

The Other Side of the Coin

A One-Round Living City adventure set in Procampur

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A competition between the Temples and Shrines of Procampur to earn funds for the local orphans is announced in the Shining Jewel. You all thought that perusing the various goods offered by the faithful would be interesting. But what does the Overgold of Waukeen want with you? An adventure for tiers 1-5.

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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 the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their PCs 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 PCs are carrying.

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

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:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

Native Procampan PCs

This is a great time for players to start native Procampan PCs. If they are thinking about starting another character, encourage them to do this. It is not required, but the timing of this chance is good.

Native PCs will know certain things about the Nobles, City, and outlying areas of Procampur that PCs from Ravens Bluff would not. This has been incorporated into the module as several *Local History (Procampur)* NWP checks. Should there be no Procampan PCs present, give those PCs that have the normal *Local History* NWP a chance to know the

information, but success is determined to be ½ the PC's current NWP check.

Note Ravens Bluff PCs who use the *Etiquette* non-weapon proficiency in Procampur during this adventure will suffer a -2 penalty to all attempts, due to unfamiliarity with the city and the customs of the nobles therein.

Reaction of Procampur NPCs to Ravens Bluff PCs

Most Procampan NPCs will look at adventurers from Ravens Bluff as almost the same they would native Procampans. The difference is honors, knighthoods, governmental positions, and so forth, which Ravens Bluff PCs have; carry no weight at all in Procampur. NPCs will not be patronizing of non-native characters, but any boasting of deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampan natives, but there will not be enough of a difference in attitude to be offensive.

Reaction from the Diamond Legion (City Watch)

The **Diamond Legion** is responsible for the Procampur as a whole, maintaining constant vigilance against any type of crime (with the exception of the Nobles District). They are always courteous to both Procampans and visitors alike, though they will react accordingly should their kindness be taken for granted. While their numbers are seen throughout the streets of the city, realistically they cannot be everywhere at once. Roll a 1d6 and consult the chart below to figure out the reaction time the Diamond Legion has in responding to a type of crime.

	Menial	High	Capital
Subtle	x10 turns	x5 turns	x2 turns
Careful	x5 turns	x3 turns	x1 turn
Normal	x3 turns	x10 rds	x7 rds
Noisy	x7 rds	x5 rds	x3 rds
Obnoxious	x5 rds	x3 rds	x1 rd

Why am I here?

Almost every Ravens Bluff character that goes through this adventure will ask this question. The answer is, "you decide." Really. Make the players come up with reasons why they have traveled to Procampur and are involved in this adventure. Here are a couple reasons you can suggest if the players are having difficulties.

- 1 You found working in Ravens Bluff to be tedious or could not find work at this time.
- 2 You decided to see the sights of this new city, and your money was stolen soon after you got here so you need work.

- 3 You got drunk and awoke in a tavern in Procampur, and decided to pass the time since you are here anyway.
- 4 You are on a diplomatic (or espionage) mission for the city, which is so secret that you cannot talk of it to anyone.

These should start the players on the path of explaining why they are here

DM BACKGROUND

Eleven years ago there existed a trader called Albert Mueller. He was unscrupulous and without ethics in his methods of business. He would lie outright about the quality of his goods and often spread vile rumors concerning the competition. He worked in Ravens Bluff, selling and trading whatever goods he found himself with until fate stepped in. One sunny morning he was selling grapefruit in the Temple District. The church of Waukeen had announced days ago that they would be holding a Breakfast Bake Sale and that clergy and citizens alike were welcome to purchase freshly baked muffins and such. Albert "accidentally" mentioned (rather loudly, actually) something about how the temple cooks had mixed the bags of sugar and salt. Immediately, most of the crowd felt a desire for citrus fruit over muffins. Customers parted from the bake sale lines. Profit loss was enormous! Immediately, a rather powerful priest who was overseeing the bake sale, Undil Latheen, pointed the finger of blame in Albert's direction. He raised his arms with might and the sky darkened over Albert's head. "May the horrors of poverty be forever with you!" he bellowed.

In the following weeks, Albert found his funds dwindling until he was totally devoid of any money. He moved from shelter to shelter in the Crow's End and became more vengeful and angry every day. Then came the Time of Troubles, the chaos of which will not be recounted here. Many changes occurred as gods battled, one which affected Albert the most. Waukeen somehow disappeared during the war and the goddess of joy, Lliira, assumed her portfolio. A perfectly smooth transition can never be expected; even in the affairs of powers, so Albert's curse was forgotten when Lliira took over. Albert chose to move to Procampur, as he had heard it offered remarkable business opportunities. Besides, he needed a fresh start after the hardships of the last few months. He clawed his way back to becoming a successful, although not respectable, trader. He also was amused to learn that during his months of poverty, Undil Latheen had become Overgold of the Church of Waukeen and later became insane when he disappeared.

In the years that followed, Albert became wealthy and eventually retired, changing to the field of wizardry to amuse himself. He took a liking to magic, for it

allowed his natural cunning to assert itself. He bought a small building and renovated it into a classy restaurant called Fine Dells. To earn extra income, he arranged for a thieving group to hold meetings in the unused basement.

Things were once again going well for Albert, but somewhere in the Abyss adventurers were doing what they do best and Waukeen was freed. No one can argue that the goddess of wealth must have a good head for numbers and also an excellent memory. Albert was re-evaluated and still deemed to deserve Waukeen's curse. Albert lost most of his money the next week when his single remaining entrepreneurial project, Fine Dells, burned to the ground. The basement was damaged and three of the thieves were killed in the fire. The remaining members vowed revenge on Albert. Once successful and happy, Albert found himself returning to shelters like those he used to frequent. To make matters worse, he learned that his old nemesis, Undil Latheen, had regained his sanity when Waukeen returned. This angered him even more. Not even magic could cheer him up, as many of his favorite spells were expensive to cast.

Spiraling back to his old ways of vengeance, he found a bit of unexpected luck when a copy of the Shining Jewel was tossed into his face. A small paragraph in the "Society" column mentioned an upcoming competition between the temples of Procampur to see which could earn the most money for the city's orphans. A smile crept across his face as Albert realized he had found the perfect distraction.

ADVENTURE OVERVIEW

Finding themselves strolling the streets of Procampur, the PCs notice the large selection of various goods that make up the Temple of Waukeen's contribution to the Competition. One PC or more will enter a raffle for an interesting prize. That night the party is awakened by a messenger from the Temple and the PCs are dragged to meet the Overgold Undil Latheen. He recruits them to investigate the theft off the day's earnings and allows them to examine the crime scene. From there, the PCs may pursue the various clues they are presented with, hopefully to track down the real thief and return the stolen cash.

Scene One: "Bargain Hunters in Field Plate!"

The adventure begins on the day of the competition between the clergy. The PCs can be separate as they travel the Great Way. The Diamond Legion, which keeps a glaring eye out for thieves, provides legal enforcement.

This is a typical group of Legionnaires who will be patrolling the area, should these guard request back-up, a similar number will arrive in 1d4 rounds.

Legionnaire Warriors (4), hm (and f) F3: AL LN; AC 6 (chain mail); MV 12; hp: 22; THAC0 18; #AT 3/2; Dmg 1d6+2 (short sword, specialized) MR nil; SZ M; ML 12; Save vs. Spells 15

Legionnaire Wizards (2), hem (and f) W3: AL LN; AC 6 (Dex 18); MV 12; hp: 12; THAC0 10; #AT 1; Dmg 1d4 (dagger) MR nil; SZ M; ML 12; Save vs. Spells 12

Spells: *charm person, enlarge* (will cast on Legionnaire Warriors), *scare*

PCs may wish to see what sort of goods the various Temples and Shrines are offering, if so consult this list:

The House of the Hand: Tormites here are selling weapons and custom-fit armor. The armor has been polished to a blinding shine and the weapons are of superior quality, although no special game effects are gained. PCs can purchase metal weapons and armor for 90% of the regular price (the single set of full plate costs 4000gp and has Torm's symbol on it)

The Tower of the Eye: Worshipers of Helm are selling the services of the Temple's finest bodyguards. Wealthy merchants may wish to take advantage of the protection. The bodyguards cost 100gp for use during the remainder of the day.

The Lady's Happy Hall: The Temple of Tymora's various games of chance are available as usual, but today the proceeds are put towards the competition. Citizens may gamble to their heart's (or purse's) content secure in the knowledge that they are helping the orphan's of the city.

The Moonlight Pavilion: Priests of Selune are selling various moon-related charms and special navigational equipment. Such equipment costs 80% of the normal rate listed in the PHB.

The Shrine of Deneir: The followers of Deneir are selling copies of interesting works by the clergy as well as sketching characteratures of citizens for a silver piece.

The Shrine of Gond: Items bring sold here are beyond words! Followers are selling interesting trinkets and will also repair broken machines for donations.

The Shrine of Istishia: Cold beverages are served here on this sunny day. Also available is a clothes-washing procedure that guarantees to make fabrics soft and fresh for only a gold piece!

The Shrine of Mystra: Spell components can be acquired here at a low rate. Any component desired has a 40% chance of being available and at half the price. Extremely expensive or rare components have no chance of being located.

The Dome of Reason: Oghman priests will act as sages to citizens, for a price. PCs may ask questions for 100gp each relating to ancient history, local history, or other forms of knowledge that aren't barred to PCs. The priests will answer cryptically most of the time, but sometimes (10% chance) provide useful information. They can also offer advice for a lesser rate.

The House of Plenty, which resides outside the city walls, is represented here by 8 wagons filled with fresh produce of varying kinds.

The Shrine of Siamorphe: The clergy of Siamorphe offer silk garments, fine quality goods and other exceptional products that are fit for the upper class. Things are very expensive here, so typically if they have what a PC may be looking for, it will cost five times as much as listed in the PHB.

The Shrine of Valkur: The clergy of Valkur are also present. They offer all types of nautical equipment, as well as trainable macaw parrots.

The Shrine of Glasya: The clergy of Glasya are offering tattoos for sale ranging from simple comic-type (cheap) ones to more elaborate body/moving/magical tattoos

The Hall of Joyous Success: Eventually, all the PCs will wish to see what the Temple of Lliira and Waukeen has to offer. At this time, they will meet. Allow the PCs to introduce themselves when this occurs.

This section of the Great Way appears to be represented by the clergy of Waukeen. Within your sight is a selection of different goods from around the Vast and beyond! Many tables piled with inventory cover the street. A nearby table contains stained-glass vials and jars filled with scented perfume. Another table contains an unusual selection of wicker furniture. Yet another table contains an assortment of well made chests that a nearby priest claims are waterproof. In fact, priests of Waukeen are everywhere trying their best to sell the goods, occasionally haggling with customers to get the best deal. In a far area of the street is a booth that has gathered quite a crowd. There is a glass case, inside of which can be seen a beautiful five-foot long jewel-encrusted mace. The handle seems to be made of gold, as it twinkles in the morning sunlight.

The weighted end of the weapon is adorned with circular rubies and diamond-shaped sapphires. The priest is announcing that the mace is to be given away in a raffle and that the tickets for the raffle "only" cost 500gp.

Before the PCs decide whether or not to purchase one or more raffle ticket(s), please have the players roll an observation or alertness proficiency check. If neither is possessed, roll Int at half. The PC of whoever makes the check (or fails but rolls lowest in the party), will

notice a piece of paper of the ground. PCs examining the paper will discover that it is a raffle ticket for the mace that hasn't been filled out.

At this point, the character may either fill it out and enter the raffle, or return it to the priest. If the character decides to enter the raffle with the ticket, no problems will arise immediately. If, however, he or she decides to return it, the priest will look on the action with delight:

"It was very decent of you to give this back to me. I know people who wouldn't have thought twice about keeping it and just entering the contest. Waukeen teaches fair business dealings, and today you must have made her proud. Here, every volunteer that helps out with the yard sale gets a ticket for the raffle, so I'll just tell them to keep mine and you can have this one. Sound good?"

The priest will not take "no" for an answer, so the PC must keep the ticket or give it away. Once the character decides to fill out the ticket, the PC must include his or her address.

Goods here are at reasonable prices and are subject to negotiation. PCs have a 50% chance of finding any given knick-knack that they might be looking for.

Undil Latheen and Baniya Dolester are also present at the sale. Undil, having just recently regained his sanity, is still leaning towards his old ways. Alert PCs can notice the Overgold dancing a jig in the middle of a conversation, or hear him softly singing about "money, money, money" under his breath. He does seem somewhat irate or worried, as he is often clasp his hands to gather and shaking a bit. He is quite concerned that the yard sale is not going as well as he had hoped. His acolytes have informed that most of the other Temples are doing better than he. Baniya is as cheerful as ever. Undil asked her very nicely for the clergy of Waukeen to represent both Waukeen and Lliira, and she agreed. Most of the clergy of Lliira are taking a walk around the city, taking in the various sights and sounds of the Shining Jewel of the Vast.

The clergy are also accepting donations to help build a new Temple of Waukeen; all donations are very much appreciated by the clergy. The day's activities end when the sunsets, which is followed by a bleak rain shower.

Earlier, when the Overgold Undil Latheen was busy organizing his clergy's addition to the competition, Albert was using *cantrip* and charm spells to help the success of the other temples in their own means of raising funds. Albert hired one of his Poor District friends and told him to scream, "My friend is going to steal the lucky priests' orphan money," acting as if he was in a drunken stupor, while he was near the Temple of Tymora (for reasons that will become apparent later). He also visited the Hall of Joyous Success through the help of an *invisibility* spell. He

snuck into the Overgold's room and planted a receipt for Maniacal Manny's Sensational Emporium of Sales underneath his bed. He also forged Undil's handwriting and wrote an entry in his journal. Albert then hid the journal elsewhere in the room. That evening, he proceeded to the Lady's Happy Hall, as he had heard that they were the most successful in the day's contest.

At the Temple of Tymora, he broke the window with a rock, and then fired an arrow through the hole. He also made it look as if the thief was using some magical items noted in the receipt under Undil's bed and stole all of the day's earnings for the Hall. From the street, and levitating slightly, a mask-wearing Albert used a *charm person* spell on the high priest and told him to open the chest and throw the contents down to him. Once the high priest complied, Albert used a *forget* spell on him. His plan is to have people first place blame in the direction of followers of Mask (who were hiding below his ill-fated restaurant), but eventually towards Undil Latheen.

Elsewhere in the city, a group of sprites were following around a group of ten bodyguards that the Temple of Helm was issuing. They attempted to engage conversation, but only wound up irritating the Watchers, who reacted violently. In response to this, the invisible sprites using a gold-colored sleeping powder on them, causing the bodyguards to fall unconscious. The person who hired them demanded a refund from the temple, who complied with his request. The story of the gold dust coupled with knowing that he was irritated about his low profits that day, led a priest of Helm to suspect Undil Latheen of the crime. He sent a messenger to Undil, demanding that he explain what had happened. Somewhat hesitant to explore the situation himself, Undil sent for adventurers instead.

Scene Two: "A Rude Awakening"

Undil sends a messenger that night to fetch the PC who he noticed was entering the raffle. The priest overseeing the raffle was his second in command and spoke highly of him or her. Late at night, a rapping at his window awakens each character:

You drift away from the comfort of sleep by a noise coming from your window. A low whisper can be heard: "Sir, please get up sir." Looking through the window you can see in the darkness a young man with a lantern. He appears to be wearing the same elegant sort of clothes that all of the priests you encountered previously were wearing. "Ah, there you are! You are the adventurer, aren't you?"

This is a young acolyte of Waukeen who was sent here to retrieve the party. He will claim that they are needed for "urgent business". The acolyte will ask the PC to

gather his adventuring friends and bring them to the Hall of Joyous Success.

Through the bleak rain the acolyte leads you. He holds a small lantern that helps him find the way. After a few minutes of walking through rain-soaked streets, you come to a large building, the Hall of Joyous Success, Lliira's local temple. The door is open and the acolyte requests that you enter.

Undil will be waiting just inside the temple.

"Greetings, friends, I was told by a trusted companion that you were the ones to speak to about delicate matters. I can tell you that a crime was committed here, but I cannot go into further details unless we come to terms on a business arrangement that will dictate your working contract. First: payment. Remember that priceless mace you saw in the display case, the one with th- oh good you remember! Well, what if we were to fix it so that you would win that priceless piece of art? You could sell it and split whatever you get for it. That mace must be worth at least 20,000 gp. Are you interested?"

Undil is testing the party to see if they are as honest as his second-in-command informs him. The PCs should realize that it would not be fair to the other participants in the raffle, as they would not get the chance to win that they paid for.

- If they agree to his terms, Undil will revoke the offer and bid the party farewell. In such a case, proceed to Conclusion D.
- If, however, they deny the offer on moral grounds, read the following:

"Good show! I knew I could trust you! Just a little test to prove your honesty in the ways of business. I am Undil Latheen, Overgold of Waukeen. I need your help with a fairly simple task.... And I think I could arrange to pay you fairly for your trouble. What do you think? Would you like to hear more?"

If the party expresses an interest in hearing his offer, Undil will continue...

"Well, it seems I've been accused of a crime. Some Watchers of Helm were magically caused to fall asleep by some sort of gold dust. A priest of Helm believes that since gold was the medium and I would stand to profit from the situation, that I must be responsible. I think this is a bit of a stretch, but to prove my innocence, I'd like you to investigate the matter. I can offer your group 500 gp total, and my thanks."

Undil will not raise his offer, as he thinks being accused of theft is an irritation onto himself and is somewhat

mad that he is paying good money just to make some priest of Helm leave him alone. If the PCs accept, he will give them the address of the incident, and tell them to get to work at once. Proceed to **Scene Three** at this point.

Scene Three: Without Sprite Influence, There Would Be Seven Up

The address given to you lead to a rainy crossroads where five men and two women in full plate armor and open-faced helmets are lying on the ground, tarps over their heads. An aging man, dressed in full plate also stands bored among the unconscious forms. He notes your arrival with a nod. He states slowly... "I suppose you are here from High Priest Latheen to investigate."

The Watchers are fast asleep, and cannot be awakened. They all have some shining gold powder in the water nearby and under the small tarps covering their heads. The man speaking to the party is Arthur Goldwater, a priest of Helm, who was sent here to wait until the Watchers awakened. He was told the story of what happened by the man who hired the Watchers, and will relate the story to the party if they desire:

"Well, apparently, the Watchers were hearing voices from thin air. They became annoyed by these voices in time, and eventually swung their weapons in the air, searching for invisible opponents that could be meaning to harm their employer. The gold dust seemed to come from thin air, according to their employer, and soon all the Watchers were fast asleep. It seems unlikely that followers of Waukeen could be behind this, but one of my superiors seems quite certain that such is the case."

Arthur will help the party with whatever they need. He is supposed to wait here until the Watchers have reawakened. The PCs can investigate the bodies if they so desire. They will find that each is sleeping comfortably and is covered with gold dust. After about ten minutes, one of the PCs will hear a voice in their ear, saying "Hello." Characters who can see invisible creatures will see a group of five 2' tall humanoids with wings, flying about. If the characters wish to speak to the faeries, they will respond in kind, but will try to quietly ask them to go somewhere else, away from Arthur and PCs in full plate, as they do not like him (them). Once away from Arthur (and full-plated PCs), the sprites will speak to the party in visible form.

A group of five frying humanoids buzz about your party, with quizzical expressions on their faces...

“Hello! We are interested in knowing who you are, and why you were around those shiny people. Could you share with us this?”

These are the sprites responsible for the sleeping Watchers. They tried to initiate conversation with the Watchers a number of times before they became irritated and tried to hurt the sprites. In defense, the sprites used magical gold sleeping dust. They don't really trust the shiny people (the Watchers) because of their aggressive behavior. The sprites merely wish to learn what it was like to be mortal, but the shiny people would not cooperate. If the characters would relate what it is like to be mortal to the sprites to their satisfaction, they will be most grateful and will negate the sleeping effect with a special salve. They will also admit to causing the sleep effect if the PCs promise to leave them alone. If the party can convince the sprites to admit their foul play to the priest of Helm who made the original accusation, he will excuse them and send a written apology to Undil Latheen with party. At this point, continue to Scene Four.

Scene Four: Problems at the Temple

Undil seems satisfied with your findings regarding the unconscious Watchers. He turns to face you, looking a little grim.

“It is good to see I can trust you, unfortunately, now I have more complicated matters to deal with. The Lady’s Happy Hall, the Temple of Tymora, was recently robbed of all the day’s earnings. It is uncertain who committed the crime, which is why I think you should look into it to find the thief. I have had a quick word with some of the High Priests of the respective faiths of the city, and they asked me to make an offer on their part. Which brings me to the actual offer: I am willing to offer you two magical items if you capture the thief and return the stolen gold. Does this sound acceptable?”

Undil Latheen is speaking the truth, mostly. He was indeed chosen to present the offer to the adventurers, but they chose him mainly because they knew he could get the best deal. They have given him four magical items to barter with, and would rather not have to offer more. Undil Latheen also loves to barter, however. He may offer up to 2 more magical items, depending on which points the party brings up. If they mention that they have recently proved their ability to investigate successfully and that they are indeed professional and worthy of further payment, Undil may raise the payment by an item. If they argue that such missions are often more difficult than they seem, and share a previous example where such was the case, Undil may

also raise the payment by another item. He may also do so for other bargaining methods, but he is a very good barterer, and will not promise the items away without a very good argument by the PCs.

The PCs do not get to see the magic items prior to completing the work. Undil Latheen will then direct the party to the Lady’s Happy Hall and will ask them to speak with Orn Thavil, the high priest of Tymora. He would rather they left immediately; as these were the directions he was given by the other high priests.

Assuming they do as asked, read the following to the party:

You make your way into the Lady’s Happy Hall, which is so much warmer than the chilly outdoors. A good number of the priests are awake, milling about, chatting amongst the gambling devices and bars. One of the better-dressed male priests moves towards you and beckons for you to follow him upstairs. You follow him up the lavish-looking stairs into a large hallway, where the man speaks to you. “Hello, my name is Orn Thavil, I believe you were sent by Undil Latheen, yes?”

Allow the PCs some time to introduce themselves, and then have High Priest Thavil proceed.

“Well, it is good that you are here, perhaps through your help and Tymora’s grace we can get to the bottom of this theft. Let me start at the beginning: I awoke from my sleep to find the rain blowing in the window. I dressed and surveyed the scene. My footlocker containing all of the day’s earnings had somehow been opened. I had ten thousand gold pieces worth of magical traps placed on that chest! They are still active, so I wouldn’t recommend trying to open it, incidentally. I also noticed an arrow sticking out of the ceiling, I believe there is something attached to it, but I cannot quite reach it. If you’ll kindly remove your footwear,” at this he indicates your muddy boots, “I can show you the crime scene, don’t mind the unmade bed, though.”

The PCs are now encouraged to remove their boots and shoes before entering the Overgold’s plush quarters.

The chamber is about 20’ square with one door and two windows. Little golden stars are painted into the ceiling. A very large veiled bed dominates the room. It is draped with silk sheets and satin pillows. It is, as Undil said, unmade. To the right of the bed is a broken window and behind it is one that is still intact. In front of the bed is a small, closed, footlocker. Lodged in the ceiling is an arrow, tied to which is what appears to be a black ribbon. The room is covered with yellow carpeting that has symbols of Tymora all over it.

The party may search the crime scene.

Arrow: The most obvious clue is the arrow sticking out of the ceiling. Successful jumping proficiency checks or levitation magic can make retrieving the arrow an easy task. The "black ribbon" is really a black mask that was used to tie a note to the missile. A religion check at -2 will reveal this to be exactly the type of garment that priests of Mask would wear. If Orn Thavil sees (and recognizes) the mask, he will seem somewhat disturbed by this fact.

"This doesn't seem to be the work of Maskites. It sure isn't very subtle to break windows when you rob a place. That's just my two coppers, though."

PCs with the read/write common proficiency may see **Player's Handout: Arrow Message.**

The letters appear to have been cut out from another text to hide the sender's identity. The letters are actually from the copy of the Shining Jewel that swept across Albert's face. PCs with Local History-Procampur (and who make a check at -1), may remember a fine restaurant in the Services District. This PC may attempt another check, with success indicating that he or she remembers that it was burned to the ground some time ago.

Window: If the party decides to examine the broken window, a successful Intelligence check will reveal two things: First, it must have been hard for an arrow to break glass unless it was shot with tremendous force. Second, The hole is larger than would be expected for an object with a circumference of about an inch. A large pile of broken glass litters the ground in front of the window, indicating that it was indeed broken from the outside.

Outside: The PCs may wish to check on the angle of the arrow that was fired by examining the outside of the room. Characters may make an Intelligence check at -4 (or at no penalty if they are specifically checking if the thief was flying) to realize that the assailant must have been in the air when he broke the window, or perhaps on the wall of a building across the street. Further investigation into the latter speculation will not be met with success.

Door: The only door leading into the room has a lock of excellent quality on it. PC thieves can tell (with a check at -10% per Tier) that it was not recently picked.

Chest: PCs who have the gall to attempt to open the chest will be warned not to by Orn, but if they persist, they will receive 3d12 points of electrical damage and the chest will still not open..

Floor: The floor is carpeted and contains no muddy footprints whatsoever (save for those from inconsiderate PCs). This may lead the party to believe that either magic is at hand; someone was already in the room when Orn went to bed or that Orn himself may have been involved.

Here's what happened before the PCs arrived: Albert snuck into the Temple grounds and positioned himself outside Orn's window. When he came in sight, he cast a *charm person* spell on him (having memorized three more just in case it did not work the first time). Now under his control, Orn was commanded to open the footlocker and toss the contents to Albert. He then threw a rock through the window. Then, Albert shot an arrow with a message he had prepared earlier through the window. Finally he ordered him to close the chest while Albert cast a *forget* spell upon him to erase any memories of the event from his mind.

The party may now question Orn Thavil.

Do you have any idea who would want to steal the money?

"Oh, it could be anyone. Greed is a very powerful motivator it seems."

Explain the protective magic on the chest.

"Well, whenever anyone but myself tries to open the chest, the unfortunate thief receives a terrible electric shock. The ward will work as many times as necessary."

What happened?

"That's the strange thing, I just found myself standing in the middle of the room and a cold wind was blowing in through the window. I suppose I could've been sleepwalking, but that would be a first for me. I checked my footlocker, for safety's sake, and all 47,872gp, 354sp were gone! That was all the money from our day's earnings. Most of that money had been traded in for gems, mind you, but I know their exact worth. Also, on a personal note, my collection of gold coins was stolen. They are in a purple velvet case. I collect them."

Did you get a look at the thief?

"No. There wasn't a trace that anyone had been inside the room."

Did anyone else see anything?

"I asked everyone, but no one saw a trace of the burglar."

If allowed, Orn Thavil will state his opinion (assuming he has seen the note):

"I would never have thought that a thief of any kind would be so bold as to break a window and leave a note behind. It still might be worth investigating. This morning I saw a drunken man wobble down the Great Way babbling about how his "buddy is gonna take the lucky priests' orphan money!" I hadn't thought about it twice then, but now it holds some value. I believe he is being held by the Diamond Legion on charges of being drunk in public."

The PCs are free to explore a number of choices at this point:

- They could follow up on the clue that the note provided and explore what remains of the Fine Dells. Should the party decide to do this, proceed to **Scene Five: Someone Left the Oven On**.
- They can try to find more information about the thief. Specifically, they can inquire about the man who was taken into custody by the Star Guard. If the PCs wish to do so, proceed to **Scene Six: Bars in Every Room**.
- They might want to return to Undil Latheen with what they've found so far, if so, turn to **Scene Seven**.

Scene Five: "Someone Left the Oven On"

The characters should be able to find their way to the remains of the inn without too much trouble. Adjust the following depending on what time of day it is.

After a long walk, passing by various shops and general needs based businesses, you find yourselves in Procampur's Services District. Before you is a gap between a pair of two-level buildings, a blacksmith and a legal aid office. Behind the gap is one of the city's fifteen foot-high walls, which blocks immediate access to the Nobles District. All that remains of a once reputable inn is the "skeleton" of the first level and a few badly burned walls. Looking at the sun near the horizon, you can see that it is almost nine bells. You scrape a pile of ashes off a piece of oak; the words "Fine Dells" are nearly visible. The area inside the ruins is dark due to the long shadow of the building next to it.

The PCs are free to explore the ruins if they wish, as soon as they approach them, read the following:

As you walk towards the ash-ridden building, you notice a figure dart from a large shadow on the side of the blacksmith. He sprints into the ruins, apparently aware of your presence.

The party may chase the figure inside the building if they wish, but the thief is nowhere to be seen. PCs who wish to follow his footprints may make a *Tracking* NWP check (at +1 due to the easily spotted tracks). If the check is successful, the character notices that the footprints stop suddenly, in the middle of a floor laden with charcoal. Pushing away the soot and ash reveals a trapdoor. This is a ploy by the man (Albert), he really disappeared using a *dimension door* spell and is leaving the thieves below to deal with the party.

The thieves have an outside agent who may be watching the party. Positioned inside the legal aid office is an elven mage/thief who has a crow familiar perched somewhere in the area.

There is a 60% chance that the raven will notice the party nearing the trapdoor. Otherwise, the raven is distracted by prey.

If alerted of the party, the mage/thief will climb down a different ladder that is connected to the room below and inform the thieves. Then, he will cast protective magic until he hears them drawing near. He will return, and position himself close to the trapdoor. Once the party members descend down the ladder, he will unleash a *flaming sphere* down after them. At higher tiers he will use a *lightning bolt* instead.

If only one PC decides to inspect, the thief/mage will simply fire the spell, hidden in the shadows. PCs opening the trapdoor and look down see a dark outline of a large room. If the PCs wish to lower themselves into the room, they can use a 10' long ladder propped against the trapdoor. If the party looks into the room they can see that there is a large table, at which are seated six men wearing black cloaks with hoods. The thieves will attack the intruders at once if they know that only part of the adventuring party is present, but will hold their attack if they realize that the entire party has arrived (since they do not wish to be fried).

Tier 1:

Elven mage/thief (ef W3/T4): AL NE; AC 1 (*armor* spell, Dex); MV 12; hp: 11 (14 with familiar); THAC0 19; #AT 1; Dmg 1d8 (long sword); SA backstab (x2); SD thieving abilities; S14 I15 D17; MR nil; SZ M; ML 10; Save vs. Spells: 15; PP 55% OL 20% F/RT 35% MS 60% HS 15% DN 45% CW 95% RL 0%

Spells: 1st Level - *armor* (cast), *charm person*; 2nd Level - *flaming sphere*.

Four rookie thieves, (2 hm and 2 hem T2): AL NE; AC 7 (Dex); MV 12; hp: 11 each; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA backstab (x2); SD thieving abilities; D 17; MR nil; SZ M; ML 10; Save vs. Spells: 15; PP 55% OL 20% F/RT 5% MS 60% HS 15% DN 15% CW 95% RL 0%

Nethbarne, hm T2/F3: AL NE; AC 5 (Dex, studded leather); MV 12; hp 27; THAC0 18 (16 with sword);

#AT 5/2; Dmg 1d8+5/1d4+3 (long sword, specialized, dagger, Str); S18/01 D17 W15; MR nil; SZ M; ML 14; Save vs. Spells: 16; F/RT 30% MS 25% HS 30% DN 55% CW 75% RL 0%

Magical items: *dinner bell*

Tier 2:

Elven mage/thief (ef W4/T5): AL NE; AC 0 (*armor* spell, Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA backstab (x2); SD thieving abilities; S14 I15 D18; MR nil; SZ M; ML 10; Save vs. Spells: 12; PP 55% OL 50% F/RT 65% MS 90% HS 15% DN 55% CW 95% RL 0%

Spells: 1st Level - *armor* (cast), *burning hands*, *charm person*; 2nd Level - *flaming sphere*, *invisibility* (cast, if alerted).

Four average thieves, (2 hm and 2 hem T4): AL NE; AC 6 (Dex); MV 12; hp: 20 each; THAC0 19; #AT 1; Dmg 1d8+1 (long sword, strength); SA backstab (x2); SD thieving abilities; S15 D18; MR nil; SZ M; ML 11; Save vs. Spells: 15; PP 55% OL 50% F/RT 5% MS 90% HS 15% DN 15% CW 95% RL 0%

Nethbarne, hm T2/F5: AL NE; AC 2 (Dex, chain mail); MV 12; hp 44; THAC0 16 (13 with sword); #AT 5/2; Dmg 1d8+5/1d4+3 (long sword, specialized, dagger, Str); S18/51 D18 C16; MR nil; SZ M; ML 14; Save vs. Spells: 14; F/RT 30% MS 25% HS 30% DN 55% CW 75% RL 0%

Magical items: *dinner bell*

Tier 3:

Elven mage/thief (ef W5/T6): AL NE; AC 0 (*armor* spell, Dex); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA backstab (x2); SD thieving abilities; S14 I15 D18; MR nil; SZ M; ML 10; Save vs. Spells: 12; PP 55% OL 65% F/RT 65% MS 90% HS 15% DN 70% CW 95% RL 0%

Spells: 1st Level - *armor* (cast), *burning hands* (x2), *charm person*; 2nd Level - *flaming sphere*, *invisibility* (cast, if alerted); 3rd Level - *lightning bolt*.

Four talented thieves, (2 hm and 2 hem T6): AL NE; AC 3 (Dex, studded leather); MV 12; hp: 32 each; THAC0 18; #AT 2; Dmg 1d8+1/1d6+1 (long sword, short sword, strength); SA backstab (x3); SD thieving abilities; D18 S16; MR nil; SZ M; ML 13; Save vs. Spells: 13; PP 55% OL 40% F/RT 0% MS 75% HS 20% DN 5% CW 65% RL 0%

Nethbarne, hm T2/F7: AL NE; AC 2 (Dex, studded leather); MV 12; hp 62; THAC0 14 (11 with long sword and dagger); #AT 3; Dmg 1d8+6/1d8+6/1d4+6 (long sword/long sword/dagger, specialized, Str); S18/76 D18 W17 C16; MR nil; SZ M; ML 14; Save vs.

Spells: 13; F/RT 30% MS 25% HS 30% DN 55% CW 75% RL 0%

Magical items: *dinner bell*

Tier 4

Elven mage/thief (ef W9/T9): AL NE; AC 0 (stoneskin absorbs 5 attacks) (*armor* spell, Dex); MV 12; hp 35; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA backstab (x2); SD thieving abilities; S14 I15 D18; MR nil; SZ M; ML 10; Save vs. Spells: 10; PP 55% OL 85% F/RT 85% MS 90% HS 15% DN 60% CW 95% RL 0%

Spells: 1st Level - *armor* (cast), *charm person*, *burning hands* (x2); 2nd Level - *flaming sphere*, *invisibility* (cast if alerted and time permits), *locate object*; 3rd Level - *lightning bolt* (x2), *protection from normal missiles* (cast, if alerted); 4th Level - *stoneskin* (cast), *wall of fire*; 5th Level - *feeblemind*.

Four amazing thieves, (2 hm and 2 hem T11): AL NE; AC 3 (Dex, studded leather); MV 12; hp: 60 each; THAC0 18; #AT 2; Dmg 1d8+2/1d6+2 (long sword, short sword, strength); SA backstab (x5); SD thieving abilities; D18 S18 C16; MR nil; SZ M; ML 13; Save vs. Spells: 11; PP 75% OL 70% F/RT 80% MS 95% HS 70% DN 55% CW 95% RL 0%

Nethbarne, hm T2/F13: AL NE; AC -3 (Dex, full plate); MV 12; hp 95 (stoneskin absorbs 8 attacks); THAC0 8(4 with two-handed sword); #AT 5/2; Dmg 1d10+8/1d10+8 (two handed sword); S18/00 D18 C18; MR nil; SZ M; ML 14; Save vs. Spells: 8; F/RT 30% MS 25% HS 30% DN 55% CW 75% RL 0%

Magical items: *dinner bell*

Tier 5

Elven mage/thief (ef W11/T11): AL NE; AC 0 (stoneskin absorbs 5 attacks) (*armor* spell, Dex); MV 12; hp: 40; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA backstab (x2); SD thieving abilities; S14 I15 D18; MR nil; SZ M; ML 10; Save vs. Spells: 10; PP 55% OL 85% F/RT 85% MS 90% HS 45% DN 90% CW 95% RL 0%

Spells: 1st Level - *armor* (cast), *charm person*, *burning hands* (x2); 2nd Level - *flaming sphere*, *invisibility* (cast if alerted and time permits), *locate object*, *mirror image*; 3rd Level - *lightning bolt* (x2), *protection from normal missiles* (cast, if alerted), *suggestions*, *wraithform*; 4th Level - *stoneskin* (cast), *wall of fire*; 5th Level - *feeblemind* (x3).

Four amazing thieves, (2 hm and 2 hem T13): AL NE; AC 3 (Dex, studded leather); MV 12; hp: 60 each; THAC0 18; #AT 2; Dmg 1d8+2/1d6+2 (long sword, short sword, strength); SA backstab (x5); SD thieving abilities; D 18, S 18, C 16; MR nil; SZ M; ML 13; Save

vs. Spells: 9; PP 95% OL 90% F/RT 80% MS 95% HS 70% DN 55% CW 95% RL 0%

Nethbarne, hm T2/F15: AL NE; AC -3 (Dex, full plate); MV 12; hp 105 (stoneskin absorbs 8 attacks); THAC0 6(2 with two-handed sword); #AT 5/2; Dmg 1d10+8/1d10+8 (two handed sword); S18/00 D18 C18; MR nil; SZ M; ML 14; Save vs. Spells: 7; F/RT 30% MS 25% HS 30% DN 55% CW 75% RL 0%
Magical items: dinner bell

Note at Tier 3 and higher:

- Nethbarne has a free-action ability as a boon of Mask as a reward for earlier work.
- All of the bladed weapons possessed by the thieves and Nethbarne are poisoned.
- At Tier 3, a failed saving throw vs. poison inflicts an additional 5 points of damage.
- At Tier 4, a failed saving throw vs. poison inflicts an additional 15 points of damage.
- At Tier 5, a failed saving throw vs. poison inflicts an additional 25 points of damage.

The room is a 40' square, which leaves lots of room to get around. On the table are bowls of rotten fruit and vegetables. Another ladder leads through a trapdoor to the legal office, and another leads to the blacksmith's. Neither storeowner is aware of these trapdoors. No matter what tier the party is at, combat should go something like this:

- The thieves will attack using their long swords and try to backstab if possible. They will attempt to spread out to hinder the use of area-effect spells.
- The mage/thief, if alerted, will have a number of spells prepared, as indicated on the group's statistics. He will use offensive spells and stay above ground, firing spells at the PCs he can make out. If it becomes obvious that his side is losing he will attempt to escape.
- Nethbarne will wade into combat if mobility permits. If he thinks that things are looking grim, he will ring his magical bell causing all within 5 yards to save vs. spell.

All PCs who fail their save will dig into their own rations (possibly the magical melons) or the rotten fruit. PCs who eat the rotten fruit suffer from malnourishment and strike at -2 to hit until healed (this is not poison). If things look grim, Nethbarne will try to climb a ladder to escape. If captured, Nethbarne will answer questions. Or, if the party killed him, a *speak with dead* spell will provide similar results.

Why did you steal the money (or Did you steal the money... etc)?

"What? I don't know what you are talking about!"

If the PCs mention the note:

"A note? That is not the way of thieves. Unless of course it had something important to say..."

Why did you break the window (or other question that indicates that he committed the crime)?

"Perhaps you don't understand. I did NOT steal anything for the last week (and nothing before that as far as the Diamond Legion is concerned). I cannot imagine why any respectable burglar would break a window, anyway. We like to be subtle."

Why leave a note only to lead us here?

"The note led you HERE?! I thought you just tripped over the place. Think about this, friend, why would I make the secret location of my meetings public knowledge? Especially to a group of do-gooder adventurers? I sense betrayal among my kin. Do you still have the note? What did it say? Perhaps I can identify the handwriting."

If they hand over the note or describe it:

"Unusual. Apparently this fellow wanted to lead someone here to allay suspicion. Perhaps he wanted to get rid of a group of adventurers for some reason. Have you thought that your presence might be inconvenient?"

Have you thought that maybe your presence is inconvenient?

"I don't suppose you'd believe the leader of a thieving cult (I mean "subterranean bakery", yeah) if he said that he had no enemies. Not many people know that the place we are standing in even exists. Are you going to take us to jail now?"

Lie-detecting magic will indicate that he is telling the truth. But then, the party might be aware (or soon will be) of a philter of glibness that is somewhere out there, so they may not believe his story. The thief knows nothing about the stolen gold beyond what the PCs tell him, so attempting to entrap him will not work. He also made some good points: Why would he lead the party to his secret lair? Why would a thief be so bold as to break a window? These questions should get the gears in the players' minds spinning.

Nethbarne will mumble to himself about a visit from the Harbinger if he convicted, but seems remarkably relaxed. If any of the other thieves are conscious, they will plead to be released, as they are well of Procampur's disposition towards thieves. The party may elect to free the group, but this would be considered illegal, so PC paladins and other lawfully aligned PCs would most likely object. There are stolen

goods packed in crates near the back of the room that would serve well as incriminating evidence. If the PCs decide to take the group of thieves to jail and they have not yet completed **Scene Six, Bars in Every Room**, then proceed to that scene. If they have already been to the jail, than they can easily transfer the prisoners to the jailhouse without too much trouble, assuming that precautions are taken against their escape. The PCs can take Nethbarne's bell away from him before they proceed to the jail if they wish. If the PCs have not yet been to Maniacal Manny's Spectacular Emporium of Sales, than proceed to that scene.

Scene Six: Bars in Every Room

The PCs can make their way into the jailhouse and deposit prisoners, if any, and can now look at the inside.

The outside of the jailhouse is somewhat bleak, but this may be because it's gray color and the recent spat of rainy weather. Standing outside are two guards. They leer towards you and one speaks: "What's your business here?" The other seems to scoff. "Please state your purpose, citizens," he states, as if he was correcting the first. The first retorts: "Oh yes, that was much better, what if they aren't citizens?" Their argument continues for some time.

The PCs may wish to interrupt the pair. If they have good reason to enter the building, Zell and Wheasse will allow them in.

The jailhouse is wet and dirty. Two rows of cells line the walls. Eight Legionnaires are holding short swords and are looking at you suspiciously. "Hey there! What's your business here?" says a man from behind a wooden desk.

If the PCs tell the guard (Lieutenant Renwalt) that they are here to visit one of the prisoners, he will want to know which one. If told the "crazy guy who was gibbering about the lucky priests' orphan money", the guard will nod and lead the party to his cell.

The heavy door to the cell swings open and the guard points to a man lying in the corner. "Visiting hours are over in ten minutes!" says the guard, orderly, as he locks the door behind you. The man stands up. He is wearing respectable clothes that are somewhat stained. His dirty hair is in his face. "Hello, people' says the man, 'and who might you be?"

Albert is in league with Yule (the man), he paid him previously to act drunk so that he could be arrested and tell the party a lie when they come to see him. Albert

wants investigators to at first suspect Nethbarne (the leader of the thieving group below the Nine Dells), but if they dig deep enough, suspect Undil Latheen. Yule will be released shortly after the party leaves, as Albert has bribed the jail keeper as well (with 500gps in gems from the stolen cash, in addition to a previous bribe under another disguise). Yule consumed a philter of glibness, given to him by Albert, before the party entered (the potion was in a normal wineskin and there are no remains of the potion). Lie detecting magic will register him as telling the truth. The party is free to ask the man questions:

Who are you?

"I am Yule Portall, carpet salesman"

Why are you in jail?

"I drank a little too much the other night. The Diamond Legion said I was "drunk in public" or something. Lousy jerks, arresting me...(mumble, mumble),"

You said something the other night about "stealing the lucky priests' orphan money", what did you mean?

"Drat! Yule Portall, brandy'll be the death of you as soon as a sword! I really wish I hadn't let that slip. I suppose you're here to press charges on me as an accomplice to theft?"

Tell us who your "buddy" is?

"I honestly don't know his name. He was dressed in black clothes."

What did he look like?

"I don't know, tall I guess. He was middle-aged. (Further description sounds fairly close to Nethbarne)"

What was your role supposed to be in the theft of the money?

"I was only supposed to hold it for awhile after they were stolen, so the authorities wouldn't have anything on the real thief. I was supposed to get 5,000gp for the job. But I got drunk on what he paid me with up front, so I forgot all about it."

If any other questions are asked after all these have been answered, the guard will come back and tell the party that visiting hours are over. Yule will ask the guard when he his supposed to get out as he sees him. The guard only replies: "Soon enough."

If the PCs come to the jail with a the group of thieves from the Fine Dells (and Nethbarne is still alive), Yule Portall will identify him as being the man who hired him.

Should the party leave and return later, the guards will not allow the party to see any of the inmates.

Looking into the cells reveals that Yule is gone and Nethbarne has remained. The guard will claim that Yule was released due to lack of evidence, but Nethbarne has overheard an incriminating conversation between the two (due to his thievish power to detect noise). Once he spots the party, Nethbarne will yell down the hallway:

"It might interest you to know that the main guard was bribed into releasing that drunken man!" As Nethbarne begins to yell at you the guards swiftly approach his cell. "I heard the guard asking him when he was going to get the other half of the money! I think he was examining a purple gemstone before, too, like it was a new acquisition." The guards reach the door to his cell and fumble with the keys. "It would make sense for you not to believe me, so I am fully willing to undergo any magic that can prove my honesty if you will only see to it that I am not executed!" With his last word the door to his cells swings open and a muzzle is fitted over the unresisting Nethbarne's mouth.

The PCs are now faced with a difficult decision, for which there are several answers. The party can elect to accuse the commanding Legionnaire (Lieutenant Renwalt), which may get them arrested for the insult (however true). They may also inquire about the gem that he had mentioned, in which case the guard will claim it is a gift from his father (an outright lie). In reality, Lieutenant Renwalt originally served in the Star Guard, where he was accustomed to taking bribes. When the Diamond Legion took over again, he managed to find himself a fine rank within the system. He has not yet forgotten his old ways, and occasionally takes bribes when he thinks it is beyond the notice of others.

PCs can also choose to speak with the other Legionnaires; they have seen their lieutenant take the bribe and are somewhat irate that he has sunk to such a level, but aren't quite at the level where they have the guts to arrest him. If these emotions are stirred up in the others, they will speak out against the lieutenant and quickly arrest him in short order. The lieutenant will then realize that his career is over and will attack the party in desperation, screaming about how life "isn't fair!" The Legionnaires will defend the party, of course.

Legionnaire Warriors (6), hm (and f) F4: AL LN; AC 6 (chain mail); MV 12; hp: 30; THAC0 17; #AT 3/2; Dmg 1d6+2 (short sword, specialized, Str); S 17; MR nil; SZ M; ML 16; Save vs. Spells: 15

Legionnaire Wizards (2), hem (and f) W4: AL LN; AC 6 (Dex 18); MV 12; hp: 15; THAC0 10; #AT 1; Dmg 1d4 (dagger) MR nil; SZ M; ML 14; Save vs. Spells: 12

Spells: 1st Level - *charm person, enlarge* (will cast on Legionnaire Warriors); 2nd Level - *scare, strength*

Tier 1

Lieutenant Renwalt, hm F5: AL LE; AC 5 (chain mail, shield); MV 12; hp: 40; THAC0 16 (14 with short sword); #AT 3/2; Dmg 1d6+5 (short sword, specialized, Strength); S18/01 I8 D12; MR nil; SZ M; ML 6; Save vs. Spells: 14

Tier 2

Lieutenant Renwalt, hm F7: AL LE; AC 3 (splint mail, shield); MV 12; hp: 60; THAC0 14 (11 with short sword); #AT 2; Dmg 1d6+6 (short sword, specialized, Strength); S18/51 I8 D12; MR nil; SZ M; ML 6; Save vs. Spells: 13

Tier 3

Lieutenant Renwalt, hm F9: AL LE; AC 1 (field plate mail, shield); MV 12; hp: 80; THAC0 12 (9 with short sword); #AT 2; Dmg 1d6+7 (short sword, specialized, Strength); S18/76 I8 D12; MR nil; SZ M; ML 6; Save vs. Spells: 11

Tier 4

Lieutenant Renwalt, hm F11: AL LE; AC -3 (field plate mail, shield, Dex); MV 12; hp: 90; THAC0 8 (6 with short sword); #AT 2; Dmg 1d6+9 (short sword, specialized, Strength); S18/00 I8 D18; MR nil; SZ M; ML 6; Save vs. Spells: 10

Tier 5

Lieutenant Renwalt, hm F13: AL LE; AC -3 (field plate mail, shield, Dex); MV 12; hp: 100; THAC0 6 (4 with short sword); #AT 5/2; Dmg 1d6+9 (short sword, specialized, Strength); S18/00 I8 D18; MR nil; SZ M; ML 6; Save vs. Spells: 9

The lieutenant can be killed, but it is in the law's best interests that he be captured instead. He has 500 gp in amethysts that Albert used to bribe him for arresting Yule, and releasing him after he spoke with investigators (and also to confirm the story Yule told the party as being the same one that he told the Diamond Legion). Albert was under the guise of an *alter self* spell when he bribed Renwalt, so he looked like Undil when he came. However, he had forgotten about his stench. This may be a very important clue, as the PCs may know that the real Undil does not stink. Also, Renwalt saw Albert as he was floating above the street and casting the spells on Orn Thavil, he was about to summon more guards when someone from the inside of the building tossed the floating man a bag. Renwalt assumed that nothing illegal was going on, but the masked man (Albert), tossed him a gem from the

bag anyway, so he was very happy with the situation. Since then, he has hidden the gem in his desk, however.

If the PCs think to search his desk, they will find the 500gp ruby which he was given.

If questioned after being captured:

What did the person who bribed you look like?

"He was wearing nice-looking clothes! He smelled to Mount Celestia! Let me go!"

When were you bribed?

"Just this morning! Let me go!"

Describe what happened when you were bribed:

"I was bribed by a man, who was dressed in nice looking clothes. He told me to arrest a man for being drunk in private, and to release him after some people came by to ask him some questions. I was also supposed to confirm whatever he told you guys as being the truth. Let me go!"

You say he smelled, how do you mean?

"He smelled like he had been in the gutter all day long! Let me go!"

Where did you get this ruby?

"A man gave it to me. He was flying above some street talking to someone on the other side of a broken window. He was asking that person to toss him a bag, then this bag gets thrown to him. He seemed very happy with this, and tossed me one of the gems from the bag. That wasn't a bribe though! I was just in the right place at the right time! Let me go!"

But that was a crime, because those gems were stolen.

"Dangit."

Describe the floating man.

"He was wearing a black mask and black clothes. He had a bow on his side."

Did he smell bad (only if they ask)?

Yes, he kind of smelled funky. Maybe they should pass a law making bathing mandatory. (Chuckles, then remembers he is in deep trouble). Let me go!

All other questions are met with whining and screeching. The PCs are best to have him arrested for assault (possibly attempted murder) and bribery. If the party puts in a good word for Nethbarne, stating that he was the one who reported the bribery, his sentence will be changed from execution to 10 years when his crime goes to trial. The other thieves will still receive the execution sentence, however.

The Legionnaires, upon hearing the description of Undil Latheen pointed towards the theft, will

immediately set out towards the Hall of Joyous Success to ask the High Priest some questions.

If the party desires, they can now proceed to the **Fine Dells (Scene 5)** or back to the **Temple of Tymora (scene 7)**, or back to the **Temple of Lliira (scene 8)**.

Scene Seven: Back to the Lady's Happy Hall

The PCs may not trust Undil Latheen at this point, and may wish to share their evidence with someone besides him. Orn Thavil will be more than willing to listen to what the PCs have to say on the matter. If they indicate that Undil Latheen is probably responsible, Orn will state the following.

"Well, that is a possibility, I suppose you've noticed that Undil is a little bit... well... nutty. He was driven to his ends when Waukeen left. He's gotten much better since She returned, but he's still somewhat crazy, I'm afraid. Unfortunately, stealing gold would seem to be an appropriate action, considering his love for wealth and his insanity. I suggest that his personal quarters be searched. It wouldn't surprise me if that was where the money turned up."

It is possible, that the party does not suspect Undil. They could believe that some sort of shapechanger with a bad smell is behind this. They could also still think that Nethbarne is responsible.

If the PCs wish, they may now go back to the Temple of Lliira, to report their findings thus far to Undil, and perhaps ask about some of the things they have been hearing.

Scene Eight: Back to the Hall of Joyous Success

As the party has not yet found the money, they should probably not be coming back to report their victory. It is assumed, then, that the party have returned to ask Undil some questions or to accompany the Diamond Legion if they are headed this way. Adjust the following boxed text accordingly.

You return to the Hall of Joyous Success. Undil Latheen is sitting in a chair, wearing his spectacles, looking over some parchments. Coming closer, you can see that they are numbers, which he is tallying. He notices you and looks up. "Ah, hello investigators, how goes the search?"

We spoke to a corrupt guard, and he described you (or someone close to you) as the person who bribed him.

“I don’t see why he would do that. I didn’t bribe anyone. You can search my room if you want to.”

If the Legionnaires are here, they will immediately proceed to the High Priest’s chambers. If they are not, the PCs may go by themselves if they wish.

Undil Latheen’s room is quite nice, with a fine bed and several oaken dressers. A full-length mirror is in one corner of the room. A desk can also be seen, upon which are a number of pieces of parchment and some ink.

(If the Diamond Legion is here)

The Diamond Legion are busy searching the place for incriminating evidence.

The PCs may search if they so desire.

Bed: Under the bed is a rectangular sheet of parchment, quite small, which appears to be a receipt from Maniacal Manny’s Sensational Emporium of Sales. The receipt is for a philter of glibness.

If asked about the receipt, Undil will state that he doesn’t know anything about it, but he does know about the store. He understands that Maniacal Manny is a bit crazy and sometimes wagers magical items for no apparent reason. Once the receipt is found, a Diamond Legionnaire snatches it up and puts it away for use as evidence later.

Floor: Between a dresser and the wall, near the ground, is Undil’s journal, open to the last entry.

If the characters wish to read it, hand the players **Player’s Handout: Undil’s Journal**. This evidence is most incriminating to Undil, but it is quite forged. Albert made up the last entry while he was here, and it is in the same handwriting as the rest of the journal. If the Diamond Legionnaires see this bit of evidence, they will immediately arrest Undil Latheen and take him to the jailhouse.

The PCs may wish to speak with Undil about this privately.

Did you write this?

“I most certainly did not, I can’t believe someone else wrote in my journal. I did not steal any of the Tymorans’ money either.”

Do you know who would want to frame you then?

“I have no idea, I can’t imagine who would go to such lengths to see me arrested.”

Dresser: On top of one of the dressers is... a blueberry muffin with a bite out of it. Albert also left this bit of evidence intentionally, only this piece isn’t intended to incriminate Undil, but rather inform him as

to the real crook. This is part of Albert’s twisted sense of humor. If anyone tastes the muffin, they find that it is very salty. The party may wish to ask Undil about it.

Is this muffin yours?

“No, I assumed one of the acolytes left it here for my breakfast. I took a bite out of it, and found it was far too salty for my taste. (Blinks, then seems very stunned)”

Undil just realized who is behind this mess, and is a little shocked by the answer. He will now share the story about the citrus fruit and the baked goods with the party (from the introduction). They should now know that someone very poor is behind this. However, this will not keep Undil from being arrested if the Diamond Legion has found the journal.

Whether or not Undil Latheen is arrested, the PCs may want to look into the receipt clue. If so, proceed to the next scene.

Scene Nine: Maniacal Manny's Sensational Emporium of Sales

If the characters desire, they find their way to the Merchant District. Before them lies a small shop with a large wooden sign written in common: "Maniacal Manny's Sensational Emporium of Sales."

The store already looks strange even though you haven't looked in yet. Out side is the store's name written on a 7' long piece of wood in different colored letters. Next to the door is a large cart filled with orange melons, a smaller sign states clearly: "Maniacal Manny's Magical Melons, 20 gp." A halfling woman stands next to the melons on the lookout for potential customers. The woman addresses you: "Hey, you guys!" she says, "Maybe you'd be interested in some of these magnificent magical model melons from Maniacal Manny's modest meadow?". The halfling says this with incredible speed, but now gasps for breath. 'Heck, I'll give you guys three for the price of two if you can repeat what I just said!"

It is highly recommended that the DM practice this difficult sentence. The characters are expected to say it again and may become fuddled if you say it incorrectly. The PCs may choose to take the simple route and simply state: “what I just said”. This answer is both acceptable and witty. If anyone from the party does manage to repeat the sentence, the Halfling (named Foeasha, pronounced Fo-EA-shay) will be true to her word and give the party three melons for the price of two. The melons are indeed magical; they confer the benefits of a *goodberry* if the entire melon is consumed. The melons are bigger than grapefruit and taste twice as

sour. Foasha does not know anything about the customer who purchased the slippers and the wand. The halfling will tell the party that Maniacal Manny is inside if asked.

The inside of the store makes the outside look bland. Gadgets, wheels, swords, springs, lanterns, the antlers of a deer (and all sorts of unrelated junk) completely line the walls. A desk piled high with a miscellany of unusual items can be seen in the back of the room. Fully expecting a gnome to be sitting there, you are surprised to see a lean elven man wearing spectacles tinkering with some doodad. Behind him and to the left is a door upon which hangs a sign: "Do not Enter! Magic items within! Beware!" He looks beyond his glasses for a second, and then resumes his tinkering. The elf begins softly whistling to the tune of an old love song.

Maniacal Manny, he W16 (Enchanter): AL N; AC 2 (Dex, armor spell); MV 12; hp: 30 (stoneskin absorbs 18 attacks); THAC0 15; #AT 2; Dmg 1d3/1d3(knife); SA spells, -1 to opponents saves vs. enchantment/charm; SD spells, standard elf immunities, +1 to saves vs. enchantment/charm; S10 D18 C13 I18 W16 Ch16; MR 90% vs. charm and hold; SZ M; ML 8; Save vs. Spells: 6

Spells: *armor* (cast), *magic missile* x 2, *burning hands*, *dancing lights*, *sleep*, *bind*, *invisibility*, *ray of enfeeblement*, *scare* x 2, *web*, *clairvoyance*, *feign death*, *haste*, *hold person*, *lightning bolt*, *protection from normal missiles* (cast), *charm monster* x 2, *ice storm* x 2, *Evard's black tentacles*, *stoneskin* (cast), *cone of cold* x 2, *feeblemind*, *Leomund's lamentable belaborment*, *mind fog*, *monster summoning III*, *geas*, *mass suggestion*, *permanent illusion*, *Tenser's transformation*, *limited wish*, *Malec-Keth's flame fist*, *shadow walk*, *mass charm*, *maze*.

Equipment: *ring of telekinesis*, *gem of true seeing* over one eye, a bunch of magical items in the back room.

The party may desire to look through the contents of this room at some point, if at any time a character does this, roll percentile to determine the item found:

d100

Roll	Item
1-3:	A Complete History of Procampur, as written by Maniacal Manny. Sample quotes: "Procampur was founded seven years ago by Maniacal Manny's pet goldfish, Blinky." (100 gp)
4-5:	A porcelain doll of a brown weasel, looking very menacing.
6-8:	Shoes with springs sticking out of them. Attempting to jump while wearing these (or

walk for that matter), will only injure the wearer as he is thrown into the ground. (10 gp)

- 9-12: A pair of red earmuffs designed for a cat (5 gp)
- 13-19: An oversized novelty helmet that has two one-foot long horns sticking out of it (requires Str. 8 to wear). Dwarves will take an immediate liking to this helmet. (5 gp)
- 20-24: A stuffed lobster named Bob. (3 gp)
- 25-28: A piece of parchment containing a to-do list from a random adventurer dated three years ago: "...eat dinner, prepare caravan, slay dragon, rest, eat breakfast..." (5 gp)
- 29-32: A small propeller-based toy. Spin it and it flies into the air! (1 gp)
- 33-38: A children's book detailing the adventures of a happy slug named Gongo (1 gp)
- 39-43: A knife that contains retractable can-openers, corkscrews and fish-gutters. (20 gp).
- 44-47: An embellished self-portrait of Manny leading an army of elves into a war against the evil halfling forces (Manny will not sell this item).
- 48-50: A set of specialty coffees from all around the Realms (including Manny's favorites such as Thayvian Cappuccino Mist, Sembian Dark Roast and Waterdhavian Purple Late) (15 gp)
- 51-53: A dwarven campfire sing-along book (10 gp)
- 54-57: A marionette of a female magician dressed in blue (20 gp).
- 58-61: An unlabeled box containing 5000 very small jigsaw puzzle pieces. They can be assembled in 20 hours, minus one hour for every point of Intelligence the character(s) possess(es) to a minimum of one hour. The pieces form a 4' by 4' picture of whomever has just assembled it. This is a weird coincidence, not a magical effect. Manny will claim to know nothing of the puzzle. (50 gp)
- 62-67: A small bank in the shape of an eagle that can hold about 20 gp (25 gp).
- 68-73: A trick light crossbow designed to fire a bolt at the wielder instead of an opponent (150 gp).
- 74-77: An inaccurate map of the Vast, containing the cities of Waterdeep, Shadowdale and Happy Town (the latter of which is symbolized by a yellow happy face).
- 78-83: A small statuette of a dragon, if the tail is pressed down, a small flame appears in the dragon's mouth. Designed for lighting pipes and cigars (200 gp).
- 84-89: A complete human skeleton, all of the joints are attached.(110 gp)
- 90-95: A collection of spoiled or otherwise useless spell components (1cp)
- 96-99: A small wooden box puzzle, opening it requires an Int check, +1 bonus for every time it is done successfully.
- 00: Three rotting Magical Melons.

If any of the party members attempt to Find Traps for some reason, a red alarm will go off in that PC's head. Any PC attempting to open the back door will be subject to a barrage of horrible pain that will most likely be followed by death. The phases of the elaborate trap are detailed here:

- The character is shot by 10 heavy crossbow bolts + 2 from various sockets from around the room, each has a THAC0 of 8. They count as magical for purposes of this shot only, after which they become non-magical.
- An anvil falls directly on the PC's head with no chance to avoid. Damage is 2d20.
- A miniature door opens within the door and from within a boxing glove is fired into the unfortunate PC for 5d6 points of damage.
- 25 spring-loaded darts+1 are fired at the PC, each with a THAC0 of 10. Damage is 1d4+1 per dart and each contains a powerful sleeping toxin. Save vs. Poison at -4 or fall asleep. As with the bolts, they are only considered magical for this flight only.

After all of these effects have completed, the trap magically resets itself. Manny's expression will not change during the entire grizzly spectacle. The trap is later found to be illusionary, as when the PCs "corpse" is dragged out of the store, it reanimates with life. The PC affected by the trap remembers being in a "bad place".

The party should have no way of entering the back room, but for the DM's knowledge there is a plethora of magic items that Manny likes to wager against opponents.

The party may ask the elf questions if they wish:

Are you Maniacal Manny?

"I am indeed! How did you know? I'll bet you can't guess my birth year!"

If asked anything else:

"Hold on there, Rathbar! I don't give anything for free except my name! Knowledge is power you know..."

What would it take for you to tell us what we want to know?

"Hmmm... Every man has his price, now what is Manny's? I enjoy a laugh! How about you dunderheads try to solve this riddle for me. Tell you what, let's make it interesting: I'll put this crystal pitcher (it's magical y'know) on the line for one of your magical trinkets, I'll throw in the information for free even I win, O.K.?"

Manny will accept any magical item of 5,000 gp value or higher as a fair bet. If the party has no magical items, he will accept something of value, but will not risk his magical pitcher, rather he will wager an appropriate amount of gold pieces.

Please give the players **Player's Handout: Manny's Test**. The party is allowed 10 minutes of real time to solve to riddle. The answer to the riddle is "perfection", the two-word common saying is "nobody's perfect" and the spelling error at the bottom of the page is meant as a clue, please do not change it. If the party doesn't solve it correctly, then Maniacal Manny will take the paper back and say: "Too bad, what a pity!". If the party risked a magical item, he will take it and throw it on top of one of his piles. If the party guesses it correctly, then Maniacal Manny will toss the crystal pitcher to the party and say: "Here, catch!" Unbeknownst to the party, he has it under control with his ring of telekinesis. The pitcher will not break. He will however break down with laughter. Maniacal Manny is now willing to tell the party whatever they want to know:

Did you sell a *philter of glibness* the other day?

"I did indeed, you sure are good with that mind reading stuff. No wait, I didn't. We did one of those wager thingies that your group and I just did. Yeah, he wagered me something nice."

What did he look like?

"Oh, he looked like the High Priest of Waukeen. But that was just the illusion anyways. He REALLY looked like a five-foot tall scruffy man who smelled horrible and didn't look too good either."

What did he wager for the potion?

"A spellbook. It looked pretty nice, so I accepted. No matter how sick you are, at least you have your health! Why are you guys so interested in this guy anyway, did he kill somebody?"

When did he come in?

"Yesterday, good Sir Rathbar."

This is Albert's critical error: underestimating Maniacal Manny. He did not realize that one of his spectacles was a *gem of true seeing*, so came in here, disguised magically as Undil Latheen, to further incriminate him. In this guise, he wagered for the philter, claiming that the spellbook was from a "business transaction." Meanwhile, Manny knew all along what he really looked like. If asked, Manny will gladly provide his testimony in court.

Scene Ten: The Worst Kind of Tease

Walking down the Great Way and smiling at citizens who are traveling the opposite direction, you are surprised to see a small crowd of dozens gathered near the entrance to the District of the Poor some thirty feet away. Hanging from the gate that is the entrance is a large bag, which has a large question mark printed onto it. The bag is hanging from a cord, the other end of which is being held by a dirty man who is seated on top of the wall. He notices your approach and smiles. The man then uses his free hand to rub his thumb along his other fingers (indicating money or coins) and then points to the bag. It seems obvious that he is trying to tell you that some or all of the stolen money is in the bag. The dirty man is dancing on top of the wall dangling the cord between his index finger and his thumb. The knot holding the bag up appears loose and you have the feeling that it could give way any moment.

If it is not soon understood that exposing the citizens of the Poor District to a bag full of money will cause a crazed riot, have each PC make an Int check at half, if any of the players are successful read the following:

You are shocked as you realize the implications if he were to drop the bag. Besides the fact that the money would be lost with little to no chance of recovery, a mob of hundreds would surely appear in seconds once the gold was spotted. These are desperate people, and desperate people often resort to desperate measures, such as using violence to get a share of the money.

The dancing man and the bag are really a *phantasmal force* that Albert has cast. The man doesn't look much like Albert himself. He is hiding inside a nearby building and watching the party's reaction to his illusion. The party will not notice the foul smell for which he is famed, and if a player inquires about it, have him or her roll to Disbelieve. The PCs may get foolish and announce that the bag is full of money, in which case the mob may appear as predicted. If any PC announces this in a loud voice, hundreds of beggars, peasants, and panhandlers will swarm the area. Unless broken up, one punch by an elderly man will cause a chain reaction that causes the mob to transform to a raging riot. If such a disaster occurs, nearby PCs will sustain 2d12 points of damage per round from various attacks until they can leave the area at half Movement Rate. The riot will eventually be broken up by the Diamond Legion, but at the cost of dozens of lives (3d20 homeless citizens will die).

The wise thing to do is to attempt to grab the bag before it falls, through magic or other means. As soon

as contact is made with the man or the bag, they both disappear in a hazy mist.

Albert will leave quickly and discreetly, heading for the Services District to purchase a bath and a new set of clothes so that he may hide his identity.

Once the party has sorted out the bag problem, proceed to **Scene Eleven: Revelations**.

Scene Eleven: Revelations

The party will at some time wish to return to the Hall of Joyous Success to report what they have learned, when this occurs, read the following. At this point, Albert has learned that the party has an eyewitness and has settled for a less subtle form of revenge. He remembered reading something in Undil's journal regarding affection towards Baniya Dolester, the High Priest of Lliira; thus, he snuck into the Temple as Undil and put a knife to her throat. He even enlisted some help.

The outside courtyard of the Hall of Joyous Success seems somber somehow in the muddy afternoon. The Overgold Undil Latheen has come out to greet you as you arrive, but he seems more worried. A man emerges from the shadows behind him. He seems to be wearing a poor excuse for clothes and looks quite angry. He holds a knife to the throat of the High Priest of Lliira, Baniya Dolester. Undil Latheen looks towards the madman, obviously concerned for Baniya's safety. "Let her go! You don't have anything against Baniya!" The man looks at the woman, who seems unafraid, then turns towards your party. "Undil here cursed me to become poor during my business peak! I lived for a year in the refuge of this city's District of the Poor! The Poor! I was a successful trader until he cursed me. I finally received a 10-year long reprieve when Waukeen left. I retired, opened a restaurant, dabbled in mag- They told me she was dead! Damned liars! The curse returned when she did, and my restaurant burned to the ground! I had lost all the money I had in the world TWICE thanks to this man and that . . . that . . . goddess! Would you like to know why, adventurers? I have no idea! This man gets it into his head that I was spreading around some rumor about his baked goods having too much salt! He has a bad day of sales, and I'm the one that has to suffer!" With that, the man growls angrily. "An innocent victim of this man's stupidity!" Undil seems to be pained somehow.

Albert is telling the truth about not having spread the rumors in the first place. Undil doesn't believe him, but realizes that what he is saying could be true. If the party decides to attack Albert, he slices Baniya's throat and backs off and allows his friends (who are under the

effects of some doses of *dust of disappearance*) to jump into melee while he casts spells.

If the PCs try to reason with Albert, consider his motivations. He wants revenge, but will settle for having his name cleared and his curse removed, although he would like to see Undil brought to justice. If these things are convincingly promised to him, he will release Baniya and reveal his invisible friends. He will also reveal the location of the money he stole.

Tier 1-2

Albert hm dual-classed T3/M5: AL N; AC 2 (Armor spell, Dex); MV 12; hp: 25; THAC0 19; #AT 1; Dmg 1d3 (knife); SA backstab (x2), spells; SD thieving abilities; I17 D18; MR nil; SZ M; ML 10; Save vs. Spells: 14; PP 55% OL 50% F/RT 5% MS 60% HS 15% DN 15% CW 95% RL 0%

Spells: 1st Level - *charm person, magic missile* (x2), *phantasmal force* (used); 2nd Level - *alter self* (used), *mirror image*; 3rd Level - *lightning bolt*.

Low-Lifes hm and f F3 (4): AL NE; AC 3 (studded leather, shield, invisibility); MV 12; hp: 25; THAC0 18 (16 with short sword); #AT 3/2; Dmg 1d6+3 (short sword, specialized and Strength); SA automatic surprise; SD invisible; S17 C16; MR nil; SZ M; ML 14; Save vs. Spells: 16

Tier 3

Albert hm dual-classed T3/M7: AL N; AC 2 (Armor spell, Dex); MV 12; hp: 34 (stoneskin absorbs 6 attacks); THAC0 18; #AT 1; Dmg 1d3 (knife); SA backstab (x2), spells; SD thieving abilities, spells; I17 D18; MR nil; SZ M; ML 10; Save vs. Spells: 10; PP 55% OL 50% F/RT 5% MS 60% HS 15% DN 15% CW 95% RL 0%

Spells: 1st Level - *charm person, magic missile* (x2), *phantasmal force* (used); 2nd Level - *alter self* (used), *web, mirror image*; 3rd Level - *lightning bolt, slow*; 4th Level - *stoneskin* (cast).

Low-Lifes hm and f F6 (4): AL NE; AC 1 (studded leather, shield, invisibility, Dex); MV 12; hp: 55; THAC0 15 (13 with short sword); #AT 3/2; Dmg 1d6+5 (short sword, specialized and Strength); SA automatic surprise; SD invisible; S18/01 C16 D16; MR nil; SZ M; ML 16; Save vs. Spells: 14

Tier 4

Albert hm dual-classed T3/M10: AL N; AC 2 (Armor spell, Dex); MV 12; hp: 44 (stoneskin absorbs 12 attacks); THAC0 18; #AT 1; Dmg 1d3 (knife); SA backstab (x2), spells; SD thieving abilities, spells; C16 I17 D18; MR nil; SZ M; ML 10; Save vs. Spells: 9; PP 55% OL 50% F/RT 5% MS 60% HS 15% DN 15% CW 95% RL 0%

Spells: 1st Level - *charm person, magic missile* (x2), *phantasmal force* (used); 2nd Level - *alter self* (used), *web, mirror image, invisibility*; 3rd Level - *lightning bolt* (x2), *fireball, slow*; 4th Level - *stoneskin* (cast), *thunderstaff*; 5th Level - *cone of cold, animate dead*.

Low-Lifes hm and f F8 (4): AL NE; AC -1 (studded leather, shield, invisibility, Dex); MV 12; hp: 75; THAC0 13 (9 with long sword); #AT 2; Dmg 1d8+8 (long sword, specialized and Strength); SA automatic surprise; SD invisible; S 18/00, C 16, D 18; MR nil; SZ M; ML 16; Save vs. Spells: 13

Tier 5

Albert hm dual-classed T3/M13: AL N; AC 2 (Armor spell, Dex); MV 12; hp: 44 (stoneskin absorbs 14 attacks); THAC0 17; #AT 1; Dmg 1d3 (knife); SA backstab (x2), spells; SD thieving abilities, spells; C16 I17 D18; MR nil; SZ M; ML 10; Save vs. Spells: 9; PP 55% OL 50% F/RT 5% MS 60% HS 15% DN 15% CW 95% RL 0%

Spells: 1st Level - *charm person, magic missile* (x3), *phantasmal force* (used); 2nd Level - *alter self* (used), *web* (x2), *mirror image, invisibility*; 3rd Level - *lightning bolt* (x2), *fireball* (x2), *slow*; 4th Level - *stoneskin* (cast), *thunderstaff, charm monster, dimension door*; 5th Level - *cone of cold, animate dead, monster summoning III, wall of force*; 6th Level - *chain lightning, anti-magic shell*.

Low-Lifes hm and f F10 (4): AL NE; AC -1 (studded leather, shield, invisibility, Dex); MV 12; hp: 90; THAC0 11 (7 with long sword); #AT 2; Dmg 1d8+8 (long sword, specialized and Strength); SA automatic surprise; SD invisible; S18/00 C16 D18; MR nil; SZ M; ML 16; Save vs. Spells: 11

If attacked, Albert will attempt to have the PCs destroyed first, so the high priests are only in real danger if the party is vanquished. Undil will tend to Baniya by first removing her from the area and then healing her in the temple. He has grown fond of her during the time she took care of him while he was insane. The low-lifes will place themselves between the party and Albert, if possible. The mad mage will use a *mirror image* for defense and move to powerful offensive spells centered on PC warriors. He uses *animate dead* if more than one PC or low-life perishes. He may also use a *charm person* spell to gain himself a spellcasting ally. He will not attempt to escape despite the odds, fighting to the death and not surrendering.

Unfortunately, this makes the party's job harder, as he has hidden the temple's money and must be alive to divulge its whereabouts. If killed, a *speak with dead* spell will not provide the party with useful information. Even while alive, Albert will not answer any of the PCs'

questions without being physically hurt before doing so. Mind-reading spells are most useful, as they will provide clear information. Of course, as stated previously, if reasoned with, Albert will tell the party where the money is. Albert, in actuality, donated the money, in the guise of a priest of Waukeen, to the Shrine of Glasya to make life miserable for the temple.

If Albert is reasoned with and the PCs convince Undil to have his curse removed, proceed to **Conclusion A**.

If the PCs defeat Albert, learn of the money's location and relay this information to Undil, he will arrange for the money to be retrieved by nightfall. Ceraphane is found to be a surprisingly understandable person. Proceed to **Conclusion B**.

If Albert is killed and the PCs do not learn the location of the money, proceed to **Conclusion C**.

Conclusion-A

Albert is acquitted of the theft charges, the judge having ruled that he was driven to extreme measures by divine forces. The followers of Tymora get back their money and donate it to the orphans. The followers of Waukeen do the same. Undil pays the party the number of magical items promised and thanks them personally for the service they have done him.

The followers of Waukeen are able to donate the money for the orphans in time, and it turns out that they come in second place, having earned the second-most amount of money. The winning temple is the Lady's Happy Hall. A representative of the Diamond Legion will thank the party for capturing known thieves of Procampur (if they have done so) and will offer the reward of 500gp to each party member. There is a small dinner party the next week in the Noble District that the party is invited to, if the party decides to attend:

The dinner party is a swank affair and you are seated at the head table with representatives from all of Procampur's shrines and temples. The Thultyrl is seated at the table's center. With a knife, Rendeth clinks his wine glass to gain the attention of the room. A hush falls as the Thultyrl stands and addresses everyone before him.

"I would like to thank the everyone who participated, especially the victors of our little competition, the Lady's Happy Hall as well as the close runners-up, The Hall of Joyous Success. In regards to the temple of Waukeen, Undil Latheen has informed me that without these fine individuals," at this he walks towards your party and points you out, "the Hall's significant contribution would have been lost to a madman. With everyone's aid, we raised 121, 980 gp! This will be more than enough to build a new haven for Procampur's orphans and I would like to

announce that construction begins next month. With this in mind, I would like to raise a toast to all the participating Temples and Shrines, all of my fine citizens who purchased something from them, these brave adventurers and finally the city of Procampur, may she remain the Shining Jewel of the Vast!" With this, he raises his wine and the rest of the spectators follow suit with a resounding: "Hear, hear!" All in a day's work, you think to yourselves as you sip the fine wine.

SO ENDS

"The Other Side of the Coin"

Conclusion-B

If the curse on Albert is not removed, he is arrested and goes to jail for a good long while. The money is retrieved, and everyone is glad that things are back in order. Baniya is healed, but a long scar remains on her neck. Undil pays the PCs their magic items, but seems disappointed that they did not stop Albert from hurting Baniya.

The followers of Waukeen are able to donate the money for the orphans in time, and it turns out that they come in second place, having earned the second-most amount of money. The winning temple is the Lady's Happy Hall. A representative of the Diamond Legion will thank the party for capturing known thieves of Procampur (if they have done so) and will offer the reward of 500gp to each party member. There is a small dinner party the next week in the Noble District that the party is invited to, if the party decides to attend:

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brave adventurers and finally the city of Procampur, may she remain the Shining Jewel of the Vast!" With this, he raises his wine and the rest of the spectators follow suit with a resounding: "Hear, hear!" All in a day's work, you think to yourselves as you sip the fine wine.

SO ENDS
"The Other Side of the Coin"

Conclusion-C

The temple of Tymora will not be able to enter the competition and the Shrine of Glasya will say nothing about the large donation made to them by a priest of Waukeen. Undil will thank the PCs for their help and they will be paid two magical items for capturing (killing) the thief. The dinner party will proceed as in Conclusion-A, but the PCs will not be invited. The Diamond Legion member will offer the reward of 500 gp to each party member if they have captured the thieves and brought them in.

News travels fast as you contemplate the day's events. You hear of a dinner party in which the Thultyrl will announce the winner of the temples' fund-raising efforts. There is much disappointment when it is learned that much of the earned money was stolen. That is less money to be donated to helping the orphans. But still, the temples of Tymora and Waukeen are knocked out of the competition. Rendeth announces that there is a tie for first place. Both the shrines of Mystra and Glasya had the highest donations from the competition, thus raising approximately 25,000 gp for the orphans.

But you cannot help but wonder what the overall total would have been if the money stolen by Albert was ever recovered.

SO ENDS
"The Other Side of the Coin"

Conclusion-D

If the PCs accepted Undil's offer to fix the raffle, each PC who did so will receive one infamy point in the Temple District category. The PCs will not be able to proceed with the adventure. Since only the smallest part of the tournament was played, the players may begin the adventure again (if they wish), though with different PCs. If not, consider the game over.

Other Loose Ends

The party will not win the raffle; the winner is a young lady named Jessica Corenaire.

As stated previously, if the PCs put in a good word for him, Nethbarne may only receive 10 years in jail rather than execution by the Harbinger, but either way his escape is announced in the Procampur Shining Jewel the next month.

Albert will be put on trial if he sliced Baniya's neck and he is still alive and will be sentenced to execution. Before his appointed day to die, he also escapes.

If a PC receives the *crystal alchemy jug* and wishes to return it to Alissa Wyndsong, his search will be met with success, and she will be most grateful to the PC who returned it to her, and will thank them with a lesser item of magic, *Yuzzyck's chest*.

PCs who donated more than 1000 gp to the construction of a new temple of Waukeen will have their names chiseled into the last block of stone making up the building, if and when it eventually gets built.

Criminal Actions

The party may have committed a number of crimes during the investigation. They should be resolved here.

Crime and Sentence.

Theft (during Scene One or Scene Four))

Public removal of offender's hand

Sheltering a Known Thief (Scene Five)

2-5 years in Prison

Causing a Riot that Costs Lives (Scene 7)

This would be a major offense. If the party actually causes the riot and are caught by the Diamond Legion, there will be a major trial following the event. The party will receive one year in jail, each, if they choose to plead guilty. If they choose to plead not guilty, there is a 30-95% chance they will be found guilty by the court, depending on the DM's understanding of the events and how many witnesses there were. This value may also be changed depending on how well the PCs argue their case. The DM should decide the outcome of such infractions on a case-by-case basis.

The Magic Items

The next day Undil Latheen thanks the party for helping the Temple with the promised magical items in accordance with the number of goals accomplished. The items are as follows and are given in the following order:

- *Golden coin of surveillance*
- *Stone horse*

- *Cup of change*
- *Undil's walking stick*

If the party manages to complete all the goals including retrieving the temple's money, then the PC with an alignment closest to True Neutral (if there is more than one PC with a Neutral alignment, flip a coin or something) will have a dream the next night where Waukeen visits him or her in their sleep.

You sleep unusually pleasant that night, but you are woken by a shimmering figure. She glows brightly of metallic yellow. The figure has golden orbs in the place of her eyes and as you watch her, she brings a handful of golden powder to her mouth and blows a fine mist over your sleepy self. You immediately feel invigorated and happy as the dust settles over you. The figure that can only be Waukeen disappears suddenly with the jingle of coins dropping to the ground

This PC may believe the dream was only that, but lying at the foot of his or her bed will be 45 pieces of gold and he will have received the Favor of Waukeen.

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 and 8
Tier 5:	Character levels 9+

Scene 1

Returning the ticket to the priest 25 xp

Scene 2

Passing Undil's test of morals 50 xp

Scene 3

Getting the sprites to admit to knocking the Watchers out 25 xp

Scene 4

Discovery of most of clues in the room 100 xp

Scene 5

Defeating the Thieves (killing them) 50 xp
OR
Defeating the Thieves (not killing them) 100 xp

Scene 6

Discovering Renwalt's bribery 50 xp

Scene 7

Consulting Orn on the matter 25 xp

Scene 8

Discovery of most of clues in the room 100 xp
Asking Undil about the muffin 50 xp

Scene 9

Repeat tongue twister 25 xp
Solve riddle 50 xp
Asking Manny the right questions 50 xp

Scene 10

Avoid a serious incident with the bag in the Poor District 50 xp

Scene 11

Defeat Albert (kill him) 50 xp
OR
Defeat Albert (not kill him, but still attack him) 100 xp
OR
Reason with Albert 150 xp

Total Experience for Objectives 900 xp
Role-Playing Award 0-500 xp

Total Experience Points

Tier 2	2,800
Tier 3	4,200
Tier 4	5,600
Tier 5	7,000

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.

Scene 3

Crystal alchemy jug: This jug is identical to the normal variety described in the *Dungeon Master's Guide*, except for the following changes: The item appears as a fine crystal pitcher rather than a jug. Also, the pitcher can produce the following liquids: champagne (half gallon), apple brandy (half gallon), holy water (quarter gallon) and mercury (1 gil). The crystal is inscribed with the name of Alissa Wyndsong, a notable bard of the city. Value 8,000 gp

Scene 4

Dinner bell: This is a tiny silver bell that is held between the thumb and the index finger. If jingled, the bell causes *insatiable hunger* (which is identical to *insatiable thirst* except that the victim desires food rather than drink) to all creatures within 15 yards of the

user. Victims who fail a saving throw vs. spell will dig into rations, steal someone else's bread, etc. The user is automatically affected with no saving throw. This effect will last for three rounds. Victims will not eat anything totally unappetizing unless they usually would. This item cannot be recharged. It has three charges remaining. Value 10,000 gp

Conclusion

500 gp per PC
45gp for one PC

Golden coin of surveillance: This is a golden amulet with the picture of a closed female eye pressed into it. If the character wills it, the eye will open and he will be able to see through the amulet. The amulet provides invisibility to 30 feet. The amulet does not need to be worn by the character for it to be opened. In fact, priests of Waukeen are infamous for using this item to guard their valuables. Once activated, the effect lasts for five rounds. The coin can be used so long as the wearer and the coin are both on the same plane of existence. Everyone but specialty priests of Waukeen can use the *golden coin of surveillance* once per adventure. Goldeyes may use it thrice per adventure. Value 5,000 gp

Undil's walking stick: This is a foot-foot long shaft of wood polished dark black. The handle of the stick is a golden sphere. The stick has several magical and non-magical properties. Value 7,000 gp

- It allows a base Movement Rate of 4/3 that of the owner's normal rate when walking (not jogging, racing, running or sprinting). (For example gnomes will walk at MV 8 instead of 6, while elves would walk at MV 16) This effect is not cumulative with other spells or magical items that increase speed.
- The sphere can be removed to reveal that the stick is, in fact, hollow and able to hold up to a half gallon of liquid.
- Rubbing the sphere will cause the tip to point north, no matter where the wielder is.
- When empty, the stick is also retractable, making it only 9 inches long when desired.

Stone horse: This is a "Destrier" version of the stone horse described in the *Dungeon Master's Guide*. The command word used to transform this item is a soft clicking sound between the tongue and the cheek repeated five times. Unfortunately, one of the horse's hind legs was chipped while in statue form, so the horse is somewhat lame (Movement rate 12 instead of 18). Value 8,000 gp

Cup of change: This cup appears as a tall, green, porcelain mug. However, if an amount of money is put in and the owner says an amount of money out loud, the

cup glows green. The first time the cup is then turned upside-down, an amount equal to the amount originally put in minus whatever the owner said jingles out. The next time it is turned upside-down the amount of money the owner said jingles out. These effects will not occur if the owner states more money than is put in. If gems are placed in the cup, it will provide change, but only for 80% of the gem's actual value. Ex. 5 gp are placed in the cup, the owner says "15 silver pieces." The cup is turned upside down, out comes 35 sp. It is turned upside-down again, out pours 15 sp. Value 3,000 gp

Favor of Waukeen: This certificate authenticates that the player has done the goddess of wealth a good service. Her favor exhibits at a time of the player's choosing, at which point the PC is instantly aware of the values of wares around him. He can tell within 10% the worth of anything he sees for the duration of one hour. During this time, the PC has a faint golden glow surrounding him or her.

(only if the PCs give back the *crystal alchemy jug*)

Yuzzyck's chest: *Yuzzyck's chest* is a one-by-one-by-one-and-a-half-foot chest made of sturdy oak. The interior is magically larger than the outside, three-by-three-by-four-and-a-half feet. The chest can hold up to 100 lbs of material within the space. At the bottom of the chest is a secret area, only two inches deep. This area is excellent for holding a gem or two and perhaps some important parchments. The contents of the chest are kept at room temperature and dry despite the outside environment. The chest saves vs. fire, electricity, acid and crushing blows at +4. If a *rod of rulership* is brought within one hundred feet of one of this chest, it immediately opens up and the rod is sucked into it in a blinding flash of light. The interior of the chest then grows by another foot in width and depth, and by another foot and a half in length (it can also hold another 100lbs). The *rod of rulership* certificate must be attached to this certificate if it is sucked into the chest. The chest can only "eat" one rod. Keep in mind that some people do not like having their rods eaten by magical chests, so the owner of this chest may have some explaining to do. GP Value: 8000 gp

Fame

Each PC receives one point in the Temple District or General. If a PC makes an honest attempt to return the crystal alchemy jug to Alissa Wyndsong, he or she receives another point in the Thultyrl category.

Noble Recognition

It is possible for the PCs to gain recognition from the following NPCs. Not all of the NPCs will be able to be selected, as some are adversarial in nature. Also, if the PCs didn't return Alissa's item to her, then she will not

recognize them. Also, if Baniya Dolester was hurt, she will not recognize the PCs.

- Alissa Wyndsong
- Undil Latheen
- Orn Thavil
- Baniya Dolester
- Albert Mueller

Mark noble recognition on the character log sheets. There are no certificates for it.

Player's Handout-Arrow Message

F I N E .
D E L L S
N I N E .
B E L L S

Player's Handout-Manny's Test.

I am rare in the extreme
Among humans, lest in dream.
A quality sought after in all forms of desire,
To my state mortals aspire.
If you have erred in any way,
Than you cannot rightly say
That I am with you,
Alas, this is true.
Upon my absence humankind is so,
In a common saying you must know,
Those two words my lack explain,
Inside your flawed and mortal brane.

Player's Handout-Undil's Journal

Damn them all....

Our little "yard sale" didn't go quite as well as planned. Those damned Tymorans managed to get over 30000gp from what I am made to understand. We'll be lucky if we pass 20000gp. How am I to prove my sanity if I can't even do what I'm supposed to do best. The Tymorans don't even need that much money, they pull in more than that each week... with their gambling. What a goldmine! I must find some way to make things even.... Some way to balance the scales... I know, I'll... Oh wait, gotta go.

Undil Latheen

Procampur Campaign Information

The citizens of Procampur are hard working and honorable. They live by a code of duty, honesty, and responsibility, tempered by kindness. Like their city, the Procampans way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in Its Place," is a common Procampans saying.

Most Procampans spend at least two, most often four years, in service to the City. Young men are strongly encouraged to join the Diamond Legion to learn duty and responsibility. Until they do, the young men of Procampur are not considered men, but boys, afraid to take responsibility for himself or herself or the community, and not fit to raise a family. Young women often volunteer in programs that help maintain the Diamond Legion and the District of the Poor. Many women join the Diamond Legion itself and serve with distinction.

The average Procampans is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many tutors' homes on Tutor's Turn in Service District. Others are taught by volunteers in the taverns and dining gardens in the afternoon, after the children have cleaned up the place from the night before. Older children are apprenticed, join the Diamond Legion as squires, or attend the city's two great schools: the Academy Arcane and the Greyson Institute, a bardic college of great repute.

All of this prevalent duty and responsibility may make Procampur seem like a dull place. To the contrary, Procampans enjoy a good time. Since the streets are safe and well lit at night, many journey out after the hard day's work to the Service District's many restaurants, taverns, and theaters, or to a small nearby tavern. The streets of Procampur are alive with activity in the late evenings. The crowds rarely get rowdy however, since the Diamond Legion is always present, most often sending would-be trouble makers off in different directions or home instead of arresting them. Also, the Procampans are a polite crowd, since many have spent their childhood's keeping the city clean, and the rest too "civilized" to make a spectacle of themselves.

The exceptions to all of this can be found in the Port District. There, those that would rather live quickly and die young gather. The order of the city penetrates even here. During the day the district functions like the others. At night, the District is a rowdy place, where the streets are filled with cocky and dangerous people, most of them armed and looking to show off. The Diamond Legion is present

here too, but often arrive after one party has bested the other, and often both are arrested.

Criminal activities of all sorts are strongly discouraged. The Diamond Legion is ever present and often stops Procampans that they do not recognize or they find suspicious. Most hauling and other services require permits, and Procampans are careful to keep these available. Procampans are generally tolerant of these questions and periodic checks, as they are deemed necessary for a safe and civilized society.

Procampans are proud of Procampur. The city has stood unconquered for two thousand years. It is a shining example of a well ran, prosperous and civilized city. This pride occasionally leads to arrogance by the citizens. Some will look down at the other cities, thinking of them as uncivilized barbarians" or "chaotic messes with no history." Most truly believe that not only is Procampur the "Shining Jewel of the Vast" but the "Shining Jewel of Toril".

Crime and Punishment

Crime and punishment are taken very seriously in Procampur. The Diamond Legion and the Proctors have kept laws and order in Procampur for over 1600 years, which is something that not only the Diamond Legion is proud of, but so is the average Procampans.

Many activities that might be frowned upon or made illegal in other cities are legal and regulated in Procampur, with the exceptions of thievery, smuggling, forgery, and racketeering. Gambling in the taverns is a common sight. In the Service and Port Districts, both men and women can find escorts to pass the time with in certain establishments. Some places offer exotic drinks and smoking herbs. Begging is legal in the Poor District, but strictly forbidden in other parts of the city. Since the city offers lodging and care for these people, most beggars turn to work to make a living. Other nefarious activities, such as smuggling, forgery, and thievery are treated harshly. Still, some individuals persist in making a living in the shadows.

Ever since it's founding, Procampur has had to struggle against brigands and thieves of all types. Because of this, the average Procampans has no tolerance for thieves. Any person caught with his or her hands in someone else's pocket or taking goods that do not belong to them are handed over to the Diamond Legion, sometimes in worse shape than when they were caught. The punishments in Procampur are very severe, not just for theft but for all crimes, and include severing of the thief's hand,

crushing a forger's fingers, and magical branding of careless spellcasters.

As can be expected with a city with a fervent hatred of thieves, Procampur has never had a Thieves Guild. All attempts to start a Thieves Guild have been discovered through undercover operations. The reaction to the organization of a Thieves Guild has always been to execute it's leadership, or, quite literally, "Cutting off the head of the snake."

Criminal punishments in Procampur are all done in public and are not kept under the carpet. The criminal is paraded down the public streets of Procampur. This rowdy parade is lead by Dreaded Harbinger, who carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet that is sure to get everyone's attention. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping, and the last four follows him. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampans throw garbage at the criminal, and a bit misses its intended target and hits the unfortunate escort.

When the Way's End is reached, the prisoner is led to a raised platform, where the Marshall of Discipline is waiting in a long, heavy, black cloak. When the criminal arrives, the cloak is removed. He wears black slacks and shirt, and a simple black hood. If the punishment is execution, the Marshall will wear a silver amulet of Kelemvor around his neck. The Harbinger once again announces the criminal's name, crime and the sentence to the crowd. Then the punishment is performed. During violent punishments, the alarum is struck once, at the moment of punishment. The atmosphere is very grave in the courtyard, often silent. All vendors are prohibited in the area, and no music is played. The tone is kept somber, and the whole event is treated as a warning to all.

Identification in Procampur

Procampur is a very lawful city that is strictly segregated and carefully patrolled. These patrols, and the guards at both the interior and exterior gates, frequently ask about the business of the people. Procampans are used to this behavior, knowing that only through order can the city prosper. To make things easier, the natives of the city proper are given a magically placed, green, dime-sized permanent mark of the seal of Procampur on the inside of their right forearm, which are visible only within the walls

of Procampur. These marks are placed by government mages within one month of the birth of a child, or upon the lawful naturalization of a foreigner. Only the Thulyrl's mages know the spell to place or remove these marks, and the only other way to alter them in any way is to use a *wish* spell. Trusted foreigners (usually traders), who have been vouched for by a noble house, receive an identical red mark. This honor gives certain foreigners almost the same level of respect and trust from law enforcement and government officials as normal citizens have. However, other visitors, who have no mark, are often distrusted by natives and officials, which translates into a -2 automatic reaction adjustment for all foreign PCs in Procampur, except in the Port District which caters to visitors or when accompanied by a citizen. The only time these marks are ever changed is in the event of a citizen being exiled from the city. On these rare occasions, the Hamayarch himself turns the mark black, and makes it visible outside of the city walls. Within the city, the black mark glows with baleful light, identifying exiles without a shadow of a doubt to everyone in sight range.

Procampur Character Creation

Character generation for Procampur characters is identical to the guidelines for all Living City Character generation (with some exceptions). Select weapon and non-weapon proficiencies. Procampur characters start with Local History (Procampur), which they must purchase. Select a kit, if one is desired. Natives to Procampur have more of a restriction on the types of kits they can select. The following kits are available in Procampur:

Fighter:

Cavalier, Myrmidon, Peasant Hero, Swashbuckler

Ranger:

Explorer, Mountain Man, Pathfinder, Sea Ranger, Seeker, Stalker

Paladin:

Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Votary

Wizard:

Academician, Militant Wizard, Mystic, Peasant

Priest:

Outlaw, Pacifist, Scholar Priest, Peasant Priest

Druid:

Hivemaster, Natural Philosopher, Wanderer

Thief:

Acrobat, Adventurer, Bounty Hunter, Cutpurse, Investigator, Spy, Swashbuckler, Swindler, Troubleshooter

Bard:

Blade, Charlatan, Gallant, Herald, Jongleur,
Loremaster, Meistersinger, Thespian

Benefits for being a Noble:

Nobles receive 1 Fame point in each Procampan Fame Category except for the Port District and the Thultyrl/Hamarach categories (this is standard for every Procampan citizen). They also receive two additional Fame points in the Nobles category and are permitted free access to the Nobles District for themselves and their friends. They are given a modest stipend (ie. allowance) so that they can moderately live in either the Port or Adventurers' District without problem (being adventurers themselves, they are not allowed to reside in the Nobles District at all). Finally, they start with the Etiquette and Local History (Procampur) NWP's already known.

Fame in Procampur

Fame Points work the same in Procampur as they do in Ravens Bluff, but just because a PC is very famous in Ravens Bluff doesn't mean the same PC is even heard of in Procampur or vice versa. With this being the case, for every five points of Fame that the PC has acquired in a specific fame category, one point of fame is placed in a similar Procampan fame category. All fractions are dropped. (Ex: A current LC PC has 13 fame points in the City Watch category. This is converted to 2 fame points in the Diamond Legion category.) Fame points in categories that don't have a Procampan counterpart are not transferable. The reverse works the same for fame earned in Procampur, for every five points of fame earned in Procampur, only one is counted in Ravens Bluff.

Here is the list of fame categories for both cities:

<u>Ravens Bluff</u>	<u>Procampur</u>
Lord (and Deputy) (None)	Mayor (None) Thultyrl & Hamayarch
City Government	City Government
City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class (None)	Poor Class Port District
General	General

Characters native to Procampur begin with one fame point in each category, except for the Thultyrl & Hamayarch and Port District categories. In an enclosed city such as Procampur, it isn't uncommon to see the same faces from time to time.

Lifestyles in Procampur

PCs in Procampur have to pay for their room and board, and they have the option of choosing as lavish or as minimal a lifestyle as they want. However, the more costly one's lifestyle, the nicer clothes, perfume, accessories, etc. one can afford. Thus, unless the situation warrants caution or hostility to wealth, a costly lifestyle will afford a positive reaction adjustment on the initial reaction roll, as outlined below.

To make the upkeep of lodging and general expenditures easy, each player must pay for their character's lifestyle at the beginning of each module they play. This payment only affects this module, and the characters will be required to pay the same rate to maintain their chosen lifestyle at the beginning of the next module. For example, if a character chose to squander all of her resources one module to buy a Middle Upper class lifestyle, and then ran out of funds, the next module she might have to buy a much less costly one.

Aside from the costs and modifiers, all specifics of a lifestyle are up to the players' discretion, within reason. Whether the character rents a house or an apartment, what sorts of things he or she purchases or wears, all are up to the player's imagination. Some possible interpretations and guidelines follow the table below. The only restrictions are in location. Non-native PCs can live only in the Port District, and native PCs are considered adventurers, and thus can live in the Adventurers' District, or the Port District if they so choose.

Lifestyle costs are as follows:

	Procampan	Visitor	
<u>Class Level</u>	<u>Cost</u>	<u>Cost</u>	<u>React Mod</u>
Upper Upper	10,000	15,000	+3/+1 to Fame
Middle Upper	5,000	7,500	+3
Lower Upper	1,000	2,500	+2
Upper Middle	500	750	+1
Middle Middle	50	75	0
Lower Middle	25	50	0
Upper Lower	10	25	-1
Middle Lower	5	10	-2
Lower Lower	1	5	-4

Lifestyle covers lodging in the appropriate districts, food expenses, and clothing. Specific and special expenditures such as gifts or a special feasts are added expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such

specific purchases must be handled through the Procampur administration (RPGAHQ and UCC).

Those players that have PC-owned businesses in Ravens Bluff are considered to have "bachelor pad status." They are considered to begin with a base of Lower-Middle status and can build from there. The cost to rise to a higher Lifestyle Level is the difference between the level desired and the base level. (At present, PCs are not allowed to own businesses in Procampur.)

Examples:

Upper Upper Class: This is the most lavish lifestyle available, lived only by certain nobles. This is the lap of luxury.

Middle Upper Class: Many nobles and very wealthy merchants enjoy this lifestyle.

Lower Upper Class: This is the lifestyle of many very successful merchants and some of the less wealthy noble families. Members of this class can easily change their wardrobe each season and never wear the same thing to a party (or on an adventure) more than once.

Upper Middle Class: This is the lifestyle of many merchants and some of the most successful craftsmen. These people are able to keep up with fashion, but are likely seen wearing the same outfits from time to time.

Middle Middle Class: This is the lifestyle of many craftspeople and some less successful merchants. These folks have nice but relatively unremarkable clothes, enough to always have a clean and socially acceptable outfit to wear. They can still afford to eat out, or host small parties every so often.

Lower Middle Class: This is the lifestyle of the average craftsman or a successful laborer. They wear clothes that are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat them every so often. This is the base social class for those PCs who own their own business in Ravens Bluff.

Upper Lower Class: This is the lifestyle of most common laborers. Often, their clothes have patches or ratty spots from wear, but they are serviceable and they have several of each article of clothing. These people live in relative comfort, but with no frills.

Middle Lower Class: This is the lifestyle of the lowest skilled of workers. They are not able to bathe very often due to their circumstances, and are lucky to have two or three sets of clothes are serviceable. These folks sometimes have to pinch coppers to make ends meet, and they cannot afford any kind of luxury.

Lower Lower Class: This is the lifestyle of the homeless beggars. They own the clothes they wear, which are dirty and ratty, and are often reduced to

begging for food. This is basically a subsistence lifestyle, and much of their time is taken up trying to find food and shelter to stay alive.