

What You Don't Know

Cracked Jewel Saga IX

A One-Round Living City Adventure Set in Procampur

**by Richard Reiter III and the Universe Construction
Company**

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

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

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

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

Tier Structure

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

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

Native Procampa PCs

This is a great time for players to start native Procampa PCs. If they are thinking about starting another character, encourage them to do so. 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 Procampa PCs present, give those PCs that have the normal local history NWP a chance to know the information, but success is determined by ½ the PC's current NWP check.

Note that 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 Procampa NPCs will treat adventurers from Ravens Bluff almost the same as they would native Procampans. The difference is that 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 past deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampa natives, but the difference in attitude will not be enough to be offensive.

Law and Order: the Diamond Legion (City Watch) and the Star Guard (Nobles District)

The Diamond Legion and the Star Guard are two completely different entities.

The Diamond Legion, similar to Ravens Bluff's City Watch, is responsible for Procampur as a whole (with the exception of the Nobles District), and they maintain constant vigilance against any type of crime. Currently, however, the Diamond Legion has been disbanded and cannot function as a law-enforcement unit. For the duration of this tournament, the Star Guard has assumed the responsibilities formerly carried out by the Diamond Legion. The Legion is described here for informational purposes only.

Members of the Legion are always courteous to both Procampans and visitors alike, though they will react accordingly, should their kindness be taken for granted. While their patrols are typically seen throughout the streets of the city, they cannot be everywhere at once. Normally, a roll of 1d6 on the chart below will determine the reaction time the Diamond Legion has in responding to a particular type of crime.

Crime	Merial	High	Capital
Subtle	x10 turns	x5 turns	x2 turns
Careful	x5 turns	x3 turns	x1 turn
Normal	x3 turns	x10 rounds	x7 rounds
Noisy	x7 rounds	x5 rounds	x3 rounds
Obnoxious	x5 rounds	x3 rounds	x1 rounds

The Star Guard, unlike the Legion, has traditionally been solely responsible for policing the Nobles District. In the course of the tournament, however, they have assumed responsibility for the

entire city, and their numbers have been stretched to the breaking point.

When speaking to Procampans and visitors alike, their attitude is quite the opposite of the Diamond Legion's. They zealously guard the security of the Nobles District, and they believe that if you are not a Procamp noble, then you have no business in the Nobles District. However, they will let PCs pass if they are 1) a Noble, 2) working for a Noble (a PC has a Grimm shield, etc.), 3) in possession of a pass to the Nobles District, or 4) enrolling in either the Greyson Institute (Bardic College) or the Sividia Academy of Magic Arts. Once a noble is recognized by the Guard, they will be treated with the respect they deserve (the Guard will recognize the PC once the Noble Certificate is presented to the Judge).

During the present crisis, the Star Guard is the force that patrols ALL the streets of the city instead of the Diamond Legion. Unfortunately for the party, they are much more prone to arrest people on a whim than their counterparts.

Why am I here?

This question will be asked by almost every Ravens Bluff character who goes through this adventure. The answer is, "you decide." Make the players come up with reasons why they have traveled to Procampur and are involved in this adventure. Here are a few 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.

These suggestions should start the players on the path to explain why they are in Procampur.

DM's Background

Recently the offices of the Society of Entertainers were declared a threat to the crown. The Star Guard, acting as the representatives of the Hamayarch since the Diamond Legion has been disbanded and the Thultyrl has fallen ill, moved on the Society's Offices in an attempt to arrest and subdue those persons inside. Many of the Society members inside the offices resisted and a battle ensued. While the fighting was brief, it was bloody and resulted in several deaths.

During the chaos of the fight several members of the Society managed to escape. Those escapees are

currently being hunted by the government for their part in the fight and also for being members of the Society. The group of escapees gathered together and decided that the only chance they had was to escape the city, but with all of the gates being closely guarded, they would need to find some other route.

Since the Hamayarch had outlawed digging in any fashion, the refugee Society members decided that it would only be all the more appropriate manner in which to make their escape from Procampur. To that end they began to tunnel under the Port District and towards the wall, hoping that they would be able to make good their escape by the end of the month.

Four days into digging, the Society tunneled into a series of passages and caverns that were completely unknown to them. Initial investigation showed that the passages had been constructed a long time ago and seemed to run underneath the entire city. The escapees' leader, a man named Wynton, realized that the Hamayarch must have known all along about these tunnels since he was the one who supported the ban against independent digging and tunneling within the city. Preferring to be pro-active, the Society held an immediate conference and decided that they would explore the tunnels and discover what the Hamayarch was hiding. The silent hope among the remaining Society members was that perhaps whatever they found would allow them to prove their innocence and thus clear their names.

To this mix comes the party. Several Society members have been dispatched to notify confidantes and associates in the city with their plans. On such an errand, one member ran into a patrol of the Star Guard. Even more unfortunate was that the captain of this particular patrol was a man that the Society reporter had written a scathing column about. The captain immediately recognized the fellow and a chase to apprehend him began.

The running Society member ducked into a cafe and is only a few moments ahead of the patrol. Luckily for him, the bar that he ducked into was the one the PCs were in. He looks about and immediately decides that he must recruit help.

After the PCs agree to assist him he is caught and the Star Guard savagely arrests him. As long as the PCs hold to their bargain with the man and stay out of the fight, they will be approached by Opara Rendril as soon as the Star Guard is done questioning them. She will inform the PCs of her suspicions and will request of them a favor for the good of the city.

The PCs then have two tasks: first, to take the letter to its destination as asked, and second, to find and explore the tunnels to learn what the Society has uncovered.

By delivering the letter, the PCs will gain some simple background information, but by following the

information they will find the spot that the Society is using as a base to begin their tunnel to freedom. Upon gaining access to the abandoned base, a simple bit of investigative work will reveal some loose floorboards and the tunnel.

As they begin to delve the depths, there are quite a few possible passages to take and after a few wrong turns and encounters, the PCs will hear sounds of battle off in the distance. Following the sounds to their source will allow the PCs to determine the fate of the surviving Society Members who are being overwhelmed by undead.

After the battle, the Society leader will request that the PCs finish the search his people began. Based on the overwhelming presence of undead they have already fought, he is certain that whatever lies down the tunnel is a dark evil and should be destroyed at all costs.

The PCs will then gain access to the Hamayarch's/Carthoun's laboratory. After fighting past several layers of guardians, not all of them living, they will face a surprise as they realize that the man responsible for all of the undead in the city is the Hamayarch himself.

Additional Background

A letter just like any other that the Procampa administration receives had found its way into Alamondh's hands. As one of the duties of the Hamayarch, Alamondh is required to screen the multitude of messages that request Rendeth's attention. If the Thultyrl spent all his time answering messages, his beloved city would fall into ruin from neglect.

The message was innocent enough: Pergamea, a priest of Kossuth, requested a shrine to be built to his god within Procampur's Temple District. As with all other requests of this nature, it was denied pending proper submission through the Quorum of Temples. Even then, there was no guarantee that the proposal would be voted through. There is only limited space within the Temple District, and the Quorum is very selective in its choices. Needless to say, this negative response was unacceptable to the priest of Kossuth, especially since a shrine to the god's most-hated rival, Istishia, was already supported within the city.

The last straw was when the Quorum met and decided to reject the proposal; Pergamea stormed out of the meeting stating, "You may have only one, so you decide whether you wish the Blessings of the Water Lord for your ships, or the cursed raging flames of Kossuth." Nonetheless, the Quorum recommended that the shrine not be allowed, a recommendation that was supported by the government.

As a result, a curse was placed upon the city: all those who venerate the name of Istishia will lose the

privilege of fire. The curse extends to a 50-foot radius from the afflicted person. As a result, fires cannot be started, lit fires will be snuffed out, and fire-based spells will fizzle and have no effect.

Special DM Instructions:

To simulate the effects of the curse, use the following table to determine the effects of any open flame that the PCs attempt to use. There is a large contingent of the population that worships Istishia, and although they are currently banned from most public places, they can still walk the streets, live in houses, etc.--- all very possibly within 50 yards of the PCs. Obviously, if you know there is no one within 50 yards of the PCs, then you can ignore this table.

Roll	Result
01-50	The fire is untouched and any spell works normally
51-75	A natural fire goes out and fire based magic is at -1 per die of damage (minimum damage of zero)
76-90	A natural fire goes out and fire based magic is at -4 per die and is saved at +4 (minimum damage of zero)
91-00	All fire goes completely out including magical fire

Player's Beginning: A Society In Need

The weather seems to have taken a turn for the worse in Procampur. Not only has a dark storm hung over the city for a week now, but with all of the dark rumors concerning the state of the Thultyrl, those concerning the recent disbanding of the Diamond Legion, and finally the reports that several noble houses may be in trouble, you were reluctant to venture out into the oppressive air that hangs like a pall over the city.

But, one must eat and one must be seen if one is to make it in the Jewel of the Vast. Thus you decided that a late breakfast in the Happy Hippocampus would do you well. The mood of the Tavern is always joyous, if a bit raucous, and it never fails to cheer you up.

After a good meal served by a pretty girl, you realize that the mood is not as joyous as it normally is and the patrons are actually very subdued. A lithe woman wearing a simple brown tunic and breeches is in the corner eating. A young couple, dressed in a strange and outlandish style, is sitting in a booth by the door. The bar is being held down by a couple of sailors, while the tavern's staff are clustered around

the kitchen area. The owner of the place is reading a paper behind the bar, opposite the sailors. A few other patrons are seated at various tables and you take a few seconds to check them out.

Give the PCs time to observe each other and look around. The walls of the bar are outfitted with a vast array of nautical equipment. Rigging and cargo nets hang from the ceiling and a large stern wheel hangs over the bar.

If anyone cares to talk to the various patrons these are their choices:

The woman in the corner is Opara Rendril. She is a recurring character in this adventure and is detailed under Appendix One: Important Persons. She will be polite and speak if spoken to, but prefers to be left to her simple breakfast as she is on her way to work and expects that as always, this will be her only time to herself.

The couple, Jasmir and Jasmine of Calimshan, just recently arrived in the city and are on a honeymoon tour of the realms. The trip is a gift from Jasmine's father, a Guildmaster in a small town called Drachi, along the southern edge of the Empire of Sands. If approached, they will be very interested in learning about the city and the adventurers. They will ask all about where the PCs have been, where they would recommend visiting, and where they should stay away from. Beyond their backgrounds and vacationing goals, nothing of any real interest (at least as regards the adventure) can be gleaned from them.

The Sailors, Black Tom, William Wiles, and Jack of the Rogers, are all ex-Procampian Marines: old shipmates of the owner and his wife. If anyone talks to them they will mention the recent disbanding of the Diamond Legion. Tom and William are in favor of it, saying that the Hamayarch knows what he is doing, while Jack is vehemently opposed to the idea and will cite several recent crimes that occurred as a result of the lack of law in the city. Be sure to ham it up; while these are salty sea-dogs (swearing up a storm and using sailor jargon), they are actually debating several relevant issues.

The tavern staff by the kitchen door consists of three people: Regina the waitress, Zaril the bartender, a former marine, and Mrs. Doogen, the owner's wife. If spoken to, they will be pleasant (simply to encourage the PCs to order, drink, and pay more coin). The other two are hired hands and really don't pay attention to much beyond their jobs, unless they are asked to, but Mrs. Doogen actually knows a great deal. If engaged in conversation and someone offers her a drink she will gladly sit and chat, though she will not act inappropriately, for she loves her husband very much. After pleasant words are exchanged, or if anyone asks about the reason for such a slow day, she will comment

on the recent raid of the Society Offices that resulted in a family friend's death. She does not know why the Hamayarch would have declared the Society to be enemies of the city, but is certain that not all of the people who died in the raid were responsible for whatever crimes they were charged with. She knows nothing beyond her simple opinions and has no problem expressing them.

The owner is a Mr. Bialtor Doogen (F7), an upright businessman and former sailor in the Procampian Navy. If any of the PCs speak with him he will be polite, but seems a bit preoccupied. If anyone asks him what is on his mind, he will abruptly stop reading his paper and shove it at them (Give the PC **Player's Handout #4**). He will say that he had a friend working in the Society's offices and is worried about his safety. He will refuse to say much more on the subject, but will talk to the PCs about other, non-bothersome subjects like sailing, fishing, or anything to do with the sea.

After the PCs have had a moment to wander around and speak with the various NPCs, the adventure will begin in earnest. If the party does not speak to any of the NPCs and your prompts to get them to do so are going poorly, just move ahead with the adventure; their first chance to gain valuable background information has been missed.

Encounter One: A Man in Need, a Society in Trouble

Suddenly the door bursts open and a gust of wind blows across the room swirling and cold. Giving your eyes a chance to adjust to the brighter light outside, you see a man in a mud-spattered tabard and once-fine breeches, black hair plastered to his head by the rain, gasping for breath as if from a long run. Obviously in his middle years, the fellow stumbles forward and glances about, looking for someone or something. As he catches his breath he bellows out, "I am in need of true heroes to help me."

He will wait for a few seconds to allow the crowd to decide who is a hero and who is not. If any of the PCs declares a willingness to help, he will immediately move over to them.

The man nods at you and approaches. As he does so you can see that on his muddy tabard is a design announcing him as a member of the Society of Entertainers. He stops in front of your table and reaches underneath his tunic. From a secret pocket he takes out a flat leather pouch and places it before you. A second later it is joined by a pouch of coins from the man's waist. His eyes, desperate and searching, stare directly into yours and he says, "My name is

unimportant, my profession is unimportant, but what is important is that this letter must be taken to a woman residing nearby. It is of grave importance that she receive the letter before night falls. Will you assist me???"

The package is **Player's Handout #1** and the scrap of paper is **Player's Handout #3**.

If the party questions him, he will glance anxiously at the door and snarl that there is no time. If they press him, he will finally acknowledge that he is Quentin Snowsong, a writer and bard of the Society of Entertainers and Providers. PCs that have the *Local History (Procampur)* NWP will notice that Quentin has a green identifying mark on his right wrist, marking him as a native Procamp. There is no check needed to make this observation. Procampans automatically look for this symbol out of habit. As soon as he finishes no more than three lines or so, or the PCs accept the quest of taking the letter, the door will again smash open.

For the second time in as many minutes, the door crashes open and a cold wet wind blows through the room. This time, however, you immediately make out a group of uniformed soldiers. As they enter the Happy Hippocampus, the first four men draw swords; you see that they wear uniforms emblazoned with the symbols of the Star Guard.

The man before your table spins and says, "Take no part in what will happen, remember, the letter must be delivered!" With that he drops a small scrap of paper to the table and spins to face the door. "So. You have caught up with me at last, eh?"

The leader of the group of Star Guards smiles thinly and gestures with his sword. "Get him boys!" he yells.

The guardsmen move to capture the lone figure in the center of the room.

If anyone wants to attack the Guardsmen, they can do so and in fact will probably be successful in defeating them (MAKE THE PARTY AWARE THAT ATTACKING GUARDSMEN IS A CRIME). However, the sailors at the bar will move to defend the guards. Bialtor, the bar's owner, will order the PCs to get out if they attack the guards. He and his wife have no love for the Star Guard, but they were part of the Procamp Navy and dislike lawbreakers in any form. If anyone was killed, Bialtor's wife will slip out the back and fetch a patrol of ten guardsmen who will arrive in ten rounds to capture the murderers for trial. It is, after all, a completely unlawful act to attack Guardsmen, even if you don't like them.

Star Guards (3), hm F2: Int Average; AL LN; AC 2 (Plate & Shield); MV 9; hp 15; THAC0 17; #AT 3/2 (Morningstars); Dmg 2d4+3 (str & specialization); SA nil; SD nil; MR nil; SZ M; ML 15.

Equipment: Plate mail, shield, morningstar.

Star Guard Captain Elric Rodriguez, hm F5: Int Average; AL LE; AC 0 (Full Plate); MV 9; hp 45; THAC0 16; #AT 2/1 (Long sword and dagger); Dmg 1d8+1/1d4+1 (str); SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: Full plate armor, dagger, long sword.

Sailors (3), hm F1: Int Average; AL LN; AC 8 (Dex); MV 12; hp 10 each; THAC0 17; #AT 1 (knives); Dmg 1d3+1 (str); SA nil; SD nil; MR nil; SZ M; ML 15.

As long as no one interferes, the guards will manage to subdue Quentin easily; if anyone attacks the guards with lethal force, however, they will respond in kind. Be sure to note that the guards appear to be using only non-lethal, subduing attacks to capture Quentin.

Provided they do not interfere, the PCs will be approached shortly by Opara Rendril (the woman in the corner) after a few moments. Go to **Encounter Two: Enter Opara**. If they do fight, go to **Encounter Three: On the Run**.

Encounter Two: Enter Opara

As the guards haul their prisoner out of the tavern, the captain turns and looks about. His eyes finally settle on your table and he approaches with a big grin on his face.

"Tell me, good fellows, what business did that cretin have with persons such as yourselves?"

He will not tolerate backtalk and anyone with a smart attitude will be threatened with time in jail for obstructing justice (THOUGH HE WILL NOT ACTUALLY DO SO). He will only threaten the offending PC with this punishment. At most, if PCs act disrespectfully, he tells the group that he will be watching them, and that they had better take care to not get into trouble.

If the party does respond politely, he will probe them for information; if they mention the package, he will demand it as evidence, even claiming that it is a possible risk to the city. After all, he reasons, the Society members ARE outlaws. He will arrest the PCs, or try to do so, for refusing to hand over evidence. If the

Party is arrested the adventure is over as well (see **Appendix #2** for the results of getting arrested).

If he does gain the package, the PCs will just have to deal with the fact that they let someone down who really did need their help to save lives. All hope is not lost, however. The PCs will be approached by Opara in a few seconds and they will be given a second chance to take part in what is going on.

Once the Captain has discerned the contents of the letter he will request that the PCs come with him to the headquarters of the Star Guard for statements. (Proceed to **Alternate Route #1**).

The best course of action will be for the PCs to be a bit underhanded, perhaps even devious, and just lie to the overly zealous cop . They will get through the man's questioning fine as long as no one mentions the package, for his questions will be no more than formality: who are you, (if not citizens of the city) where are you staying, do you know the criminal, etc.

As soon as he is finished questioning the party he will exit the building with the rest of his guards. They do detail one man to stay outside across the street to watch the PCs and tail them. If the PCs split up, the man will follow the group that is the largest.

After the guards leave the building, the woman in the corner (Opara) will get up and approach the PCs . She will ask if she can join the group for a few moments. If anyone had previously spoken to her, she will address that PC, as she believes she can trust him or her. After sitting down, she will smile and say:

"Morning, friends. My name is Opara Rendril and I am a local merchant. I am also an old friend of several members of the Society of Entertainers and Providers. In fact, the man who was just here is someone that I know. I could not help but overhear Quentin beg you for assistance. If you don't mind, may I inquire what he was asking you to do? I mean, I may be able to assist you."

She will wait for the PCs to decide if they want to tell her what Quentin said. If they do, she will ask to see the package and will nod when she sees it. If the PCs gave it to the Captain when he questioned them, she will sigh and frown at whoever gave it up (she is of the opinion that sometimes there are things more important than the law). If asked, she will comment that it must be a desperate matter indeed that forced Quentin to trust total strangers with an obviously important document. If asked why she thinks it important, she will point to the wax seal on the back of the flat package and state that the impression, which is of a harp, is the sign of the Society's highest-ranking members.

Any PC with Heraldry can make a NWP check to recognize the symbol of Those who Harp. If they bring such information to Opara's attention she will look

surprised and play ignorant to the fact that it may be a Harper seal. She will claim that she is fairly certain that it is a seal of the Society and that they must look similar. In truth, it is a Harper symbol, but as Opara is a Harper, she does not believe that the PCs need to know how important the package truly is.

If the PCs show her the slip of paper with the address on it, Opara will nod and mention that it is not too far away, as anyone with Local History - Procampur will know. In fact, it is a building here in the port district.

After speaking with the PCs for a few moments, Opara will smile, get up from the table, and state:

"Well, I guess that there is nothing else I can really do to help you. However, if indeed Quentin was desperate enough to need powerful men and women such as yourselves, things must indeed be dark for the now-criminal Society. I can only urge you to hurry in your task. Take care."

She will then excuse herself and depart. Left behind on the table is a piece of paper. Anyone that picks up the paper will get Player's Handout #3A. If any PC decides to follow her, remind the Players that they don't have that long before noon. If they persist in following her she goes to her shop, which as it happens is the listed address on the message she left on the table. Go to **Encounter Five: Opara on the Main Stage**.

The possible avenues from this point are 1) Going to the address on Quentin's slip of paper (go to **Encounter Four: A Woman in Distress**). 2) Going to the address Opara left (go to **Encounter Five: Opara on the Main Stage**).

Encounter Three: On the Run

The owner will demand that anyone who attacked the guards get out of his tavern. In addition, if anyone killed a guard, he will tell them that they will pay for their crimes. Either way, as soon as the group steps outside of the tavern they are followed by Opara. She will nod at them and point towards a nearby alley. As long as the group follows they still have a chance to make things right; if they don't, the adventure is officially over and their characters will be dealt with according to **Appendix Two: Crimes against the City**. If you want to roleplay their capture, feel free, but it is not necessary, because two days' later, their description circulates throughout the dock ward, and it is only a matter of time until the PCs are caught and arrested for Assault of a City Guard.

If the group follows Opara into the shadow of the nearby alley she will state:

"Good morn, I believe that you folks are in a spot of trouble. As I am sure you are aware, attacking any guardsman in Procampur is a capital offense. Worse, you just fought the representatives of the Hamayarch himself. Not a wise move at all.

"I am not here to point fingers or lay blame. Rather, I am here because I just happened to overhear the man speaking to you. If what he says is true, and the task that he wanted you to perform is a matter of life or death, I would certainly like to help. Can I see whatever it was that he gave you?"

She will wait for the PCs to decide if they want to tell her what he said. If the PCs gave the package to the Captain when he questioned them, she will sigh and frown at whoever gave it up (she is of the opinion that sometimes there are things more important than the law).

If the PCs do have the package and Opara is given a moment to study it, she will comment that it must be a desperate matter indeed that forced Quentin to trust total strangers with an obviously important document. If asked why she thinks it important, she will point to the wax seal on the back of the flat package and state that the impression, which is of a harp, is the sign of the Society's highest ranking members.

Any PC with Heraldry can make a check to recognize the symbol of Those who Harp. If they bring such information to Opara's attention she will deny it and state that the symbol is definitely not a Harper seal, but is rather the seal of the Society: they just look similar. In truth, it is a Harper symbol, but as Opara is a Harper, she does not believe that the PCs need to know how important the package truly might be.

If the PCs show her the slip of paper with the address on it, Opara will nod and mention that it is not too far away, as anyone with Local History - Procampur will know. In fact, it is a building here in the port district.

After speaking with the PCs for a few moments Opara will smile and state:

"Well, I guess that there is nothing else I can really do to help you. However, if indeed Quentin was desperate enough to need powerful men and women such as yourselves, things must indeed look dark for the now-criminal Society. I can only urge you to hurry in your task. Take care."

She will then lean forward and shake hands with each and every PC. Whoever seems the most eager to

help, or has a glow of goodness about himself, will feel her press a piece of paper into his hand (give the PCs **Player's Handout #3A**). She will smile and depart with the following bit of advice:

"If you take this alley to the end, you can use the warren of back streets in the area to be about your business; with luck, you will probably be able to avoid the guardsman that will be hunting you."

The possible avenues from this point are 1) Going to the address on Quentin's slip of paper (go to Encounter Four: A Woman in Distress). 2) Going to the address Opara left for them (go to Encounter Five: Opara on the Main Stage).

Encounter Four: A Woman in Distress

The package that Quentin handed the PCs is a warning, intended for a local Harper contact, which describes the tunnels found below the city, and also tells what the Society believes the purpose of these passageways to be. If a PC opens the package early, give the snooper **Player's Handout #1**. The location is not hard to find, and the PCs will arrive just in time to make a difference in a desperate struggle between the woman intended to receive the package and a vat of deadly chemicals that overturned when she was moving it into the storage pantry.

As you turn to head down a dim and narrow lane made darker by the heavy rain, you can see that the address you were looking for seems to be a small scribes shop. The shop is huddled beneath two larger flanking buildings and is quite run-down. As you approach, a lit lantern hanging beside the door announces that the shop must still be open. Suddenly, the steady patter of rain on the cobbles is blocked out by a loud scream coming from inside the shop.

The owner of the place is a woman named Sonya Dalliers. She is an agent of the Harpers in the city and is the contact that the Society uses to get in touch with Opara Rendril. Sonya just screamed because a large vat of acids and chemicals just toppled over when she tried to catch a stray cat that had been running around in her shop. The acid is slowly spreading across the floor. She is trapped, hanging from a bookcase and the cat is meowing loudly from atop a pile of books. She can also see that a noxious green cloud is rising from where the two substances mixed.

It will take five rounds for the bookcase to collapse. The books the cat is on will go in four, but the immediate threat is the green gas. It is a very deadly substance and will become a threat on the second round after the PCs enter.

The acid is in a pool three inches deep across the floor of the shop and eats through metal at a rate of one inch per round, leather two inches per round, and wood three inches per round. Anyone entering the shop will step into the pool and thus will have whatever footwear they have on begin to be dissolved almost immediately. Magical footwear does receive a saving throw vs. Acids (failure indicates that the footwear is ruined). Flesh coming into contact with the acid suffers 1d6 points of damage per round. This damage continues until the area is washed off with water (standing in the rain outside for one round is sufficient to avoid taking damage).

The gas, however, is far more deadly and is a much more potent threat. When the two vats combined, their mixture resulted in a toxic substance that causes internal bleeding if inhaled. Simply put, if a PC enters the cloud, which fills the shop on round two, they must save vs. poison or take 10 points of damage beginning the round after exposure (2 points/ round if the individual makes the save). Staying in contact with the cloud means that the PC will be forced to continue to save every round. Anyone knocked unconscious or killed will drop into the acid pool; therefore, even going down is not a way to get out of the cloud.

There is good news, however. Any PC that wraps his mouth and nose with a wet cloth is able to save with a +5 modifier. PCs who hold their breath in the clean air outside the shop will avoid gas damage, but doing so requires one round. PCs may normally hold their breath for a number of rounds equal to 1/3 of their Constitution score, but must roll a Constitution check to continue to do so after that initial time. The first check is not modified, but successive checks are at a -2 penalty (cumulative). If a check is failed, the PC must breathe in and suffer the harmful effects of the cloud.

As soon as the party enters, read the following:

Expecting brigands, or maybe even a strange monster, you are shocked to see an almost amusing sight greet you on this side of the door. The shop is in a great disarray, with books and papers lying everywhere. A large bookcase is on the right; clutching its top shelves desperately is a woman in a drab green gown. Upon seeing you, the woman screams, "Save the kitty!" Looking where she is pointing, you see a small gray cat meowing loudly from atop a pile of books in the corner.

As your cloaks drip from the damp weather outside, you notice that the floor, too, seems to be wet, and a green gas is slowly rising off the liquid. A faint hissing noise begins to come from all over the room and bubbles surround anything resting on the floor.

Fifteen rounds after it begins, the entire floor collapses and everything falls into a cellar below. As the cellar is stone and the acid will be greatly weakened by now, it will stop there. The gas will disperse naturally (as long as the door is open) in twenty rounds. A *gust of wind* spell, or *create water*, or similar magic will have dramatic affects and may actually save the shop.

If the party manages to save the woman and the cat, she will express her gratitude and will ask if there is anything that she can do to repay them. If they give her the package she will look at it and sigh.

"Oh no, not now! Duty calls at the exact same time my life falls apart. How in the world can I get this to her with my shop in ruins?"

If the party interrupts her, she will suddenly smile in gratitude. If not, she will gaze at them intently for a while. Either way, she responds:

"I know, you good people can deliver it for me. The location is not too far from here. Would you be kind enough to take this package to its final destination and help me out?"

She will quickly pull a quill and scrap of parchment from her gown and write the address of the location the package must go for the PCs. Give the PCs **Player's Handout #3B**.

If the party tells her that she might be in danger, she will assure them that beyond the accidents cats cause, she is all right. However, the package is important and should not be delayed being delivered.

If the PCs compare the address with the one Opara gave them earlier, they will realize that they are the same.

Encounter Five: Opara on the Main Stage

No matter how the PCs arrive at this point they are about to be asked to put aside all of their personal desires and do something for the good of the realms.

Following the information you were given, you arrive outside of a large smithy. Made of stone and wood, the shop is obviously a remodeled inn. It is one

of the less auspicious buildings you have seen in the entire Dock District. Hanging out front is a sign declaring the building to be Rendril's Forge. Next to the impressive smithy, practically leaning on the larger structure, is a small abandoned building. It is almost obscured in the shadow of the larger building to its right. Checking the directions given you, you grow apprehensive as you realize that you are intended for the dilapidated structure, not the impressive smithy.

Passing through the door of the small building, you see a cloaked figure leaning against the far wall. It points to the ground in front of it and says in a neutral voice, "Place the package there and then step away. It took you long enough to arrive. I was just about to leave, for I feared that you were not going to come."

If the group does as instructed, the figure will pick up the envelope and break the seal on the back. After a quick glance at the contents the figure will place the letter back on the ground and motion for the group to read it (Give them **Player's Handout #1**).

As they are reading the document the figure will speak again.

"You can see that things are not as they seem in this city. Just inside the Services District not too far from here is the location of the Society's tunneling operation. If the tunnels below hold such evils as the Society suspects, someone must delve into the darkness and discover what lies down there.

"I would now ask of you a task greater than any of us: will you uncover what secrets are hidden below, so that we may prevent this city from coming to harm? Are you willing to be Procampur's shining light?"

The figure will wait for them to respond; as long as they do, it will nod and provide them with directions and a wish for good luck.

If at any time the party tries to unmask the individual, the figure will hit a spot on the wall behind it. A section of wall will swing out and around. A check for secret doors reveals one, but unfortunately the trigger for the wall is on the other side now. The space beyond the wall leads into the Smithy's Back Room. If the party races into the shop, the single employee, an Earth Genasi named Rock (hm pa14) will ask if he can help them and will seek to interfere in any investigating the PCs wish to do. Opara will come out of the back in a few seconds and will admit that someone just raced through the storage area of the back room. She will look surprised and pleased to see the adventurers, but will deny having given them the slip of paper for the building next door earlier that day. She will be very

pleasant, but will just deny that she ever gave them anything.

Encounter Six: Through the Wall

The PCs are assumed to have agreed to investigate the tunnels that the Society discovered. To get to the location of the Society's digging operation, they will need to gain access to the Services District, normally not a difficult thing to do; however, if they attacked the Star Guard earlier, this could be very difficult indeed.

In fact, other than asking a few questions and validating foreigners' pass cards for a day's journey inside the district, the guards will not bother PCs who did not attack the guards; they will have no problems getting through.

Even if the party attacked guards in the Happy Hippocampus earlier, they will not be accosted at this moment. They will be found and caught after the adventure, but not before they have a chance to make a difference in the city.

At the gate are two very bored, very wet guardsmen and one mage. They will do a cursory inspection and inquire as to the group's reasons for entering the services district, but will NOT harass the PCs without reasonable cause.

Star Guards (2), hm F3: Int Average; AL LN; AC 2 (Plate & Shield); MV 9; hp 25; THAC0 17; #AT 3/2 (Morningstars); Dmg 2d4+3 (str & specialization); SA nil; SD nil; MR nil; SZ M; ML 15.

Equipment: Plate mail, shield, morningstar.

Magister, hm M8: Int High; AL LN; AC 4 (Dex & armor spell); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 or by spell; SA spells; SD nil; MR nil; ML 13.

Equipment: Dagger, robes, components.

Spells: *color spray x2, magic missile, sleep; ray of enfeeblement, stinking cloud, web; hold person x2; slow; confusion, fumble.*

The purpose of the guards is to apprehend criminals by using nonlethal force, but if attacked with lethal force, they will respond in kind. If the group is captured due to a fight with the guard, use the Appendix in the back of the module to determine their fates.

Encounter Seven: A House that has no Service

The address given you by the hooded figure brings you once again to an abandoned building. This was apparently a warehouse in its past, but has fallen into a state of disrepair. A door on the far left looks to be the only method of entry.

Anyone inspecting the outside of the building will find that beside the door there is a ladder that would allow access to the roof. On top of the roof is a trap door.

Both the door and the trap door are locked and trapped. The trap is a simple needle trap; because it has been abandoned for so long, the sleep poison that used to anoint the needles has long since evaporated. If the trap is sprung, it hits the springer for 1 pt of damage.

The locks can be picked with a bonus of +25% to the check due to their shoddy construction. The doors could also be battered down, though that might draw unwanted attention. The door/trap door gives after a total of 25 pts of damage is dealt.

Around the rear of the warehouse is a very conspicuous pile of crates against the back wall. If these are investigated, a PC can easily see that they conceal a 3 ft x 3 ft opening in the wall. The crates are trapped with a simple alarm strand of pans. Moving any of the crates to gain access to the hole will set it off (nothing other than a loud racket).

Whatever the method of entrance, once inside the PCs will see the following:

The first thing you see upon entering the old warehouse is dirt. Lots and lots of dirt. Great piles of earth fill the corners of the room and a layer at least three feet thick covers the entire expanse of the floor. Besides dirt, the place is empty. No people, no monsters, no other exits.

A thorough search of the room will reveal a section of dirt floor that sounds like wood when they walk over it. It is in fact a 4 ft. x 8 ft. wooden hatch that was concealed by gluing dirt to the top of it. It can be easily lifted by anyone of a str 12 or greater. Once it is opened, the group will see a pit that goes about twenty feet down. A narrow ladder is against the side of the pit and provides a way to climb down.

From the bottom of the pit a tunnel braced by wooden beams leads off into darkness. The tunnel is only four feet in height and six feet wide. Anyone of greater than dwarf height or in armor bulkier than chain will be incredibly uncomfortable.

Once they figure out a crawling order and begin to travel down the tunnel the PCs will encounter the first hazard of the underground trip. They will hit a loose beam.

Have everyone make a Dexterity check as they pass the thirty foot mark. If someone fails, they will strike a loose support beam that will cause a small collapse in the tunnel. The collapse will cause 1d8 points of damage to whoever is directly under it. That PC must make a Constitution check to hold his breath as long as he is buried under dirt. It will take party members three rounds to dig out trapped PCs. Hope they can hold their breath that long!

Once the earth fall is cleared, the way is passable again and the party can continue. The entire crawl is two hundred feet. At this point the party will come to a section of stone wall that has been broken through.

Encounter Eight: Real Tunnels at Last

An important note to make at this time is that the module will start to refer to sections as both Area Encounters and Encounters. If it is an Area Encounter, it corresponds with a section of the map and occurs only if the party decides to go off course and search out the tunnels. The normal encounters occur as long as the party stays on course and does not go off in search of what else is down here.

One thing to note is that there is a sense of dread that seems to permeate the tunnels. When describing something to the players, try to get this across to them. Second, these tunnels are not the same ones found in "Delgath's Lament" and thus any maps from that module do not relate to the underground section of this one.

As you crawl out of the hole in the stone wall, you enter into a much larger tunnel made of stone. This passage bisects the earthen tube you were moving through and runs off into darkness to the right and to the left.

A low moaning sound comes from the right; shining your light in that direction, you reveal a man slumped against the wall. His once-fine clothing is torn and ragged, dried blood covering everything. He turns his head towards the light and with ashen lips croaks out, "Wynton....must help....Wyn..... ." His head slumps against his chest and you note that he is not breathing anymore.

Just beyond the man are several piles of broken and shattered bones. Amidst the piles are several rusty short swords.

The man is indeed dead. He was the first Society member to fall, so they did what they could and decided that they would come back for him. While waiting, he slowly bled to death. The piles of bones were skeletons that besieged the Society when they first made their way into the tunnels. If someone with the Healing NWP checks, it seems that the man died of wounds similar to those dealt by a short sword.

If *Speak with Dead* is used, the man can reveal little. Wynton is the name of the Society leader who is trying to find out what is down these tunnels. Wynton is a very charismatic leader, and all of his followers would give their lives for him; indeed, several already have.

The only final thing of note is that above the dead man's head is a white chalk arrow pointing to the right. It is very faint, but as long as someone checks him out they should see the arrow.

Area Encounters: A random selection of Doom

These events only occur if the party is not following the course of the arrows and is heading off into the tunnels by themselves. Each area is depicted on the corresponding maps and as such only occurs at those letters. No matter what direction the party travels, after two such random encounters, they will hear the faint sounds of battle up ahead and should move to find out what is happening. At that time, move to **Encounter Ten: Back on Track**.

Area A: Green Slime Colony

If the PCs decide to move into this section of tunnel, they will have to deal with a Green Slime colony that lives in the area. After discovering the slime's territory, the Hamayarch decided to help the colony grow rather than have it eradicated.

At some point in time as they wander through this section of tunnel, they will be attacked by green slime zombies seeking to spread the colony to new hosts.

The tunnel widens and enters into a large chamber. A steady drip of water splashes into a small pool that has formed in the center. As you stand in the opening, a bit of movement in the back of the room catches your eye.

Tier One

Green Slime Zombies (2): Int Non; AL N; AC 9; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d4; SA Green Slime; SD nil; MR nil; SZ M; ML 10.

Tier Two

Green Slime Zombies (3): Int Non; AL N; AC 9; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d4; SA Green Slime; SD nil; MR nil; SZ M; ML 10.

Tier Three

Green Slime Zombies (10): Int Non; AL N; AC 9; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d4; SA Green Slime; SD nil; MR nil; SZ M; ML 10.

Tier Four

Green Slime Zombies (10): Int Non; AL N; AC 9; MV 6; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d4; SA Green Slime; SD nil; MR nil; SZ M; ML 10.

Green Slime (1): Int Non; AL N; AC 9; MV 0; HD 2; hp 12; THAC0 19; #AT 1; Dmg 0; SA Green Slime; SD nil; MR nil; SZ M; ML 10.

Touch of a Green Slime on flesh means that in 1d4 rounds the afflicted PC becomes a Green Slime. The slime usually drops onto a passing victim.

Area B: A Midden Heap?

This chamber was hollowed out and serves as a repository for waste from the Hamayarch's experiments. Alamondh has allowed a group of rats that have infested the chamber to stay on. While a danger to anyone disturbing the refuse, they consume a good portion of the waste and thus help to carry out the trash.

The tunnel begins to widen and gradually, it deadends in a large open chamber. The air is heavy with the scent of rotting meat and vegetation. As you get a good look, you can see that the vast majority of the chamber is filled with trash and waste.

You note that at the edge of the waste pile is a collection of broken bones and two shredded corpses.

Close inspection of the bodies will reveal that they have been dead a while, but inspecting the bodies means the PC is close enough to cause the Rats to attack.

Searching out the entire midden heap provides a 10% chance that a PC finds a golden amulet. The amulet fell into a pile of scrap material as the Hamayarch was finishing an experiment and he has not realized that he lost it yet.

Tier One

Rats (25): Int Low; AL N; AC 7; HD 1/4; hp 2; THAC0 20; #At 1; Dmg 1; SA Disease; SD; MR nil; SZ S; ML 4.

Disease: 5% chance per bite of contracting a debilitating disease.

Tier Two

Rats (50): Int Low; AL N; AC 7; HD 1/4; hp 2; THAC0 20; #At 1; Dmg 1; SA Disease; SD; MR nil; SZ S; ML 4.

Disease: 5% chance per bite of contracting a debilitating disease.

Tier Three

Rats (75): Int Low; AL N; AC 7; HD 1/4; hp 2; THAC0 20; #At 1; Dmg 1; SA Disease; SD; MR nil; SZ S; ML 4.

Disease: 5% chance per bite of contracting a debilitating disease.

Giant Rats (5): Int Low; AL N; AC 7; HD 1/2; hp 4; THAC0 20; #At 1; Dmg 1-3; SA Disease; SD; MR nil; SZ S; ML 7.

Disease: 5% chance per bite of contracting a debilitating disease.

Tier Four

Rats (100): Int Low; AL N; AC 7; HD 1/4; hp 2; THAC0 20; #At 1; Dmg 1; SA Disease; SD; MR nil; SZ S; ML 4.

Disease: 5% chance per bite of contracting a debilitating disease.

Giant Rats (10): Int Low; AL N; AC 7; HD 1/2; hp 4; THAC0 20; #At 1; Dmg 1-3; SA Disease; SD; MR nil; SZ S; ML 7.

Disease: 5% chance per bite of contracting a debilitating disease.

Area C: Shadows Abound

This area is home to a group of Shadows. The Shadows' absolute hatred for living things has driven all other creatures from the area. Alamonndh found them to be too chaotic for his current purposes, and thus has left them to brood in this area until he has a use for them. As they hate all life, anything that enters this portion of the tunnels will be hunted and attacked.

Wynton detailed two men to check out this section of tunnel. Unfortunately, they were not expecting the Shadows and thus fell quickly, although one of them bears an enchanted blade that can hurt the beasts. The sword is a Sabre +1.

As you turn a corner your lights show that up ahead, two bodies are lying in the middle of the tunnel. They seem to be dead, but you can't see what killed them from this angle.

Tier One

Shadows (2): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 2-5 +special; SA str drain; SD +1 or better weapon to hit; SZ M; ML 20.

Tier Two

Shadows (5): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 2-5 +special; SA str drain; SD +1 or better weapon to hit; SZ M; ML 20.

Tier Three

Shadows (8): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 2-5 +special; SA str drain; SD +1 or better weapon to hit; SZ M; ML 20.

Tier Four

Shadows (10): Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 2-5 +special; SA str drain; SD +1 or better weapon to hit; SZ M; ML 20.

Area D: Tiny Problems

This section of tunnel has been taken over by a tribe of Jermlaine. Because of the number of undead that regularly traverse these tunnels, the Jermlaine will aggressively defend their home, but will not pursue anyone outside of the area in which they lair.

A trip line runs across the tunnel, which may be detected as normal, and forces anyone entering the dead end to make a dex check at -2 or fall to the ground.

The tunnels come to a dead end here, marked by a large gathering of bones that lie near the wall. What sounds like a group of rats chitter angrily from beneath the pile.

The sounds are really the Jermlaine discussing what should be done about the big peoples that have entered their home. On a 1-5 they attack to defend, but on a 5-10 they hide in cracks in the rock until the big things go away, or rest. If someone falls to the trip wire the Jermlaine will swarm him/her.

Tier One

Jermlaine (10): Int Average; AL NE; AC 7; MV 15; HD ½; hp 2; THAC0 20; #AT 1; Dmg 1-2; SA Slashing Swarm; SD save as a 4 hit die creature, take no damage if save indicates half damage; MR nil; SZ T; ML 12.

Slashing Swarm: The group rushes around one being and cuts and slashes at his eq. After 1d12 rounds all equipment and items worn fall off; straps, bags, and backpacks are ruined.

Tier Two

Jermlaine (20): Int Average; AL NE; AC 7; MV 15; HD ½; hp 2; THACO 20; #AT 1; Dmg 1-2; SA Slashing Swarm; SD save as a 4 hit die creature, take no damage if save indicates half damage; MR nil; SZ T; ML 12.

Slashing Swarm: The group rushes around one being and cuts and slashes at his eq. After 1d12 rounds all equipment and items worn fall off; straps, bags, and backpacks are ruined.

Tier Three

Jermlaine (30): Int Average; AL NE; AC 7; MV 15; HD ½; hp 2; THACO 20; #AT 1; Dmg 1-3; SA Slashing Swarm; SD save as a 4 hit die creature, take no damage if save indicates half damage; MR nil; SZ T; ML 12.

Slashing Swarm: The group rushes around one being and cuts and slashes at his eq. After 1d12 rounds all equipment and items worn fall off; straps, bags, and backpacks are ruined.

Tier Four

Jermlaine (40): Int Average; AL NE; AC 7; MV 15; HD ½; hp 2; THACO 20; #AT 1; Dmg 1-4; SA Slashing Swarm; SD save as a 4 hit die creature, take no damage if save indicates half damage; MR nil; SZ T; ML 12.

Slashing Swarm: The group rushes around one being and cuts and slashes at his eq. After 1d12 rounds all equipment and items worn fall off; straps, bags, and backpacks are ruined.

Elder Jermlaine (1): Int Average; AL NE; AC 7; MV 15; HD ½; hp 4; THACO 20; #AT 1; Dmg 1-4; SA Drain Magic; SD save as a 4 hit die creature, take no damage if save indicates half damage; MR nil; SZ T; ML 12.

Drain Magic: If the Elder can handle a magic item for 1d4 rounds, it is drained of all magic.

Encounter Nine: Straight as an Arrow

To make sure that they would not get lost, or perhaps so that reinforcements could find them, Wynton's men left white chalk arrows on the walls denoting the course that they took. This encounter assumes that the party is following the arrows and not deviating from the proper path.

Since you have been paying attention and following the white arrows on the walls you have managed to avoid encountering any denizens here in the labyrinth.

Coming around a corner, your light shows that up ahead is a junction of four passages. Lying at the center of the intersection are two bodies. All around them you see piles of broken and shattered bone.

Investigating the scene reveals that like the first man, these two, a woman and a man, died of similar claw attacks. If anyone asks, the sheer amount of bones suggests that over twenty-five skeletons lie about in shards. There are three rotting corpses as well, and one set of abnormally large bones.

If they look, the PCs will see a chalk arrow pointing the way. All of the other corridors are marked with a crossed-out arrow.

As they are preparing to leave the area, the PCs will hear the faint sounds of a far-off battle.

Encounter Ten: Back on Track

As the PCs approach, they will begin to see lights in the distance. The sounds of battle they are hearing are the sounds of the Society engaged in a pitched battle with the undead. Things are going poorly for the Society and as the PCs approach, the humans' line falters and they are swarmed by undead. Fighting in the corridors is limited to four abreast. Anyone shooting into melee has a -2 due to the lack of room to arc as necessary for a good shot.

Following the sounds of battle to their terminus takes you a few moments. Every now and then you hear what seems to be a cry of agony, but in all, the sounds are limited to a clatter of steel and every so often, a shout.

As you move into a much larger tunnel, you see off in the distance several small specks of light. Coming closer, you see that the specks of light are torches and a lantern that are illuminating a desperate engagement between a group of well-dressed men and women and a horde of undead.

As you come close enough to make out the details, you see the human line fall apart and the undead surge forward. A particularly inspiring man rallies the remaining people to his side and with a glowing rapier he and those with him prepare to hold the line.

Human Forces

Wynton, 1/2em W11/T12: Int High, AL NE (NG), AC 4 (Leather & Dex); MV 12; hp 50 (28); THACO 13/15; #AT 2/1 (Rapier & Dagger), Dmg 1d6+3 (+2 Rapier)/1d4; SA Spells, SD Spells, MR nil; SZ M; ML 18.

Wynton is an infamous rogue and a master of trickery. He has been a member of the Society for a long time and believes that through it he can attain great power. For him, the search of these tunnels is personal. He wants to make the Hamayarch pay for destroying the Society of Entertainers and Providers, something Wynton himself helped to build. Wynton wears a unique *brooch of shielding* that masks the wearer's alignment, making it seem the exact opposite of what it is. He will take this off under no circumstances, as his current guise depends on others' continued belief that he is a good man. After the fight, Wynton will approach the PCs to continue with his original quest, because he has realized that maybe too much personal risk exists in his current course of action. He will make it seem that he is very wounded and can't go on. At NO TIME is the party to get a hint as to Wynton's true intentions.

Society Men (4), hm F2: Int Average; AL CG; AC 8 (Leather); MV 12; hp 20 (15) each; THAC0 19; #AT 1 (Short swords); Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 15.

Society Women (2), hf B1: Int Average; AL CG; AC 8 (Leather); MV 12; hp 10 (7) each; THAC0 20; #AT 1 (sabers); Dmg 1d6+1; SA nil; SD nil; MR nil; SZ M; ML 12.

At the point of the party's arrival, the Society members are getting beaten soundly. Let the party draw the undead into combat, so that the PCs deal with the undead rather than the NPCs. HOWEVER, if the party is in trouble, do not hesitate to utilize the Society members to save a PC. They are expendable, and may be used to help the group turn the tide if necessary, just try not to make it too obvious.

Undead Horde

Tier One

Skeletons (10): Int Non; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD ½ dmg. from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Equipment: rusty short swords.

Zombies (5): Int Non; AL N; AC 8; MV 6; HD 2; hp 15; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR immune to poisons, death magic, cold based spells, sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Tier Two

Skeletons (15): Int Non; AL N; AC 7; MV 12; HD 1; hp 10; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD ½

dmg. from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Equipment: rusty short swords.

Zombies (5): Int Non; AL N; AC 8; MV 6; HD 2; hp 15; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR immune to poisons, death magic, cold based spells, sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Monster Skeletons (3): Int Non; AL N; AC 6; MV 12; HD 6; hp 40; THAC0 15; #AT 1; Dmg 1-10 (Two-Handed Sword); SA nil; SD ½ dam from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ L; ML nil.

Tier Three

Skeletons (20): Int Non; AL N; AC 7; MV 12; HD 1; hp 10; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD ½ dmg. from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Equipment: rusty short swords.

Zombies (10): Int Non; AL N; AC 8; MV 6; HD 2; hp 15; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR immune to poisons, death magic, cold based spells, sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Monster Skeletons (3): Int Non; AL N; AC 6; MV 12; HD 6; hp 40; THAC0 15; #AT 1; Dmg 1-10 (Two-Handed Sword); SA nil; SD ½ dam from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ L; ML nil.

Ju-ju Zombies (3): Int Low; AL N; AC 6; MV 9; HD 3+12; hp 25; THAC0 15; #AT 1; Dmg 3d12; SA nil; SD +1 or better weapon to hit, blunt and piercing weapons deal ½ damage; MR immune to poisons, death magic, cold based spells, sleep, charm, hold, fear, electricity, magic missiles, illusions, mid affecting spells, psionics, and similar magic spells, fire causes only half damage; SZ M; ML nil.

Tier Four

Skeletons (20): Int Non; AL N; AC 7; MV 12; HD 1; hp 10; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD ½ dmg. from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Equipment: rusty short swords.

Zombies (10): Int Non; AL N; AC 8; MV 6; HD 2; hp 15; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR immune to poisons, death magic, cold based spells, sleep, charm, hold, fear, and similar magic spells; SZ M; ML nil.

Monster Skeletons (3): Int Non; AL N; AC 6; MV 12; HD 6; hp 40; THAC0 15; #AT 1; Dmg 1-10 (Two-Handed Sword); SA nil; SD ½ dam from edged or piercing weapons; MR immune to sleep, charm, hold, fear, and similar magic spells; SZ L; ML nil.

Ju-ju Zombies (3): Int Low; AL N; AC 6; MV 9; HD 3+12; hp 25; THAC0 15; #AT 1; Dmg 3d12; SA nil; SD +1 or better weapon to hit, blunt and piercing weapons deal ½ damage; MR immune to poisons, death magic, cold based spells, sleep, charm, hold, fear, electricity, magic missiles, illusions, mid affecting spells, psionics, and similar magic spells, fire causes only half damage; SZ M; ML 18.

Wights (4): Int Avg; AL LE; AC 5; MV 12; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg 1d4; SA Energy Drain (hit drains one energy level permanently); SD silver or +1 or better weapon to hit; MR Immune to all sleep, charm, hold, cold-based, poisons, and paralyzation attacks; SZ M; ML 15.

No matter the outcome of the battle, Wynton must survive. As the battle comes to a close, he will help anyone that is wounded, starting with his people first.

After the wounded and slain have been seen to, Wynton will approach any surviving PCs to ask them for help.

"I can't thank you enough for your timely entrance into the battle. My name is Wynton and I am, or rather was, the leader of this band of heroes. May I ask your names, and how you came to be here?"

He will wait and listen to them, but bear in mind that he is impatient, and believes that the answer to the Society's plight is at hand. In fact, since this battle was the greatest number of undead they have seen since entering the tunnels, he is certain that what they are seeking is up ahead. The problem is that he and his people are wounded and unable to continue. He hopes that the PCs will do so for him.

After the group has explained how they have come to be here, Wynton will continue.

"As you can see, my party was decimated in making it this far, but I believe that the answer to our

quest lies somewhere nearby. I would ask you a favor, one that I have no right to, but I'm afraid I must. To save lives, will you continue in my stead, and discover the source of the evils in this subterranean warren?"

The group should accept. If they don't, then Wynton will ask for their assistance in getting his people out of the tunnels. He plans to recuperate and try again in a few days. He will say, however, that the enemy must be severely crippled, with all of the creatures the Society has slain. Wynton believes that if no one presses forward, the evil that threatens the city could likely escape unchecked.

When they do accept, Wynton will smile and nod and continue.

"Very well. I can give you only these two potions of healing. All that I ask of you is that you discover the source of the evil down here. Once you have proof of who, what, or how these undead are being created you must return to us in the warehouse. Depending on what you find out, we will deal with things then. Good will triumph, for too many have died already for it to be otherwise. Good luck, Tymora watch and guide you."

He will assist his people in leaving the warren of tunnels, leaving the matter in the PCs' hands.

Note on Time: If the adventure is running long and you are almost out of time, rush the group to the chambers coming up, but do not include Carthoun or the final battle. He will have finished his spell and be long gone by the time the party reaches that location.

Encounter Eleven: Door Number One

The tunnel where the battle was fought dead-ends in a large iron door covered with blue runes. As the PCs might surmise, the runes are components of protective and warding magics. The group will have to get past them to begin the last leg of their quest.

After a few hundred feet of travel down the cold, dark, and eerie tunnel, you come to a large iron door. As you near the door, you can see that its surface is covered with faintly glowing blue runes.

The door looks like it should open away from you and a dark iron latch is the only way you see to open it.

The door is warded with a chilling ward akin to a *chill touch* spell. Anyone touching the door must save vs. spells or suffer 1d4 points of damage and lose a point of Strength, which will return after two hours.

Touching the door multiple times does causes this effect over and over.

A dispel magic cast on the door (against 15th level) will negate the effect for one hour. It will also cancel the *Wizard Lock* (see below).

If someone casts *read magic* the runes on the door will read "**Speak Your Name True and Be Admitted.**" What this means, is that if a player actually speaks his character's true name out loud, the door will open. It is the only way to do so without touching the door.

The door is *wizard locked* and thus must be opened as the words on the door state, or be forced with a bend bars/lift gates. The second method will of course activate the chill ward.

Encounter Twelve: The Other Side

Once the PCs open the door and gain admittance to the other side, they will enter a large crypt. The crypt is quite silent and is home to over 2,000 burial places. The only undead creatures left in the vault is a group of ghouls that are eating corpses in a corner off in the farthest recesses (on lower tiers do not use them at all). They will be attracted by any loud sounds or commotions, but have learned to fear the master and thus will avoid the heart of the crypt at all costs.

On the other side of the door is a dimly lit hallway. The light is coming from several torches resting in sconces near the ceiling. Dug into the walls on both sides of the hall are body sized shelves. From what you can see about half of the shelves are occupied by bodies long dead. It seems that you have entered a crypt of immense size.

Investigating the remains will reveal that the bodies are humanoid and were dressed in finery of all sorts. Indeed, it would seem that most of the corpses were probably well-off during their lifetime. Most of the remains are just skeletons, but a few are fresher. None have anything of real value left on them.

After the party has made their way to a passage providing access to the heart of the crypt read the following.

Ahead you can see a light brighter than that provided by the simple torch sconces. As you creep forward, you see that you have made it to the center of the crypt; where a mausoleum should rest is a large circular stairway instead. On either side of the stairway is a horrific gargoyle statue holding a glowing ball of light in its hands. Below the statues are large stone tables with what look to be partially-completed bone constructs on them.

The Gargoyles are statues, nothing more. The two constructs are Bone Golems, but they are not yet completed and thus are not yet animate. The PCs should destroy them as they are evil in nature.

Encounter Thirteen: The Heart of the Matter

The following areas will be referred to as rooms. Each room has a different description and Room #4 is where it all ends.

After the PCs make their way to the top of the stairs, they will enter into the private subterranean lair of the man behind all of the undead. They will enter into the Hamayarch's trophy room. Several PCs may well be incensed by what they find inside this room. Be aware that no matter what they do inside this chamber, the man responsible will not hear them. He is very busy concentrating on a summoning spell and thus is not prepared to deal with any intruders. He also assumes that no one will be able to get through all of his guardian creatures.

The stairway opens into a well lit chamber. As you reach the floor above, ready for anything, you are surprised to find a very luxurious room designed by someone of obvious wealth. The floor is covered with several rugs and you note many of them still have the heads of animals adorning them. Looking around you see that tapestries are hung on the wall depicting scenes of what looks to be a floating city in the clouds and flights of dragons attacking it. Between the tapestries are the heads of several fabulous creatures. Then, to your horror, you see the head of a unicorn, a gold dragon, and other good races.

Three doors provide exit from the room, one in each of three walls. The fourth wall is given to a portrait of a very stern man, his gaze unyielding and wearing robes of a deep purple hue. As you look closer you realize that the man looks familiar.

Anyone with Local History (Procampur) will immediately recognize the Hamayarch. Others will have to roll an Intelligence check at -5.

All of the various items in this room are worth a fair amount of money. I encourage you to be creative with the types of trophies in the room. If anyone inspects the wall behind the painting allow them a secret doors check. (There is a secret door in the wall that opens up into a vault).

Room #1: The Study

This chamber is a wizard's study. As such it has books, candles, a roll-top desk, and a magical trap. Curious PCs will end up the same as the cat.

Opening the door reveals a study beyond. Two bookcases line the walls and several books and tomes adorn either case. Directly across from the door is a black wooden desk. Atop the desk is a piece of parchment with writing on it, an inkwell, and two quill pens.

The piece of paper is **Player's Handout #2** and it is the proof that the players need to take to Wynton and the society.

If searched (and it will take several hours to check all of them, as there are over two hundred books here), there are two scrolls stuffed in a book on the bookcase. A sample of the books on the bookcase are:

- * Crickets and Their Uses
- * The Viability of Species
- * Dragon Songs
- * Fruits of the Vast
- * Woop-Warbler Mating Calls
- * Divination and You
- * Getting to know your Inner Imp
- * Various other Stupid Things
- * To Love a Disenchanter

The two scrolls found, if the party searches for more than 10 rounds each, are:

- * Scroll: *detect magic, read magic, identify, and light.*
- * Scroll: *Tense's transformation, Mordenkainen's faithful hound.*

Each scroll is written at the 20th level of ability. Nothing else of value is in the room.

NOTE: If the party searches this room for more than 30 rounds the Hamayarch will be finished with his spell and be gone. He will not be aware of the intrusion to his lair and the final encounter in Room #4 will not occur.

Room #2: The Laboratory

This is a chamber filled with various instruments, components, chemicals, and all manner of dangerous substances.

On the other side of the door is a large chamber filled with all manner of instruments. By the sheer amount of bubbling beakers, peaking kettles, glass tubing, and strange smells in the room, you know that you have found a wizard's laboratory.

On the far side of the room you see a table laid out with an almost-complete skeleton. Beside the skeleton on the table is a large midnight black tome.

The book is a *Cursed Manual of the Undead* and it is what has provided Alamondh with the spells necessary to construct and empower so many undead at once. A possessor of the book who has spent the time to become thoroughly familiar with its contents (a process requiring 1-2 months' time) gains valuable insight into the nature of undead, and can summon and control legions of the unliving with little difficulty. The book should be enough proof for the Society that all is not right with the city's advisor.

Nothing beyond raw chemicals or components can be found in here. For every ten rounds spent searching, a wizard PC will find a useful component for a spell he can cast.

Other Items of Note:

- * 25 glass vials (various sizes and shapes).
- * 50 feet of Copper Tubing
- * 2 Marble Pestles
- * 100 glass flasks (various sizes and shapes).
- * Various other lab equipment

If a PC reads the *Manual*, he will fall victim to the following curse:

The PC feels compelled to read the entire tome. This compulsion can be easily resisted for the first day, but on the second day of possession, the PC must make a saving throw vs spell every hour to resist the book's influence, even if it is far from him or locked in a magical vault. If the PC fails his save, he does everything possible to allow him to read further, and at that point falls under the curse's power. The PC turns evil over the next ten-day, and is permanently out of play. Afflicted PCs may be cured in only two ways: the priests of the Temple of Mystra have the ability to remove the curse, or the book can be taken into a dead magic zone, at which point the book vanishes, passing out of the PC's possession.

Room #3: The Vault

This is the chamber behind the painting. The Hamayarch keeps a few things here to aid him in his escape from Procampur, if things should fail to go the way he has planned. If the PCs do not search for this room, do NOT give them the items.

The door to the vault is *fire trapped* and will explode for 1d6+8 points of damage (save for half) unless the person opening the secret door states, "Show me the money" upon opening it.

As the fire trap goes out you see a small closet beyond. Three chests are sitting in the small chamber and each looks to be padlocked.

The chests are locked and trapped (needle trap deals 1 pt of damage to opening PC and requires a save vs. poison or the victim will sleep for 1d4 turns, with an onset time of two rounds). Inside the chests are:

1. 300 gp.
2. 1,000 sp and a small silver ring (no magical powers, worth 45 gp).
3. 50 pp and a bag of rubies (6 in all) worth 500 gp each.

Room #4: Things Come Together

The Hamayarch is working inside this room, which is a chamber set aside for summoning; he is bringing forth a very dangerous creature he needs to perform a service for him.

When his casting is interrupted, such as by the door opening, contingency magics will begin which are designed to protect the Hamayarch and teleport him out of the chamber as well as drop a nasty surprise on the intruders. Beyond the small information gleaned by seeing the Hamayarch, nothing remains for the PCs to do.

As the door of the chamber opens, you hear a deep and methodical chanting voice, suddenly interrupted as a tiny winged reptilian creature on the wizard's shoulder screams "Invaders, Carthoun, invaders!"

You then get a glimpse of the man: he is the spitting image of the fellow in the painting outside. Just beyond him a massive swirl of energy is about to take form. The man cries out in rage at the interruption and you see the magic escape his control and flash out of existence. A swirl of light wraps around him and the small creature on his shoulder, and he is gone. In his place are several funny-looking birds that begin to advance on you.

The strange birds are Cockatrices and they immediately move to attack the party as they have been summoned to do so by the contingency magics of the Hamayarch.

Tier One

Cockatrices, Baby (2): Int Animal; AL N; AC 6; MV 6, fl 18 (C); HD 3; hp 15; #AT 1; Dmg 1-3; SA Petrification; SD nil; MR nil; SZ S; ML 12.

Tier Two

Cockatrices (2): Int Animal; AL N; AC 6; MV 6, fl 18 (C); HD 5; hp 25; #AT 1; Dmg 1-3; SA Petrification; SD nil; MR nil; SZ S; ML 12.

Tier Three

Cockatrices (4): Int Animal; AL N; AC 6; MV 6, fl 18 (C); HD 5; hp 30; #AT 1; Dmg 1-3; SA Petrification; SD nil; MR nil; SZ S; ML 12.

Pyrolisks (2): Int Low; AL NE; AC 6; MV 6, fl 18 (C); HD 6+2; hp 35; THAC0 13; #AT 1; Dmg 1-4; SA Gaze, explode normal source of fire as a *pyrotechnics* spell; SD Immune to fire; MR nil; SZ S; ML 12.

Gaze: A creature meeting the gaze of a Pyrolisk must save vs. death magic or burst into flames (death). Saving means that the individual still suffers 1d12+1 points of damage. Persons immune to fire are unaffected and after a person has saved once they can not be affected by that same Pyrolisk.

Tier Four

Cockatrices (8): Int Animal; AL N; AC 6; MV 6, fl 18 (C); HD 5; hp 30; #AT 1; Dmg 1-3; SA Petrification; SD nil; MR nil; SZ S; ML 12.

Pyrolisks (3): Int Low; AL NE; AC 6; MV 6, fl 18 (C); HD 6+2; hp 35; THAC0 13; #AT 1; Dmg 1-4; SA Gaze, explode normal source of fire as a *pyrotechnics* spell; SD Immune to fire; MR nil; SZ S; ML 12.

Gaze: A creature meeting the gaze of a Pyrolisk must save vs. death magic or burst into flames (death). Saving means that the individual still suffers 1d12+1 points of damage. Persons immune to fire are unaffected and after a person has saved once they can not be affected by that same Pyrolisk.

Alternate Route #1

In the event that the PCs turn over the letter to the Captain of the Star Guard, they will be taken to the Guard headquarters and questioned about their knowledge of Quentin and the letter. As long as the group is helpful, they will be assigned to Elric's patrol of Star Guards to assist them in their "delivery" of the

letter. At this time, proceed to the delivery and the rest of the module, but keep in mind that the Star Guards will try to arrest the "Contact" (they will fail). They will also insist on arresting any Society member that they encounter in the tunnels.

Star Guards (3), hm F2: Int Average; AL LN; AC 2 (Plate & Shield); MV 9; hp 15; THAC0 17; #AT 3/2 (Morningstars); Dmg 2d4+3 (str & specialization); SA nil; SD nil; MR nil; SZ M; ML 15.

Equipment: Plate mail, shield, morningstar.

Star Guard Captain Elric Rodriguez, hm F5: Int Average; AL LE; AC 0 (Full Plate); MV 9; hp 45; THAC0 16; #AT 2/1 (Long sword and dagger); Dmg 1d8+1/1d4+1 (str); SA nil; SD nil; MR nil; SZ M; ML 12.

Equipment: Full plate armor, dagger, long sword.

Wrap Up

After defeating the creatures released by the spell, the PCs have only to go back to the Society and inform them of what they saw. **Players Handout #3** will be proof enough for the Society that it was indeed the Hamayarch.

Wynton will gratefully thank the PCs, give them their reward, and advise them to keep a low profile for a while. He tells them that the information is enough to confirm his suspicions, but it is not near enough to condemn the Hamayarch by itself.

The PCs are free to delve back into the tunnels and can eradicate any threat they find there. Beyond that, the module is over.

If any characters did attack the Guards, they will soon be captured by one of the new Hunter squads that were spoken of in the paper. They must deal with Appendix 2, but try to be lenient as they did actually do a service for the city.

In fact, if at trial anyone brings up the tunnels, the undead, or the Hamayarch, they are exiled from the city, but are left unharmed for some reason. (The Hamayarch has decided that any action against the party at this time would be unwise).

If anyone needs to receive major healing magics from a temple they are free to do so. The costs for spells that may be needed are:

Raise Dead	75,000 gp
Resurrection	125,000 gp
Heal	60,000 gp
Regeneration	100,000 gp
Restoration	100,000 gp
Stone to Flesh	25,000 gp

Remove Curse 10,000 gp

Remember any PC who purchases one of these spells must pay half the listed cost in magic items.

If someone fell sway to the Cursed Manual, the Temple of Mystra will help them break the curse if asked for help. They will take the book and have it destroyed. At no time does it become a PC's belonging.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for each objective.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayals throughout the adventure, not how well a player interacted socially or puzzle solved.
3. Finally, multiply the total by the level of the tier.

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

Encounter One

Gaining Information 50 xp

Encounter Two or Three

Talking to Opara 50 xp

Encounter Four

Saving the Woman 50 xp

Saving the Cat 50 xp

Delivering the message 50 xp

Encounter Eight

Following the Arrows 25 xp

Encounter Ten

Saving the Society 50 xp

Defeating Undead 150 xp

Encounter Twelve

Figuring out who is responsible 50 xp

Defeating the Cockatrices 100 xp

Random Areas Cleared

Area A 50 xp

Area B 50 xp

Area C	50 xp
Area D	50 xp
Total Possible XP for Objectives	825 xp
Roleplaying XP	0-500 xp
Total Possible Experience	1,325 xp
Tier Two:	2,650 xp
Tier Three	3,975 xp
Tier Four:	5,300 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

From Quentin:

- 300 gp

From Wynton & the Society:

- 2 *potions of healing*
- 600 gp
- *Rapier +2*

From the Lair Below:

- 300 gp
- 50 pp
- 1000 sp
- Bag of Rubies (6, worth 500 gp each)
- Scroll: *detect magic, read magic, identify, and light* written at 9th level.
- Scroll: *Tenser's transformation, Mordenkainen's faithful hound* written at 16th level.

From the Random Areas:

- Hammayarch's Amulet (A Golden Amulet bearing markings identifying the wearer as the Hamayarch, considered a very BAD thing to wear).
- *Sabre +1* (off the dead Society member in the Shadow Tunnels).

Manual of the Undead: If a PC reads the *Manual*, he will fall victim to the following curse: The PC feels compelled to read the entire tome. This compulsion can be easily resisted for the first day, but on the second day of possession, the PC must make a saving throw vs spell every hour to resist the book's influence, even if it is far from him or locked in a magical vault. If the PC fails his save, he does everything possible to allow him to read further, and at that point falls under the curse's power. The PC turns evil over the next ten-day, and is permanently out of play. Afflicted PCs may be cured in only two ways: the priests of the Temple of Mystra

have the ability to remove the curse, or the book can be taken into a dead magic zone, at which point the book vanishes, passing out of the PC's possession. This item may not be kept, and thus does not need a cert.

Fame Award

No Fame comes from this, though if the party attacked the Guards they get 1 infamy in general. Killing any of the Guards results in 1 more infamy.

Noble Recognition:

- Opara Rendril
- Wynton
- Star Guard Captain Elric Rodriguez
- Sonya Dalliers

Appendix One: Important People

Opara Rendril: One of the best known craftswomen in Procampur and in Toril. Her specialties include Bracelets and Belt-Daggers. Her works are in such demand that she can pick and choose the projects she wants to work on, so a project proposal had better be unique enough to catch her interest before she will accept it. She is decisive and graceful, with a sturdy build and short, black, curly hair. It is important to note that she is an agent of the Harpers and will seek to discern the true nature of what is occurring below the city. If attacked by the PCs at any time she is more than able to handle herself through a series of tricks and escapist routines so as to get away.

Society of Entertainers and Providers: The organization of merchants and performers who promote Procampur throughout Toril. Many of Procampur's richest merchants are members. Legendary deals struck at parties and performances sponsored by the Society created fame and fortune for many. The Society are well known for their charitable works, including running a major orphanage and food hall in the District of the Poor.

The players will deal with Wynton. He is the remaining official of the Society for the duration of this adventure. Wynton is an idealist and believes that the Society can do no wrong. He is willing to become a martyr for the Society and hopes that by delving into the tunnels he can prove that there are criminal elements at work in the city the Society can help to destroy.

Hamayarch: The PCs are going to come into contact with this man. In fact, he is the source of all the evils below the city. The Hamayarch is the Thultyrl's mage advisor and is currently the most powerful man in the city. At no time will the PCs get to encounter this man other than the brief glimpse of him they have at the very end of the module. He is considered a stern man with a very piercing gaze. Many think that the recent actions taken by him are for the good of the city, though they do not quite agree with his methods.

Wynton (NE hem M11/T12): Wynton is approaching the close of his first century of life, and he shows it. His hair is thinning and white, hanging straight to his shoulders. His skin is beginning to wrinkle, and he walks with a hunched back. However, his eyes still shine a bright blue hue, and his age has not affected his mental faculties. Wynton is of moon-elf descent, and thus exhibits a tinge of blue around the eyes and the points of the ears. Age has bent the Bloodhawk's body, and some of his thieving abilities are beginning to suffer. He is frail and thin, his strength and speed having fled with the passing years. His regal clothing hangs on him as if upon a scarecrow. Wynton's fingers are bedecked by rings and he is never seen without

his trademark cape: a crimson garment trimmed with the feathers of a hawk. This cape is magical; see below.

Ninety-three years past, Wynton was born to the human merchant Thearl Anasor in the city of Saerloon, and given the name of Asdakar. He does not remember his elven mother, and does not know what became of her. Young Asdakar became involved with the Cult of the Dragon during adolescence, and was disowned by his father; thus, Asdakar had no surname. A fast-rising member of the Cult, the young mage/thief was known for his Bloodhawk familiar. He worked with the Cult for several decades, and achieved a good deal of power. Eventually, however, various other Cultists grew jealous of Asdakar. These thieves killed Asdakar's beloved Bloodhawk and set it upon his doorstep.

Asdakar survived the shock of his familiar's death, but its appearance at his door disturbed his sanity. With the aid of various scrolls, he constructed his magical Cloak of the Hawk (see below), and abandoned the Cult of the Dragon. The Cult refused to allow one so knowledgeable about its inner workings to simply resign, however. They attempted to eliminate Asdakar. So the half-elf fled; he assumed the name of Wynton and escaped to the one place the Cult of the Dragon would never think to look for him: the city of Procampur. So it was that Wynton arrived in Procampur.

Taking up residence in the Merchants District, Wynton began selling scrolls and potions. Shortly thereafter, he joined the Society of Entertainers and Providers as a merchant. The wizard soon became incensed by the ban of dangerous spell components, and employed his thieving talents in smuggling such components into the city. He performed these operations individually. But this was just small potatoes. With the Society as a front, Wynton began to set up a smuggling operation (and later, black market) and used his old "Bloodhawk" alias to keep his identity secure.

Wynton still retains his position within the Society, but his days of active smuggling have long since passed. He still manages to lend much magical aid, however.

Eternally suspicious and paranoid, Wynton is always looking over his shoulder for the Cult of the Dragon. His fugitive life has caused him to remain secretive, and thus, he seems quite reserved and taciturn. The death of his beloved familiar unhinged his mind as well, and often he will mumble to himself or to his hawk, despite her long absence from his life. Most people see him as strange, eccentric, and quiet.

Wynton spends most of his time either at the Society building in the Port District or in his own home/shop. In the Society building, he conducts normal business. In his home, he conducts his more underhanded business and performs magical experiments. Always he will mutter and ramble, and do all sorts of peculiar things. Anyone spending even a short amount of time with the Bloodhawk

should walk away questioning his sanity. Regardless of his sanity, however, Wynton is an extremely intelligent man. He knows the ways of the city well, and his operations rarely fail. QUOTE: "The best laid plans of mice and men often go awry, unless I've had a hand in them."

Appendix Two: City Laws and Penalties

This section comes into play if the party attacked the Star Guard. If they actually killed a member of the Guard at some point in time the penalty will be even harsher. Both circumstances are dealt with below.

The official Laws of the City covering such circumstances as pertains to the PCs are:

Hindering an Agent of the Government while Performing Duties:
5,000 GP Fine and up to 2 Years in Prison

Assault of an Agent of the Government while Performing Duties:
10,000 GP Fine and up to 5 Years in Prison

Murder of an Agent of the Government while Performing Duties:
Public Execution by Beheading or Life in Prison

Please note it is not the intention of this module to land the PCs in jail, or to have them executed. It is, however, a very real fact of Procampur that individuals who commit acts of aggression towards the city are hunted by special teams of Mages and Guardsmen and eventually caught. The only option that is available to the PCs is that they face the music, or better yet never create a situation in which they need face these laws. I encourage the DM to point out to the players these laws and what attacking a Guardsman of the Star Guard means. If they continue in their aggression it becomes necessary to enforce the law; may the gods be with them.

Player's Handout #1

This is the packet given to the players by Quentin in the Happy Hippocampus. Beyond the description of the letter, do not give this to the players unless someone opens the package to read the letter.

The piece of parchment has been folded into a neat square. Where the four corners come together is a wax seal. The symbol of a harp is pressed into the wax.

The writing inside is in a dark ink and is in a very firm style. The letter was obviously penned by a male author.

To the Muse,

I and my fellows have found a very disturbing thing below the city. As you are aware, recent laws forbid anyone from delving into the ground beneath Procampur. My searches, however, have resulted in the discovery of a series of tunnels running, I believe, the length of the city.

My companions and I have discussed it amongst ourselves and we feel that with the recent turn of events for the Society it is in our best interests to explore these tunnels and discover what, or who, has created this extensive warren.

You see, upon discovering the tunnels, my men and I were beset by a large group of undead. We dispatched the beasts after a small battle, but several hours later, several more came and we were hard pressed to defeat this new group. It is my hope that by discovering whatever lies below I can clear the name of the Society as an organization that works against the city. May Tymora be with us in these trying times.

Wynton

Just below the signature is a dark red-brown smudge, which looks almost like a drop of ink.

Player's Handout #2

This is the piece of parchment found on the desk in the lair down below.

Dearest old friend,

The plans are finally coming to a head. I believe that with my use of the Tome of the Undead, I will be able to create the mass of soldiers needed to finally seize power here. I expect that I will hear from you by the time that most of my work is completed, but I still await the moment when we can speak face to face, the student now the teacher.

Today I will attempt to use the summoning spell I mentioned earlier; if it is successful, I will use it to put bring forth a spirit of sufficient strength to animate the golems I am creating.

Till Our Spells Are Joined,

Carthoun

Player's Handout #3

Given to the PCs by Quentin. This is a small scrap of paper with an address on it.

Look for the feather and announce you are the ink. Take the package to its haven at 45 Down Alley, in the Port District.

-W.

Player's Handout #3A

A message is hastily scrawled on a scrap of parchment. Given to the PCs by Opara Rendril.

There is someone that will speak with you. It is best that you arrive in time, but do not try to discover who he is. He will help as long as you do not scare him. Meet him at 33 Docking Trace.

Player's Handout #3B

Written on a piece of paper, the ink is somewhat blotched and smeared. Given to the group by the female scribe. It is still legible.

33 Docking Trace

Don't be late! He hates it when he must wait and the meeting time for today is over by three bells.

Player's Handout #4

The issue of the *Procampan Shining Jewel* is from yesterday and notes several stories about issues in the city of Procampur. The following two stories catch your eye.

Crime on the Rise

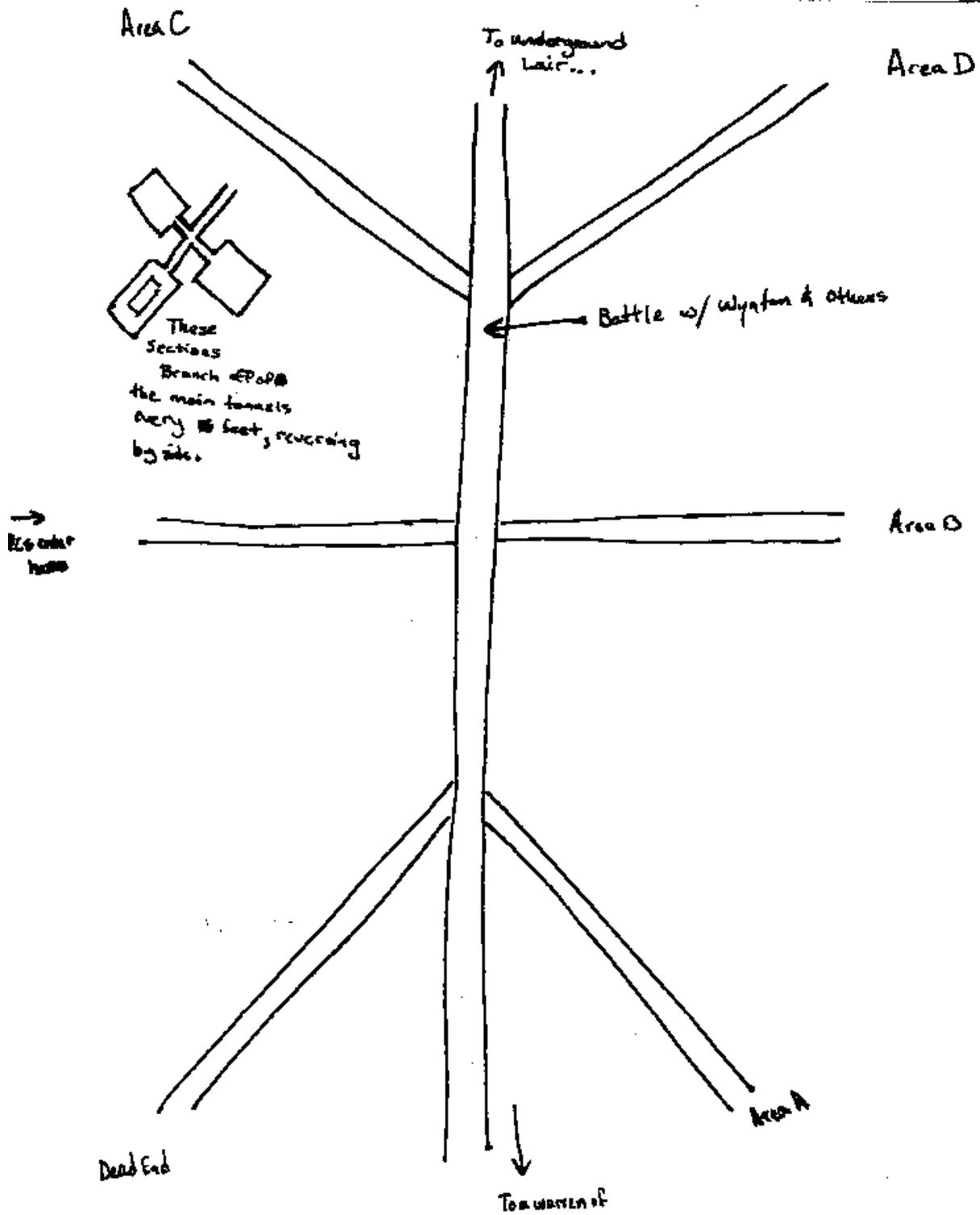
Procampur is suffering under the heel of oppression. A recent crime spree has citizens in both the Dock and Poor Districts fearful. The Hamayarch has recently stated that these instances will be brought to a halt, but as the system is adjusting to the new policies of the Star Guard, it may be a few months before all of the kinks are ironed out. As of yet, the Star Guard has not filled its quota of new officers and is looking for interested persons.

The Guard has recently taken an unprecedented move in merging two of its most elite units with three very talented mages to form a unit called the Hunters. The Captain of the Hunters has yet to be named, but a spokesman for the Star Guard said that the new units will track criminals until they are found and brought to justice. It is expected that this unit will be able to eliminate crime at a radical rate.

Society Death Toll Rises

The death toll from the Star Guards raid on the now criminal Society of Entertainers and Providers has risen. Little is known why the offices of the organization were stormed, but it is rumored that certain key criminals were being sheltered there. On direct orders of the Hamayarch the Society's Offices were raided and the fighting began. Reportedly several members were not willing to surrender and began using deadly force on the peaceful Guard. To defend itself, the Guard was forced to respond in kind and thus several terrible tragedies resulted.

The Guard has reported that all members of the Society are to turn themselves in immediately or face the consequences. It is unknown at this time how many members avoided the raid and are still at large. The Star Guard also reminds citizens of the city that harboring or helping members of the Society is a criminal act and is punishable by up to two years in prison.



What You Don't Know DM Summary Sheet

To be completed by the Judges running this event at the *Weekend in Procampur* convention
And returned to Jay Fisher at 2690 Drew Street Apt 1108, Clearwater, FL 33759

1. Did the PCs agree to help Quentin? YES NO
2. Did the PCs get into a fight with the members of the Star Guard? YES NO
3. Did the PCs save the woman Sonya Dalliers? YES NO
4. Did the PCs save (some or all) Wynton and the fleeing Society Members? YES NO
5. Did the PCs discover that Alamondh and Carthoun were one and the same? YES NO
6. Where any of the PCs arrested? YES NO

If so whom?: Character Name: _____

7) Other comments that came out during play:

Player Character Information

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:

<u>Fighter</u> :	Cavalier, Myrmidon, Noble Warrior, Swashbuckler
<u>Ranger</u> :	Mountain Man, Pathfinder, Sea Ranger, Seeker
<u>Paladin</u> :	Chevalier, Divinate, Expatriate, Medician, Militarist, Squire, Votary
<u>Wizard</u> :	Academician, Militant Wizard, Patrician, Peasant
<u>Priest</u> :	Nobleman Priest, Scholar Priest, Peasant Priest
<u>Druid</u> :	Hivemaster, Natural Philosopher, Wanderer
<u>Thief</u> :	Adventurer, Cutpurse, Investigator, Swashbuckler, Swindler, Troubleshooter
<u>Bard</u> :	Gallant, Loremaster

At this point of time, these are all the kits that are available for native Procampur PCs. This list will probably be expanded in the future.

Fame in Procampur

Fame Points work the same in Procampur as it does in Ravens Bluff, but just because a PC is very famous in Ravens Bluff does not necessarily 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 Procampur 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 Procampur 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 Raven's Bluff.

Here is the list of fame categories for both cities:

<u>Ravens Bluff</u>	<u>Procampur</u>
Lord (and Deputy) Mayor	(None)
(None)	Thulyr & Hamayarch
City Government	City Government

City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class	Poor Class
(None)	Port District
General	General

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

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 Procampur way of life is very ordered, and some have said they are overly lawful. "A Place for Everything, and Everything in It's Place," is a common Procampur 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 themselves 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 Procampur is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many tutor's 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 Guard of the Star Sapphire, was recently reactivated on the advice of the Hamayarch to police the Nobles District. 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 Procampman.

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,

thievery are treated harshly. Still, some individuals persist in making a living in the shadows.

Ever since its founding, Procampur has had to struggle against brigands and thieves of all types. Because of this, the average Procampman 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 its 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 he is followed by the last four. This is one of the most hated duties of the Diamond Legion, because as the parade heads to Way's End, Procampman citizens 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 Thultyrl'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.

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:

Class Level	Procampen Cost	Visitor Cost	React Mod
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 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 Raven's 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 a the lap of luxury.

Middle Upper Class: This lifestyle is enjoyed by many nobles and very wealthy merchants.

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 which are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat themselves every so often. This is the base social class for those PCs who own their own business in Raven's 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 which 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.