

The "Life" of the Party

A One-round Living City scenario

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

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1: Total levels 4-13

Tier 2: Total levels 14-25

Tier 3: Total levels 26-37

Tier 4: Total levels 38-56

Tier 5: Total levels 57+

Judge's Background

The PCs will receive an invitation to a gala celebration being thrown by Lady Charis Stone, one of Ravens Bluff's nobles. Lady Stone is throwing a party for some up and coming artists, and wants the PCs there because as members of the adventuring community she believes they need to have a sense of culture instilled in them. She was hoping that they would use some of the wealth that they had acquired to purchase some works from the artists.

When the PCs arrive at Lady Stone's estate, they will discover that they will be going to another plane for this party. At the end of the day the doorway from this plane will open, and allow them to return home, at least that's what they will be led to believe. Any PCs claiming that they can't go, because they can't be away from the city will be ordered to attend the party by Charles O'Kane, the former Lord Mayor and current adventurer's liaison. O'Kane had received a request from Mayor Amber Thoden that the adventurers of the city attend the party.

As the party is a cultural event the PCs will be told not to bring any weapons, magic items or armor with them. If they don't pay attention to this warning, make note especially if there are any knights, squires, knight-squires, or city watch members that aren't paying attention to it. You will need to keep track as, whatever items they take into the other plane will be altered for the majority of the module. All items of protection and magic weapons with plusses will be affected by *Marina's magnificent malady* (see full description in Appendix). These items will function in reverse i.e. a +1 ring of protection would worsen a wearers armor class by one instead of improving it. Magic weapons would worsen the wielders THACO by their plus. You will need to keep track of a PCs AC, saving throws and items that affect each, as they won't be affected the way that the PCs think. All other magic items carried by the PCs will be negated by the spell.

While the PCs are enjoying themselves in this other dimension, some of the other guests there will be attacked. The PCs upon investigating will discover that victims all have puncture marks on their necks. Two evenly spaced puncture marks to be more precise, similar to those made by the teeth of a vampire (if any of the PCs have seen one previously).

The real reason for the party is that Kimber the villain in "Skeletons in the Closet" and "Vengeance" wants revenge on the adventurers of the city, as they have interfered with her previous plans, and even went so far as to kill her. Well death never kept a good villain down before, and it hasn't this time either. Kimber has recruited an ally to help her, Marina Waterdale, a renowned water elemental. Marina is a member of the Circle Of Four, a band of environmental terrorists that has been plaguing the city (in the Elementally Speaking series of modules), who also has a vendetta against the adventuring population of Ravens Bluff.

Marina Waterdale arranged a meeting with both Lord and Lady Stone, under the pretense of introducing them to newly discovered artist talent (Lady Stone is a patron of the arts who is always on the lookout for new talent to promote). When they showed

up for this meeting Marina cast *domination* on the Stones to bring them under her control. Marina suggested that the Stones arrange a party for this new artist and invite some of the city's adventurers so that they could be exposed to some culture. The Stones sent out invitations to party to the PCs and a handful of other adventurers (Marina didn't want to make things too suspicious by having Lady Stone invite all of the city's adventurers). Lady Stone spoke to Mayor Thoden and asked her to have Charles O'Kane (in his official capacity as liaison to the adventuring community) make the adventurers, as the party would expose them to much needed culture. She also told Mayor Thoden that there would be contests for the adventurers to compete in, as most adventurers have short attention spans and that doing it this way would help them focus on the culture. She is also planning to have plenty of food and drinks on hand as she's seen them eat before.

While this was going on Kimber used her abilities to create a demi-dimension. Kimber's actions, caused the dark powers of Ravenloft to notice her. These powers placed a misty gate on the plane to see what would occur. They decided to let a vampire loose to aid her. Kimber convinced the vampire to infect some of the citizens of Ravens Bluff with vampirism.

While Kimber was negotiating with the vampire Marina was busy recruiting volunteers for an experiment. Her followers captured 10 members of the city guard, as she decided that the best way to destroy the city was to use its own resources against it. Marina force-fed the captured guard members a potion that she had created, *Marina's metamorphosis* that gave them the ability to change their appearance at will into exact duplicates of people. While the guards were under the effects of the potions Kimber had her vampire acquaintance transform them into vampires. The experiment coupled with the vampirism gave the power over these new villains to Marina, Kimber, and their vampire cohort. The villains took these new vampires into the demi-dimension to get ready for their guests. Once the guests arrived the plan called for the vampires to capture and or kill some of the guests and assume their forms. This would enable them to get close enough to the adventurers, in order to take them by surprise and kill them, as Kimber wants.

Marina wanted the time on the island to be a challenge for the adventurers. She managed to work a spell into the fabric of the doorway to the island. The spell *Marina's magnificent malady* reverses the abilities of certain magic items. These items will function in reverse i.e. a *+1 ring of protection* would worsen a wearers armor class by 1 instead of improving it. Marina knows that many of the city's heroes have *bracers of defense*, so she compensated for

that in her spell. Marina arranged it so that *bracers of defense* will be negated by the spell. Magic weapons would worsen the wielders THACO by their plus. It was also arranged that during the time on the island any food or beverage produced by the *tables of plenty* that Marina had created would have a magical side effect, due to *Marina's marvelous malaise*, a spell that Marina incorporated into the table during it's construction. This spell has no immediate effect on the consumer. It's effects will be noticed the first time a caster prays for or studies spells. It will cloud the mind of the consumer, limiting his or her access to spells by 1 for each level allowed, i.e. a 3rd level caster will lose access to 1 first and 1 2nd level spell. They will still receive a minimum of 1 spell/level allowed (so a low-level caster might not notice this effect).

Kimber created a spell called *sunscreen*, that protects undead from the harmful effects of sunlight. This eliminates the restriction that certain types of undead have on being unable to be out in the sun. In this case the spell will eliminate the vampires need to be gone before sunrise.

Each of the vampires is not a true vampire in the sense of the word. The mixture of the potion and the vampirism conveyed limited vampire abilities. The newly created vampires have the vampire's strength but they do not have the level draining or other special powers of the vampires. The vampires carry coins with improved silence on them when they need to sneak up on someone.

Unknown to either Kimber or Marina their plans have attracted the attention of the goddess Sharess. Sharess is upset with Marina and her cohorts from the Circle of Four for their plans to attack her temple. She also was livid over the fact that they were planning on using operatives of Shar to do this. To get back at Marina, Sharess will be using her powers to prevent the PCs from dying the first time that they would normally do so. She also has arranged that each spell cast by Marina and the rest of the villains would last half as long as usual. The PCs will not know it unless they have magic items out, but when they go to face the vampires in the final encounter their magic items will be active. This is because the duration for Marina's spell ran out.

Adventure Background

The PCs will receive a notice inviting them to a party being thrown by Lord and Lady Stone. When they arrive they will discover that other adventurers are present, as are some members of the city's nobility. The

PCs and the other guests will travel through a shimmering doorway and wind up inside a large clearing. They will participate in a series of friendly competitions to see who will be crowned the Champion of the Faire. After the competition is over the PCs will be asked to freshen up for a dance that will be held in their honor. The dance will be interrupted by a piercing scream. It seems that one of the guests who wasn't feeling up to the party was attacked and killed. The PCs will have some mysteries to solve, they need to discover who or what is responsible for the attack so that they can find a way to capture it and prevent any further attacks. They will also need to locate and rescue some missing citizens from Ravens Bluff.

Players Background

This is the first break that you've had in the past couple of months. Your lives have been busy with trying to help the city rebuild from the war that ravaged it, as well as other things in each of your lives. It is early afternoon and you are finishing a sumptuous lunch at your favorite restaurant, when a young girl enters and heads towards you. The girl is holding a tube, which bears the official Ravens Bluff symbol on it. She has her hand outstretched as if waiting for something (1 copper piece).

If the PCs offer her more she will give them change. Please give the PCs Player Handout 1, at this point.

It seems as if you now have plans for this evening. It is nice to be guests at a high society party.

The PCs have two hours to kill before they need to arrive at the Stone's estate. It is possible that they might decide to go shopping for an appropriate wardrobe for the party. They are free to visit any shop in Ravens Bluff provided that they make it to the party on time. The PCs, no matter how hard they try, may not purchase anything magical.

Players Introduction

"You arrive at the Stone's estate. It is an impressive spread in the upper class section of the city. You notice the line of people waiting to get into the manor. You also can't help but notice that the group of city guardsmen appears to be confiscating weapons from the people at the front of the line, (even from members of the city guard who are attending the celebration). They do appear to be giving receipts to

those that they've taken weapons from. After about half an hour you manage to make your way up to the door to the manor."

The guards will check the PCs for any visible weapons, which will then be confiscated. Once the PCs have satisfied the guards that no visible weapons are being brought into the manor, they will be allowed entrance. If the PCs object to having their weapons confiscated the guards will tell them that their orders came directly from Chief Constable Sunriver, and they will follow them to the letter. If one of the PCs who objects happens to be a knight, squire, knight squire, or member of the guard, or an official of the city the guards will apologize to them but will still insist on carrying out their instructions as they were told.

"The guards finally allow you entrance into the manor. You can't help but notice that there are approximately 20 people here. You recognize Lady Lauren DeVillars, former Mayor Charles O'Kane, and Chief Constable Rolf Sunriver. A hush falls over the room as a man and a woman (Lord Derek Stone and Lady Charis Stone for those individuals that either met them in A Goodly Apple, or made a successful High Society Fame check (vs. 16)) emerge from a door at the other end of the room that you are in. There is a man with them that you have never seen before Lady Stone steps up on a raised platform and begins speaking.

If the PCs are talking at this point everyone will look in their direction, and ask if they are finished yet.

"Greetings. I have invited you here to attend the showing of some works of art by an artist that I discovered. The man to my left is Michael Angel. I have arranged for him to do some of his works in front of you, and if you are interested he might be willing to do portraits of each of you.

"Derek and I located an exotic area that would provide the perfect setting for Michael's paintings. I have arranged some games of fun in this location, as sort of a thank you for the services that you've provided to the city in the past.

This area is in another dimension, a dimension that Derek located a doorway to. We have checked out the area, and found it to be quite safe. We do understand if you're a little apprehensive. If you'd like to bring your weapons or other items which would help you to relax feel free. Once you see the area for yourself I'm sure that you'll agree just as we did that the location truly is a paradise.

This location will give you a chance to enjoy yourselves, as well as get a much-needed mini vacation away from the city. I arranged the celebration so that we could leave in one hour and be back in just four hours. After that time Derek will say the words that would open the doorway and allow us to return here. There will be plenty of fine food and drinks, enough to last the whole time that you are there.

Chief Constable Sunriver has assigned some members of the city guard to provide security for this celebration while we're in this other dimension to give you peace of mind. As I said before you are welcome to bring your items if having them will make you feel more comfortable.

When we arrive, there will be a series of friendly competitions to help us determine the Champion of the Festival. Besides competing against your companions you will also be tested against some of the city's other heroes. The leaders of the city have agreed that there would be a special prize for the festival's champion. I can not inform you what it is but I can tell you that they have never done anything like this before. I believe that that covers everything, and as Lord Stone and I have some last minute things to do to finish getting ready for the party. We look forward to seeing you back here in one hour".

Note: If the PCs try to enter the building from the back they will not be allowed to. All of the individuals working the party are already inside the manor. Any other attempt to enter the manor from the rear will result in a call for the guard, who will take the party to the nearest guard barracks unless they produce their invitation.

If a PC casts one of the appropriate spells they will not be able to detect any magic, lies, or evil intent coming from any of the guests other than themselves.

After the PCs and the other guests leave, the Stones will go through the doorway, into the other dimension where two of Marina's followers (Martha and Rodney) are waiting to come back in their place.

If the PCs try to do a detect evil, detect lie, detect magic, true seeing, or similar spell they will not detect any. Marina had a *contingency spell* cast to do a false reading for any spell cast on the "Stones". While the "Stones" are waiting for the PCs to return they will have some other guests. Some of Marina's followers went out and "borrowed" a few prominent citizens of the city. Long Calvin Longbottle, Lord and Lady Blacktree, and Vernon Condor will be placed inside the cage in the secret area of cave 1 (see below).

Encounter 1

You arrive back at the Stones estate at the time specified by Lady Stone. You cannot help but notice that besides yourselves and the city officials you saw last night there are seven other adventurers, and 10 members of the city guard. Lady Stone greets all of you as she leads you to another ballroom on this floor. At the other end of the ballroom is a shimmering red doorway. When you step through the doorway you are in what appears to be a large clearing. It is late afternoon day as evidenced by the position of the sun overhead, you would have an hour or two for the competition and then the party itself.

Just ahead of the clearing is a group of large thatched huts. Lord and Lady Stone inform you that it gets pretty warm here so you might wish to change into something more comfortable. They tell you that you can use those to change clothes.

They also mention that after the games there will be a costume party with a jungle theme, and that they have already left your costumes (2 piece leopard skin bikinis for the women, and leopard skin loincloths for the men) in the huts. When you go into the huts you find that the costumes are exactly as Lord and Lady Stone said that they would be.

GM's Note: Please run the PCs through the tests, as it is to get them to relax and lower their guard before everything else happens. Allow them 1 hours worth of real time to participate in as many of the tests as they can. Please keep track of the points as the overall 1st, 2nd and 3rd place winners of all of the events played (based on total points) will receive prizes from the city. In case of a tie you have 2 options that you can use to settle it:

- 1) Have the tied competitors compete head to head in one of the events (preferably one that they haven't competed in.
- 2) You can break the tie based on the number of 1st place votes that each has received.

Regardless of which way you choose there can only be one Champion of the festival. If your players start getting bored with the contests skip to the party so that you can get them involved in this main story.

Encounter 1A The Test of Stomach

When you emerge from the huts you notice that there are two very long tables that are covered with food and many different types of drinks. There are three other tables here that have long benches around them. As you are seated Lady Stone begins handing

out beverages. The Stones did not lie when they talked about how hot it gets here

Lord Stone motions for quiet. He tells you that the first competition is pie eating, and that Jeeves the diamonds butler will place pies in front of you. Jeeves will bring you apple, blueberry, strawberry, banana, lemon, or cherry pies depending on which you prefer, and place them, and place the appropriate type in front of you. "Lord Stone" explains that the competition is to see who will be named the pie eating champion of the festival, and that you win by eating more pies than your opponents eat.

There will be three other participants in this event, Magnus Rockcrusher (a dwarven fighter with a Constitution of 18), Matilda Gemsight (a matronly gnome priestess of Gond with a 16 Constitution), and Penelope Lightsbolt (an enchantingly beautiful female human wizard (enchanter to be exact) with a Constitution of 10).

Note: In game terms after the first pie is consumed the PCs will be making constitution checks at a cumulative -1 penalty for each pie eaten to see if they've eaten the pie. The person left is the winner and will receive 3 points, with the second and third place finishers earning 2 points and 1 point respectively

During the match, Charis Stone will bring cool drinks to everyone, to help combat the heat.

Encounter 1B Can You Shoot a Straight Arrow

The participants will be asked to shoot an apple off of the head of one of the lords or ladies present. If the shooter is a man his target will be Lady Prudence Witherspoon, and if the shooter is a woman the target will be Charles O'Kane. The PCs will be competing against Votaris Sureblade, a 6th level ranger of Meilikki (15 THAC0, 14 Dexterity.), and Seneca Lightstone, a 9th level half-elven juggler (thief) (18 Dexterity, 12 THAC0). As everyone is getting ready for this event Lady Stone will bring them their choice of beverage, to help them combat the heat.

GM Note: In games terms the participants need to hit AC -2 with a bow and arrow that will be provided by the Stones. The participants will have the option of using a longbow, shortbow, or crossbow. The only chance of injuring the targets would be if a 1 is rolled on the to hit roll. If that should happen the competition would be suspended while Lady DeVillars tends to their wounds. The winner is the one who succeeds in knocking the apple off, if there is a tie then the tied

participants who shot the apple off will shoot again, this procedure will be repeated until there is only 1 contestant left who will be declared the winner. That person will receive 3 points, with the second and third place finishers earning 2 points and 1 point respectively.

During the match, Charis Stone will bring cool drinks to everyone, to help combat the heat.

Encounter 1C The Cookoff

This is a chance for all of the cooks in the party to show their stuff. The PCs will be cooking over an open fire. The competitors are free to cook whatever they wish; the table of plenty will provide whatever ingredients they need. Chief Constable Sunriver and Lady DeVillars will be the judges of this event. The PCs will be competing against Vedeia Rockcrusher, a dwarven specialty priestess of Clangeddin (cooking at 16), and Desdemona a halfling fighter (cooking at 12).

GM Note: The competitors would need to make a cooking proficiency check. If they are trying anything fancy they will be doing it at a -4 penalty, as it is not that easy to prepare gourmet food over an open fire. As the contestants prepare for the competition Lady Stone will bring them their choice of beverage, to help them combat the heat.

Anyone can participate in this event and that those that don't possess the cooking proficiency can make an Intelligence check at 1/2 to succeed. The winner will receive 3 points, with the second and third place finishers earning 2 points and 1 point respectively

During the match, Charis Stone will bring cool drinks to everyone, to help combat the heat.

Encounter 1D. The Meeting of the Minds

This encounter is designed to test the PCs resourcefulness, and unlike the other tests anyone who successfully completes this test will earn 3 points for it. Anyone trying but not succeeding will receive 1 point.

At the other end of the clearing, one foot below a heavy tree branch there is a glass pitcher. The PCs need to get a ring over the mouth of the bottle without knocking it over or breaking it. To further complicate this matter there is a condition which the PCs must adhere to: they are not allowed to set foot past a line which will be drawn on the ground.

The PCs could try a number of options to complete this competition: they could use a fly spell or similar ability to fly the ring over and place it on the bottle, they could use an unseen servant to place the ring on the bottle neck, they could teleport over to branch

above the bottle and gently place the ring on the bottle, they could toss a rope with the ring tied to it over the branch and lower the ring down to the bottle (2 Dexterity checks to accomplish this (the 2nd at 1/2 Dexterity)), or they could climb from tree to tree (they would have to travel through 4 trees) to get to the tree just over the bottle.

The methods mentioned above are just a few of the options that the PCs might decide to take, they are, however, free to come up with other ideas to accomplish this which may or may not work. None of the NPCs are competing in this event.

During the match, Charis Stone will bring cool drinks to everyone, to help combat the heat.

Encounter 1E Swimming

The participants will be brought to a sandy beach on the western shore of the island. The competition will be to swim out into a large lagoon and retrieve a colored flag from a canoe that is situated out on the water. There is 1 flag in the canoe for each participant. This contest will require 4 swimming checks or strength checks at -2 to get to the canoe and back to shore. The NPCs participating in this race are Votaris Sureblade (swimming 15), Penelope Lightbolt (strength 9), Seneca Lightstone (swimming 14), and Desdamona (strength 12). The first place finisher will receive 3 points, with the second and third place finishers earning 2 points and 1 point respectively. Lady DeVillars will bring the contestants their choice of beverage, to help them combat the heat.

The water appears calm, however unknown to the swimmers there is a baby crocodile at the bottom of the lagoon. The baby will notice the disturbance in the water and head towards the surface to play with what ever is there. The swimmers are fine until they reach the canoe. When they start to head back to shore they will notice what appears to be a small log floating towards them. This log was not visible before. The log is picking up speed, and heading towards the canoe. The PCs need to figure out what to do next. They can swim for shore, the crocodile will gain on them and get 1 free attack on them, they can fight the crocodile (they can easily defeat it, it only has 1 HD (its stats have been modified as it is not a normal crocodile).

Crocodile: AL N; AC 5; MV 6, SW 12; HD 1; hp 5; THAC0 19; #AT 2; Dmg 1-4/1-6; SA Surprise; SD Nil; MR Nil; SZ L (8' long) ML 9.

Encounter 1F. Monkey see Monkey Do

This is a test of the PCs' climbing ability. There are 10 trees somewhat close together. Each of the trees is 70 feet tall. The PCs will need to make Dexterity checks or climb walls rolls for every point/ 5% that they make the roll by they can climb an additional 2 feet. At the top of each tree is a red ring. Whoever climbs up to the top, gets the ring and climbs down in the shortest amount of time is the winner. That person is the winner and will receive 3 points, with the second and third place finishers earning 2 points and 1 point respectively. Before the competition starts Lady DeVillars will bring them their choice of beverage, to help them combat the heat.

Encounter 2

This event will be run either when the PCs have gone through all of the contests, used up an hour of real time or gotten bored with the contests.

The last is event over, and it is now early evening. Lady Lauren DeVillars will tell the PCs to freshen up, so that the dance can begin. As soon as the PCs emerge from their huts, they will be brought into the clearing where some instruments that were borrowed from the bards guild will begin playing by themselves. Lady Witherspoon will find the PC with the highest charisma and begin dancing. Not wanting to be out done Charles O'Kane will do the same thing but with the woman with the highest charisma.

The "Stones" do not show up at the party. The vampires replacing them have gone to other tasks, and the "Stones" will not be back.

While the PCs were getting ready for the party one of the vampires took the form of Lady DeVillars and visited with the druid, while her companions took the forms of the PCs and detained her. "Lady DeVillars" left the druid's hut and headed back towards her hut, where she met up with her companions. It was agreed that her companions would detain the real Lady DeVillars a little longer, at least until the druid was killed.

As soon as the dance begins there will be a bloodcurdling scream. Racing back to the huts the PCs will discover that the scream came from the hut of Sarbreena, a young druid of Mielikki. When the PCs get to the hut they will notice a young woman lying on a bed, and a trail of blood leading away from the hut. Anyone following the trail of blood will discover that it leads to Lady DeVillars hut. Entering the hut it will be obvious to anyone looking that there is blood on the

bed, as well as on a pile of clothes belonging to Lady DeVillars that are lying on the floor in a corner.

When the PCs head inside the druid's hut they will notice that nothing appears to have been disturbed. Looking at the young woman they will notice that there are two puncture marks on her neck. The marks have blood around them and the woman is lying in a pool of blood. Closer observation will reveal that the woman is not breathing. If the PCs do any healing it will have no effect (Sarbreena failed her system shock roll).

If the PCs cast a *Speak with Dead* spell they can get the following information, based on their questions.

- Lady Lauren DeVillars had stopped by earlier.
- Lady DeVillars waited outside the hut until she was invited inside. Once inside the hut, Lady DeVillars visited with me, and helped me get settled.
- Lady DeVillars left me to get ready for the competition.
- I didn't feel up to going so I decided to stay in my hut, and take a nap
- I heard a noise in my hut, and as I was opening my eyes I noticed Lady DeVillars sitting on my bed.
- Lady DeVillars had large fangs, which she sank into my neck before I could react. I did manage to scream, and if you had gotten here sooner you probably could've caught her.

As it is really important to frame Lady DeVillars, if the PCs do not have access to a *Speak with Dead* spell have them find a piece of jewelry that belongs to Lady DeVillars next to the druid's body, as well as Lady DeVillars' name scrawled on the bed in blood.

If the PCs should take a look around now they will notice that Lady DeVillars is outside the hut. The PCs can make a Wisdom check (only if they think of it at this point) to realize that when they got here Lady DeVillars was nowhere to be found.

If the PCs comment on it, you can have them roll an Intelligence or Wisdom check to realize that those puncture wounds look like they were made with vampire fangs.

If the PCs had gone to investigate the trail of blood, when they return they will overhear Lady DeVillars ask what has happened. Chief Constable Sunriver will ask her why she killed the druid. Lady DeVillars will respond that she was nowhere near the druid's hut until now. Charles O'Kane will explain to Lady DeVillars that the druid fingered her as her murderer. Lady DeVillars will again deny involvement in this incident. She will reveal the following information when asked:

- As I realized that I would be late for the party I decided that I would arrive fashionably late.
- As I was about to leave my hut they (pointing to the PCs) showed up.
- They said that they needed to talk to me about something very important. I am sorry but I can't reveal the details of that conversation with them.

Chief Constable Sunriver will inform her that considering the severity of the situation she is faced with she can't afford to hide anything that could help prove her innocence. Reluctantly she will continue.

- They, she says (pointing to the PCs again), said that they wished to do something to honor Charles O'Kane, the former Lord Mayor of Ravens Bluff for his many years of service to the city. The idea sounded good to me so I decided to stay and listen to them for a few minutes.
- It was decided that a surprise party would be thrown for O'Kane tomorrow night.
- I heard a scream and went to investigate. They (pointing to the PCs) ran out of my hut. I assumed they went to wherever the noise came from and I was right, as here they are.

The PCs should deny this report. O'Kane will tell her that as much as he'd like to believe her saw the PCs at the party while he was waiting for her to show up. He doesn't know what is happening to her but he vows that he will help her get through this.

If anyone should cast *Detect Lie*, or *Zone of Truth*, at anytime during this encounter the druid's statements, those of Lady DeVillars, and those of the PCs will all register as true. This should create a puzzle for the PCs, especially if they have been to Lady DeVillars' hut.

Constable Sunriver will state that with the evidence presented he will have to take Lady DeVillars into custody until this incident can be fully investigated.

At this point, people will want to leave. Sunriver will want to take Lady DeVillars to Ravens Bluff. However, the "Stones" cannot be found anywhere. Thus, there is no way to open the gate back home. The PCs can easily find where the gate is, but they cannot open it. Kimber controls it.

While this was going on two of the guards that Sunriver brought with him into this dimension were killed by the vampires and replaced. The guards' bodies will be in cave # 3. One of those "guards" will suggest that there are some caves on the island that could serve as a jail. They will suggest cave # 5. The Chief Constable will go with his men and Charles

O'Kane to take Lady DeVillars to the cave. He will tell the PCs that they are welcome to come along.

If the PCs go to cave # 5 with Chief Constable Sunriver and the rest of the group than proceed to encounter 2A.

If the PCs insist that a search should be conducted for the vampires the NPCs will suggest that it would be better to wait until morning. If the PCs still insist than they will reluctantly agree albeit with some exceptions, Chief Constable Sunriver will still insist on taking Lady DeVillars to the jail. Charles O'Kane and the guards will still accompany him, this will allow encounter 2A to occur as planned. The other NPCs will split into groups as follows. Lord and Lady Diamond, Jeeves, Matilda Gemsight, Votaris Sureblade, and Desdamona will form one group, while Lady Prudence Witherspoon, Seneca Lightstone, Vedeas Rockcrusher, Magnus Rockcrusher, Penelope Lightbolt will form the other.

Encounter 2A: The trip to Jail.

The trip to jail will take approximately 10-20 minutes depending on the speed of the slowest walkers. The trip is fairly uneventful. The PCs will be able to make out via infravision the forms of sleeping or still creatures. Some of the creatures are avian, some reptilian, and others like large cats. None of these forms are reacting in any way to the PCs.

Reaching the cave the PCs can inspect it. It is a fairly large dark cave. If the PCs light a torch, or use a *light* spell, they will notice that there are some forms moving off the ceiling towards them. The forms are bats and they do not radiate evil. The bats were startled and are trying to leave the cave. If the PCs have a way to communicate with the bats they can learn the following:

- There are other long ones on the island other than the PCs and their companions. The bats are not sure how many others.
- The bats have not bitten anyone. They have not seen any other bats on the island but they have not searched all of the caves.
- None of them are vampires, although they know that vampires can turn into bats.
- The bats do not wish to harm the PCs, they just want to leave and find another cave to inhabit, unless the PCs will allow them to stay here also. They will promise not to attack Lady DeVillars or the guards. In fact the bats are willing to help guard her.

Bats (10): AL N; AC 8; MV 1, Fly 24 (B); HD 1/2; hp 1,1,2,2,1,2,2,1,2,1; THAC0 20; # AT 1; Dmg 1; SA If

startled bats get confused and swarm which: gives a 1% chance per bat encountered per round to extinguish torches, confuses spell casters (Wisdom roll required to cast spells), and inhibits combat (-2 THAC0 penalty) and otherwise getting in the way; SD Nil; MR Nil; SZ T (1'); ML 2

Sleeping Over

Sunriver will return to the campsite 1/2 hour after leaving. He will insist that any PCs that went with him return with he and O'Kane, though he cannot force them. He will tell them that it would make more sense to return to the campsite and defend it from the vampires.

Since no one can leave, Sunriver has decided it would be best to wait until morning to hunt vampires. He also suggests that it would be safest for the others (the NPCs) if the PCs waited until the morning, when the vampires should be unable to attack. To that end, he prepares the camp for a night sleeping here. He will want to know what arrangements the PCs have made for watches. He and O'Kane want to be part of the watch schedule. Sunriver believes that there should be three watches. He expects every fighter to take a watch. He would prefer it if spell casters took watches that would enable them to get spells in the morning (i.e. 1st or 3rd watch).

Anyone on the 2nd watch will notice that everything has gotten awfully quiet. The PCs will not be able to hear themselves or anyone else speak. People on watch will feel something tap them on the shoulders. Kimber has cast a *silence 15' radius* spell on the camp, and sent an *unseen servant* to tap people and make them nervous. Remember that their magical items are not working, so they may have limited options for dealing with the problem.

While this is going on, five vampires (carrying their coins with improved silence spells) will enter the camp and kill the Diamonds, and Jeeves. They will not move the bodies they are leaving them there to taunt the PCs. Magnus and Vedeas will wake up and notice the vampires slinking out of camp. They will follow them. Unfortunately for Magnus and Vedeas the vampires will lead them to cave # 5. The vampires will kill the guards that were outside the cave and enter. Magnus and Vedeas will enter the cave trying to help Lady DeVillars. The vampires will easily dispatch them.

If anyone should think of looking for them they will not be able to find either Lord or Lady Stone, or Magnus and Vedeas..

Encounter 3: The Morning After

There are two possible ways that this encounter will occur. If the PCs sleep for the night continue with this encounter. If the PCs go to search immediately, skip to encounter 3B.

When the PCs awake in the morning have everyone roll 1d20. The roll is an unmodified save vs. spells (with a -1 cumulative penalty for each drink that the PCs had off of the table of plenty (including those that were brought to them by Lady Stone). Everyone will be rolling the 1d20, even those who cannot cast spells, so that the PCs do not know what the roll was for. Any PC spell caster failing the roll will find that they have access to 1 less spell/level. For some reason or other they were not able to concentrate enough to get that last spell/level.

Everyone will notice that there still is no sign of "Lord or Lady Stone", and when they check the campsite they will find the bodies of the Diamonds, and Jeeves.

Everyone will notice that their nostrils are being assaulted by the smell of fresh food cooking, more specifically bacon and eggs. The smell is not coming from the campsite, it is coming from the southern part of the island.

If the PCs go to investigate they will find that there is a campfire, and that cooking over the campfire is a frying pan filled with bacon and eggs. The PCs will not find anyone here. This should strike the PCs as strange, or at the very least distracting. The PCs could take the food back to their camp and share it with the others or they can eat it here. If the PCs should cast *detect magic* here they will find that the frying pan radiates magic. The frying pan is a *frying pan of perfection*. It will cook an excellent meal for one person once per day. The user must provide the fire for cooking, but the frying pan provides the food and the cooking effort to make it good-tasting. If more than one meal is desired, the user has to use the frying pan like a normal one; it only magically cooks the one meal per day.

Proceed to encounter 3A

If the PCs do not go to check out the smell, then the NPC adventurers will. They will not return. If the PCs go to investigate, when they get to the scene they will find all of their bodies lying on the ground, all of them dead. An investigation of the site will reveal the remains of a campfire.

If the PCs have a *speak with dead* spell, they can cast it and learn the following information:

- *When we got here there was a fire burning, and the frying pan was on top of it.*
- *We were planning on bringing the frying pan and the food back to the campsite, and were in the process of gathering everything up when we were attacked. The attackers were manscorpions. They caught us by surprise, and we were no match for the 10 of them.*

If the PCs should investigate the area where the bodies were found they will not find any indication of a battle. They will however find something sticking out of the sand. A closer observation will reveal it to be a broken gem. There are a number of broken gems equal to the number of adventurers that went to get the frying pan, scattered and buried. Examining the bodies shows that the dead had pained looks of horror etched in their faces.

Encounter 3A:

Back at camp, the PCs will discover that there is no one here other than Lady Prudence Witherspoon. She will tell the PCs everyone else headed for the caves, because some of the guards came back and said that there was trouble at the cave.

As the PCs are talking to Lady Witherspoon, Chief Constable Sunriver, and Charles O'Kane will rush back to the camp. They are carrying the bodies of two dead dwarves; the PCs will recognize them as Magnus and Vedeia Rockcrusher. Both of the bodies have two evenly-spaced puncture marks on their necks. There is a lot of blood on their necks around the wounds. If the PCs have access to a *speak with dead* spell, they can learn the following:

- *We saw five men leaving camp this morning. With everything that's been happening we decided to follow to make sure that they were safe.*
- *We saw the men change their appearance into exact duplicates of the guards that were watching Lady DeVillars.*
- *The new guards killed the old guards.*
- *We rushed forward to protect her.*
- *We fought valiantly but unfortunately weren't good enough to save the Lady as evidenced by our deaths. Please let our cousin Tilernus know that we tried to help. We do not know where Lady DeVillars is now*

If the PCs do not have access to a *speak with dead* spell modify the encounter and have one of the dwarves give them the information before dying

GM Note: Lady DeVillars has been brought to cave #3. She has been placed inside the room with the death knight. Skip to encounter 4.

Encounter 3B.

If the PCs go to the caves to search, skip to those encounters directly, and remember who is in which cave at the time (Lady DeVillars is still in cave 5 at this point). If they search the rest of the island, they will not find anything. The vampires are in the campsite with the NPCs or avoiding the PCs.

True sight magic would reveal the vampires, at which point they will try to flee, or fight if necessary. Their stats are given later in the tournament.

Return to the beginning of encounter three once the morning arrives, and pick up with the bacon and eggs scene.

Please note that each of the cave encounters has a before and after section. Except for cave #4, where the Ravenloft creatures are (which has a specific time frame (6 hours on the island), the before and after references are related to the druid's murder in encounter 2. For example, if the PCs should check out Caves 1-3 before the druid's murder they will only get the description for before the murder.

Encounter 4

Cave 1

Before:

This is a very large cave. There are dried bones in the corners, obviously the remains of something killed within the last few weeks or months. There also are indications that at some point or another something very large passed through here. There is dried blood on the bones, but no meat; they have been picked clean. An examination of the bones will reveal that they are from something that obviously was humanoid, as one of the bones has what were once fingers attached to it. There are faint drops of dried blood in here.

If the PCs start checking for secret doors, secret passages, or concealed doors go through the motions (i.e. die rolling) but they will not find any. If the PCs use divination magic they will not be able to find the secret door because it is concealed with a non-detection *contingency* spell that is triggered when someone other than the vampires walks into the cave for the first time.

The secret door can be detected if they cast *true seeing*, or after the end of the first night on the island.

After:

This is a very large cave. There are signs that someone or something has been in here recently. There is a trail of fresh blood leading to the southern wall of the cave. The PCs can follow the bloody trail to the secret door. The PCs will easily be able to open the door.

The door opened into a long passage, which the vampires followed before coming to a door. There is a spot for someone to place a hand to the wall on the left side of the door to open it. The door opens into a large room. At the other end of the room is a large cage. Inside the cage are Lord Calvin Longbottle, Lord and Lady Blacktree, and Vernon Condor.

All of them appear surrounded in a shimmering glow (they are in temporal stasis). Sleeping next to the cage is a fifty-foot tall scaly biped with two horns on its head. This is an illusion of a tarrasque created with the *permanent illusion* spell, not a real one. However, since this demi-plane is in the Ethereal Plane, illusions take on some permanency and reality. Hence, the tarrasque is as real as one could want. Only if the PCs successfully disbelieve the illusion will they know it for what it is.

The cage is locked and trapped with a magical trap that will shoot a stream of electricity that will do 1d4 points of damage/level of the character opening the lock. If the characters make noise there is a 15% chance that the tarrasque will be awakened.

Tarrasque: AL Nil; AC -3; MV 9 Rush 15; HD 19; hp 61; THAC0 -5; #AT 6; Dmg 1- 12/1-12/2-24/ 5-50/1-10/1-10; SA sharpness, bite, terror; SD immune to all heat and fire, immune to lightning bolt, cone of cold, magic missile, +1 or better weapon to hit; regenerates lost hit points at a rate of 1/rnd SZ G (50'); ML 15

The tarrasque is a scaly biped with two horns on its head, a lashing tail and a reflective carapace. The tarrasque is a killing machine, and when active eats everything for miles around, including all animals and vegetation. Normal attacks are with its two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (5d10 points of damage plus acts as a sword of sharpness, severing a limb on a natural attack roll of 18 or better), and two thrusting horn attacks (1d10 points of damage each). Once every turn the normally slow moving tarrasque can rush forward at a movement rate of 15, making all horn attacks cause double damage and trampling anything underfoot for 4d10 points of crushing damage.

The mere sight of a tarrasque causes creatures with fewer than three levels or Hit Dice to be paralyzed with fright (no saving throw) until it is out of their sight. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 7 levels or Hit Dice that manage to succeed in a saving throw vs. paralyzation are not affected although they often still decide to run away). This effect works only if the tarrasque is awake and attacking things.

The tarrasque's carapace is exceptionally tough and highly reflective. Bolts and rays such as *lightning bolt*, *cone of cold*, and even *magic missile* are useless against it. The reflection is such that 1 in 6 of these attacks actually bounces directly back at the caster (affecting him normally) while the rest often bounce harmlessly to the sides and into the air.

At tiers 1-3 the tarrasque will be groggy, and if the PCs do not make any other noise and stay perfectly still it will go back to sleep. Tiers 4 & 5 will have to fight it if they wake it up. As it will be just getting up they will have 1 free round of attacks and then initiative will be rolled.

Encounter 5

Cave 2

Before.

This cave is somewhat small compared to other caves that the PCs have been in during their adventuring careers, although it does have a high ceiling. The eastern, western and northern walls have dried blood on them, in the shape of what looks to be either a very large paw print, or a hand print.

If the PCs start checking for secret doors, secret passages, or concealed doors go through the motions (i.e. die rolling) but they will not find any. If the PCs use divination magic they will not be able to find the secret door because it is concealed with a non-detection *contingency* spell that is triggered when someone other than the vampires walks into the cave for the first time. The secret door can be detected if they cast *true seeing*, or after the end of the first night on the island.

After:

This cave is somewhat small compared to other caves that the PCs have been in during their adventuring careers, although it does have a high ceiling. There are signs that someone or something has been in here recently. There is a trail of fresh blood leading to the southern wall of the cave. If the PCs try searching the

cave now they can easily find the secret door. The door is not locked.

When the PCs open the door they will find that it opens into a long dark corridor. Traveling down the corridor the PCs will find that the corridor leads to a door. If the PCs open the door they will find that there is a large room behind this door. The furnishings of the room consist of a desk, 10 beds, and a large cage. The cage is empty. If the PCs search the desk they will find a diary, which has some recent entries in it (please give the PCs **Player Handout 2**). If the PCs happen to be inside this hallway during the morning they will catch 8 of the vampire city guardsmen in the room, plotting their strategy.

Levels 6-13

Cory, Duke, Elliot Freddie, George, Herman, Rodney, hm F1: AL CE; AC 6 (studded leather and shield); MV 12; hp 8; THAC0 18; #AT 1; Dmg 1d8+4 (long sword); SA shapechange, specialized in long sword; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Martha, hf F2: AL CE; AC 6 (studded leather and shield); MV 12; hp 16; THAC0 17; #AT 1; Dmg 1d8+4 (long sword); SA shapechange; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Levels 14-25

Cory, Duke, Elliot Freddie, George, Herman, Rodney, hm F3: AL CE; AC 3 (splinted and shield); MV 12; hp 27; THAC0 16; #AT 3/2; Dmg 1d8+4 (long sword); SA specialization in long sword, shapechange; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Martha, hf F4: AL CE; AC 3 (splinted and shield); MV 12; hp 35; THAC0 15; #AT 3/2; Dmg 1d8+4 (long sword); SA specialization in long sword, shapechange; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Levels 26-37

Cory, Duke, Elliot Freddie, George, Herman, Rodney, hm F5: AL CE; AC 2 (plate mail and shield); MV 12; hp 45; THAC0 14; #AT 3/2; Dmg 1d8+6 (long sword); SA specialization in long sword, shapechange; SD Nil; MR Nil; SZ M; ML 13.

Martha, hf F5: AL CE; AC 2 (plate mail and shield); MV 12; hp 45; THAC0 14; #AT 3/2; Dmg 1d8+6 (long sword); SA specialization in long sword, shapechange; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Levels 38-56

Cory, Duke, Elliot Freddie, George, Herman, Rodney, hm F7: AL CE; AC 0 (plate mail and shield, 16 Dex); MV 12; hp 65; THAC0 11; #AT 2/1; Dmg 1d8+6 (long sword, specialization, str.), shapechange; SA specialization (long sword); SD Nil; MR Nil; Str 18/86; SZ M; ML 13.

Martha hf F7: AL CE; AC 0 (platemail and shield, 16 Dex); MV 12; hp 65; THAC0 12; #AT 2/1; Dmg 1d8+4 (long sword), shapechange; SA specialization in long sword; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Levels 57+

Cory, Duke, Elliot Freddie, George, Herman, Rodney, hm F9: AL CE; AC -2 (plate mail and shield, 18 Dex); MV 12; hp 85; THAC0 9; #AT 2/1; Dmg 1d8+6 (long sword); SA specialization in long sword, shapechange; SD Nil; MR Nil; Str 18/86; SZ M; ML 13.

Martha hf F9: AL CE; AC -2 (plate mail and shield, 18 Dex); MV 12; hp 85; THAC0 10; #AT 2/1; Dmg 1d8+6 (long sword); SA specialization in long sword, shapechange; SD Nil; MR Nil; Str 18; SZ M; ML 13.

Encounter 6 Cave 3

This is an average sized cave. It is obvious that someone has been in here rather recently. There is a pile of bloody cloth near the northern wall of the cave. Closer examination reveals that the cloth was once city guard uniforms, and that they have been torn to shreds. The PCs need to make an alertness roll, or observation at 1/2 to hear something coming towards them from outside the cave.

Level 6-13

Paka female f4: AL CE; AC 6; MV 15; hp 32; THAC0 17; #AT 2; Dmg 1d6/1d6 or by weapon); SA can leap 40' in a horizontal direction with a running start, 15' without one, or 15' straight up; SD Healing (A paka can lick wounds restoring 2d4 lost hitpoints/day per person (can only be done once per person); SZ M; MR 20%; ML 12.

The Paka is a humanoid creature with cat like features, long nails (actually retractable claws) and orange hair

Levels 14-25

Paka female f7: AL CE; AC 6; MV 15; hp 70; THAC0 14; #AT 2; Dmg 1d6/1d6 or weapon); SA can leap 40' in a horizontal direction with a running start, 15' without one, or 15' straight up; SD Healing (A paka can lick wounds restoring 2d4 lost hitpoints/day per person (can only be done once per person); SZ M; MR 20%; ML 12.

The Paka is a humanoid creature with cat like features, long nails (actually retractable claws) and orange hair

Levels 26-37

Paka female f7 (2): AL CE; AC 6; MV 15; hp 70; THAC0 14; #AT 2; Dmg 1d6/1d6 or weapon); SA can leap 40' in a horizontal direction with a running start, 15' without one, or 15' straight up; SD Healing (A paka can lick wounds restoring 2d4 lost hitpoints/day per person (can only be done once per person); SZ M; MR 20%; ML 12.

The Paka is a humanoid creature with cat like features, long nails (actually retractable claws) and orange hair

Levels 38-56

Paka female f7 (3): AL CE; AC 6; MV 15; hp 70; THAC0 14; #AT 2; Dmg 1d6/1d6 or weapon); SA can leap 40' in a horizontal direction with a running start, 15' without one, or 15' straight up; SD Healing (A paka can lick wounds restoring 2d4 lost hitpoints/day per person (can only be done once per person); SZ M; MR 20%; ML 12.

The Paka is a humanoid creature with cat like features, long nails (actually retractable claws) and orange hair

Levels 57+

Paka female f9 (4): AL CE; AC 6; MV 15; hp 90; THAC0 14; #AT 2; Dmg 1d6/1d6 or weapon); SA can leap 40' in a horizontal direction with a running start, 15' without one, or 15' straight up; SD Healing (A paka can lick wounds restoring 2d4 lost hitpoints/day per person (can only be done once per person); SZ M; MR 20%; ML 12.

The Paka is a humanoid creature with cat like features, long nails (actually retractable claws) and orange hair

Once the PCs are finished with the Paka they can find the secret door. They can easily open the door, at which time they will discover a long corridor just like the other secret passages. This hallway ends

approximately 50' down. If the PCs cast a *detect evil* spell they will find a great source of evil emanating from behind the wall. If they search the PCs can find a secret door, which is locked and trapped. There is a mechanical trap, which will deliver 1d2 points of poison/level (save for ½ damage). Once the trap is triggered/disarmed and the door unlocked, the door will swing open. There is a death knight standing in the doorway. Behind him just off to the side is the bound and gagged form of Lady Lauren DeVillars

GM note: This death knight is not a real death knight. Marina thought that a death knight sounded like a cool thing to hit the heroes of Ravens Bluff with. She created one using illusion magic. However, as this is the Ethereal Plane, it is somewhat real. PCs have to disbelieve it successfully, after which it no longer affects them.

Levels 6-25

Death Knight: AL CE; AC 0; MV 12; HD9; hp 40; THAC0 8; # AT 1 (short sword); Dmg 1d6+6/1d6+6; SA Nil. SD can't be turned, dispelled only by holy word MR 25% (if 11% or lower is rolled the spell is reflected back at the caster (the magic resistance is re-rolled each time a spell is cast at a death knight); SZ M; ML 17

Levels 26+

Death Knight: AL CE; AC 0; MV 12; HD9; hp 90; THAC0 8; # AT 2 (short sword of quickness); Dmg 1d6+6/1d6+6; SA fear in 5' radius, can cast detect magic, detect invisibility, and wall of ice at will. Can cast power word blind, power word kill or power word stun 1x/day. Can cast symbol of pain or symbol of fear 1x/day. Can cast a 20 HD fireball 1x/day, had power over undead as if 6th level cleric. SD can't be turned, dispelled only by holy word MR 75% (if 11% or lower is rolled the spell is reflected back at the caster (the magic resistance is re-rolled each time a spell is cast at a death knight); SZ M; ML 17.

Encounter 7

Cave 4

Before:

This is a very large cave, which has signs that someone or something has been in here recently. There are drops of dried blood in here, as well as the remains of recently eaten food items, similar to those that have

come off of the table of plenty (i.e. pie crusts, banana peels, fruit pits etc...).

If the PCs start checking for secret doors, secret passages, or concealed doors go through the motions (i.e. die rolling) but they will not find any. If the PCs use divination magic they will not be able to find the secret door because it is concealed with a non-detection *contingency* spell that is triggered when someone other than the vampires walks into the cave for the first time. The secret door can be detected if they cast *true seeing*, or after the end of the first night on the island.

After:

This is a very large cave. It is apparent that someone has been in here rather recently. The PCs will find half-eaten food as well as a fresh trail of blood that leads to the southern wall and then stops. The PCs can follow the bloody trail to the secret door. The door will not open unless the PCs have been here for at least 24 hours

Opening the door will reveal a hallway leading away. The hallway it will be dark, and infravision will not pick up any heat sources other than the PCs. They will also notice that if they have any light sources their light does not illuminate the hallway. If the PCs set foot in the hallway, any light sources that they have will be extinguished. *Light*, *continual light* and any similar spells will not work in this corridor. The reason for this is that Marina and Kimber wanted to create the proper environment for Jonathan Freid their vampire cohort, so there is a *contingency* spell that whenever light is brought into the hallway, *continual darkness* would be cast. This contingency only works once, like all *contingency* spell uses.

If the PCs proceed further they will hear squeaks, creaks, and the sounds of running feet. If they proceed further down the hallway they will hear the sound of something heavy dropping behind them. If they should turn around and try to head back they will find their way blocked by an invisible wall. It's actually a *wall of force* cast at 19th level; Marina and Kimber decided to pay a visit and see how things were going

After they continue forward for a few more minutes the PCs will begin to hear a low pitched moaning (courtesy of a *contingency audible glamor* spell). By feeling about in the dark, the PCs will be able to find two doors, one on the right, one on the left and one straight ahead.

The door on the right opens into a large room. The room is furnished with a table surrounded by four chairs, a desk, and two large wooden coffins. Closer examination of the coffins reveals that they are

partially open. If the PCs examine the coffins they will find Derek and Charis Stone inside, bound and gagged. Marina gave them to Jonathan as a token of appreciation for his help with their plans.

Inside the crates are 8 exquisite paintings, gold, and silver jewelry, and assorted size diamonds, emeralds, rubies, amethysts, also a gift to Jonathan from Kimber. If the PCs spend too much game time in here, Jonathan and his friends will come to them. Their stats are listed after the descriptions of all the doorways.

The center door is locked. It is a doorway into Ravenloft. There is a 15% penalty to thieves trying to pick the lock due to the darkness; if the darkness is removed so is the penalty. As soon as the PCs open the lock, allow them to make a hear noise, observation roll, or perception check to hear movement coming towards them from the other side of the door.

If they open the door they will be face to face with Jonathan Freid and his friends. In the lower tiers the party will only be faced with his friends, he will not consider the party worthy of fighting him. If it looks like they will defeat his minions he will retreat back down the passage into Ravenloft.

If the party wants to follow him, have them find a piece of paper (an entry from the journal if they haven't been to the room on the right.) which will inform them of the urgency of getting out of their place with the rest of their companions (i.e. the rest of the party guests). They still will need to get somewhere, with light so that they can read the note. If the PCs still insist on following him, HAVE THEM NOTICE THE SWIRLING MIST UP AHEAD. If they still insist on following him the doorway will seal shut behind them and they will be trapped in Ravenloft. If the PCs do not open the door they can try to hide in the room with the Stones, (until whatever is behind the door passes), or try to retreat back down the passage (regardless of how much time has passed the *wall of force* will be down now).

Note: The PCs' magical items, which have not worked properly so far, begin working normally now. The duration of Marina's dampening spell has expired, thanks to Sharess.

Levels 6-13

Barbara (vorlog): AL CE; AC 3; MV 12; HD6; hp 48; THAC0 15; # AT 1; Dmg 5-10; SA charm (at will), sap wisdom (save vs. spell or lose 2 pts. wisdom), SD +1 weapon to hit, immune to poison, sleep, charm, and hold spells. holy water has no effect on a vorlog; SZ M (6'); MR nil; ML 16

Levels 14-25

Barbara, Beatrice (vorlogs): AL CE; AC 3; MV 12; HD6; hp 48; THAC0 15; # AT 1; Dmg 5-10; SA charm (at will), sap wisdom (save vs. spell or lose 2 pts. wisdom), SD +1 weapon to hit, immune to poison, sleep, charm, and hold spells. Holy water has no effect on a vorlog; SZ M (6'); MR nil; ML 16

Levels 26-37

Barbara (vorlog): AL CE; AC 3; MV 12; HD6; hp 48; THAC0 15; # AT 1; Dmg 5-10; SA charm (at will), sap wisdom (save vs. spell or lose 2 pts. wisdom), SD +1 weapon to hit, immune to poison, sleep, charm, and hold spells. Holy water has no effect on a vorlog; SZ M (6'); MR nil; ML 16

Victoria Freid (nosferatu vampire): AL CE; AC 1; MV 12 FL 18 (C); HD 8+3; hp 67; THAC0 13/11 (with weapon); # AT 1; Dmg 1d6+4 (short sword); SA constitution drain (1 point), charm gaze on anyone she's bitten for the rest of their life; SD +1 or better magic weapon to hit.; SZ M (6'); MR nil; ML 16

Jonathan Freid (drow vampire): AL CE; AC 0; MV 12; HD 8+3; hp 67; THAC0 12; # AT 1 or 2 (if using drow adamantine weapons); Dmg adamantine dagger 1d4+6 and adamantine short sword 1d6+6, ; SA spells, cause awe (save vs spells or be awestruck for 2d4 rounds. Awestruck PCs drop whatever they are holding), drain fluids (each successful unarmed attack does 1d6+1 pts. damage (1 hit point lost due to this attack is permanent), poison (can turn into poison vapors at will (take 2d6 points of damage or save vs. poison at -2 for 1/2)), infravision (120'away). Can cast the following spells 1/day at 8th level darkness, continual darkness, levitate, know alignment, detect magic, dispel magic, and suggestion; SD +1 or better magic weapon to hit. Regenerates 3 hp/round in total darkness, immune to poison, sleep, charm, hold spells and all mind-affecting spells. Cold and electricity based spells do 1/2 damage; SZ M (5'); MR 25%; ML 14

Levels 38-56

Victoria Freid (nosferatu vampire): AL CE; AC 1; MV 12 FL 18 (C); HD 8+3; hp 67; THAC0 13/11 (with weapon); # AT 1; Dmg 1d6 (short sword) + str. bonus (+4); SA constitution drain (1 point), charm gaze on anyone she's bitten for the rest of their life; SD +1 or better magic weapon to hit.; SZ M (6'); MR nil; ML 16

Jonathan Freid (drow vampire): AL CE; AC 0; MV 12; HD 10; hp 80; THAC0 12; # AT 1 or 2 (if using drow adamantine weapons); Dmg adamantine dagger 1d4+6 and adamantine short sword 1d6+6, ; SA spells, cause awe (save vs spells at -1 or be awestruck for 2d4 rounds. Awestruck PCs drop whatever they are holding), drain fluids (each successful unarmed attack does 1d6+2 pts damage (1 hit point lost due to this attack is permanent), poison (can turn into poison vapors at will (take 2d6 points of damage or save vs. poison at -2 for 1/2)), infravision (120' away). Can cast the following spells 1/day at 8th level darkness, continual darkness, levitate, know alignment, detect magic, dispel magic, and suggestion; SD +1 or better magic weapon to hit. Regenerates 3 hp/round in total darkness, immune to poison, sleep, charm, hold spells and all mind affecting spells. Cold and electricity based spells do 1/2 damage; SZ M (5'); MR 35%; ML 14

Herman (low land Loup Garou): AL CE; AC 4; MV 15 (18); HD 5+4; hp 43; THAC0 15; # AT 3 or 1; Dmg 1d4/1d4/2d4 or 2d4; SA surprise; SD silver (does normal damage) or +1 or better weapon to hit (only does damage equal to its magic plus).; SZ M (6'); MR 20%; ML 13

Levels 57+

Victoria Freid (nosferatu (human) vampire): AL CE; AC 1; MV 12 FL 18 (C); HD 8+3; hp 67; THAC0 11/9 (with weapon); # AT 1; Dmg 1d6+4 (short sword); SA constitution drain (1 point), charm gaze on anyone she's bitten for the rest of their life; SD +1 or better magic weapon to hit.; SZ M (6'); MR nil; ML 16

Jonathan Freid (drow vampire): AL CE; AC 0; MV 12; HD 12; hp 96; THAC0 11; # AT 1 or 2 (if using drow adamantine weapons); Dmg adamantine dagger 1d4+6 and adamantine short sword 1d6+6, ; SA spells, cause awe (save vs spells at -3 or be awestruck for 2d4 rounds. Awestruck PCs drop whatever they are holding), drain fluids (each successful unarmed attack does 1d6+4 pts damage (1 hit point lost due to this attack is permanent), poison (can turn into poison vapors at will (take 2d6 points of damage or save vs. poison at -2 for 1/2)), infravision (120' away). Can cast the following spells 1/day at 8th level: darkness, continual darkness, levitate, know alignment, detect magic, dispel magic, and suggestion; SD +1 or better magic weapon to hit, in vapor form +3 or better weapons to hit. Regenerates 3 hp/round in total darkness, immune to poison, sleep, charm, hold spells

and all mind affecting spells. Cold and electricity based spells do 1/2 damage, turn as ghastrs, immune to effects of sunlight and light based spells (see sunscreen in appendix); SZ M (5'); MR 45%; ML 14

Herman (low land Loup Garou): AL CE; AC 4; MV 12, 15, 18; HD 5+4; hp 43; THAC0 15; # AT 3 or 1; Dmg 1d4/1d4/2d4 or 2d4; SA surprise; SD silver (does normal damage) or +1 or better weapon to hit (only does damage equal to its magic plus); SZ M (6'); MR 20%; ML 13

David (mountain Loup Garou): AL CE; AC 3; MV 12, 15, 18; HD 7 ; hp 56; THAC0 13; # AT 3 or 1; Dmg 1d4/1d4/2d4 or 2d4; SA surprise, regenerate 1 hp/turn; SD gold (does normal damage) or +1 or better weapon to hit (only does damage equal to its magic plus); SZ M (6'); MR 20%; ML 14

A **vorlog** is a creature caught between the land of the living and that of the dead. Vorlogs appear to be no different from humans, save for the budding fangs visible when the monster speaks. A vorlog has pale skin and always wears an expression of terrible pain and longing on its ashen face. Although a vorlog casts a shadow (unlike a true vampire) the monster can be recognized by a careful observer who notes that the creature appears translucent in mirrors and makes no noise when it moves.

Vorlogs have the same raw physical strength (18/76) as their vampiric creators giving them a +2 to attack and a +4 to damage. The blows of a vorlog's hands inflict 1d6+4 points of damage.

The vorlog gains the ability to cast *charm person*, although the vorlogs charm causes the victim to feel something more akin to pity and sympathy. Otherwise it is the same as the 1st level wizard spell of the same name. The vorlog can charm at will and often employs the power to convince its chosen victims to visit its lair.

Although a vorlog is incapable of draining energy (experience) levels, the vorlog taps into its victims spiritual energies. Each time a vorlog strikes a character the victim must make a saving throw vs. spell. Failure indicates that the victim has lost 2 points of wisdom. The loss is temporary, and the victim will regain lost wisdom at the rate of 1 point per hour. Characters whose wisdom falls below 3 become so dazed that they perceive the vorlog to be a powerful protector. Such characters desire nothing more than to rest in the supposed sanctuary of the vorlog's embrace.

The vorlog is not actually an undead creature, nor is it truly alive. Thus neither spells that detect undead

or spells that detect life will sense the vorlog. The vorlog cannot be turned by a cleric either. However as with a true vampire the vorlog is unaffected by poison, sleep, charm, and hold spells. Furthermore the vorlog is immune to normal weapons being harmed only by those of +1 or greater enchantment, or greater.

Vorlogs are capable of *regeneration*. While this ability is much less potent than that of a vampire, it is still a useful defense. When resting they regenerate at the rate of 1 hit point per hour. When a vorlog is reduced to 0 hit points it lets out a mournful wail and melts into a pool of its own tears. The vorlog then attempts to flee the area and return to its lair to recuperate. In this form the vorlog can climb walls and seep through cracks no matter how small. The vorlog cannot assume this form at will.

Nosferatu are variants of the common vampire. During the night hours a nosferatu looks like a normal member of its race. While the common vampire drains levels, the nosferatu drains constitution points instead. Except as noted nosferatu below have all of the other strengths and weaknesses of a common vampire.

Nosferatu have no obvious melee attack. It can use the punching and wrestling system, or throw dangerous and heavy objects, otherwise it must use weapons and spells just like normal humans. Its great strength gives it +2 to attack and +4 to damage. The nosferatu only attacks weak or charmed prey. To drain constitution it must bite its victim usually on the neck and drink his blood. If a victim is resisting this action requires an attack roll. Armor protects a victim normally, but shields offer no defense.

Once a bite is successful the draining is automatic on subsequent rounds. Usually the victim loses 1 point of constitution a round allowing the nosferatu to savor its prey. If necessary a nosferatu can drink the blood at a rate of 3 points per round.

While draining its victim this vampire's only attack is its charm gaze. It can of course elect to stop the drain. The nosferatu's victim regains lost constitution points at a rate of 1 point per 2 days. Those who die from the nosferatu's bloody kiss rise again as half strength creatures subject to the will of their creator.

Using a form of telepathy, a nosferatu can charm from afar any person it has bitten. Once charmed the victim is subject to the vampire's will for the rest of his life, or until a remove curse is cast upon him by a priest of at least 14th level. The telepathic communication is 1 way, the nosferatu gives instructions to the victim, but the victim cannot relay

anything to the vampire. The nosferatu must be within 360' to command his unwilling subject.

Drow vampires are almost identical in appearance to the living members of their race. They are of slight build, approximately 5' in height with long pale hair and dusky skin. The features of such vampires are almost radiantly beautiful in their refinement. Even the vampire's skin radiates a faint pearlescent glow. This radiance can only be seen out of the corner of the viewer's eye, and its near-visibility is often distracting. Drow vampires normally dress in luxurious but somber garments and carry both an adamantite dagger and short sword.

They cannot cross a line of salt even in poisonous vapor form

Loup garou are fierce cousins of the common werewolf. Like most werewolves in Ravenloft they can assume three forms human, man-wolf, and wolf. The human form is completely normal.

The loup garou always looks the same in its human form, just as it looks the same in its wolf or man-wolf form. In this shape the beast has a movement rate of 12.

As a man-wolf it stands 7' tall and is extremely muscular. The body is fur covered and has a short tail, canine legs and a wolf's head. The creature walks erect and can manipulate things with its hands. In this form the creature can talk although its voice is low and raspy. The man-wolf is also faster than its human guise having a movement rate of 15.

As a wolf, a low land loup garou looks just like a worg wolf while its mountain cousins are larger, about the size of a dire wolf. The creature is swiftest in this form having a movement rate of 18, but cannot handle tools or weapons and cannot talk.

Loup garou have a chance to spread lycanthropy with their bite. There is a % chance equal to the bite damage for each bite.

After defeating the vampire and his friends the PCs will need to find the Stones so that Derek Stone could make the doorway appear and they could all go home. If the PCs have defeated the vampire and have not defeated the city guardsmen vampires, the city guardsmen vampires will be free willed vampires and will offer to help the PCs rescue the rest of their companions, provided that the PCs are willing to allow them to continue existing. The guardsmen will also attempt to make amends for what they've done. If the PCs will allow them the guards would like to spend the

rest of their lives battling vampires. They want to prevent anyone else from going through what they've gone through.

After Derek and Charis Stone are brought to the camp, Derek will make the doorway appear. The Stones remember what they have done, and feel badly about it. They could not help themselves, but they still feel bad. Going through the doorway the PCs will find that they are back inside the ballroom at the Stone's estate.

There are a lot of people to rescue. Let the PCs explore the other caves as long as they have not left the demi-plane. Once they leave it, anyone left behind is lost. Kimber causes the demi-plane to disincorporate.

Conclusion

The PCs will be summoned to Lady Lauren DeVillars home. When they arrive they will be led into her living room. Standing before them are Lady DeVillars, Lord Calvin Longbottle, Lord and Lady Blacktree, Vernon Condor, Lord and Lady Stone, and former Lord Mayor Charles O'Kane.

Lady DeVillars addresses you. "I and everyone else assembled here would like to thank you for all of the services that you have provided the city. I know that the contest wasn't exactly the way that we should have chosen to honor you, but it sounded good when the Stones mentioned it. I have spoken with the Chief Prelate and other members of the Clerical Circle and we have decided to do any healing spells that you might currently need free of charge including restoration, and resurrection.

We have spoken to members of the Wizards Guild. It was decided that, the Champion of the Festival would have the enchantment on their weapons increased by +1. The Wizard's Guild will make a +1 weapon a +2 weapon and a +2 weapon a +3 weapon. They will not do anything to a weapon that has other powers, and it will only be done if the weapon is +2 or less to start. The guild is willing to make enchanted gold or silver weapons for you, with +1 enchantment, instead of affecting one of your magical items. You never know when you will face creatures that can only be hit by those types of weapons.

Lady DeVillars has spoken to the Knights Council and received permission to reward you for your actions on the island.

Chief Constable Sunriver told me to inform you that he is recommending those members of the

investigative branch of the city watch for promotion at 1/2 the normal cost.

Lord and Lady Stone have arranged for artists to do either a portrait or a sculpture of each of you. The paintings or sculptures will be valued at 3,000 gps@.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

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

Encounter 1

Not trying to smuggle any weapons into the Stones' estate 25 xp

Encounters 1A-F

Participating in the events @ maximum of 4 25 xp each

Encounter 3

Getting more than 50% of the information from the captured vampires 50 xp

Encounter 4

Disarming the trap 50 xp
Rescuing the NPC without waking the tarrasque 75 xp

Encounter 5

Defeating the villains 50 xp

Learning who's responsible for their situation 50 xp

Encounter 6

Defeating the Paka 50 xp
Defeating the Death Knight 150 xp

Encounter 7

Defeating the villains 100 xp

Total Experience for Objectives: 700 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,200 xp

For Tier 2: 2,400 xp
For Tier 3: 3,600 xp
For Tier 4: 4,800 xp
For Tier 5: 6,000 xp

Treasure Summary

If it's not on this list they can't have it

Encounter 3 or 3B

- *Frying pan of perfection.* This pan will cook an excellent meal for one person once per day. The user must provide the fire for cooking, but the frying pan provides the food and the cooking effort to make it good-tasting. If more than one meal is desired, the user has to use the frying pan like a normal one; it only magically cooks the one meal per day.

Conclusion

- **Grand Prize.** Enchantment of one weapon by +1 up to +3 maximum for the Champion of the Festival

Fame Award

One point in Upper Class

City Watch Promotion

Members of the investigative branch of the City Watch can receive a promotion by expending half the required experience points for the next rank.

Knightly Honors:

Please note that a knight or squire will only receive 1 honor regardless of how many they qualify for. Award the most appropriate honor that the PC does not have.

General: Leopard Skin Cloak -- Awarded to a knight who risks his or her own life to save the life of a defenseless innocent. The knight risks his/her life to save the Blacktrees, Lord Calvin Longbottle, or Vernon Condor

General: The Hero's Circlet -- A silver circlet that is given to a knight who defeats a great threat in single combat. Usually this represents a duel to the death. Defeating the Death Knight.

General: The Jeweled Pin -- For rescuing a kidnapped member of the Ravens Bluffs nobility and successfully capturing the person or persons responsible for the cowardly, ignoble crime. Rescuing any of the above, and capturing the vampires.

General: The Black Scarf -- A knight who succeeds in destroying, a spell using evil undead -- vampire or lich -- receives the black scarf. Destroying Jonathan Freid.

Golden Rooster: Gold Cane -- This gold rooster-headed cane is given to knights who refuse to let danger get in the way of traditions. This cane is a symbol of courage, bestowed on knights who commit an act of bravado like having tea at teatime even if the goblins are preparing to attack. The knight should symbolize a spirit of civilized behavior that refuses to bow before uncouth beasts and lowborn louts.

Griffon: Griffon Feather Necklace -- For reckless courage that inspires others to accomplish a great victory over a powerful enemy. Charging the Ravenloft vampires would qualify, as long as the party wins the battle.

Dove: The White Rose Ring -- Saving the life of an innocent at the loss of your own. Dying to save the lives of any of the captured citizens of Ravens Bluff.

Hawk: Hawk Ring (Silver) -- Setting up a strong enemy so that he defeats himself. Convincing the city guard vampires to help against the vampires in the final battle.

Right Hand of Tyr: The Way of the Blade -- For those who successfully lead the defense of only a handful against a multitude of evil this book is considered a great honor. Leading the PCs against the vampires.

Knights of the Phoenix: The Bronze Wing -- This honor is given to a knight or knight-squire who through direct action rescues a citizen of Ravens Bluff from a powerful undead or extra-planar creature.
Rescuing Lady DeVillars from the death knight

Player Handout 1

Greetings. You are invited to a gala celebration at the estate of Derek and Charis Stone. The celebration will begin at 5:00pm. Please be prompt. Security will be provided personally by Chief Constable Rolf Sunriver and the members of his fine force of guardsmen. Weapons will be confiscated.

Player Handout 2

Dear Diary

Today Kimber confided some of her plans to me. She had one of her allies force Derek and Charis Stone to throw a party here. She figured that it would be a perfect way to get the city's adventurers and leaders to a place where she can pay them back for their interference in her plans.

Kimber said that this place was connected to some evil plane as well as Ravens Bluff. Kimber has recruited powerful allies to help her, a vampire, named Jonathan Freid, and, Marina Waterdale, a water elemental. Jonathan Freid was responsible for giving the others and myself the gift of vampirism. It's given us such power that we can't thank him enough for it. We have increased strength, and from what he's said it shouldn't be too long before the rest of the powers manifest themselves.

Kimber said that it should be easy for the Stones to persuade the leaders of Ravens Bluff to throw this party, especially by making them feel guilty for not properly thanking the adventurers that live there.

Dear Diary

Kimber said that all is going according to her plan. The fools from Ravens Bluff will be arriving tomorrow afternoon. I must remember to tell the others, as we need to make sure that all is ready for Kimber's guests. Kimber and Marina arranged things to keep the fools busy while they are here. In fact Marina even went back in time to capture a tarrasque and place in the secret room to one of the caves. The tarrasque is sleeping right now, and I must remind everyone to use the coins of silence that Marina gave us. Kimber also found a death knight and placed him in one of the hidden rooms. We are to put the captured officials into those rooms first.

It was such a pleasure to discover that Chief Constable Sunriver will be one of Kimber's guests. I have wanted to pay him back for the promotions that he's denied me. Imagine that, turning me down for a promotion claiming that he didn't have enough funds to cover the increase in salary that I would be getting. That would've been fine if I hadn't found out about the open enrollment that he allowed into the Harbor Patrol. The city watch used to be special, but now Sunriver has turned it into a circus. I've heard that some of the new members aren't sane or even law-abiding citizens.

APPENDIX

New Spells and Magic

Improved Silence (Alteration)

Range: 100 yards Components V, S
Duration: Permanent Casting Time 1 turn
Area Of Effect: creature or item
Saving Throw Neg. if cast on creature, otherwise none

Upon casting this spell a wave of silence fills the area. As with the priest's silence spell, normal conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever emanates from or enters the area. The spell is permanent unless dispelled. As with silence, improved silence can be cast on an object or creature. If the creature is unwilling it gets a saving throw and if successful the spell has no effect.

Marina's Magnificent Malady (Alteration)

Range: 100 yards/level Components: V, S
Duration: 12hrs/level Casting Time: 1 rd
Area of Effect: 1 or more magic items within a 100 yd radius
Saving Throw: None

This spell causes magic items to have their abilities reversed. Any beneficial item will have a negative effect. There is no save for this effect. Scarabs of protection and other similar items will allow a save vs. spell to avoid this effect but no other item of the individuals may aid in the save. Spells will be unaffected. The plusses from a magic weapon will worsen its wielders THAC0 instead. Items that add to saving throws will penalize the wearer. *Bracers of defense* will be negated as will all other magic items

Marina's Marvelous Malaise (Alteration).

Range: 10' x 10 x 10' area' Components V, S
Duration: 8 hours/level of caster Casting Time 1 turn
Area Of Effect: # of persons equal to caster's level
Saving Throw Neg.

This spell appears to have no immediate effect on the targets, but will have repercussions for him/her later on. The spell will cloud the target's mind restricting his/her access to spells by 1 for each level allowed. There is a negative -1 cumulative modifier for each use of the spell on an individual.

Sunscreen (Alteration)

Range: 10' x 10' x 10' x 10' Components V,S

Duration: 8 hours/level of caster Casting Time 1 turn
Area Of Effect: # of persons equal to caster's level
Saving Throw None

This spell enables the recipient to withstand the effects of sunlight. The spell absorbs the sun's rays sparing an undead wearer the harmful effects of exposure to sunlight.

New Magic Items

Marina's metamorphosis. This potion is similar to a *potion of polymorph self*. The difference is that the drinker can turn into an exact duplicate of a person. The effects of this potion are permanent, and there is no limit to the number of forms an individual can assume in one day. Each form assumed heals 10% of lost hit points.

Appendix NPCs

Lady Lauren DeVillars, hf P18 of Waukeen: AL N; AC -1; MV 12; hp 65; THAC0 10; #AT 1; Dmg 1d6+3; SA spells; SD spells; MR Nil; SZ M (5'9" 135lbs.); ML 19

Spells memorized by level 10/10/9/8/6/4/2. She gets her spells from Llira, but still follows the tenets of Waukeen

Description: Lady Lauren DeVillars is 41 years old. Hints of her strong and will and forceful personality can be seen in her fine boned features. Her clothing is elegant, made of costly fabrics in the latest styles. Her clothing and jewelry are decorated with the symbols of the goddess Waukeen.

Charles O'Kane, hm F15: AL LN; AC -2; MV 12; hp 100; THAC0 5 1 (broad sword); #AT 2; Dmg 2d4+8/1d6+9; SA specialization broad sword; SD *ring of spell turning, periapt of proof vs. poison* +3; MR Nil; SZ M (5'11" 240lbs.); ML 19

Charles O'Kane is 48 years old. His ruddy face is framed by curly brown hair and a full beard. O'Kane is a burly man whose great strength is evident in his massive chest and arms, although middle age and a love of ale have taken their toll on his waistline. O'Kane's clothes are of the finest quality, but are usually of somber colors. The only obvious signs of his wealth are his sword and his ring, both decorated with gold and sapphires. He never wears armor in the city but always wears his sword.

Rolf "Sunny" Sunriver, hm F9: AL LG; AC 2; MV 12; hp 60; THAC0 11 8 (dagger +3), 10 (dagger +1, morning star +1); #AT 3/2; Dmg 2d4+2/1d6+3; (morning star +1), 1d4+4/1d3+4 (dagger +3), 1d4+2/1d3+2 (dagger +1); SA detect secret/concealed doors, 60' infravision; SD 30% resistance to sleep and charm, *boots of elvenkind*; MR see SD; SZ M (5'9" 180lbs.); ML 18

Rolf is 80 years old. He is a compact muscular man who looks mostly human. Only the slight point to his ears and his unusually bright green eyes give hint of his elven parentage. He is tanned from spending most of his life outdoors. He wears elven chainmail and does not use a shield.

Rolf's nickname, "Sunny" is satirical. Although he has a sense of humor, it is either dry or bawdy depending on his mood. He is usually impassive, but

very observant of his environment. He is noted for his attention to detail. He can make snap decisions when required. He has earned a reputation among his men as a just leader, and among the general populace as an impartial enforcer of the law.

Votaris Sureblade, hem R6: AL LG; AC 6; MV 12; hp 48; THAC0 15; #AT 1; Dmg 2d4/1d6+1 (broadsword); SA detect secret/concealed doors, 60' infravision; SD 30% MR vs. sleep and charm; MR see SD; SZ M (5'9" 180lbs.); ML 18

Votaris is 35 years old, and worships Meilikki. He is easy-going, and soft-spoken. His lawful good upbringing makes him quick to point out, evil deeds he sees being committed. He loves nature and the forest and will defend both with his dying breath.

Matilda Gemsight, gf P3 of Gond: AL NG; AC 8; MV 6; hp 22; THAC0 20; #AT 1; Dmg 1d6+1/1d6 (mace); SA spells, 60' infravision; SD +4 to saves vs. poison, and magic (16 Constitution); MR Nil; SZ S (3' 68lbs.); ML 12

Spells memorized by level 4/3 (18 wisdom).

Matilda is 85 years old. She is matronly and will "mother" anyone that she takes a liking to. She is extremely curious and likes to experiment with things. She has been working on inventions in her spare time.

Senecca Gemsight, hef T9: AL NG; AC 6; MV 12; hp 40; THAC0 16; #AT 1; Dmg 1d6/1d6 (short sword); SA can backstab (+4 to hit) (x4 multiplier); SD Nil; MR Nil; SZ M (5' 90lbs.); ML 13

Senecca Lightstone is 22 years old. She is a juggler. She tried out for Mr. Mooney's circus the last time it was in town, but was told that she was overqualified. She has vowed not to let her disappointment get her down, and has dedicated herself to using her talents as a juggler to bring pleasure to people. She has plans to one day have her own circus that will make Jack Mooney envious.

Magnus Rockcrusher, dm F3: AL LG; AC 2 (platemail and shield); MV 6; hp 30; THAC0 15 (18/00 strength); #AT 1; Dmg 1d6+6/1d6+6 (short sword); SA 60' infravision; SD +5 to saves vs. poison, and magic (18 Constitution); MR Nil D; SZ M (4'2" 225lbs.); ML 15

Magnus is 75 years old, and worships Clangeddin. Magnus is the brother of Vedeia and cousin of Master Sergeant Tilernus Rockcrusher and had traveled to Ravens Bluff for the purpose of talking to his cousin. Magnus despises elves and upon hearing rumors that his cousin was interested in one of those "things" decided to travel to Ravens Bluff to talk some sense into him. He had heard from someone that Tilernus was going to be at the party so he and Vedeia crashed it.

Vedeia Rockcrusher, df P3 of Clangeddin: AL NG; AC 2; MV 6; hp 20; THAC0 20; #AT 1; Dmg 1d6+1/1d6 (mace); SA spells; SD 60' infravision, +4 to saves vs. poison, and magic (16 Constitution); MR Nil; SZ S (4' 150lbs.); ML 12

Spells memorized by level 4/3 (18 wis)

Vedeia is 70 years old. She is the sister of Magnus and cousin of Master Sergeant Tilernus Rockcrusher and had traveled to Ravens Bluff for two reasons. The first was that she wished to talk to her cousin Tilernus about the lady he was interested in, and the second was to try and keep her brother out of trouble. Vedeia knows that Magnus is prejudiced (especially when it comes to elves), and will do what she can to try and convince him that his ideals are misguided. Magnus had heard from someone that Tilernus was going to be at the party so he decided to crash it, and she tried to make sure that no one got hurt.

Penelope Lightbolt, W(En)3: AL NG; AC 6; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d4/1d3 (dagger); SA spells; SD Nil; MR Nil; SZ M (6' 120lbs.); ML 13

Spells memorized by level 3/2

Penelope is a beautiful 22 year old woman (Cha 17). She decided to become an enchanter because she believes that people should do her bidding. She tries to use her spells and her feminine wiles to get men to do her bidding. She hates to do physical labor and if she can get others to do it for her so much the better. She's trying to get enough money together to become a noble of the city, because they have it easy and don't have to do anything, especially Lady Lauren DeVillars.

Desdemona, halfF F3: AL NG; AC 6; MV 6; hp 18; THAC0 18; #AT 1; Dmg 1d6/1d6 (short sword); SA Nil; SD Nil; MR Nil; SZ M (2'6" 118lbs.); ML 13

Desdemona is a 32 year old female halfling. She came to Ravens Bluff looking for challenges and so far hasn't found anything to test her abilities. She's

always looking for a good fight, one where she feels that there might be a chance of her dying. The only thing that she likes more than fighting is eating.

The following NPCs do not have stats as their only purpose is to further the plot by dying.

Sarbreena is a druid of Meilikki. She came to the party because she's trying to get Charles O'Kane to notice her, she's been trying for the past 12 years, but she figured now that he's not mayor anymore she might actually have a shot of attracting his attention.

Lord and Lady Diamond. Lord Phillip Diamond and his wife Mary live in the upper class section of Ravens Bluff. They are devout followers of Sharess and arrange parties at their home at least once/week for anyone who worships the great goddess. Lord Phillip and his wife moved to Ravens Bluff from Procampur just after the end of the war. Lady Diamond has been circulating (well having her servants circulate) petitions to have Sharess declared a civic religion.

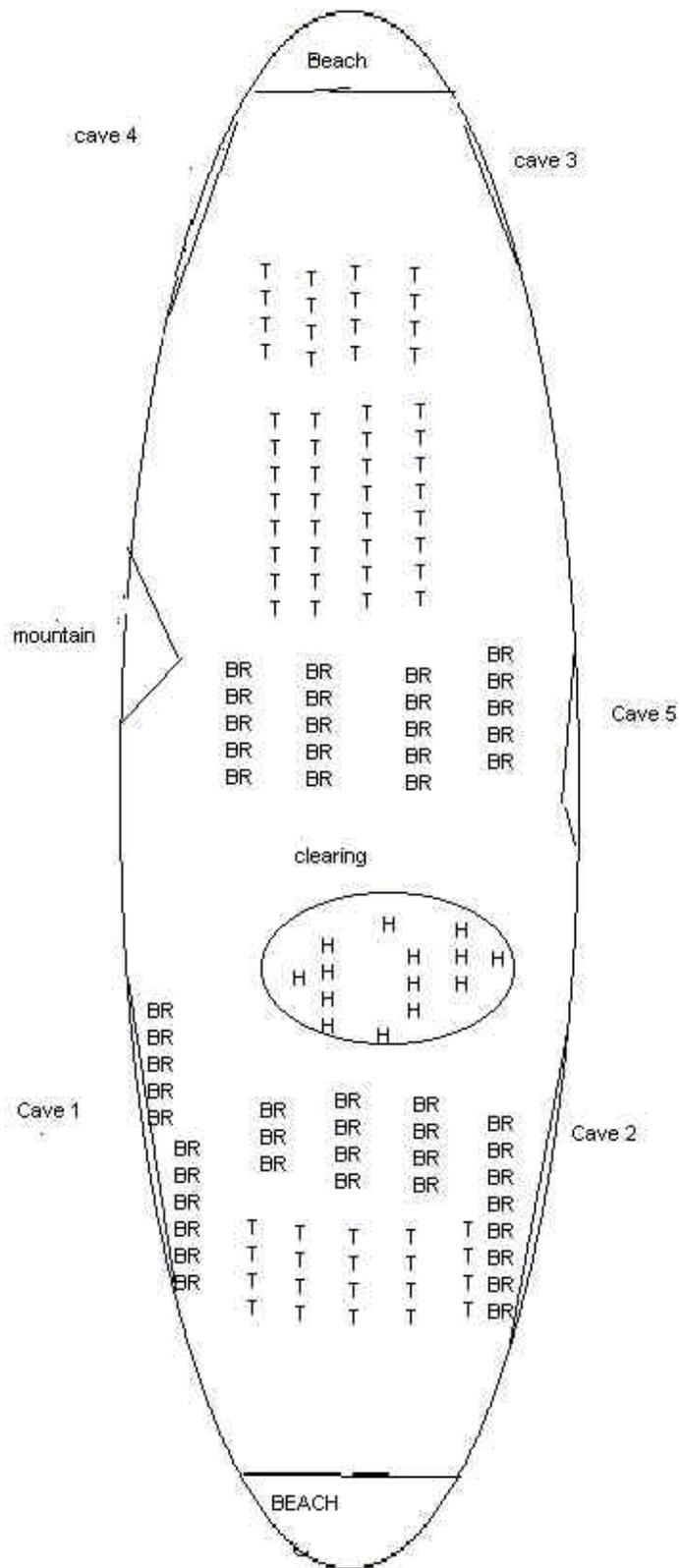
Lord Phillip Diamond is 25 years old. He is a 6'1" human male with blond hair, blue eyes, and a mustache. He is extremely muscular and enjoys clothing made out of tight fitting leather. He owned a silk shop in Procampur, which he inherited from his father who died just before the start of the war. Phillip has never worked a day in his life.

Lady Mary Diamond is 23 years old. She is a 5'9" human woman with brown eyes and auburn hair. Mary is slender and can always be found wearing a leather dress which has a detachable collar that is actually a whip. Mary learned from her days as an adventurer that you should never be without a weapon close by. She adventured for about 5 years before settling down with her husband in Procampur.

The Diamonds brought Jeeves, one of their servants with them. Jeeves is 50 years old. He is a 5'10" half-elven man who dresses in what would basically be considered the equivalent of a leather tuxedo. Jeeves has been working for Lord Diamond's family for the past 30 years. He thinks of the Lord and Lady as part of his family and would gladly give his life for either of them.

Lady Prudence Witherspoon. Lady Prudence is a 35 year old woman from Tantras. She had come to visit Ravens Bluff Tantras after the end of the war. With Tantras at war she has been unable to return home so she is trying to get some of the nobles of Ravens Bluff to commit forces to help Tantras. She

has had no luck to date, but decided to try talking to Lady DeVillars and Charles O'Kane in a more relaxed environment. She believed that she might have a better chance for success this way.



Key
 T = Tree
 B = Brush
 H = Hut