is not. At the moment, she is being blackmailed. Bashaba wants this area to be blessed by the utter destruction of and ruin of the Triad in Ravens Bluff and especially the Temple of Tyr. This area was once her temple and the Triad came in and took it from her. She wants it back. So badly, in fact, that she has been plaguing the Tyrians with bad luck for quite a long time. All of their problems in the past several years are no accident or coincidence. It has been the work of her minions.

Shelisa does not know the true identity of the man she was speaking with. He has been concealing his face and voice from her. She is unsure if he is a Banite,

although, the man with him wears the symbol. Shelisa will not speak of her business with him unless her life is truly threatened. Neither she, nor her bodyguard will start a fight. She will use a device, a magical globe, that teleports both of them away.

If the PCs insist on fighting these people, Shelisa and Garth, they will fight back and try to escape. Shelisa has a globe that will teleport herself and Garth to their “safe house.”

**Shelisa, hf SP of Bashaba 10:** Int Genius; AL CE; AC 0 (Dex. 18, *ring of protection* +3 and *cloak of protection* +3 that are bonded to her, they only work for her.); MV 12; hp 68; THAC0 14 (12 with weapon); #AT 1; Dmg 1-6 +2 (barbed *scourge* +2) or by spell; SA see below; SD nil; MR nil; SZ M; ML 18

Special Priest abilities: Once per day, reduce the saving throw or attack roll of one individual by one. The priest glows a deep, radiant red for one round when doing so. All effects of the die roll are based on the reduced number as if it were the number originally rolled. The modification occurs immediately after the number is rolled (that is, before any other numbers are rolled or other actions taken).

Once per day, has the ability to cast *Tasha’s uncontrollable hideous laughter* (as the 2<sup>nd</sup> level wizard spell).

Once per day, has the ability to cast *bane of Bashaba* (as the 2<sup>nd</sup> level priest spell).

Once per day, has the ability to cast *misfire* (as the 4<sup>th</sup> level priest spell), *probability control* (as the 4<sup>th</sup> level priest spell), or *lower resistance* (as the 5<sup>th</sup> level wizard spell).

Once per day, has the ability to cast *misfortune* (as the 5<sup>th</sup> level priest spell).

Spells: those in bold are in use: 1<sup>st</sup>: *curse*, *command*, *darkness*, *cause fear*, *cause light wounds*, *faerie fire*; 2<sup>nd</sup> *bane of Bashaba* x2 (see DM 1), *hold person* x2, *silence 15 ft. radius*, *heat metal*; 3<sup>rd</sup> *cause disease*, ***protection from fire***, *dispel magic*, *summon insects*; 4<sup>th</sup> *cloak of fear*, ***protection from lightning***, ***spell immunity (magic missile)***, *free action*; 5<sup>th</sup> *flame strike*, *plane shift*

**Garth, hm F9:** Int High; AL CE; AC -5 (field plate + shield, Dex. 18, *ring of protection* +2 that only functions for Garth); MV 12; hp 73; THAC0 12; #AT 2/1; Dmg 1-8 +3 (bonded *long sword* +3); SA nil; SD cold resistance (ability of the sword); MR nil; SZ M

Remember, these two want to get away. They have much more important things to attend to.

If the PCs get into too much trouble, the Harpers that have been following them will assist. They are very good at what they do. Both are high-level thieves. If nothing else, they will cause enough distraction for the

bad guys to get away. After the Bashaba worshipers have been dealt with, the Harpers will approach the PCs.

### 3B. We Bring News

Resolve the situation however appropriate. After, the Harpers will introduce themselves. Some of the PCs may already know Sheenra, she will remember them. Hopefully, the PCs had a good encounter with her the last time they saw her (in *It's Your Lucky Day*).

*Two women step out and approach you. They have no weapons drawn. The one on the left is medium height and build with blonde hair. She is dressed in leather armor and a green cloak. There is a long sword at her side and a hand crossbow on her belt. The woman on the right is just a touch taller with red, curly hair. She is dressed in leather armor as well. She has two short swords on her hips and a long bow across her back. The women look at your group and smile.*

*"Hi there, funny running into you here," says the blonde. "I see our paths have finally crossed." Both women smile.*

The blonde is Sheenra Duth and the redhead is a relatively new member of the Harper organization. Her name is Ty O'Ney. Neither openly wears her Harper pin.

These women do not wish to fight the PCs. On the contrary, they want to work with the PCs. If they are attacked, they will use an ability of their Harper pin to teleport without error back to Waterdeep. The Senior Harpers protect them.

When the PCs are ready to talk to the women, the following is what they know and what they are looking for. If the PCs know that Sheenra is a Harper, that's fine. If the PCs do not know, then the ladies will not announce it.

- They will give their names. Sheenra will be friendly to those she has met before. Of course, she is just a bubbly person anyway. Ty will also be very pleasant.
- They bring news for the Lady DeVillars from Kelban Blackstaff. There seem to be strange happenings with magic and the weave in the last month.
- Ty brings word that some great evil is making its presence known in the realms. It has been felt by many throughout the lands. No one has been able to determine what it is. However, Kelban has heard that a purely evil artifact was in Ravens Bluff a bit more than a year ago. It was known as the Heart of Bane.

- The women also have been told to deliver word that there are Zhents that worship Bane looking for the Heart. Something about a spell to bring the god back from the dead.
- Lady DeVillars sent word to Waterdeep that she was planning on sending people to Sigil to find the body of Sirkus Melandor. They know of a group of Sensates that owes them a favor or two and may be able to help.

The ladies have a few questions of their own.

- What was stolen from the DeVillars estate?
- Do the PCs know anything about the Heart of Bane?
- Is there anyway the PCs could get them into see Lady DeVillars?

The PCs may be rather tight-lipped around the PCs. This is ok. However, the ladies really do need to go and see Lady DeVillars. It's on personal business.

### 3C. Mirror, Mirror On the Wall

Unbeknownst to the PCs, they are being watched. This area is being scryed by the man who teleported away when the PCs first showed up. He is going to have some of his minions attack the PCs as a warning to stay out of his business. He is sending a group of jackal-creatures.

*As you are getting on in your discussion, you hear something in the passage leading out to the sewers.*

Anyone going out into the hall will need to make a surprise check. The creatures are waiting to ambush the PCs. They are planar minions.

**Jackal Creatures (10):** Int Exceptional; AL NE; AC 4; hp 56; THAC0 12; #AT 3 (claw, claw, bite); Dmg 1d6, 1d6, 1d8; SA See Below; SD *fly* as spell; MR 40%; SZ M; ML 18

SA: *Curse of Bashaba*—Once per day, the Jackal creature can inflict bad luck upon an opponent struck with its bite. A successful save vs. breath weapon is required to avoid the curse. If the PC fails this save, he or she is cursed with bad luck for the next day. All saving throws and ability checks are made at a –4 penalty.

These creatures are actually minions of Bashaba. However, someone else has dominated them.

When the group of jackal creatures is reduced to 4 or less, the remaining ones will flee down the corridors in the sewers. If the PCs decide to follow them, they will wind up at the Stardust Inn. A gambling establishment owned by Lord Banner. If this is the

course the PCs decide to take, use Encounter 3D. If they decide not to follow the creatures

### **3D. What Are We Doing Here?**

If the PCs decide to enter the establishment, they will find themselves behind the main stage. There will be no one there. However, there are patrons in the gambling area. The majority is not the normal patrons usually found here. They are more of the seedier sort from Ravens Bluff. All seem to be enjoying themselves in a sedate way. There are quiet whispers and sideways glances.

The PCs may wish to try to find Lord Banner. He is not here. He is currently out of town on business.

In addition, there is no sign of the creatures that the PCs followed. No one saw any such creatures at all. The PCs will not be allowed to investigate the establishment since the owner is not here. If they try to insist, one of the city's most famous lawyers is in the establishment, Slick Willie, will insist that they are not allowed to check the property without the proper documentation or permission from the owner. (This is the law, if anyone has the law proficiency.) City Watch PCs can search at will.

One thing that may catch the PCs' eye; there is a group around one table that wears the symbol of the Zhentarim. Not the symbol of Bane, just of the region. This group will radiate Neutral Good

If approached, this group will be very wary. They are here looking for a safe haven. Nothing more. They are not worshippers of Bane, or Cyric for that matter, and will take great offence if accused of such just because of where they are from. The speaker for the group is a large man named Fedrew. He is human, about 6 ft. 4 in and looks very tired. There are a total of 10 to the group, 6 men and 4 women. The women are very pretty but have clouds in their eyes.

In general, the PCs will not be welcome here. Once they leave, one of the Zhent women will approach them outside.

*Coming out of the shadows, one of the women from the party of Zhents approaches your group. She glances all around and then speaks very quietly. "Please, come over here and talk with me." She heads for a shadow provided by a large tree in front of the Stardust.*

The woman is alone. She does not detect as evil. As stated before, her alignment is Neutral Good.

*"I know you do not trust me because of where I come from. But, I mean you no harm. However, I cannot say the same for several in this city. There are people in this city that mean not only the heroes but the*

*entire world harm. You see, they wish to raise the god, Bane. They have heard tale that his Heart was last known to be here. And, because of the strange happenings with magic, they are sure it is time to harness the energy of the artifact." "My people and I are not among that group. However, because we have lived with those like them for so long, we are very attuned to spotting those that are evil from our land. They are in your city. I have seen them. Guard against them. They wish to destroy all but their deity. Look to those that are the most unlikely. Those who have the least to loose and desire power the most. They are the answer."*

*The woman turns and melts into the shadows.*

Now the PCs have another clue. However, they may not know how to decipher it. The answer is simple, the poor, those in the Tent Town outside the North Gate. These people had much before the war, before they were brought to destitution. There is a cult of Bane there. They have been brought to this result by someone who needed followers and someone to do the dirty work. It may take some time for the PCs to come up with this answer.

Sheenra and Ty will ask the PCs to contact them when they decide they have information to share or if they would agree to take them to Lady DeVillars.

### **3E. Not A Clue In Sight**

Once the battle with the jackal-creatures is over, the PCs may not follow them on their retreat. The slain will disappear, as do all extra-planar creatures. At this point, the PCs have some information and 2 women who want to see the lady you are working for.

As the PCs leave the sewers, a woman who wears the symbol of the Zhentarim will approach them. She is not a worshiper of Bane and her alignment reads as Neutral Good. She has information for the PCs. She means them no harm.

*Coming out of the shadows, a woman wearing the symbol of the Zhentarim approaches your group. She glances all around and then speaks very quietly. "Please, come over here and talk with me." She heads for a shadow provided by the Temple of Tyr.*

*"I know you do not trust me because of where I come from. But, I mean you no harm. However, I cannot say the same for several in this city. There are people in this city that mean not only the heroes but the entire world harm. You see, they wish to raise the god, Bane. They have heard tale that his Heart was last known to be here. And, because of the strange happenings with magic, they are sure it is time to harness the energy of the artifact." "My people and I are not among that group. However, because we have*

*lived with those like them for so long, we are very attuned to spotting those that are evil from our land. They are in your city. I have seen them. Guard against them. They wish to destroy all but their deity. Look to those that are the most unlikely. Those that have the least to loose and desire power the most. They are the answer.”*

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Sheenra and Ty will ask the PCs to contact them when they decide they have information to share or if they would agree to take them to Lady DeVillars.

### **3F. Bring Your Poor, Your Downtrodden....**

If the PCs go to Tent Town, they will find it is getting smaller. More people are finding work in the city and several have gone to the adventuring life. At this point in time, Tent Town is home to a Cult of Bane. A mysterious man that has never shown his face is leading them. However, he has promised them all the power due to those responsible for reincarnating a god. They have nothing to loose. They have already lost it all and the “good” of the city has done nothing for them.

Once the PCs get to Tent Town, they will be too late to catch the bad guys. They have already set off for the night. However, there is a young girl that has overheard their plans. She will tell the tale if the PCs can get her trust. Forcing her will not work, she would like to be entertained and maybe receive a toy.

*Braving the cold and drizzle once again, you leave the North gate and head towards Tent Town. It is getting smaller every time you see it. There are very few people around. A little girl sits in front of a tent, quietly playing in the dirt. She looks up and watches your group approach. Her eyes never leave your group. Her face is streaked with dirt and her clothes don't look to be much protection from the weather.*

If the PCs try to use detect evil powers, they will find a small trace of evil. There is a holy symbol of Bane that has been left behind in one of the tents. Other than that, there is not evil. You see, the Banites have decided to crash the Bashaban's in the shrine.

There are a few other people around. However, they don't know anything. Most of the people in Tent Town keep to themselves unless something threatens them directly.

Eventually, the PCs will either approach the little girl or she will approach them after hearing their questions to others.

*The little girl looks up at you. “Hi, my name is Trina. What's yours?” She appears to be around 10 or 11.*

Hopefully, the PCs will not disregard her. Once they decide to listen to her, she will tell them the following.

*“I think I know who you are looking for. But they aren't here right now. They went into the city. All of them.”*

The PCs are now free to ask the Trina questions.

- She has been in Tent Town for 3 years. Since just after the war. Her daddy was injured and they didn't have any money, so, they came here. Her mommy left about 2 years ago, she was caught stealing and had to go to jail. But, she decided to get let out and go underground to help the city. Her mommy hopes that she will have met someone that she can work for after the work underground is done.
- Her daddy is in the city with the other people. She hopes he is ok, but she doesn't think he is. He is with some bad people. Her daddy hasn't been able to make any money because of his injury. So, when the man came to the tents and told all the grown-ups about a god, her daddy listened.
- She was playing outside the tent and heard that the people from Tent Town were going to go to the city today and beat up on some people in the sewers. Somewhere near the Temple of Tyr.
- Her daddy is very upset that he can't provide for his family. But, she loves her daddy and her mommy. She sometimes steals food from the market so that she has something to eat.
- She knows stealing is bad, but... she's still too little to learn how to do something to earn coins to buy food. But, she is going to try next spring.
- Trina is a child. She is not afraid of the PCs. What she is afraid of is not having either her mommy or her daddy. She will not leave Tent Town without her family.
- There are about 15 people who went into the city with her daddy. The man who first started talking to them is supposed to be there. She doesn't know who he is. His face is always blurry when he comes here.

- Her daddy left his necklace that the man gave him. The PCs can look at it if they want to. It is a red shield with a black hand in the center. The symbol of Bane.
- Trina will tell the PCs that her daddy went to the city last night too. She is pretty good at following him when it's dark. He went to the cemetery. Then left and went to the nice houses. She didn't want to get caught there, so, she went home.
- She did see an amulet like the one the PCs are looking for. This little girl doesn't really know what the amulet is worth. But, she can feel that it tingles and must be something really special. She wanted it, but her daddy took it with him to the city.
- The little girl's alignment is Neutral Good.

With all this information, the PCs could go and get reinforcements and head to the shrine. Or, they may just go alone. Either way, go to Encounter 4.

## Encounter 4: We Meet Again

If the PCs would like to get reinforcements, they can easily locate the City Watch. However, the Watch will only have about 5 people they can send. Everyone else is dealing with some mishap or another. Seems a lot of strange things are happening. Either spells going wrong, people just beating on each other, etc.

The PCs may go to a knighthood for help, that is a good plan; however, none are able to send any extra help at this time. Seems there has been some activity around the "Planar Disk" and they have been told to send all available in their numbers to that location.

Or, the PCs may decide not to handle it on their own at all and go to Lady DeVillars for help. This is an acceptable thing to do as the PCs may just be out classed (i.e.: low level). If the PCs decide to go to Lady DeVillars and have her deal with it, go to End B.

Once the PCs decide to go to the shrine, continue with the following.

***Gaining entrance to the sewers is not a problem. As a matter of fact, it seems this alley has seen quite a few people looking to use this entrance. There are several prints in the mud leading to this grate. You don't need to be a ranger to see them.***

This is not a heavily traveled alley. However, this time it is. If the PCs do have a ranger, they will notice a couple of interesting prints. First, several are made by leather boots that are in great disrepair. There are a couple that are made by armor boots.

## 4A. Redemption, maybe yes, maybe

### no.

The alley has no signs that anyone is still here. That is not true. The Silver Halls have too many protections to allow surveillance of this alley. However, there is a small shop on one of the corners that allows for a perch. Right now, there is one-person dead, a follower of Bashaba, and one still alive, a follower of Bane.

If the PCs notice the Banite, they can try to get information from him. This man is Trina's father. He is not an effective fighter anymore, since his injury. However, he does make a good scout. He has one cone of communication and has already told the person on the other end that the PCs are nosing around.

If pressed hard enough about what he is doing and how wrong it is for his family, the man will have a change of heart. He is not truly evil, yet. He feels that the city he defended in the war has turned its back on him. No one will hire him because one of his legs is missing. If the PCs make reasonable suggestions and offer to help him, he will come around. If the PCs try to throw money at this, he will condemn them for their "easy out" and making themselves feel better. What kind of life is that, he wants to have respect for himself again.

His name is Joseph Mountain. He was decorated as a war hero for his sacrifice when trolls and orcs during the war jumped his unit. The rest of his unit was able to defeat the creatures after he took the lead and charged into the fray. A couple died, but he suffered the worst. After he was claimed a hero, the city told him there was nothing else he could do for them.

If the PCs kill this man before speaking to him, they will find a small painted picture in his pocket of a pretty woman and a small girl. The girl looks like the one the PCs were speaking with in Tent Town.

## 4B. Down, Down, Down

***Making your way down into the sewers, you see that things haven't changed since you were here a few hours ago. The only difference, you know there is something going on in the shrine.***

There have been a couple of traps laid. They are in the form of Glyph of Warding spells. There are 3 along the way to the shrine. The first glyph has been set along the ceiling about 80 feet in. It is set against all good creatures. Any creature setting it off will set the glyph off and have everyone in a 10-foot radius make a saving throw vs. spells or be deafened for the next 6 hours.

The next is set at another 56 feet down the hall; it is also on the ceiling. This one is set against followers of good deities. Any creature setting it off will set the glyph off and have everyone in a 15 foot radius make a

saving throw vs. spells or be shocked for 8 points of damage.

The last is set at 35 feet down the hall. It is on the floor. This one is set against anyone not a follower of Bashaba. If set off, all within 20 feet will be blessed by the “bad luck” of Bashaba. If those affected do not make a saving throw vs. spells, they will be at a –2 to all saving throws for the next 2 hours.

If the glyphs are detected, they can be dispelled, or defeated by a thief. For dispelling purposes, the caster was 10<sup>th</sup> level.

At the end of the hall is the entrance to the outer shrine. 3 Bashabans and 3 Banites holding weapons on each other currently occupy it. You see, the Bashabans were trying to consecrate this area to Bashaba when the Banites brought SIRRUS’ amulet to brag. However, they are not counting on the PCs showing up. You hear two voices raised in anger again.

The male is mocking the female and she is beginning to reveal her hatred in her voice. Unfortunately, the voices are not clear.

If the PCs feel outclassed, allow them to run, that is an exceptional option. Use End C if the PCs made their presence known and End B if they were sneaky and went unnoticed.

Guards in the outer shrine area:

**Fighters, hm F7 (4)** ((2 from Bashaba, 2 from Bane)): Int High, AL 2 CE / 2 LE; AC 2; hp 54; THAC0 11; #AT 3/2; Dmg 1-8 +2 (long sword +2 bonded); SA nil; SD nil; MR nil; SZ M; ML 18

**Human female P(Sp)8 of Bashaba:** Int Exceptional; AL CE; AC 3; hp 43; THAC0 16; #AT 1 or by spell; Dmg 1-4 +2 (barbed scourge) / per spell; SA see below; SD spells; MR nil; SZ M; ML 18.

Special Priest abilities: Once per day, reduce the saving throw or attack roll of one individual by one. The priest glows a deep, radiant red for one round when doing so. All effects of the die roll are based on the reduced number as if it were the number originally rolled. The modification occurs immediately after the number is rolled (that is, before any other numbers are rolled or other actions taken).

Once per day, has the ability to cast *Tasha’s uncontrollable hideous laughter* (as the 2<sup>nd</sup> level wizard spell).

Once per day, has the ability to cast *bane of Bashaba* (as the 2<sup>nd</sup> level priest spell).

Once per day, has the ability to cast *misfire* (as the 4<sup>th</sup> level priest spell), *probability control* (as the 4<sup>th</sup> level priest spell), or *lower resistance* (as the 5<sup>th</sup> level wizard spell).

Spells: 1<sup>st</sup> *curse*, *detect good*, *cause fear*, *darkness*, *cure light wounds*; 2<sup>nd</sup> *bane of Bashaba* (see DM 1), *produce flame*, *trip*, *hold person*, *hold person*, *resist*

*cold*; 3<sup>rd</sup> *protection from fire*, *stone shape*, *dispel magic*, *prayer*; 4<sup>th</sup> *protection from good* 10 ft. radius, *spell immunity* (cone of cold), *control temperature* 10 ft. radius

**Human male F7/P(Sp)3 of Bane:** Int Exceptional; AL LE; AC 14; hp 29; THAC0 13; #AT 1 or by spell; Dmg 1-4 +2 (gauntlet + str) / spell effect; SA nil; SD immune to fear spell; MR nil; SZ M; ML 18

Spells: 1<sup>st</sup> *bless*, *cure light wounds*, *command*, *cause fear*; 2<sup>nd</sup> *hold person*, *heat metal*, *dust devil*

If the PCs don’t subdue these groups quietly, they will alert the people in the shrine. A couple of silence spells on coins would do the trick if followed by a net, web, or maybe a *hold person* spell. Some parties may not be too concerned about alerting the people inside. However, the “masked man” is in there and has the amulet the PCs are looking for.

In the shrine are the same bad guys that were encountered earlier, Shelisa and Garth (of Bashaba) and the “masked man” and his bodyguard. If they are alerted, they will drop what they are doing and come to the aid of their followers. This is business that they do not want outsiders involved in. Their abilities follow.

If the bad guys in the shrine are alerted, they will help in the fight and try to knockout the PCs, they will not kill them. You see; the PCs will be the key to getting the Heart of Bane. Or so they think. However, they are not above looting the bodies of visible magic items and cash (belt pouch, jewelry, etc.).

If the PCs do subdue the bad guys in the outer area of the shrine, they may be able to get the drop on the others inside. They are currently arguing about the *amulet of life protection* and the Heart of Bane. They are very into the argument and the bodyguards are paying a little too much attention to the scene between the leaders. Subduing these people is the best way to go, as they will use items to escape if given the chance. They don’t want their plans stopped. They have proof positive that SIRRUS’ body is in Sigil. The “masked man” has the amulet and he wants the body to ransom the Heart of Bane from the Lady DeVillars. However, the Bashabans want the amulet to sacrifice to their goddess. They are currently arguing about how, if the Bashabans can get the body of SIRRUS out of Sigil, then the Banites will get the Heart, not give over the body or the amulet and give them back to the Bashabans. Both groups know that the city is looking for the Orb of Protection to destroy the Heart of Bane and stop all the bad things happening from it. So, once the Orb is brought back, the Heart will surface and ... BINGO, everything falls into place.

If the PCs feel outclassed, allow them to run; that is an exceptional option. The big bad guys will offer surrender and even allow the PCs to collect any downed

party members and leave... as long as they are quick about it and don't try anything stupid. Use End C if the PCs are all knocked out and **End B** if they surrender and leave.

\*\* NOTE... if the PCs barge in, they will not learn the above plans. \*\*

#### Strategy / Motives:

Garth will attack a follower of Tymora first and then a follower of the Triad before anyone else. He is just over 6 ft. tall and is dressed in field plate, carries a shield with the symbol of Bashaba on it, and a long sword.

Shelisa is still dressed in her purple vestments but is openly wearing the symbol of Bashaba. She will attempt to turn any Paladins in the party.

The "masked man" is dressed in fine clothing. He will use his spells to neutralize the party starting with the biggest fighter first then moving to the spell casters.

Kees is nearly seven feet tall, dressed in plate armor and holding an unsheathed bastard sword. The sword has darkness radiating about it and has an aura of pure evil. He is a knight of Bane and doesn't actively engage those he feels are beneath him. However, if there is a paladin in the party, he will insult them and attack if that PC is at least 9<sup>th</sup> level. If an opponent decides to be a sacrifice to Bane for Kees, he is more than happy to oblige.

**Shelisa, hf SP of Bashaba 10:** Int Genius; AL CE; AC 0 (Dex. 18, *ring of protection* +3 and *cloak of protection* +3 that are bonded to her, they only work for her.); MV 12; hp 68; THAC0 14 (12 with weapon); #AT 1; Dmg 1-6 +2 (barbed *scourge* +2) or by spell; SA see below; SD nil; MR nil; SZ M; ML 18

Special Priest abilities: Once per day, reduce the saving throw or attack roll of one individual by one. The priest glows a deep, radiant red for one round when doing so. All effects of the die roll are based on the reduced number as if it were the number originally rolled. The modification occurs immediately after the number is rolled (that is, before any other numbers are rolled or other actions taken).

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Once per day, has the ability to cast *misfire* (as the 4<sup>th</sup> level priest spell), *probability control* (as the 4<sup>th</sup> level priest spell), or *lower resistance* (as the 5<sup>th</sup> level wizard spell).

Once per day, has the ability to cast *misfortune* (as the 5<sup>th</sup> level priest spell).

Spells: those in bold are in use: 1<sup>st</sup>: *curse*, *command*, *darkness*, *cause fear*, *cause light wounds*,

*faerie fire*; 2<sup>nd</sup> *bane of Bashaba* x2 (see DM 1), *hold person* x2, *silence 15 ft. radius*, *heat metal*; 3<sup>rd</sup> *cause disease*, ***protection from fire***, *dispel magic*, *summon insects*; 4<sup>th</sup> *cloak of fear*, ***protection from lightning***, ***spell immunity (magic missile)***, *free action*; 5<sup>th</sup> *flame strike*, *plane shift*

**Garth, hm F9:** Int High; AL CE; AC -5 (field plate + shield, Dex. 18, *ring of protection* +2 that only functions for Garth); MV 12; hp 73; THAC0 12; #AT 2/1; Dmg 1-8 +3 (bonded *long sword* +3); SA nil; SD cold resistance (ability of the sword); MR nil; SZ M

Remember, these two want to get away. They have much more important things to attend to. However, they don't want the PCs blabbing too quickly. Subduing is their prime objective.

**Masked Man, hm W10:** Int Genius, AL LE, AC 1 (Dex 18, *ring of protection* +2 and *cloak of protection* +3, both are bonded to him, they only work for him) & 7 stonemarks; MV 12; hp 54; THAC0 17; #AT 1; Dmg 1d4 + 1 or by spell; SA nil; SD nil; MR nil; SZ M; ML 18

Spells: 1<sup>st</sup> *burning hands*, *chill touch*, *grease*, *wall of fog*; 2<sup>nd</sup> *levitate*, *spectral hand*, *strength*, *mirror image*; 3<sup>rd</sup> *dispel magic*, *protection from good 10 ft. radius*, *vampiric touch*; 4<sup>th</sup> *stoneskin*, *polymorph other*; 5<sup>th</sup> *wall of force*, *cone of cold*

**Kees Chembryl, hm F10:** Int High; AL LE; AC -5 (*full plate* +1, *shield* +1, Dex 17); MV 12; hp 94; THAC0 11 / 4 w/ sword; #AT 2/1, Dmg 1d8+10/+20 vs. paladins (Str, Bane's Revenge +5); SA dispel good once per day (power on the sword); SD see below; MR 50% 5ft radius around Kees; SZ M; ML 19

Special Defense: immune to electrical attacks while holding the sword, dispel magic 5ft radius around Kees at his level while sword is drawn, protection from good 5ft radius around Kees.

Bane's Revenge (sword) is a bastard passed through Kees' family. If anyone of good or neutral alignment picks it up without it being sheathed or wields the weapon, it will do 1d6 points of damage per round (no saving throw). In addition, if anyone who is not evil wields the sword, there is a 5% (cumulative) chance that they will become evil for each combat they wield the weapon. The sword must draw blood once it is drawn or the person who drew it will lose 1 Con point permanently, no restorations allowed. It is a +5 bastard sword. The sword has the power to dispel good once per day and makes the wielder immune to electrical attacks while it is drawn. Provided the wielder is a Knight of Bane, the sword dispels magic at the wielder's level and provides a 5ft radius, 50% magic resistance around the wielder. Finally, the sword is a +5

weapon and +10 vs. paladins. This item is extremely dangerous and evil. It is an intelligent weapon and has an ego of 15. There are ruins of Bane expertly engraved on the length of the blade and the hilt is in the shape of a black gauntlet.

Sirrus' *amulet of life protection* is being held by Kees. He is much better at protecting things and is extremely loyal to the "masked man." Kees will not give up the amulet consciously.

If the PCs are winning this fight, all 4 bad guys will use *plane shift* spells and leave. They have gone to the Astral. But, the PCs will not have a way of knowing what plane they went to. Use **End C**.

If the PCs win the fight and subdue the bad guys (or kill them), they may find the amulet on Kees. He wears it under his armor around his neck. In addition, they may "unmask" the "masked man." He is wearing a mask that obscured his features and his voice. The mask of obscurement will cause the wearers face to be masked in a cloak of wavering shadows and alter the voice to be deep and booming. Under the mask, the PCs will see a male face that is drastically scarred. They have not seen this person before. He has been horribly burned and disfigured. If this is the result, use **End A**.

## End A: We Win

The PCs should take the amulet and return to Lady DeVillars. However, they may choose to tell someone else about what happened, like their temple or a specific one. That is fine. The same people they talked to earlier will be available again. They will be extremely interested in hearing the information; however, they do believe the amulet should be returned to Lady DeVillars.

Once they have gone to the Lady's house, they will be allowed in the gate and into the house. Philip will greet them at the door and usher them into the study.

*After gaining entrance to the DeVillars estate, you are met at the front door by Philip. He looks a bit tired. "You have returned, the Lady is being notified at this moment. Please, come in." Philip takes you into the house again, and leads you to the study. Lady DeVillars arrives moments later. "Since you are here, I am going to believe you have the amulet." Her gaze sweeps over your group.*

The PCs should tell her their story along with the other information they have learned as it may help in the Lady's quest. In addition, it is a dangerous plan that is unfolding and, there must be others from both Bashaba and Bane in the city.

*After listening to your story, Lady DeVillars is smiles. "I can't tell you how much retrieving this amulet means to me. I am a woman of much wealth and influence in this city. My goddess smiles upon me, my family is currently at peace, yet... my one desire, I cannot seem to accomplish. This has brought me one step closer." She sits back and thinks for a moment. "You have been invaluable to me, in return, I wish to return the favor. As a Priestess of Waukeen, I would like to grant you a boon or, if you prefer, I might be able to use my influence to grant a favor."*

Go ahead and show the PCs the boon and the favor. They need to each choose one at the end of the adventure.

*"I may be looking for some good people to take a mission to Sigil in the near future. I hope I may call on you again." The lady looks to Philip, "Please go and get the cedar case from my library." Philip nods and departs. "I would like you to carry a memory of Ravens Bluff with you. It will bring you to the city when you decide you want to be here." Philip returns shortly carrying a small cedar case. He places it on a low table in the center of the room. Lady DeVillars motions to you to open it. Inside are (one for each PC) sapphires and a coin. On one side of the coin is the face of Waukeen; on the other is the crest of Ravens Bluff. "I have a love of gems and Ravens Bluff. There is a gem and coin for each of you. The coin will magically transport you from anywhere in the Realms to the center of Ravens Bluff. It will work only one time. Consider the gem a token of my appreciation."*

At some point in the conversation and report, the PCs should mention Sheenra and Ty, the girls' desire to meet with Lady DeVillars, and what news the girls told them. If they do, Lady DeVillars will give the PCs a note to take to the girls. It will be sealed. The PCs may plead not knowing a way of getting in touch with the girls. Lady DeVillars will smile, wink, and say *"I don't think that will be a problem. I'm sure they will find you."*

*The lady takes a deep breath. "If you will excuse me, I have much to do."*

## End B: Out of Our League

The PCs have decided that facing down with Banites and Bashabans may be a bit out of their league. That's ok. One must realize their limitations at times; it is a prudent thing to do. If this is the case, they should still report what they have found out to Lady DeVillars.

This should include the information from Sheenra and Ty.

*After gaining entrance to the DeVillars estate, you are met at the front door by Philip. He looks a bit tired. "You have returned, the Lady is being notified at this moment. Please, come in." Philip takes you into the house again, and leads you to the study. Lady DeVillars arrives moments later. "Since you are here, I am going to believe you have the amulet." Her gaze sweeps over your group.*

Once the PCs give their report, continue.

*The lady looks over you all. "Realizing your limits shows great wisdom. Philip, summon my son immediately." With a curt nod, Philip leaves the study.*

*"I may be looking for some good people to take a mission to Sigil in the near future. I hope I may call on you again." The lady looks to Philip, "Please go and get the cedar case from my library." Philip nods and departs. "I would like you to carry a memory of Ravens Bluff with you. It will bring you to the city when you decide you want to be here." Philip returns shortly carrying a small cedar case. He places it on a low table in the center of the room. Lady DeVillars motions to you to open it. Inside are (one for each PC) sapphires and a coin. On one side of the coin is the face of Waukeen; on the other is the crest of Ravens Bluff. "I have a love of gems and Ravens Bluff. There is a gem and coin for each of you. The coin will magically transport you from anywhere in the Realms to the center of Ravens Bluff. It will work only one time. Consider the gem a token of my appreciation."*

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*The lady takes a deep breath. "If you will excuse me, I have much to do."*

## End C: They Got Away

If this ending is used, it's still not all that bad. At least the PCs have learned a few things. They should tell Lady DeVillars what they know. It may be appropriate to leave out any humiliating times if they occurred.

It is also possible that the PCs will have lost a few items if the bad guys won the battle and then left. The PCs may be very upset and could be looking for retribution from Lady DeVillars. This would be inappropriate. Be careful here, Lady DeVillars will not tolerate adventurers demanding anything. That is the risk they assume when taking on a task. It is the thrill of the adventure.

If the PCs were all knocked unconscious, use the following.

*You find yourself on a soft, warm, dry surface. There is a sweet smell in the air, blueberries possibly. You hear soft voices speaking around you. This is not the last memory you had. Opening your eyes, you see a room that is comfortably furnished, it looks like Lady DeVillars' study. You see your companions in a similar state around the room. A male voice speaks, "Ah, I see you have awakened. I will get the Lady directly."*

*A few moments later, Lady DeVillars walks into the room. "I am glad to see you are recovering. What in the world happened?"*

It is time for the PCs to tell their story. They may ask how they ended up back at the DeVillars estate. The Lady will be happy to tell them.

*"A man with one leg, who never gave his name, reported that he saw your group go into the sewers near the Temple of Tyr. He hadn't seen you come out and was worried that something might have happened as he also saw others coming out of that same area. They went to investigate and word reached me. I had you all brought here. I must find him to thank him."*

If the PCs do not start asking Lady DeVillars to replace their stuff, use Good PCs. If they do start asking or demanding, use Bad PCs.

### Good PCs

*The lady looks to Philip, "Please go and get the cedar case from my library." Philip nods and departs. "I would like you to carry a memory of Ravens Bluff with you. It will bring you to the city when you decide you want to be here." Philip returns shortly carrying a small cedar case. He places it on a low table in the center of the room. Lady DeVillars motions to you to open it. Inside is (one for each PC) a coin. On one side of the coin is the face of Waukeen; on the other is the crest of Ravens Bluff. "I have a love of Ravens Bluff. There is a coin for each of you. It will magically transport you from anywhere in the Realms to the center of Ravens Bluff. It will work only one time."*

*The Lady looks at each of you one more time, "I will be sending a group to Sigil soon, I may be calling on you again. I hope you will consider working for me at that time."*

At some point in the conversation and report, the PCs should mention Sheenra and Ty, the girls' desire to meet with Lady DeVillars, and what news the girls told them. If they do, Lady DeVillars will give the PCs a note to take to the girls. It will be sealed. The PCs may plead not knowing a way of getting in touch with the girls. Lady DeVillars will smile, wink, and say *"I don't think that will be a problem. I'm sure they will find you."*

*The lady takes a deep breath. "If you will excuse me, I have much to do."*

### Bad PCs

If only one or two PCs are whining to Lady DeVillars, mix her reaction between this and the Good PCs. The PCs not whining will get the reward; the ones whining will not and will receive this lecture.

*The Lady looks over your group. "And you think yourself a 'hero' of this city. All you are is greedy. Yes, I worship the goddess of fortune, but I have worked long and hard for that fortune. I have won and lost many times over the years. I have lost my husband, my youngest son, and my closest friend. Maybe you are not the people I thought you were."*

The PCs may have gotten around to mentioning Sheenra and Ty and their information and request for a meeting with Lady DeVillars. If they did, include the following.

Lady DeVillars will give the PCs a note to take to the girls. It will be sealed. The PCs may plead not knowing a way of getting in touch with the girls. Lady DeVillars will look thoughtful and say *"I don't think that will be a problem. I'm sure they will find you."*

Concluding this rough ending....

*The lady takes a deep breath. "If you will excuse me, I have much to do."*

## The Very End: It's A Girl Thing

*Leaving the DeVillars estate, it is time to go your separate ways. The rain and wind has started up again. As you reach the gate, one of the guards calls you over. "Excuse me, but two woman approached me and asked that I give you this note."*

*The note says, "Please meet us at the Crescent Moon Inn, the muffins are on us." It is signed, Sheenra and Ty.*

The PCs, at least the one with the note for these women from Lady DeVillars, should go to this meeting.

*Entering the Crescent Moon Inn, you see Sheenra and Ty at a table near the fire. Looking up, they smile and call you over. "Funny running into you here." Sheenra says and smiles. "So, you met with Lady DeVillars, did she agree to seeing us?"*

The PCs should give the girls the letter from Lady DeVillars. Ty will open and read it.

*"Well, looks like we have some work ahead of us," Ty says as she looks to Sheenra. "Thank you for speaking to the Lady on our behalf. For the trouble, take this." Ty puts a pouch in the center of the table. The girls look at each other and smile. "Oh, there's Harold with your muffins and warm milk. Enjoy." The girls collect their things and head out.*

In the pouch are a letter and 1 *potion of cure serious wounds* for each PC. The letter reads... *We have received more news. It seems as if things will be getting worse before they get better. The winds of change are upon us. Magic is not as you have known it. The Heart of Bane is corrupting the very weave that surrounds the Prime. It is signed, Danillo Thann.*

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. 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.

Award the total value (objectives plus roleplaying) to each character.

### Encounter 1:

- 1A. Attempting to find more information after accepting meeting with Lady DeVillars: 25 xp
- 1C: Finding each physical clue in the lab: 25 xp each
- Max 100 xp

### Encounter 2:

- Awarded only if the information is obtained at the location.
- 2A. Temple of Tymora 25 xp
  - 2B. Temple of Tyr 25 xp

2C. Temple of Selune	25 xp
2D. Other Civic Temples	25 xp
2E. Wizards Guild	10 xp
2F. Other Temples	10 xp
2G. Silent Network / Underworld	10 xp
2H. Civic Knighthoods	10 xp
2I. Bards Guild	10 xp
2J Central Cemetary:	
Getting information from Seerik:	25 xp
Finding the “key” n the crypt:	25 xp

### Encounter 3:

Approaching quietly and getting the information from the argument:	50 xp
OR	
Speaking to the “bad guys” and getting information:	50 xp
3B:	
Speaking with and getting the information from the Harpers:	50 xp
3C:	
Defeating the Jackal creatures:	1,500 xp
3D:	
Meeting the Zhent woman at the Star Dust and getting her information:	50 xp
OR	
3E:	
Getting the information from the Zhent woman:	50 xp
3F:	
Getting the information from Trina:	5 xp each
Max 55 xp	

### Encounter 4:

If the PCs decide to give Lady DeVillars information and not go to the shrine:	100 xp
Finding Joseph Mountain:	25 xp
OR – the values from the encounters below	
4B:	
Defeating / Disarming each trap:	20 xp each
Max 60 xp	
Defeating the “bad guys” in the outer shrine and not drawing notice:	500 xp
OR	
Defeating the “bad guys” in the outer shrine but getting noticed:	200 xp
Being defeated by the “big bad guys”:	100 xp
OR	

Surviving, but the “big bad guys get away”:	300 xp
OR	
Killing the “big bad guys” and retrieving the amulet:	2,500 xp
Total Objective points possible:	5,090 xp
Discretionary roleplaying award	0-500 xp
<b>Total possible for adventure:</b>	<b>5,590 xp</b>

## 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 certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which are 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.

### Encounter Four

The PCs get these only if they stop the appropriate villain from escaping:

- (Kees) *Human-sized full plate mail +1* (Value 2,650 gp)
- (Kees) *Large steel shield +1* (1,170 gp)
- (Shelisa) *Barbed scourge +2* (8,050 gp)

### **Ending A, B, C**

- (one per PC) *Coin of Ravens Bluff* (Value 4,550 gp, unusual): This coin stores a programmed teleport spell that brings the holder from anywhere in the Forgotten Realms to the center of Ravens Bluff. The magic works one time one. The coin is a normal coin issued by the city.

### **Ending A, B**

- One sapphire worth 200 gp for each PC.

### **The very end**

- (One per PC) *potion of cure serious wounds* (Value 750 gp): This potion cures 3d8+5 hit points.

### **Fame Award**

One point in temples or city government, player's choice for the PC.