

Night Shift

A One-Round Living City Tournament

by Michael Watts

"The citizens of Ravens Bluff are stalked by a killer in the night. You have been hired to find out who and why. Watch your back, or the hunter may become the hunted."

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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.

DM's Introduction

In this tournament, the city of Ravens Bluff is being plagued by a series of grisly murders including a reporter named Borrek Halloway. The PCs have been hired to investigate by the night editor of the Ravens Bluff Trumpeter, Damien Blackthorn.

Along the way, the characters will encounter thugs from the Brown Rat Gang. This small thieves guild consists of many wererats who the PCs will meet in various encounters.

Next the PCs will have a chance to role-play in a detailed tavern encounter at the Beholder's Eye tavern. Please do not attempt to run this encounter "cold". There are many important details which will be missed if you do not read the encounter beforehand. This is the primary encounter of the module and you should spend as much time as needed here.

At the Beholder's Eye, the PCs will meet Harold Firestaff and his three daughters Faith, Hope, & Joy. Even though the girls are identical, they have very different personalities which you should keep in mind. Also at the bar is a group of wererats from the Brown Rat Gang.

While at the tavern, the PCs will encounter Mandrake and his alter-ego Morpheus. Treat Mandrake as a used horse salesman. He doesn't lie but he will stretch the truth as long as he thinks he can get away with it. One thing Mandrake should do is give the PCs a nudge in the direction of Abe's Accouterments.

The final battle of the tournament takes place with the thieves at Abe's Accouterments. Also here is an undercover City Watchman named Rase Orlan who is trying to infiltrate the Brown Rat Gang. The gang can be blamed for the murders and everything cleared up at this time.

Player Introduction

As the war grinds onward, many people have begun to find ways to use the conflict for their own ends. The is especially true of the criminal guilds, who have been at war with each other since before the siege began. Now, with the City Watch spread dangerously thin, criminals have become more daring, a trend which could easily threaten the city from within.

The latest news has been of a series of grisly murders which have occurred throughout the city. The Watch has cautioned all citizens to observe the curfew and to take care when out at night, but the slayings continue.

Just as you are finishing your dinner and wondering how you can help, a messenger approaches you as if on que. He presents you with the following note:

"Recent events have made it hazardous for my reporters to adequately gather information in the city. For this reason I have decided to hire individuals such as yourselves who have great skill with arms as well as information gathering. If you are interested, please see me at the office of the Ravens Bluff Trumpeter so we can discuss your compensation."

Signed, Damien Blackthorne - Editor

Give the PCs time to think about this. It should be a foregone conclusion that they will go but let them role-play among themselves.

Office of the Trumpeter

You arrive at the newspaper office where you are informed that Mr. Blackthorne works the night shift. You are led into his private office and asked to wait. You do not wait long before Mr. Blackthorne enters the office and sits in the very large chair behind the desk.

"Thank you all for coming. It seems I have a small problem and I hope you can help. One of my reporters, Borrek Halloway, was murdered two days ago. Such deaths are not uncommon in Ravens Bluff, however I

cannot have my reporters being killed without doing something about it. It's bad for business.

"I would like you to find evidence leading to the capture of Mr. Halloway's murderers. When you have found this evidence please bring it to me so that I may see to it that the culprits are convicted. If you succeed I will give each of you 100 gold pieces."

If the PCs haggle, he will up the payment to 200 gp but no more. If they continue to ask for more money he will decrease his offer back to 100. After this, the PCs will have to take the 100. When the PCs say yes, Damien will give them Borrek Halloway's home address.

If the PCs inquire further, Damien will tell them of some of the articles Borrek Halloway has written recently.

1. Corruption in the City Government
2. Bribery in the City Watch
3. Merchant's guild inflating prices
4. Organized Criminal Guilds: Parasites of Society

Damian can also tell the PCs that the body was recovered in an alley and had been torn apart. Pieces were laying nearby which had obviously been partially eaten, but there is no real evidence that this is how he died or that his killer was even responsible for the condition of the body.

You can add to this list if you want but the PCs should get the impression that he has made enemies out of just about everyone in the city. Damien doesn't know what Halloway was working on but will mention that the other reporters might (there are a couple around working on stories in the offices). None of the other reporters know either, because Halloway was being unusually secret. All he ever said was, "I can't talk about it. It might start a panic."

Like all reporters however, these are full of rumors. The reporters will give one rumor to each PC who asks them questions. Roll 1d10, re-roll duplicate results.

1. Halloway is often seen at a tavern in Crow's end called the Beholder's Eye.
2. Halloway was seeing a girl from named Sabrina.
3. Halloway had a strange visitor last week, a gnome with a limp. They seemed to know each other and he took the rest of the day off.
4. Beholder's Eye is used by the local thieves because the city watch can't use magic to spy on them.
5. Halloway was torn to pieces by a wild animal.
6. Halloway was killed by a stranger in black.

7. The master thief named Morpheous is in town.
8. The city guard is preparing a "sting" operation against the local thieves guilds.
9. The city guard suspects that the recent series of murders in the city are caused by a necromancer because of the lack of blood at the scene.
10. The full moon is almost over so the citizens can stop worrying about the werewolves.

Borrek Halloway's House

As you approach the address you were given, you see that it is a small mansion in the high rent district. The lawn has been cut and the shrubs have been recently trimmed. Leaning against the gate to the estate is a sleepy looking City Watchman.

The Watchman is actually a thug from the Brown Rat Gang who is acting as a look-out while other members of the gang ransack the house. He will play his part as well as possible, but will not hinder the PCs entering the house. As much as possible he will fall back on "just doing my duty" or some such general response.

As the PCs enter they will hear noises from upstairs. As soon as the first character starts upstairs they will hear a whistle from outside and the thugs will appear from various rooms and attack. The "Watchman" has the same stats as a thug below, but will not get involved in a fight with the PCs; he will run away to tell the Brown Rat leader of the PCs' interference.

Levels 6-13

Thugs (4), hm: Int Average; AL N; AC 5; MV12; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1-6 (sword); SA nil; SD nil; MR nil; SZ M; ML 11

Fighter (1), hm: Int Average; AL N; AC 2; MV12; HD 3; hp 25; THAC0 17; #AT 1; Dmg 1-8+2 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Mage (1), hm: Int Very; AL N; AC 6; MV12; HD 4; hp 12; THAC0 20 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*shield, enlarge, ventriloquism*;
2nd level—*stinking cloud, ray of enfeeblement*.

Levels 14-25

Thugs (6), hm: Int Average; AL N; AC 3; MV12; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1-8 (sword); SA nil; SD nil; MR nil; SZ M; ML 11

Fighter (1), hm: Int Average; AL N; AC 2; MV12; HD 5; hp 35; THAC0 14; #AT 1; Dmg 1-8+3 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Mage (1), hm: Int Very; AL N; AC 6; MV12; HD 6; HP 6; THAC0 19 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*shield, enlarge, magic missile, ventriloquism*; 2nd level—*stinking cloud, ray of enfeeblement*; 3rd level—*hold person, vampiric touch*

Levels 26-37

Thugs (8), hm: Int Average; AL N; AC 3; MV12; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1-8 (sword); SA nil; SD nil; MR nil; SZ M; ML 11

Fighter (1), hm: Int Average; AL N; AC 0; MV12; HD 6; hp 35; THAC0 14; #AT 3/2; Dmg 1-8+4 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Mage (1), hm: Int Very; AL N; AC 6; MV12; HD 7; hp 25; THAC0 19 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*shield, enlarge, magic missile, ventriloquism*; 2nd level—*stinking cloud (x2), ray of enfeeblement*; 3rd level—*hold person, vampiric touch*; 4th level—*stoneskin*

Levels 38-56

Thugs (8), hm: Int Average; AL N; AC 3; MV12; HD 5; hp 25; THAC0 15; #AT 1; Dmg 1-8+1 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Fighter (1), hm: Int Average; AL N; AC 0; MV12; HD 7; hp 50; THAC0 11; #AT 2; Dmg 1-8+4 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Mage (1), hm: Int Very; AL N; AC 6; MV12; HD 7; hp 25; THAC0 19 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*shield, enlarge, magic missile, ventriloquism*; 2nd level—*stinking cloud (x2), ray of enfeeblement*; 3rd level—*hold person, vampiric touch*; 4th level—*stoneskin*

Levels 57+

Thugs (10), hm: Int Average; AL N; AC 3; MV12; HD 5; hp 25; THAC0 15; #AT 1; Dmg 1-8+1 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Fighter (2), hm: Int Average; AL N; AC 0; MV12; HD 7; hp 50; THAC0 11; #AT 2; Dmg 1-8+4 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Mage (1), hm: Int Very; AL N; AC 6; MV12; HD 7; hp 25; THAC0 19 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*shield, enlarge, magic missile, ventriloquism*; 2nd level—*stinking cloud (x2), ray of enfeeblement*; 3rd level—*hold person, vampiric touch*; 4th level—*stoneskin*

The fighter(s) and mage will arrive at the end of the first round of combat. The fighter(s) will attack the character who “appears” to be the most competent PC fighter. Keep in mind the mage will have had two rounds to prepare.

The mage will use *ventriloquism* to taunt the rest of the party into attacking one of their own (chose a PC at random). Those who fail a save vs. magic will blindly charge the target of the *ventriloquism*.

If the PCs take a prisoner they will find out that these men were sent here to find some evidence that Holloway had on their boss. The prisoners will **NOT** tell the name of their boss under any circumstances. The thieves know that they will be killed if they talk and they would rather take their chances with the PCs. Being killed for not talking is much better than being killed for talking. These men have no information on Holloway's death.

Each thief has the following:

1. 100 gp total
2. A copper ring w/ an embossed rat on it

A search of the guest room will yield the following:

1. A complete set of jeweler's tools (50 gp)
2. A receipt for purchasing 8oz of platinum and an uncut star sapphire. Price paid: 5,000 gp
3. A receipt from Abe's Accouterments dated three days ago for a copper ring. Price paid: 100 gp

When the PCs search the library read the following:

The library contains many books on local history and heraldry. The dust covering the shelves is very thick and none of the books have been looked at in years. By contrast however, there are three new volumes neatly placed on the writing desk.

The following is a description of the three books:

1. A detailed book on summoning and controlling demons & other-planer creatures. Inside the book is a love letter from Borrek to Sabrina DeVillars. The letter is in a page describing ways to banish such creatures.
2. A book on the myths & realities of vampires and other powerful undead. Inside the book is a bar tab from a Bar in Crow's End called The Beholder's Eye

dated the night of his murder. The bill is on pages describing specific ways to destroy these undead.

3. A book detailing lycanthropy of all types.

Under the desk is a holy symbol of Lathander. The holy symbol is actually a *talisman vs. undead* (4th level). The talisman can only be used by good aligned characters and has 8 charges. If worn by a cleric of good alignment, the talisman raises the effective level by one (1) for purposes of turning undead.

The books have no value listed because if the PCs take them they will be arrested by the City Guards for theft of private property. Remember, just because he's dead doesn't mean that the PCs can ransack Halloway's house. If PCs steal from the house, give them the maximum penalty allowed for larceny, one year of hard labor. This means that the character is out of play for one year, and the PC must make a system shock check or die in prison.

Beholder's Eye:

The Beholder's Eye is named for its rather peculiar mascot. Hanging above the bar in all its horrid splendor is a beholder, its large central eye ever vigilant against deadbeats and riffraff. It is stuffed, but looks just as menacing as a live one. It's not a bad place to eat if you can get over the feeling that somebody is watching you, according to local report. Some people say the eye even blinks from time to time.

Considering the late hour and the recent murders, the Beholder's Eye is surprisingly busy. There are at least twenty people here, plus staff and the group of ruffians in the corner. As you sit down, you look across to the kitchen and see three of the most beautiful girls in Ravens Bluff, or rather three beautiful versions of one girl, since they are identical triplets.

One of them approaches you. "Would you folks like a table for dinner or just drinks?"

Notes on the Beholder's Eye:

This is the primary role-playing outlet for this adventure. You should encourage the PCs to interact with the patrons of the bar. Remember, there is an experience point award for good role-playing.

The central eye of the beholder is still functioning, making magic in the bar inactive. The entire bar is effectively inside an *anti-magic shell*. All spells cast in the bar automatically fail. All in-place spells are nullified, and all magical items do not function while in

the bar (so a *sword +2* acts as a non-magical sword). The only location that is immune to these effects is directly beneath the beholder (i.e. behind the bar). The bartender, Harold, will not let anyone behind the bar.

The Beholder's Eye is run by Harold Firestaff and his three daughters; Faith, Hope and Joy. Harold is an ex-adventurer himself and does not tolerate any problems in his establishment. The three daughters serve as waitresses. The girls are identical triplets, and are part of the attraction of the bar. Faith and Hope have a 16 in both Comeliness and Charisma. Joy has the same statistics but they have been enhanced (see below).

If there is a swashbuckler in the party, the girls all fall madly in love with him. This happens at least once a night so Harold doesn't mind too much. If there are no swashbucklers, the girls will fall in love with knights, squires, characters with Charisma over 14, and bards, in that order. If there are multiple characters who fit these criteria, feel free to have the girls change their minds every so often.

The Brown Rat thieves guild has gotten themselves a hold over Harold, by poisoning his daughter Faith. They used a clever poison which creates an addiction to the poison in the victim, so that daily doses must be administered or the victim dies. The thieves use this place as a hideout, meeting place, and source of free food, in exchange for providing Harold with a daily dose of the poison. Harold secretly administers it to Faith. Harold does not call in the Watch because the thieves told him that there is no antidote to the poison, so if he told anyone about the arrangement Faith would die. Subtle threats against his other daughters were also made.

Harold Firestaff

Harold is a retired adventurer who has opened this bar as a tribute to his wife, Charity, who died ten years ago while fighting the beholder above the bar. When the beholder's "back" was turned she broke her magic staff which resulted in a huge explosion of magical energy. Charity's body was never found.

Harold found the head of the staff and keeps it as a memento. It is hidden in the beholder's mouth. It has only sentimental value to him but a strange twist of magic allows it to power the *anti-magic* effect.

If the PCs ask, Harold will tell them the story (all except where the staff is). He wants to retire soon but cannot find anyone interested in buying the bar because of the neighborhood it is in.

Tactful questioning will reveal that Harold is frightened of something, and with even more tact the PCs can discover that the ruffians in the corner are involved in whatever it is. Harold does not give anything away except by gestures and oblique hints, because he fears for Faith's safety, but if the PCs indicate that they could help he will trust them to try.

Harold Firestaff, hm W8: Int Very; AL NG; AC 4; MV12; hp 20; THAC0 18 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*charm person, color spray, sleep* (x2); 2nd level—*forget* (x3); 3rd level—*hold person* (x3); 4th level—*stoneskin* (x2)

Faith

Faith is a proud young woman who is studying to be a priestess of Sune. She spends her days at the temple and her nights here at the bar working for her father. She has a no-nonsense attitude toward life. She believes that the only way to get ahead in this world is to work hard. She is the most conscientious of the three girls.

Although she does not know it, Faith has been poisoned by the Brown Rat thieves guild. A *neutralise* poison spell would only neutralize the day's dose, so the PCs cannot cure her this way. Further, they can harm her very much by removing the day's dose. Harold has already administered it, and there is no more. If the poison is neutralized, Faith will die within the hour.

There are two ways to cure her:

1. She can be allowed to die and then raised from the dead (usual costs)
2. The PCs can take the poison (from tomorrow's delivery) and have it analyzed, and then an antidote can be made by the Wizard's Guild (cost 100 gp for analysis, 200 gp per highest character level for the cure).

Faith Firestaff, hf P1: Int Ave; AL CG; AC 9; MV12; hp 8; THAC0 20; #AT 1; Dmg 1-3 (slap); SA Spells; SD "call Harold"; MR nil; SZ M; ML 11

Spells: *command, cure light wounds*

Hope

Hope is the youngest (by two minutes) of the daughters. She is very devoted to her father and is studying to be a Wizard just like him. She is always talking about what a powerful mage he is but she exaggerates a little.

If questioned about Harold, she will tell stories about how he defeated a whole army of orcs from the Zeltil

Keep. According to her, he used *meteor swarm* to route the army.

If asked about her mother Charity, she will tell the PCs the same story about the beholder that Harold tells. The difference is that in her version, Charity was killed by the beholder and Harold broke "his" staff in order to kill the monster. He survived because he is such a powerful mage. She knows the head of the staff is hidden in the beholder's mouth and will tell the PCs if asked.

Treat Hope as a wide-eyed schoolgirl. She thinks adventuring is fun and she is still unaware of the hazards. Harold is very protective of her and she has led a very sheltered life. She truly believes all the stories and songs she has heard about the noble deeds of adventurers in Ravens Bluff.

Hope has been having horrible nightmares about bats and has not slept well recently. She gets off work at dawn and usually sleeps until the sun goes down. A successful observation check (or 1/2 Intelligence) will notice two small wounds on her neck. She was not bitten by a vampire, but has been hanging out with a gang called the Vampyr, and the association has started giving her bad dreams. She does not know how she got the wounds on her neck, but would assume that it happened while she was with her friends (which is true).

Like all three girls, she is a teenager who falls in and out of love very quickly. Unlike her sisters, she will also fall for mages. She will ask PC wizards questions about how powerful they are and what spells they know. No matter how good a PC is however, he will never be as powerful as her father.

Hope Firestaff, hf W2: Int Ave; AL NG; AC 9; MV12; hp 5; THAC0 20; #AT 1; Dmg 1-3 (slap); SA Spells; SD "call Harold"; MR nil; SZ M; ML 11

Spells: *charm person* (x2)

Joy

Joy is the oldest of the sisters. Unlike the other girls, Joy's only goal in life is to surround herself with wealth and power. She is cold, calculating, and will do well in politics. She is hoping to marry a rich merchant or politically powerful man. She will settle for an adventurer who is rich and powerful enough.

Joy is wearing a non-magical perfume which she bought from a passing gypsy. Because of the perfume, Joy has an effective charisma and comeliness of 19 to all male characters.

As with the other girls, Joy falls in love very quickly. For her however, it is all an act. She will pretend to fall for any character who appears to be rich, powerful, or has any titles or land. She will then try to figure a way of taking these things for herself. Her father, Harold does not approve of her machinations, but he knows about very few of them because she keeps most of them hidden from him.

She has no problem with picking a few pockets to supplement her income. If a PC reacts positively to her, she will pick their pockets while pretending to get closer to them. Joy is an accomplished thief and has a 90% chance of success. Any PC who is *charmed* by the perfume will not notice under any circumstances. The pick pockets attempt is automatically successful.

Joy Firestaff, hf T3: Int Ave; AL CN; AC 5; MV12; hp 15; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA backstab; SD “call Harold”; MR nil; SZ M; ML 11. PP=90%

Thugs

Also in the bar are six (6) thieves who also happen to be were-rats. They are part of the gang that poisoned Faith. On a successful observation (or 1/2 Intelligence) check, the PCs will notice that they are all wearing copper rings with rats embossed on them.

The thieves are loud and obnoxious. They know that they can do anything they want in here and nobody can touch them because Harold does anything they tell him to. If the PCs talk to them treat them like thugs with a get-out-of-jail-free card.

If the PCs get really belligerent, the thieves will throw their ale at the characters. If a fight ensues, remember they can only be hurt by silver or magic weapons. Since no magic works in the bar and people don't generally use 100% silver weapons, the PCs probably cannot hurt them (an *anti-magic shell* does not prevent innate powers like immunities and regeneration from working).

If a fight ensues and the thieves win, they will strip the PCs and leave them outside (all magical items on their persons stolen). They will not kill the PCs if they can help it.

Were-rats (6): Int low; AL CE; AC 6; MV12; HD 5; hp 20; THAC0 16; #AT 1; Dmg 1-6 (club); SA backstab; SD magic or silver weapons to hit; MR nil; SZ M; ML 11;

Patrons

If the PCs mingle with the other patrons they must role-play. Saying “I listen for rumors. . .” or “I talk to the people. . .” is NOT enough. If they role-play well, they may get some rumors.

Each PC who roleplays with a patron gets on rumor. If the PC has a Charisma or Comeliness above 15, they get a second. If they buy a round of drinks for the patron, they can get a third.

1. Halloway was in here last week with a girl named Sabrina DeVillars.
2. Halloway was kicked out of here two nights ago for starting a fight with someone. All anybody remembers about the other guy is he was wearing black.
3. Halloway had a fight with a stranger three nights ago over his girl friend.
4. Halloway was engaged to be married to some noble's daughter.
5. Harold's daughter Hope is looking for a husband. She has dated most of the local boys but none of them last very long.
6. Harold's daughter Faith is secretly studying to be a necromancer.
7. Harold's daughter Joy is actually a Succubus.
8. Harold owns a very powerful magic artifact.
9. Harold keeps his magic staff inside the beholder.
10. The notorious thief and assassin called Morpheus is in Ravens Bluff

Mandrake

Mandrake, gm W(I)6/T7: Int Ave; AL CG; AC 1 (*bracers of defense AC 5 + dex*); MV12; hp 35; THAC0 17; #AT 1; Dmg 1-4 (dagger); SA backstab; SD Spells; MR nil; Dex 18; SZ M; ML 11

Spells: 1st level—*armor, audible glamour, change self, sleep, ventriloquism*; 2nd level—*alter self, hypnotic pattern, invisibility*; 3rd level—*spectral force, suggestion, improved invisibility*

Mandrake is sitting alone in a booth shuffling cards. The contents of the booth are concealed by a curtain. The PCs should be steered away from Mandrake long enough for some other role-playing with the bar patrons. Once they have had time to talk to the other patrons, you can have one of the girls bring Mandrake a drink. Tell the PCs that they see a hairy gnome through the curtain.

Mandrake is very unkempt for a gnome. He looks like he rode all the way from Waterdeep without stopping and hasn't slept in a week. Despite all this however, he grows on people, having much the same effect on people

as a warm (and wet) puppy. As a matter of fact, he looks like a warm (and wet) puppy.

As you approach the table where Mandrake is sitting, the first thing you notice is that he is very hairy for a gnome and he smells like a wet dog. He wears quite a bit of jewelry and the copper ring on his hand seems out of place next to such finery. He greets you warmly, offers you seats, and invites you to play cards.

Mandrake will insist on playing cards while he talks and will accept any bet up to 50gp. To determine who wins each hand of cards roll d20 and have the PCs do the same. Add 10 (+10) to Mandrakes roll minus 1 (-1) for each thief or character with gambling proficiency in the party (cumulative).

1. Borrek Halloway:

At the mention of Halloway's name, the gnome becomes noticeably more tense. After a moment he composes himself and continues to deal cards. "Ah Borrek. He and I go back about five years, since the last time I was in town. I decided to look him up while I was here. Would you like draw or stud? I've been staying at his house until I can find other accommodations. How many cards would you like? Haven't seen him in a couple of days though. Read 'em and weep. Straight flush."

2. Receipt for platinum and sapphire:

"Oh, that. it's for a job. I'm a jeweler you know. Some uptown folks want something nice for their daughter's sixteenth birthday party. Too good for'em if you ask me. It's a masterpiece, my best work ever, suitable for enchantment it is. I might not even sell it. . . hey, wait how'd you know about that. . . unless you'd been going through my stuff. . ."

3. Receipt from Abe's or the copper ring:

"It's protection <wink>. You need protection in this city <wink>. You should have one of your own. <nudge>. You can get one from Abe's accouterments, reasonable prices too."

4. Anything else:

Mandrake will make conversation. He is a master jeweler most recently from Tantras. He is new to the city and will ask the PCs to tell him about the city. He would really like to know what the jewelry market is like but any information or stories the PCs have will be appreciated.

Mandrake will talk to the PCs for a while and then will suddenly remember an important meeting. He will

excuse himself and then bolt for the door. You should make it obvious that the PCs are making him nervous and he just wants to get out of there. He must get away, so if necessary he ducks down the very next alley and disappears into the mists from which Morpheus appears (see next encounter).

If the PCs do not follow him, he will drop a handkerchief on the way out the door. The handkerchief is torn and bloody and has a monogram with the initials "BH" on it.

Morpheus

It is likely that the PCs will pursue Mandrake, given the bloody handkerchief and his suspicious behavior. If they do, continue. If they don't, stay with the bar scene and then have them encounter Morpheus when they leave (adjust text appropriately).

While pursuing Mandrake you notice that he is very hard to keep track of. He seems to know you are following and is doing everything he can to elude you. You also get the distinct feeling that you are also being followed but every time you look all you see is a darting shadow.

Soon the gnome turns sharply into a dark alley and disappears from sight. Moments later you turn the corner in time to see Mandrake nimbly finishing a 30' climb up the side of a building.

The mist gathers in the alley and an eerie calm settles over the scene broken only by the sound of wolves baying at the full moon. Then from out of the mist a shadow forms. An unnatural voice issues from the darkness of the cowl; freezing the blood in your veins. "You have no business here. Leave now and I will spare your souls. The gnome is mine. His life and spirit are my property."

If the PCs make no threatening moves or attempt to get at Mandrake, the figure will disappear back into the mist five rounds later. If they attack or try to get past the figure, Morpheus will attack.

Morpheus is a very special illusion. He is Mandrake's alter-ego caused by spell research gone bad. Mandrake can "call" Morpheus three times per day but has no control over his actions. Morpheus is a *phantasm* and an *enchantment*. As such he has a physical reality and can hurt the PCs with real damage.

The "Morpheus effect" feeds off the thoughts and minds of those that it confronts. For instance, if a PC states that they think it is a vampire, you should enhance

the illusion by telling them that they catch a glimpse of fangs under the cowl. If the characters attempt to *detect evil*, he's evil. If they *detect good*, he's good. Whatever they are expecting, give to them, in spades.

Morpheus will confront the PCs with their own skills and abilities. He will have AC, Strength, Damage potential, etc, equal to the best found among the members of the party.

Attacks:
Damage:
THAC0:
Armor Class:
Hit Points:

Morpheus is also capable of casting spells. His spells are cast as innate abilities. He can attack and cast in the same round even if he is hit in combat his spells are unaffected.

Magic Missiles, and *fire shield* are good choices but any spell is OK. The spells should be based on the levels in the party. For a group of 9th level characters, feel free to throw five (5) *magic missiles* or a 10-die *fireball*. Remember, he can only cast spells that the PCs can see and understand.

NOTE: You as the DM must make the PCs believe that he is a very powerful entity.

Morpheus is immune to magic or spells with no visible effects (i.e. he still gets burnt by a *fireball* but a *hold person* has no effect). +1 or better weapon is needed to hit. (The DM should treat this as he does vampires or lycanthrope) Morpheus will last for a maximum of five rounds or for one full round after being reduced to zero hit points. At this time he will transform into a *gaseous form* and drift away.

Morpheus will not attack to kill the PCs. He doesn't have to, and Mandrake really does not want them dead anyway.

After Morpheus is gone, the PCs will find a pale white corpse in the debris of the alley. Closer inspection will show that the throat has been torn out by some wild animal. There is no sign of Morpheus. Even his blood (if any) begins to smoke and disappear.

Abe's Accouterments

Abe's Accouterments is a rather rundown looking place on the outskirts of Crow's End. There is a guard

stationed at the door. The guard is very attentive and looks a lot like some of the leg-breakers you've met. Inside is a 30' X 30' room with a door on each wall. Various goods are haphazardly displayed on the walls and in cracked glass cases. The prices are very low but so is the quality.

The guard is actually a sergeant in the City Guard named Rase Orlan. If there is a City Watchman or Knight among the party, he or she will recognize Rase, otherwise the highest level character will.

Rase is here undercover. He has secretly replaced the copper rings with ones enchanted so that the City Watch to keep track of the whereabouts of all suspected thieves. If the PCs say or do anything which would blow the man's cover, he will yell, "Hey one of them has a badge. They must be the Nightwatch." After this the thieves will attack immediately. For the duration of combat, Rase will only attack using subdual damage.

Abe's is a safe-house for the Brown Rat guild. In the back are cots and food for thieves who are hiding from the city guard. If the PCs are hostile in any way or mention Mandrake, Borrek Halloway or the word "thief" or any other term like that Abe will ring a small bell concealed in his sleeve. The thieves will enter from the back room and attack.

The rings are a way for Abe to tell who has paid their dues this month. If the PCs detect magic the ring will radiate a weak enchantment. The ring offers no real protection; what it does do is keep other thieves in the gang from mugging you.

Abe is sitting at a desk in the back and will rise to greet the PCs. If the PCs ask about the copper ring he will show one to them and offer to sell them one for 100 gp.

"Magic they are. Powerful magic. This unassuming jewelry provide many powerful protections. They will ward off the most terrible things of the night, the even protect you from being held against your will."

In the other rooms are the Guild members who are hiding from the City Watch for one reason or another. The thief uses *dust of disappearance* on himself before entering combat.

Abe will not take part in the battle unless attacked. He is pretty safe as a store owner being victimized (his story). If he is ever in serious danger, he will try to escape or call the Watch, whichever seems most appropriate.

Levels 6-13

Fighter (3), hm: Int Average; AL LE; AC 6; MV12; HD 1; hp 7; THAC0 20; #AT 1; Dmg 1-8 (sword); SA nil; SD nil; MR nil; SZ M; ML 11

Thief, hm: Int Average; AL NE; AC 6 (*bracers of defense AC 6, Dex*); MV12; HD 2; hp 11; THAC0 20; #AT 1; Dmg 1-6+1 (sword+str); SA backstab; SD invisibility; MR nil; SZ M; ML 11. Carries 2 pinches *dust of disappearance* (besides the one used at the start of combat).

Abe, hm WW4: Int Very; AL N; AC 4; MV12; hp 12; THAC0 20 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*magic missile(x3), color spray*;
2nd level—*stinking cloud, ray of enfeeblement*

Levels 14-25

Fighter (4), hm: Int Average; AL LE; AC 6; MV12; HD 3; hp 20; THAC0 17; #AT 1; Dmg 1-8 (sword); SA nil; SD nil; MR nil; SZ M; ML 11

Thief, hm: Int Average; AL NE; AC 6 (*bracers of defense AC 6, Dex*); MV12; HD 4; hp 15; THAC0 18; #AT 1; Dmg 1-6+1 (sword+str); SA backstab; SD invisibility; MR nil; SZ M; ML 11. Carries 2 pinches *dust of disappearance* (besides the one used at the start of combat).

Abe, hm W5: Int Very; AL N; AC 4; MV12; hp 12; THAC0 20 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*magic missile(x3), color spray*;
2nd level—*stinking cloud, ray of enfeeblement*

Levels 26-37

Fighter (4), hm: Int Average; AL LE; AC 3; MV12; HD 5; hp 40; THAC0 15; #AT 3/2; Dmg 1-8+2 (sword+str); SA nil; SD nil; MR nil; SZ M; ML 11

Thief, hm: Int Average; AL NE; AC 6 (*bracers of defense AC 6, Dex*); MV12; HD 5; hp 25; THAC0 16; #AT 1; Dmg 1-8+1 (sword+str); SA backstab; SD invisibility; MR nil; SZ M; ML 11. Carries 2 pinches *dust of disappearance* (besides the one used at the start of combat).

Abe, hm W6: Int Very; AL N; AC 4; MV12; hp 20; THAC0 19 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*magic missile(x3), color spray*;
2nd level—*stinking cloud, ray of enfeeblement*

Levels 38-56

Fighter (5), hm: Int Average; AL LE; AC 1; MV12; HD 7; hp 50; THAC0 11; #AT 2; Dmg 1-8+4 (sword+spec+str); SA nil; SD nil; MR nil; SZ M; ML 11

Thief, hm: Int Average; AL NE; AC 6 (*bracers of defense AC 6, Dex*); MV12; HD 7; hp 40; THAC0 14; #AT 1; Dmg 1-8+1 (sword+); SA backstab; SD invisibility; MR nil; SZ M; ML 11. Carries 2 pinches *dust of disappearance* (besides the one used at the start of combat).

Abe, hm W7: Int Very; AL N; AC 4; MV12; hp 25; THAC0 18 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*magic missile(x3), color spray*;
2nd level—*stinking cloud, ray of enfeeblement*

Levels 57+

Fighter (6), hm: Int Average; AL LE; AC 1; MV12; HD 7; hp 50; THAC0 11; #AT 2; Dmg 1-8+5 (sword+); SA nil; SD nil; MR nil; SZ M; ML 11

Thief, hm: Int Average; AL NE; AC 6 (*bracers of defense AC 6, Dex*); MV12; HD 7; hp 40; THAC0 14; #AT 1; Dmg 1-8+1 (sword+str); SA backstab; SD invisibility; MR nil; SZ M; ML 11. Carries 2 pinches *dust of disappearance* (besides the one used at the start of combat).

Abe, hm W7: Int Very; AL N; AC 4; MV12; hp 25; THAC0 18 #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells; MR nil; SZ M; ML 11

Spells: 1st level—*magic missile(x3), color spray*;
2nd level—*stinking cloud, ray of enfeeblement*

All Tiers

Rase Orlan, hem F4/T5: INT Ave; AL LN; AC 1; hp 43; THAC0 16; MV 12; #AT 3/2; DMG 1-8+2; SA None; SD None

Rase should be used as flow control for the battle. He will fight against the PCs with every non-lethal trick you can think up, but will not kill anyone. He will even stop to bind dying PCs (and thieves) if necessary. If the PCs are about to lose the battle, Rase will make sure that the thieves are scared off before the PCs are killed or their stuff is stolen.

After the battle, a search of the room where the thieves were will reveal 600 gp. This is technically their money, but no one will prosecute if the PCs take it.

If the PCs killed the watchman they will find Player's Handout #1 on his body. Note: killing a city watchman is considered high murder. The PCs have a choice of a trial and then imprisonment in Ill-Water, or they can pay for a *raise dead* or *ressurrection*.

If the PCs kill or render unconscious all the thieves but not Rase, he will give them Player's Handout #1 and ask them to deliver it the watch barracks with the thieves (and maybe Abe).

If the PCs are having a tough time of the battle and try to bail out, Rase will expertly place Player's Handout #1 into one of the PC's pockets. He will then trip into the doorway making it possible for the characters to escape.

One way or the other, the PCs should end up with Rase's note. From there they will need to take it to the watch commander at the barracks.

City Watch Barracks

The PCs find Chief Constable Rolf "Sunny" Sunriver himself on duty at the barracks tonight. He has been working to fight the criminal guild war. He will gladly accept the note and after reading it will seem very concerned. He will admonish the PCs for having interfered with an ongoing investigation (even PC Watch members) but is grateful for having been brought Rase's report and the thieves.

Regarding the murders, the presence of the Brown Rat guild members, the recurring motif of the copper ring, and the rumors should be sufficient to cause the death to be blamed on the Rats, possibly because Halloway had found out something that they didn't want known. This fate has befallen many bystanders during the guild conflicts, and is not uncommon.

Rolf listens to their story and suggests that they leave well enough alone; the leaders of the Brown Rat guild are very elusive and even he does not know who they are. He can tell them that:

1. The man in black is indeed the infamous Morpheous. He is a thief and a master assassin. Rumor has it that he is not human. It is not likely that Morpheous is involved in Halloway's killing; it is not his style to be so messy.
2. Halloway's body was stolen from the city watch barracks sometime tonight, and a copper ring with an engraved rat was found in its place.

The PCs can report to Blackthorn at the Trumpeter offices and receive their payment. Blackthorn thanks them for their efforts, and promises that the Brown Rat guild will feel the power of the written word for a long time to come.

If there is extra time, Blackthorn asks the PCs to write a Trumpeter story on the murders and their investigation. Have the players come up with the basic structure and write an outline, and then include the outline with the scoring pack.

The End

Experience Points

The following are the standard XP awards for the adventure.

Per rumor gained from reporters (Max 100)	25
Defeating the thugs at Halloway's House	300
Finding Mandrake's equipment	50
Finding the books in the library	50
Finding out about Harold's magic staff	50
Finding out about Faith's poisoning	100
Finding a way to cure Faith	200
Finding out about Hope's nightmares	50
Role-playing with Joy	50
Defeating or running from the were-rats	100
Role-playing with Mandrake	50
Per rumor gained from patrons (Max 100)	25
Fighting Morpheous or	200
Talking to Morpheous	300
Defeating the thieves at Abe's	300
Not giving Rase's cover away	100
	<i>Sub-total: 1,900</i>

As mentioned earlier there is an experience point award for good role-playing. Unlike many Living City XP awards, these are given out individually to each PC at the table. Each of the criteria below are worth 150 XP.

1. Did the PC actively participate in gathering information (rumors) from the patrons of the tavern.
2. Did the PC consistently act in a manner appropriate to the character's defined personality (i.e. did the specialty priest of Tempus charge into battle)
3. Did the character help another PC who was in danger or in need of assistance.

Maximum Possible Experience

2,350

Treasure & Magic

1. 100-200 gp each from Blackthorne
2. *Amulet vs. undead (4th level)* with 8 charges from Halloway's Library
3. *Bracers of defense AC 6*
4. *Dust of disappearance* (2 pinches)
5. 500 gp belonging to thieves at Abe's

Fame Award

1 point in City Watch or Merchant Class

Player's Handout #1

Sir,

The operation is proceeding along expected lines. They suspect nothing. I have infiltrated the gang and I have begun to substitute the rings with the nightscar. The pawn shop is being used as a safe-house for wanted criminals. Also there is another safe-house in the graveyard behind the DeVillars estate.

The man called Abe is not, repeat not the leader of the gang. I have not yet been able to uncover his identity but I suspect that he is a member of one of the noble houses. Also, many of the gang members are were-rats. If a raid is planned, I suggest contracting adventurers who possess magic weapons. Adventurers are expendable after all. Warning, do not attack the gang members at the Beholder's Eye tavern.

Morpheous is in the city. The gang was sent to intimidate a man called Borrek Halloway because of some evidence he had acquired on the leader of the gang. When we arrived, a hairy gnome was tearing at his throat. Then Morpheous appeared out of nowhere. Use extreme caution when approaching this man. One of the gang grew fangs and became a rabid animal after being touched by him. The gang member was impervious to our weapons and Abe was forced to kill him with magic. Morpheous also has skill in magic possibly surpassing Ambassador Carrague.

I do not believe that the gang is responsible for the recent murders but we have been instructed to abduct citizens and bring them to the Beholder's Eye. They are then taken by coach to elsewhere in the city. Most of these people have been found dead recently. I have counted over twenty citizens still unaccounted for.

Rase