

Mist Opportunities

A one round AD&D Living City Adventure

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Special Thanks to Lyndon and Maggi Liberty

Inclement weather in the Bluff leads to adventure, rewards, and a new enemy. Who knows where your choices will lead you? A crisis in the Underdark leads the Clerical Circle to make special demands of its members. An adventure for tiers 1-4.

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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 nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for each player to keep track of who is playing each 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 their ratings and comments will not influence you.

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 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 players.

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+

DM BACKGROUND

Vincent Berelegond, an ex-adventurer and newcomer to Ravens Bluff, has decided to retire from his life on the high seas and set up a pair of drinking establishments that cater to the adventuring types. With the recent interest in the Underdark and a lucky acquisition from some pirates, he has set up his bars with a distinctive motif that is sure to attract attention.

Meanwhile in the Underdark, an up-and-coming drow priestesses, Elasaria Devarro, has been corrupted by a holy relic of Gwondaon, an unknown fire

elemental power. This relic is a minor tome of simple fire magic that gradually corrupts those who use it or even possess it. It was forcibly taken from a male wizard who was less than faithful to Lolth, the god of the Drow.

Using the knowledge she gained from the tome, she has bred a new strain of flame-resistant spiders and won the fleeting favor of Lolth.

However the Spider Queen always demands more and more. Elasaria has been charged with acquiring a steady stream of sacrifices and magic items to wage war on the surface. The normally rough harbor district is providing plenty of both.

Using a pack of charmed umber hulks, she tunneled herself a closer temple to the city and a secret entrance into the basement of the one of the numerous buildings in the Bluff. She murdered its previous owners and attempted to buy it when it was placed up for auction. Unfortunately for her, some flamboyant swashbuckler outbid her.

Unwilling to give up her prime location, Elasaria decided to scout out the building's defenses. Entering through her secret passage, she was almost caught by a halfling named Lucky. This lazy friend and employee of the owner is known for sampling the wares and snoozing in the wine cellar. A rather intelligent fellow, he spotted the signs of an intruder and scuffled with the invisible Elasaria. She escaped by dropping a *darkness* spell and then casting a *dimension door* to get away.

Lucky did manage to acquire a prize from the intruder: a silver bangle that is the key to the hidden temple. It only activates when held by someone of chaotic alignment within 15' of the temple door. He gave it to his "niece" for her birthday.

Elasaria has set about a master plan to recover all she has lost. So far she has captured the halfling thief and questioned him thoroughly. Failure will bring the wrath of Lolth on her.

Module Summary

The bad weather and lack of shelter drive the PCs into the Underdark Café. They must role-play in order to find the mission of this adventure. How they proceed influences the rest of the module. They will eventually be approached by Vincent and asked for help.

The path to the other bar will influence what the PCs encounter. The apparently easy route is trapped. There is an additional encounter for those willing to risk it. A possibility for an easier encounter or a very nasty encounter is the other option.

Once they reach their goal, they may choose to continue or not. If they go back, they will encounter a very tough fight. If they are captured, they will apparently be robbed of magic items and prepared for

sacrifice. As Vincent's daughter is being robbed, a bizarre event frees the PCs from their captivity. Injured and weaponless the PCs may choose to show their bravery by proceeding or not. All choices have consequences.

Players Introduction

It has been a fairly rough week in Ravens Bluff. Strange incidents of dead magic zones appearing briefly in the city have played havoc with spell casters. The recent war in the Underdark has forced an emergency among the Clerical Circle. A shortage of continual light has forced the Circle to require all priests capable of casting continual light spells to donate all they possibly can for the defense of the city for at least the following week.

Ask Clerical Circle members how many they will give. Remember that if a priest can cast the *nap* spell, it should be used to gain additional castings. Mystran priests should also be required to use all their 4th level *anyspell* spells to cast the wizard spell of continual light. Those who are capable of doing this, but refuse gain an individual infamy point in temples.

Many mages have given up trying to cast long duration spells. In fact, Ambassador Carrague was recently seen wearing a chainmail shirt while accompanied with a large escort of warriors.

A fog bank has covered much of the city. Most of the smarter adventurers have already taken their places at most of your favorite bars, so you'll have to settle for what's left. Overcrowding is always a problem when the weather gets bad. You decide to try a new place you've recently heard about, The Underdark Café. A public posting in Fiddler's Green announced its grand opening. Limited quantities of Underdark vintage are promised to their first customers.

You hear the Café owner, Vincent Berelegond, and his fellow adventurers have given up their lives on the high seas for a while to enter the tavern business.

Encounter 1. What'll you have?

Roll 1d8 to see what order the PCs arrive, or choose based on where they say they are coming from.

As you enter the bar, several things catch your interest. The gloomy atmosphere is accented by an eclectic collection of stuffed spiders, cobwebs, and broken rock. Broken holy symbols and relics are arranged on shelves as part of the décor. Other than the bad lighting, it is not a bad place.

A group of about 20 armored dwarves occupy the far half of the bar. They seem to be drinking slowly as they eye one another with obvious mistrust. It looks like they don't want company. (Clans Stonebreaker and Forgehammer are having a wedding celebration. This is a drinking contest between them to see who has the stronger clan. The loser will pay the winner a dowry of 300 gp. Both suspect the other might try to cheat. 20 dF13, BDFs.)

Closer to the bar, a priest and a mage are having a rather drunken debate. (Erron Starshine and Kevron Flamebrand are trying to convince the other that their magic is more useful.)

A despondent looking half elf is attempting to retune his instrument. (John Lackleaf got caught out in a freak shower and it ruined his 300-gp lute.)

A gnome wearing a bloody apron waves his hands above his head in a futile attempt to gain the attention of the bartender, Vincent Berelegond. (Cecil Halfblade, the butcher, just wants a drink before going home, but Vincent doesn't see him. He has better things to watch.)

A fairly attractive female elf sits by herself at the far end of the bar. A half-empty wineglass sits before her. (Lynn D'yzanna, a drow mercenary planted a spider to spy on Vincent. She is disguised as a moon elf. She will not fight PCs but try to leave without revealing herself.)

Allow PCs to interact with bar patrons and each other in the order that they showed up. Vincent will verbally state the drinks he has. If a PC fails a charisma check, he doubles the stated price.

1. Amber Ale – 5 sp (a good beer)
2. Underberry Wine – 10 gp (really excellent wine)
3. Spider Blood – 3 gp (dark red wine)
4. Crimson Death – 4 gp (sharp rich wine)
5. Undermountain Ale – 3 SP (a foul-smelling Duergar brew)
6. Shitake beer – 3 cp (the worst of all beers)
7. Gift of the Spider Queen – 9 gp (the true mushroom wine of the Drow. Yummy.)
8. Black Death – 20 gp (Poison save –4 penalty or be paralyzed for D2 Hours.)

When any PC attempts to talk to Lynn, she will leave without even talking to them.

Leaving her half-finished drink behind, the elf walks away. She almost makes it to the door just as it is flung open by a decrepit old hag who looks as if fiends from the Abyss are hot on her tail. It seems odd that

someone wearing foul yellow bandages over their eyes could move so fast.

The elf and hag collide and go down in a heap. They sort themselves out and the elf storms out of the building. The old woman stays on the ground stunned.

PCs are again able to mix with the crowd and take actions. Pursing the elf is fruitless; she turns invisible and levitates away.

Griiselda the blind seer can offer the PCs some clues before she dies. She was struck by Lynn's *poison* spell. She dies in 10 rounds unless she receives a *slow poison* or *neutralize poison* spell.

Griiselda foresaw her own death and came in here for one last drink. If PCs get her one, she will make the following statement. *In the darkest of times, Fate sometimes lends an unexpected helping hand. Fear not the strong for their own pride shall undo them. Fleeing from certain enemies and talking to others may prove useful. The only problem lies in knowing when to do so.*

Without further ado, Griiselda dies. Those with healing proficiency can tell that the old woman was very unhealthy and probably died of old age. A healing check made by 10 or successful herbalism check indicates that she died from some form of poison. However, there are no marks to indicate the source.

Hopefully, the PCs can figure out that the elf killed the old woman. If they examine the space at the bar she was sitting at, they will find an envelope. If PCs make an observation or alertness check, they see a red spider twitch. PCs may attack it or ignore it as they choose.

Lava Spider: Int low; AL NE; AC 8; MV 6; HD 1; hp3; THAC0 15; #AT 1; Dmg 1; SA Paralytic Poison—save or be paralyzed for D2 hours; SD 100% immune to all fire; MR nil; SZ T; ML 8.

The letter reads, *Vincent, you shall pay for your insolent refusal to deal with me. In addition you have something that belongs to me, if I could have recovered it from your little friend I might have gone easy on you. Now you can expect no mercy. I shall take the greatest of pleasures in sacrificing your wife and daughter. E.D.*

The PCs also find a halfling's finger that once belonged to Lucky. Vincent has been expecting Lucky to relieve him for the night shift, but he is overdue. This note worries Vincent, but he can't leave. The dwarves have signed a contract leasing half the bar for the entire night. He can offer each member of a small force 100 gp each to go check on his wife, Jeanette, and his daughter, Violet, at his home. Both are very attractive redheads and have green eyes.

Vincent and his friend know of three routes to his home in Mortenbrace from the Café. Vincent's route is the most direct.

- Take Rhabie Promenade (RB109), turn east on Ravens Way (RB111), cross Omphel's span (RB129), north on Stonekeep Course, and it is the 2nd house on the right. If chosen, go to **Encounter 2B**.
- Kevron will recommend a safer route through the temple district. Take Rhabie Promenade, turn north on Westwall Way, turn east on Hawks Passage (RB115), cross Hawk Bridge (RB129), and turn south on Stonekeep. It is the 4th house on the right past Yhevver lane. If this path is chosen, go to **Encounter 2A**.
- Erron will recommend the harbor route. He will warn PCs of a gang of thieves, the Wraithform Gang, which operates in this area. There is a 1,000 gp reward for their capture from private citizens. He states that perhaps they could be dealt with later after Jeanette and Violet are safe. Take Fishleap Lane (RB106), turn north on Cove Street (RB113), turn east on Unicorn Lane, turn north on Waelstar Way, turn east on Ravens Way. This optional encounter can occur at any time it is pursued. It is listed as **Encounter 2C**. Then follow the rest of Vincent's directions.

If PCs refuse Vincent's offer, go to Game Over 1.

Encounter 2A. Long and Wrong (Hawks Passage)

When you reach the Hawk Bridge, you notice it is covered with hay. You can only assume it came from the overturned wagon off to the side.

The bridge has been trapped with horse caltrops. Trying to cross the bridge without removing the hay and caltrops requires three saves vs. paralyzation -2. D2 damage if caltrop is stepped on. Lame PCs move at half move rate.

If no mishap occurs, they arrive at Vincent's house just in time to save the wife and daughter from abduction. Reasonably fast travel brings party to **Encounter 3C**. PCs who are slowed down find the house ransacked and their charges missing. If PCs make a tracking check with -2 penalty, they can find the gang's hideout. If they find it, go to **Encounter 3D**. If not, go to **Game Over 3**.

Encounter 2B. Or not to be? (Ravens Way)

As you proceed north on Ravens way, you see the unmistakable flare of a fireball brighten the foggy

night. It sounds as if a pitched battle is being fought in Fiddler's Green. (TS1) As you are about to enter the park, you see a halfling trying to flag you down. "Are you trying to get yourselves killed? Follow me and I'll take you to the others." He heads off to the right on to MacIntyre Path (RB111) away from the fighting.

If PCs follow the halfling, go to **Encounter 3A**. If they proceed through the park, go to **Encounter 3B**. The halfling is a thief employed by Elasaria to kidnap Jeanette and Violet. He was told he could expect reinforcements to meet him at Fiddler's Green. Instead, his group met a single watchman who they promptly killed. Unlucky for them, members of a City Watch patrol who were returning to the Watch HQ saw them. The thieves were getting slaughtered by the enraged Watchmen and fled, leaving some behind to die.

Encounter 2C. Bolts in the dark. (Fishleap Lane)

As you travel along Fishleap Lane, an injured man in a watch uniform approaches your group.

This is a gang member in disguise. He wants to lead PCs into his ambush. A priestess of Shar imbued him with the *misdirection* spell so he could deceive his victims. For the ambush, several archers have been placed on the roofs of the harbor's warehouses. Since the PCs were told of thief activity, they only need to make a surprise roll when the archers attack. The archers are prepared specialists so they gain initiative on the first round.

Gang members have the following morale modifiers.

- +5 if the ambush worked.
- +2 if PC falls to the ground.
- -1 if 1 thief flees.
- -3 if thief killed.

Thieves will flee into the sewers if their morale fails. Each also has a *potion of wrathform* in a fragile glass vial. (Save on a 20.) They will drink the potions to escape.

Tier 1.

Thieves (2), h T1: Int avg; AL CN; AC 5; MV 12; hp 8; THAC0 19; #AT 1; Dmg D6 +3; SA nil; SD nil; MR nil; SZ M; ML 13.

Saves: 13,14,12,16,15. Saber & Studded leather.
M. S. 50% H. S. 50% X2 B.S.

Thieves (2), h T1: Int avg; AL CN; AC 5; MV 12; hp 8; THAC0 18; #AT ½; Dmg D4+1; SA nil; SD nil; MR nil; SZ M; ML 10.

Heavy Crossbow, Dagger, Leather

Pioneer style firing. One shoots while one reloads under 100% cover. 50% cover while firing. Each has 15 bolts +2.

Thug, h F2: Int high; AL CN; AC 4; MV 12; hp 18; THAC0 18/20; #AT 2; Dmg 1D6; SA two weapon fighting; SD nil; MR nil; SZ M; ML 15.

Paired short swords & studded leather. Saves: 14, 16, 15, 17, 17.

Tier 2.

Thieves (2), h F3/T4: Int avg; AL CN; AC 5; MV 12; hp 20; THAC0 17/19; #AT 1; Dmg D6 +3; SA nil; SD nil; MR nil; SZ M; ML 13.

Studded leather & paired short swords. Saves: 13, 14, 12, 16, 15. H. S. 75% M.S. 70% X2 B.S.

Thieves (2), h T5: Int avg; AL CN; AC 4; MV 12; hp 24; THAC0 14; #AT 1; Dmg D4+3; SA nil; SD nil; MR nil; SZ M; ML 10.

Saves: 11, 13, 12, 13, 14. Lt. Crossbow, Dagger, Leather. Each has 15 bolts +2.

Thug, h F5: Int high; AL CN; AC 4; MV 12; hp 40; THAC0 16/18; #AT 2; Dmg 1D6; SA two weapon fighting; SD nil; MR nil; SZ M; ML 15.

Paired short swords & studded leather. Saves: 11, 12, 11, 13, 13.

Tier 3.

All weapons coated in debilitating poison. If poison save is failed, all attributes are reduced by ½ in 6 hours. Randomly announce losses when desired. Losses remain for 6 days or until a *neutralize poison* spell is administered.

Thieves (2), h F5/T6: Int avg; AL CN; AC 3; MV 12; hp 37; THAC0 15/17; #AT 2; Dmg D6+2; SA nil; SD nil; MR nil; SZ M; ML 13.

Studded leather & paired short swords. Saves: 11, 12, 11, 13, 13. M.S. 95% H.S. 95% X3 B.S.

Thieves (2), h F7: Int avg; AL CN; AC 3; MV 12; hp 46; THAC0 8; #AT 3/2; Dmg D4+3; SA specialization in light crossbow; SD nil; MR nil; SZ M; ML 10.

Lt. Crossbows, Studded leather and 50% cover. Saves: 10, 12, 11, 12, 13. Each has 15 bolts +2.

Thug, h F9: Int high; AL CN; AC 3; MV 12; hp 75; THAC0 8/10; #AT 3; Dmg 1D6+4; SA two weapon fighting; SD nil; MR nil; SZ M; ML 15.

Paired short swords and studded leather. Saves: 8, 10, 9, 9, 11.

Tier 4.

All weapons coated with cumulative slow acting death poison. It is disguised as blood so it is difficult to spot. If missed bolts are collected; it will appear odd that they are bloody. Herbalism will yield little help for this poison as it is derived from spiders. The only way to cure it without magic is to feed the poison victim ground drider fang. The poison takes 2 days to activate, but once it does it kills quickly. Additional hits yield penalties to the poison save. Example: 5 hits equals PPD Save -5.

Thieves (2), h F7/T9: Int avg; AL CN; AC 3; MV 12; hp 49; THAC0 13/15; #AT 5/2; Dmg D6+2; SA nil; SD nil; MR nil; SZ M; ML 13.

Studded leather & paired short swords. . Saves: 10, 10, 10, 12, 11. M.S. 95% H.S. 95% X4 B.S.

Thieves (2), h F9: Int avg; AL CN; AC 3; MV 12; hp 87; THAC0 6; #AT 3/2; Dmg D4+3; SA specialization in light crossbow; SD nil; MR nil; SZ M; ML 10.

Lt. Crossbows, Studded leather and 50% cover. Saves: 8, 10, 9, 9, 11. Each has 15 *bolts* +2.

Thug, h F9: Int high; AL CN; AC 3; MV 12; hp 91; THAC0 8/10; #AT 3; Dmg 1D6+8; SA two weapon fighting; SD nil; MR nil; SZ M; ML 15.

Paired short swords and studded leather. Saves: 8, 10, 9, 9, 11.

PCs may still have to deal with Elasaria's minions in **Encounter 2B**. If this is way is chosen for the return trip, go to **Encounter 4**. If Elasaria has already been defeated, end the module with the ending PCs have earned.

Encounter 3A. Hurt rogues.

As you follow the halfling, you hear a harsh female voice cursing up ahead. "I am not going to heal him. He'll just run back into the fight." You see that you have caught two black-cloaked women arguing over a severely wounded man in plate mail. They looked up in surprise as you approach.

Kenneth Balderdash can only be encountered in this instance or else he is left to die and his sword is lost to the PCs.

Sir Balderdash, h F9: Int 6; AL CN; AC 6; hp 1 of 91; THAC0 6; #AT 2; Dmg D10+9; SA item; SD nil; SW If asked for help by anyone and he makes an int check

of 6, he will help. Brain damage that requires a heal spell; MR nil; SZ M; ML 17.

Item: *Chaosblade*

Saves: 12, 14, 13, 13, 15.

Obvious symbols: On the women, black circles with a purple border (Shar), on the fighter, a flaming sword (Tempus). This is Elasaria's gang. They all have blind fighting. They can be encountered later fully healed if not taken care of in this encounter. **Encounters 3C** or **3D** use the same villains so refer back here for vital stats.

Tier 1.

Thugs (2), h F1: Int avg; AL CE; AC 3; MV 12; hp 6/10; THAC0 18; #AT 1; Dmg D8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 15.

Saves: 14, 16, 15, 17, 17.

Priests (2), h P(Sp)1 of Shar: Int high; AL NE; AC 4; hp 10; THAC0 19; #AT 1; Dmg D6+2; SA spells; powers; SD nil; MR nil; SZ M; ML 16.

Saves: 10, 14, 13, 16, 15.

Spells: *darkness*.

Thief, half T2: Int avg; AL CE; AC 2; MV 12; hp 16; THAC0 18/20; #AT 2; Dmg D4+2; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves + 4 bonus: 10, 14, 13, 16, 15.

Balderdash gets up in 3 rounds to attack.

Tier 2.

Thugs (4), h F3: Int avg; AL CE; AC 3; MV 12; hp 24/31; THAC0 15/17; #AT 1; Dmg D8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 13.

Saves: 13, 15, 14, 16, 16.

Priests (2), h P(Sp)2 of Shar: Int high; AL NE; AC 1; hp 28; THAC0 18; #AT 1; Dmg D4+3; SA spells; powers; SD nil; MR nil; SZ M; ML 16.

Saves 9, 13, 12, 15, 14.

Spells: 2 *darkness*, 1 *blindness*, 1 *charm person*, 2 *hold person*, and 1 *heat metal*.

Thief, half T5: Int avg; AL CN; AC 2; MV 12; hp 21; THAC0 17; #AT 2; Dmg D6+2; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves + 4 bonus: 12, 12, 11, 15, 13.

Balderdash gets up in 3 rounds to attack.

Sir Balderdash will sing praises to Tempus for 1 round before attacking PCs.

Tier 3.

Swashbucklers (4), h F7: Int avg; AL CE; AC 0; MV 12; hp 55/77; THAC0 12/14; #AT 2; Dmg D8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 13.

Saves: 10, 12, 11, 12, 13.

Priests (2), h P(Sp)7 of Shar: Int high; AL NE; AC 1; hp 47; THAC0 15; #AT 1; Dmg D4+3; SA spells; powers; SD nil; MR nil; SZ M; ML 16.

Saves 7, 11, 10, 13, 12.

Spells: 3 *darkness*, 1 *blindness*, 1 *continual darkness*, 1 *whip of Shar*, 1 *armor of darkness*, 2 *charm person*, 1 *heat metal*, 2 *hold person*. Free action, protection from lightning (30 points)

Tactics: *hold person*, then *heat metal* on the held.

Thief, half T7: Int avg; AL CN; AC 2; MV 12; hp 41; THAC0 16/18; #AT 2; Dmg D6+2; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves + 4 bonus: 12, 12, 11, 15, 13.

Balderdash gets up in 3 rounds to attack.

Sir Balderdash will lie on the ground until after the fight. If called to battle by PCs, see SW. If healed, he attacks PCs.

Tier 4.

Swashbucklers (4), h F11: Int avg; AL CE; AC 0; MV 12; hp 75/96; THAC0 8/10; #AT 2; Dmg D8+5 (long sword); SA nil; SD nil; MR nil; SZ M; ML 13.

Saves: 7, 9, 8, 8, 10.

Priests (2), h P(Sp)10 of Shar: Int high; AL NE; AC 1 (-1); hp 66; THAC0 13; #AT 1; Dmg D4+3; SA spells; powers; SD nil; MR nil; SZ M; ML 16.

Saves 6, 10, 9, 12, 11.

Spells: 1 *curse*, 5 *cure lights*, 2 *charm person*, *heat metal*, 2 *hold person*, *silence 15' radius*, *whip of Shar*, *armor of darkness*, *protection from fire (60pts)*, *prayer*, *protection from lightning (50 pts)*, *free action*, 2 *darkbolt*, *flame strike*, *slay living*. *Blindness*, *continual darkness*, *forgetfulness*.

Tactics: *hold person*, then *heat metal* on the held.

Thief, half T13: Int avg; AL CN; AC 2; MV 12; hp 62; THAC0 13/15; #AT 2; Dmg D6+2; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves + 4 bonus: 10, 8, 9, 13, 9.

Balderdash gets up in 3 rounds to attack.

Sir Balderdash will lie on the ground until after the fight. If called to battle by PCs, see SW. If healed, he attacks PCs.

Sir Balderdash has the same actions as in tier 3.

By winning this fight, the PCs have saved Jeanette and Violet. They have also acquired Elasaria's locket. Free-style role-play this encounter. There are 2 choices from here: Go back to the Café, **Encounter 4**. If PCs stay here, Jeanette frets and worried and wants to check up on Vincent. If PCs ignore her request, go to **Game Over 4**.

Encounter 3B. Mirror of Justice

A full-scale battle is being waged in Fiddler's Green. Eight men in armor, which bears the symbol of a silver serpent, are clearing the field of a much larger number of people wearing leather. Several bushes burn nearby and you see a man in robes, going largely unobserved by the combatants, raising his hands towards the men on the field.

A successful Heraldry check at -2 from smoke indicates that PC recognizes the symbol as being that of the Advanced Specialist Patrol of the City Watch.

Magoo, the robed man, is a blind, deaf beggar (h F0) warming himself by the fire.

The PCs are not needed here, as should be obvious. The ASP members will have the whole lot cleaned up in a few rounds. These leather-clad foes were sent to delay the PCs from helping Jeannette and Violet, but were intercepted by the ASP patrol which was coming back from another mission.

Hopefully PCs can avoid a hostile encounter with the Watch. If PCs backtrack after the halfling, go to **Encounter 3A**. If PCs attempt to skirt the battle using another route, go to **Encounter 3C**. If PCs talk to them, the Watch members will identify themselves and allow PCs to pass. "There's nothing to see here." If PCs attack, the watch will defend themselves. Their attributes and number equal that of the party. They only have 75% HP and spellcasters are missing 2 spells of each level to simulate their recent combat. The watch will call on PCs to surrender. The penalty for assaulting a Watchman is 1000 gp per tier. Anyone killing Magoo is guilty of low murder. Penalty ranges from 3000 gp fine to 5 years imprisonment.

If PCs pass the Watch, go to **Encounter 3C**.

Encounter 3C. But I got better.

You see several men battering the door of the house you were sent to. They draw their weapons and fan out as you approach.

Go to the fight described in **Encounter 3A**. Make sure you remember to use the higher HP values and leave out Sir Balderdash. He is left for dead and his magic sword is lost.

Encounter 3D. Entrenched rogues.

After a long difficult search, you finally find a warehouse you suspect harbors the kidnappers. All appears quiet as you approach the big double doors. From the hinges, you can tell the doors swing inward. Inside, you can hear the soft sobbing of a little girl.

Front door detects as being mechanically trapped. Opening the doors sets off a trip wire. Since it is impossible to reach the trip wire from outside, thieves cannot undo this trap. There is also a side entrance that is merely locked.

The trap dumps a bucket of caltrops in a 15' radius around the door. PCs not moving at 1/3 MV to avoid caltrops must make Paralyzation saves -6 to avoid injury. Failure yields D4 points of damage and a second Paralyzation save to see if PC is lamed. Lame PCs move at 1/2 MV until healed and caltrop is removed.

Go to fight described in **Encounter 3A** using full hit points and removing Balderdash.

Encounter 4. Mission Complete or is it?

After agreeing to let you escort her to Vincent, Jeanette carries her sleeping child outside. She leads you towards Ravens Way.

PCs may wish to take a different path than this, especially if they saw fighting and didn't investigate. If PCs take Fishleap Lane back to the Café, they receive the optional **Encounter 2C**. The thieves won't target Jeanette, as she is not a threatening target.

After several more minutes of uneventful travel, you arrive back at the street of the Underdark Café.

PCs walk into a cloud of dead magic as described in RB16. Spellcasters who are not specialty priests of Mystra get dull headaches. Active magical effects suddenly turn off.

You hear the sounds of combat up ahead. Down in a pit in the street, Vincent, a priest of Selune, and a mage fight several black-shelled monsters. (umber hulks) They wear leather wraps over their huge fists and blinders that restrict their vision. As you watch,

the mage releases a stream of magic missiles which fell one of the monsters.

The dead magic zone naturally does not extend into the combat in the hole, but it does extend up to the hole at street level. Remember the spider back in Encounter 1. It was her spy. If PCs received the job before killing the spider, Elasaria has prepared a trap for them. The PCs will get one round of actions before being pulled into the trap area by umber hulks held in reserve. The hulks drop out the floor on them for 1D6-1 points of dmg. Dexterity check saves for 1/2 damage. If Elasaria doesn't know of PCs, all hulks are fighting Vincent and his friends.

This encounter also features an effect left over from Kimber Gallin, a recurring villain in the campaign. Kimber used a special spell in the adventure *Life of the Party* to cause magical protection items to misfire. A glyph with the same spell has been set off in the bottom of the hole, which is the sewer level. *Bracers of defense* become non-functional, and any magical weapon, armor, or item of protection with a plus has its plus reversed, so a *long sword* +2 becomes a *long sword* -2 while the PCs are in the area. The area of this effect is 50' radius centered on the combat the PCs see when they arrive.

PCs encounter 2 hulks per tier in the hole. Elasaria is hiding. She used an illusion to get Vincent into the 20 X 40 pit.

Umbur hulk: Int avg; AL CE; AC 2; MV 6, br 6; HD 8+8; hp 80; THAC0 11; #AT 2; Dmg D10+2; SA confusing gaze, 2 can overbear for +1 to hit; SD nil; SW subduing damage only (25% real damage), 10% knockout; MR nil; SZ L; ML n/a. Saves: 10, 12, 11, 12, 13.

They will choose to grapple mages and other weak PCs. They have been dominated by Elasaria to collect sacrifices for her.

Jeanette and Violet will not leave Vincent. This will be a rough fight with the possibility of apparent death. If they call on the dwarves in the bar for help they win. Or if they win the fight on their own, go to Encounter 5A. If they are captured, go to Encounter 5B. If PCs run, go to **Game Over 2**.

Encounter 5A. How did you pull this off?

As the last Umburhulk falls, you hear faint female screams echoing out of one of the tunnels. A forceful female voice says, "You have failed me for the last

time, Elasaria! Experience the special doom I have reserved for a traitor such as yourself." (Avatar of Lolth is making Elasaria into a drider.)

Violet will offer PCs who pursue the voice her locket as a good luck charm. It opens the hidden door to the hidden temple if held by a person of chaotic alignment. Otherwise it just glows different colors when held near the door. The colors are: **LG (Black)**, **NG (Orange)**, **CG (Red)**, **LN (Yellow)**, **N (Green)**

Racing down the tunnels, you come upon a cracked stone wall. Violet's locket flares into magical life as a colorful magical field shaped like a spider springs up around it.

The door is magically sealed, but can be forced open using the normal rules for forcing a magically sealed door. A knock spell will also work. If the door is opened, go to **Encounter 7**. If not, go to **Game Over 7**.

Encounter 5B. Are you a hero?

The relentless assault of the Umberhulks is too much for your party. (Judge's Option: Collect Character sheets. Give them back later.) *When you awaken, a female drow is berating you. "I am Elasaria Devarro. You've caused me quite a bit of trouble so I will reward you for getting rid of my worthless accomplices by granting you an exceptionally painful death."* *The drow collects your magic items. When she gets to Violet's small pair of bracelets, she looks surprised. "A most powerful item for one so young," she states, slipping them on. Her eyes widen as she slumps under the weight of her newly stolen loot.*

Violet casually yanks her manacles from the wall. After she delivers several kicks to the helpless drow, she turns to free you. Before you can reach her, Elasaria disappears in a black swirl with your items.

Violet is cursed with titan strength. To help combat this, Vincent has her wear a pair of *bracers of defense AC -5, strength reducers*. Anyone wearing these bracers temporarily loses 15 points of strength. Elasaria's *contingency* spell brings her immediately back to her temple if rendered unconscious.

From a stairwell leading further underground, you hear a female voice say, "Redeem yourself in my eyes." An avatar of Lolth transforms Elasaria into a drider.

The next encounter is really tough. PCs have no armor, weapons, or magic items. Priests can still cast spells if they can find a holy symbol. Mages and bards can only

cast spells if they feigned unconsciousness or were overborne. If PCs decide not to pursue, Elasaria escapes with their equipment. Go to **Game Over 5**. If PCs pursue, continue on to the next encounter.

Encounter 7. An Unholy Union

As you enter the huge underground chamber, a hideous half-drow half-spider turns to face you. Unlike normal driders, her lower half is flaming red. She addresses you, "I see your courage hasn't failed you, even though your brains have. I shall give you one last chance at survival. Fall on your knees and worship me. I shall even allow you to keep those trinkets you once possessed. After all, what need has a god of such things?"

Reaching the magic items will take 1 round of moving to the right. Reaching Elasaria will take 1 round of moving to the left.

Those PCs that approach her unarmed may initiate a charm war with Elasaria and try to sway her to their point of view. See **Judge's Handout 1**. More violent PCs may grab weapons and attack. As long as a charming PC is not interrupted, Elasaria will ignore other PCs. Charm battle is tiered as to starting position on the scale:

- Victory, Enemy is swayed.
- Accepting
- Interested
- Curious (1st tier)
- Neutral
- Wary (2nd tier)
- Angry (3rd tier)
- Enraged (4th tier)
- Attacking

Elasaria, e(d)f P(Sp)13 of Lolth/W(e-l-f)13: Int high; AL CE; AC varies, see below; MV 12; hp 82; THAC0 varies, see below; #AT 3; Dmg D6/D6/D4; SA paralyzing poison – save at 2 penalty or stunned for D2 rounds, SD nil; MR varies, see below; SZ L; ML 15. Saves: 5, 7, 8, 11, 8.

Underlined spells below are pre-cast.

Tier 1.

Elasaria is almost completely drained from the transformation she has undergone.

- Thaco 18 (Blinded and in an unusual form).
- AC 0, hp 30, Dmg -1 from lost strength.
- No spells or innates are available.
- MR 10%.

Tier 2.

Elasaria is a little better off.

- Thaco 14 (Unfamiliar form)
- AC -2, hp 50, Dmg normal.
- Innate powers: *levitation, faerie fire, darkness.*
- Priest spells: *obscurment, heat metal, dispel magic, feign death, free action, detect lie.*
- Fire elemental spells are unavailable.
- MR 20%.

Tier 3.

Elasaria is much better off than before and has pre-cast spells. She was knocked unconscious by the transformation and only lost her mage spells.

- THAC0 11
- AC -4, hp 70, Dmg +2.
- Innate powers: *levitation, faerie fire, darkness.*
- Priest spells: 1st curse, protection from good, 2nd *heat metal, hold person, silence 15'r*, 3rd protection from fire, prayer, 4th protection from lightning, free action, spell immunity (magic missile), 5th *flame strike, slay living, true seeing* (innate), 6th already cast.
- MR: 40 %.

Tier 4.

- THAC0 9
- AC -6, hp 80, Dmg +6
- Innate powers: *levitation, faerie fire, darkness.*
- Priest spells 1st curse, protection from good, 2nd *heat metal, hold person, silence 15'r*, 3rd protection from fire, prayer, 4th protection from lightning, free action, spell immunity (magic missile), 5th *flame strike, slay living, true seeing* (innate), 6th *blade barrier, harm*
- She has removed her bracelet.
- Wizard spells: 1st *burning hands* 2nd *Agannazar's scorcher* 3rd *fireball, flame arrow* 4th *fire shield*.
- MR 50%.

The cavern is huge. There are two blood-stained altars on the north and south sides of the cave. Religion or heraldry checks reveal these to be the unholy symbols of Lolth and some unknown god (Gwonadon, evil god of fire). An apparently drained halfling lies on the altar to Lolth. He is not dead, just really close.

Eight stone doors prevent access to other parts of the temple. They detect as trapped mechanically and magically. The only one that is not a decoy is barred on the side opposite the PCs. The Dwarven ability to detect stonework traps or normal thieving abilities will show the only door not rigged to fall on would-be thieves is at the north. Each also has a 9th level *glyph of warding*

(freezing cold, treat as *ice storm*) on it. Warn them of the need to rest before exploring. If PCs win physically or with a charm battle, go to **Game Over 6.**

Game Over 1.

Vincent's offer doesn't appeal to you. You leave the gloomy atmosphere of the Café and head off for a watering hole with better environment. The next morning, you wake to a bright sunny day. Flipping the paperboy a silver piece, you purchase the latest copy of the Trumpeter. Two articles catch your attention. One tells of Desmond Half-heart, a halfling, purchasing the Underdark Café. Another describes how a rash of disappearances is plaguing the harbor district.

Game Over 2.

Fleeing the hopeless battle, you manage to escape. Returning with the watch, you find an empty pit and a sign on the Café indicating it is under new management. All the paperwork for transfer of ownership is in order, but Vincent and his family are never seen in Ravens Bluff.

There are several abductions reported in the harbor district of lower class people. This trouble seems to be increasing.

Game Over 3.

You feel disappointed that you cannot follow the kidnappers. Knowing you have failed your mission, you see only two options.

*First, you could find an inn and call it a night. Maybe things will look better in the morning. (Go to **Game Over 2**, but skip the 1st sentence.) Or, you can go back to the Café and explain your failure. (Go to **Encounter 4**, but skip all references to Jeanette and Violet)*

Special Note: Since Violet cannot rescue captured PCs, a failure against the umber hulks will lead to eventual capture and sacrifice. Encourage PCs to run away. Even if PCs win, Elasaria has 2 captives she will exchange for her freedom. Vincent is willing to make the trade even if PCs are not. Elasaria wins since she got her locket back.

It irritates you to release the evil drow, but it is for the best. Violet and Jeanette are reunited with a grateful Vincent. The child points out that the drow robbed her of a locket her Uncle Lucky gave her. (He's dead.) Vincent gladly pays you for your time and trouble, but

states that next time he will hire more competent adventurers. The only one dark cloud remains. Several poor people disappear without a trace from the harbor district.

Game Over 4.

The morning drives away the darkness and still Vincent has not returned. Jeanette asks you to escort her to the Café where Vincent will have the promised reward for your services. The journey back is completely without incident.

The door to the Café has been shattered and bloodstains cover the floor. In the midst of the chaos, you find another envelope. Inside you find a human finger and a note. It reads, "My agents will contact you later about an item you posses that I might be willing to trade for. I will tolerate no further interference from your employees. If you wish to see your husband again, send them away.

- Elasaria

Several days later, a heart broken Jeanette leaves Ravens Bluff with her family. She has decided it is just too dangerous a place to raise a family. She also states that she can't pay you for your services. The strongbox was taken when Vincent was captured.

Game Over 5.

Eventually, the screaming ends. A pale Vincent thanks you for your help and rewards you as promised. The City Watch ise summoned to deal with this unusual situation. Their close inspection reveals a hidden door in the cellar. Further exploration reveals hidden shrines to Lolth and some other god whose symbols you have never seen before. On the ash covered altar, is a partial halfling skeleton. It seems to be missing a finger.

Perhaps the most disturbing thing you find is a gigantic spider silk cocoon. It could easily contain a horse with rider. When someone tosses it in the fire, it extinguishes the flames instead of burning. Eight heavily trapped doors are left alone for the time being. You are asked to leave this to the professionals.

You leave the Underdark Café wondering what new horror you have unleashed upon the city.

Game Over 6.

If PCs killed Elasaria, read the following:

After dispatching the evil drider, you head back upstairs.

If they talked Elasaria into surrendering:

You lead the captive drider up to the surface. In the great commotion that her appearance causes, you fail to see the rogue that backstabbed your prisoner with a longsword.

Either way the drider dies, continue.

You find Vincent has already summoned the watch. The guards listen to your report on the night's events before they rush off to summon their superiors. After a careful examination of the site by the Clerical Circle and the Ministry of Art, they conclude that it would be unsafe to search for the route the drow used to enter the city.

You are still hailed as true heroes for dispatching a major villain who would have caused much suffering in Ravens Bluff.

The scenario ends here. If time permits and PCs want to hunt down the Wraithform Gang after the main events are over, allow them to. It is listed as **Encounter 2C**.

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+

Encounter 1.

Didn't start trouble with the dwarves	25 xp
Fixed Lackleaf's harp	25 xp

Killed the spider spy before mission	75 xp
Saved Griiselda from poison	100 xp
Choose a faster route than Hawks Way	25 xp

Encounter 2C. (Optional Encounter)

Scared off gang	25 xp
OR	
Captured or killed entire gang	100 xp

Encounter 3B.

Didn't kill Magoo	25 xp
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Encounters 3A, 3C, or 3D.

Defeated the kidnappers	75 xp
Got information from kidnappers	25 xp

Encounter 4.

Didn't run from the umber hulks	50 xp
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Encounter 7.

Captured or killed Elasarria	225 xp
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Total experience for objectives:	750 xp
Discretionary Role-playing award	0-500 xp

Total Possible Experience.	1,250 xp
For Tier 2.	2,500 xp
For Tier 3.	3,750 xp
For Tier 4.	5,000 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must

return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

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

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

From Vincent:

- 100 gp per PC

Capture of the Wraithform Gang:

- 1000 gp total

Optional Encounter:

- 30 *bolts* +2 for crossbows. Remember to mark off shots the gang fired at PCs since bolts are 1-use items. The certificates come in units of 5 bolts.

Wraithform Gang:

- Five *potions of wraithform* less any destroyed in the fight. This potion, when consumed, confers the effects of the wraithform spell cast at 7th level. The vial is very fragile and must save vs anything with a natural 20 or break.

From Sir Balderdash:

- *Chaosblade* +3: Chaosblade is an extra-planar weapon created in Pandemonium (thus it is +1 on the Prime Material). It counts as a magic weapon of sufficient plus to hit any creature requiring magic weapons to hit. When drawn, it randomly changes to one of the weapons listed below (roll 1d6 to determine type):
 - 1: knife (D3/D2)
 - 2: short sword (D6/D8)
 - 3: saber (D6+1/ D8+1)
 - 4: long sword (D8/ D12)
 - 5: 2 handed bastard sword (2D4/ 2D8)
 - 6: 2 handed sword (D10/ 3D6)

The random roll cannot be affected by any means. The blade remains in that form for one day (when it is sheathed again, it turns back into a dagger, but if drawn again the same day it retains the form that was rolled).

From Elasaria:

- *Bracelet of fire resistance, cursed.* This bracelet has the powers of a *ring of fire resistance*, but is enchanted to miscast any elemental fire spells performed by the wearer. The powers of the bracelet are rendered useless and the spell goes off at point blank range (right on the caster). The protection powers of this bracelet only work for spellcasters who can cast elemental fire spells. The bracelet, once donned, can only be removed by a successful *remove curse* cast at 16th level, a *limited wish*, or a *wish*.
- Minor wizardly tome of fire magic that contains the following spells: *burning hands*, *flaming sphere*, *fireball*, *flame arrow*, *fire shield*, *rite of Gwonadon*.

Rite of Gwonadon (3rd level wizard spell)

Range: 10⁷ Radius

Components: V, S, and M.

Duration: 1 turn/ level

Area of effect: caster

Saving throw: None

This spell allows all fire-based spells to be cast at 2 levels higher than normal. Unfortunately, it also has the possibility of corrupting the mage into a worshipper of Gwonadon. Caster must make a successful system shock roll or be shifted 1 alignment closer toward chaotic evil. Material spell component is a 500 gp fire opal.

Fame

1 point in Merchants

Knightly Honors

- Golden Rosters may earn the *Golden Cloak* by taking time to clean off their equipment (before starting to melee) if Elasaria took it from them.
- Griffins earn the *Feather Necklace* if they go into the pit to engage the umber hulks who are fighting Vincent. The majority of the party must attempt to fight as well in order for the Griffin to qualify for this award.
- Doves gain the *Red Rose Ring* if they talk Elasaria into surrendering or defeat her without dealing damage to her.
- Keepers of the Mystic Flame may earn either of the following awards:
 1. *Ruby*- for the live capture of a being who is a proven threat to the city.
 2. *Star Sapphire* – converting a magical menace to the Worship of Mystra.

- Hawks earn the *Silver Hawk Ring* if they use Sir Balderdash to fight against Elasaria's minions. Balderdash is a follower of Tempus and doesn't care who he fights as long as he can fight. He must roll under his intelligence of 6 to understand what people want him to do.
- General award available to all knights. *Leopard Skin Cloak* for saving the halfling from Elasaria.

Judge's Handout 1.

Many knightly awards are only won by attempt to talk to Elasaria. I am calling this a charm war. PCs must use their charisma against Elasaria's wisdom. Roll a D20 for Elasaria's resistance and PC also gets a D20 roll. PCs are attempting to roll under their charisma by as much as possible. Elasaria is attempting to roll under her wisdom of 16 by as much as possible. Rolling over the attribute is a failure. The roll made by the most sifts the influenced character on degree on the response chart by one level. Repeat this process until victim is swayed or attacks. Role-playing is also needed. PC must describe the benefits of his course of action to the person he is trying to influence.