

Lord of the Grapes

A One Round AD&D Living City Tournament

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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 capsule 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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

Adventure Background

This tournament is designed around a grand event occurring in Mossbridges. Baron Lorien Keltree Darkarrow is celebrating the end of the year. As the realms move into the Year of Wild Magic, he is hosting a party for all the nobles and adventurers of Ravens Bluff. The party is so large that it is taking up the entire town of Mossbridges as well as the surrounding countryside.

There are many merchants from all around the Vast that have come to this celebration as well as a multitude of entertainers and shysters. Since it is not officially in the city of Ravens Bluff there are no restrictions due to the Bard's Guild or either of the Wizards' Guilds (Ministry of Art).

The small catch is that while the party is in the final stages of its preparation, Lorien is called away on a very important issue. You see, he has been one of the senior Harpers in the Vast for a number of years and sometimes, well sometimes business just takes him away. In the meantime, his staff will be making sure the final pieces of the celebration get finished, as they hope that Lorien is able to return BEFORE his own party is supposed to begin.

The PCs are contacted to take care of a few small portion of the preparation that Lorien was not able to finish before he left. The first is the selection of the wine. There are ten wine merchants here and the PCs are expected to sample the various wines and then select the wines for the celebration. Sounds simple. It is not. Lorien promised each of the merchants that if their wine was selected that he would personally make that wine the Wine of Mossbridges for the next twenty years. Other wines would be allowed to be brought into the town, but that is the only wine that would be sold. Needless to say this is a very lucrative contract.

The other slight detail is, of course, the selection of the pastries, cakes and pies. And again, a contract with the town is the prize for the baker selected. The final detail is the bardic troupe that was selected for the event. What didn't anyone tell you, Baron Darkarrow hired a band of bards. Of course he did not, there is to be free entertainment provided this group is here to infiltrate the celebration and take some revenge against a few members of Mossbridges and Ravens Bluff.

The tournament is broken out into six major encounters and a number of optional encounters. They are detailed below:

Introduction: It is in this encounter that the PCs get introduced to the party, each other, and the situation by Lady Anabelle, the captain of Baron Darkarrow's guard and the heir to the estates and titles of the Baron. She will detail the situation and ask the PCs politely if they would be willing to help out. She does not offer a reward stating only that Lord Darkarrow would take care of it at a later time. A special note: Lady Anabelle will address mainly the female characters, although she will not be hostile to the males, she does focus on the female characters.

Optional Encounter One: If there are any Knights of Squires of the Golden Rooster at the table, Lorien has left additional instructions. These instructions are fairly

complete and the Knights should not have the option of NOT completing the tasks.

Encounter Two: The PCs will have a chance to meet the various merchants involved. Lady Anabelle may have the title of Lady, but she grew up in an Amazon culture and she and her elite guards will have nothing to do with the merchants in the town. It will be up to the PCs to take care of the situation. This encounter could take a while since there are ten wine merchants and five different bakers here. It is possible that the PCs will not get to all the different merchants don't worry about it they will have a chance later.

Encounter Three: Here the contests start, and of course since it is still early the baking contest is held first. It will be up to the PCs to judge the contest. Of course, a number of events will occur during the contest. A cake will explode as it is cut (*unseen servant*) and one of the pies has been poisoned. Many PCs will want to try to get to the bottom of the misdeeds as well. If the PCs are not careful this situation may get well out of hand.

Encounter Four: The investigation of the baking contest. Here the major bakers can be questioned and their supplies examined. The PCs will find absolutely nothing wrong with any of the bakers and can question them thoroughly. The sabotage was actually done by the bardic troupe to make sure that attention was not upon them.

Optional Encounter Five: If for some reason the PCs have determined that the bards had something to do with the situation then they will be able to confront the group in this encounter. Of course there are about 30 different bards or groups of entertainers here so magic will be required to pick out the correct group.

Encounter Six: The Wine Tasting contest seems to be wrapping up when the PCs get there. There should be a level of confusion since the PCs were meant to judge the contest. The winemakers will tell them that Lord Lorien already showed up for a few minutes and tasted a little wine before he made his decision. The PCs should feel that something is wrong and be perhaps able to correct the situation.

Optional Encounter Seven: If the PCs attempt to catch the imposter then this is where they have that opportunity.

Optional Encounter Eight: This is only at the premiere of the module at Century Con where Encounters Seven, Eight and Nine will be done as part of an interactive. The details for this interactive are in a

separate document but this section of the primary module lists the various other merchants that are in Mossbridges for the celebration. These other merchants will have goods for sale at the interactive but not during the regular runnings of the tournament.

Encounter Nine: The party is about to start as Baron Darkarrow returns from his excursion. It is difficult to tell but it appears as if he is a bit tired from his trip. He is actually quite wounded and only the illusionary powers in his items and equipment are making it appear as if he is fine. As he starts to make his announcement the band strikes up a chord of discourse and as they say the fight is on. It will be up to the PCs to protect and to defeat the assassins before the loss of too many lives.

Conclusion: Baron Darkarrow regains the stage (hopefully) and announces that he is going to be retiring full time from his days of adventuring. He is formally turning over his titles and lands to Anabelle and is going to be leaving for Orlumbar for the foreseeable future. He will be visiting friends on occasion but wanted to throw one last gala before heading out of town.

Player Introduction

A gala was in the works and you were among the multitude that received invitations to the Mossbridge's First Annual Year-End Festival. It seems a great number of Raven's Bluff's finest have been invited to Mossbridges to celebrate the end of this year by Baron Lorien Keltree Darkarrow. The invitation was very formal with gold embossed lettering. However, each had a small personal message from Lorien that stated, "I hope you will be able to attend, it is my way of thanking all the adventurers of Ravens Bluff in my own way. Check in with Lady Anabelle when you arrive, there might be information she can give you regarding the celebration. See you there. Lorien."

Mossbridges is extremely busy as hundreds descend on the small town in answer to Baron Darkarrow's invitation. The town itself is actively participating in the festivities, showcasing the many new merchant shops and artisans available in the town. There are many lods and ladies from Ravens Bluff in attendance, all of them residing in Baron Darkarrow's estate for the weekend gala. There also seems to be a large number of adventurers, bards, entertainers and merchants invited to the festivities.

Allow the PCs to find each other and give descriptions of their character OUT-OF-CHARACTER. This is meant as pure description. You should ask them what

they are going to be wearing to the gala and what “weapons and armor” are they openly displaying. You can inform them that the majority of people have only a single dagger or sword and none are wearing anything heavier than leather armor. There is also no sign of any visible missile weapons or polearms.

This could be a problem for the PCs however, it is a festival and the local militia will politely ask any openly displayed weapons be checked. If the PC is not willing to turn over the weapon to the militia they will NOT instigate trouble over the matter but will ask the PC to speak with Lady Anabelle. She can be found at the Baron’s estate.

Some PCs will want to speak with Lady Anabelle about other issues, or may be just following the directions on the invitation. Either way, continue with the following after all the PCs are on their way to see Lady Anabelle.

Lady Anabelle is nothing like the other ladies of the city although it appears as if she is at least attempting to appear less threatening. She stands at least 6’5” tall and is extremely muscular even in the very posh gown she is currently wearing. The light blue gown is conservatively cut and she looks very nice wearing the gown, despite the small scars revealed by the gown. Other adventurers have also moved towards Lady Anabelle.

Allow the PCs to begin to interact IN-CHARACTER as they come into the estate gardens to meet with Lady Anabelle. Lady Anabelle grew up in an amazon village and she is still getting used to the traditions and culture of Ravens Bluff.

Lady Anabelle hf F9: AL CG; AC -4; MV 12; hp 82; THAC0 8; #AT 2; Dmg 1d8+7; SA nil; SD She has over 100 5th level warriors at her call (1d6 per round); Str 18/40, Dex 17, Con 17, Int 15, Wis 11, Cha 14; MR nil; SZ M; ML 16.

She has very short blond hair and blue eyes. She speaks usually in a very military manner. Although this is a social occasion she still treats it as a military exercise. She has the following pieces of information for the PCs.

- Baron Darkarrow did personally invite the PCs, he also did brief her on the fact that the adventurers would be attending.
- She would PREFER that the PCs did not wear armor or carry more than a long sword as weapons.
- Baron Darkarrow did leave a number of issues to the last minute. (At least he remembered them at all.) They are all social aspects of the gala and Lady Anabelle would prefer to delegate these tasks

to the PCs. She is sure that Baron Darkarrow will more than recompense their time.

- If there are any Knights or Squires of the Golden Rooster then he has a senior Knight here at the gala with a few instructions for the Knight/Squire PC.
- All in ready for the gala all that remains is the wine judging and the bakery contest. Those are the tasks that Lady Anabelle wishes the PCs to finish for her. She actually prefers ale and does not really care for baked goods.
- Baron Darkarrow was called away for hopefully a short period of time. He assured her that he would be back before the start of the festival, or at least before the grand presentation. She has complete (ha!) confidence that Lorien will return in time, thus she is taking control of the festival and be able to get things accomplished.

If the PCs accept the “task” of judging the different wines and baked goods, then she will tell them the locations of the different merchants. Encounter One is the optional encounter for the Knights of the Golden Rooster.

Encounter One – Optional

If there are any Knights of Squires of the Golden Rooster at the table, Lorien has left additional instructions. These instructions are fairly complete and the Knights should not have the option of NOT completing the tasks.

Sir Restrel Massimore is waiting for you in the Rose Garden. He sits with a steaming pot of herbal tea while he slowly plucks at the strings of his lute, composing a new ballad in honor of the festival. “Oh, good day, I am sure you are wondering what is going on, as usual we are the last to know. Sir Lorien has asked us to keep an eye on the festival. It is really simple, he called it the ABC. A – Awareness, just make sure that we know what is going on and prevent anything from occurring that would scar the festival. B – Beauty, there will be many nobles and merchants in town. The weather is supposed to be good but we must make sure that everyone remains looking their best. And finally C – Care, it would be truly terrible if anyone was to be injured at the festival. Any questions?”

He really does not have any additional information. He will of course tell the PC Knights that the other issue of course, is the appearance and actions of the knights themselves.

Encounter Two

The PCs will have a chance to meet the various merchants involved. Lady Anabelle may have the title of Lady, but she grew up in an Amazon culture and she and her elite guards will have nothing to do with the merchants in the town. It will be up to the PCs to take care of the situation. This encounter could take a while since there are ten wine merchants and five different bakers here. It is possible that the PCs will not get to all the different merchants; don't worry about it they will have a chance later. You should allow the players no more than 60 minutes on this encounter. Remember they are only here to meet the merchants, if they are ready to move into the judging phase skip right to Encounter Three. The wines and baked goods are not identified at the contests that is why the wine merchants will be sure to give samples prior to the contest.

- **Wine/Ale Merchant #1: from Ravens Bluff** - Bowser, a dwarven "alesmith". Bowser will talk all day about his ale. He makes all types and knows that someday the perfect ale will be his to create. He has twelve different ales that the PCs can try although he does not have any set names for all of them yet. The ales and descriptions are in Players Handout B. The PCs may have met Bowser during the tournament Dark Maiden's Price. He also has his first wine. It is also contained in the appendix.

The PCs should want to try his wine. They may however since the rules specified each merchant could bring only one wine for sampling. Bowser also brought kegs of his beers.

Bowser, dm F4/T5: Int Very; AL LG; AC 10; MV 9; hp 48; #AT 1; Dmg 1d8 (battle axe); SA nil; SD nil; MR +4 to all saves vs. magic; SZ M (3'9" Tall); ML 16

- **Wine/Ale Merchant #2: from Procampur** - Trendel P. Butterworth represent the Sindarian house of traders from Procampur. He is a very friendly, touchy sort of gentleman, especially with the ladies. So far he has been wise enough to avoid Lady Anabelle, however he is intrigued. He has brought bottles of the best wine from the merchant. It is called Midnight Star. The grapes are harvested during the moonless nights in the vineyards of Al'Quidm. There the feet of the twenty most beautiful women in the city press them and then the wine is aged in imported casks to seal in the beauty of the grapes and the women.

The wine would be a winner if Lorien was doing the judging, however the PCs may have a different opinion.

The wine is fairly sweet with a very remarkable color, very brilliant red. It is also very tasty but not much more than a great table wine. It is priced at 1 gp per bottle or 10 gp for a small hand keg.

- **Wine/Ale Merchant #3: from Waterdeep** - Master Jurmin Slissin is the son of the guildmaster of the Waterdeep Vintners', Distiller', & Brewers' Guild. He is very used to being obeyed by all and in command of anything having to do with wine. His father has sent him with the hope that the journey will mellow him a bit, as he is very much overwhelming and completely spoiled. He has brought two kegs of zzar, a distinctive Waterdhavian fortified wine that is fiery, orange and slightly almond flavored (sherry). It is priced normally at 7 sp a bottle in Waterdeep but Jurmin has set a price of 15 sp a bottle, or 30 gp a hand keg.

The PCs may or may not like this wine. However most PCs will definitely not like the attitude that Jurmin strikes into all his conversations. His nose is so far up in the air he may drown if it rains.

Master Jurmin Slissin hm T10: AL CN; AC 7; MV 12; hp 46; THAC0 16; #AT 1; Dmg 1d4; SA nil; SD he has 4 5th level bodyguards with THAC0 16, hp 35 and doing 1d8 damage; Str 11, Dex 17, Con 15, Int 15, Wis 10, Cha 13; MR nil; SZ M; ML 10.

- **Wine/Ale Merchant #4: from Tantras** - Carl Morthinson is the representative of the Black Family of Merchants, in particular Lady Telemia Black. Lady Black was once the wife of Lord DeFrague a noble and knight of Ravens Bluff until the untimely death of Lord DeFrague. The truth behind the circumstances of his death may never be revealed, however Lady Black is a very influential member of the Tantras nobility and the merchant families. Morthinson is an everyday merchant. He has the unnatural knack of fitting in anywhere. He can work in the warehouses, a shop, selling wholesale or being the perfect host in his all-black tent.

Morthinson believes in the rules and will ask if the PCs are participating in any of the judging to occur later. If they are then he will not allow them to sample his wine since that would be against the rules. If they do not admit that they are judges then they can purchase the wine at the price of 5 sp a bottle.

Carl Morthinson hem B4: AL LN; AC 8; MV 12; hp 18; THAC0 19; #AT 2; Dmg 1d4/1d4; SA nil; SD

nil; Str 13, Dex 16, Con 13, Int 17, Wis 15, Cha 18; MR nil; SZ M; ML 11.

Spells - 1st level: *comprehend languages, detect magic*.

- **Wine/Ale Merchant #5: from Tantras** – Jesperata, is an ex-priestess of Talos. She was captured by heroes from Ravens Bluff and gave up the worship of Talos due to the use of a strange magical compulsion. This compulsion originated in the far east and nothing has broken the compulsion. She has begun to enjoy life recently. She founded a very small winery and figures this is her chance to show what she has created.

Jesperata is an intriguing person. She does not yet realize it but the compulsion is very much gone. It has been gone for over a year. However, the changes in her personality have stayed. Her wine is wonderful, perhaps one of the best here, however she does not have much of it. She has two bottles that she is using to serve samples to those at the gale (at 1 sp a glass), however she will not sell any more than that until the results of the tasting competition is completed.

Jesperata ef P8: AL CG; AC 9; MV 12; hp 48; THAC0 16; #AT 1; Dmg 1d8+1; SA nil; SD nil; Str 15, Dex 15, Con 15, Int 15, Wis 17, Cha 14; MR nil; SZ M; ML 12.

- **Wine/Ale Merchant #6: from Ravens Bluff** – Brandywine Furfoot is an attractive halfling (Charisma 17), turning the heads of nearly all the male attendees, even the non-halfling ones. She wears neat, pastel dresses and has her hair curled in the latest fashion. Always smiling she will attempt to make sure that everyone is having a good time.

She has this years batch of 10 year old Royal Violet Wine with her. It runs 180 gp a bottle. She is offering glasses for only 5 gp. The wine is exquisite and although Jolly Greenleaf (the owner of As the Vine Twines) believes they are a shoo-in to win the contract, Brandywine is not as confident as she believes it is going to be difficult to keep up with the supplies. If the PCs select their wine, she is going to ask them to select a secondary wine to share the contract with.

Brandywine Furfoot halff P4 (Lliira): AL CG; AC 8; MV 9; hp 36; THAC0 18; #AT 1; Dmg 1d6-1; SA nil; SD +3 vs mind affecting, +3 vs spells & poison; Str 12, Dex 16, Con 16, Int 14, Wis 18, Cha 18; MR nil; SZ S; ML 15.

Spells - 1st level: *cure light wounds, bless*; 2nd level: *hold person*.

- **Wine/Ale Merchant #7: from Sembia** – Fendlara Astarma is representing her father's winery in Urmlaspyr. It is a small winery but he has pledged his whole life towards the making of wine. Fendlara is not that much into wine but recently (tournament *Monster Mash*) was able to meet and have some fun with the various adventurers of Ravens Bluff, so she convinced her father to show his wines at the festival in Mossbridges. Of course, her father believes she is becoming interested in his work and was all for it, although he is not confident that he can compete with the other vineyards.

Surprisingly the wines are very good. She has red wines, white wines and a rose-colored wine. The wines are simple yet very tasty. Astarma White may be the prize in the batch, the fruity balance is perfect and the price of 1 gp per hand keg can not be beat. Of course Fendlara will be looking to hook up with some old friends and cares little for the contest.

Fendlara Astarma hf F5/T8/W2: AL CG; AC 2; MV 12; hp 56; THAC0 16; #AT 2; Dmg 1d4+1/1d4+1; SA nil; SD Bracers of Defense AC 5; Str 15, Dex 17, Con 15, Int 17, Wis 7, Cha 14; MR nil; SZ M; ML 14.

Spells - 1st level: *charm person, magic missile*

- **Wine/Ale Merchant #8: from Mulmaster** – Cartier is a gnome that hails from Mulmaster. He has a variety of mushroom wines that he is selling here at the festival. He is actually a polymorphed wizard from Thay that has stolen some mushroom wine from the gnome (who is imprisoned in an empty keg, and has Thayvian bloodwine prepared for the tasting contest. He is here to see this Darkarrow fellow and see if there might be a chance to take care of him during the gala.

He only has the gnome's mushroom wine out and he is giving it away for free. It is though he really does not care about the contest and will definitely not give the impression that he is having a good time.

Cartier gm T1: AL CG; AC 9; MV 9; hp 7; THAC0 20; #AT 1; Dmg by weapon; SA nil; SD nil; Str 12, Dex 15, Con 15, Int 13, Wis 9, Cha 11; MR nil; SZ S; ML 10.

Note: Cartier is currently only 6" tall and is being kept in an empty cask.

Vortex hem W12: AL LE; AC 3; MV 12; hp 48; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 17, Con 16, Int 19, Wis 13, Cha 7; MR nil; SZ M; ML 12.

Spells - 1st level: *magic missile (5d4+5) x2, armor* (already cast), *color spray*; 2nd level: *ESP, spectral*

hand, mirror image, knock; 3rd level: *dispel magic, hold person, nondetection* (already cast), *lightning bolt*; 4th level: *stoneskin* (already cast), *polymorph self* (already cast), *dimension door*; 5th level: *chaos, teleport*; 6th level: *death spell*

- **Wine/Ale Merchant #9: from Aglarond** – Baroness Dulgrath is visiting the Vast from her home in Aglarond. She has a number of casks of wine from her personal estates. She never considered exporting the wine, but during her visits many people expressed their enjoyment of the wine.

She will not allow any “adventurers” to sample the wine citing the fact that adventurers may do the judging and she would not want to have anyone have to disqualify himself or herself. She will give each a piece of parchment to come back later for a free glass of her wine. Dulgrath’s Finest is what she is calling the wine, since it really never had a name. It is aged in casks made of the rare Yuirwood forest, a forest of enchanted trees and places.

Baroness Dulgrath hf 8: AL LG; AC 8; MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d6 (quarterstaff); SA nil; SD nil; Str 8, Dex 16, Con 14, Int 17, Wis 16, Cha 13; MR 15%; SZ M; ML 11.

Spells - 1st level: *cure light wounds, magic missiles*; 2nd level: *alter self, hold person*; 3rd level: *fly, hold person*.

- **Wine/Ale Merchant #10: from Mintar** – Georborg Fireblade is the brother of Ilingyl Fireblade the former master of Mintar’s Academy of the Drawn Sword. However, he never used his brother’s famous last name and is probably alive because of it. Although Mintar is firmly in the possession of the Banites, Georborg has left the town and returned quite a few times, each time he has increased the coffers of the Temple of Bane based upon his wine trade. He does keep a little money out to buy new slaves since he does have a reputation of working them to death. The truth is he does work them hard in Mintar but tries to keep them all healthy until his next trip out of the area when he frees the slaves, trying to find good homes for them. Some of the slaves actually stay with him going back to the harsh life of a slave in Mintar to help him free others. All the previous slaves donate whatever they can to help Georborg.

Georborg is really interested in just selling his wine, he does not want the contract. He has kept a bottle of really bad wine to the side to enter into the contest. He will however part with fine Mintar Gold wine for 1 gp a

bottle. He has over 2,000 bottles worth of wine with him. He does however want to find a home for one of his slaves. He is looking for someone that owns a shop where a young 10-year-old boy can learn a trade. He will hesitate to give the boy to any adventure.

Georborg Fireblade hm F12: AL NG; AC 8; MV 12; hp 102; THAC0 6; #AT 2; Dmg 1d8+8 (*longsword* +2); SA nil; SD nil; Str 18/76, Dex 16, Con 17, Int 15, Wis 14, Cha 10; MR nil; SZ M; ML 18.

Ferdinand hm 0: AL NG; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD nil; Str 8, Dex 8, Con 8, Int 8, Wis 8, Cha 8; MR nil; SZ M; ML 9.

Ferdinand is 10 years old and can read and write common, his brown mop of hair and light brown eyes makes him seem a little mischievous.

- **Baker #1: from Ravens Bluff** – Harold Pierre of the Crescent Moon Inn will be on hand to display all the wondrous pastries and baked goods that he is capable of creating. Unfortunately, there is a steady stream of people at his tent since he is giving away the pastries for any size donation to what he is calling the “War Fund.” If Harold or any of the other halflings are questioned about the “War Fund” they will say that they are collecting money to be put into a fund. That fund will be available to help supply the city through various channels if another war comes to Ravens Bluff. He has a wide variety of pastries, almost anything that the PCs might request and all of the pastries are absolutely delicious.

Harold Pierre halfm T14/F8: AL CG; AC 6; MV 9; hp 68; THAC0 12; #AT 2; Dmg 1d6+5 (*short sword* +2); SA nil; SD nil; Str 16, Dex 19, Con 18, Int 17, Wis 14, Cha 16; MR nil; SZ S; ML 18.

There are also fifteen other halflings in the area. Their statistics are as follows:

Halflings (15): Int High; AL CG; AC 6; MV 9; HD 4; hp 18; THAC0 19; #AT 1; Dmg 1d4+1; SA nil; SD nil; MR nil; SZ S; ML 15.

- **Baker #2: from Ravens Bluff** – Sorduel Meytauc is here to represent the Ill Eagle Inn. What you say! Not to worry it is all on the up and up since all could come and present their goods. However the story is not so simple. One of Sorduel’s patrons discovered the invitation among his loot one-day and showed it to Sorduel. They thought a festival and gala what a better place for a couple of thieves. They went to Polly’s and bought out the store. It

happened that it was Polly's invitation that was stolen. Thus, the Ill Eagle Inn is at the festival with a stolen invitation and actually good food. They are charging 1 gp for a pastry and most people realize that the charge is very high, however there are still the adventurers that are paying for it. Sorduel does have 6 "assistants" to help him although no one in the tent is doing any baking at all. Also with him is Toddle (talking eagle) hanging from the center post of the tent in his cage.

Sorduel Meytauc hm F3: AL NE; AC 8; MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; Str 14, Dex 12, Con 13, Int 14, Wis 9, Cha 10; MR nil; SZ M; ML 13.

Sorduel was born and raised in the Damaran capital of Heliogabalus. He has married Stenda and this plus his fifty some odd years have made him a much kinder person, although he was still very quick to take this opportunity. His once black hair is now mostly gray.

Toddle the Talking Eagle: Int Very; AL NE; MV 1, FL 30; HD 1+3; hp 10; THAC0 19; #AT 3; Dmg 1-2/1-2/1-2; SA dive attack; SD never surprised, *ring of spell turning*; MR nil; SZ M; ML 14.

Toddle has bulging eyes and sits hunched over with his tongue sticking out most of the time. He prefers to hop rather than fly. His feathers are mottled and are almost to the slimy stage. He despised demi-humans and will carry on about the half-breeds that are infesting the city and it was such a good thing to get rid of the dwarves and elves, now if we could do something about the gnomes and halflings.

Thief Bodyguards (6): Int Average; AL N; AC 6; MV 12; HD 2; hp 12; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 10.

➤ **Baker #3: from Mossbridges** – Albert of Mossbridges is the local champion. He is very shy, and although he owns the largest and most successful inn within the town of Mossbridges, he is really a very unassuming man. He has a love of cooking not just of baking so he does not have nearly the supply of food that the bakers from Ravens Bluff and Tartars have brought with them. He is also responsible for one of the prime inns within the town and its guests. Therefore, he is running this tent but his family (assistants) remain at the inn. He is wondering if the whole idea was a good one, and wishes he had sent one of his sons instead. The cookies that he is serving 1cp a piece are very good. He has lemon, sugar and oatmeal cookies here. He will take any compliments

however, if asked he is planning a huge celebration cake for his portion of the contest.

Albert of Mossbridges hm F0: AL CG; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD nil; Str 11, Dex 13, Con 10, Int 13, Wis 10, Cha 9; MR nil; SZ M; ML 8.

➤ **Baker #4: from Tantras** – Chef Rebuirto is here to represent his Gold Medal Bakery. The government of Tantras after the last little war honored Rebuirto with Myrkyssa Jelan for supplying the army of Tantras with food and cooks. He and his staff personally cooked and served the troops. It was really honorary since the troops really rarely left the city, however Rebuirto has taken it to heart. He is a rotund man who is bouncy and happy. He loves to pinch cheeks (both) and is pleased to have a small selection of his foods. His tent has all types of smoked meats and breads. His pastries are waiting for the judging.

Chef Rebuirto hm F0: AL LN; AC 10; MV 9; hp 6; THAC0 21; #AT 1; Dmg 1d4 (rolling pin); SA nil; SD nil; Str 10, Dex 8, Con 16, Int 14, Wis 10, Cha 12; MR nil; SZ L; ML 8.

➤ **Baker #5: from Gull Easil** – Lord Gull's personal chef is here to represent the small island community. He does have a number of war dogs around the booth guarding it, however he warmly welcomes all. He is giving lessons on how to make pies. Many young ladies are watching the demonstrations for a couple of reasons. Boseth is extremely charismatic and handsome. He loves cooking and teaching others how to prepare foods. He does have a number of samples that people can try, however he is not selling any of his goods.

Boseth hem F5: AL CG; AC 7; MV 12; hp 40; THAC0 15; #AT 1; Dmg 1d6 (pan or pin); SA nil; SD nil; Str 17, Dex 17, Con 17, Int 14, Wis 10, Cha 18; MR nil; SZ M; ML 15.

War Dogs (4): Int Animal; AL N; AC 6; MV 15; HD 2; hp 12; THAC0 19; #AT 1; Dmg 2-8 (bite); SA nil; SD nil; MR nil; SZ S; ML 14.

Encounter Three

Here the contests start, and of course since it is still early the baking contest is held first. It will be up to the PCs to judge the contest. Of course, a number of events will occur during the contest. A cake will explode as it is cut (unseen servant) and one of the pies has been

poisoned. Many PCs will want to try to get to the bottom of the misdeeds as well. If the PCs are not careful this situation may be well out of hand.

It is announced that the baking contest will commence in a candlemark and many begin to move towards the open courtyard outside of the town walls. There minstrals play and jugglers move about the crowds. Everyone is enjoying themselves to the fullest as they take in the grand celebration and entertainment.

When the PCs are ready to move into the judging area, the contestants will be prepared with a delicious dessert to be judged by the PCs. After the description of each dessert is the total bonus points for the dessert. It is suggested that each PC rolls d12 and adds the results to the bonus to determine which dessert the PC appreciated the most. Of course there are going to be a couple of issues which will be seen later.

- **Dessert One:** Dark Chocolate Cherry Cake (15)
This is the cake purchased at Polly's at presented by Sorduel of the Ill Eagle Inn.
- **Dessert Two:** Pineapple Upsidedown Cake (16)
This is the cake made by Harold at the Crescent Moon Inn
- **Dessert Three:** Sweet Apple Pie (10)
These were made by Chef Rebuirto. It really is a unique recipe that needs a couple of tastes to get the taste of the pie. The sweet apples are very fresh and Rebuirto is not bad of a baker, however the recipe is fairly standard.
- **Dessert Four:** Custard Filled Coconut Cake (12)
Made by Boseth, it proves that he does have more than good looks to his name. It is a delicious cake and filling the cake with custard while it is cooling is a very interesting technique.
- **Dessert Five:** Blueberry Turnovers (11)
These were made by Albert of Mossbridges with local berries. He asked a number of the town's children to gather them yesterday for him.

As you can see it may very well come to being a matter of taste between the judges since all the desserts are very close in quality, presentation and taste. However there are a few details. First issue is that the Blueberry Turnovers have been poisoned. Use the following chart for the effects on the PCs. The Saving Throws are versus poison with the following modifiers.

Tier	Saving Throw	Effects
1	+2	Suddenly ill. PC throws up on a failed save. No damage
2	+1	Very Ill after next tasting. PC throws up on a failed save. 1d4 damage
3	-2	Extremely Ill. This starts to come on quickly, however it takes 4 rounds before the PC loses their lunch and the dessert. They suffer 1d4 damage each round.
4	-4	This is a terrible poison, it slowly taps the strength of the ingester. The PC loses 1 strength point each hour until they go into a coma. A neutralize poison is required to cure.

The other problem is with the custard filled coconut cake. As soon as the PC moves to cut the cake, IT EXPLODES, covering the PC and those around them with custard and cake. This is a good opportunity for a Knight of the Golden Rooster to take everything in stride and continue on acting as if nothing had happened.

A number of the nobles and merchants in the area will be upset being covered in cake and custard, unless the PCs take some type of action the custard is going to get flung about and a general food fight melee will begin. The people are having fun, but many of our Knights of the Golden Rooster may be hard pressed to keep order. NOTE: Make sure that the PCs get attacked with a custard pie or two.

Any PC with truesight active (should not be likely) will notice that the cake did not explode, an *unseen servant* smashed the cake and then started flinging pieces of the cake around the area. There does not seem to be anyone controlling the creature.

The PCs may not investigate the two issues, it is quite possible. If they do go ahead and move to Encounter Four. Otherwise if they skip the investigation they can speak with the merchants a little more, however, you should move them towards Encounter Six.

Encounter Four

The investigation of the baking contest. Here the major bakers can be questioned and their supplies examined. The PCs will find absolutely nothing wrong with any of the bakers and can question them thoroughly. The

sabatoge was actually done by the bardic troupe to make sure that attention was not upon them.

There is no boxed text for this encounter. The fact is each of the bakers will be cooperating with the PCs doing the investigation, with a couple of exceptions listed below.

- Sorduel is leaving, he is quite embarrassed at the conduct of the PCs, nobles, and other bakers. He is not pleased at all. (Truth: He wants to get out before the PCs find out that it was Polly's food)
- Albert is available to talk to, however he is not at his tent, rather he is back at his inn, investigating the blueberries. In his mind, it would have to be a bad batch of berries, he is wrong. If the PCs go into town to his inn and begin to search about, they can find out that a bag of flour has been poisoned. Albert will be shocked since he gets his flour bagged from the miller and it is only two days old.

If the PCs utilize *commune* spells or other divinitary magic they may be able to discover that a group of bards here at the festival did the dirty work. This should not be a give-away, however if they have the spells and the toys to find out what is going on (or they ask the right commune questions) then continue with Encounter Five.

Encounter Five – Optional

If for some reason the PCs have determined that the bards had something to do with the situation then they will be able to confront the group in this encounter. Of course there are about 30 different bards or groups of entertainers here so magic will be required to pick out the correct group.

Okay before we go further I want to make sure that this is the encounter that you want to be in. In order to get to this encounter the PC would need to:

1. Determine that someone intentionally poisoned the blueberry turnovers and that Sorduel was not the one responsible.
2. Determine that one or more of the ENTERTAINERS were responsible for the poisoning or meant to disrupt the gala.
3. Be able to determine which of the 35 entertainers or groups of entertainers were responsible. NOTE: It is not as easy as this half, then that half, in other words a binary search will not work since the entertainers are not here under any contract and will continue to entertain or they will leave. Leaving because of extreme questioning or

ordering by the PCs will gain each of the PCs ordering them about an INFAMY point in Lower Class, as the entertainer sullies the character in mime during the next week or two. This INFAMY is for both Ravens Bluff and Procampur as the entertainers will make sure that the VAST knows what kind of ox the PCs are.

4. Okay, finally they will need to have proof to convince Lady Anabelle of the bardic group's guilt. They really don't need this one but they may bring it before Lady Anabelle then she will require proof.

If they have not accomplished at least steps one through three then they can look about but they will NOT be able to find the entertainers that they are looking for. If they have accomplished steps one through three then they can confront the bardic group as the bards play before a small crowd (20 people). NOTE: The people are in the range of most area of effect spells, although that may not prevent the bards from using them.

Tier One

Venters dm F1: AL NE; AC 6; MV 9; hp 13; THAC0 19; #AT 1; Dmg 1d6+3 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14.

Gerrard hem B3: AL NE; AC 5; MV 12; hp 21; THAC0 19; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 2d4+2 or 3d6 spell).

Una Hudson hef B2/P3: AL NE; AC 7; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds, bless*.

Baxa Morgan hm B3: AL NE; AC 3; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person*.

Tier Two

Venters dm F2: AL NE; AC 6; MV 9; hp 26; THAC0 18; #AT 1; Dmg 1d6+3 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14.

Gerrard hem B3: AL NE; AC 5; MV 12; hp 21; THAC0 19; #AT 1; Dmg 1d6+1; SA nil; SD 30%

resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 2d4+2 or 3d6 spell).

Una Hudson hef B2/P3: AL NE; AC 7; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds, bless*.

Baxa Morgan hm B3: AL NE; AC 3; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person*.

Tier Three

Venters dm F5: AL NE; AC 6; MV 9; hp 52; THAC0 14; #AT 1; Dmg 1d6+5 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14.

Under the effects of a *strength* spell

Gerrard hem B5: AL NE; AC 5; MV 12; hp 31; THAC0 18; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 3d4+3 or 5d6 spell) x2, *color spray*.

Una Hudson hef B2/P4: AL NE; AC 7; MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds, bless*; 2nd level: *hold person*.

Baxa Morgan hm B7: AL NE; AC 3; MV 12; hp 42; THAC0 17; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person, magic missile, color spray*; 2nd level: *web, Melf's acid arrow*.

Tier Four

Venters dm F7: AL NE; AC 6; MV 9; hp 68; THAC0 12; #AT 3/2; Dmg 1d6+5 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14. Under the effects of a *strength* spell

Gerrard hem B5: AL NE; AC 5; MV 12; hp 31; THAC0 18; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 3d4+3 or 5d6 spell) x2, *color spray*.

Una Hudson hef B2/P6: AL NE; AC 7; MV 12; hp 28; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds* x2, *bless*; 2nd level: *hold person* x2, *heat metal, withdraw*; 3rd level: *dispel magic, prayer*.

Baxa Morgan hm B7: AL NE; AC 3; MV 12; hp 42; THAC0 17; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person, magic missile, color spray*; 2nd level: *web, Melf's acid arrow*.

The fight should not be too difficult for Tier Two through Four as the bards are a bit outclassed.

Encounter Six

The Wine Tasting contest seems to be wrapping up when the PCs get there. There should be a level of confusion since the PCs were meant to judge the contest. The winemakers will tell them that Lord Lorien already showed up for a few minutes and tasted a little wine before he made his decision. The PCs should feel that something is wrong and be perhaps able to correct the situation

You arrive at the wine tasting area and as you do a number of wine merchants are leaving the area with their heads down. It seems that Baron Darkarrow was able to return early and has already selected a wine. In fact it does not take you long to hear that it was the second one he tasted and he tasted no others after that. The lucky wine merchant was Master Jurmin Slissin.

It is very likely that the heroes will want to verify what has actually occurred. They can spot what appears to be a tall moon elf walking away from the selection tables. That will be the person that the merchants say was Baron Darkarrow. The PCs will probably need to keep order at the tasting area while they try to catch Baron Darkarrow or the imposter as the case may be.

If they go after the imposter (or Baron Darkarrow) continue with Encounter Seven. Come back to here when you want to continue with the wine tasting contest. The wines are all listed below with a bonus value. Each PC tasting should roll a d12 and add it to the bonus listed below. Make sure to list the winners on the summary sheet. Of course, if the PCs are playing

fair they are able to disqualify certain merchants if the merchants allowed them to sample their wines earlier. The most a PC can “give” a wine is a 12 plus the bonus. If a PC wants to vote for a particular wine only just count their roll as a 12 plus the wine bonus. However, all the PCs must poll their numbers together to get the results.

- Wine #1: Mintar Gold (1)
- Wine #2: Zzar (6)
- Wine #3: Dark Maiden Wine (5)
- Wine #4: Black’s Finest (8)
- Wine #5: Midnight Star (9)
- Wine #6: Astarma White (11)
- Wine #7: Royal Violet Wine (8)
- Wine #8: Thayvian Bloodwine (5)
- Wine #9: Lightning’s Folly Wine (10)
- Wine #10: Dulgrath’s Finest (7)

The PCs can make their own decisions use the sheet in the appendix to record their votes.

Encounter Seven - Optional

If the PCs attempt to catch the imposter then this is where they have that opportunity. (NOTE: This is the first encounter of the interactive for Century Con. If you are not at Century Con, just keep playing.)

You give chase for a short period of time as the figure continues to move into the crowd greeting many of the people by name. You finally get through the crowds and spot Baron Darkarrow apparently fliching an apple from a vendor’s cart.

It is up to the PCs as to what they do at this time. The greater doppelganger has all of Baron Darkarrow’s recent memories and has filled in many of the missing pieces by listening to the others here at the festival. However, normal detects and other magics will cause the ruse to be discovered.

Tier One:

Doppelganger: Int Exceptional; AL N; AC 5; MV 9; HD 4; hp 31; THAC0 17; #AT 1; Dmg 1d12; SA Surprise; SD See Below; MR nil; SZ M; ML 13.

The doppelganger is immune to sleep and charm spells and makes all saving throws as if they were a 10th level fighter.

Tier Two

Greater Doppelganger: Int Exceptional; AL NE; AC 3; MV 12; HD 9; hp 41; THAC0 11; #AT 3/2; Dmg

1d12; SA Surprise; SD See Below; MR nil; SZ M; ML 15.

A greater doppelganger is immune to sleep and charm spells and makes all saves as a 10th level wizard.

Tier Three

Greater Doppelganger: Int Exceptional; AL NE; AC 3; MV 12; HD 9; hp 51; THAC0 11; #AT 3/2; Dmg 1d12; SA Surprise; SD See above; MR 25%; SZ M; ML 15.

Spells - 1st level: *magic missile*; 2nd level: *stinking cloud*; 3rd level: *fireball*.

Tier Four

Greater Doppelganger: Int Exceptional; AL NE; AC 3; MV 12; HD 9; hp 61; THAC0 11; #AT 3/2; Dmg 1d12; SA Surprise; SD See above; MR 25%; SZ M; ML 15.

Spells - 1st level: *magic missile*; 2nd level: *stinking cloud*; 3rd level: *fireball*; 4th level: *wall of ice*.

Remember that this battle will be occurring in the center of the festival and many innocent people could be injured if the PCs start something without first making some room.

“Baron Darkarrow” will claim to be in a hurry to meet up with Mayor O’Kane (and of course there is no Mayor O’Kane right now) about some government matter. This is just pieces of knowledge that the doppelganger has pulled from the crowd to use as an excuse. If somehow captured, or convinced to tell all to get away himself he will truthfully implicate the merchant from Waterdeep.

Encounter Eight – Optional

This is only at the premiere of the module at Century Con where Encounters Seven, Eight and Nine will be done as part of an interactive. The details for this interactive are in a separate document but this section of the primary module lists the various other merchants that are in Mossbridges for the celebration. These other merchants will have goods for sale at the interactive but not during the regular runnings of the tournament.

If you are not running this at Century Con, skip this encounter.

Merchants at the Festival:

- Talton’s Ivory and Scrimshaw
- Ashakar’s Accessories
- Ye Who Dares
- The Sparkling Edge
- The Glow Shoppe

- Milissa's Swimming Academy
- Hirelings for Heroes
- Potions, Lotions & Notions
- Black's Merchant House

Encounter Nine

The party is about to start as Baron Darkarrow returns from his excursion. It is difficult to tell but it appears as if he is a bit tired from his trip. He is actually quite wounded and only the illusionary powers in his items and equipment are making it appear as if he is fine. As he starts to make his announcement the band strikes up a chord of discourse and as they say the fight is on. It will be up to the PCs to protect and to defeat the assassins before the loss of too many lives.

Of course, if the PCs have already taken care of the Bardic group then there is not going to be as much trouble at this point. If they have taken care of the bards already continue with the first portion of the boxed text then continue with the Conclusion.

Lady Anabelle smiles weakly at you as she takes the stage to announce the winners and formally open the festival to the large surging crowd. Suddenly appearing on the stage next to her is Baron Darkarrow, a large smile on his face and his sword drawn. "Well I see I am not too late. Sorry I took so long. You know those dragons, never can keep them waiting too long." The crowd breaks into laughter as he takes the list of winners from Lady Anabelle.

Those groups that already took care of the bardic assassins continue with the conclusion. The red wizard will take no actions without a distraction.

As Sir Lorien begins to read the winners, a loud twang goes up in the area, emanating from a group of bards in the general area of the stage. Sir Lorien tries to continue but the obvious effects of the music become very apparent as the group begins to stammer and some begin to pummel each other with fists and sometimes even weapons.

It is probably going to be very important to realize that there are at least thirty NPCs affected by the *chaos* spell. Of course, the PCs are on the opposite side of the fighting. Use the following table to determine the results for the various NPC. We are not going to give each NPC a name, although if you want to personalize the battle you can have the PCs recognize a face or two. Please do NOT use any of the major NPCs in the campaign such as the mayor, deputy mayor or even any of the high priests of the clerical circle.

D20 Roll	#Hits until KO	Roll needed to hit
1-10	1	15
11-15	2	13
16-19	3	10
20	4	7

This chart does not account for PC actions against NPCs; it is purely an NPC versus NPC system. I would suggest putting dice or candy out to represent the NPCs and the bardic group. If you wish I rolled against the table and had the following breakout of groups:

1-10	17 NPCs
11-15	6 NPCs
16-19	5 NPCs (the Baron's guards)
20	2 NPCs (Sergeants of the Guard)

Below are the statistics for the Bardic groups. NOTE: on Tiers Three and Four the red wizard takes a shot at Sir Lorien during the confusion. Sir Lorien is severely wounded at this time, however, his illusionary magic hides it well.

NOTE: The Bardic group will be targeting Sir Lorien until it becomes apparent that the PCs were not in the area of effect for the *chaos* spell. Then they will select targets at random.

Baron Darkarrow, em F11/W15: AL CG; AC -10; MV 12; hp 121 (currently 30); THAC0 6; #AT 3; Dmg 1d8+8; SA nil; SD nil; Str 18/01, Dex 19, Con 18, Int 19, Wis 7, Cha 19; MR 48%; SZ M; ML 19.

He has no spells remaining in memory.

Tier One

Venters dm F1: AL NE; AC 6; MV 9; hp 13; THAC0 19; #AT 1; Dmg 1d6+3 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14.

Gerrard hem B3: AL NE; AC 5; MV 12; hp 21; THAC0 19; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 2d4+2 or 3d6 spell).

Una Hudsen hef B2/P3: AL NE; AC 7; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds, bless*.

Baxa Morgan hm B3: AL NE; AC 3; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14,

Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person*.

Tier Two

Venters dm F2: AL NE; AC 6; MV 9; hp 26; THAC0 18; #AT 1; Dmg 1d6+3 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14.

Gerrard hem B3: AL NE; AC 5; MV 12; hp 21; THAC0 19; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 2d4+2 or 3d6 spell).

Una Hudson hef B2/P3: AL NE; AC 7; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds, bless*.

Baxa Morgan hm B3: AL NE; AC 3; MV 12; hp 22; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person*.

Tier Three

Venters dm F5: AL NE; AC 6; MV 9; hp 52; THAC0 14; #AT 1; Dmg 1d6+5 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14. Under the effects of a *strength* spell

Gerrard hem B5: AL NE; AC 5; MV 12; hp 31; THAC0 18; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 3d4+3 or 5d6 spell) x2, *color spray*.

Una Hudson hef B2/P4: AL NE; AC 7; MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds, bless*; 2nd level: *hold person*

Baxa Morgan hm B7: AL NE; AC 3; MV 12; hp 42; THAC0 17; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person, magic missile, color spray*; 2nd level: *web, Melf's acid arrow*

Vortex hem W12: AL LE; AC 3; MV 12; hp 48; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 17, Con 16, Int 19, Wis 13, Cha 7; MR nil; SZ M; ML 12.

Spells - 1st level: *magic missile (5d4+5) x2, armor* (already cast), *color spray*; 2nd level: *ESP, spectral hand, mirror image, knock*; 3rd level: *dispel magic, hold person, nondetection* (already cast), *lightning bolt*; 4th level: *stoneskin* (already cast), *polymorph self* (already cast), *dimension door*; 5th level: *chaos, teleport*; 6th level: *death spell*

Tier Four

Venters dm F7: AL NE; AC 6; MV 9; hp 68; THAC0 12; #AT 3/2; Dmg 1d6+5 (club); SA nil; SD +3 versus magic & poison; Str 18/31, Dex 16, Con 17, Int 12, Wis 10, Cha 8; MR nil; SZ M; ML 14. Under the effects of a *strength* spell

Gerrard hem B5: AL NE; AC 5; MV 12; hp 31; THAC0 18; #AT 1; Dmg 1d6+1; SA nil; SD 30% resistance to sleep & charm; Str 15, Dex 17, Con 16, Int 17, Wis 13, Cha 16; MR nil; SZ M; ML 14.

Spells - 1st level: *phantasmal force* (used to do either a 3d4+3 or 5d6 spell) x2, *color spray*.

Una Hudson hef B2/P6: AL NE; AC 7; MV 12; hp 28; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 15, Con 16, Int 15, Wis 17, Cha 15; MR nil; SZ M; ML 11.

Spells - 1st level: *cure light wounds x2, bless*; 2nd level: *hold person x2, heat metal, withdraw*; 3rd level: *dispel magic, prayer*

Baxa Morgan hm B7: AL NE; AC 3; MV 12; hp 42; THAC0 17; #AT 1; Dmg 1d4; SA nil; SD nil; Str 14, Dex 17, Con 17, Int 17, Wis 8, Cha 16; MR nil; SZ M; ML 13.

Spells - 1st level: *charm person, magic missile, color spray*; 2nd level: *web, Melf's acid arrow*

Vortex hem W12: AL LE; AC 3; MV 12; hp 48; THAC0 17; #AT 1; Dmg 1d6; SA nil; SD 30% resistance to sleep and charm; Str 11, Dex 17, Con 16, Int 19, Wis 13, Cha 7; MR nil; SZ M; ML 12.

Spells - 1st level: *magic missile (5d4+5) x2, armor* (already cast), *color spray*; 2nd level: *ESP, spectral hand, mirror image, knock*; 3rd level: *dispel magic, hold person, nondetection* (already cast), *lightning bolt*; 4th level: *stoneskin* (already cast), *polymorph self* (already cast), *dimension door*; 5th level: *chaos, teleport*; 6th level: *death spell*

At the conclusion of the battle go ahead and continue with the conclusion if the PCs are successful. If Sir

Lorien has fallen then continue with failed mission conclusion.

Conclusion - Success

Baron Darkarrow has survived this latest attack against him by forces unknown, but with a smile again gets up on the stage. "I have a lot of you to thank for this little spot of fun as well as over ten years of making merry in the land of Ravens Bluff. But for now I have sad news to impart. I am leaving Ravens Bluff. The sea calls for me, and I am moving full time into the area of Orlumbar. Perhaps, we shall adventure together again, and do not worry, I will never forget the City of Adventurers and the years that I spent within its walls, its forests and its SEWERS! My men will be coming around with gifts for many of you, I only wish I could give gifts to everyone, however I can't quite cast a wish yet so give me a few decades."

Taking a glass of wine in his hand he continues, "As for the barony, it is in the best shape I have ever seen it and I trust Lady Anabelle will be able to keep the barony in proper form. After all, it is now going to be her responsibility. Responsibility, now there is a word I have only recently come to understand, so remember, I will always have a place in my heart for Mossbridges, and Lady Anabelle has a message ring so I am only a thought away. I wish all a wonderful Year of Wild Magic and officially open the festival as my last act as Baron of Mossbridges."

A number of starbursts create a spectacular light show in the sky as the stage is slowly cleared many of Lorien's friends coming up to speak with him and more than one or two curative magics being placed upon him. Soon his guard does find you with a special note of thanks from Sir Lorien as well as a number of gifts.

Conclusion - Failure

A great cry comes from the stage as Baron Darkarrow falls dead to the wooden stage. The influx of other adventurers finally takes care of the attackers but the damage has already been done. The festival goes on, however, it is a sour affair with none of the spectacular effects or displays that many had hoped for.

**This Ends
Lord of the Grapes**

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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Not wearing weapons or armor at the festival:	25 xp
Finding the poisoned flour:	100 xp
Correcting the decision of the Wine Tasting Contest:	100 xp
Killing the Doppelganger:	100 xp
Getting the Doppelganger to confess, implicating Master Slissin:	200 xp
Defeating the Bardic Group:	100 xp
Defeating the wizard: (Tier 3 and 4 only)	200 xp
Role-playing: (100 per RP score)	0-500 xp

Maximum Tier One Experience:	1,325 xp
Tier Two Experience:	2,650 xp
Tier Three Experience:	3,975 xp
Tier Four Experience:	5,300 xp

Treasure Summary

If the PCs are not successful there is no treasure, if they successfully protect the festival and Sir Lorien then they each receive 1,000 gp.

Yes, that's right, there are no certs for this adventure.

Fame Award

None, as the events are not really exciting enough to spread the word on.

Appendix A

Merchant Tent Descriptions

- Wine Merchant #1:** This is a large white tent with a colorful green flag flying overhead
- Wine Merchant #2:** This large tent is a deep midnight blue and displays a flag with a field of stars.
- Wine Merchant #3:** This fiery orange tent display a banner with the symbol of Waterdeep
- Wine Merchant #4:** This is an all-black tent with a very faint golden trim around the entrance
- Wine Merchant #5:** This tent is very plain, obviously not from a very prosperous merchant, it is displaying the banner of of Silver Rooster on a field of red.
- Wine Merchant #6:** This is an open booth with a large number of halflings about it. It is next to the bakery of Baker #1.
- Wine Merchant #7:** A fairly small tent, although the sounds of laughter and giggles are coming from within the tent.
- Wine Merchant #8:** This tent is brown with a penant of pure brown.
- Wine Merchant #9:** This tent appears to be black until approached when the deep blue color is able to be discerned. It also has darkened designs in the tent itself.
- Wine Merchant #10:** This tent is well designed and of average condition. It is a deep green in color with no banner visible on the outside of the tent.
-
- Baker #1:** This bakery has set-up a small stove in the field and is crowded with many halflings as well as other attendees of the festival.
- Baker #2:** This baker's tent is quite shabby, obviously a throw-out of the war.
- Baker #3:** There is no tent or stove at this location, only a group of people sampling a variety of food available from the cook at a small table.
- Baker #4:** A great silver tent rises high into the air and the distinct fragrance of baking apple pie.
- Baker #5:** A grand outdoor grill and stove is the centerpiece in this large area. A number of war dogs lie peacefully around the compound as a handsome man works the crowd and teaches a few fundamentals of cooking.

Appendix B Dwarven Ales

- Appleberry Ale – made with apples and strawberries fermented in a large ceramic jug.
- Blueberry Ale – fermented blueberries and hops
- Herb Ale – the fermented result of a hundred different herbs
- Gopher Ale – buried underground for as many months as the ground hog stays underground. Doesn't know why he didn't name it ground hog ale, but that's the story.
- Corn and Wheat Ale – you guessed it, made with Corn and Wheat.
- Grandmother's Ale – he named it after his grandmother because nothing he has ever faced hit as hard as grandmother.
- Abyssmal Ale – he recently ran into a fellow with milk from an abyssmal ant and he used it to make ale, he has not tried this one yet.
- Honey Wheat Ale – a deep red wheat ale with a mix of honey
- Seaweed Ale – someone brought him a bunch of seaweed and talked about the ale at Sharkey's. Again he has not tried this yet.
- Deadman's Ale – he sent a jug of this to someone to test and they ended up dead that night.
- Crystal Ale – fermented in a magical crystal that aids in the process, he is hoping this ale is the winner.
- Rock Strained Ale – this ale is “washed” through the rocks of his homeland during its fermenting period. He feels it reminds him of home.

Appendix B – DM Copy Dwarven Ales

- Appleberry Ale – made with apples and strawberries fermented in a large ceramic jug. The sweetest lip curling ale you might ever drink – strength 3 out of 10.
- Blueberry Ale – fermented blueberries and hops. A very delicate blueberry taste it is not terrible. Strength of 4 out of 10.
- Herb Ale – the fermented result of a hundred different herbs. Tastes very minting and very alcoholic. It tingles! Strength 10 out of 10.
- Gopher Ale – buried underground for as many months as the ground hog stays underground. Doesn't know why he didn't name it ground hog ale, but that's the story. This should stay buried it tastes like thick syrup whose taste just does not go away. Strength 5 out of 10.
- Corn and Wheat Ale – you guessed it, made with Corn and Wheat. A good average ale. Better than you would find in most bars, but not the greatest ale ever. Strength 5 out of 10.
- Grandmother's Ale – he named it after his grandmother because nothing he has ever faced hit as hard as grandmother. This ale ferments for a whole year in specially designed jugs. It is almost pure alcohol with just a taste of hops. Strength 10 out of 10.
- Honey Wheat Ale – a deep red wheat ale with a mix of honey. The best of all of his ales by far. It has moderate strength and a great taste. Strength 6 out of 10.
- Seaweed Ale – someone brought him a bunch of seaweed and talked about the ale at Sharkey's. Again he has not tried this yet. They say dwarves have a repulsion of water, well this proves it again the strength 2 ale is to die for, that is if you feel like having another.
- Deadman's Ale – he sent a jug of this to someone to test and they ended up dead that night. The man died in a fight. The ale is completely average. Strength 4 out of 10.
- Crystal Ale – fermented in a magical crystal that aids in the process, he is hoping this ale is the winner. This ale washes down the throat like a clear breeze on a spring day. Definitely the winner if you are an elf, but a dwarf likes kick in his ale. Strength 1 out of 10.
- Rock Strained Ale – this ale is “washed” through the rocks of his homeland during its fermenting period. He feels it reminds him of home. He will forget to warn the PCs not to chug this since there is still a lot of rocks in it. It is a great ale. Strength 7 out of 10.

DM Summary Form

To be completed by the Exclusive Run at Century Con 2000

1. Which baker was given the prize by the PCs: _____

2. Did the PCs determine that the Bardic Group did the poisoning? YES NO

3. Was there a full food-fight? YES NO

4. Did the PCs accuse any of the NPC bakers? If yes which ones. YES NO

5. Which Wine Maker was awarded the prize: _____

6. Did the PCs catch and confront the imposter? YES NO

7. Did the imposter get away? YES NO

8. How many of the Baron's guard where killed in the final fight? _____

9. Did the Baron survive the final fight? YES NO

10. Did any Knight or Squire do anything extremely valorous or within the guidelines of their order of Knights, if Yes please list the knight, RPGA# and the deed below:

Knight#1: _____ RPGA#: _____

Deed: _____

Knight#2: _____ RPGA#: _____

Deed: _____

continue on the back if required

PC Voting Worksheet

Bakery: add the number next to the baker # to the average to get the final tally

Baker	PC#1	PC#2	PC#3	PC#4	PC#5	PC#6	PC#7	Average	Final
#1 (16)									
#2 (15)									
#3 (11)									
#4 (10)									
#5 (12)									

Wine Tasting: add the number next to the wine maker to the average to get the final tally

Wine	PC#1	PC#2	PC#3	PC#4	PC#5	PC#6	PC#7	Average	Final
#1 (1) – Merchant -10									
#2 (6) Merchant - 3									
#3 (5) Merchant – 1									
#4 (8) Merchant - 4									
#5 (9) Merchant - 2									
#6 (11) Merchant - 7									
#7 (8) Merchant - 6									
#8 (5) Merchant - 8									
#9 (10) Merchant - 5									
#10 (7) Merchant - 9									