

# **To Kill A Nightingale**

**The Cracked Jewel Saga VI**

**A One-Round Living City Tournament set in  
Procampur**

**by Jay Fisher 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.

- Tier 1: Total levels 4-13
- Tier 2: Total levels 14-25
- Tier 3: Total levels 26-37
- Tier 4: Total levels 38-56
- Tier 5: Total levels 57+

## Native Procampan PCs

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

Native PCs will know certain things about the Nobles, City, and outlying areas of Procampur that PCs from Raven's Bluff would not. This has been incorporated into the module as several *Local History (Procampur)* NWP checks. Should there be no Procampan PCs present, give those PCs that have the normal *Local History* NWP a chance to know the information, but success is determined to be 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 Procampan NPCs will look at adventurers from Ravens Bluff as almost the same 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 deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampan natives, but there will not be enough of a difference in attitude to be offensive.

## Reaction from the Diamond Legion (City Watch) and the Star Guard (Nobles District)

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

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

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

**The Star Guard**, on the other hand, is solely responsible for policing the Nobles District. Their attitude is quite the opposite of the Diamond Legion when speaking to Procampans and visitors alike. They believe if you are not a Procampan Noble, then you have no business in the Nobles District. However, they will let PCs pass if they 1) are a Noble PC, 2) working for a Noble (has a Grimm shield, etc.), 3) has a Pass to the Nobles District, or 4) desire to enroll in either the Greyson Institute (Bardic College) or the Sividia Academy of Magic Arts. Though once a noble is known to the Guard, they will treat them with the respect they

deserve (they will recognize the PC once the Noble Certificate is presented to the Judge).

### **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." Really. Make the players come up with reasons why they have traveled to Procampur and are involved in this adventure. Here are a couple reasons you can suggest if the players are having difficulties.

- 1 You found working in Ravens Bluff to be tedious or could not find work at this time.
- 2 You decided to see the sights of this new city, and your money was stolen soon after you got here so you need work.
- 3 You got drunk and awoke in a tavern in Procampur, and decided to pass the time since you are here anyway.
- 4 You are on a diplomatic (or espionage) mission for the city, which is so secret that you cannot talk of it to anyone.

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

## **What Has Gone On Before**

The Jewel of the Vast has seen some interesting times since the Gala Benefit a year ago. With the announcement of the Thultyrl (pronounced: Thul-TOO-ral) seeking a wife (*Pirate of Hearts*), just about every noble house with an eligible daughter had been posturing to get their own personal voice to the ruler of Procampur. But the eye of Rendeth of the Royal Blood was drawn to the songstress Alissa Wyndsong. This did not sit well with many of the nobles, especially those from House Grimm.

As time went on, Rendeth and Alissa had seen more and more of one another. After six months, Rendeth was finally going to make his choice of a wife once he returned from the annual hunting trip sponsored by House Allison. But on his return, Rendeth's choice was one of complete surprise. He was to wed Lady Constantine Grimm.

While this announcement pleased many of the nobles, it had stirred up a hornet's nest in the process, so much of one that Lady Grimm was murdered shortly before the wedding. Grief stricken, Rendeth ordered an immediate investigation. An independent investigation was also ordered by Lord Alaric Grimm, the commander of the Guardians of the Star Sapphire of the Nobles District (*Grimm Determination*). Many fingers

were pointed in many directions, including that of Alissa Wyndsong. But the evidence was conclusive against Lord Consul Zinzann Allison. His enemies screamed for justice. His allies professed his innocence. In the end, Lord Consul Allison was bested by Lord Grimm in a Duel of Honor. Stripped of their status, the remaining members of House Allison were moved to the District of the Poor to live for the remainder of their stay in the city of Procampur, their previous holdings and most of their possessions lost.

Shortly after the investigation, Rendeth started courting Alissa again, which seemed strange at first considering the recent loss that Rendeth had to overcome. But Alissa consoled his grief and the two became close once again. The favor was even returned during the recent plague that claimed the lives of all of the former noble house of Allison within the District of the Poor. The Allison's were very dear to Alissa and she never stopped believing that they were set up to take the fall that they did. Now, there is no way for the Allison's to regain their former status.

Though with the plague cured, the Procampans needed something to celebrate. So a year after this had all began, Rendeth announced his intentions to marry Alissa.

## **Module Summary**

The city is filled with excitement as Rendeth of the Royal Blood has finally consented to be married. Even in spite of diverse opinions, he has chosen Alissa Wyndsong to be his wife. But with the decision made, the only thing that can be thought about right now is the impending wedding. All of Procampur is making preparations for this grand event.

**Encounter I "Recruitment"** - Even with all the bustle going on with wedding preparations, there is still so much to do. Announcements of people needed are hung in just about every tavern and inn in the city. The PCs can choose to go to the Hall of Venturers, or to just observe. At the Hall of Venturers, they will roleplay with Melton Daderhoff as he tries to find out what exactly the PCs can do. Finally, the PCs will be assigned the duty of unloading or guarding one of the House Seabury ships that has just recently docked in the Port District.

**Encounter II "On the Good Ship..."** - The PCs make their way to the Port District and the dock where the ship they are supposed to unload or guard is berthed. Unfortunately, there is a mishap and the ship is accidentally struck by another ship and begins to sink. It is up to the PCs to rescue the crew before the ship goes completely under the water's surface.

**Encounter III "This Old Man . . ."** - Prior to reaching their destination or shortly after the PCs finish

unloading the ship, the PCs encounter a wild old man with a number of followers. The old man is very verbose about the coming end of the city in which the dead will rise again. His "followers" are hooded and seem to only accentuate the main words of the old man's rambling. The followers are actually Sembian crew members from the ship the PCs had finished working on earlier, who wish to silence the PCs before they tell anyone about anything. The old man will run off at the first sign of trouble (ie. weapons drawn, etc).

**Encounter IV "The Hall of Venturers"** - The PCs return to the Hall of Venturers to report their findings. At the mention of possible Sembians within the city and/or possible assassination attempt against Alissa, Melton will admit to this being out of his jurisdiction and the PCs should take their information to the Diamond Legion, or even Rendeth himself. He of all people should be apprised on information that could result in the death of his wife to be.

**Encounter V "The Diamond Legion"** - The PCs have the possibility of going to one of three Diamond Legion Branch Offices (LBOs) within the districts they are in. Each LBO is located near the entrance of each district (since there are two entrances to the Port District (north and south), there are two LBO locations in Port). They will meet with the Proctor (investigator) on duty. Once the PCs relate their story, an investigation will be immediately put into motion. The Proctor will then tell the PCs that "Rendeth must be informed of this at once." With that, the PCs will be given a writ granting them an audience with the Thultyrl in the Castle District.

**Encounter VI "The Sembians"** (optional) - Here is the PCs' chance to question the Sembians if they didn't have the opportunity before. If time is running short, this encounter can be skipped.

**Encounter VII "The Temple of Torm"** -Staern Bladebreak is one of Alissa's closest friends, going back long before when they used to adventure with one another. Since the demise of House Allison, Staern has spent most of his time at the temple of Torm, unsure of his own destiny at the moment. When the PCs tell them of their (and Alissa's) plight, he will go with the PCs to the High Priest to get a writ for them allowing them an audience with Rendeth.

**Encounter VIII "House Rielly"** -If searching for Alissa, the PCs will most likely find themselves on the Rielly Estate. Like Staern Bladebreak, Lady Consul Rielly was also part of the adventuring group in which they participated together oh so long ago. With her power, Lady Consul Rielly can give the PCs a writ to grant them an audience with the Thultyrl.

**Encounter IX "Point of View"** (optional) - In this encounter, the PCs are returning from the Rielly Estate. They encounter a group of people (adventurers like the PCs) that DON'T support Alissa's marriage to Rendeth.

They will try and recruit the PCs to spread their gospel or get rid of them altogether. If the PCs are looking for a fight, then here it is. If they want to get away without a fight, then they can tell the group what it wants to hear and continue onward.

**Encounter X "House Seabury"** -The PCs may want to take their find directly to House Seabury, especially since it involves one of their ships. It will be confirmed that all crew members should have some kind of identifying Procampa mark, whether it be red or green. The shock at the thought of Sembian infiltrators at such momentous occasion will put Lord Consul Seabury into action, especially if he is told of the Sembians' plans for Alissa Wyndsong. If the PCs are looking for Alissa, he will give a number of possible locations in which to find her (the Gilded Cage, consoling her friend Staern Bladebreak at the Temple of Torm, dealing with some details at the Proeskampalar Gardens in the Service District). Otherwise, he will recommend the PCs go directly to Rendeth. As a Lord Consul, he can grant an audience with the Thultyrl in emergency situations, and this one seems to qualify.

**Encounter XI "The Gilded Cage"** -If the PCs come here, they are most likely in search for Alissa. They will be told that she is not here and could be anywhere within the city with as much work on the wedding that she's been doing. If the PCs explain their need to get in touch with her, then the members at the Gilded Cage will take them more seriously. They will recommend that the PCs should see the Thultyrl to let him know what's going on. Observant PCs might see a vague signal being exchanged silently among the employees. Shortly after the PCs leave, a runner will be sent to Alissa to warn her of the impending danger. Should the PCs follow, they will see the runner disappear down an alley. When the PCs arrive, the runner will no longer be there. The PCs have a chance to find a secret trap door that leads into an underground tunnel. Procampa PCs will know (NWP check) that underground tunnels are illegal in the city. It is the PCs' choice on whether or not to follow the runner into the tunnel below.

A little ways into the tunnels, the PCs will come upon a group of people heading away from them, but at a much slow pace. These are smugglers bringing contraband items into the city. The PCs can learn that their contact was with the Nightingale and it was she who set everything up. If asked if they've ever met the Nightingale, they will say no, but she is a prominent figure in Procampa society. The PCs have two choices here. They can continue on after the runner (who now has a BIG head start) or they can turn the smugglers in. The smugglers won't go quietly, so combat will take place (but not to the point of death).

There are many branches in the tunnels, but the path that the runner had taken will bring the PCs to the Service District. The runner is nowhere to be seen from here (and with so many people about, the trail has gone cold).

**Encounter XII "The Palace"** - In this encounter, the PCs enter the Palace. Depending on whether or not the PCs had acquired the writ of audience will determine who the PCs will see: The Thultyrl or the Hamayarch.

**Encounter XIII "The Hamayarch"** -This is a ringer encounter. A writ is not needed to see the Hamayarch. As the Thultyrl's advisor, Alamondh screens everyone who doesn't have the proper documents that are needed to see Rendeth. Should the PCs go here, Alamondh will probably shrug it off. He will say that many things spoken and heard in the streets are often not acted upon. While Alissa has been unpopular with some of the Nobles within the city, there is no reason to think they would do anything against her, especially when she is very popular with everyone else. He will then dismiss the PCs and have them escorted out the castle. The PCs will then have to think about where they should go from here. (Most likely some of the other recommended places of visit.)

**Encounter XIV "The Thultyrl"** -With the writ in hand, the PCs are granted an audience with Rendeth. Telling him of everything that happened so far will convince Rendeth that Alissa is indeed in grave danger. Rendeth knows where Alissa is and will insist on joining the PCs to warn Alissa of her plight.

**Encounter XV "Alissa Wyndsong"** -As the PCs and Rendeth find Alissa in the Merchants District, she will acknowledge the danger ("I know.") just before assassins attack.

**Encounter XVI "Finale"** -With the battle over, the PCs are congratulated for a job well done. But out the corner of his eye, Rendeth spots a sniper on the roof with a crossbow aimed at Alissa's. The PCs will see this at the same time. The PCs must react immediately, or Rendeth will take the bolt in Alissa's place. The bolt has been poisoned with a disease of unknown type. All attempts to cure this disease will fail. (There will be an event later on that will deal with finding the cure.)

**Epilogue** -The adventure wraps up. Rendeth might be poisoned, or a PC might be. The poisoned person will be quickly rushed away for immediate treatment. A look of shock of what had happened will fall on Alissa's face. The Diamond Legion and bystanders crowd in, asking questions. But all this is like a blur. The PCs know from here on out, Procampur is changing . . . and not necessarily for the better.

## Encounter I: Recruitment

*Posters have been seen all over the city. "HELP WANTED. Proceed to the Hall of Venturers in the Adventurers' District for more information." In all your time within the city, you've never seen such a vague notice for soliciting able-bodied people. But then, this is not a normal time. Rendeth of the Royal Blood, Thultyrl of Procampur, is marrying songstress Alissa Windsong, and the city has wedding fever. The mood is so affecting people that normal day-to-day tasks are being overlooked, in addition to the many preparations for the wedding. There is no telling what jobs are available at the Hall of Venturers.*

The PCs do not have to do anything at this point. They can sit back and watch the proceedings. In this case, describe the bustle of residents and the occasional task being left undone, such as "a delivery comes to an inn across the street, but the wagon is left outside unattended after it is unloaded."

If the PCs do not go to the Hall of Venturers, then they can move to Encounter II. Just have them wandering the port when next they go outside. They are in the Port District anyway, so this is perfectly natural.

If they go to the Hall of Venturers, continue:

*You move through the streets on your way to the Adventurers' District, amazed at how much activity is present. Just a month before, the streets were all but empty. But not now. Morale is high within the city as its citizens prepare for the long-awaited wedding.*

*Entering the Hall, even here the effects of the city's preparations are sorely felt. What was once a calm, dignified place has become a loud, high-traffic madhouse. Or so it seems. There is a line of people waiting to be taken into a room and given assignments, a very long line. There is a woman near the door directing people into the line.*

*Finally, you make it to the front desk. A tired woman looks up to you as a slightly audible sigh escapes her lips. She could be pretty under different circumstances, but it is obvious that she is overworked. "Can I get your name, city of origin, and area of expertise please? Melton Daderhoff will see you once he has finished with his current batch of recruits."*

Allow the PCs a chance to roleplay introductions as they supply the requested information to the Guild secretary, whose name is Judith Sabinor. She won't have time for idle chit-chat and will insist that the PCs give the requested information. She won't be rude, but she is extremely tired. If the PCs refuse to cooperate, she will suggest that they leave and find someplace else for work. If the PCs continue to give her problems, she

will have the guards "escort" the PCs out the door and the tournament will be over for those PCs. The players can choose new PCs to continue on if they wish.

Don't drag this time out. As soon as everyone seems comfortable with one another, continue on.

*From the hallway to your left, a group of people exit the door at the end of the hall. They seem excited at the prospect of work as they hurry past to begin their assignment. The door at the end of the hallway remains open, as if it was an invitation. The secretary hands you a piece of parchment with your gathered information. "You can go in now. Present this to Melton once you get there." She then looks beyond your group to the people behind you and called out, "Next . . ."*

Pause until the PCs go in.

*Inside you see a man you presume to be Melton busy scribbling on a parchment with a feather quill. Without looking up he motions for you to enter. There is a chair for each of you. He then glances at the person holding the parchment, and says in a tired voice, "If I can have that, please . . .?"*

*Taking the parchment, he quickly scans its contents. "Ah, yes. You are a group of varied talents. I have need for people such as yourselves. With many of Procampur's citizens running around with "wedding fever," many of the regular duties that make this city what it is have gone unfulfilled." He smirks a moment.*

The PCs will obviously have questions for Melton. Proceed with the following:

\* What is the job? *"Silly me. Many ships are backed up in the harbor waiting their turn to be unloaded. I need you to go to the Port District and help with the arduous task in unloading one of these ships. A ship from House Seabury just recently put to port. If you unload the ship's cargo within an hour, your pay will be multiplied by each minute you've saved. Each. Or, you can guard the vessel as others unload it. This wouldn't potentially pay as much, but it is a flat rate for however long it takes for the unloading task to be completed. But please select one job so that I can assign the other task to the next group that comes in."*

NOTE: High level PCs should be asked to guard the shipment, which is valuable. The Seaburys think someone may try to rob them in the confusion. Only lower level PCs should be hired to unload the ship.

\* What is the pay? *"For unloading, the base pay is 100 gold pieces. So if you finish the job in 50 minutes, your pay will be ten times 100 gold, which is 1000*

*gold. Of course, since you wouldn't have gotten this job without the Fraternity's help, all we require is 20% of the total cut. Fraternity members would only have a 10% cut. All in all, should you finish your work quickly, it'd be a respectable chunk of change no matter how you look at it. The rate for guarding the is 500 gold per hour, though minus the Fraternity's cut, of course."*

*For guarding, the pay is 50 gp, plus 100 if you have to repel a theft attempt or prevent some other major mishap.*

\* What if we don't finish the job in the required amount of time? *"That would be most unfortunate. You would only receive 100 gold then.*

\* Can we do more than one job? *"Sure, I have no problem with that. But unfortunately, you'd have to come back and stand in line all over again. The jobs I'm giving out right now have priority RIGHT NOW. If you were given two jobs, an hour from now the second job would be too late. Why not do this unloading job first and then come back and see what we have available."*

\* What is the Fraternity? *"The Fraternity of Venturers is simply a formal name for Procampur's very own Adventurers' Guild."*

\* How can we join the Fraternity of Venturers? *"So you're interested in joining the Fraternity? That's excellent! And I seem to recognize a couple of your faces here as well. We'd be pleased to have you. But as you can see, everyone is extraordinarily busy right now. If you can come back when it's not so hectic, I'd be more than willing to shuffle your paperwork through personally."*

Don't spend too much time on this encounter. Melton has many more people to see and there's only so many hours in the day. If the PCs have any other questions, they will have to be postponed to a later date.

If the PCs do not take these jobs, then give them something else to do which pays no more than 100 gp and gets them into the Port District, such as hanging decoration garlands on the wharf posts or delivering messages between the ship owners and the unloaders. Don't be mean, but be creative. Just get them to the docks.

## Encounter II: On The Good Ship . . .

If the PCs were hired to unload or guard the ship, present this:

*Leaving Melton's office, you see that the number of people in the Hall has not abated. In fact, there seems to be more people here now than there was when you first entered the Hall. It makes you glad that you arrived here early.*

*Outside the Hall, you look around to gain your bearings. From here, you go north out of the Adventurers' District to the Great Way, and then head west to the Port District. The Seabury ship should be moored at Pier #5. Easy enough.*

If the PCs are not going to work on the Seabury ship, then ad-lib for them based on what they are doing. If they did not go to the Hall of Venturers at all, they are walking down the docks when the shipwreck described below takes place.

The Port District is run more or less like any other city in the Realms. This is where most of the city's transactions are made in relation to trade, both import and export. While the Diamond Legion is more visible in this district (as compared to others), they also tend to look the other way if it doesn't concern Procampur and/or its citizens. Most of the time they will let fights run their course and then arrest everyone involved once the fighters' energies have been spent. Of course, this is for simple non-weapon fights. The Legion will intervene in the event of a fight with weapons.

*After meeting with the Dockmaster, you are directed to Pier #5. The ship moored to the dock is a large cargo vessel that has both (rolled) sails and oar ports. Two flags wave in the breeze, both atop the tallest mast and to the stern of the ship. The first flag is the crest of Procampur, an armored warrior riding astride a golden giant eagle with a huge jewel in its talons on a field of green. The second flag is the crest of House Seabury, two silver dolphins leaping towards one another on a field of blue.*

Procampur PCs will know (no check necessary) that this pier is very significant to them. It is better known as "The Way's End," a place where most criminals are punished in the public's eye. The raised platform has been constructed with the finest materials, its age plainly evident though in no way hindering its usefulness. Certain areas of the platform are modular so that necessary equipment can be changed with little effort.

*As you begin to head towards the pier you were directed to, you can hear the dockmaster behind you shout out. "Jasper, give me that bullhorn . . . quick!"*

*Turning around, you see an object shoved into the Dockmaster's hands. He begins shouting orders out into the harbor, his voice being amplified and projected through the hand-held conical object he speaks through. "What in Baator are you doing?! Get back in rank this instant! There isn't enough room for your vessel at this time! Stop! Now!"*

*Looking in the direction in which the Dockmaster is shouting, you immediately recognize the problem. Instead of seeing an ordered line of vessels, one of the ships has broken ranks and is attempting to squeeze itself through and bring itself alongside the pier. The Dockmaster's shouts go unheard, and the ship plows its way through, scraping the hulls of vessels on either side. Loud creaks and groans are heard as the ship makes its way through the narrow passage. But the ship is traveling too fast to stop its forward momentum. The sickening sound of snapping wood can be heard as the ship smashes into the Seabury ship. The vessel has stopped, but not without cost.*

*"Get the rescue teams! The Seabury ship is going down!"*

The number of crew needing to be saved is dependent upon which Tier is being played.

- In Tier 1, there are 12 crewmembers needing to be saved.
- In Tier 2, there are 18 crewmembers.
- In Tier 3, there are 24 crewmembers.
- In Tier 4, there are 30 crewmembers.
- In Tier 5, there are 36 crewmembers.

It will take the ship a full five rounds to sink beneath the water's surface. The mass and weight of the vessel (and water) is too much for it to be lifted (by spells or anything else). PCs can attempt to rescue the crewmembers by diving into the water to save them. Have each PC that attempts this feat roll Strength check to drag a drowning person upward, and a Saving Throw vs Paralyzation to keep from being pulled under by the strong currents around the sinking ship. The Saving Throw is modified by -2 if metal armor is still worn, magical or no. A failed Strength check means that the character did not grab the drowning victim well enough. A failed Saving Throw means that the PC is dragged under and now numbers among those needing to be rescued.

Spells such as *levitate*, *telekinesis*, *water breathing*, etc. can help the PCs in their efforts to save the crew. Allow plausible ideas and plans to succeed. After five rounds, those that have not been saved will die. The Captain and the First Mate had managed to save a few of the crew themselves, but not many.

*The Captain of the Seabury vessel approaches your position. "My name is Antony Freidrich, Captain of Yhaunn Sun. I want to thank you for your assistance in rescuing my crew. A lot more would have died today if not for your help. You're from the Fraternity, correct? Well, tell Melton that you should receive hazzard pay instead of what you were contracted for. As you can see, it will take more effort and men to unload the Yhaunn Sun now."*

A few things can be learned from the Captain.

- The *Yhaunn Sun* is the only Procampan vessel that plies the trade route going to and from Sembia. PCs with *Local History (Procampur)* will know of the conflicts between the two cities. A successful check will result in the PC remembering that Sembia has tried to conquer Procampur at least twice in the past with the most recent time being during the Time of Troubles. With another NWP check, the PC will know that Alissa Wyndsong was instrumental in alerting the Procampan forces about an impending Sembian sneak attack, which turned the tide of the war to the city's favor. PCs also may remember that Alissa was kidnapped by Sembian pirates last year as well (*Pirate of Hearts*). No check is needed for this.
- On a successful *Observation* roll, a Procampan PC will notice that none of the crew wear identification tattoos upon their wrists, marking them as a Procampan citizen or a trusted merchant. The Captain and First Mate each wear a red mark, indicating that they are trusted merchants. If the Captain is confronted with this fact, he will admit to picking up the crew in Sembia as his own crew was extremely short-handed.
- The Captain will suggest that the PCs report today's events to Lord Consul Tymos Seabury. He will give the PCs a one-day pass so that they can enter the Nobles District without too much hassle from the Star Guard. The Captain would do it himself, but he has to attend his men and his ship, and besides that is what one hires adventurers for.

Once the Captain takes his leave from the PCs, the group will be approached by a couple of the *Yhaunn Sun's* crew.

*"That was mighty right of you to help us out there when you did. If it weren't for you, we'd have become of a permanent resident of this city's harbor. But since you've helped us, perhaps I can help you. You know the lay of this city, right? It could be worth your while to help us find someone. We have a special gift for Miss Alissa Windsong for her upcoming wedding and would like to deliver it in person before we head back*

*out to sea. It's a gift that your lovely Nightingale would remember for the rest of her life. What say you?"*

The PCs may become suspicious of these people, especially if it is realized that they are from Sembia and have no love for Alissa. If alignment is checked for, evil intent will be discovered, but that alone is no cause for the members of the crew to be arrested. And the members of the crew are no slouches either. They know the signs of spell-casting or Paladinic abilities that might detect their true nature. If the PCs still haven't made a decision, the crew member will repeat his "What say you?" question. If the PCs agree, they will be offered 1,000 gp (each) for discovering Alissa's location. They can report back here (The Way's End) for their pay. But even as the crewmember tries to gain the PCs' help, there is some discussion going on in the background that might be overheard.

- On a successful *Detect Noise* or *Lipreading* roll (or *Observation* at ½), the PCs may overhear members of the crew speaking as they work. *"That Nightingale has sung her last song. It goes down tonight once and for all."*
- On an additional *Observation* roll, the PCs will realize that they are being watched like a hawk.
- And yet an additional *Observation* roll, the PCs will realize that some of the crewmembers can no longer be seen. They must have wandered off somewhere. If ask about the missing crewmembers, the person that the PCs were speaking to will suggest that they went to seek out some food or company. *"You know how sailors are."*

The PCs may, at this point, wish to report their findings. There are several people that the PCs can take their findings to. They can return back to Melton Daderhoff (**Encounter 4**), they can go to the nearest Diamond Legion representative (**Encounter 5**), they can report to House Seabury in the Nobles District (**Encounter 10**), or they can try to find Alissa herself.

PCs that make a successful *Local History (Procampur)* NWP check at -4 will know that Alissa could be in one of several places: at the Gilded Cage (**Encounter 11**), visiting Staern Bladebreak at the Temple of Torm (**Encounter 7**), visiting Lady Rielly at the Rielly Estate outside the city (**Encounter 8**), or someplace else that the PC wouldn't recall.

Or the PCs can try to take this news directly to Rendeth himself (**Encounter 12**).

Whatever direction the PCs decide, go directly to **Encounter 3** first.

## Encounter III: This Old Man . .

This encounter only takes place if the PCs learned anything from the Captain (back in Encounter II) which the Sembian plotters would not like them to know. If they learned nothing, skip this encounter and move on to wherever the PCs are going.

Also skip this encounter if the PCs agreed to find Alissa and report back to the Sembian men at The Way's End. There is no need to attack people who are working for you, after all.

*As you set out towards* (insert place the PCs are going), *you see a wild old man frantically going from person to person, shouting for everyone to hear. With him are a half-dozen followers dressed in hooded robes. In unison, they accentuate the main words from the old man's rambling.*

*"Will no one listen?! Am I the only one that sees? Trouble is coming, and this is no tease! Try as I might to show you my sight, of creatures that only walk during the night. I warn you now and you should know this: nothing can stop the coming Apocalypse!"*

The old man's followers are actually infiltrated Sembian crew from the Seabury ship. Someone overheard their conversation with the Captain, and is taking no chances.

Make it appear as if the old man and followers continue past and have the followers attack the PCs from behind (-4 on PC surprise checks unless the PCs remain alert to the men). The old man will immediately run off when a fight breaks out. (NOTE: All weapons should still be peace-bonded at this point unless specified otherwise.)

### Tier 1 (6-13 levels)

**Sembian Fighter, hm F3:** AL NE; AC 3 (plate mail); MV 6; hp 25; THAC0 18 (16); #AT 3/2; Dmg 1d8+3 (long sword); SA Long Sword Specialization; SD nil; MR nil; SZ M; ML 14

**Sembian Fighters, hm F1 (2):** AL NE; AC 5 (chain mail); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14

Magic Item: *ring of silence* (as many charges as are needed for this battle only)

**Sembian Rogues, hm T2 (3):** AL NE; AC 7 (leather); MV 12; hp 10; THAC0 20 (18); #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; MR nil; SZ M; ML 14

### Tier 2 (levels 14-25)

**Sembian Fighter, hm F5:** AL NE; AC 1 (plate mail); MV 6; hp 40; THAC0 16 (14); #AT 3/2; Dmg 1d8+3 (long sword); SA Long Sword Specialization; SD nil; DEX 16; MR nil; SZ M; ML 14

**Sembian Fighters, hm F3 (2):** AL NE; AC 3 (chain mail); MV 12; hp 25; THAC0 18 (16); #AT 3/2; Dmg 1d8+2 (long sword); SA Long Sword Specialization; SD nil; DEX 16; MR nil; SZ M; ML 14

Magic Item: *ring of silence* (as many charges as are needed for this battle only)

**Sembian Rogues, hm T3 (3):** AL NE; AC 5 (leather); MV 12; hp 15; THAC0 19 (17); #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; DEX 16; MR nil; SZ M; ML 14

### Tier 3 (levels 26-37)

**Sembian Fighter, hm F7:** AL NE; AC 0 (plate mail); MV 6; hp 62; THAC0 14 (12); #AT 2; Dmg 1d8+3 (long sword); SA Long Sword Specialization; SD nil; DEX 17, CON 15; MR nil; SZ M; ML 14

**Sembian Fighters, hm F5 (2):** AL NE; AC 2 (chain mail); MV 12; hp 45; THAC0 16 (14); #AT 3/2; Dmg 1d8+2 (long sword); SA Long Sword Specialization; SD nil; DEX 17, CON 15; MR nil; SZ M; ML 14

Magic Item: *ring of silence* (as many charges as are needed for this battle only)

**Sembian Rogues, hm T6 (3):** AL NE; AC 4 (leather); MV 12; hp 36; THAC0 18 (16); #AT 1; Dmg 1d6 (short sword); SA backstab x3; SD nil; DEX 17, CON 15; MR nil; SZ M; ML 14

### Tier 4 (levels 38-56)

**Sembian Fighter, hm F9:** AL NE; AC -1 (plate mail); MV 6; hp 88; THAC0 12 (10); #AT 2; Dmg 1d8+3 (long sword); SA Long Sword Specialization; SD nil; DEX 18, CON 16; MR nil; SZ M; ML 14

**Sembian Fighters, hm F7 (2):** AL NE; AC 1 (chain mail); MV 12; hp 69; THAC0 14 (12); #AT 2; Dmg 1d8+2 (long sword); SA Long Sword Specialization; SD nil; DEX 18, CON 16; MR nil; SZ M; ML 14

Magic Item: *ring of silence* (as many charges as are needed for this battle only)

**Sembian Rogues, hm T8 (3):** AL NE; AC 3 (leather); MV 12; hp 56; THAC0 17 (15); #AT 1; Dmg 1d6 (short sword); SA backstab x3; SD nil; DEX 18, CON 16; MR nil; SZ M; ML 14

## **Tier 5 (levels 57+)**

**Sembian Fighter, hm F11:** AL NE; AC -3 (plate mail); MV 6; hp 105; THAC0 9 (7); #AT 2; Dmg 1d8+5 (long sword); SA Long Sword Specialization; SD nil; STR 18, DEX 18, CON 17; MR nil; SZ M; ML 14

**Sembian Fighters, hm F9 (2):** AL NE; AC -1 (chain mail); MV 12; hp 97; THAC0 11 (9); #AT 2; Dmg 1d8+4 (long sword); SA Long Sword Specialization; SD nil; STR 18, DEX 18, CON 17; MR nil; SZ M; ML 14

Magic Item: *ring of silence* (as many charges as are needed for this battle only)

**Sembian Rogues, hm T10 (3):** AL NE; AC 0 (leather); MV 12; hp 70; THAC0 16 (14); #AT 1; Dmg 1d6+1 (short sword); SA backstab x4; SD nil; STR 17, DEX 18, CON 16; MR nil; SZ M; ML 14

The first thing that will happen is for the fighter with the ring to activate the silence around him. This will prevent spellcasters from casting spells with verbal components in a radius of 15 feet around him. If the silence runs out, use another charge if the fight is still going on. The ring's last charge is used in this fight.

Pair combat opponents accordingly (ie. higher levels vs. higher levels, etc.). The thieves will try and backstab the PCs with the most hit points. If the PCs are having trouble with the fight, have the Diamond Legion arrive to help finish things off. Otherwise, the Diamond Legion will arrive just as the last of the Sembian crew goes down or after seven rounds (whichever comes first). Eye witnesses will support the PCs when they explain to the Diamond Legion that the PCs were attacked first. The PCs will be told to make a report at the nearest Legion Branch Office (**Encounter 5**) at their earliest convenience.

There is a chance that the PCs might recognize these Sembians (an *Observation* NWP check). If they do, they will realize that these are the same crewmembers that were rescued from the sinking Seabury ship.

Allow PCs to continue onto their original destination.

## **Encounter IV: Hall of Venturers**

*The Hall of Venturers is still bustling with the activity of crowding people, more so now since the day has pressed on. You can make out a few whispers and comments as you wait in line once again. The people in line are talking about you. Word of your rescue*

*efforts must have reached here. You are quickly ushered into Melton's office once it's your turn. He looks at you as you enter, but shows no surprise in his face. "How did it go?" he asks as he hands each of you a towel.*

When the PCs report all that has happened, continue on.

*"Sembians! They have a lot of nerve coming to the city during such an auspicious occasion. But then again, it should have been expected. They've been placid for too long and it was only a matter of time before they tried something. Have you made your report with the Diamond Legion yet?"*

If the PCs only spoke to the patrol that arrived after the ambush:

*"Oh, you need to go to one of the LBOs then, Legion Branch Offices. There's one right near the entrance of this district. You passed one on your way here. Ask for Proctor Bienveau."*

If the PCs have already been to a Legion Branch Office:

*"Ah, good. Then an investigation is under way and you've already been given instructions."*

In either case, Melton will ask about their work on the job assigned to them (if they finished). If so, he will be very pleased.

If the PCs relay to Melton of Captain Friedrich's mention of hazzard pay:

*"Hazzard pay?! Well, I suppose so. After all, you did risk your lives in rescuing those raggamuffins. How many of them did you save? Well, you will each receive 100 gold per head. That should compensate you quite nicely."*

If the PCs inquire about seeing Lord Seabury:

*"Normally I don't send employees to their employers, but since problems have arisen that involve one of his vessels, I'll allow it this once." Melton hands over a rolled piece of parchment. "This is a pass to get you into the Nobles District. Go in, see Lord Consul Seabury, and get out. Otherwise, you'll be harassed by the Star Guard. They enjoy abusing those that are not Procampan Nobles."*

Since the PCs didn't complete their assignment (through no fault of their own), they will not be paid the original fee they were quoted. But at least they are getting paid for the rescue.

## Encounter V: The Diamond Legion

The PCs could have come from one of two places at this point: directly from the ambush or from the Hall of Venturers (or even from a later encounter if the PCs skipped both of these).

*The nearest Legion Branch Office building has strong dwarven influences that most likely dates back to its original construction long, long ago. Its white roof is almost reflective in the sun's bright light.*

*Inside, the place is spartan. You are reminded of an often-spoken Procampan saying: "A place for everything, and everything in its place." Indeed, there is nothing that seems out of place in this building as each thing compliments the others as both functional and aesthetically pleasing to the eye . . . save yourselves. One of the Legionnaires eyes you quizzically and approaches.*

*"I am Sergeant Major Reginald Forester IV (or Sergeant Captain Felicia Bienveau). Can I help you?"*

Sgt Major Reginald Forester (or Sgt Captain Felicia Bienveau) wears the uniform of the Diamond Legion, as do all other soldiers in the building. But in addition to his normal uniform, he wears an insignia that is located on both his sleeve and his collar. The symbol appears to be a set of Justice scales superimposed over a magnifying glass. PCs with the *Local History (Procampur)* NWP will know that the symbol represents that Sgt Major Forester is a member of the Proctor Division of the Diamond Legion (no check necessary). They know that he should be addressed by either his proper rank or as Proctor Forester.

Allow the PCs a chance to explain what had happened. Proctor Forester will call over another Legion member to take notes as he focuses on the PCs and their tale.

*"Since you are present here now, it is clear that you were not at fault. Otherwise, you'd have been arrested." He chuckles at his own jest. "Now, I have a few questions for you."*

Here are a few questions which Proctor Forester might ask. Obviously, if the answers to some of these questions were already given as the PCs told their tale, they don't need to be asked a second time.

- How many attacked you?
- How did you know they were Sembians?
- Were there any Sembian survivors?
- Did any of them escape?

- If the PCs describe the old man, Proctor Forester will simply dismiss the notion that he's a Sembian. *"He's just a harmless old coot. Pay him no mind."*
- Did you interrogate your attackers?
- If yes: What did you learn?
- If no: Would you like to interrogate them? (If survivors were taken into custody.) (**Encounter 6**)

If the PCs made mention of the possible assassination attempt upon Alissa:

*Proctor Forester looks thoughtful for a moment. "The Thultyrl must be informed about this right away. It would be no good for him or the city if another prospective wife is murdered before the wedding. Since you are intimately involved in this situation, would you be interested in conveying what had transpired to him?"*

\* If yes:

*"Excellent! Take this to the Castle District and present it to one of the Legionnaires at the gate." He hands one of the PCs a piece of rolled parchment. "This will allow you to see the Thultyrl with no problems."*

Proctor Forester will give the PCs a prepared writ allowing them an audience with Rendeth. Also, he will offer to have the PCs healed if they are still wounded. He will give the PCs another parchment that will be good for use in any temple or shrine in the city. It is good for that day only so the PCs cannot save this ability (hence, no cert). If the PCs are not in need of healing, the free healing will not be offered.

\* If no:

*"As you will. I thank you for your service to the city. I will get right on the investigation and inform the Thultyrl myself."*

Proctor Forester will have nothing more to say to the PCs as he now has two jobs to follow up on: investigating, and informing Rendeth of the death threat. Also, he will NOT offer to have the PCs healed like he would have if the PCs had said "yes."

The PCs are now pretty much on their own on what to do next. They can still go to the Hall of Venturers (if they had not been there, **Encounter 4**), interrogate the Sembian prisoners (**Encounter 6**), inform House Seabury of what had happened (**Encounter 9**), or look for Alissa at the Temple of Torm (**Encounter 7**), the Rielly Estate (**Encounter 8**), or at the Gilded Cage (**Encounter 11**).

## Encounter VI: The Sembians (optional)

If the PCs didn't get a chance to question the Sembians before the Diamond Legion hauled them off to jail (**Encounter 3**), then they would have been offered a chance to do so by one of the Proctors in either the Port or Adventurers' District (depending on which Legion Branch Office the PCs went to).

NOTE: Skip this encounter if there were no Sembian survivors of the attack in Encounter Three, there was no attack because you skipped Encounter Three. If the Sembians are dead and the PCs can cast *Speak with Dead*, you can continue here.

The PCs will be escorted through the Castle District gate (once it has been confirmed that all weapons are properly peace-bonded). Constable Skylar Hillard will be on hand to watch the interrogation.

Adjust answers appropriately if the Sembian being questioned is dead. The Sembians should be considered hostile with regards to the *Speak with Dead* spell.

What the Sembians know:

- The PCs were small potatoes and not the main target. Others are at large searching for the real target.
- They will neither confirm or deny Alissa being the target, but their facial expressions do change to one of hatred whenever Alissa's name is mentioned.
- They do know that Alissa is referred to as "the Nightingale" in secret circles. Not all her activities are legit. They will laugh at the fact that she had managed to smoke-screen the famous Procampur Diamond Legion for such a long time.
- The Sembians will not admit this raid to be government sanctioned. They know that trade does exist between the two cities, though with an outlandish import tax. Must be because of the past friction between the two cities.
- If the PCs get rough with the prisoners, the Sembians might let slip (25% chance) that they are part of a cult. Which cult, they will not say.

Once the questioning has been completed, Constable Hillard will ask if Rendeth has been informed of these proceedings. If not, he will offer to give the PCs a writ in order for them to do so. If they are on their way to do so, have already done so, or know that other Legionnaires are informing the Thultyrl, then Hillard will nod in acceptance and let the PCs be on their way.

## Encounter VII: Temple of Torm

The Temple District is always bustling with activity. With this district being the only place in which temples and places of worship are housed, many people, both native and visitors alike, roam the street to visit the grand temples and shrines.

The Temple of Torm is one of the places in which Alissa might be present. Since a recent plague resulted in the complete destruction of House Allison, Alissa has been to the Temple many times to see Staern Bladebreak, former advisor to House Allison and long-time friend.

*You were able to get your first glimpses of the Temple district through the glass wall, and what a sight to behold. Even from the district's entrance you can see the cathedral-like temples of Helm, Torm, Selune, and Lliira/Tymora rise two or three stories high. Though only one story, the shrines to Deneir, Glasya, Gond, Istishia, Mystra, and Oghma demand as much attention and elegance as the main four structures. Sure, a Procampur shrine built anywhere else could be considered as a medium-sized temple in comparison, but the main temples . . . they are simply awesome in size and majesty.*

*The Temple of Torm is the most visited in the city, so it is also the largest. Its marble walls and columns are highlighted with gold leaf and jewel-encrusted sculptures. In addition, great deeds accomplished in the name of Torm are captured as permanent illusions set in alcoves throughout the temple.*

It will not be difficult to see Staern Bladebreak at all. When presented with the PCs' story, Staern will be deeply concerned. He will say that Alissa hasn't been to the temple in the last couple of days with all the wedding preparations going on. He'll recommend that the PCs try their luck in finding her at the RIELLY estate or the Gilded Cage. But with so much work that needs to be done, he doubts she will remain in one place for very long.

Staern will also ask if Rendeth has been informed about the plot against Alissa. If not, he will offer the PCs a writ which grants them an audience to see the Thultyrl. It will only take Staern a couple minutes to get the writ signed by High Priest Pallar "The Obedient." If Rendeth has already been informed, Staern will nod and thank them for being efficient.

In any case, since the PCs have shown concern for the well-being of his friend, he will offer to have the PCs healed if they are still wounded from their previous battle.

## Encounter VIII: House Rielly

*House Rielly's countryside estate, better known as "The Lion's Den," lies about a half-mile outside the city walls past some very fertile farmland. Guarding the edge of the estate are two lion statues on either side of an iron-wrought gate. A stone path leads from the gate to the manor house, bordered by landscape of impeccable beauty and taste. Summer flowers are in bloom the sun beats down upon you.*

*About midway up the path, you are greeted by a young woman. She was attending to one of the gardens, but stopped when you came to her attention. "Good afternoon. It's a lovely day for visitors, is it not? I am Eilish Rielly. How can I help you on this beautiful day?"*

Eilish (ee-lish) Rielly is a lovely young woman. Though she has a slightly wild look about her, it would be difficult to guess at her mixed heritage. Every now and again, someone might notice her oversized canines whenever she smiles. If asked, she will explain that she has a little half-orc blood in her ancestry. Eilish isn't ashamed of herself in the least.

If the PCs explain their situation to Eilish, she will take them to Ellyn Rielly, the matriarch of the House.

They are led around the manor to the rear of the estate. Ellyn Rielly can be seen lounging in a chair that is half submerged in a clear blue pond-like pool. Ellyn will notice Eilish's expression immediately and make her way over to the side of the pool towards the PCs.

Alissa hasn't been to the Rielly Estate for a while. Ellyn knows that Alissa is busy preparing for the upcoming wedding. She will ask if Rendeth has been spoken to about this. If no, Ellyn can give the PCs a writ, authorizing them an audience to see the Thultyrl. If yes, Ellyn will be relieved that something is being done.

## Encounter IX: Point of View (optional)

*As you return to the city, you are approached by a group of people. They seem to be adventurers just like yourselves and signal a greeting to you.*

*"Hail and well met! I am Thurston Halliard. I see you're heading into the city this afternoon. Might I have a chance to speak with you a moment?"*

Pause for a response. If the PCs say no, simply reply with, *"This won't take long and you will be on your way before you know it."*

*"There has been much talk in the city about the union between the Thultyrl and Alissa Wyndsong. I can see by your expressions that you are aware of the upcoming event. As you should. I was wondering how you feel about this marriage?"*

If the PCs do not support the wedding:

*Thurston nods. "good. Then you must be aware that Alissa is not all that she seem and only seeks Rendeth's hand for the power it would bring her. If you would, try and find as much evidence as you can to prove this treachery. She cannot be allowed to succeed in her plot."*

If the PCs are non-committal about the wedding:

*Thurston nods. "You show wisdom in not taking sides. An open mind is a rare commodity in Procampur. Please don't ever change. But since you don't openly favor the wedding, I would ask you to keep a look out for any evidence that might prove Alissa to be a power-hungry opportunist. She cannot be allowed to succeed in her quest to be Rendeth's wife."*

If the PCs support the wedding or if they refuse to help find fault against Alissa:

*Thurston shakes his head. "Well, I see that you've been completely duped. It's such a shame. You looked like intelligent folk as well."*

Thurston and his pals will become more insulting if the PCs stay to talk with him, unless they act like they are willing to be convinced. If they want to talk. Thurston can explain that Alissa is known (read: rumored) to be involved in a lot of illegal activities in Procampur under the name of "Nightengale." He does not have specifics, but will go on and on in a general way until the PCs leave or he feels they have insulted him.

He wants to fight, but this fight is not at all necessary. The PCs can use various means to get out of it if they want to. Don't force a fight on the PCs; let them choose it through their own actions.

### Tier 1 (levels 6-13)

**Thurston Halliard, hm F2:** AL CN; AC 5 (chain mail); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d10 (two-hand sword); SA nil; SD nil; MR nil; SZ M; ML 14.

**Israel Guzman, hm F1:** AL NE; AC 5 (chain mail); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d10 (two-hand sword); SA nil; SD nil; MR nil; SZ M; ML 14.

**Isabel DeFrietas, hf, T2:** AL N; AC 7 (leather); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; MR nil; SZ M; ML 14.

**Tylee McOwen, ef, F1/M1:** AL N; AC 5 (elven chain); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

Spells: 1st level – *sleep*

**Francis Peele, hm P(Sp Tempus)2:** AL CN; AC 5 (chain mail); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Wis 14; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x3)

**Stuart Fowler, hm B2:** AL N; AC 7 (leather); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

Spells: 1st Level - *dancing lights*

## **Tier 2 (levels 14-25)**

**Thurston Halliard, hm F4:** AL CN; AC 3 (chain mail); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d10 (two-hand sword); SA nil; SD nil; Dex 16; MR nil; SZ M; ML 14.

**Israel Guzman, hm F3:** AL NE; AC 3 (chain mail); MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d10 (two-hand sword); SA nil; SD nil; Dex 16; MR nil; SZ M; ML 14.

**Isabel DeFrietas, hf, T4:** AL N; AC 5 (leather); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; Dex 16; MR nil; SZ M; ML 14.

**Tylee McOwen, ef, F3/M3:** AL N; AC 5 (elven chain); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d6 (long sword); SA nil; SD nil; MR nil; SZ M; ML 14.

Spells: 1st level - *sleep, magic missile*; 2nd level - *mirror image*

**Francis Peele, hm P(Sp Tempus)4:** AL CN; AC 4 (chain mail, shield); MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Wis 15; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *dust devil, silence 15' radius, spiritual hammer*

**Stuart Fowler, hm B4:** AL N; AC 5 (leather); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; Dex 16; MR nil; SZ M; ML 14.

Spells: 1st Level - *dancing lights, friends*; 2nd level - *blur*

## **Tier 3 (levels 26-37)**

**Thurston Halliard, hm F6:** AL CN; AC 1 (chain mail); MV 12; hp 48; THAC0 15 (14); #AT 3/2, Dmg 1d10+2 (two-hand sword); SA Weapon Specialization; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Israel Guzman, hm F5:** AL NE; AC 1 (chain mail); MV 12; hp 40; THAC0 16; #AT 1; Dmg 1d10 (two-hand sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Isabel DeFrietas, hf, T6:** AL N; AC 3 (leather); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Tylee McOwen, ef, F5/M5:** AL N; AC 3 (elven chain); MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d6 (long sword); SA nil; SD nil; Dex 16; MR nil; SZ M; ML 14.

Spells: 1st level - *burning hands, charm person, magic missile, sleep*; 2nd level - *glitterdust, mirror image*; 3rd level – *fireball*

**Francis Peele, hm P(Sp Tempus)6:** AL CN; AC 2 (chain mail, shield); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 16, Wis 16; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail* (F&A)

**Stuart Fowler, hm B6:** AL N; AC 3 (leather); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

Spells: 1st Level - *dancing lights, friends, hypnotism*; 2nd level - *blur, forget*

## **Tier 4 (levels 38-56)**

**Thurston Halliard, hm F8:** AL CN; AC 0 (chain mail +1); MV 12; hp 64; THAC0 13 (12); #AT 2, Dmg 1d10+2 (two-hand sword); SA Weapon Specialization; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Israel Guzman, hm F7:** AL NE; AC 0 (chain mail +1); MV 12; hp 56; THAC0 14; #AT 3/2; Dmg 1d10 (two-hand sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Isabel DeFrietas, hf, T8:** AL N; AC 1 (leather +2); MV 12; hp 40; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Tylee McOwen, ef, F7/M7:** AL N; AC 1 (elven chain); MV 12; hp 42; THAC0 14; #AT 3/2; Dmg 1d6 (long sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

Spells: 1st level - *burning hands, charm person, magic missile, sleep*; 2nd level - *glitterdust, mirror image, strength*; 3rd level - *fireball, fly*; 4th level - *polymorph self*

**Francis Peele, hm P(Sp Tempus)8:** AL CN; AC 0 (chain mail, shield); MV 12; hp 48; THAC0 16; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 17; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail* (F&A), *invisibility purge* (TOM), *miscast magic* (TOM); 4th level - *cure serious wounds* (x2)

**Stuart Fowler, hm B8:** AL N; AC 1 (leather +2); MV 12; hp 40; THAC0 17; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

Spells: 1st Level - *dancing lights, friends, hypnotism*; 2nd level - *blindness, blur, forget*; 3rd level - *suggestion*

### **Tier 5 (levels 57+)**

**Thurston Halliard, hm F10:** AL CN; AC -1 (chain mail +2); MV 12; hp 84; THAC0 10 (9); #AT 2, Dmg 1d10+4 (two-hand sword); SA Weapon Specialization; SD nil; Str 18, Dex 18, Con 15; MR nil; SZ M; ML 14.

**Israel Guzman, hm F9:** AL NE; AC -1 (chain mail +2); MV 12; hp 72; THAC0 12 (11); #AT 2; Dmg 1d10+2 (two-hand sword); SA Weapon Specialization; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Isabel DeFrias, hf, T10:** AL N; AC 0 (leather +3); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d6 (short sword); SA backstab x4; SD nil; Dex 18; MR nil; SZ M; ML 14.

**Tylee McOwen, ef, F9/M9:** AL N; AC -1 (elven chain +2); MV 12; hp 54; THAC0 12; #AT 3/2; Dmg 1d8 (long sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

Spells: 1st level - *burning hands, charm person, magic missile, sleep*; 2nd level - *glitterdust, mirror image, strength*; 3rd level - *fireball, fly, hold person*; 4th level - *dimension door, polymorph self*; 5th level - *cone of cold*

**Francis Peele, hm P(Sp Tempus)10:** AL CN; AC -1 (chain mail +1, shield); MV 12; hp 60; THAC0 14;

#AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 18; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail* (F&A), *invisibility purge* (TOM), *miscast magic* (TOM); 4th level - *cure serious wounds* (x3), *inverted ethics* (TOM); 5th level - *flame strike, insect plague*

**Stuart Fowler, hm B10:** AL N; AC 0 (leather +3); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 14.

Spells: 1st Level - *dancing lights, friends, hypnotism*; 2nd level - *blindness, blur, forget*; 3rd level - *blink, suggestion*; 4th level - *confusion*

They are a group of fanatics acting on their own. They're not working for anyone, though the seeds of discourse have already been planted long ago. They are not related to other events in this adventure in a direct way.

## **Encounter X: House Seabury**

Entrance into the Nobles District requires a pass. Though since the Sividia Academy of Magical Arts and the Greyson Institute (bardic college) resides within, resourceful PCs might tell the Guard of the Star Sapphire (Star Guard) that they are inquiring about enrollment in either school. The guards will grudgingly allow the PCs to pass, but will warn them to stay away from the estates of the nobles. If the PCs inquire about joining the Star Guard (not likely, but clever PCs might think of sucking up to these jerks), the opinions the Guard have of the PCs will improve slightly, though will still be arrogant. The PCs will be given directions to the Guard's headquarters and might actually give them luck. Procampan Noble PCs (and their group) will be allowed in with no difficulty, of course.

*With your pass in hand, you head towards the Nobles District. The Guard of the Star Sapphire stops you at the gate, but grumbles you onward when they find your credentials in order. With the proper directions, you make your way over to the Seabury Estate. The building itself is made with materials from cities throughout the Sea of Fallen Stars. As Procampur's #2 importer, it's east to understand how such a grand building had come about.*

*After knocking at the door, you are met by one of the Seabury's servants. A thinish man in his fifties looks upon you with a slight disinterest. "Yes? May I help you?"*

The butler's name is Wilcher. He is slightly stand-offish when relating to anyone (even the Seabury family). When asked to see Lord Consul Seabury, he will inquire as to the nature of the visit. Wilcher has instructions to turn away everyone with a few exceptions. Problems with one of the Seabury ships is one of the exceptions.

The PCs are led into the mansion. The ceiling of the foyer is about fifty feet high, showing three different floors. Through a door, Wilcher brings the PCs into a sitting room.

*"Lord Consul Tymos Seabury will be with you in a moment." Wilcher says, as he closes the door behind him.*

Tymos Seabury is a shrewd businessman and a seasoned sailor. An indirect descendant of the line from one of the poorer branches of the family, Tymos won his spurs in the Sembian trade, becoming a Seabury Commodore and marrying well. At 42, he has taken good care of himself and is extremely fit.

When entering the room to meet with the PCs, Lord Tymos will get to the point. *"Okay, what's wrong with one of my ships?"*

- The crew, except for the Captain and First Mate, didn't have any identifying marks to show them as being Procampans.

*"There are two different type of mark available. Green signifies a native citizen. Red signifies a naturalized citizen or trusted merchants. Which did you see?" (NONE) "Well, they SHOULD have marks upon them. That means there is trouble brewing."*

- If the PCs tell that they were attacked.  
*"Are you serious? Can you identify these individuals again if given the opportunity? (YES/NO) I'll see about setting something up. Do you need to be healed after your altercation? (YES/NO) I'll have your wounds healed if necessary."*

*"I would like to thank you for your prompt action on behalf of my ship and crew. Please, if you ever need anything, don't hesitate to call upon my services or that of my ships in the future."* (Favor of Seabury)

- Have you reported this to the Diamond Legion?  
Yes - *"Excellent! Then you've covered all the bases, correct?"*  
No - *"Then it might be a good idea that you do so, hmm?" (Encounter 5)*

## Encounter XI: The Gilded Cage

*Located in the Port District, the Gilded Cage is one of the most frequented spots in all of the city. From the outside, the building appears to be a high-classed inn. Through the doors, you enter into what appears to be a spacious sitting room. Couches and plush chairs are arranged around the room to encourage pleasant conversation. There is even a small stage in which it is currently in use. An elven harpist lyrically plays her soft, melodious tune for all to listen.*

*You are approached at the door by a handsome young man. "Good day, ladies and gentlemen. Welcome to the Gilded Cage. My name is Rolfe and I will be your host today. How can I be of service?"*

The Gilded Cage is an establishment that hires out companions for those who wish (or are in need of) company. The men and women are adept in at least one form of the fine arts (singing, dancing, musical instruments, etc.) and are trained in etiquette, conversation, and listening as well.

Rolfe is about 5' 11" and weighs about 170 pounds. He has dark brown hair and sparkling brown eyes. He wears pleasant but loose-fitting clothes that make him look attractive. Rolfe will listen to the PCs' story, but not tell them where Alissa is. He will recommend that the PCs inform the Thultyrl if they really want Alissa to receive protection.

Observant PCs (NWP roll) might see a vague signal exchanged between a couple of the Cage's employees. Shortly after the PCs leave, a runner will be sent to Alissa to warn her of the impending danger. Should the PCs follow, they will see the runner turn down a narrow alley. When the PCs arrive, the runner will be nowhere to be seen. The PCs have the normal chances to locate the secret trap door that was used for the runner's escape. Upon finding the trap door, the PCs will see a ladder descending into a tunnel below. Those with the *Local History (Procampur)* NWP will know that such underground tunnels are illegal in the city. It is up to the PCs to decide on the course of action in which they will take.

- 1) **The PCs do NOT follow the runner into the tunnels and report their findings to the nearest Diamond Legion representative.**

The PCs will be thanked and received a 100gp reward (each). They will be informed that a full investigation will be started immediately and that the perpetrators will be caught.

- 2) **The PCs do NOT follow the runner into the tunnels and DON'T report their findings.**

The PCs are basically on their own in determining the next place in which to go.

### 3) **The PCs DO follow the runner into the tunnels.**

A little ways into the tunnels the PCs will come upon a group of people heading in the same direction as they are. These people are smugglers bringing in contraband items into the city. None of the smuggles appear to resemble the runner that the PCs were following. The PCs can learn that the smugglers' contact person is called the Nightingale and it was that contact that set everything up. They will not know what gender the Nightingale is nor will they have met him/her/it. Though they have heard that the Nightingale is a prominent member of Procamp society. But that is all they know.

The PCs have two choices from here:

- a) They can continue on after the runner. The runner now has a big head start on the PCs. There are many side tunnels in which the PCs pass, but they can manage to trace the runner to a particular ladder taking him to the surface (with successful tracking checks, or Observation checks and a good explanation as to how they are doing the tracing). The PCs will emerge into a secluded spot in a narrow alley. One the PCs exit the alley, Procamp PCs will realize that they are in the Service District. Of course, the runner is nowhere to be seen, and with some many people about, the trail has gone cold.
- b) They can turn the smugglers in to the Diamond Legion. This will not be an easy task as the smugglers will not go willingly. The smugglers will first attempt to bribe the PCs with 500gp gems. If begging and bribery don't work, then a fight will break out. But the smugglers know that prison is better than being dead, so combat will NOT go to the death.

### **Tier 1 (levels 6-13)**

**Smuggler Fighters, hm F1 (2):** AL N; AC 5 (chain mail); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12.

**Smuggler Thieves, hm T2 (3):** AL N; AC 7 (leather); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; MR nil; SZ M; ML 12.

**Smuggler Mage, hm M3:** AL N; AC 10 (none); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA nil; SD nil; MR nil; SZ M; ML 12.

Spells: 1st level - *burning hands, magic missile*; 2nd level - *invisibility*

### **Tier 2 (levels 14-25)**

**Smuggler Fighters, hm F3 (2):** AL N; AC 3 (plate mail); MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12.

**Smuggler Thieves, hm T4 (3):** AL N; AC 5 (leather); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; Dex 16; MR nil; SZ M; ML 12.

**Smuggler Mage, hm M5:** AL N; AC 6 (none); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d6 (quarterstaff); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 12.

Spells: 1st level - *armor, burning hands, grease, magic missile*; 2nd level - *blindness, invisibility*; 3rd level - *haste*

### **Tier 3 (levels 26-37)**

**Smuggler Fighters, hm F5 (2):** AL N; AC 1 (plate mail); MV 12; hp 40; THAC0 15; #AT 1; Dmg 1d8+2 (long sword); SA nil; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 12.

**Smuggler Thieves, hm T6 (3):** AL N; AC 3 (leather); MV 12; hp 30; THAC0 18 (16); #AT 1; Dmg 1d6+2 (short sword +2); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 12.

**Smuggler Mage, hm M7:** AL N; AC 3 (*bracers of defense AC 7*); MV 12; hp 28; THAC0 18 (16); #AT 1; Dmg 1d6+2 (quarterstaff+2); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 12.

Spells: 1st level - *armor, burning hands, grease, magic missile*; 2nd level - *blindness, invisibility, web*; 3rd level - *haste, hold person*; 4th level - *stoneskin*

### **Tier 4 (levels 48-56)**

**Smuggler Fighters, hm F7 (2):** AL N; AC 0 (plate mail, shield); MV 12; hp 56; THAC0 13; #AT 3/2; Dmg 1d8+2 (long sword); SA nil; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 12.

**Smuggler Thieves, hm T8 (3):** AL N; AC 1 (leather +2); MV 12; hp 40; THAC0 17 (15); #AT 1; Dmg 1d6+2 (short sword+2); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 12.

**Smuggler Mage, hm M9:** AL N; AC 1 (*bracers of defense AC 5*); MV 12; hp 36; THAC0 18 (16); #AT 1; Dmg 1d6+2 (quarterstaff +2); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 12.

Spells: 1st level - *armor, burning hands, grease, magic missile*; 2nd level - *blindness, invisibility, web*; 3rd level - *haste, hold person, lightning bolt*; 4th level - *confusion, stoneskin*; 5th level - *passwall*

## **Tier 5 (levels 57+)**

**Smuggler Fighters, hm F9 (2):** AL N; AC -2 (plate mail, shield); MV 12; hp 72; THAC0 11; #AT 3/2; Dmg 1d8+2 (long sword); SA nil; SD nil; Str 18, Dex 18; MR nil; SZ M; ML 12.

**Smuggler Thieves, hm T10 (3):** AL N; AC 0 (leather +3); MV 12; hp 50; THAC0 16 (14); #AT 1; Dmg 1d6+2 (short sword+2); SA backstab x4; SD nil; Dex 18; MR nil; SZ M; ML 12.

**Smuggler Mage, hm M11:** AL N; AC -1 (*bracers of defense* AC 3); MV 12; hp 41; THAC0 17 (15); #AT 1; Dmg 1d6+2 (quarterstaff +2); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 12.

Spells: 1st level - *armor, burning hands, grease, magic missile*; 2nd level - *blindness, invisibility, mirror image, web*; 3rd level - *haste, hold person, lightning bolt, wraithform*; 4th level - *confusion, stonewall, wall of ice*; 5th level - *conjure elemental, feeblemind, passwall*

## **Encounter XII: The Palace**

*The Thultyrl's Castle is easily the tallest building in the city, not counting the fact that the Castle District resides at the peak of upward inclination of the hill that the city rests upon. At the district's entrance, you are checked by the gate guards. They make sure that all your weapons are properly peace-bonded before you continue onward. The Castle District is a very sensitive area, and the Legionnaires at the gate are very thorough when doing their duty.*

*The castle itself is impressive. There are distinct and definite dwarven influences in the architecture that is plainly evident. Also, you can tell that the design is accompanied by magical and other influences from a time long ago. It is said that the castle itself pre-dated the construction of the city. It was the first structure that was constructed after the (then) village of Proeskampalar was liberated from the thieves, pirates, and mercenaries. But now, the castle sparkles in all its splendor, its golden rooftops glinting in the sunlight.*

*The main doors are open. Guards are stationed at the main entrance.*

Let the PCs show the writ to the guards, then continue.

*There is a large desk, perhaps teen feet wide, in the center of the hall some fifty feet within. A couple of guards flank each side of the desk, their uniforms spit-polished and pristine. Another soldier sits behind the desk, his medals and ribbons on his right chest*

*seeming to weigh a great deal, but he effortlessly maintains his perfect posture. He looks upon you with patient eyes as you walk up to the desk.*

The PCs are undoubtedly here to see the Thultyrl. They can continue in one of two ways at this point. If the PCs have a writ from one of the previous encounters, then they will be taken to Rendeth's office (**Encounter 14**). If the PCs don't have a writ, then they will be taken to the Hamayarch's office (**Encounter 13**).

If this is the PCs' second visit, the seated Legionnaire will recognize them and ask the reason for their return. It is not often a single person or group is granted two audiences in one day. Having a writ to see the Thultyrl is the only thing that will keep the PCs from being escorted out of the castle.

## **Encounter XIII: The Hamayarch**

*You are escorted by two guards as you continue down the Great Hall. Along each wall, stairs rise to each of the connecting floors. Crystalline steps and a golden handrail are suspended in midair, seemingly without support.*

*Reaching the second floor, you are brought to the fore of the castle. The view through the window is spectacular! You can see the entire city from this vantage with the districts easily discerned from the different color rooftops.*

*You are brought to the first door. A Legionnaire opens it and steps aside, allowing you to enter. The room is huge, perhaps 30 feet wide and 50 feet long. The walls are adorned with all kinds of items ranging from tapestries, tomes, scrolls, and even adventuring trophies. There is a single desk in the room with an elder man, perhaps in his 60s, sitting behind, currently writing something on a piece of parchment.*

*When the last of you file into the room, the Legionnaire closes the door. There are no other chairs around so you find that you have to stand. The man behind the desk continues to write. Each time one of you are about to say something, he holds up his index finger to you as if telling you to give him one more minute, his quill not missing a beat.*

*Once finish, the man sets his quill down and finally looks at you. "I am Alamondh. Thank you for your patience. I understand that you wish to see the Thultyrl. What, may I ask, is this all about?"*

This is the mage-advisor to the Thultyrl, or the Hamayarch (Ham-ay-ark) as he is commonly known. Those that wish to see Rendeth but do not have a writ of audience must go through Alamondh. It is his job to

determine if the audience is worth the Thultyrl's time. He is, after all, a very busy man.

Alamondh will listen to the PCs' story and appear to be concerned. He will point out that many things are spoken in the street (of any city) but are seldom acted upon. With the Diamond Legion maintaining a vigil watch, all Procampan citizens feel safe within the city walls. Alamondh will suggest that the PCs shouldn't worry about it. He will thank the PCs for bringing the matter to his attention and will inform Rendeth as soon as he sees him. The door will then open once more and Alamondh will thank the PCs again before ordering the Legionnaire escort to show the PCs out the castle.

There is a chance that the PCs might walk away suspicious from this encounter. They were getting the brush-off, after all. But don't telegraph this at all. Alamondh is an intelligent man. He can be very sincere whenever he wants.

At this point, the PCs have to figure out where they want to go next. If they still want to see Rendeth, a Procampan PC will know that they need a writ of audience for them to do so on such short notice. Otherwise, they will appear before Alamondh once more.

## Encounter XIV: The Thultyrl

*You are escorted by two guards as you continue down the Great Hall. Along each wall, stairs rise to each of the connecting floors. Crystalline steps and a golden handrail are suspended in midair, seemingly without support.*

*Reaching the third floor, you are brought to the fore of the castle. The view through the window is spectacular! You can see the entire city from this vantage with the districts easily discerned from the different color rooftops.*

*Stopping at the first door, your Legionnaire escort opens it and steps aside, allowing you to enter. The room is huge, perhaps 40 feet wide and 60 feet long. The wall facing west is made of glass, showing a grand balcony beyond. The room itself is filled with history. Many artifacts and heirlooms adorn the walls and shelves.*

*When the last of you file into the room, the Legionnaire will close the door and remain outside. The man behind the desk, perhaps about 30 winters in age, looks up to you with a curious glance. He gestures you to the chairs that surround his desk. As you take a seat, he introduces himself. "Greetings. I am Rendeth. Since I'm not scheduled for any meetings at this hour and you have managed to be escorted to my presence, I think it's safe to assume that something important is brewing that warrants my attention."*

Rendeth will allow the PCs to explain what has happened so far. As he listens, several expressions are quite evident upon his face. Curiosity fades to disbelief, then to one of shock, and then finally to rage.

If the PCs met had met with Alamondh earlier . . .

*"No, I didn't receive any word about this from Alamondh. But then again, I've been very busy as well. I'll question him about it once I catch up to him later."*

If the PCs ask if Rendeth knows where Alissa is:

*"Oh yes, I know where Alissa is. She is currently at the Proeskampalar Gardens, supervising the set-up for the wedding reception. We better get there right away. There's not a moment to lose!"*

If the PCs don't enquire about Alissa's whereabouts:

*"You know, Alissa is busy supervising the set-up for the wedding reception at the Proeskampalar Gardens. We better make haste and get there before anything happens to her."*

In any event, continue . . .

*Getting up from his desk, Rendeth heads for the door. The Legionnaire on the other side seems a little surprised by Rendeth's appearance. "Assemble a squad and meet us at the castle entrance." The Legionnaire quickly salutes and heads down the stairs and Rendeth turns to you. "I thank you for your diligence in this matter. I will accompany you to the Service District so that I can be sure my Alissa is safe. Come. The guards should be assembled by now. Time is of the essence."*

From here, Rendeth and the PCs will proceed to **Encounter 15**. If the PCs still need healing at this point, Rendeth will stop and make sure everyone is at full strength before catching up with Alissa. There's no point at being at death's door and about to confront a mob of assassins.

## Encounter XV: Alissa Wyndsong

*After meeting with the squad of Legionnaires, you begin your march from the Castle District. Your group is an impressive sight. A contingent of eight soldiers, the Thultyrl, and yourselves. Many citizens and visitors alike step aside, clearing a path as Rendeth leads your group towards the Service District. Some people even follow along, though at a distance, to see what exactly is going down.*

*At the brisk pace that Rendeth has set, you find yourselves upon the Service District gate within five minutes. It takes about another ten minutes more by the time you reach your destination. Looking upon the dinner theater, some of you realize that you've been to the Proeskampalar Gardens before.*

It was a year ago (*Pirate of Hearts*) that the Proeskampalar Gardens was used for the benefit gala sponsored by the Society of Entertainers and Providers. The gala's secondary function was to offer the Thultyrl a selection of eligible ladies for the prospect of marriage.

*Inside the dinner theater, the main room is in various stages of preparation. Long tables line the walls, its tablecloths still folded on the tables' ends. Bins of polished silver are placed around the room for easy access when completing the settings. All eight of the central white-marble columns have been decorated with silver streamers. In some places, mirrors adorn wall sections and part of the ceiling, but is incomplete. As you can see, the place is nowhere near finished for the reception, but it seems that Alissa has everything in hand. She stands on the circular stage in the far corner of the room, giving directions like a conductor to a symphony. When she sees Rendeth, her smile brightens. She moves from the stage and begins to approach you, but slows to a stop when she sees the guards and you file in as well. But before she can inquire as to what is going on, several men burst from their hiding spots from around the room with weapons in hand.*

*The shout heard confirms everything you've discovered to this point: "Get her!"*

The main concern from the Sembians is to get Alissa, dead or alive. Preferably dead. To bad (for them) that Rendeth and his group arrived when they did. Rendeth and half of the Legionnaire squad quickly moved forward to protect Alissa while the other half spread out and go man to man. From the way that the room is structured, there is a very good chance that *web* spells will begin to fly as the columns and walls will make excellent anchor points. Also, each Sembian is proficient in knife throwing in addition to their normal weapon proficiencies. So they will not hesitate to use the polished silver knives located around the room to be used against any magic using people from a distance.

**Rendeth, hm F14 (Cavalier):** AL NG; AC -1 (plate, shield); MV 6; hp 105; THAC0 6 (3); #AT 5/2; Dmg 1d8+6 (*long sword* +2); SA Weapon Specialization; SD nil; Str 18, Dex 17, Con 16; MR nil; SZ M; ML 20.

**Alissa, hf, B14:** AL CN; AC 0 (*bracers of defense* AC 2); MV 12; hp 60, THAC0 14 (12); #AT 1; Dmg 1d6+2 (*rapier of quickness* +2); SA nil; SD *amulet proof vs detection and location*; Dex 16, Chr 17; MR nil, SZ M; ML 18.

Spells: 1st level - *charm person, magic missile, sound bubble* (BHB); 2nd level - *alter self, continual light, Tasha's uncontrollable hideous laughter*; 3rd level - *dispel magic, spectral force, tongues*; 4th level - *charm monster, Leomund's secure shelter, stoneskin*

NOTE: If the PCs had gone through Encounter 11, Alissa would have been informed of the impending danger and would have made some preparations. Spells in bold would have been cast already.

### **Tier 1 (levels 6-13)**

**Diamond Legion Guards, hm F3 (8):** AL LN; AC 5 (chain); MV 12; hp 30; THAC0 18 (17); #AT 3/2; Dmg 1d8+2 (*long sword*); SA Weapon Specialization; SD nil; MR nil; SZ M; ML 18.

**Sembian Fighters, hm F2 (5):** AL NE; AC 5 (chain mail); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d8 (*long sword*); SA nil; SD nil; MR nil; SZ M; ML 16.

**Sembian Wizards, hm W2 (2):** AL NE; AC 8 (none); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (*quarterstaff*); SA nil; SD nil; Dex 16; MR nil; SZ M; ML 16.

Spells: 1st level - *armor* (precast), *magic missile*

**Sembian Priests, hm P(Sp Tempus)2 (2):** AL CE; AC 5 (chain mail); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6+1 (*footman's flail*); SA nil; SD nil; Wis 14; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x3)

**Sembian Thieves, hm T2 (8):** AL NE; AC 5 (leather); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (*short sword*); SA *backstab* x2; SD nil; Dex 16; MR nil; SZ M; ML 16.

### **Tier 2 (levels 14-25)**

**Diamond Legion Guards, hm F4 (8):** AL LN; AC 4 (chain, shield); MV 12; hp 40; THAC0 17 (16); #AT 3/2; Dmg 1d8+2 (*long sword*); SA Weapon Specialization; SD nil; MR nil; SZ M; ML 18.

**Sembian Fighters, hm F4 (5):** AL NE; AC 3 (plate mail); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d8 (*long sword*); SA nil; SD nil; MR nil; SZ M; ML 16.

**Sembian Wizards, hm W4 (2):** AL NE; AC 6 (none); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1d6

(quarterstaff); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Spells: 1st level - *armor, burning hands, magic missile*; 2nd level - *invisibility, web*

**Sembian Priests, hm P(Sp Tempus)4 (2):** AL CE; AC 4 (chain mail, shield); MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Wis 15; MR nil; SZ M; ML 14.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *dust devil, silence 15' radius, spiritual hammer*

**Sembian Thieves, hm T4 (8):** AL NE; AC 5 (leather); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD nil; Dex 16; MR nil; SZ M; ML 16.

### **Tier 3 (levels 26-37)**

**Diamond Legion Guards, hm F5 (8):** AL LN; AC 3 (chain, shield); MV 12; hp 50; THAC0 16 (15); #AT 3/2; Dmg 1d8+2 (long sword); SA Weapon Specialization; SD nil; Dex 15; MR nil; SZ M; ML 18.

**Sembian Fighters, hm F6 (5):** AL NE; AC 2 (plate mail, shield); MV 12; hp 48; THAC0 15 (14); #AT 3/2; Dmg 1d8+2 (long sword); SA Weapon Specialization; SD nil; MR nil; SZ M; ML 16.

**Sembian Wizards, hm W6 (2):** AL NE; AC 3 (*bracers of defense AC 7*); MV 12; hp 24; THAC0 19 (17); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Spells: 1st level - *armor, burning hands, charm person, magic missile*; 2nd level - *invisibility, web*; 3rd level - *fireball, spirit armor* (TOM)

**Sembian Priests, hm P(Sp Tempus)6 (2):** AL CE; AC 2 (chain mail, shield); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 16; Wis 16; MR nil; SZ M; ML 16.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail* (F&A)

**Sembian Thieves, hm T6 (8):** AL NE; AC 3 (leather); MV 12; hp 30; THAC0 18 (16); #AT 1; Dmg 1d6+2 (*short sword+2*); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 16.

### **Tier 4 (levels 38-56)**

**Diamond Legion Guards, hm F6 (8):** AL LN; AC 2 (chain, shield); MV 12; hp 60; THAC0 15 (14); #AT

3/2; Dmg 1d8+2 (long sword); SA Weapon Specialization; SD nil; Dex 16; MR nil; SZ M; ML 18.

**Sembian Fighters, hm F8 (5):** AL NE; AC 0 (plate mail, shield); MV 12; hp 64; THAC0 12 (11); #AT 2; Dmg 1d8+4 (long sword); SA Weapon Specialization; SD nil; Str 18, Dex 16; MR nil; SZ M; ML 16.

**Sembian Wizards, hm W8 (2):** AL NE; AC 1 (*bracers of defense AC 5*); MV 12; hp 32; THAC0 18 (16); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Spells: 1st level - *armor, burning hands, charm person, magic missile*; 2nd level - *insatiable thirst* (TOM), *invisibility, web*; 3rd level - *fireball, hold person, spirit armor* (TOM); 4th level - *fumble, stonewalk*

**Sembian Priests, hm P(Sp Tempus)8 (2):** AL CE; AC 0 (chain mail, shield); MV 12; hp 48; THAC0 16; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 17; MR nil; SZ M; ML 16.

Spells: 1st Level - *bless, cure light wounds* (x4); 2nd level - *charm person or mammal, dust devil, obscurement, silence 15' radius, spiritual hammer*; 3rd level - *protection from fire, holy flail* (F&A), *invisibility purge* (TOM), *miscast magic* (TOM); 4th level - *cure serious wounds* (x2)

**Sembian Thieves, hm T8 (8):** AL NE; AC 1 (*leather +2*); MV 12; hp 40; THAC0 17 (15); #AT 1; Dmg 1d6+2 (*short sword+2*); SA backstab x3; SD nil; Dex 18; MR nil; SZ M; ML 16.

### **Tier 5 (levels 57+)**

**Diamond Legion Guards, hm F7 (8):** AL LN; AC 1 (chain, shield); MV 12; hp 70; THAC0 14 (13); #AT 2; Dmg 1d8+2 (long sword); SA Weapon Specialization; SD nil; Dex 17; MR nil; SZ M; ML 18.

**Sembian Fighters, hm F10 (5):** AL NE; AC -2 (plate mail, shield); MV 12; hp 84; THAC0 10 (9); #AT 3/2; Dmg 1d8+4 (long sword); SA Weapon Specialization; SD nil; Str 18, Dex 18, Con 15; MR nil; SZ M; ML 16.

**Sembian Wizards, hm W10 (2):** AL NE; AC -1 (*bracers of defense AC 3*); MV 12; hp 40; THAC0 17 (15); #AT 1; Dmg 1d6+2 (*quarterstaff +2*); SA nil; SD nil; Dex 18; MR nil; SZ M; ML 16.

Spells: 1st level - *armor, burning hands, charm person, magic missile*; 2nd level - *insatiable thirst* (TOM), *invisibility, mirror image, web*; 3rd level - *fireball, hold person, spirit armor* (TOM); 4th level - *fumble, stonewalk*; 5th level - *cone of cold, feeblemind*

**Sembian Priests, hm P(Sp Tempus)10 (2):** AL CE; AC -1 (*chain mail +1*, shield); MV 12; hp 60; THAC0 14; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Dex 18, Wis 18; MR nil; SZ M; ML 16.

Spells: 1st Level - *bless*, *cure light wounds* (x4); 2nd level - *charm person or mammal*, *dust devil*, *obscurement*, *silence 15' radius*, *spiritual hammer*; 3rd level - *protection from fire*, *holy flail* (F&A), *invisibility purge* (TOM), *miscast magic* (TOM); 4th level - *cure serious wounds* (x3), *inverted ethics* (TOM); 5th level - *flame strike*, *insect plague*

**Sembian Thieves, hm T10 (8):** AL NE; AC 0 (*leather +3*); MV 12; hp 50; THAC0 16 (14); #AT 1; Dmg 1d6+2 (*short sword +2*); SA backstab x4; SD nil; Dex 18; MR nil; SZ M; ML 12.

Spells that are from the *Complete Bard's Handbook*, *Faiths & Avatars* or *Tome of Magic* sources are list in the DM Appendix.

When the battle is finished, the PCs can find a total of six *potions of extra-healing* on the bodies if they search. Anything else has been used or is unavailable. Should the PCs lose this fight, proceed to **Epilogue D**.

## Encounter XVI: Finale

The PCs will most likely be victorious in the previous combat encounter. But the Sembians have one more trick up their sleeve. With the battle over, Alissa will want a breath of fresh air. Stationed on one of the adjacent rooftops is a Sembian sharpshooter with a loaded crossbow. The tip of the bolt has been coated with a special disease that (currently) has no cure. When Alissa, Rendeth, and the PCs exit the Proeskampalar Gardens, the Sembian will take aim on Alissa and fire. Just as the bolt is fired, Rendeth and a PC (*Observation* or  $\frac{1}{2}$  *Intelligence* check) will notice it as well. Give the PC(s) a few seconds to figure out what to do. If the PC takes too long in deciding, Rendeth will act anyway.

Lots of things can happen here. Certainly no spells which were no already in effect will be of help, since the bolt is fired as soon as the PC and Rendeth see the assassin. But nonmagically they can save Alissa in several ways:

1. Raise a shield to deflect the bolt. The PC carrying the shield must be right next to Alissa for this to work.
2. Push Alissa out of the way. In this case, a successful Saving Throw vs Petrification (use Dexterity saving throw modifiers only, no magical bonuses apply) indicates that the PC has not taken the bolt instead.

3. Pull Alissa. Unfortunately, this causes Alissa to be scratched in the arm. Or it would, if Rendeth did not step in the way (which he does).
4. Tackle Alissa by grabbing her legs. It's inelegant, but it does get her out of the way of the bolt.

If a PC does not react immediately, then Rendeth steps in to take the bolt for Alissa. Because it is required dramatically, the bolt does hit anyone who steps in the way, no matter their armor class. Assume that the assassin rolled a 20.

- If Rendeth rescues Alissa and gets hit by the bolt, proceed to **Epilogue A**.
- If a PC rescues Alissa and get hit by the bolt, proceed to **Epilogue B**.
- If a PC rescues Alissa and avoids getting hit by the bolt, proceed to **Epilogue C**.

## Epilogue A

*Seeing something out the corner of his eye, Rendeth is the first to react. "Everyone down!" he shouts as he lunges forward to shove Alissa to the side. Then you hear a nerve-wracking THUNK. Time seems to stand still as no one moves . . . no one breathes. Then, Rendeth collapses to the ground, a crossbow bolt protruding from his stomach. The silence is deafening.*

*You vaguely hear shouts in the background: "Quick! Get a priest!" "The Thultyrl has been shot!" "Someone get that bastard!"*

Alissa will stand there for a moment, looking at Rendeth without reaction. She has gone numb with shock. Until this moment, she hadn't realized exactly how much she really did love this man. Everything heard about Alissa being a power hungry opportunist was true, but she never counted on actually falling in love with Rendeth. She will release a piercing scream as she falls over Rendeth, crying.

Once the bolt is fired, the assassin flees. He has either succeeded or failed, and will not get another chance. The PCs might get a fast spell or two off, but that is all. Fast means casting time of 1. By the time anyone can get to the roof, the assassin is long gone.

*Rendeth is gently placed in a stretcher. You numbly hear orders being barked as he is prepared to be moved. "Run ahead to the Temple of Torm. This is top priority." "No! Take him to the Castle. The Thultyrl's security must be maintained at all times!"*

*As the city's leader is being rushed away, you cannot help but wonder what this bodes for the city. Throughout the Vast, Procampur is known as The Jewel of the Vast. Well, it appears that Jewel has been*

*cracked, and you wonder if Procampur will ever be the same again . . .*

**So Ends "To Kill a Nightingale"**

## Epilogue B

*Seeing something out the corner of his eye, <insert PC name> is the first to react. "Everyone down!" he shouts as he lunges forward to shove Alissa to the side. Then you hear a nerve-wracking THUNK. Time seems to stand still as no one moves . . . no one breathes. Then, he collapses to the ground, a crossbow bolt protruding from his stomach. The silence is deafening. You vaguely hear shouts in the background: "Quick! Get a priest!" "Someone has been shot!" "Someone get that bastard!"*

No amount of priestly cure or healing will help at this point. That will be done in a future tournament.

Once the bolt is fired, the assassin flees. He has either succeeded or failed, and will not get another chance. The PCs might get a fast spell or two off, but that is all. Fast means casting time of 1. By the time anyone can get to the roof, the assassin is long gone.

*Your comrade is gently placed in a stretcher. You numbly hear orders being barked as he is prepared to be moved. "Run ahead to the Temple of Torm. This is top priority."*

*As your friend is being rushed away, you cannot help but wonder what this bodes for the city. Rendeth's first fiancée was murdered and his second was almost done in as well. Throughout the Vast, Procampur is known as The Jewel of the Vast. It appears that Jewel has been cracked, and you wonder if Procampur will ever be the same again . . .*

The PC is considered trapped until a later adventure deals with the disease which ravages the PC. The PC should not be played until cured.

**So Ends "To Kill a Nightingale"**

## Epilogue C

*Seeing something out the corner of his eye, <insert PC name> is the first to react. "Everyone down!" he shouts as he <insert PC action here, in a dramatic way>. Then you hear a nerve-wracking THUNK. Time seems to stand still as no one moves . . . no one breathes. Realizing that no one has been hit, everyone turns to see a crossbow bolt protruding from the*

*dinner theater wall <or shield, if appropriate, though it will twang rather than thud>. The silence is deafening.*

*You vaguely hear shouts in the background: "Quick! Someone get that bastard!"*

Once the bolt is fired, the assassin flees. He has either succeeded or failed, and will not get another chance. The PCs might get a fast spell or two off, but that is all. Fast means casting time of 1. By the time anyone can get to the roof, the assassin is long gone.

*You managed to save Alissa and no one was seriously hurt. Not bad for a good day's work. But you cannot help but wonder what this bodes for the city. Rendeth's first fiancée was murdered and his second was almost done in as well. You saw the look upon Rendeth's face, he would have certainly been struck if you hadn't quickly reacted. And Rendeth IS Procampur! Throughout the Vast, Procampur is known as The Jewel of the Vast. It appears that Jewel has been cracked, and you wonder if Procampur will ever be the same again . . .*

**So Ends "To Kill a Nightingale"**

## Epilogue D

*The fight with the Sembians have taken its toll as one by one you succumb to their superior force. Not expecting to see anything ever again, you awake feeling really awful. You begin to realize that there is much turmoil going on outside as shouts can be heard all around. "Quick, get a priest!" "The Thultyrl's been shot!" "Someone get that bastard!"*

*The Thultyrl shot?! What happened while you were out? Moving weakly to the door, you see the chaos outside. Rendeth is gently placed in a stretcher. You numbly hear orders being barked as he is prepared to be moved. "Run ahead to the Temple of Torm. This is top priority." "No! Take him to the Castle. The Thultyrl's security must be maintained at all times!"*

*As the city's leader is being rushed away, you cannot help but wonder what this bodes for the city. Throughout the Vast, Procampur is known as The Jewel of the Vast. And the Thultyrl IS Procampur. Well, it appears that Jewel has been cracked, and you wonder if Procampur will ever be the same again . . .*

The PCs survive, but only within an inch of their lives. They were saved by priests after the battle was over. They will have no energy to go after the sniper since they had dropped below 0 hit points. As before, the PCs may recognize (*Observation* NWP) these Sembians as crewmembers in which they rescued from the sinking

Seabury ship. Also, if they had reported Alissa's whereabouts to the Sembian crew, the PCs will be arrested as an accessory of the attempt on the Thultyrl's life.

## So Ends "To Kill a Nightingale"

### Experience Point Summary

Experience is calculated as follows for Living City events:

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

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 bumped up 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 II

Rescuing more than (8 x tier) crewmen For each crewman rescued	100 xp
OR	
Rescuing any crewmen	25 xp
Learned two or more points from the Sembian crew	25 xp

#### Encounter III

Defeat the Sembians	100 xp
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#### Encounter V or VIII or X

Get the Writ of Audience to see the Thultyrl (once only)	25 xp
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#### Encounter VI

Get more two or more points of info from Sembians	25 xp
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#### Encounter VII

Get the Writ of Audience to see the Thultyrl (once only)	25 xp
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#### Encounter IX

Return to Procampur without getting into a fight	100 xp
OR	
Return to Procampur after surviving the fight	50 xp

#### Encounter X

Inform Lord Seabury about Sembian problem on his ship	25 xp
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#### Encounter XI

Notice private signal and follow runner to illegal tunnel	25 xp
Turn in info to Diamond Legion about the tunnel or smugglers	25 xp

#### Encounter XV

Defeat Sembians	150 xp
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#### Encounter XVI

No one gets hit by crossbow bolt	100 xp
OR	
PC takes bolt rather than Rendeth	50 xp

#### Bonus

Realize that Alissa and the Nightingale are the same person	50 xp
Realize that Alamonhd is not all that he appears to be	50 xp

Total Experience for Objectives:	825 xp
Roleplaying Experience:	0-500 xp

<b>Total Possible Experience:</b>	<b>1,325 xp</b>
For Tier 2:	2,650 xp
For Tier 3:	3,975 xp
For Tier 4:	5,300 xp
For Tier 5:	6,625 xp

### Treasure Summary

#### Encounter IV

- 600 gp in hazard pay

#### Encounter IX

- Elven Chain (elf sized) —Note: to get this, the PCs had to kill the adventurers, which was not necessary and is therefore of questionable morality

#### Encounter X

- Favor of Seabury for each PC includes:
  1. Passage on one of the Seabury ships for free.
  2. It can be used to get a commuted sentence for one misdemeanor-level crime committed in the Procampur city limits.

3. It can be used to get free access to the Nobles District for one full tournament.
4. Future Procampur Modules will allow this Favor to be redeemed for other uses. Possible uses will be detailed in that module.

### **Encounter XV**

- *Six potions of extra-healing*

### **Noble Recognition Certificate**

In Procampur, advancement in society comes through recognition and patronage by the nobles and other important people of the city. In this adventure, the PCs could have gained positive recognition from any of the following:

- Melton Daderhoff
- Staern Bladebreak
- Lady Consul Rielly
- Alamondh
- Lord Consul Seabury
- Rendeth

Other NPCs in the adventure either did not interact significantly with the PCs or are not that helpful in social advancement.

Give PCs the recognition certificates and check the names of people they achieved positive recognition from during the adventure. Later, the PCs can use this recognition to advance socially and politically in Procampur.

### **Fame Award**

1 Fame Point may be taken by each PC in one of the following Procampur categories: Thutyr1, Diamond Legion, Proctor, Nobles, Temple, Port categories.

## Spells used by NPCs in this Adventure

### **Sound Bubble** (*The Complete Bard's Handbook*)

(Abjuration, Evocation)

Level: 1

Range: 0

Components: V, S, M

Duration: 10 rounds + 1 round/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When this spell is cast, and invisible bubble springs into existence. It can either be centered on and mobile with the caster or cast on an area. The mobile bubble has a radius of 10 feet, while the area bubble has a radius of 5 feet per caster level. The bubble has only one effect: sound can't pass through it. Thus sound generated within the bubble can't be heard by those on the outside and vice versa.

Bards often use this spell to enhance the quality and effect of their performances. It also functions nicely when a bard wishes to use one of his talents in a dungeon or other limited setting which noise is sure to draw attention.

Besides its entertainment functions, *sound bubble* is also useful in many of the same situations in which *silence* is used.

The material component of the spell is a blown egg shell or a soap bubble.

### **Insatiable Thirst** (*Tome of Magic, Wizard Spell*)

(Enchantment/Charm)

Level: 2

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, victims may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending on their nature) may be willing to kill for drinkable fluids.

### **Spirit Armor** (*Tome of Magic, Wizard Spell*)

(Necromancy)

Level: 3

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The spirit armor is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

### **Holy Flail** (*Faiths & Avatars, Priest Spell*)

(Alteration, Invocation)

Level: 3

Sphere: Combat, Creation

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 1 nonbladed weapon or the caster's holy symbol

Saving Throw: None

This spell allows the caster to transform his or her holy symbol or any nonbladed weapons wielded by another being that the cleric touches into a magical *holy flail*. The holy symbol or transformed weapon becomes a snakelike, flexible field of force attached to a rigid hand-hold. This invisible, crackling spectral *flail* has +2 attack bonus when wielded in battle and is considered a magical weapon for attack purposes. The spell also conveys proficiency in the use of the *holy flail* upon the *flail's* wielder, provided this does not violate class restrictions.

A strike from a *holy flail* inflicts 1d6+1 points of damage. If a *holy flail* is wielded by a priest of the same religion as the caster, a hit inflicts an additional 1 point

of damage per experience level of the caster to all undead creatures and to any creature of opposite moral stance (good vs. evil -- lawful vs. chaotic does not matter) to the caster. If the caster is neutral, the alignment-oriented damage does not apply.

A *holy flail* created from a holy symbol can only be wielded by a priest of the same deity as the symbol or it vanishes. If *holy flail* is cast upon a weapon held by a creature of opposite moral stance to the casting cleric (see above), the *flail* does not form. A *holy flail* vanishes if it is transferred from one wielder to another unless the recipient is the caster of another priest of the same deity. A holy flail does not need continued concentration to be maintained and can be dropped to enable spellcasting or thrown as a weapon without vanishing.

The material components of this spell are the holy symbol or nonbladed weapons (which are not consumed by the spell) and a pinch of powdered gemstone.

#### **Invisibility Purge** (*Tome of Magic*, Priest Spell)

(Abjuration)

Level: 3

Sphere: Wards

Range: 30 yards

Components: V, S, M

Duration: 1 turn

Area of Effect: 10-foot square/priest

Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. *Invisibility*-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or person within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

#### **Miscast Magic** (*Tome of Magic*, Priest Spell)

(Invocation/Evocation)

Level: 3

Sphere: Chaos

Range: 40 yards + 10 yards/level

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

*Miscast magic* can be cast only on a wizard. It causes the next spell by the affected wizard to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the *sleep* spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the *miscast magic* would have no effect and the wizard's spell would be cast normally.

The miscast spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the altered results until the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Wizards who are targets of *miscast magic* are allowed a saving thrown vs. spell to avoid the effect.

## Procampur Campaign Information

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

Most Procampans spend at least two, most often four years, in service to the City. Young men are strongly encouraged to join the Diamond Legion to learn duty and responsibility. Until they do, the young men of Procampur are not considered men, but boys, afraid to take responsibility for 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 Procampans is fairly well educated, with nearly 45% of the population able to read. Many are taught during the day at one of the many 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 Procampans.

Many activities that might be frowned upon or made illegal in other cities are legal and regulated in Procampur, with the exceptions of thievery, smuggling, forgery, and racketeering. Gambling in the taverns is a common sight. In the Service and Port Districts, both men and women can find escorts to pass the time with in certain establishments. Some places offer exotic drinks and smoking herbs. Begging is legal in the Poor District, but strictly forbidden in other parts of the city. Since the city offers lodging and care for these people, most beggars turn to work to make a living. Other nefarious activities, such as smuggling, forgery, 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 Procampans has no tolerance for thieves. Any person caught with his or her hands in someone else's pocket or taking goods that do not belong to them are handed over to the Diamond Legion, sometimes in worse shape than when they were caught. The punishments in Procampur are very severe, not just for theft but for all crimes, and include severing

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

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

Criminal punishments in Procampur are all done in public and are not kept under the carpet. The criminal is paraded down the public streets of Procampur. This rowdy parade is lead by Dreaded Harbinger, who carries a thin metal alarum, that creates a loud and shrill crash, like lightning, when struck with a metal mallet that is sure to get everyone's attention. He also announces the miscreant's name, tells of his crimes and announces the time and form of punishment. Behind the Harbinger are eight guards from the Diamond Legion. The second pair holds the chains that bind the prisoner and prevent him from escaping, and 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, Procampans 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.

### **Procampur Character Creation**

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

#### Fighter:

Cavalier, Myrmidon, Noble Warrior, Swashbuckler

#### Ranger:

Mountain Man, Pathfinder, Sea Ranger, Seeker

#### Paladin:

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

#### Wizard:

Academician, Militant Wizard, Patrician, Peasant

#### Priest:

Nobleman Priest, Scholar Priest, Peasant Priest

#### Druid:

Hivemaster, Natural Philosopher, Wanderer

#### Thief:

Adventurer, Cutpurse, Investigator,  
Swashbuckler, Swindler, Troubleshooter

#### Bard:

Gallant, Loremaster

At this point of time, these are all the kits that are available for native Procampans 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 Procampman 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 Procampman 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)	Thultyrl & Hamayarch
City Government	City Government
City Watch	Diamond Legion
City Watch	Proctors
Temples	Temples
Upper Class	Noble Class
Merchant Class	Merchant Class
Lower Class	Poor Class
(None)	Port District
General	General

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

## Lifestyles in Procampur

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

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

the next module she might have to buy a much less costly one.

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

Lifestyle costs are as follows:

Class Level	Procampman 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 a special feasts are added expenses to be handled by the DM. Lifestyle cannot be assumed to include such things as a craftsman's shop, a business, a mage's library, or an alchemy lab, at least not for the purposes of making a profit, pursuing research, making armor, etc. Such specific purchases must be handled through the Procampur administration (RPGAHQ and UCC)..

Those players that have PC-owned businesses in 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.

# To Kill and Nightingale

## Key Event Summary

Complete this and return it with the scoring pack.

- 1) How many crewmembers did the PCs rescue?
- 2) How many players remembered the old man from the previous Procampur tournaments?
- 3) Did the PCs report the Sembian plot to the Diamond Legion?
- 4) Did the PCs report the discovery of the illegal underground tunnel and/or the smugglers to the Diamond Legion?
- 5) Who took the poisoned crossbow bolt in the Finale (**Encounter 16**)?
- 6) Did the PCs get suspicious of Alamondh?
- 7) Did the PCs figure out that Alissa and the Nightingale were the same person?
- 8) Circle the NPCs in which the PCs had a favorable encounter (you cannot circle all the names):

Melton Daderhoff

Staern Bladebreak

Lady Consul Rielly

Alamondh

Lord Consul Seabury

Rendeth